

Inquisition



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DARK FANTASY CAMPAIGN SETTING

GENESYS
FOUNDRY

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Document Version 3.1

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Introduction

What is Inquisition?

This book is a game supplement for the Genesys Role Playing Game by Fantasy Flight Games. Within these pages you will find material to play a unique gritty low-fantasy setting with a pinch of horror.

Inspiration

Inquisition setting is inspired by real Earth's medieval age; mostly from its political structure with lords and vassals. Coming out of many years of *Dungeons and Dragons* and *Pathfinder*, I wanted to reduce the fantasy level and go back to something closer to Middle Ages.

The idea of the *Inquisition* came to me while playing the *Graveyard Keeper* video game, in which some inquisition takes place in the background. It seemed interesting to me though that witches would actually be real and not just an excuse for the Church to burn down people.

With witches in the setting, I thought it would be interesting to have dark fantasy elements, horrors that the characters could face, but without turning them into heroes slaying hordes of demons, undead and other aberrations. The creatures in this setting would always be difficult to beat, and potentially leaving lasting traumas to the characters. The inspirations behind the creatures you will see in this book are coming from various movies, random Pinterest pictures, Grimm fai-rytales and the *Darkest Dungeon* videogame.

Required Material

To make use of this document, you need the *Genesys Core Rulebook* as it contains the rules to play the game, as well as material that are referenced inside this campaign setting book, such as talents.

Sharing its medieval base theme with *Realms of Terri-noth* setting, a lot of material, including gear, talents, craftsmanship rules, are borrowed from it. While you can still play a campaign with only *Inquisition* document and the *Genesys Core Rulebook*, you will get the best out of the setting if you also own *Realms of Terri-noth* source book.

Theme

Inquisition is a medieval setting featuring both horror and fantasy elements. Depending on the campaign type, both the elements may vary greatly in incidence.

Tones

Various types of adventures can be made within this vast setting. The ongoing inquisition against the witches brings its lot of mystery and intrigue. Venturing into the old empire ruins could bring pulp and horror while the feudal system of the world adds both intrigue and drama to the table. Whatever the tone you are after, you are likely going to be able to play it within *Inquisition*.

Fear Rules

Inquisition makes use of the optional fear rules on page 143 of the *Genesys Core Rulebook*, including the Sanity rules.

The dark creatures that the characters will face during their adventure will challenge their own beliefs of what should be possible or not. Each time the supernatural is present, fear checks should be there as well.

Lore

This first part will introduce everything you need to know about the world of *Inquisition*. It is all pure lore about the world, its history and politics.

What's in This Part of the Book

- **Chapter 1: Overview.** This first section gives you an overall idea of what this setting is all about without going deeper into any topic.
- **Chapter 2: Politics.** The world of *Inquisition* has a complex political system based on real-Earth feudalism. This part explains how kingdoms and lineages are managed and the nature of interactions between them and the Church.
- **Chapter 3: Religion.** The Church of the Creator is the main organization of the world and this section will explain its origins, hierarchy and role.
- **Chapter 4: Witches.** Witches are real in this world and are the only people capable of magic. This chapter covers their origins and how they fit with the rest of the setting.
- **Chapter 5: Supernatural Beings.** Beside witches, supernatural beings are the only other fantasy element. Learn how these foul entities, from the mutated animals to the nefarious Damned came upon the world.
- **Chapter 6: Factions.** The Church is not the only organization at play in the world. This section introduces the Midnight Cult as well as the Monster Hunters.
- **Chapter 7: Timeline.** Recorded history goes back to 669 years back and this chapter lists you the major events that shaped the world since its dawn.
- **Chapter 8: Gazetteer.** Nine kingdoms, a holy land, three oceans and a few islands, this part will give you more details about the continent of Eguras, the setting's main theater.
- **Chapter 9: Culture.** This chapter covers the diversity of ethnicities and languages of Eguras' inhabitants.

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Chapter 1: Overview

The World of Inquisition

Beyond the scope of the common eye lurk dark creatures, witches and evil magic. While for the common folk these are merely legends and myths, the Church is actually concerned about these and is trying to fight the evil nature of the world by maintaining an inquisition. Inquisitors, templars and monster hunters roam the lands, seeking and killing witches and other supernatural atrocities.

Above the common folk, nobles fight each other for more land, titles and resources.

While population has spread all around Eguras, vast lands are still uncharted, either on the continent or beyond. It is a perfect opportunity for adventurers to prove themselves by exploring the ruins of the crumbled witch empire, fighting off dark creatures, claiming new lands and making a name for themselves.

Despite its history filled with magic, the world of *Inquisition* is fairly low on fantasy. There are no wizards nor mages, no classical fantasy species such as elves, dwarves and orcs and no magical objects and weapons being traded around the world. Instead of heroes battling dragons and slaying ancient evils, characters are more likely to investigate peasant communities for the occult, maneuver through political webs of decadent nobles and make harsh choices based on even harsher circumstances.

Life on Sondara

Inquisition takes place on the world of Sondara, where civilization is currently in its own medieval age not entirely unlike Europe's 11th century.

Once the empire fell, people scattered all across the continent. Powerful leaders rose from the ashes of the empire, and became rulers of their own petty fiefs. In time, those leaders became kings, their fiefs kingdoms.

It's been 649 years since the fall of the empire, and much of the writings of that age have been burned or lost. The people have forgotten what truly hides in the

dark and for most, such creatures are tall tales. After years without signs of anything supernatural, witches and dark creatures have been sighted. These incidents are isolated for now, but the Church cannot stand aside. Fearing a resurgence of dark powers, the Church has launched an unprecedented inquisition. Priests in all communities are now on the lookout for any signs of witchcraft. Mixing zeal with fear, they are quick to accuse and condemn those they think are witches, even though they might lack proof. Over the years, the inquisition has led to a growing fear and suspicion among the people, a world where nobody is truly safe and even trusted friends could harbor evil in their hearts.

The Creation

The Church of the Creator's foundation dates back to the fall of the Midnight Empire. Its teachings have since reached everywhere but the most reclusive bastions of humanity.

As per its teachings, what came before Sondara was a complete and infinite void from which a single entity came into existence. That entity had its own goals and designs and created the universe, along with Sondara. The entity, which would be known simply as the Creator, bestowed life upon the world. But somehow, its attempts at intelligent life forms became twisted.

In order to create a better form of life, capable of co-operating, developing a culture, demonstrating love and compassion, the Creator had to reject a part of itself that was darker. By doing so, it created unique entity composed mostly of everything that made it previously imperfect; Lilithia.

Then, the Creator created humanity. Humans started to evolve by themselves, ignorant of their creator's existence, as it stood silently watching.

Lilithia, being a chaotic yet ambitious being, tried to play with the world herself, but her powers were not strong enough to actually alter the planet. Slipping

past the Creator's vigilance and using her still-growing powers, Lilithia managed to enter the mortal realm as a newborn child.

The Rise of the Mother Witch

Even though she was not nearly as powerful as the Creator, she was still superior to all mankind. Her powers manifested as what is now known as witchcraft, and Lilithia was the very first of her kind; the mother of witches. Blessed with immortality, she bred multiple children; exclusively daughters, each of whom with the potential for witchcraft. While they were not immortal themselves, their sorcerous powers blessed them with a lifespan longer than that of any normal human being.

Much like the Creator, Lilithia had a plan from the start: seizing control of humanity through her and her daughters' magic. At some point during history, they manipulated their way up the social ranks, using magic to fend off opposition. Every king was quickly swapped with a witch, mind controlled, or simply charmed to act accordingly to their plans. Lilithia crowned herself empress of all humanity. That united civilization became known as the Midnight Empire.

For an indefinite period of time, Lilithia kept the humans under her yoke, forcing them into slavery and worship. Even today, it is not clear exactly what Lilithia wanted to achieve with this. Was it only to satisfy her desire for power? Or was it an attempt to destroy the Creator's work as a way to avenge his denial of the power of creation to her? The answer remains a mystery.

Prophet

The Creator could not bear to stand aside for eternity. One day, a young slave who was working in the mines received a vision from the Creator. It was one of hope, a dream of freedom and the fall of the empress. That nameless man was blessed with a powerful gift: immunity to witchcraft, Lilithia's main weapon against humanity. Guided by his visions, he freed himself from the mines along with others. He slowly recruited people to his cause and spread his knowledge of the Creator. His actions and words earned him the name Prophet.

Within few years, whispers grew among the slaves that Prophet would defeat the empress and word got to Lilithia. She would not believe such nonsense and never really felt worried. That is, until some of her daughters were mysteriously slaughtered. Prophet ignited the spirits of the slaves, and they rebelled against their witch mistresses.

The Fall of the Midnight Empire

During that war, thousands humans died as the witches were only slowly defeated. Still, Prophet was still standing and his close companions, who are now known as the apostles of the Creator, were keeping morale up. Eventually, Prophet brought the fight up to the Midnight Tower, Lilithia's center of power, and defeated her.

As her blood spilled on the floor, her control over the minds of many nobles ceased and the war swiftly came to a halt. The remaining witches fled into the wilderness to avoid the same fate as their mother. The freed people were more concerned about rebuilding a home for themselves than pursuing Lilithia's daughters into the wild. Most left their existing settlements as they feared that the magic lingering there would corrupt their children, crops and souls. And thus, even today, the ruins of the empire lay uncharted. Even though expeditions took place to uncover its secrets, most of them did not return and those who did left their participants psychologically scarred by the horrific events they witnessed back there.

A new Era

After the war, some people were still blessed with enough valuables and resources to bring people together; building new settlements and laying the foundations for a new civilization. The population expanded, new villages sprouting up as people spread. Kingdoms formed and humans waged multiples wars for various reasons.

The Church of the Creator became a renowned institution, its seat standing in the city-state Prophet's Landing; the settlement Prophet founded after the war. There stands a gigantic cathedral towering over nearby buildings. Its religious leader, the Pope, holds a massive influence on world's politics. The Church has a delegate in every major settlement in every kingdom. Even the frontier villages are likely to have a church or shrine of sort, maintained by a priest. Worship of the Creator is present everywhere, and the priests always have a word in what is happening in a given community. They hold sermons, can summon templars and condemn people for witchcraft.

Contrary to real-life Middle Ages, women and men hold equal social rank. While some kingdoms have their own unique inheritance rules, the majority follow the law of primogeniture, whereupon the ruler's death, the power goes to their first child, or the spouse should the child not be old enough to rule yet.

Chapter 2: Politics

The humans of Eguras built their civilization soon after the fall of the Midnight Empire. People have fled the area as they feared that the lingering magic would cause them harm. Most people fled toward the west as the path was more easily navigable. To the east, the mountain range still drew some people in but even today, people from Eguras do not know what stands on the other side of the Midnight Mountains.

It did not take long for the refugees to gather into small groups and form tribes. Some of them found a land to settle down and started building up communities, while others pursued nomadic lifestyle. The settlements developed their own political systems, diplomatic relations and economy. As the years passed, some of them formed alliances and the most influential families raised in power and with time, kingdoms were founded across the continent of Eguras.

Inner Politics

Feudalism

The people of Eguras live by the principles of a caste system and feudalism. There are currently nine kingdoms across the Eguras continent, which for most people represent the known world, and they all follow a similar system.

Nobility

Above all is the ruler of the kingdom. Their word is law and they can do pretty much whatever they want inside their own kingdom. The only people that they try not to displease are their immediate vassals as well as the Pope. While not as powerful, a ruler's vassals, when allied together can overthrow a monarch. The Pope on the other side has a strong influence in world politics and can launch a crusade against a specific kingdom and excommunicate individuals. Beside the pope and his archbishops, the monarch owns everything and everyone inside their kingdom.

Inheritance

Inheritance laws may differ depending on specific kingdom and reigns. Within the same kingdom, the different duchies, counties or baronies may use different laws. Many use the primogeniture, in which the eldest legitimate child inherit all the titles from the deceased ruler. Should the ruler have no child but have

grand-children, the titles go to the eldest child of his eldest deceased child.

Should the titles be passed to a child who is younger than 15 years old; a steward is nominated until the new ruler comes of age. Depending of the kingdom, the steward is generally nominated by the spouse, the nobles or the bishop.

Marriage

Marriage is a means of establishing alliances and ultimately, an opportunity of having heirs. Love is generally put second rank in terms of priorities. This fact is even more common among the nobility as alliances are precious and can seal the fate of a lineage or kingdom.

Marriage is organized by the subject's lord for the nobles, while for the peasants and craftsmen, the parents are generally the ones pulling the strings. Occasionally, mostly among those who do not own titles or lands, partners can decide to marry each other. The latter tends to produce happier couples as their foundation is based on love rather than political interests.

When a marriage is organized, negotiations take place to determine if it is going to be either a patrilineal or matrilineal wedding. This is of crucial importance for determining rules of inheritance, as the marriage's structure will affect who is going to gain the titles once the ruler dies. Rare exceptions aside, the wealthiest partner get the better of these negotiations.

Vassals

While the rulers hold the most power in Eguras, they cannot manage the population by themselves. Therefore, a kingdom is split into duchies, which are ruled by a duke or duchess. A duchy is still a pretty large piece of land so a duke will split his lands into separate counties, each ruled by a count or countess. And finally, the count splits his territory into small pieces of land called baronies, which are ruled by a baron or baroness. A barony consists of a single settlement, with a few acres of land.

Each of these vassal titles are granted by the noble just above them in the hierarchy. Once such title has been granted, that title passes down to the noble's children as per the inheritance rules. It is possible, though, for a noble to dismiss one of his vassals but this act should be motivated by a rightful cause, such as heresy. Dismissal of a noble without the support of the Church or the noble above may draw the ire of the other nobles of the same rank and even above.

Internal Warfare

Internal war occurs when two vassals declare war on each other. In a time where land grants are not that precise, overlap can occur and barons, counts and dukes have to make a display of power to take what they claim is rightfully theirs. Sometimes, the inheritance can be a bit blurry and some titles are claimed by some other noble. In this case, war generally settles the argument.

When going into war, a ruler can call to arms all their vassals to support the war effort. Failing to answer the call to arms normally resolves in dismissal. Depending on the rules in place, going to war against a vassal of the same lord might require the lord's permission. For example, a count might have to grant permission for two of his barons to fight each other.

Caste System

The people of Eguras are separated by categories that dictate their role and rights in society.

Above all is the **ruler**, may it be a king or a queen, which rules the kingdom. They have a right on the life on every one of their subjects.

After the ruler comes the **high nobility**. This encompasses the ruler's spouse, children, siblings which are all considered nobility.

Then comes the **lesser nobility**, which are vassals: dukes, counts and barons, and their respective families.

Under the vassals are the **knights**. These noble warriors were granted a honorific title and private land within the fiefdom. Knights are good candidates for the title of baron should the count dismiss the current one or should a land be conquered. Warriors are knighted by their lord for heroic deeds.

Then come the **merchants**. They trade goods between settlements, buying merchandise and carrying it around to sell at a higher price. Rich merchants sometimes own mansions, with their own set of mercenary guards and servants.

Coming close behind are the **craftsmen**; blacksmiths, coopers, jewelers, shipwrights and other artisans. From their craft, they can make some money, and sometimes even buy a parcel of land for themselves.

After come the **peasants**. Peasants work the land by farming, woodcutting, mining and other tasks their lord requires of them. Peasants do not own any land. Their homes are rented by the lord. Basically, peasants have to pay to live on the land they work for, while doing the work for their lord. For this reason, peasants are mostly poor and cannot afford many personal belongings.

Finally, there are the **serfs**. Serfs are mostly peasants but their living existence is tied to the land on which they live. Their life is owned by the landlord and they cannot leave it. Everything they have also belongs to the lord, up to their clothes. Should a serf want to leave the land, they have to pay the lord in order to have him permit this freedom. Since serfs are the poorest of the people, they generally cannot afford that cost. Being a serf is not that far from being a simple slave.

It is unlikely, but not impossible, to raise one's own position within the caste system. A very lucky peasant could be knighted after performing heroic deeds on during an ongoing war, and then again be granted a barony. Unfortunately for them, these cases are extremely rare. Most people live and die as part of the same caste they were born into.

The Court

The court is an extended royal household, which houses those who regularly attend to the lord of the place, which includes courtiers, entertainers, ambassadors, bodyguards and even concubines.

Every lord holds a court. While a baron might hold a few individuals lodged in humble accommodations, a monarch's court can hold up to a few hundreds souls lodging in a dedicated wing of the castle, with servants and classy accommodations.

Normally, every noble has an envoy assigned to the court of their lord and one to each of their vassal. For example, a duke would have an envoy at their queen's court, and one at each of his vassals' court, which are counts and countesses.

The envoys have the responsibility of representing their lord and carry messages for them. Needless to say, they usually play a big part in the intrigue of nobles' house.

World Politics

Warfare

Relations between kingdoms are sometimes tense as they share borders. Coveted resources, blurry succession lines, alliance to an enemy are a few reasons kingdoms go to war.

These wars are the most bloody as the rulers will call to arms their vassals, which in turn will call theirs and so on until it reaches the barons, thus mobilizing every able man and woman of the kingdom.

Launching an attack on another kingdom prior to making a war declaration is something considered unlawful, something that draws the attention of other rulers and even the pope.

To declare a war, one ruler must have a *casus belli*, which is an act or event that provokes or is used to justify war. The most common are a land, title claim or having an ally being attacked.

A declaration of war takes the form of a herald of arms delivering a "letter of battle" to the opposing party. These letters include the requests and claims from the issuing ruler. These could be as simple as "release the captive princess of Greenshire or our army will march against you."

The war should end once both parties sign a treaty, with the defending nation having conceded or not to the demands of the attacking kingdom.

Religion

The Church of the Creator is influential within all the kingdoms of Eguras. The seat of the religion is centered at the Cathedral of the Holy Flame, in Prophet's Landing. From there, Pope Abraham VIII keeps an eye on world politics. His words are law for everything touching religion, morality, and he can excommunicate people or launch crusades and inquisitions.

Every lord of the kingdoms wants to please the pope as the Church has the most power around, being able to muster forces all around Eguras. Since the Church does not have an extensive standing army, its power comes not only from the money each lord pays to get the pope's support, but primarily out of fear of what will happen of them after death. People hope that if they live a good life, their soul will travel to the heavens and will live an utopian afterlife at the Creator's side. On the other hand, failing to live by the Church's values will have your soul travel to Lilithia's domain, where it is tortured for eternity.

Therefore, people go each Sunday to their local church to listen the priest's sermon, and confess their sins, hoping for guidance and repentance.

Chapter 3: Religion

Origin

The Church of the Creator traces its origin back to the Midnight Empire and more importantly, its fall. The first mention of the Creator was just about two years before the empress was defeated.

Back then, civilization was under the reign of Lilithia and her witch daughters. Every position of power in society was held by a witch. Since they were not numerous enough, they had to put non-witches into positions of lesser importance, such as slave masters, administrators and such. These men and women were sometimes truly loyal to the witches, sometimes magically charmed and forced into service. For the rest of the population, they were slaves, working the land day and night and pushed beyond their limits.

The seat of Lilithia's domain was perched atop a mountain, in a massive structure called the Midnight Tower, from where she pursued her dark schemes.

Prophet

Born as a slave and confined in a quarry, the nameless man was indistinguishable from any other slave. One night, when he was twenty years old, the man had a dream. The following morning, he told a story of hope and freedom. He claimed that he saw the creator of the

world, and it explained to him the origin of Lilithia but also her weakness; silver. Then, it incited him to escape and ignite rebellion.

While uprisings were attempted in the past, they always ended in violent bloodshed and not a single one was successful. But this time, the man was filled with confidence and zealous conviction. His stories of the dream encounter with the Creator earned him the name of Prophet.

Turning mining picks against their masters, the slaves successfully managed to reclaim their freedom. While other slaves would have normally fled far away and rebuilt their life, Prophet was driven by his vision and would not stop rebelling before he would have freed all the slaves and killed Lilithia.

The Defeat of the Mother Witch

It took about a year for Prophet to actually attempt to defeat Lilithia, the Mother Witch. Armed with silver-tipped spears, Prophet and his army of freed slaves assaulted the Midnight tower, fighting through witches and bewitched guards.

Prophet, along with ten of his most trusted men, reached the top floor of the tower, where the throne

Lilithia as a Divine Being

Despite the image of Lilithia that the Church spreads, Lilithia is not a woman but a genderless divine being. Its magical powers let it assume the form it favored at any given time and no one could tell what its true appearance might have been, if it even has one.

What is true though is that most of the time, it was assuming a feminine form. From this fact, as well as its name sounding closer to a woman's than a man's, the Church considers and depicts this entity as a woman. This assumption led them to enforce that witchcrafting, as well as the primal evil, is coming from women, while no verifiable facts support their opinion.

For the sake of this document and ease of reading, Lilithia uses the feminine pronouns even though she is not technically a woman.

room stood. He challenged Lilithia and killed her by piercing her heart with his spear. While the fact of a simple man defeating Lilithia is improbable at best,

Prophet's immunity to witchcraft would have been the key to his victory.

The Foundation of the Church

As Lilithia's blood dripped on the floor, it seems that every witch in the world became aware of their mother's death. Each of them fled the empire in favor of the wilds, vanishing into the dark corners of the world.

After his victory, Prophet addressed his fellow warriors who have witnessed the event, naming them apostles and asked them to have all the slaves flee their lands. The Creator told him in a dream that staying close to the Midnight Empire would corrupt their soul, would turn them into hideous creatures and prevent their soul from reaching heavens upon their death.

People fled to the west as it was more easily navigable while the east was filled with treacherous mountains. Still, a handful of people tried their luck but it is not known what happened to them after that.

Prophet, his apostles and many followers traveled together in hope of finding a hospitable land. Each day, dozens of people left the group to settle where they

stood, exhausted from marching all day. But Prophet, along others, kept going until they reached a land that seemed right for a new settlement. Here, they founded a hamlet named Prophet's Landing. Years later, this settlement would hold the Cathedral of the Holy Flame, the seat of the Church of the Creator.

Only two years after the founding of Prophet's Landing, Prophet died. Some say he died to the hands of disease but apostles claimed that his soul merely returned to the heavens to rejoin the Creator, leaving his unneeded body behind. Some even believe that Prophet was indeed the Creator, taking up mortal form to free the humans from Lilithia.

Today, the Church claims that Prophet's tomb lies in the Sanctified Catacombs below the cathedral, along with the first apostles, the popes and archbishops that came after.

The Church's Hierarchy

After Prophet's death, the apostles established a structure to manage the Church. They elected one of their own to become the Pope. Each of the nine other apostles became archbishops. As the Church grew over the years and religious practices spread, people showed interest in joining the Church. The archbishops took some of them and taught them to become bishops.

Once ready, the bishops joined the other settlements and established smaller churches here and there. The faith people had in the Church aided it to grow even more influential, taking a stand in some political decisions and even managing to instill a mandatory tax for every individual to pay to the Church. Finally, as the Church grew, the structure got more organized with different ranks and methods of climbing the religious ladder.

Pope

The current pope is Abraham VIII. The pope is the leader of the Church and lives in the Cathedral of the Holy Flame. He is the most influential man in the world and also the richest. Receiving taxes from every settlement of Eguras, he can muster large number of soldiers to support his agendas.

When the pope dies, a new one has to be elected. The archbishops gather and nominate a new pope amongst themselves. This process can take up a few days, while they all stand isolated inside the Cathedral of the Holy Flame. An archbishop is elected in unanimity. Then, the new pope chooses his new name, which consist of the name of one of the ten apostles, followed by a number representing the amount of previous popes that shared the same name, plus one. The ten names are Abraham, Archer, Christobald, Jacob, Jeffrey, Joshua, Lewis, Nicholas, Raymond, and Victor.

When a pope dies, his corpse is buried inside the Sanctified Catacombs, underneath the cathedral. Since popes are elected upon the death of their predecessor, most popes that are elected are mostly of venerable age. Therefore, most of them only occupy this position for a few years before passing on.

Pope's Powers

The pope has three distinct powers that have a world-scale impact:

First of these powers is **Excommunication**. When excommunicated, a person is excluded from the religious community. In the eyes of the Church, that member is a heretic. This opens them to hostilities as heresy is a motive sufficient enough to wage war. Should a ruler get excommunicated, their vassals generally turn against them and are not judged for doing so. Other kingdoms are also likely to engage hostilities. While excommunication is generally definitive, someone may be able to gain the pope's favor back and reintegrate the religious community. When a ruler is excommunicated, it is wise for their court to remove them from his ruling position, showing their cooperation to the pope and therefore, avoiding likely conflicts. The pope must be careful to not overuse this power as, contrary to kingdom rulers, his position is elected and not granted by birth and he can be demoted if all the archbishops wish so.

Then comes **Crusade**. A crusade is a general call to arms to every kingdom. The pope declares a faction, whether it is a kingdom or a group of individuals and every kingdom is called to participate in the war. While kingdom rulers are not required to participate, doing so helps to gain the favor of the pope and he can even grant conquered lands to those who supported the war effort. A single crusade has taken place in the history of Eguras, back in 373 when the pope opposed Vanasha, a witch that ruled a kingdom in the southwestern region of the continent. That crusade lasted sixteen years.

Finally is the **Inquisition**. When the Church suspects the presence of witches, the pope can launch an inquisition. The Church keeps at its disposal a special force of templars; holy warriors wielding silver weapons. In time of inquisition, these warriors wander the lands in search of witches. Templars have an authority that is on par with rulers concerning witches and heretics. Should a templar condemn a person to death due to witchcraft, rulers are advised to go with it as opposing a templar raises the risk of excommunication from the pope.

Archbishop

Archbishops are the pope's closest advisors. Living inside the Cathedral, they help the pope with managing the whole religious structure, coordinating templars, reading reports and maintaining the Church's books.

Archbishops who pass away are also buried inside the Sanctified Catacombs, in a separate section.

When an archbishop is elected pope, passes away or somehow leaves their position in the hierarchy, a new archbishop is elected. Every bishop can compete for the position, making a pilgrimage to the cathedral and presenting themselves before the archbishops. The archbishops vote together, basing their choice on influence, deeds and income, among other factors. The new archbishop is elected by majority.

Bishop

Bishops are the highest religious authority outside of the Cathedral of the Holy Flame. They maintain cathedrals and large churches among the kingdoms. The rank of bishop is granted once a priest has served long enough and has a set income and parishioners. While they fill mostly the same role as the priests, the bishop rank is required to apply for the position of archbishop.

For these reasons, bishops mostly maintain cathedrals in large cities and capitals. They tend to show up often at a ruler's court and some dukes and duchesses even have the pleasure of having a bishop living in their town.

Priest

Priests maintain parishes all around the kingdoms. Even the smallest settlement will have a chapel or at least a shrine where people gather on Sundays to hear the priest's sermon. It is the lowest rank in the religious hierarchy allowed to speak the sermons and make use of the confessionals.

To become a priest, a man must have served as a Brother for at least five years and the priest of his church must forward his application to a bishop. If the bishop supports the promotion, the Brother becomes a priest and can hold sermons.

It is not unlikely for a church to have two priests simultaneously. But most of the time, newly promoted priests are assigned a church in a new community or replace a priest that passed or left their position somehow.

Until three years ago, when Queen Meriel of Trimira forced the pope's hand, priesthood was a male exclusive position. Now, women can be promoted to the role of priestess.

Inquisitors

Since the start of the Inquisition, some priests were reassigned to investigation duties. Rather than speaking sermons, these inquisitors focus their attention on seeking out witches. Once they find their mark, they decide whether to muster local forces or call in the templars should the threat requires the Church's direct intervention.

Brother

Brother is the lowest rank a man can occupy within the religious hierarchy. Every man wanting to join the organization starts at this rank. Brothers maintain churches, mostly by cleaning them and their ornaments and help the priests with their sermons. Brothers double as scribes and are taught to read and write should they not know already, which is the case for most candidates.

Becoming a brother is a double edged sword. It helps to raise the prestige of a family and earns the favor of the Church. Also, the brothers are housed and fed during their service.

The drawbacks are that brothers are not able to help their family with land and labour, which can be a big deal for farmers and even craftsmen. Also, brothers must take a vow of chastity, which prevents the continuation of the lineage. Brothers also cannot hold noble titles. For this reason, few nobles actually volunteer to serve as brothers as it invalidates their claim to the title. Still, some may be so far down the lineage that they could barely hope to hold a title at any point in their life and thus volunteer to join. Sometimes, it is because they have brought dishonor to their family and joining the brothers is somehow a way to redeem themselves. Finally, nobles can entrust their children to the Church. This is done mostly to get rid of troublesome offspring.

Note that brothers are not always assigned to the church in their hometown. In fact, most are assigned elsewhere, so family would not interfere with the brother's duties.

Sister

The Church has a history of distrust against women. After all, the Church's historical antithesis is pictured as a woman and the religion's patron, while actually genderless, is mostly spoken of as being male.

Up until three years ago, sister was the highest rank a woman could hope to reach in the organization. Thanks to Queen Meriel of Trimira, sisters can now reach priesthood and even become bishops.

Templars

Templars do not really fit into the rest of the hierarchy as they fill a completely different role. Templars are the holy warriors of the church. That sub-organization is called the Inquisitorium.

Petitioners must undergo a series of tests, both of physical prowess and religious knowledge. For this reason, many petitioners have either spent a lot of time at the church or are brothers or priests.

The petitioners are tested directly at the Cathedral of the Holy Flame, under the supervision of the High Templar. Those selected will undergo intense training until they are granted the title Templar.

The Templars stay mostly at the Cathedral unless there is an ongoing crusade or inquisition. During crusade, templars serve as a separate armed force under the direct orders of the Church. During an inquisition, they roam the lands in search of signs of witchcraft. In addition to their standard weapons, each templar wields an alchemical silver weapon, mostly a sword or a spear. These weapons are of deadly efficiency against the witches they hunt.

High Templar

All these men are led by the High Templar, a veteran from within the ranks, promoted directly by the pope. The current High Templar is Simon Velton and he has occupied this position for the last eight years. There are about one thousand templars within the ranks.

Like priesthood, the templars have opened their ranks to women three years ago and some of them have already been promoted and wander the lands rooting out witches.

Prophet's Landing

When Prophet and his apostles settled down with other slaves, they founded a little settlement that would later become the seat of the religion.

Years later, the little hamlet has become a prosperous city, if not the largest in Eguras. Its fourteen thousands people are talented craftsmen, merchants and members of the religious order. Farmlands are found around the city and many produce grapes for the wineries.

The Cathedral of the Holy Flame

The Cathedral of the Holy Flame is the seat of the Church's power. The imposing structure towers over all buildings men ever built. Its stone walls are decorated with statues of priests, templars and colorful stained glass windows. The walls inside are filled with paintings depicting the stories the fall of the Midnight Empire and the life of Prophet, as well as the construction of the cathedral.

The building has a special wing for the archbishops and the pope to live in, as well as another wing for the Inquisitorium, which looks more like a barracks than a typical religious building.

Sanctified Catacombs

Under the cathedral, accessed by a secret entrance known only to the Pope, his archbishops and well as the High Templar, are the Sanctified Catacombs, a place where people of their ranks are buried upon death. Stories have it the Prophet's body was been buried there when the cathedral was still in construction.

The cathedral is a destination for pilgrimage for nobles and bishops alike. Sadly the common folk cannot afford to leave work duties aside to make the trip to Prophet's Landing and back.

Holy Symbols

The Church of the Creator has some holy items that anyone recognizes for their religious meaning.

Spear

The spear is pictured in many paintings of Prophet and his apostles fighting off witches. This weapon was the best the slaves could afford back then, requiring less metal and work than a sword or mace. Many Templars and monster hunters still carry spears today.

Silver

Due to its deadly efficiency against witches, silver holds a special place for the Church. For this reason, most religious ornaments are made of silver in contrast with nobles' ornaments which are generally made of gold.

Fire

Witches are executed by a vast array of violent methods; beheading, drowning, and much more. But the most prevalent method of putting a witch to death is through fire. Pyres are erected in public places to which witches are tied up to them and then lit. The fire is believed to purify the corrupted soul before putting a life to an end. Therefore, the fire is considered a holy symbol, to the point each priest wields an amulet representing fire. Each religious site, whether it is a grand church to the most humble shrine will have some kind of brazier that is burning all day long. The one at the Cathedral of the Holy Flame is an imposing one, and special oils burning inside give it a silver colored flame.

Inquisition

Since the fall of the empire, the Church has prepared itself for the eventuality of witches coming back from

the wilderness but never actually had to face them, at least up until now. It all started when Arthur Vanar, in-

heritor of the throne of Theavan, was found dead. His chest was carved with symbols that were identified as witchcraft. Templars went and found evidence that one of the prince's servants, a young maiden was indeed a witch. She was burned before all the people. Her family, who opposed it and denied to have known anything about witchcraft, were all hanged on the public place, accused from hiding a witch in their home.

A few days after, another case came up, followed by another one. Over the course of a month, more than one hundred presumed witches were executed all over Eguras. Were they all witches? That is what the Church claims.

Holy Teachings

History is recorded within manuscripts and scrolls held by Church, and the clergy is the guardian of knowledge. Peasants and serfs, who represent more than 90% of the population, are illiterate for the most part and thus cannot access these writings. In a world where history is held by a restricted group of people, it is reasonable to question whether the priests are telling the truth, or if the content of these books are actually reflecting what really happened; Prophet, Lilithia, the Creator...

Are these really facts or just the greatest lie of humanity? No one will ever know for sure. People either lack access to the information, the knowledge and education to analyze it or the time to spare. People simply follow the flow. After all, it is not like an individual, even a ruler, could fight the Church on their own. Opposing the Pope would mean a straight ticket to Lilithia's domain.

In fact, most people do not even question religion and simply worship the Creator, finding comfort in the sermons, guidance and promise of a happy afterlife, and hoping not to be found guilty of heresy.

Pagan Beliefs

While the Church of the Creator is the most worshipped religion, few others exist. Not all people were as close to Prophet when Lilithia died and people came up with their own beliefs.

People from Druya and Beraug believe that after death, the spirit lingers in the world to help their loved ones, offering spiritual guidance and comfort.

Since then, people are fearful, keeping a close eye on their neighbors, while trying to lay low. More women were sent to the church to join the sisterhood, their fathers fearing that they would be wrongly accused of witchcraft, bringing dishonor or maybe even death upon the family.

Recently, a man capable of witchcraft was found and executed (see "Warlocks" on page 19). The fact that men could be witches had the Church even more on guard, and the fear in people's heart only grew bigger.

Female Characters

At first glance, it may seem like female characters are restricted in their options, as the Church has a history of acting in a sexist way, not allowing them to rise up in the hierarchy.

Sexism is a perennial problem. Not easy to solve universally, but in this case it is very much a case of "removing these aspects would undermine important themes of the setting." The world of *Inquisition* is not meant to be pleasant, but the players can, and perhaps should, fight to challenge this status quo as Queen Meriel of Trimira did and create a better world.

With the recent events, the Church has opened the templar and priestess ranks to women, making both female and male characters viable.

To benefit from the guidance of their ancestral guardians, the people must act honorably. Also, a dishonorable character would not join their ancestors upon death. Instead, they would linger in a dark metaphysical space called the Underworld, in which they are eternally imprisoned, and doomed to be forgotten.

Chapter 4: Witches

People capable of using dark magic, witches are something to be afraid of. Using effigies, hex bags,

cauldrons and such items, they can unleash powerful curses and other fearsome effects.

Origin

Magic came to Sondara when Lilithia took form on the planet. Her cosmic essence allowed her to use some power unknown to mankind so far; magic. As she proclaimed herself as a witch, that magic was quickly named witchcraft.

Passing the Gift

Witchcraft is a gift that is passed through blood. Therefore, only ones who have Lilithia as their ancestor can access witchcraft. Contrary to what was believed for hundreds of years, witchcraft is not female-exclusive.

What is true though is that only women are capable of passing the gift. So while a female witch might give birth to male witches, these men will not produce witches, unless the mother of the children is also a witch.

Despite the fact that witch mothers can give birth to males, the birth rate seems to go in favor of females.

This leads to having more female witches than male ones. The Church is aware of that fact. Therefore, the priests try to keep an eye on families with more daughters than sons.

Lost in Blood

Although magic is a gift that passes on from generation to generation there are cases when many generations of witchborn families may never become actual witches.

Sometimes, a witch will not teach their children to use magic. This may be the case if they died before their children reached emotional maturity to use it, or maybe the parent abandoned their child out of fear or obligation, like from adultery.

When that happens, it can take a few generations before one of the descendants actually discovers witchcraft but from that point, they could teach witchcraft to all of their family.

Manifestation

Everyone descending from Lilithia has the potential to be a witch. Still, not all these people actually become full-fledged witches. Many of them will live and die without knowing they had this ability inside them. There are three ways for such a person to discover their potential.

First, the magic can be taught by another witch. It could be the potential witch's parent or another witch. Since witches must be careful about not getting discovered, they tend to not teach how to use the magic unless they can be sure that they will be able to stay hidden. For this reason, it is pretty rare for a witch to teach a young child as they are emotionally less stable and

more likely to get caught. Investigation could lead to the teacher and this is a risk most witches will not take.

Second is exposure to the supernatural. Being exposed to something unnatural, such as witnessing either a magic spell, a supernatural creature or even a witch burning can awaken a person's inner witchcraft.

Finally, strong emotions can also reveal a person's power. Negative emotions such as hate, rage and betrayal are the most likely to awake the magic.

Witches in Society

People blessed (or cursed) with the blood of Lilithia have to be extra careful within society. Once they realized they are capable of magic, they are drawn to use it to make their life easier. In a society where they face harsh conditions, cruel lords and brigand activities, it is tempting to use supernatural powers to get rid of a rival or improve their own condition somehow.

Since society, and mostly religion, has associated witchcraft with evil, witches must be careful to not get caught. Therefore, they try to restrict themselves from openly using magic. Fortunately, many of their spells can help them to stay a step ahead of the inquisition.

For most witches, magic does not affect their ambition. Many witches simply want to live a happy life, have a spouse they could love and have children. But, like their normal counterparts, some are attracted to power and these witches are really good at getting into the important spheres of society due to their magic.

At some point in a witch's life, they are likely going to be discovered. Should that happen and if they manage to escape being executed, witches mostly use their polymorph magic to acquire a new appearance and start a new life.

Those who cannot handle the stress of living in civilized society, full of eyes that may uncover their secret lineage, will leave it to make their home in the wilderness. These witches tend to choose inhospitable and remote locations to keep curious people at bay. Therefore,

many exiled witches can be found in swamps, mountain caverns and underground.

Lifespan

Witches' blood confers them an extended lifespan. In fact, unless they fall ill or are killed, witches can mostly live indefinitely. For those living in society, this requires the use of magic. Once they are old enough to be expected to die, they generally vanish, change their appearance with polymorph spells to assume a younger appearance, and pass as a completely different person. Old witches have usually lived long enough, with multiple identity changes, to see the rise and fall of multiple rulers.

Covens

Since it is mostly a family thing, most witches tend to personally know others with the same abilities; their mother, siblings and children. When witches live together or gather frequently, it is called a coven. Due to family structure, a coven generally means a gathering of all the witch members of a family.

Sometimes, unrelated witches become aware of each other's existence. Banding together is a risky but not uncommon practice for witches. Covens including multiple families are able to share even more knowledge and power as they can combine their efforts to achieve more potent spells.

Witches and Evil

While Lilithia is the equivalent of Earth's Satan and witches would mostly be the equivalent of demons, not all witches are actually evil. Witchcraft itself is not evil, despite what the Church claims.

Sadly, being a witch generally leads to a downward spiral to evil. Being able to use magic leads to actually using it. This leads to suspicion from the Church and being tracked down. Survival against the inquisition will likely lead to either getting caught or to murder hunters and templars. And once you killed and realize you get away with it, you are more likely to commit such an act again.

Still, some witches really want to avoid becoming a "spawn of evil". Since most of the spells in their arsenal are dark and grim in nature, they serve few purposes for a would-be good witch. Therefore, these "white witches" as they call themselves try to avoid using magic whenever possible.

The Church do not take chances with these so-called white witches and judges that magic is inherently evil and put every witch down, regardless of their nature and intents.

Warlocks

Since the fall of the Midnight Empire, the Church, as well as all people, always thought that witchcraft was a women's thing. This justified the "men only" policy of the religious organization. Some recent events ,however, concluded in the discovery of a male witch, known as warlock.

Five years ago, King Ilthuryn of Trimira died under suspicious circumstances. Needless to say, inquisitors were brought in but failed to find the murderer, even though signs of witchcraft were found. Prince Llewel, who was one year short of age, could not be crowned yet. Therefore, it came to Queen Meriel to take over the throne. Her short reign was far more pleasing for the population, as she was less corrupted by power than her husband.

A year later, she had to step aside to let her son Llewel rule the kingdom. Llewel was an arrogant and cruel ruler, taking advice mostly from Tarron, the court's bishop, with no regard for his mother. Meriel investigated the bishop, hoping to find something of the man's true agenda, or even evidence to remove him from court. What she found was even more surprising. The bishop was indeed a warlock. She witnessed him practicing a magic ritual. After gathering proof, she made a trip to Prophet's Landing and went through to the pope directly.

Responding to the accusation, High Templar Simon Velton personally investigated the case. The bishop was found guilty of witchcraft, arrested and put to fire after a torture session in which the Inquisitorium tried to get more information about warlocks. Sadly, they did not learn anything from him.

Dark Speech

The Dark Speech is the tongue of witchcraft. Formulas and incantations are spoken in this complex tongue. Its syllables are both sophisticated and guttural at the same time, depending on the word. This forbidden language has a genetic origin, its knowledge transmitted through blood. When a witch realizes they are capable of witchcraft, that tongue is naturally learned as if it was genetic memory.

Witches and Warlocks

Warlocks, or male witches, are a recent addition to the people's folklore. Therefore, the term "witches" is dominant when addressing a group of individuals that includes both witches and warlocks.

Furthermore, throughout this document, the term "witch" may designate a witch or warlock.

With the bishop out, Llewel became even more uncontrollable and soon enough, he had his own mother arrested for treason as she opposed his decision to raise taxes even more. After being locked and beaten for days, he brought her out to the public place to execute her. But the people remembered how much of a better ruler she was. During the execution ceremony, the people's unrest led them to take arms. They captured Llewel and freed Meriel. Even some of Llewel's guards turned against him. Later that day, Llewel was executed as per Meriel's order, burned as a witch for, as she claimed, his soul was corrupted by the former bishop.

Since then, Meriel became the rightful owner of the kingdom and she brought back peace to her people.

While it is possible for anyone to learn to read and speak the Dark Speech, that does not allow for witchcraft. Aside from witches themselves, templars and priests tend to learn the basics of this vile language so they can recognize magical inscriptions and formulas.

Chapter 5: Supernatural Beings

Exposure to Magical Energies

Magic is in the blood that all witches share. Each time a spell is cast, some magical energy lingers even though the spell's effects ended. When a witch is killed, their magic is freed from their body and persists where they died.

Exposure to magical energies can have a lasting impact on all life forms. Fortunately for the slaves of the ancient Midnight Empire, the lingering magical energies were weak at best and their impacts were mostly harmless.

But when Prophet killed Lilithia, all her magic filled the landscape, hitting everyone who survived the war. Prophet felt the threat to his people and led them away to safety.

Mutations

Years may have passed but Lilithia's magic still fills the ruins of the crumbled empire and is as strong as it was on the day she died.

Being exposed to the energies for a prolonged time corrupts the body and soul. Normally, a brief exposure, like delving into the Midnight Empire ruins for a day or two, might spare the adventurers but there is no guarantee. The effects are unpredictable and different from one person to another.

Humans tend to become feral, lose their intelligence and revert back to primal instincts. Their bodies are changed into aberrations; additional limbs, eyes, mouths, etc. The more energy they are exposed to, the more horrific and unsettling the form. For those who only have been slightly exposed, minor changes can occur, and the corrupted humans can sometimes pass as normal beings. Even in this case, their mind is afflicted. While they could retain their intelligence, their soul is most likely filled with evil energy and intent.

Animals and insects tend to grow fiercer. Their natural weapons are improved and their whole body tends to grow bigger and more resilient. Some even develop a superior intelligence, turning them into super predators.

Many plants will wither after prolonged exposure to magic, but that is not always the case. Some plants will grow in size or change and become more dangerous; growing poison fruits or unleashing toxic spores. Finally, some plants are given some semblance of sentience and can move and hunt animals and unwary travelers.

Mutations do not always grant powers and capabilities to the life forms they corrupt. Sometimes, people and animals can simply fall sick and die in pain as their body stop functioning properly.

Many corrupted animals and humans are unique and are unable to produce offspring. Even two individuals being exposed at the same time for the same period might produce completely different creatures.

Beyond physical transformations that are obvious, supernatural beings have increased lifespan and, in certain cases, their metabolism will not follow the same rules anymore; some creatures may live the rest of their life without the need for sleep, other might have an unlimited appetite, and so on.

Silver Anathema

Beside mutations, Lilithia's essence has another drastic effect on the corrupted. The mutation carries Lilithia's weakness: silver. This metal is the anathema of the mother witch, and the same goes for every corrupted creatures. Should silver touch the blood of a creature, or the chlorophyll of corrupted plants, a supernatural reaction occurs and is felt throughout the body. For the corrupted, this feels as if their blood is literally boiling

inside their body. Unfortunately for those who would like to expose themselves to nefarious beings, a mere contact with the body is not enough though. A templar or inquisitor cannot simply shake hands with people while wearing a silver ring and hope for a reaction should they touch a witch.

Even wounding a witch with a silver weapon would not necessarily reveal her nature as some of them can keep their composure and hide how much they are suf-

ferring from the silver touching their blood.

For this reason, everyone expected to deal with witches and these supernatural beings should arm themselves with an alchemical silver weapon. Since these weapons are less efficient overall than their steel counterpart, even these people, mostly templars and monster hunters, tend to keep a steel weapon handy to deal with mundane humans and animals.

The Damned

While the exposure to Lilithia's energy can create a limitless variety of vile creatures, the Church has categorized few of them as the Damned. These are humans who were corrupted but retained their consciousness. Therefore, they are knowingly witnessing their own degradation. According to the Church, these people have their soul corrupted to the point they will not join with the Creator upon their death or destruction.

Needless to say, the Damned are as hunted as the other creatures. They tend to be even more dangerous than their feral counterpart as they can pass for humans and integrate into society.

Grave Walkers

Once a human has been exposed to Lilithia's essence, generally through witchcraft or interaction with any supernatural being, they run the risk of bearing the grave walker's curse. Upon their death, their soul will not leave their body. It grows corrupted overnight and at next dusk, their body is reanimated into this aberration of unlife called the grave walker.

Grave walkers are undead, as their metabolism ceases to function normally. They are animated by the Mother Witch's essence and do not need to maintain their body like living beings. A newly awakened grave walker is physically indistinguishable from their previous life. Then, over the course of the following month, their skin loses its color and they become pale. Their hair turns either black or white and their eyes are clouded by white veil.

Unlike other kinds of the Damned, grave walkers cannot spread the curse effectively. A human exposed to a grave walker has the same chances to contract the curse as it if was any other corrupted creatures.

For those actively tracking supernatural beings, namely templars and monster hunters, the risk of be-

coming a grave walker upon death is bigger than for the rest of the population. To prevent this aberrant transformation, the Church has liquid silver cast into the mouth of the deceased. Since this practice is expensive, it is reserved for important and wealthy people such as nobles and bishops. Templars on the other hand carry a spiked silver medallion. Upon their death, their comrades insert the medallion inside the mouth of their fallen friend. Should the body revive as a grave walker, the spikes would puncture the creature's throat and the grave walker would die quickly. While this ritual will not save the soul, it prevents the dead body from becoming a spawn of Lilithia. Monster hunters tend to lack companions most of the time, preventing them from using such countermeasure.

Despite all this, being inflicted by the grave walker curse is a rare event and most people, even those who actively confront the supernatural beings, find a restful death.

Since they are tracked by the Church and monster hunters alike, most grave walker live recluse in the wilderness. Still, some of them are resourceful enough to hide themselves into settlements, using heavy garments and makeup to hidden their true nature.

Werewolves

Stories of these shape shifting creatures date from four hundreds years ago, when a werewolf attempted to take over the northern land of Druya.

According to the local stories, a warrior named Ingvar Dahlen was bitten by a corrupted wolf that climbed down the Midnight Mountains. The man turned into a werewolf three days after during the full moon and he slaughtered most of his village. When he became aware of his situation, he embraced the curse and tried to take over the land. He would have succeeded, if the Church

had not stopped him. The Church supports the fact that this man was the first werewolf ever, and that all living werewolves have either been infected by him, or are his descendants.

The affliction is passed through wounds caused by the werewolf's teeth and claws. Once a person is infected, they will turn into hybrid form on the next full moon. At that time, they will revert to a predatory mindset and prey upon as many humans and animals as possible, feeding off the corpses. As dawn comes, they revert back to their human form, without memories of their transformation.

With time, werewolves realize they are afflicted and will gain control over their body, allowing for voluntary transformation. Even for these seasoned werewolves, the call of their inner beast is stronger than their humanity and they are prone to transforming into animals whenever they are threatened, wounded or experiencing strong emotions.

Due to their unpredictable transformations, werewolves avoid cities, preferring to live in packs in the wilderness.

Of all the Damned, they are the only ones capable of breeding, creating natural werewolves. These werewolves offsprings can be troublesome for the parents, as they will change during full moon nights but will not become aware of their nature until they reach emotional maturity. Fortunately for their mother, they do not transform before birth.

Vampires

Vampires are the most feared of the Damned. These creatures are capable of infiltrating the society perfectly, preying in the dark while avoiding detection.

Vampires appeared not long after Lilithia's death, leading to think that exposure to her lingering essence was enough to turn someone into these creatures of the night.

Vampirism is spread through blood. To turn a human into a vampire, a vampire must conduct to a blood exchange. This takes effect when the human drinks the vampire's blood, and the vampire drinks the human's. Since vampires value their secrecy, they are not looking to spread the affliction more than they feel necessary. In fact, most victims are actually volunteers.

Sometimes, a vampire bonds with a human, whether it be a lover or a close friend. Transmitting the affliction might be the only way to save someone from a disease from which they would inevitably die or simply to avoid the passing of time. Therefore, the human

voluntarily proceeds to the blood exchange, knowingly becoming a vampire.

At their core, a vampire is an undead. Upon transformation, their metabolism stops and Lilithia's magic takes over. Vampires do no age and are immune to human illnesses. Their facial features tend to become more alluring upon transformation. They also develop a set of abilities that makes them good at manipulating people, as well as being stealthy. These combined abilities make them extremely dangerous and allow them to climb up the social ranks while avoiding the inquisitors' detection.

Stories about vampires give them a bunch of abilities and characteristics but most of them are actually made up tales. Here are some facts that the Church has observed:

- Sunlight is deadly to vampires, though they can cover themselves to get out during daytime.
- While they can rest, vampires do no need to sleep and when they do, they do not need a coffin.
- Garlic has no more effect on vampires than on humans.
- They can enter a house uninvited.
- A vampire can be killed in combat without the need of a wooden stake, though this method is very effective.
- Vampires do drink blood with the help of their prominent canines.
- Ancient vampires have shown to have developed telepathic abilities.

Chapter 6: Factions

The Church and the Inquisitorium are not the only organizations around Eguras. While they are less important in size, some other groups play a role in the grand scheme of events.

Here is a brief description of the other factions of the world.

Midnight Cult

Even though Lilithia was defeated and is known for enslaving the world, some people were willingly working with her, enforcing her cruel laws. When the empire crumbled, these people had to flee to avoid getting killed during the rebellion.

Still, some managed to come back afterward, passing for survivors and helped building the settlements. Their devotion and worshipping of Lilithia survived the years and generations. Even today, there are people that think Lilithia is a better figure of worship than the Creator.

The cult is spread thin around the world. Here and there are secret hideouts, when the cultists gather to worship their "goddess".

It is hard to tell for sure how big the cult is as each cell ignores the locations of others. In fact, the Midnight Cult hierarchy is similar to feudalism, but in which a

vassal would be unaware of their lord's location, position in the hierarchy as well as the presence of other vassals.

Each cult cell is led by a leader, called a Hand. Information is passed down to Hands by a superior called a Scion. It is unknown how many Hands reports to a single Scion, but the Church estimates this number to be around ten. It is unknown exactly for the time being how deep that hierarchy stretches, but the investigations the Church has led so far seem to indicate that the grand leader of this whole organization is called the Specter.

Midnight Cult activities are basically anything that sabotages the Church's efforts. This includes hiding witches, blackmailing religious figures, infiltrating the government to corrupt nobles, and murdering inquisitors and templars.

Monster Hunters

The recent sightings of horrific creatures has created a need for a specific type of soldier, strong willed and brave enough to face these atrocities.

While not technically an organized group, monster hunters sometimes come together to fight off dark creatures. When they meet each other, they trade information about their experience and the kind of creatures they fought.

Monsters hunters are somewhat easy to identify as they wield the same silvery weapons as the templars. The need for mobility and stealth generally makes them

wear lighter armor while the templars love to show off in their brilliant ornamented plate armor.

Monster hunting is a hard job, and also one that does not come with a big workload. There is not always a monster to fight everyday, yet monster hunters have to make a living. Most of them double up as mercenary soldiers, taking any other jobs that pay well. For this reason, monster hunters can be seen as a noble's elite guard, a sword for hire or even a brigand.

Monster hunting is a discipline originating from the Wroven kingdom. For more information, see "Dolumeniro" on page 38.

Chapter 7: Timeline

Eguras has a history that spans about 650 years. Here are the major events that took place over these years, from the reign of Lilithia to the present day.

Inquisition shares the same calendar as Earth. Thus, it uses the same months and days' names and a year lasts the same time as the Gregorian calendar.

- ???: Lilithia takes over the continent and establishes the Midnight Empire, enslaving humankind.
- 20 Birth of Prophet.
- 1 Prophet receives the vision of the Creator. He incites rebellion among the slaves.
- 0 Lilithia is defeated at the hands of Prophet at the top of the Midnight Tower. Prophet and his apostles travel to the west and establish Prophet's Landing. Slaves fleeing the mountains start to colonize the western regions of Eguras.
- 1 The construction of the Cathedral of the Holy Flame begins at Prophet's Landing.
- 2 Prophet dies.
- 9 In the northern region of Eguras, the first summit takes place, gathering all the clans' jarls together, thus founding the Druya kingdom.
- 14 Priests from Prophet's Landing come to the eastern Eguras to preach among the settlements.
- 16 The Church makes a deal with Lerth Atkinson, a village leader from this region. The Church offers its support to ascertain his rulership over the region in exchange of a tithe.
- 17 Lerth moves to Bacre, the town that will become the capital of the Aslata kingdom.
- 19 Atkinson's influence spreads across the region and the kingdom of Astala is founded as he crowns himself king.
- 30 A merchant finances an expedition to explore the uncharted lands northwest of Prophet's Landing that will eventually form Fegary.
- 63 Jarl Brit Vennerod from Druya claims to have received a vision from her ancestors. That vision leads her to the northwest region of Eguras that will form Beraug later.
- 64 The first settlement in Beraug, Owl's Roost, is founded. The jarl has a second vision showing an island off the shore. She slowly organizes her people to get there.
- 74 Jarl Brit Vennerod leads an expedition to Frostmore. There, they establish a colony.
- 79 A merchant ship from the main land reaches out for the colony in Frostmore to resupply them with resources. The ship finds the colony completely deserted and its habitants have mysteriously vanished.
- 80 Lady Thea Vanar from Astala leads an expedition through Ranger's Pass to explore the southern region past the mountain range. There they settle in the great plains.
- 110 The Theavan region is flourishing, being a main supplier for the Astala Kingdom.
- 197 The Church sends priests in the northern region of Druya, preaching their beliefs.
- 200 A holy war is declared between Astala and Druya as the jarls resist the preaching.
- 206 Ingvar Dahlen, a werewolf in the nord, starts challenging the jarls and slowly takes over the kingdom clan by clan.
- 228 The Church makes a deal with the jarls of Druya, offering help defeating the werewolf in exchange for letting it build a church in their kingdom and stopping the war. Dahlen is captured and executed. Church construction starts in Elgund village. War between Aslata and Druya ends.
- 254 War between Fegary and Astala starts as Astala claims territory beyond their borders.
- 283 People from the Theavan region stopped supporting the Astalan king and claim their independence. This deprives the Astalan troops from their main supplier.
- 285 War between Fegary and Astala ends with the latter failing to claim the land.
- 313 The construction of the Cathedral of the Holy Flame is completed at Prophet's Landing.

- 322** The people living in the southern region of Eguras are plagued, throwing the Wroven kingdom into civil war as two pretenders, Aleratha and Nindrol, fight for the throne.
- 367** The Wroven civil war ends with a part of the kingdom splitting up and forming Trimira.
- 386** Theavanish scouts explore the southwestern part of Eguras and meet the witch-led people of Ranie.
- 387** The pope launches a crusade against the Ranie nation.
- 389** Vanasha, Ranie's witch ruler is executed and the lands are divided among the kingdoms. The unrest grows among the natives as their goods and resources are taken over.
- 496** The treaty of Vanas is signed at Prophet's Landing. The Ranie nations become the Republic of Vanas.
- 550** Fegary expends to the Siven region and ruins are found. The king forbids their exploration, fearing they are witch-related and filled with dangerous magical energies.
- 552** Duke Rupert Moore of Fegary sends tomb raiders in the ruins to bring back knowledge about a previous civilization living on the shores ages ago. Studying the relics allowed the construction of superior ships. The duke starts building up a fleet.
- 571** Duke Moore now has an armada and the king of Fegary orders the duke to surrender it. Upon denial, an internal war begins.
- 578** The duke blockades the trade ports of Fegary.
- 586** The king of Fegary surrenders a portion of the kingdom to the duke as the Siven treaty is signed.
- 633** The Siven kingdom sends an expedition on Frostmore island and establishes a small settlement.
- 635** Following Siven, Beraug sends a new expedition to settle on Frostmore island.
- 641** Pope Abraham VIII is nominated.
- 642** Arthur Vanar, inheritor of the Theavan's throne is found dead. Investigation leads to witchcraft. Witch sightings have increased over the past few years. This event triggers the **Inquisition**, leading to many witches and innocents being executed.
- 644** King Ilthuryn of Trimira is murdered. Investigation reveals signs of witchcraft but the witch cannot be found. Queen Meriel is nominated as the steward for a year, after which her son Llewel will take over.
- 645** Llewel is crowned king of Trimira. He is under the influence of the court's bishop, Tarron. Meriel exposes Tarron's warlock powers to the Inquisitorium. Tarron and Llewel are executed as Meriel is proclaimed new ruler of Trimira. Following this event, Queen Meriel demands a purge of the Church as it may hold several witches in their ranks. At first, the Church tried to shut the fact up, even claiming that a witch might be behind the intrigue and could have manipulated the bishop. As she persisted in her demands, Pope Abraham VIII threatened her with excommunication should she not stop the unrest.
- 646** Queen Meriel rallies supporters and decides to march upon Prophet's Landing. Rallying some troops in the Republic of Vanas, Theavan and Fegary, her army marches upon the holy land. The Pope is left with the choice of putting his threat to execution or surrender to the queen's demand. Unsure of how many kingdoms would side by the queen should he decide to continue with the conflict, the pope invites the queen as she neared the holy city to discuss and settle the incident without any bloodshed. The conclusion was that the Church recognizes witchcraft as being a power that even men can wield and that magic is so mysterious that this fact passed through the Church's vigilance. The queen also demanded that the organization opens their ranks to women, which the Pope obliged. The queen returned to Trimira and the war was avoided.
- 647** Since the start of the Inquisition five years ago, warriors have been training and promoted into templars each year. This year is the first that included female recruits.
- 648** The first sister is promoted to priestess in Prophet's Landing and is relocated in a Trimiranish church. The event is celebrated all around Eguras.
- 649** Present Day.

Chapter 8: Gazetteer

Sondara

Sondara is the planet on which *Inquisition* takes place. It is about the same size as real-life Earth. Its climate,

water and surface are also of comparable proportions. Sondara also has a single moon.

Eguras

Eguras is the continent the setting focuses on and it represents the known world for the people that live there. It spreads about two thousands kilometers, which makes it bit less than one third of the size of Europe.

When people fled the Midnight Mountains, they traveled west until they reached the open land and looked for suitable locations to settle.



Kingdoms of Eguras

Over the following centuries, nine kingdoms were established all across Eguras. These are Astala, Beraug, Druya, Fegary, The Republic of Vanas, Siven, Theavan, Trimira and Wroven.

Astala

Name

Astala means “Land of Light” in the slave tongue. The name was chosen to emphasize the contrast with the Midnight Empire, promising a better life on the land Prophet showed the people.

Terminology

People: Astalan

Adjective: Astalan

Origin

When people fled the Midnight Mountains, many followed Prophet in his search for a place to settle. After days of travel, a portion of the people that grew exhausted decided to stop where they stood to build themselves a new life even though the Prophet wanted to go further west.

Therefore, along the Midnight Run River, a fair number of small encampments sprouted. At first, all these settlements were independent, each functioning as tribes under the guise of a small group of elders.

Over time, these little communities grew and needed more resources. As they expanded, they started to contest each other's territory. Conflicts occurred as communities were raided and pillaged for resources and to acquire the land.

Meanwhile, preachers from well-established Prophet's Landing came back to the eastern lands to tell them that the holy city have been founded, and that they were there to offer Creator's blessings to save their soul from the grasp of Lilithia. In this troubled time, the Church gained parishioners easily and shrines to the Creator started to appear here and there.

In addition, there is the single city-state named Prophet's Landing, where the Cathedral of the Holy Flame stands.

It did not take long before the Church actually took part in the region's inner politics. One of the villages had a leader named Lerth Atkinson that the Church had a good relationship with. They made an underground deal with the man in exchange for a tithe, the Church would let the surrounding communities know that the man had the Creator's blessing to rule this land.

Back then, Prophet's victory over Lilithia was still recent and some elders even witnessed the defeat of the Mother Witch. Thus, the Church easily drew people to their side. Before long, Lerth gained in influence and some communities pledged allegiance to him. It was only a matter of time before Lerth's rulership, with the Church's aid, expanded to all the settlements of the region. Lerth proclaimed himself the king of Astala.

Government

Leonard Atkinson is the current king of Astala. The kingdom uses the cognatic-primogeniture rules since its foundation centuries ago. Astala's rulers always maintained good relationship with the Church. The king has the bishop present in most official meetings, ensuring the Church's support in his decisions.

World Politics

Of all the kingdoms, Astala is the one that maintains the best relations with the Church. The fact that Prophet came into Eguras through this region and that King Lerth Atkinson was crowned mostly due to the clergy's propaganda led the Church to have a firm grip on the kingdom's internal affairs. Therefore, Astala has the greatest cathedrals and churches, as well as the highest ratio of templars per person.

Astala shares a border with the Druya kingdom. These two have a history of conflicts dating back to their foundation. This is due to a difference in belief as most Druya people have pagan beliefs. Even though

war was fought and the Church established themselves within Druya, there is always tension between the two nations.

Astala had a conflict with Fegary but that was almost four hundred years ago. Today, the kingdoms are trade partners.

Even though the independence was declared long ago, Astala still regards Theavans as unreliable traitors.

Bacre

Population: 10,000

Ruler: Leonard Atkinson

Rarity Modifier: -1

Where the Midnight Run River and Lannola Stream join together once stood the village one Bacrean's Crossing, a trade hub to the whole region due to its key location. The village has been established by a hunter called Bacrean. First a hunter's shack, it grew into a

large community over the years, to the point where Leirth Atkinson moved there when he crowned himself king. Spawning on the three riverbends, the city is now the seat of Astala's government.

The town is greatly influenced by the Church. It has a magnificent cathedral, rivaled only by the one in Prophet's Landing. The town has many statues depicting local heroes as well as Prophet. People show dedication for all things religion and participate zealously in the cult's rituals, such as praying before meals, going to the church daily, and most of them have a representation of Prophet in their home. Some also have a silver spear tip hanging above their main door. The tradition holds that should a witch enters their home, the Creator would make the cord break and the spear tip would fall into the witch's head. Of course, these are just stories but people find comfort in respecting this tradition and it shows the Church their devotion.

Beraug

Name

Beraug means "Promised haven" in Notrhal. It refers to the land Jarl Brit Vennerod hoped to reach following the visions she claimed to have received from her ancestors.

Terminology

People: Beraugan

Adjective: Beraugan

Origin

One day, Brit Vennerod, a jarl from Druya claimed to have received a vision from her ancestors. They told her that their salvation was to be found to the west and that staying there will bring them doom. Vennerod brought the matter to the summit but the other jarls chose to ignore her warnings.

Still, Jarl Vennerod drove her people, the Owl Clan, to the west. They traveled to the northwestern coast where they faced the Silent Sea. Convinced that their destination was beyond the coast, they settled there and started to organize an expedition.

Ten years have passed before the clan was ready to move out. Vennerod, along with explorers, took to the

sea and landed upon the island of Frostmore. A colony was established there, despite the fact it did not look like the land promised by Vennerod's ancestors.

Five years later, a ship made the trip between the mainland and the colony. They found it empty. The settlement was there but no sign of life. Jarl Brit Vennerod was lost at the same time. Her son took over back on the mainland but decided to refrain from colonizing Frostmore again. He focused his efforts on securing his people and colonizing the main land.

Government

When Jarl Brit Vennerod left Druya along her people, they were not part of its governmental structure anymore. Up to her death, Vennerod was the uncontested ruler of the clan. When she passed away and her son took over, they adapted a system in between the old ways and feudalism.

On the nation's scale, Beraug uses feudalism, but the terminology is different. The ruler is called the High Jarl. They make world scale decisions by themselves and are supreme ruler in the kingdom. To help manage the land, it has been split into domains, which are ruled by jarls. Finally, the domains are divided into multiple clan holds, which are headed by clan masters.

Inheritance rules are quite different in Beraug. During their life, the ruler chooses an inheritor. The position in the lineage is of no importance as a ruler could choose his third child to take over after they pass away. While a ruler generally chooses their own child as successor, nothing in the law prevents otherwise.

As with Druya's laws, it is possible to challenge the ruler in a duel to claim their title. To engage in such duel, you need to either be the sibling of the ruler, or have the support of the majority of the ruler's vassals.

World Politics

Beraug have been isolated from the rest of the world year 63 to 550, when they met Fegaryans at their frontiers. Over the following century, the Beraugans have engaged in trading with Fegary, and even with other kingdoms through naval routes.

The Church has not declared hostilities toward the reclusive kingdom as they ended up being open minded to the preaching. People from Beraug have freedom of religion within their frontiers. Churches have been built but not everyone attend. Some of the folk even accept both religious beliefs as being valid, honoring their ancestors and the Creator. As long as they do not disturb the Church's activities or commit heresy, the religious organization does not combat the behavior. Yet

the Church still pushes its agenda further to draw more people in.

Ulgcis

Population: 3,000

Ruler: High Jarl Idirr Vennerod

Rarity Modifier: +0

Ulgcis means "Owl's Roost" in Notrhal. Originally a temporary settlement, Ulgcis served as a shipyard to prepare for the expedition to Frostmore or Sltudrikal as the Beraugans call it. When the settlement on the remote island was lost, the clan established themselves on the mainland permanently.

The town is built around a hill with steep stopes and cliffs. Atop the hill stands the Roost, the clan's great hall. From there, the Owl Clan's jarl can survey their land. The city is loosely populated. Houses are scattered on different levels of the hill as well as on the plain below, up to the Silent Sea's coast. Fortifications are placed at strategic points upon the hill to withstand a siege and allow soldiers to fall back atop the hill should the palisades be breached.

Goat herding is the main occupation of the townsfolk and pastures are all around the town. By the coast lies the town's shipyard, with its constant movement of Beraug fishing ships.

Druya

Name

When the people came to the region, they encountered a large population of bears. Therefore, they named the land Druya, which means The "Land of Bears" in Notrhal, Druya's native language.

Terminology

People: Druyan

Adjective: Druyan

Origin

When Lilithia died, all the slaves fled the mountains. People from the northern region were too far from the events to realize what happened. They simply witnessed their witch slavers backing off suddenly as their link to the Mother Witch faded. Fearing that the

witches would come back one day, they fled the mountains. Those who went west reached the northern part of Eguras. There, they settled for a new life. Food being scarce and the climate harsh, they formed little clans and spread over the snow-covered plains.

Beliefs

Druyans honor their ancestors. They believe that once a person dies, their spirit lingers in the world and may provide help to their descendants and loved ones. Druyans tend to greatly value family heirlooms and wielding their ancestor's weapons is common for a clan master, believing it improves the link between them and their parent. These beliefs have led to conflicts with Astala when the priests started to preach their way into Druya.

Government

Druya does not follow the same feudal structure as the other kingdoms. Every major settlement of the kingdom is ruled by a Jarl. While the jarl's position is passed down to their child upon their death, the successor is chosen rather than being the first-born. The jarl makes sure to choose their most able child to lead the clan once they are gone.

It is possible for a jarl to lose their title through a challenge. Anyone can challenge their jarl in a one-on-one combat. These combats are generally non-lethal but death may happen and will not invalidate it. Cheating disqualifies the challenger and gives automatic victory to the jarl. Should the jarl be the one cheating, this throws dishonor on their family and the jarl loses their title in favor of the challenger. Should the challenger and the jarl not survive, the elders of the clan will elect a new jarl. This tradition has led Druya clans to have strong leaders. Every time a jarl dies and his child takes their place, there may be a period of time where the new jarl will have to fight through challenges as others clan members feel they do not have what it takes to fill in the position as much as them.

All clans are independent, but for everything concerning the region of Druya and world-politics, the summit of the jarls takes place. During these events, which normally take place at twice a year unless special circumstances require otherwise, internal warfare is suspended and the jarls meet and discuss together to make important decisions. These gatherings generally last few days, where folk from each clan meet. During these summits, trade takes place, alliances can form and marriages can be organized and celebrated.

The summit is chaired by the High King of Druya. Despite the name, this position does not grant ultimate power over the land. The High King will lead the summit and serves as a mediator during debates. Finally, they will break ties when a vote occurs on how to resolve a situation. Like the jarl position, the High King title is not permanent as it can be revoked with a challenge. Only a jarl can attain the title of High King of Druya.

World Politics

Druya is isolated from the rest of the world. Their only immediate neighbors are Astala for which their relation with them is tense at best, and Fegary. The latter is a trade partner and through them, the northern kingdom can access the central trade hub. The relations with Fegary are better than Astala as they are more focused on prosperity and trade rather than zeal and religion.

Werewolves

Druya is known to have the first werewolf sighting. Their proximity to the Midnight Mountains brings their share of trouble. Druya's first settlers ignored the effects of Lilithia's essence and thus, many lived for some time in the mountains bordering the Druyan frontiers. At first, they believed that some disease was afflicting them and turning them into twisted creatures. Soon enough, they permanently left the mountain range.

As per the Druyan folklore, the first werewolf, Ingvar Dahlen, was a reclusive hunter living near the mountains. He could have been bitten by a corrupted wolf that would have transmitted the curse. It took him few months to become aware but when he did, he became powerful and ambitious. He challenged the jarl of the Fox Clan and won. After becoming the new jarl, he changed the clan's name for Wolf Clan and bred most of the clan's women.

It was a matter of time until his power was exposed to the people and his clan became feared across the land. The Wolf Clan won all the conflicts they fought and the other jarls became weary. The summit was coming in close and the high king knew that he would be likely challenged by the werewolf.

The timing was perfect for him when a priest from Prophet's Landing came after learning of this werewolf lord. The priest convinced the jarls that Dahlen's soul was corrupted. Having such an aberration ruling Druya was far too dangerous for its people. The priest offered that Prophet's Landing would support the jarls against the werewolf and would convince Astala to halt the war. In exchange, a church would have to be built in Elgund. The jarls secretly gathered before the summit to discuss the offer. They were concerned that this religion would shake their culture but with the werewolf taking over, they could not afford the never-ending war with Astala and religion was one of its causes so they ended up agreeing. When the summit took place, a squad of templars was present in town. When Ingvar showed up, the Inquisitorium captured him and killed some of his children as the rest ran for their life. The Church did put on a show of demonstrating how the werewolf was a product of Lilithia's as they beheaded him.

The jarls underestimated the impact of the Church's display on the population. Some of the clans converted to the Church while others fought the aggressive preaching. In the end, this event split Druya in half, with the lower part supporting the Church while the northern villages remain true to their ancestral beliefs.

Elgund

Population: 4,000

Ruler: High King Stulfri Hurgon

Rarity Modifier: -1

Elgund means “Elk’s Pound”. The town houses the Elk Clan, where Jarl Stulfri Hurgon is currently holding the title of High King of Druya. The title has been in the clan for the last three generations, when Horvas Hurgon challenged the previous High King.

The Elk Clan is famous for its skilled axe-throwing warriors. Each summit since it took the crown, an axe-throwing tournament takes place. That fighting style grew popular over the last years and it brought the attention of monster hunters in search of new tricks.

The town is surrounded by a strong wooden palisade. Right beside it stands the lake that gave the settlement its name. Its fish are one of the main food source for the town, along with trapping.

Fegary

Name

Fegary means “Plenty of gold” in Slave Tongue. In this case, the name has a double meaning. It represents both the amount of resources that were spent to colonize the region and the income from exploiting the area.

Terminology

People: Fegaryan

Adjective: Fegaryan

Origin

Thirty years after the fall of the Empire, Frederick Hunt, a rich merchant from Prophet’s Landing wanted to claim a land as his own. Selling his thriving business to a competitor, he funded an expedition to explore the northwestern region of the holy city.

The expedition marched down the river until they found the Whispering Lake. There, they settled a new village. The community grew as people from both Astala and Prophet’s Landing joined them, attracted by Hunt’s promises to grant land to settlers.

Government

Back at its origin, Fegary was managed more as a business than a kingdom but as the lands were being granted, the administration became similar. Therefore, Frederick Hunt crowned himself king of Fegary. The kingdom uses the cognatic-gavelkind inheritance system. When a ruler dies, its primary title goes to their eldest child, while the other titles are equally shared among all their children.

World Politics

Fegary is the closest you can get to being the center of Eguras. Its borders connect to Prophet’s Landing, as well as every kingdom beside Wroven, Trimira and the Republic of Vanas, with the latter being easily accessible through the Hungry Sea. Therefore, Fegary became the hub of Eguras’ economy, with merchants from all around the continent passing through them to buy and sell their specialties.

Thank to this position, Fegaryans have a privileged position where they can more easily negotiate with the other kingdoms. In fact, Fegary has to be the richest kingdom of Eguras, rivaled only by Prophet’s Landing.

Caslun

Population: 9,000

Ruler: King Samuel Hunt

Rarity Modifier: -1

When Frederick Hunt found the Whispering Lake, he fell in love with the scenery and settled down, deciding that this will be where his home will stand. Starting as a humble community, Caslun, from “Castle Hunt”, has become a prosperous community.

For centuries, Caslun has been the center of Fegary’s trade activities. Since the discovery of the Republic of Vanas and the war that split the kingdom into two, the Hungry Sea has seen an increase in naval activities. Therefore, a portion of Fegary’s trade activities are now operated from Port Beream, located directly on the coast of the Hungry Sea.

Caslun is built along the coast of the Whispering Lake, where many merchant and fishing ships come and go at any time of the day. Caslun connects with

Astala, Prophet's Landing, Beraug and Druya, routing their goods to the southern kingdoms through Port Beream or Theavan across the lake.

Besides trading, the city is rich in artisans, working exquisite imported metals, woods and textiles from all

around the world. Beyond its walls, the surrounding plains are filled with crops and pastures. Fegary has a fair number of horses' farms as the demand is high for the merchants' carriages.

Republic of Vanas

Name

The name Vanas comes from Vanasha, the witch that ruled the place before the war. To appease the oppressed natives, the name of the previous ruler was so embedded into the republic's name. Before the foundation of the republic, this region was named Ranie.

Terminology

People: Vanasian

Adjective: Vanasi

Even though the term "Vanasian" encompasses both natives and those that came after the war from around all Eguras, natives still refer themselves as Ranie. Therefore, the term stuck. Natives are therefore called Ranie while even though Vanasian means anyone living in the Republic, the term is unofficially used to identify non-native people.

Origin

Contrary to other regions of Eguras, The Republic of Vanas, called Ranie back then, was already colonized when Prophet defeated Lilithia, its people living secluded from the world all this time. It is only when Theavan tried to expand their land that they encountered the people of Ranie. Theavanish scouts were surprised when they discovered that the people of Ranie were openly governed by a witch.

Scouts reported the information and it did not take long before it came to the Pope's ear. He ordered a delegate of templars and priests to assess the situation. Only a pair of templars came back from the mission, reporting the group were ambushed by Vanasha's forces. They barely escaped with their lives as their comrades were subject to the evil magic of the witch. This act of war could not be left unanswered and the Pope launched a crusade.

All kingdoms participated in the holy war, sending troops to Ranie to defeat the witch queen. The people

of Ranie, despite being supported by witches, could not hope the hold against the kingdom's united efforts. Ranie fell in a matter of few months, and Vanasha was burned in front of her castle.

Following the victory, the pope rewarded the war effort by granting conquered lands to each kingdom. The defeated people were to convert to the Church or be executed. After a display of power, the people acknowledge the preaching. Churches were built and people had to listen to the sermons. Resistance was dealt with harshly by the templars and local troops.

For the following years, each kingdom tried to manage their colony from afar, beside Theavan that, as a neighbor, was able to include their newly claimed land into their frontier.

The lack of proper means of communication brought its share of problems. Too far away to be properly managed, the colonies were acting as city states. Having native people in common, and being isolated from their respective distant ruler, the colonies ended up helping each other out more than their motherland has been. This led them to earn their independence with the Vanas treaty, signed at Prophet's Landing back in 496. From there was born the Republic of Vanas.

Some Vanasha's loyalists still fight the invader as the Church takes root in this region of Eguras. Rumors has it that the Midnight Cult was founded by the Ranie people after their witch queen died.

Government

From the start, the colonies were difficult to manage from afar and the dukes there had to rely mostly on themselves to deal with the difficulties of occupying this part of the world. They ended up working together, forming an entity of their own, made official by the treaty of Vanas.

All the colonies, beside the one that was claimed by Theavan, now form the Republic of Vanas. The republic's seat is at the city of Obsidia. Each month, a con-

gress takes place in the Hall of Azure, where the council members gather and vote on decisions.

There are thirty seats in the council, each granting the right to vote. To get a seat, one must have obtained the “Vanas Aristocrat” status, which is a paid privilege. In addition, council members are elected in their communities. The Church holds five seats and these are managed directly by the organization rather by the people.

Council members are required to attend a gathering once per month, and sometimes more often when an urgent situation occurs. Failing to attend to a meeting has consequences, from fees to having their seat revoked.

Elections take place every three years, and only official citizens can vote to elect a council member. Obtaining the citizenship is expensive and thus, only the most successful businesspersons can achieve it. The native people are stuck being artisans at best and serf at worst.

World Politics

The republic has its share of internal problems as the native population is still resisting the occupation despite the efforts to control the unrest. While the invasion took place a few generations ago, the natives are still oppressed as the more powerful families among them lost their influence and riches.

Still, the republic holds friendly relations with most kingdoms, and trades with them by taking advantage of being surrounded by well traveled seas.

Native Culture

The native people from the region forming the republic have a different mindset than the rest of Eguras. These folks had been living under the reign of Vanasha, a powerful witch that held the throne for generations. Unlike Lilithia's reign, the people were not oppressed and the Ranie kingdom was prosperous.

Like the people originating from Midnight Mountains, the Ranie are a homogenous population, with their appearance varying in color and shape. Still, it is easy to tell a Ranie from someone else as they have a strong accent when speaking Egurian. In addition, the Ranie people have a strong tattoo tradition. Every native bears many tattoos that can cover any part of their body. The tattoos illustrates the lineage of a person, as well as the major events and trials of their life. Vanasha's execution, as well as the crusade is commonly represented in such tattoos.

Midnight Cult

Beside Vanasha, there were a handful of witches that lived in Ranie prior to the invasion. From what the Church can tell, these were all women but back then; they denied the existence of warlocks so they avoided capture.

The Church suspects that the Midnight Cult, the organization sabotaging the Inquisitorium's efforts, originates from the Ranie. After all, they are the most likely to befriend witches. Add to this the fact that they are oppressed in their own lands makes it even more plausible. The Church have failed to find any proof to support their theory but they suspect Ranie warlocks are empowering the cult, if not leading it.

Obsidia

Population: 5,000

Ruler: Councilwoman Almithara Sartris

Rarity Modifier: +0

Once the seat of the witch Vanasha's power, Obsidia now serves as the capital of the republic. Its name was changed after it was conquered, from Irkehzuth, which means “In the Old One's gaze”. No native could explain the reason behind the city's name. Instilling discomfort to the new settlers, the duke that was gifted that land changed it to Obsidia. The new name was inspired by Vanasha's castle. The stronghold standing on top of the hill, as well as the city fortifications were made of dark stones looking like they were made of obsidian and thus the city's new name was chosen.

The obsidian castle is an impressive structure by itself. It has many levels at different heights and some of the rooms and towers can only be reached through balconies. For a foreigner, navigating the castle is like trying to find your way in a hay maze.

The city's architecture is, like the entire republic, quite different than what you find elsewhere in Eguras. The Ranie people were building their cities while avoiding disrupting the nature inside their walls and Obsidia is no exception. Houses are built where there is room and sometimes, even around a tree. The house would thus have an opening in the ceiling to have the tree sprout out from the rooftop. Some houses were even built atop large tree branches. Due to restricted building space, many houses, even from the poorest families, were built from two to four stories high. In many cases, different families would share a single building, splitting the levels between themselves. A home generally has

one entry per level, those at the top generally accessible through tree branches or rope ladders.

Over the years, the landscape has been transformed as the newcomers had a different idea of what a city this size should be like to be fully functional. A stone

road has been laid out to connect the city's entries with the Hall of Azure, the central building hosting the congress. In spite of these transformations, the government has tried to keep nature intact within the city as to not cause unnecessary unrest.

Siven

Name

The name comes from the people that lived in the region before people from Fegary colonized the area. When the kingdom was founded, the king took this name in memory of this past civilization.

Terminology

People: Siveni

Adjective: Sivenish

Origin

As Fegary expanded, their frontiers reached the western part of Eguras. There, they found the ruins of an ancient civilization bordering the Bleak Expanse's coast. Fearing that the ruins were witch related, the king ordered that all were to stay away from them until they could get the Church to investigate. Still, Duke Rupert Moore secretly investigated the ruins and discovered artifacts that lead to improvement in ships construction. The duke started to build a fleet and at some point, it came to the king's attention.

The king ordered the duke to surrender the ships, which he declined as he had spent resources to build them. Taking this as an affront, the king's demoted the duke. This led the duke sending out his fleet inside the Hungry Sea and blockaded the Fegary's naval route to the Republic of Vanas. The king called to arms his vassals to help reclaim the duke's land but underestimated the duke's influence in this part of Fegary and many joined side with the duke. After years, the war ended with the king surrounding a part of the kingdom to the duke in order to lift the blockade.

Government

Despite the change in government, King Moore kept the cognatic-gavelkind inheritance laws from his former kingdom. His descendants never changed them either.

World Politics

Siven have established relations with all the kingdoms thanks to their ever growing naval fleet. They maintain particularly good relations with the Republic of Vanas and Trimira. They show a particular interest in the republic's artifacts, trying to find a link between them and the civilization that populated the region ages ago.

Their relation with the Beraug kingdom is now tense. Sixteen years ago, Siven sent an expedition to Frostmore, the land that Beraug tried to colonize in the past. When they found out, Beraug warned them that Siven had no right over the island and that this land was theirs to claim, even though they did not have an established settlement themselves on it. The northern kingdom explained that they were waiting another vision to attempt to populate the island again but it was still theirs. Siven refused the demand and now each side masses troops along their adjoining borders. War is expected at next sign of disagreement. Two years later, people from Beraug landed on the northern island and established their own settlement.

Valcien

Population: 9,000

Ruler: King Cohen Moore

Rarity Modifier: -1

Valcien is a great bustling city. Built around the junction of two rivers, naval activities are omnipresent as the river bends are filled with docks. From there, material and goods are ferried to coast, where the famous Sivenish ships are constantly being built. Incoming goods from abroad enter the city before traveling throughout the kingdom by carriage.

Outside the city's stone walls stand the archeological site of Zavumus. The city got its name from these ruins. When the settlers came to the region, the crumbled buildings pointed to an ancient civilization and the region was named Valley of the Ancients. The city was given a shortened name of the region; Valcien.

The ruins are visible from the city and are guarded day and night by the king's men to prevent tomb raiders from pillaging them. That did not prevent unauthorized entries from time to time and the city has an underground market where relics are sold illegally.

Valcien is the main knowledge hub for everything regarding the ancient civilization. The city has a university where the artifacts recovered from all around the region are studied. It also has a wing that serves as a museum to display items once they have been studied thoroughly.

Theavan

Name

The name comes from the name of the woman that led the expedition to colonize the region, Lady Thea Vanar.

Terminology

People: Theavani

Adjective: Thevanish

Origin

As Astala expanded, they found themselves restrained in between the Midnight Mountains, Prophet's Landing, Fegary and Druya. But as they were exploring their own region, they found a passage in between the hills of the southern mountain range. An expedition was sent in and revealed a new land suitable for agriculture. Astala rapidly sent settlers to claim the land.

The first expedition to colonize the land was under the banner of Lady Thea Vanar, a knight from the king's court. She settled the first village and supervised the colony. The region was full of resources and Astala's nobility was the main party reaping the rewards. The King grew more demanding over time and the people from the colony were increasingly taxed to fill the king's coffers. In spite of this, the colony continued rapid growth as food was abundant and the land was easily claimed.

As the years passed, their border crossed with other kingdoms such as Fegary and Wroven. Back then, there was a war between Fegary and Astala. Astala kept requiring more resources from the colony but did not provide troops to defend their border. The colony ended up turning their back on them, ceasing conflict with Fegary and stopped resupplying the king's army. Even more, they started to trade with the enemy. This act of treason could not go unpunished and the king retaliated. But they could not afford the conflict on two fronts and ended up losing the colony and their claim on the contested territory.

From there, the colony became a kingdom, giving it the name of the lady knight that led the first expedition. After that, Theavan knew prosperity. Their diplomatic relations with Fegary were good and even though there have been attempts from Astala to invade them through Ranger's Pass, Theavanish fortifications kept them at bay.

Government

Theavan use the same cognatic-primogeniture laws from their mother nation Astala.

World Politics

Relations between Theavan and their former patron nation are not that great. Many Astalans despise the Thevani, tagging them as traitor and unreliable.

Their relations are far better with Fegary, with whom they trade regularly. Like Fegary, Theavan benefits from an advantageous position at the center of Eguras. Paired with the most profitable farmlands of the continent, Theavan is a major player on the world's market.

Theavan shares part of the same problem as the Republic of Vanas regarding natives as a fraction of the kingdom's population are Ranie, since part of their land was included into Theavan. Still, the Ranie natives want to join back to the Republic to share their people's fate.

Ashstay

Population: 10,000

Ruler: King Carson Vanar

Rarity Modifier: -1

When Theavan was first explored, Lady Thea Vanar settled in the region where she lived the rest of her life. The village was first named Thea's Rest, and then was shortened to Therst.

Years later, a fire struck the village, burning half of it. While the threat was gone, the town was covered in

cinders. Being a centralized location, many merchants and travelers came through the city the following days, staying for the night before going further to trade. The village was then commonly referred to as “the burned place where you stay before continuing down the road.” The village was thus renamed Ashstay. It remained the seat of the Vanar family and even though a portion of the village burned, the farmlands were still producing. Aggressive tariffs were imposed for any merchant passing through this obligatory stop. The good soil quality paired with the increased money flow and tenacious settlers have allowed this settlement to rise from the ashes, transforming the rural hamlet into a self-sufficient hub of trade and grain exporter. The region is also blessed with a high equine population, making the town a main provider of mounts for neighboring cities and kingdoms.

Years have passed since the incident but the town kept its name. Some buildings dating from that era are

still blackened to this day. Beside this souvenir, the city is unrecognizable today. The castle has been built atop a small hill and is visible from anywhere within the city. Close to it is a military academy, where thevanish warriors are trained in the art of war. Their specialty is mounted archery and thevanish skirmish groups are a force to be reckoned with. Mobile and precise, they can dispatch larger groups as infantry units with deadly efficacy.

The artisans' quarter is a busy place all day, where the theavani work the hide to make the finest leather products of Theavan. During the war between Astala and Fegary, the king's armies were mostly wearing theavanish leather armor and their knights riding their horses. This came to an end when Theavani rebelled.

Beyond the artisans' quarter and the high town stand sturdy wooden fortifications and further away, acres upon acres of farmlands and pastures.

Trimira

Name

Trimira means “Land of Righteous”. It came from the army Aleratha led herself during the war, “Trimiteh” or “The righteous warriors”, referring to her perception of having a claim to the Wrovenish throne.

Terminology

People: Trimiranishan
Adjective: Trimiranish

Origin

Trimira was as its origin part of the Wroven kingdom. When a plague stroke the land, civil war took place as the king and his family passed away. The main pretenders to throne were two of the king's nibblings; Aleratha and Nindrol, both coming from different parents. Aleratha united the western wrovenish people under her banner and fought for the crown. Both parties exhausted themselves and the plague did not help. Aleratha and Nindrol ended up resigning themselves to split the kingdom into two in order to save their people from further deaths. As the war ended, Trimira was its own kingdom and could recover from the plague that was slowly losing ground.

Government

Few years after Trimira became independent; Aleratha changed the inheritance rules toward cognatic-gavel-kind, where titles are shared among all children. Aleratha thought that it would instill cooperation between all the inheritors rather than having all of them envy the firstborn. Also, she did not want to risk placing the entire kingdom's power into the hands of someone that might be flawed.

World Politics

Trimira is known as the symbol of righteousness since Queen Meriel exposed the first warlock and marched on Prophet's Landing. This led to a delicate relation with the Church. This defiant attitude toward the religious organization brought the support of the native people of the Republic of Vanas. Those that can afford so sometimes move in to Trimira to settle for a new life, farther away from the Templars that are still pretty active within the republic.

Varothell

Population: 7,500
Ruler: Queen Meriel Liafiel
Rarity Modifier: -1

Back when Trimira and Wroven were a single kingdom, Varothell, meaning “Gold Shire” in Wrovenishor, was a little frontier farming community with only two hundreds souls. The land was granted to one of the royal family’s relative. The town knew an economic boom when a gold vein was discovered, leading to a mining exploitation.

When the plague spread over Wroven, Aleratha Liafiel was the baroness of this booming community. As the royal family was decimated, Aleratha was the next in line for the succession of the crown. This claim was contested by her cousin Nindrol whose parent would have been born few days before hers. Both parties refused to let the other win, and thus conflict erupted. Even though she was a mere baroness, she had the support of many counts and her duke. The kingdom went into civil war. Between the skirmishes and the plague,

both parties were exhausted. They ended up signing a treaty that both would get a share of Wroven, while surrendering their claim on the other half.

This treaty is the element that made Aleratha’s lands an independent kingdom. The counts and duke pledged allegiance to her and a ceremony took place for her coronation in Varothell.

By now, the town had expanded thanks to the gold mine. A castle has been built to house Trimira’s royal family. The mine is busier than ever with a fair share of the population working to extract and process its precious metal. The forges of Varothell are numerous and kept lit all day long. The marketplace is full of jewelry on display of various levels of craftsmanship.

The town is also known to be home to Shalheira Leovyre, the first priestess of the Creator. She is taking care of the city’s cathedral, along with the bishop.

Wroven

Name

The name Wroven means “Shadowlands” in Wrovenishor. The name was inspired by the harsh time the people lived through when first descending from Midnight Mountains. The land was an inhospitable swamp and people thought that Eguras was no better than the Midnight Empire. Their luck eventually improved when they marched farther away, but the name stayed.

Terminology

People: Wrovenishan

Adjective: Wrovenish

Origin

Since its foundation, Wroven has been isolated from the world. The people fleeing the Midnight Empire that ended up to the south of the mountain range were beyond Prophet’s Landing influence. One of the slaves, a man named Kir, showed prowess during the slave uprising and killed a witch slave master himself. This display of courage led him to become a leader for the homeless slaves. Following his guidance, they marched down the mountain and into the swamp until they decided to stop to found a settlement. This man renamed himself Ilvisar Liafiel and his bloodline became Wroven’s royal heritage.

In attempt to put the most distance between them selves and the mountains, Wrovenishans scouted further beyond the swamp and found suitable lands along the Blood Sea’s coast. From there, multiple settlements were established along the sea. Over the years, Wroven expanded on most of the southern part of Eguras.

At some point, a plague struck the land. The king, as well as his children, perished. This threw the kingdom into unrest as pretenders to the crown fought between themselves. This civil war lasted for years until the kingdom split into two and Trimira was founded as a result.

Monster Hunting

When Eguras was first colonized, the people that moved into the region of Wroven had a difficult time settling in. First, they were facing a large swamp area and lack of food. When the people found farmable land and finally settled down, they were struck by a plague that decimated most of the population and threw the kingdom into civil war. All these years, many Wrovenishans gave up the idea that Wroven was a better solution than staying in the Midnight Empire’s ruins and decided to go back into the mountains.

This led to an increased number of people being exposed to Lilithia’s essence and the region knew the most monster sightings of all Eguras. While monster

hunting is a practice taking place all around Eguras, it is most prominent in this part of the world due to increased monster activities. Most techniques to properly hunt these creatures are developed in Wroven.

Government

Wroven uses the cognatic-primogeniture inheritance rules. While this has worked well for a long period of time, the kingdom was shaken during the plague when all the inheritors died from the disease. Since the war ended about three hundred years ago, the royal lineage has suffered no major setback.

World Politics

Wroven is isolated and did not have contacts with the other kingdoms until most of Eguras was populated. Now that Wroven became aware of the other kingdoms, they engaged in trade with Trimira, the republic and other nations they can reach through the Hungry Sea.

Vinimras

Population: 8,000
Ruler: Queen Viessa Liafiel
Rarity Modifier: -1

Years after settling in the swamp near the mountains, Wrovenish scouts found a suitable land to welcome their people, promising an easier life. There, on the coast of the Blood Sea was built Vinimras, or "Salvation of the light". The village offered a new haven where people could prosper without the constant threats of roaming predators hiding in the swamp. The town's main food source was fishing as first attempts at agriculture did not prove as productive as they would have wished.

As population increased, settlers were sent farther into the land to establish new villages. Meanwhile, Vinimras focused on shipwriting. Whales and other sizable fish have been sighted but the small boats were not sturdy enough to face the turbulent sea. A large shipyard was built to explore the waters further south. Their seamanship allowed them to harvest the high sea, bringing lots of seafood back to feed the hungry mouths. Wrovenish ships are rivaled only by the new Sivenish fleet.

Centuries later, the city has grown to the capital of the Wroven Kingdom. The queen's castle stands in the middle of the settlement, with circle-shaped roads built around it, each circle being larger than the previous

ones. Each circle has a fortification, dividing the city into fortified districts that can be isolated from each other.

Vinimras' architecture, like most of Wrovenish villages is apart from the rest of the world. Inspired by their legacy with the creatures from the swamp, many of its greatest buildings have large arches, stone carving of heroes, gargoyles, and their fences are complex with spear-shaped tips.

Dolumeniro

Population: 1,500
Ruler: Countess Kythaela Liafiel
Rarity Modifier: +2

Dolumeniro, or the "Bastion of Lost Souls" started out as a haven for those ones fleeing the Midnight Mountains. Wrovenishans had a rough beginning in Eguras and that influenced many of the names they gave to landmarks and settlements and Dolumeniro is a perfect example.

The city took roots in the swamp, where the freed slaves had stopped walking from exhaustion. Seeing no suitable land, they settled there, building huts and humble wooden houses on stilts. The community grew in size and quickly needed fortifications to keep the first monsters to appear in the area at bay. Rocks were scarce so wooden pikes were erected around the village.

The town was never meant to serve as a long term settlement. Its purpose was to provide a safe place to rest until explorers found a more suitable place. It took time and the Wrovenishan became good at navigating the treacherous swamps. But in time, the explorers found more welcoming lands further south. By then, some people had only seen the swamp in their life and refused to leave. Still many of them tried their luck in the weird lands that were grasslands and coast, where the swamp's smells and wetness was not a thing.

For years, the Liafiel family lived outside the swamp and a castle was erected in their coastal town, leaving Dolumeniro as a remote settlement for the stubborn and those that failed to adapt to living outside the swamp. Over the years, more monsters seemed to come closer to the village as it seemed to draw them and thus Dolumeniro became a rampart for the rest of the kingdom. The town has seen the most monster activity of all Eguras. The king ordered the relocation of resources there to make it a real bulwark against what lurks in the darkness.

Since then, the landscape has changed. A castle was erected in the swamp to hold a garrison with a suit-

able training ground. Dolumeniro is divided into districts, each with their own fortifications. Districts are connected through bridges with gates at both ends to ensure that should a section fall, the rest of the city is still protected.

People traveling to Dolumeniro are left with an impression of having crossed the veil between Eguras and Lilithia's domain. The swamp is inhospitable at best and natural predators lurk in the shallow waters. Add to this the occasional aberration coming down the mountain and the fog covering the region half the time, the bastion is a displeasing sight to outsiders. The harsh life the people live there led to making monster hunting a trademark skill of the inhabitants of Dolumeniro.

Beside having memories of surely risking their life, outsiders' stories tell about the unusual lights from the city. Being eternally wet, the swamps is not generous in combustible material for providing fire. Fortunately, the swamp has a native insect that the inhabitants call wisp scarabs. These flying insects are the size of mice and are at the bottom of the swamp's food chain. The males have an organ called wisp's gem. This organ glows with a purplish light during nighttime and is intended to attract females. The glow is so strong that it lights the whole beetle. Wrovenishans farm these creatures and extract their glowing organ, which looks like a small gemstone. Outside the beetle's body, the light is stronger and provides light equivalent to a torch. Sadly, wisp's gems do not light for long after being extracted and dims after a day or two. Still, the city relies on them to provide light at night. It gives it an eerie look when you approach the city after sunset as you can see purple lights coming out of windows and lanterns. Some even wear armor and jewelry with sockets to insert a wisp's heart. This way, they have their hands free while carrying a light source around.

Countess Kythaela Liafiel is the actual ruler of Dolumeniro. She is the queen's cousin. A few years ago,

Kythaela was out in the swamp hunting down a vile creature that abducted some kids. Along with her band of hunters, she tracked the monster far into the swamp. They were ambushed and Kythaela's group was slaughtered. The following day, she rose from the dead as a grave walker. She pursued the hunt and killed the creature, rescuing the children.

Returning to the village, she had to plan how the future events would affect her reign. She decided to play falling sick and retired in her castle. She dyed her hair to cover the fact it was slowly losing its color, turning white. Her mother suffered from cataracts and she decided to ride on the fact that the disease could have been passed down. Over the next months, Kythaela's image went from a valiant warrior leader to a wise yet frail and weak woman. She played up the blindness since then and even had her servants read her important documents. She is still very knowledgeable and an able leader. What people ignore is that under her frail looking disguise, she could outmatch any capable knight. Only queen Viessa is aware of her cousin's state. She will keep her secret since even as an undead, she gets the job done well. They do not speak openly of it though as the mere topic is branded as heresy. Fortunately for Kythaela, the Church has yet to spread its influence to this remote part of the world.

If someone were to take a central place from Eguras, say Prophet's Landing or somewhere around Theavan or Fegary, Dolumeniro would be the farthest settlement you can find. Due to its location and the way the Midnight Mountains are shaped, it is quite isolated and no one really has a reason to go there. The weird architecture and features of the city made its way to the more civilized parts of Eguras, but the stories about it are exaggerated to the point that beside those that went there themselves, nobody really knows what the city actually looks like.

Prophet's Landing

Prophet's landing is not a kingdom but a city-state. The Church runs it completely and also administers the land surrounding the city, sometimes referred as the "holy land". For more information about the city's history, see "Prophet's Landing" on page 15.

Prophet's Landing

Population: 14,000
Ruler: Pope Abraham VIII
Rarity Modifier: -1

Prophet's Landing is the largest settlement across Eguras. It was founded by Prophet soon after he defeated Lilithia and now has fourteen thousands souls living within.

The central building, the Cathedral of the Holy Flame, is the seat of the Creator's religion. The structure towers the rest of the buildings in the city. The pope, as well as the archbishops and templars, live within dedicated wings. In the great hall stands the silver brazier, filled with special burning oils that gives a silvery flame, symbol of the precious metal that allowed Prophet to defeat the Mother Witch.

Below the cathedral are the Sanctified Catacombs. The entrance to this section of the cathedral is kept secret; only the pope, the high templar, and the archbishops know how to access it. Not much is known about the catacombs as those who have access remain discreet about it. The only sure fact is that past popes, archbishops and high templars are buried there upon their death. Rumor has it that the corpse of Prophet is

also kept deep inside. Other rumors also have it that the catacombs would have hidden rooms holding ancient artifacts from the Midnight Empire...

In front of the cathedral is a large park in which stands the Prophet's Monument, a marble statue representing the combat between Prophet and Lilithia. Prophet is shown holding a spear that is piercing the witch's heart. In this sculpture, Prophet is wearing simple clothes as well as manacles with broken chains hanging at his wrists and ankles.

There are multiple vineyards around the city, but one of them has much more success: the White Fox Winery. Having made a deal with the archbishops to serve as the exclusive provider of the cathedral, this has given them a reputation boost. All around Eguras, nobles have a few bottles of White Fox Wine in their cellar.

Seas

Save for the Midnight Mountains, Eguras is surrounded by water. These seas delimit the known world as no ship that navigated farther into them came back to tell what lies beyond the horizon.

The Bleak Expanse

The western coast of Eguras borders a large abyss. Therefore, the color of the water changes suddenly from a light to dark blue. As per the stories, within its depths live giant sea monsters capable of pulling any ship underwater. Venturing farther west past the Soulless Island is considered pure madness and no ship that travelled beyond has ever come back.

The Blood Sea

The blood sea takes its name from an endemic algae that grows on the high reefs. During summer when the temperature is warmer, these algae secrete some red substance, giving the water a bloodied tint.

The Silent Sea

Situated north of the continent, it borders Druya and Beraug kingdoms. The sea got its name from the fact that in the Druyan beliefs, navigation is dangerous as it is easy to get lost within the ever snowing and blustering body of water. Therefore, sailors would have to keep quiet to perceive the signs of their ancestors guiding them through the sea. The name thus does not refer to the sea itself, but the mean to navigate it.

The Hungry Sea

The inner sea located on the western side of Eguras is the most traveled one. Through it, Fegary and Thevean have access to most of the kingdoms of Eguras. Day and night, it is constantly boiling with activity.

The sea's name comes from its position. It is pictured as if Eguras' landmass was a beast and the Hungry Sea would be its belly. The passage connecting the Bleak Expanse to the inner sea is called "The Maw". The constant flow of ships coming in the sea through it leads to picture the "beast" as always hungry, giving the sea its name.

Other Locations of Eguras

Frostmore

Frostmore, or “Sltudrikal” in notrhal, is an island about the size of Beraug. Most of the island is covered in snow all year long.

The island was first visited by Beraugan explorers back in 74, following Jarl Brit Vennerod’s vision of her ancestors. The island was supposed to be her people’s salvation.

After their initial settlement was found empty, the island remained untouched for many years, when Sivenish settlers landed on its southern coast in 633. Two years later, Beraug established their own settlement in the northern part of the island.

The island still holds its mystery as it is largely unexplored. Both kingdoms are putting efforts to fortify their positions as peace between them is fragile.

Seythe Isles

These islands were first discovered by Wrovenish fishermen when the Blood Sea was explored. No expeditions to the islands were made as the mainland was far more accessible.

It is only years later, when a naval trade route was established between Wroven, Trimira, the Republic of Vanas and up to the Hungry Sea that these islands had visitors settling in. These islands became home for pirates, taking refuge from the Wrovenish and Trimiranish ships within the hazardous waters surrounding these islands. The high reefs make the region treacherous and many ships sunk while trying to find the pirate hideouts. To this day, piracy still plagues the naval trade route of the region.

The name of these islands comes from the flag the pirate’ ships hoist; black with a white scythe.

Souless Island

Neighbor to Frostmore, the Souless Island was discovered by the Sivenish fleet when they first explored the region to settle on Frostmore. A single ship anchored on the smaller island. What troubled the crew was the unusual silence. There was not much wind and not a single animal was found on the land.

Still, the explorers felt a strange feeling, as if trespassing and being observed. They left the island. In the days that follow, three people from that crew ended their life after showing signs of discomfort and despair. No one returned to the island after that.

Midnight Mountains

The Midnight Mountains form a natural wall that defines Eguras. Covering the western part of the continent, it is still uncharted after all these years.

Prior to the fall of the Midnight Empire, the mountains were home to Lilithia and daughters, as well as the numerous slaves under her yoke. Across the mountain range once stood many settlements. Today, they lay abandoned since the slaves fled to Eguras.

While these settlements are likely to house riches and artifacts from the past, no sane person will take the risk of going there. Aberrations and corrupted creatures roam all across the mountains and the magical energy lingering could turn a would-be tomb raider into a vile abomination.

Beyond Eguras

The world beyond Eguras is unknown and out of reach. The ships sent out to explore beyond the charted seas never came back and the Midnight Mountains are too dangerous to explore or even pass through. Still, some elements points to a large unexplored world beyond the continent.

Humans have multiple ethnicities (see “Ethnicities” on page 43) and these have been brought together by the witches of the Midnight Empire. Many scholars are convinced that the distinction in people’s morphology and pigmentation is the result of the environment they respectively came from and lived in for generations. Therefore, there must be other places on Sondara where these humans were coming from.

Based on what has been brought back from the empire’s ruins, the Midnight Mountains are not forming the end of the continent. Both scholars and the Church think that beyond the mountains might stand vast lands where people fleeing the mountains by heading east rather than west as Prophet did might have colonized another part of Sondara.

Finally, the ruins bordering the western coast of Eguras are from a past civilization of sailors that once lived there ages ago. These people had to come from somewhere and Siven's rulers think that by mastering seamanship and with the advanced shipwright learned from the ruins, they might at some point be able to travel beyond the Bleak Expanse.

Chapter 9: Culture

Ethnicities

People around Eguras come from multiple ethnicities, as various as Earth's humans. Their skin, eyes and hair color vary greatly. In spite of this, people from Eguras do not feel different from each other thanks to their shared past. No one knows where their ancestors came from before the reign of Lilithia. From what people can

tell, they might have been brought from different places across the world to the Midnight Empire. To them, racism is nonexistent as at the core, they are all slave people coming from the Midnight Mountains. For this reason, there are many ethnicities all across Eguras.

Language

The world of Eguras has different languages that evolved over the years. When people climbed down the mountains to reach Eguras, they had to make new words as the slave tongue was lacking vocabulary. The first written form of the slave tongue came about at that time. It evolved into three different dialects based on the region: Notrhal in Druya, Free Speech in Astala and Wrovenishor in Wroven.

Since all the dialect have not been isolated for that long, someone speaking Notrhal is able to recognize a few words spoken by another person speaking Free Speech or Wrovenishor. Such conversation is nearly impossible though as many words have evolved differently over the time.

Slave Tongue

Back in the days of the Midnight Empire, the slaves were speaking a common tongue. That tongue was limited in vocabulary. This was a way for the witch to prevent the transmission of vital information in between the slaves. It had no writing forms as the empire's laws forbade any handwritten forms of this language.

Sample male names: Toh, Mak, Kree, Zel

Sample female names: Al, Ij, Om, Ur

Dark Speech

Darkspeech is the language used by witches. See "Dark Speech" on page 19.

Sample names: Balral, Dazrak, Gogmathag, Lilithia, Munnaliuth, Valron.

Free Speech

When people populated Astala, they improved the slave tongue by modifying words and adding more comprehensible grammar rules. While still not perfect, the languages have increased the passing of knowledge and allowed their civilization to prosper. As the population spread from Astala to reach the eastern part of Eguras, the language kept improving.

Free Speech was the name that was given to the language, referring to the tongue spoken by those that have freed themselves from Lilithia's grasp. Being the dominant language on the Eguras, most people simply refer it as Egurian. As the language spread and these nations became more influential, Free Speech is spoken by most people over Eguras expecting to deal with outsiders, such as merchants, priests and nobles.

Sample male names: Arthur, Edward, Richard, Thomas

Sample female names: Alice, Anna, Maria, Evangeline

Notrhal

The first people that came into the north and populated Druya developed their own language called Notrhal or “Language of the Ancestors”. They mostly kept the vocabulary from the slave tongue but kept adding new words. They also developed their own written version of the language. Its alphabet is composed of multiple runes, all of which have individual meaning. Once paired together, they form elaborate ideas and concepts.

Sample male names: Bjorn, Ivar, Sjur, Ulf

Sample female names: Dagny, Lisbeth, Margot, May

ally spoken and the written form is understood only by those that study the history of the old Sivenish civilization. The written form is made from a vast array of hieroglyphs.

Wrovenishor

People from the south that colonized Wroven and Trimira also modified the slave tongue to fit their need. They mostly use a set of prefixes and suffixes to add ideas and characteristics to existing words. Therefore, adjectives are not a thing in Wrovenishor as their meaning are embedded directly into the words. This led the language to have long words while keeping sentences short. People from the outside qualify Wrovenishor as difficult to master but pleasant to hear.

Sample male names: Anlyth, Arathorn, Dalynor, Tae-gan, Theodred

Sample female names: Amedee, Daratrine, Phyrra, Ti-alha

Rani

Rani is the language native to the fallen kingdom of the Witch Queen Vanasha. When Fegaryan scouts discovered the people from that witch kingdom, they mistakenly assumed they were all witches as Rani is similar to Dark Speech, though it is a less complicated form of the language. This simplified form was easier for mortals lacking the benefit of genetic learning of the tongue.

Sample male names: Barool, Judju, Tebec, Yiendi

Sample female names: Diyah, Magmu, Ronga, Youllisa

Sivenish

Sivenish is the language spoken by a civilization that came before the humans of Eguras. When Fegaryans explored the ruins on the eastern coast of Eguras, they discovered stone tablets and wall paintings in the Sivenish language, unknown to humans at that time. Scholars have studied the ancient relics, which allowed the local population to improve their shipwright skills. The scholars still do not agree on how the language is actu-

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Rules

Now that you have knowledge of the world of Eguras and its history, you are ready to dive into the mechanics behind it that will allow you to create *Inquisition* characters.

What's in This Part of the Book

- **Chapter 1: Character Creation.** This first chapter will cover the archetypes and careers available when creating player characters.
- **Chapter 2: Skills.** This section introduces the new knowledge skills, as well as the unique magic skill, Witchcraft.
- **Chapter 3: Talents.** Along with new talents, *Inquisition* introduces a new category of talents that can only be selected by witches and the damned.
- **Chapter 4: Gear.** This section introduces new gear and craftsmanship.
- **Chapter 5: Witchcraft.** This new magic skill is unique in its genre as it uses a completely different list of spells than what was in the *Genesys Core Rulebook* as well as rules about empathic spellcasting.

- **Chapter 6: Adversaries.** A new world means new challenges. This section brings up new adversaries that characters are likely to encounter, from mundane opponents like bandits and nobles to supernatural beings like witches and corrupted creatures.

Chapter 1: Character Creation

Archetypes

Here are the archetypes available for player characters. Note that the Witchborn archetype is apart from the rest as it is the only one allowing the use of witchcraft.

Adjustments were made to the existing archetypes from the *Genesys Core Rulebook* and thus have been rewritten here.

Commoner

The Commoner archetype represents the average person of the world. This archetype is balanced and can fill any career.



- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Starting Skills:** A Commoner starts with one rank in two non-career skills during character creation. They obtain this rank before spending experience points, and may not increase these skills above rank 2 during character creation.
- **Heroic Moment:** Once per session as an out-of-turn incidental, you may create one temporary Story Point that you or another player may spend before the end of the session. A temporary Story Point is removed from the pool when it is used, but it is not moved to the GM's Story Point pool.

Laborer

Laborers are the hard workers, spending all day doing physical and demanding tasks, like farming, woodcut-

ting, carrying, building, mining, etc. Their daily routine made them tougher but they tend to be less educated.



- **Starting Wound Threshold:** 12 + Brawn
- **Starting Strain Threshold:** 9 + Willpower
- **Starting Experience:** 95 XP
- **Starting Skills:** A Laborer starts with one rank in Athletics during character creation. They obtain this rank before spending experience points, and may not increase Athletics above rank 2 during character creation.
- **Tough as Nails:** Once per session, your character may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01."

Acrobat

Acrobats are found in nearly every social caste. They have an above average hand-eye coordination and are naturally deft. They tend to favor work requiring precision rather than brute force.



- **Starting Wound Threshold:** 9 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Starting Skills:** An Acrobat character starts with one rank in Coordination during character cre-

ation. They obtain this rank before spending experience points, and may not increase Coordination above rank 2 during character creation.

- **Deft Evasion:** Once per session, your character may spend a Story Point as an out-of-turn incidental when they are the target of a Combat check. If they do so, the difficulty of the combat check becomes an opposed check against the Acrobat's Coordination skill instead of the normal difficulty. Other modifiers, such as cover and defense still apply.

Intellectual

While the largest portion of the people live by working hard physical tasks, the more educated and skilled use their creativity and intelligence to make a living.



- **Starting Wound Threshold:** $8 + \text{Brawn}$
- **Starting Strain Threshold:** $11 + \text{Willpower}$
- **Starting Experience:** 95 XP
- **Starting Skills:** An Intellectual character starts with one rank in a Knowledge skill of their choice during character creation. They obtain this rank before spending experience points, and may not increase that Knowledge skill above rank 2 during character creation.
- **Brilliant!**: Once per session, your character may spend a Story Point as an incidental. If they do so, during the next check they make during that turn, you count their ranks in the skill being used as their Intellect.

Survivalist

Not everyone lives in a community. Some spend their life in the wilderness, whether by choice or obligation. Forests, mountains or swamps, survivalists excel at living off the land and surviving the harsh weather of the world.



- **Starting Wound Threshold:** $10 + \text{Brawn}$
- **Starting Strain Threshold:** $10 + \text{Willpower}$
- **Starting Experience:** 95 XP
- **Starting Skills:** A Survivalist starts with one rank

in Survival during character creation. They obtain this rank before spending experience points, and may not increase Survival above rank 2 during character creation.

- **Natural Instincts:** Once per session, your character may spend a Story Point as an incidental after making a skill check. If they do so, they may reroll any number of dice not showing a \heartsuit or \clubsuit , up to a number of dice equal to their Cunning score.

Devotee

Religion is really important across the land and its influence is such that many people are raised by the Church. These people tend to have an even deeper faith than the common folk and generally a stronger will.



- **Starting Wound Threshold:** $9 + \text{Brawn}$
- **Starting Strain Threshold:** $11 + \text{Willpower}$
- **Starting Experience:** 90 XP
- **Starting Skills:** A Devotee character starts with one rank in Discipline during character creation. They obtain this rank before spending experience points, and may not increase Discipline above rank 2 during character creation.
- **Strong Willed:** When rolling a fear check, add $\Delta\Delta$ to the check.

Aristocrat

Some people were blessed to be born and raised in a wealthy family. Learning manners and etiquette, they tend to spend their life not far from the court, when not part of the nobility themselves.



- **Starting Wound Threshold:** $10 + \text{Brawn}$
- **Starting Strain Threshold:** $10 + \text{Willpower}$
- **Starting Experience:** 95 XP
- **Starting Skills:** An Aristocrat starts with one rank in Cool during character creation. They obtain this rank before spending experience points, and may not increase Cool above rank 2 during character creation.

- **Forceful Personality:** Once per session, your character may spend a Story Point as an incidental. If they do so, during the next skill check they make during that turn, your character doubles the strain they inflict or the strain they heal (you choose before making the check).

Witchborn

Witchcraft is a gift passed matrilineally. Any character born from a witch has to take this archetype. While not all Witchborn characters become actual witches, they all have that potential in them. Witchborn can be found in all communities as well as any social rank. Some may live normal lives while others focus on mastering their magical heritage.



- **Starting Wound Threshold:** $8 + \text{Brawn}$
- **Starting Strain Threshold:** $11 + \text{Willpower}$

Career

Entertainer

Entertainers are skilled artists, actors or musicians. Whatever their talent is, if they are good enough, their trade might bring them to some noble's court for private shows. Some of them even have secret agendas once they are within the walls of the castle.

The Entertainer counts the following skills as career skills: **Charm**, **Coordination**, **Deception**, **Discipline**, **Leadership**, **Melee (Light)**, **Skulduggery**, and **Stealth**. Before spending experience during character creation, an Entertainer may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with an Entertainer character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Dagger or Staff
- Fine Cloak or Padded Armor
- Health Elixir or Smokebomb Vial
- Musical Instrument or Thieves' Tools
- 250 Silver Crowns

- **Starting Experience:** 90 XP
- **Starting Skills:** A Witchborn starts with one rank in Deception during character creation. They obtain this rank before spending experience points, and may not increase Deception above rank 2 during character creation.
- **Silver Anathema:** Your character is vulnerable to weapons with the Silver item quality (see "Silver" on page 68).
- **Witch Blood:** Once per session, your character may spend a Story Point as an incidental. If they do so, they may voluntarily suffer up to 2 wounds to heal twice that number in strain.
- **Witchcraft:** Witchborn is the only archetype that can make use of the Witchcraft skill and increase it.

Fence

Fences are merchants specialized in dealing with thieves and brigands. Their trade includes stolen and illegal goods. A good fence is basically someone who will buy anything without asking too many questions and know where to sell these stolen goods.

The Fence counts the following skills as career skills: **Charm**, **Cool**, **Discipline**, **Knowledge (Geography)**, **Deception**, **Negotiation**, **Streetwise**, and **Vigilance**. Before spending experience during character creation, a Fence may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Fence character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Dagger or Cestus
- Fine Cloak or Leather Armor
- Thieves' Tools or Merchant Scale
- Health Elixir or Smokebomb Vial
- 275 Silver Crowns

Herbalist

These herb specialists fill the role of doctors within the world of Eguras. They are as killed in gathering their ingredients as they are at processing them into elixirs.

The Herbalist counts the following skills as career skills: **Alchemy**, **Discipline**, **Knowledge (Geography)**, **Knowledge (Lore)**, **Medicine**, **Resilience**, **Survival**, and **Vigilance**. Before spending experience during character creation, an Herbalist may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Herbalist character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Apothecary's Kit with three Herbs of Healing or Alchemist's kit
- Dagger or Staff
- Heavy Robes or Vial Belt
- 125 Silver Crowns.

Knight

Trained military, knights have acquired some renown and have been granted riches by their lord. Symbols of honor and dedication, knights are models for the young folk dreaming of heroic deeds.

The Knight counts the following skills as career skills: **Athletics**, **Charm**, **Discipline**, **Leadership**, **Melee (Light)**, **Resilience**, **Riding**, and **Vigilance**. Before spending experience during character creation, a Knight may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Knight character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Sword with Shield or Light Spear with Large Shield
- Leather Armor
- Health Elixir or Bottled Courage
- 150 Silver Crowns

Merchant

In a medieval world such as Eguras, each village produces a variety of goods while lacking others. Merchants are the ones carrying these goods all around the continent while making a fine profit out of it.

The Merchant counts the following skills as career skills: **Charm**, **Cool**, **Discipline**, **Knowledge (Geog-**

raphy), **Knowledge (Lore)**, **Negotiation**, **Perception**, and **Vigilance**. Before spending experience during character creation, a Merchant may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Merchant character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Fine Cloak
- Dagger or Staff
- Merchant's Scale
- Map (of player's the choice)
- 340 Silver Crowns

Monster Hunter

Stories of dark creatures are getting more common by the day all around Eguras. Still, some brave and foolhardy people roam the world to root out these aberrations, calling themselves monster hunters. They are basically swords-for-hire, but as templars, they carry alchemical-silver weapons.

The Monster Hunter counts the following skills as career skills: **Discipline**, **Melee (Heavy)**, **Knowledge (Forbidden)**, **Ranged**, **Perception**, **Resilience**, **Survival**, and **Vigilance**. Before spending experience during character creation, a Monster Hunter may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Monster Hunter character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Silver Pike or Silver Spear
- Padded Armor or Heavy Robes
- Bottled Courage or Health Elixir
- Regeneration Elixir or Stamina Stamina Elixir
- 95 Silver Crowns

Peasant

The peasant is the common folk. They may be serfs, townsfolk or artisans. In any case, peasants are at the bottom of the social caste, working all day long and paying most of their earnings in taxes.

The Peasant counts the following skills as career skills: **Athletics**, **Brawl**, **Discipline**, **Mechanics**, **Negotiation**, **Perception**, **Resilience**, and **Streetwise**. Before spending experience during character creation, a Peas-

ant may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Peasant character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Pitchfork or Dagger or Cestus
- Artisan's Tools or Merchant's Scale
- Heavy Robes or Padded Armor
- Beast of Burden
- 125 Silver Crowns

Priest

This archetype fits all the religious figures of Eguras, from the common brother and sister to the pope.

The Priest counts the following skills as career skills: **Charm**, **Coercion**, **Discipline**, **Knowledge (Lore)**, **Knowledge (Forbidden)**, **Leadership**, **Negotiation**, and **Vigilance**. Before spending experience during character creation, a Priest may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Priest character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Dagger or Staff
- Heavy Robes or Fine Cloak
- Priest's garments
- Health Elixir
- 255 Silver Crowns

Scholar

In Eguras, education is scarce. Most of the population does not know how to write or read. Still, some people dedicate their life to maintaining the lore and developing new theories. These scholars are commonly seen at noble's courts as their knowledge can be of use to most lords.

The Scholar counts the following skills as career skills: **Alchemy**, **Discipline**, **Knowledge (Forbidden)**, **Knowledge (Geography)**, **Knowledge (Lore)**, **Mechanics**, **Medicine**, and **Vigilance**. Before spending experience during character creation, a Scholar may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Scholar character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Apothecary's Kit with three Herbs of Healing or Alchemist's kit
- Dagger or Staff
- Heavy Robes or Vial Belt or Artisan's Tools
- 125 Silver Crowns

Scout

Most of the world is still unexplored. Sure, the lands are owned but even within claimed territories, many areas have never been walked. Scouts are the outdoorsmen, sneaking through these uncharted lands, bringing back hunting trophies and mapping them.

The Scout counts the following skills as career skills: **Athletics**, **Cool**, **Coordination**, **Ranged**, **Knowledge (Geography)**, **Stealth**, **Survival**, and **Vigilance**. Before spending experience during character creation, a Scout may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Scout character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Bow
- Heavy Robes or Padded Armor
- Extra Quiver or Health Elixir
- Bear Trap or Map (of the player's choice)
- 105 Silver Crowns

Scoundrel

Times are hard for the majority of the population. Nobles are rich while the rest of the people are dead poor. Some people who either lack the talent to make a normal living or are too greedy to live by their social rank become scoundrels, living off the efforts of others. Thieves, con artists, brigands, these people live in conflict with the law while trying to keep their head upon their neck.

The Scoundrel counts the following skills as career skills: **Charm**, **Cool**, **Coordination**, **Deception**, **Melee (Light)**, **Skulduggery**, **Stealth**, and **Streetwise**. Before spending experience during character creation, a Scoundrel may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Scoundrel character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- A pair of Daggers or Mace
- Fine Cloak or Thieves' Tools
- Leather Armor or Heavy Robes
- Two smokebomb vials or one Stamina potion
- Health Elixir
- 175 Silver Crowns

Templar

Holy warriors of the Church, these knights in shining armor roam the lands, looking for witches to hunt down. They are specially trained to deal with these evil, corrupted souls.

The Templar counts the following skills as career skills: **Athletics**, **Coercion**, **Discipline**, **Knowledge (Forbidden)**, **Melee (Light)**, **Resilience**, **Survival**, and **Vigilance**. Before spending experience during character creation, a Templar may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Templar character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Sword or Short Silver Spear
- Shield
- Leather Armor
- Health Elixir
- 110 Silver Crowns

Warrior

Warriors are trained in the art of war and make up the elite of a lord's armies. During war time, most soldiers are actually conscripts-untrained peasants taking up arms. This archetype is fitting for character whose main occupation is to serve as a soldier, mercenary, sword-for-hire or law-enforcement.

The Warrior counts the following skills as career skills: **Athletics**, **Brawl**, **Coercion**, **Melee (Heavy)**, **Perception**, **Ranged**, **Survival** and **Vigilance**. Before spending experience during character creation, a Warrior may choose four of their career skills and gain one rank in each of them.

Starting Gear: Players with a Warrior character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- One two-handed weapon (Greatsword, Greataxe, Flail or Halberd), or Bow.

- Leather Armor
- Health Elixir
- Two Bottled Courage or one Stamina Elixir
- 100 Silver Crowns

Witch

Descendants of the Witch Mother Lilithia, these characters embrace their heritage and focus on mastering witchcraft. Some live as normally as they can afford while others will exile themselves from society to avoid the Inquisition.

The Witch counts the following skills as career: skills **Alchemy**, **Deception**, **Discipline**, **Knowledge (Forbidden)**, **Skulduggery**, **Stealth**, **Vigilance**, and **Witchcraft**. Before spending experience during character creation, a Witch may choose four of their career skills and gain one rank in each of them.

Prerequisite: You must have selected the Witchborn archetype to select this career.

Starting Gear: Players with a Witch character may choose to start with the following gear instead of spending currency during Step 7 of character creation:

- Dagger or Staff
- Heavy Robes
- Any one Animal Talisman
- Cauldron
- Two Health Elixirs
- Two Stamina Elixirs
- 205 Silver Crowns

Iconic Careers

Despite their name, a character does not have to take a specific career to embrace the profession. The selected career skills for iconic careers such as the Monster Hunter and the Templar represent what anyone would expect from such character.

As a player, you could totally choose a different career, like the Alchemist, and have your character being part of the Inquisitorium. This would simply mean that your character has a different skillset than the average templar.

Chapter 2: Skills

This chapter introduces new skills used in *Inquisition*. The Table 2.2-1: Skills includes both these new skills and the ones from the *Genesys Core Rulebook* that are also used with the *Inquisition* setting.

Knowledge Skills

Forbidden

The world is full of unknown creatures and mysteries. This skill covers the knowledge of such things, whether it is to identify a dark creature or magical phenomena. This skill also covers knowledge of witches and their rituals.

Your character should use this skill if...

- Your character tries to identify a dark creature, such as a werewolf, vampire or other supernatural being.
- Your character tries to make the connection between some items, painted symbols, and circles to witch activity.
- Your character tries to decipher writings in Dark Speech.

Your character should not use this skill if...

- Your character tries to cast a witch spell. That would require the Witchcraft skill.
- Your character tries to mix alchemical ingredients to make a potion or elixir. That would use the Alchemy skill.
- Your character tries to recall the name of a famous monster hunter. That would require a Knowledge (Lore) check.

Geography

The land is vast and this knowledge represents the character's understanding of the land, cultures, cus-

toms and laws. It also includes the comprehension of maps and cartography.

Your character should use this skill if...

- Your character wants to chart a course through the wilderness.
- Your character needs to know what laws and customs are present in a specific community.

Your character should not use this skill if...

- Your character wants to recall information about a noble family and lineage. This would use the Knowledge (Lore) skill.
- Your character needs to set a camp or deal with the other practical matters of traversing the wilderness. That would use the Survival skill.
- Your character tries to recall the history of a ruin. They would use Knowledge (Lore) for that.

Lore

Lore represents a character's knowledge of legends, religion, politics and similar topics. It includes specialized and scholarly knowledge.

Your character should use this skill if...

- Your character wants to recall the name of the king's grandson.
- Your character tries to decipher old Sivenish writings.
- Your character wants to recall details about the history of the world.

Your character should not use this skill if...

- Your character tries to recall facts about a specific settlement. This would use the Knowledge (Geography) skill.
- Your character wants to learn more about witches and their art. This would be Knowledge (Forbidden).

Magic Skill

Witchcraft

In the world of Inquisition, magic is wielded by witches. People born with this ability are able to perform rituals and cast spells. For more information on how Witchcraft works, see the “Chapter 5: Witchcraft” on page 79.

Your character should use this skill if...

- Your character wants to cast a magic spell.
- Your character wants to perform a magic ritual.

Your character should not use this skill if...

- Your character tries to learn information about curses and magic phenomenas. That would use the Knowledge (Forbidden) skill.
- Your character tries to decipher Dark Speech markings. That would be Knowledge (Forbidden).

Mounted Combat

Inquisition uses the Mounted Combat rules from Realms of Terrinoth on page 83.

Table 2.2-1: Skills

Skills	Characteristic
Alchemy	Intellect
Athletics	Brawn
Brawl	Brawn
Charm	Presence
Coercion	Willpower
Cool	Presence
Coordination	Agility
Deception	Cunning
Discipline	Willpower
Knowledge (Forbidden)	Intellect
Knowledge (Geography)	Intellect
Knowledge (Lore)	Intellect
Leadership	Presence
Mechanics	Intellect
Medicine	Intellect
Melee (Heavy)	Brawn
Melee (Light)	Brawn
Negotiation	Presence
Perception	Cunning
Ranged	Agility
Resilience	Brawn
Riding	Agility
Skulduggery	Cunning
Stealth	Agility
Streetwise	Cunning
Survival	Cunning
Vigilance	Willpower
Witchcraft	Cunning

Chapter 3: Talents

Characters in *Inquisition* are able to choose from a variety of talents from both the *Genesys Core Rulebook* and *Realms of Terrinoth*, in addition to new talents specifically made for this setting.

The **Table 2.3-1: Talents** contains all the usable talents and their source. Talents reserved for witches and the damned are put into separate tables later in this chapter, starting on page 57.

New Talents

Tier 1

Hold the Line

Tier: 1

Activation: Active (Incidental, out-of-turn)

Ranked: No

Once per round your character may suffer 2 strain to use this talent when a mounted enemy attempts to engage with them. The enemy may not engage your character unless they suffer 2 wounds.

Precise Shot

Tier: 1

Activation: Active (Incidental)

Ranked: No

When making a Ranged check, your character may use Cunning instead of Agility.

Tier 2

Archer's Focus

Tier: 2

Activation: Passive

Ranked: No

When performing a combat check with a ranged weapon, if your character did not perform a maneuver to ready or stow a weapon or item during this turn, they add Δ to the results.

Militia Training

Tier: 2

Activation: Passive

Ranked: No

Athletics and Resilience are now career skills for your character. Also, when you purchase this talent, choose either Melee (Light) or Melee (Heavy) skill. That skill becomes a career skill for your character.

Two-Handed Grip

Tier: 2

Activation: Passive

Ranked: No

When performing a combat check with a Melee (Light) weapon of Encumbrance value of at least 2, if your character has nothing in their other hand, they add Δ to the results.

Witchbane

Tier: 2

Activation: Passive

Ranked: No

Your character counts the Critical rating of their weapon as one lower to a minimum of 1 when making an attack targeting an adversary capable of Witchcraft or characters with the Witchborn archetype.

Tier 3

Justice of the Creator

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, your character may suffer 3 strain to use this talent to add damage equal to their ranks in Discipline to one hit of a successful attack against a heretic. This includes witches and those that the Church perceives as enemy of the organization.

Table 2.3-1: Talents

Talent	Source	Talent	Source
Tier 1		Tier 3	
Apothecary	Realms of Terrinoth (Page 84)	Coordinated Assault	Genesys Core Rulebook (Page 75)
Bought Info	Genesys Core Rulebook (Page 72)	Counteroffer	Genesys Core Rulebook (Page 75)
Bullrush	Realms of Terrinoth (Page 84)	Defensive Stance	Genesys Core Rulebook (Page 75)
Challenge!	Realms of Terrinoth (Page 84)	Dirty Tricks	Realms of Terrinoth (Page)
Clever Retort	Genesys Core Rulebook (Page 73)	Dual Wielder	Genesys Core Rulebook (Page 76)
Desperate Recovery	Genesys Core Rulebook (Page 73)	Exploit	Realms of Terrinoth (Page 88)
Duelist	Genesys Core Rulebook (Page 73)	Flash of Insight	Realms of Terrinoth (Page 88)
Durable	Genesys Core Rulebook (Page 73)	Grapple	Realms of Terrinoth (Page 88)
Finesse	Realms of Terrinoth (Page 84)	Heightened Awareness	Genesys Core Rulebook (Page 76)
Forager	Genesys Core Rulebook (Page 73)	Heroic Recovery	Genesys Core Rulebook (Page 76)
Grit	Genesys Core Rulebook (Page 73)	Hunter	Realms of Terrinoth (Page 88)
Hamstring Shot	Genesys Core Rulebook (Page 73)	Impaling Strike	Realms of Terrinoth (Page 88)
Hold the Line	Inquisition (Page 54)	Inspiring Rhetoric	Genesys Core Rulebook (Page 76)
Jump Up	Genesys Core Rulebook (Page 73)	Inventor	Genesys Core Rulebook (Page 76)
Knack for It	Genesys Core Rulebook (Page 73)	Lucky Strike	Genesys Core Rulebook (Page 76)
Know Somebody	Genesys Core Rulebook (Page 74)	Reckless Charge	Realms of Terrinoth (Page 88)
Let's Ride	Genesys Core Rulebook (Page 74)	Scathing Tirade	Genesys Core Rulebook (Page 77)
One with Nature	Genesys Core Rulebook (Page 74)	Side Step	Genesys Core Rulebook (Page 77)
Painful Blow	Realms of Terrinoth (Page 84)	Threaten	Realms of Terrinoth (Page 88)
Parry	Genesys Core Rulebook (Page 74)	Two-Handed Grip	Inquisition (Page 54)
Precise Shot	Inquisition (Page 54)	Well-Travelled	Realms of Terrinoth (Page 88)
Proper Upbringing	Genesys Core Rulebook (Page 74)	Witchbane	Inquisition (Page 54)
Quick Draw	Genesys Core Rulebook (Page 74)	Tier 2	
Quick Strike	Genesys Core Rulebook (Page 74)	Animal Companion	Genesys Core Rulebook (Page 77)
Rapid Reaction	Genesys Core Rulebook (Page 74)	Backstab	Realms of Terrinoth (Page 88)
Second Wind	Genesys Core Rulebook (Page 74)	Body Guard	Realms of Terrinoth (Page 90)
Shield Slam	Realms of Terrinoth (Page 84)	Cavalier	Realms of Terrinoth (Page 90)
Surgeon	Genesys Core Rulebook (Page 74)	Counterattack	Realms of Terrinoth (Page 90)
Swift	Genesys Core Rulebook (Page 75)	Dodge	Genesys Core Rulebook (Page 78)
Tavern Brawler	Realms of Terrinoth (Page 87)	Dual Strike	Realms of Terrinoth (Page 90)
Toughened	Genesys Core Rulebook (Page 75)	Eagle Eyes	Genesys Core Rulebook (Page 78)
Tumble	Realms of Terrinoth (Page 87)	Easy Prey	Realms of Terrinoth (Page 90)
Unremarkable	Genesys Core Rulebook (Page 75)	Field Commander	Genesys Core Rulebook (Page 78)
Tier 2		Forgot to Count?	Genesys Core Rulebook (Page 78)
Archer's Focus	Inquisition (Page 54)	Grenadier	Genesys Core Rulebook (Page 78)
Militia Training	Inquisition (Page 54)	Heroic Will	Genesys Core Rulebook (Page 79)
Berserk	Genesys Core Rulebook (Page 75)	Inspiring Rhetoric (Improved)	Genesys Core Rulebook (Page 78)
Block	Realms of Terrinoth (Page 87)	Justice of the Creator	Inquisition (Page 54)
Bulwark	Realms of Terrinoth (Page 87)	Natural	Genesys Core Rulebook (Page 79)
		Parry (Improved)	Genesys Core Rulebook (Page 79)
		Potent Concoctions	Realms of Terrinoth (Page 90)

Table 2.3-1: Talents (Continued)

Talent	Source	Talent	Source
Precise Archery	Realms of Terrinoth (Page 90)	Unrelenting	Realms of Terrinoth (Page 91)
Pressure Points	Realms of Terrinoth (Page 90)	Venom Soaked Blade	Realms of Terrinoth (Page 91)
Rapid Archery	Genesys Core Rulebook (Page 79)	Tier 5	
Scathing Tirade (Improved)	Genesys Core Rulebook (Page 79)	Crushing Blow	Realms of Terrinoth (Page 91)
Shockwave	Realms of Terrinoth (Page 90)	Dedication	Genesys Core Rulebook (Page 81)
Tier 4		Indomitable	Genesys Core Rulebook (Page 81)
Back-to-Back	Realms of Terrinoth (Page 91)	Let's Talk This Over	Realms of Terrinoth (Page 91)
Can't We Talk About This?	Genesys Core Rulebook (Page 79)	Master	Genesys Core Rulebook (Page 81)
Deadeye	Genesys Core Rulebook (Page 79)	Retribution	Realms of Terrinoth (Page 91)
Death Rage	Realms of Terrinoth (Page 91)	Ruinous Repartee	Genesys Core Rulebook (Page 81)
Defensive	Genesys Core Rulebook (Page 80)	Whirlwind	Realms of Terrinoth (Page 91)
Enduring	Genesys Core Rulebook (Page 80)	Zealous Fire	Realms of Terrinoth (Page 91)
Field Commander (Improved)	Genesys Core Rulebook (Page 80)		
Inspiring Rhetoric (Supreme)	Genesys Core Rulebook (Page 80)		
Scathing Tirade (Supreme)	Genesys Core Rulebook (Page 81)		

To benefit from this talent, the character must have faith in the Creator and support the Church. The GM has final word on whether the character can benefit from this talent or not.

Supernatural Talents

While talents can normally be taken by any characters as long as it fills the pyramid's prerequisites, *Inquisition* brings a new category of talents; Supernatural Talents. These talents are sorted by theme: Grave Walker, Vampire, Werewolf, and Witch.

Note that characters cannot benefit from any more than one type of supernatural talents. Therefore, your character cannot have a Witch talent as well as a Werewolf talent.

Grave Walker Talents

Tier 1

Fear the Reaper

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: You must have either been in contact with Witchcraft or with a supernatural being. You must not be a Witchborn, nor have the Damned trait.

You gain the followings abilities:

- **Condemned:** The Critical Rating of any attacks against your character is reduced by 1 (to a minimum of 1) and gain Vicious 2 (or improve their

Vicious rating by 2). In addition, you cannot heal from Critical Injuries. Finally, the difficulty and ability of every check you roll is upgraded once.

- **Damned:** Your character now has the Damned trait.
- **Death's Gift:** Once per session, you can reroll a die not showing a ♠ or ♣.

These modifications will inevitably leads the character to their death, which is intended as their transition to Grave Walker goes through death.

Should your character die, on the following night you come back to life, fully healed from previous Criti-

Table 2.3-2: Grave Walker Talents

Talent	Source
Tier 1	
Fear the Reaper	Inquisition (Page 56)
Grave Walker	Inquisition (Page 57)
Spit	Inquisition (Page 57)
Vile Health	Inquisition (Page 57)
Tier 2	
Cannibalize	Inquisition (Page 57)
Corrosive Blood	Inquisition (Page 57)
Spit (Improved)	Inquisition (Page 58)
Tier 3	
Death's Gift	Inquisition (Page 58)
Death's Gambit	Inquisition (Page 58)
Tier 4	
Grave's Resilience	Inquisition (Page 58)
Tier 5	
Death's Chosen	Inquisition (Page 58)

cal Injuries and their effects, even lasting ones such as “Maimed”. Your character also recovers from all their wounds and strain.

Then, you lose this talent and replace it with the Grave Walker talent, taking Fear the Reaper’s spot within the talent pyramid.

Grave Walker

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: This talent cannot be purchased with XP, but is obtained through the Fear the Reaper talent.

You are now considered an undead, gaining these abilities:

- **Damned:** Your character now has the Damned trait.
- **Silver Anathema:** Your character is vulnerable to weapons with the Silver item quality (see “Silver” on page 68).
- **Lifesight:** Grave walkers see the living energy emanating from living beings. This vision does not extend to plants nor undead. You remove all ■ imposed by darkness and concealment on Perception and Vigilance check to notice humans and animals.

- **Undead:** Your character is now undead and is no longer living. They do not need to eat, sleep, or breathe, are unaffected by toxins and poisons, and no longer age. They cannot benefit from potions and elixirs.

Spit

Tier: 1

Activation: Action (Action)

Ranked: No

Prerequisite: Your character must have obtained the Grave Walker talent.

Your undead’s stomach secretes a vile liquid that you can spit as a ranged attack. This spit use the following weapon profile: Spit (Ranged; Damage 6; Critical 4; Ranged [Engaged]; Burn 2). The Burn is chemical in nature and cannot be stopped with the Coordination skill. Jumping into water washes it away though.

You can also apply the liquid to a weapon, granting it Burn 2. The quality only lasts for a single attack or until the end of your character’s next turn, whichever comes first. It does not stack with other existing Burn quality the weapon might have.

Vile Health

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Your character must have obtained the Grave Walker talent.

Before your character heals strain at the end of an encounter, if their current wounds is more than half of their wound threshold, they heal two wounds.

Tier 2

Cannibalize

Tier: 2

Activation: Action (Maneuver)

Ranked: No

Prerequisite: Your character must have obtained the Grave Walker talent.

Your character can consume their body to fuel their mind. You can use a maneuver to voluntarily suffer two wounds in order to recover one strain.

Corrosive Blood

Tier: 2

Activation: Passive

Ranked: No

Prerequisite: Your character must have obtained the Grave Walker talent.

Your blood attacks living tissues. When a living being inflicts wounds to your character while engaged with them, they suffer 1 wound.

Spit (Improved)

Tier: 2

Activation: Passive

Ranked: No

Prerequisite: Your character must have obtained the Grave Walker talent and purchased the Spit talent. The range of your spit attack becomes short.

Tier 3

Death's Gift

Tier: 3

Activation: Action (Incidental)

Ranked: Yes

Prerequisite: Your character must have obtained the Grave Walker talent.

Once per encounter, after your character has rolled a skill check (but before resolving the result), they can spend a story point to reroll a number of positive dice from the pool equal to ranks in Death's Gift.

Death's Gambit

Tier: 3

Activation: Passive

Ranked: No

Prerequisite: Your character must have obtained the Grave Walker talent.

If the GM has equal or more Story tokens available than the players, your character adds A on all their checks. This condition must be met before the check is called. Therefore, you cannot spend a story point to upgrade your check in order to benefit from Death's Gambit for that same check.

Tier 4

Grave's Resilience

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisite: Your character must have obtained the Grave Walker talent.

Before your character heals strain at the end of an encounter, you can spend a story point to make a Resilience check to heal from a single Critical Injury inflicted to your character during that encounter. The difficulty is equal to that injury's severity.

Tier 5

Death's Chosen

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisite: Your character must have obtained the Grave Walker talent.

Once per session, your character may spend 5 strain to gain one additional action for one round.

Vampire Talents

Tier 1

Blood Potency

Tier: 1

Activation: Action (Maneuver)

Ranked: No

Prerequisite: Your character must have purchased the Vampire Talent.

Once per encounter, as a maneuver your character may spend 2 strain to raise Brawn or Agility by 1 point to a maximum of 5 until the end of the encounter.

Vampire

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Your character and a vampire must have drank each other's blood. You cannot purchase this talent if you possess the Damned trait or are a Witch-born.

You are now considered an undead, gaining these abilities:

- **Bite:** They gain a Bite attack (Brawl; Damage +1; Critical 4; Range [Engaged], Pierce 2, Vicious 1).

- **Blood Hunger:** Your character does not regain strain normally, such as through rest or at the end of an encounter. For every wound caused to a living being with their bite attack your character regains 1 strain. Any A rolled on this attack may be spent to restore 2 strain each. Wounds inflicted with this attack cannot be healed with painkillers or a Medicine check. Abilities that restore strain work normally. Outside of combat, any blood that is reasonably fresh can be consumed to regain strain. The specific amount necessary is up to the GM, but completely draining a human should restore all strain if your character is at their strain threshold.
- **Damned:** Your character now has the Damned trait.
- **Progeny:** When interacting with the vampire that turned your character, upgrade the difficulty of all social checks. When interacting with vampires your character turned, upgrade the ability of all social checks.
- **Silver Anathema:** Your character is vulnerable to weapons with the Silver item quality (see “Silver” on page 68).
- **Stake Through the Heart:** If an opponent makes a called shot to your character’s heart with a wooden melee weapon or a ranged weapon that fires ammunition made of wood, that weapon gains Vicious 5.
- **Undead:** Your character is now undead and is no longer living. They do not need to eat, sleep, or breathe, is unaffected by toxins and poisons, and no longer age. They cannot benefit from potions and elixirs.
- **Weakness to Sunlight:** While they are exposed to sunlight, reduce all characteristics by 2 and halve their Wound Threshold and Strain Threshold; They will suffer one wound per round. If wounds caused by sunlight cause the character to exceed their wound threshold they immediately suffer the Critical Injury of Dead and turn to ash.

Tier 2

Blood Potency (Improved)

Tier: 2

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Vampire and the Blood Potency talents.

The strain cost of Blood Potency is reduced to 1.

Entranced

Tier: 2

Activation: Active (Action)

Ranked: No

Prerequisite: Your character must have purchased the Vampire talent.

Your character may suffer 2 strain, choose a target within Short range that is visible and not hostile, and make a **Charm versus Discipline check**. If successful, the target retains their free will but will regard your character as a close friend for one day per \star . The target will not do anything they do not want to do. Convincing them to do certain things or to reveal some information may still require some kind of check.

Heightened Senses

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisite: Your character must have purchased the Vampire talent.

Your character gains \square per rank of Heightened Senses on any Perception or Vigilance checks.

Project Thoughts

Tier: 2

Activation: Active (Action)

Ranked: No

Prerequisite: Your character must have purchased the Vampire talent.

Your character may suffer 2 strain and use an action to cause a target they are engaged with to hear one or two sentences in their head. No one but the target can hear these thoughts and will hear them in your character’s voice even if they have never heard it before.

Vampiric Speed

Tier: 2

Activation: Active (Incidental)

Ranked: No

Prerequisite: Your character must have purchased the Vampire talent.

Once per round, your character may suffer 1 strain to perform a Move maneuver as an incidental. If they use this talent they do not have to perform the Disengage maneuver to move away from an engaged opponent.

Table 2.3-3: Vampire Talents

Talent	Source
Tier 1	
Blood Potency	Inquisition (Page 58)
Vampire	Inquisition (Page 58)
Tier 2	
Blood Potency (Improved)	Inquisition (Page 59)
Entranced	Inquisition (Page 59)
Heightened Senses	Inquisition (Page 59)
Project Thoughts	Inquisition (Page 59)
Vampiric Speed	Inquisition (Page 59)
Tier 3	
Bat Form	Inquisition (Page 60)
Entranced (Improved)	Inquisition (Page 60)
Project Thoughts (Improved)	Inquisition (Page 60)
Read Thoughts	Inquisition (Page 60)
Shadow Shroud	Inquisition (Page 60)
Suggestion	Inquisition (Page 60)
Vampiric Speed (Improved)	Inquisition (Page 61)
Tier 4	
Dominate	Inquisition (Page 61)
Invisibility	Inquisition (Page 61)
Majesty	Inquisition (Page 61)
Read Thoughts (Improved)	Inquisition (Page 61)
Remove Memory	Inquisition (Page 61)
Tier 5	
Invisibility (Improved)	Inquisition (Page 61)
Vampire Master	Inquisition (Page 62)

Tier 3

Bat Form

Tier: 3

Activation: Active (Action)

Ranked: No

Prerequisite: Your character must have purchased the Vampire talent.

Your character may suffer 2 strain to transform into a bat until the end of the encounter or they use an action to transform back. Your character's Silhouette and Brawn becomes 0 and they gain Flying. (Page 100 of the *Genesys Core Rulebook*). While in this form your character has no attack. Your character's carried gear, up to their Encumbrance Threshold, merges with your

new form. It is unusable while within bat form but will be recovered when changing back to human form.

Entranced (Improved)

Tier: 3

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Vampire and the Entranced talents.

Targets of the Entranced talent may be hostile.

Project Thoughts (Improved)

Tier: 3

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Vampire and the Project Thoughts talent.

Your character no longer must suffer strain to use the Project Thoughts talent and may use it with targets up to Medium range that they can see.

Read Thoughts

Tier: 3

Activation: Active (Action)

Ranked: No

Prerequisite: Your character must have purchased the Vampire and the Project Thoughts talent.

Your character may suffer 2 strain and use an action to make an opposed **Discipline vs Discipline check** read the surface thoughts of a target they are engaged with. In addition to the narrative benefits of this, your GM may also allow up to  to be added to any social skill checks against the same target.

Shadow Shroud

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Prerequisite: Your character must have purchased the Vampire and the Project Thoughts talent.

Your character may suffer 2 strain and use a maneuver to blend in with the shadows. This will allow them to move nearly invisibly and silently. They automatically gain  on any Stealth check until the end of the encounter. The GM may state that your character cannot use this talent if there is no shadow.

Suggestion

Tier: 3

Activation: Active (Action)

Ranked: No

Prerequisite: Your character must have purchased the Vampire talent.

Once per encounter, as an action, your character may suffer 4 strain, choose a target within Short range that is not hostile to them, and make an opposed **Charm versus Discipline check**. If successful, your character may give them a simple command of a single simple action to perform now or upon encountering a trigger event.

The suggestion is given aloud. The action cannot be something that would be in contradiction of the target's Strength, Flaw, Desire, or Fear nor may it cause the target to hurt themselves directly. If the trigger does not occur within one day then the target will no longer perform the action. The target will perform the action only once even if the trigger occurs multiple times.

The target will have no memory of receiving the suggestion, what the trigger is, or of performing the action.

Vampiric Speed (Improved)

Tier: 3

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Vampire and the Vampire Speed talent.

Your character is not required to suffer strain to gain an extra maneuver. They are still limited to two maneuvers per round.

Tier 4

Dominate

Tier: 4

Activation: Active (Action)

Ranked: No

Prerequisite: Your character must have purchased the Vampire and the Suggestion talents.

Once per encounter, as an action, your character may suffer 4 strain and make an opposed **Charm versus Discipline check** against one target within Short range. If successful, during the target's next turn, your character dictates what actions and maneuvers they perform, but will not perform any action that causes them to directly hurt themselves.

Invisibility

Tier: 4

Activation: Active (Action)

Ranked: No

Prerequisite: Your character must have purchased the Vampire and the Shadow Shroud talents.

Your character may suffer 4 strain and make an **Average (♦♦) Stealth check**. If successful, they will be completely invisible, but still audible, for one round per uncanceled ♦. If they perform any action or maneuver they immediately become visible again. Any attempt to target your character with any attack or detect them adds ████ to the pool.

Majesty

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisite: Your character must have purchased the Vampire and the Entranced talents.

Your character may suffer 2 additional strain to use the Entranced talent on any number of targets.

Read Thoughts (Improved)

Tier: 4

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Vampire and the Read Thoughts talents.

The strain cost for Read Thoughts is now 1 and your character may use it with targets up to Medium range that they can see.

Remove Memory

Tier: 4

Activation: Active (Incidental)

Ranked: No

Prerequisite: Your character must have purchased the Vampire talent.

Your character may suffer 4 strain, choose a target within Short range, and make an opposed **Deception versus Discipline check**. If successful, the targets forgets everything that has happened for one round per uncanceled ♦. ♦ may be used to cause the target to forget an entire day.

Tier 5

Invisibility (Improved)

Tier: 5

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Vampire talent and the Invisibility talents.

The strain cost for Invisibility is reduced to two and the difficulty of the **Stealth check** is reduced to **Easy (♦)**. Additionally, your character may now perform actions and maneuvers while Invisibility is active.

Vampire Master

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisite: Your character must have purchased the Vampire talent.

Once per session, your character may spend 5 strain to gain one additional action for one round.

Werewolf Talents

Tier 1

Beast Control

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Werewolf talent.

Your character no longer receives a -1 to Intellect when shifting into hybrid form.

Controlled Shift

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Werewolf talent.

The difficulty for shifting into hybrid form or back to human form is now Average (♦♦).

Fear the Beast

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Werewolf talent.

Your character may automatically add ♦▲ to any Coercion checks made while in human form. Your character may automatically add ♦ to any Coercion checks while in hybrid form. Note that to even make a Coercion check in hybrid form means the target is accustomed to seeing werewolves or succeeded on their fear check.

Lunacy Control

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Werewolf talent.

When Lunacy triggers, your character may make a Hard (♦♦♦) Discipline check to gain control immediately after the forced shift. If they fail this check, the check to regain control is a Hard (♦♦♦) Discipline check.

Rending Strike

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Werewolf talent.

Claw attacks made while in hybrid form have their Critical Rating reduced by 1.

Werewolf

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: You must have suffered a wound through a werewolf's bite or claw attacks. You cannot purchase this talent if you possess the Damned trait or are Witchborn.

You gain these abilities:

- **Damned:** Your character now has the Damned trait.
- **Shapechange:** As an incidental your character may make a Hard (♦♦♦) Discipline check and change into half-person half-wolf form. In this form your character gains +1 Brawn and +1 Agility to a maximum of 5. Intellect and Willpower are

each lowered by 1 to a minimum of 1. They may voluntarily shift back into human form by making a **Hard (♦♦♦)** Discipline check. If your character falls unconscious from suffering too much strain while in the hybrid form they revert to their human form. Clothes that cannot fit over the new form are destroyed. Any carried gear is dropped on the ground.

- Claws:** While in hybrid form your character gains this attack: Claws (Brawl; Damage +2, Critical 3; Range [Engaged], Accurate 1, Pierce 1, Vicious 2).
- Lunacy:** If during a combat encounter, they ever suffer 4 or more strain at once or exceed their strain threshold while in human form, they immediately shift into their hybrid form as an out-of-turn incidental, regain all strain, and use their actions and maneuvers to attack the nearest living being. They will continue to attack until unconscious or there are no more targets left. Every turn they may attempt a **Daunting (♦♦♦♦)** Discipline check as an incidental to regain control. Additionally, ♦

Table 2.3-4: Werewolf Talents

Talent	Source
Tier 1	
Beast Control	Inquisition (Page 62)
Controlled Shift	Inquisition (Page 62)
Fear the Beast	Inquisition (Page 62)
Lunacy Control	Inquisition (Page 62)
Rending Strike	Inquisition (Page 62)
Werewolf	Inquisition (Page 62)
Tier 2	
Beast Control (Improved)	Inquisition (Page 63)
Beyond the Natural	Inquisition (Page 63)
Bring Down the Prey	Inquisition (Page 63)
Lunacy Control (Improved)	Inquisition (Page 63)
Warning Howl	Inquisition (Page 64)
Wolf Form	Inquisition (Page 64)
Tier 3	
Blur	Inquisition (Page 64)
Pack Tactics	Inquisition (Page 64)
Tier 4	
Expert Tracker	Inquisition (Page 64)
Tier 5	
Werewolf Pack Lord	Inquisition (Page 64)

may be used during a social encounter to trigger Lunacy.

- Hunter:** If during the full moon, they have not eaten their fill of human's flesh since the last full moon, they must make a **Daunting (♦♦♦♦)** Discipline check or they will be stuck in hybrid form and will attack any living creature until they are able to eat human flesh.
- Fearsome:** Anyone not accustomed to seeing the hybrid form must immediately make a **Hard (♦♦♦)** fear check when seeing your character in hybrid form. Other supernatural characters are immune.
- Silver Anathema:** Your character is vulnerable to weapons with the Silver item quality (see "Silver" on page 68).

Tier 2

Beast Control (Improved)

Tier: 2

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Werewolf and the Beast Control talents.

Your character no longer receive a -1 to Willpower when shifting into hybrid form.

Beyond the Natural

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisite: Your character must have purchased the Werewolf talent.

Any non-combat Brawn or Agility checks your character makes while in hybrid form gain a number of □ equal to their ranks Beyond the Natural.

Bring Down the Prey

Tier: 2

Activation: Passive

Ranked: Yes

Prerequisite: Your character must have purchased the Werewolf talent.

Your character's Claw attack in hybrid or wolf form gain a rank of Ensnare for each rank of Bring Down the Prey.

Lunacy Control (Improved)

Tier: 2

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Werewolf talent and the Lunacy Control talents.

Reduce the **Disciple check** of Lunacy Control to **Average** (♦♦). Your character may now make this check before Berserk triggers to cancel the Lunacy.

Warning Howl

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Prerequisite: Your character must have purchased the Werewolf talent.

After an ally is dealt damage by an adversary, your character may spend 2 strain to cause the adversary to suffer strain equal to your character's ranks in Coercion.

Wolf Form

Tier: 2

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Werewolf talent.

Your character may now choose to shift into a full wolf form. While in wolf form, upgrade all Perception checks once and ignore difficult terrain. While in this form your character is unable to use any item or weapon that requires hands. Your character gains this attack: Bite (Damage +2; Critical 3; Range [Engaged]; Knockdown, Vicious 1). This attack can benefit from the Bring Down the Prey talent.

Tier 3

Blur

Tier: 3

Activation: Passive

Ranked: No

Prerequisite: Your character must have purchased the Werewolf talent.

Any time your character moves from one range band to another they gain Defense 1 until the end of their next turn.

Pack Tactics

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Prerequisite: Your character must have purchased the Werewolf talent.

Your character may suffer 2 strain to perform this maneuver and have themself and every ally within Short range receive □ per your character's ranks in Leadership on all combat checks for one round.

Tier 4

Expert Tracker

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Werewolf talent to benefit from this talent. Once per session, your character may use this talent to make a **Hard** (♦♦♦) Perception check.

If successful, they are able to know if any character or specific creature they have encountered before, or has an item that character or creature has worn or carried, has been at their location within the last 48 hours. Additionally, your character adds ✶ per rank in Perception to any Survival roll to track any of those characters or creatures.

Tier 5

Werewolf Pack Lord

Tier: 5

Activation: Active (Incidental)

Ranked: No

Prerequisite: Your character must have purchased the Werewolf talent.

Once per session, your character may spend 5 strain to gain one additional action for one round.

Witch Talents

Tier 1

Witch Doctor

Tier: 1

Activation: Active (Action)

Ranked: No

Prerequisite: You must have at least one rank in the Witchcraft magic skill.

If your character has an empathic link to another character, they may make a Witchcraft check in place of a Medicine check to heal wounds and treat critical injuries.

Healing the body through vile magic can be traumatic, however, and the target must make a **fear check** with a difficulty equal to your character's ranks in Witchcraft.

Witchcraft

Tier: 1

Activation: Passive

Ranked: No

Table 2.3-5: Witch Talents

Talent	Source
Tier 1	
Witch Doctor	Inquisition (Page 65)
Witchcraft	Inquisition (Page 65)
Tier 2	
Cackle	Inquisition (Page 65)
Coven Magic	Inquisition (Page 65)
Dark Utterance	Inquisition (Page 65)
Siphon Soul	Inquisition (Page 66)
Tier 3	
Dark Utterance (Improved)	Inquisition (Page 66)
Familiar	Inquisition (Page 66)
Tier 4	
Dark Utterance (Supreme)	Inquisition (Page 66)
Lilithia's Favor	Inquisition (Page 67)
Tier 5	
Elder Witch	Inquisition (Page 67)

Prerequisite: You must have selected the Witchborn archetype during character creation to purchase this talent.

Witchcraft and Knowledge (Forbidden) are now career skills for your character.

Tier 2

Cackle

Tier: 2

Activation: Active (Incidental)

Ranked: No

Prerequisite: You must have at least one rank in Witchcraft magic skill.

You may voluntarily suffer one strain to concentrate on a spell as an incidental rather than a maneuver.

Coven Magic

Tier: 2

Activation: Passive

Ranked: No

Prerequisite: You must have at least one rank in the Witchcraft magic skill.

When casting a spell outside of combat, willing witches engaged with your character can use their own magic to make your spell more potent. For each witch aiding your character, increase the ability check once up to a maximum of your Knowledge (Forbidden) skill ranks. The other participating witches do not need to have this talent to contribute to the ritual. Upon completion of the spell, every witch will suffer 2 strain as if they were the one casting.

Dark Utterance

Tier: 2

Activation: Active (Action)

Ranked: No

Prerequisite: You must have at least one rank in the Witchcraft magic skill.

You can utter a magical formula, establishing a weak empathic link with a target.

When using this talent, choose a target within short range and make an **Average (♦♦) Witchcraft check**. If the check succeeds, you can affect the target with your spells as if you had a weak empathic link (See "Magic Implements" on page 86), upgrading the difficulty on Witchcraft checks once when casting spells on that

target). For the purpose of this talent, a minion group count as a single target.

This effect lasts for the duration of the encounter.

Siphon Soul

Tier: 2

Activation: Active (Action)

Ranked: No

Prerequisite: You must have at least one rank in the Witchcraft magic skill.

Your inner magic can absorb a fraction of a human's soul to freshen your mind.

You can suffer 2 strain to make a combat check against an engaged target using the Witchcraft skill. The difficulty is **Average** (♦♦). Treat this action as a melee combat check regarding the target's defense and talents. For each ♦, the target suffers 1 strain and you heal a strain. You cannot inflict a Critical Injury with Siphon Soul.

Tier 3

Dark Utterance (Improved)

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Prerequisite: You must have at least one rank in the Witchcraft magic skill and have purchased the Dark Utterance talent.

You can now use Dark Utterance as a maneuver.

Familiar

Tier: 3

Activation: Passive

Ranked: No

Prerequisite: You must have at least one rank in the Witchcraft magic skill.

You form a special bond with a small animal. This animal must be of silhouette 0. Common familiars are black cats, rat, a spider (hand-size), a bat, a crow or a snake.

For as long as the familiar remains within Short range of the witch, they decrease the difficulty of Witchcraft checks to cast Scry spells, to a minimum of **Easy** (♦).

Should the familiar die, the witch suffers 5 strain. Then, the witch must wait a week before bonding with another animal.

The familiar uses the following Rival profile:

Brawn	2	1	2	1	1
Agility					
Intellect					
Cunning					
Willpower					
Presence					
Soak Value	1		Wound Threshold	4	
M/R Defense	0	0			

Skills: Coordination 2 (♦♦), Resilience 1 (♦), Stealth 3 (♦♦♦), Vigilance 2 (♦♦)

Talents: None

Abilities:

- Flyer (If a crow or bat. See Page 100 of the *Genesys Core Rulebook*)

Equipment:

- Bite/Claw: Brawl (♦); Damage 2; Critical 4; Ranged (Engaged)

Tier 4

Dark Utterance (Supreme)

Tier: 4

Activation: Passive

Ranked: No

Prerequisite: You must have at least one rank in the Witchcraft magic skill and have purchased the Dark Utterance (Improved) talent.

When using Dark Utterance, it affects a number of targets equal to ♦ generated.

Witchborn as an Archetype

With grave walkers, vampires and werewolves being an option you can select after character creation, that brings the question “Why can’t the witch be the same, unlocking the witch heritage with a talent rather than an archetype?”

The fact is that even though a character may ignore their witchcraft power, they are still subject to their Silver Anathema and that has an XP modifier for the character. Also, that makes it simpler to manage should players’ characters be siblings. They simply all share the same archetype so from the start, they are all vulnerable to silver without having to purchase a talent just to fit the lore.

Lilithia's Favor

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Prerequisite: You must have at least one rank in the Witchcraft magic skill.

Once per encounter, your character may spend a Story Point to perform a magic action as a maneuver.

Tier 5

Elder Witch

Tier: 5

Activation: Action (Incidental)

Ranked: No

Prerequisite: You must have at least one rank in the Witchcraft magic skill.

When casting a spell, your character may spend a Story token to improve the strength of the empathic link by one step (see “**Table 2.5-2: Penalties when Casting**” on page 80). This also means your character can consider to have a weak empathic link to a victim for which they did not have any. In addition, if your character already had a Major Empathic link, they may decrease the difficulty one more time, for a total of three.

Chapter 4: Gear

People of Eguras use a lot of equipment. Each section of this chapter will introduce new gear, as well as listing the available gear from the official source books.

The silver crown is the official currency of the nine kingdoms. It is a silver coin engraved with the coat of arms of the kingdom where it was minted and is about one inch in diameter.

Item Qualities

Inquisition introduces a new item quality, Silver. All the existing qualities from the *Genesys Core Rulebook* are used within this setting.

Silver (Active & Passive)

Armor with the Silver item quality increases the armor's encumbrance value by 1. In addition, your character adds ■ to Athletics, Coordination, Riding, and Stealth checks they make while wearing this armor. Against natural attacks of supernatural creatures, such as a werewolf's claws or a vampire's bite, increase the defense rating of the armor by 1 and the soak by 1.

Weapons with the Silver item quality increase their Critical rating by 1 against humans and animals. Against witches and supernatural beings, if the attack inflicted a wound (after soak has been applied), you can spend AA on the check to inflict damage over time. At the start of the target's turn, they suffer 2 wounds. This effect last for 2 rounds, for a total of 4 wounds suffered. This damage do not stack with itself should it be triggered multiple times.

It is possible to use alchemical silver ammunition such as silver arrows. These use the same rules as the Extra Quivers item (See page 100 of *Realms of Terroth*). To shoot silver ammunition, you simply have to declare it when attacking but before rolling the combat check. On a check generating ♦♦ or ♦, your character run out of silver ammunition.

Silver versus Burn

The Burn item quality from *Genesys Core Rulebook* serves the same purpose of the new Silver quality: Inflicting damage over time.

The need for this new quality is that most Supernatural beings have high Soak value. Therefore, most weapons would not have a base damage high enough to bypass the target's soak, making Burn useless.

With this new quality, the target is sure to suffer wounds when the quality is triggered.

Melee Weapons

Many of the weapons used across Eguras were simple tools that found a second use as a mean to inflict death upon others, while others were greatly inspired by their mundane counterparts. For game purpose, these weapons work the same whether they were designed as a tool or a weapon.

Axe

The axe is one of the most common tools across Eguras as everyone need wood, whether to build or to provide heat. For the low ranked people such as peasants and serf, axes are one of the deadliest weapons they can get their hands on. That does not make it less lethal than a sharpened sword and is as good as anything else to fend off invaders.

Table 2.4-1: Melee Weapons

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Axe	Melee (Light)	+3	3	Engaged	2	1	150	1	Vicious 1
Cestus	Brawl	+1	4	Engaged	1	0	40	1	Disorient 3
Dagger	Melee (Light)	+2	3	Engaged	1	1	60	1	Accurate 1
Flail	Melee (Heavy)	+4	3	Engaged	4	2	200	3	Cumbersome 3, Linked 1, Pierce 1, Unwieldy 3
Greataxe	Melee (Heavy)	+4	3	Engaged	4	2	300	4	Cumbersome 3, Pierce 2, Vicious 1
Greatsword	Melee (Heavy)	+4	2	Engaged	3	2	300	6	Defensive 1, Pierce 1, Unwieldy 3
Halberd	Melee (Heavy)	+3	3	Engaged	5	3	250	3	Defensive 1, Pierce 3
Katar	Brawl	+1	2	Engaged	1	1	175	4	Accurate 1
Lance	Melee (Light)	+6	3	Engaged	5	3	250	3	Knockdown
Long Axe	Melee (Heavy)	+4	3	Engaged	3	2	225	1	Cumbersome 2, Pierce 1, Vicious 1
Mace	Melee (Light)	+3	4	Engaged	2	1	125	1	Pierce 1
Military Pick	Melee (Light)	+1	2	Engaged	3	1	160	2	Pierce 2
Pike	Melee (Heavy)	+4	4	Short	4	2	100	2	Prepare 1
Pitchfork	Melee (Heavy)	+3	4	Engaged	3	0	80	1	Inaccurate 1, Vicious 1
Shield	Melee (Light)	+0	6	Engaged	1	1	80	1	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Shield, Large	Melee (Light)	+1	5	Engaged	2	2	160	2	Defensive 2, Deflection 2, Inaccurate 2, Knockdown
Shield, Bulwark	Melee (Light)	+2	5	Engaged	3	2	280	3	Cumbersome 4, Defensive 2, Deflection 3, Inaccurate 2, Knockdown, Reinforced
Spear	Melee (Heavy)	+3	3	Engaged	3	1	110	2	Accurate 1
Spear, Light	Melee (Light)	+2	4	Engaged	2	1	90	1	Accurate 1, Defensive 1
Sword	Melee (Light)	+3	2	Engaged	1	1	200	4	Defensive 1
Staff	Melee (Heavy)	+2	4	Engaged	2	1	40	0	Defensive 1
War Hammer	Melee (Heavy)	+5	4	Engaged	4	2	440	3	Sunder, Cumbersome 4, Inaccurate 1, Knockdown, Pierce 2

Axes come in variety of styles and size. The most common is a two-handed, single bladed weapon, mostly used to cut down lumber. Axes are popular for their deadly blades and are easy to come by. Therefore, many brigands and scum arm themselves with such weapons. The biggest of them, the greataxe, requires great physical strength as the weapon is one of the heaviest you can find. The people from Druya are really fond of the giant-sized axes, as are the monsters hunters that need the deadliest weapons around to strike down the resilient atrocities they get to deal with.

Cestus

The cestus is more of a gladiatorial weapon than an actual weapon of war. It was made famous mostly in Caslun's stadium, where gladiator matches first made their appearance. Still, thugs and brigands will use

cestuses for intimidating and killing but soldiers and knights tend to favor military weapons.

Dagger

Larger than a simple knife, the dagger was designed as a lethal weapon. While not as efficient as a sword, it is small enough to go unnoticed even to vigilant eyes. Every adventurer and aristocrat is likely to carry a dagger as a backup weapon.

Your character can stab or slash with a dagger using the profile in **Table 2.4-1: Melee Weapons** on page 69, or they can throw one using the following profile: (Ranged; Damage +2; Critical 3; Range [Short]; Accurate 1, Limited Ammo 1).

Flail

The flail, at its core, is a farmer's tool. It was first used as a weapon by the people of Thevean when Astala tried to crush them for rebelling during the Astala-Fegary war. Since then, the tool evolved into a weapon of war. The wooden end has been replaced by heavy iron balls. Using a flail properly in battle demands high strength and coordination. For one capable of swirling the flail without hurting themselves, this weapon proves deadly for their foes.

Halberd

The halberd is a common weapon. Efficient, deadly and not that expensive, it is able to pierce through the thickest armor while still offering defensive capabilities. Many lords will have their full time enforcers wield such a weapon.

Katar

The katar is a weapon that originates with the Ranie people from the Republic of Vanas. These weapons were mostly wielded by the assassins and elite forces. Since Ranie became the republic, this weapon has become less common.

Changes to existing Weapons

Pierce Quality

Despite the quality name, the ability to strike through armor is something that bludgeoning weapons excelled at. For this reason, the Flail and Mace now have a Pierce rating of 1, while the Warhammer has a Pierce rating of 2. Their prices have been adjusted accordingly.

Rarity

While the sword is common in fantasy settings, it is mostly a noble's weapon in *Inquisition* and thus less people have access to them. Most warriors wield axes, maces or spear in combat. For this reason, the sword's rarity rating increased from 2 to 4 and the greatsword's went from 4 to 6.

War Hammer

In addition to getting Pierce quality, the Concussive quality has been exchanged for Sunder.

Lance

The iconic weapon of the knights of the nine kingdoms, these weapons are too heavy to be used while standing on the ground. The knights use these weapons when riding on horseback and making use of the speed of their mount to land a devastating blow. Once the initial charge has been made, knights better sheathe their lance and draw their smaller weapons to continue to fight.

Beside their lethal usage, lances are also used in joust, where two knights engage in a mock fight where the goal is to knock the other off their horse. While joist are normally non lethal fights, death is not inevitable as these weapons, even with a blunt head, remain dangerously effective.

A lance can only be used while mounted and can only be used to attack immediately after performing a maneuver to engage the target.

Mace

More deadly than a simple club while less elaborate than military weaponry like swords and halberds, the mace is a common weapon all across Eguras. The weapon consists of a wooden haft and ends with a metal part, sometimes studded or spiked, and sometimes plain. Relatively cheap to make, maces are often used by brigands and highway bandits.

Military Pick

An evolved version of the pickaxe, this weapon can pierce the most resistant armor. Smaller than the mining pick, it only has a single spike coming from the head. Despite its lethality and puncture capabilities, the weapon is mostly considered a tool and is not as popular as spears, axes and swords. Therefore, the military picks are mostly used by militia units rather than career warriors and knights.

Pike

The pike is a basically a halberd with a really long handle. These were designed to counter cavalry as the weapon can strike them while staying out of arm's reach. The weapon's size prevents it from being used it in close combat. The best use for this weapon is having pikemen at the frontline waiting for the mounted soldiers to charge in. As soon as the pike find its mark, the pikeman would drop it and draw a weapon more adapted to engage into the melee. The pike also found

a use for monster hunters that prefer to keep their target at bay. Many creatures have a large array of natural weaponry and keeping far away from them sometimes means the difference between life and death.

A pike can be used to make melee attacks against targets at short range (the difficulty remains **Average** [♦♦]), but it cannot be used to attack engaged targets.

Pitchfork

Designed as a farmer's tool, the pitchfork often finds itself a martial use to fend off wild animals or hunting down a local witch. While it can cause grievous injuries, it is heavy and the handle was not designed with the purpose of combat thrusting, making it less effective than martial weapons.

Shield

Shields are used all around Eguras. They are easy to use make and relatively cheap to make, making them part of most warriors' arsenal. Every culture has their own way to craft their shield. People from Beraug and Druya tend to craft round wooden shields while central Eguras adopted the heater shield. These generally bear the coat of arms of the wielder's allegiance of family.

Spear

The light spear is the most common of all martial weapon. Cheap to make and still deadly, lords all around Eguras keep a stock of these weapons to arm their people should they muster conscripts. Spears vary in length depending on whether they were intended to be used with a shield or two-handed.

In addition, the light spear serves as a religious weapon as Prophet used such weapon to defeat Lithia. Therefore, many of the Inquisitorium's recruits are using spears. Higher ranked templars will still favor swords made from alchemical silver.

Your character can thrust or stab with a light spear using the profile in **Table 2.4-1: Melee Weapons** on page 69, or they can throw one using the following profile: (Ranged; Damage +2; Critical 4; Range [Short]; Accurate 1, Limited Ammo 1).

Sword

The sword is the iconic weapon of nobles. Unlike other weapons, swords are branded as combat weapons and those who carry these are expected to be trained warriors. Swords will vary greatly in shape and style as per their origin. People from Astala, Fegary, Theavan

and Siven tend to have elegant swords. They have symmetrical guard and straight blade. Druya and Beraug produce larger bladed sword and the tip is generally less prominent, focusing on powerful slashes rather than thrusts. In the south, people from Wroven and Trimira produce masterpieces. The swords' guard are often decorated in inlaid precious stones and the blades are generally carved with a character's values and oaths. Finally, the Ranie people are producing lighter, curved blades. Since the Egurians took over, these weapons have became rarer. Despite their different styles and origin, all swords work the same way for combat.

While most swords were designed to use one handed, some of them are heavier with a longer blade. These greatswords are deadly weapons but due to the difficulty of wielding such blades with accuracy, they are not as common as their lighter counterparts.

Staff

The simplest of weapons, staves are mostly used as walking sticks. While not as lethal as military weaponry, staves can serve to deflect incoming blows thanks to their size and low weight.

War Hammer

Inspired by the blacksmith's tool, these heavy weapons are devastating. They will wound even the most protected warrior, shattering armor and shield. The quantity of metal needed to craft one makes them expensive and rare. Even more, the strength one requires to wield it efficiently in battle make it uncommon. A fighter swinging such weapon in combat would likely inspire fear on the battlefield.

Ranged Weapons

Bow

The bow is a common hunting tool used in every kingdom. Even average townsfolk are likely able to use one properly and is a classical weapon for militia units as they are somewhat cheap to make and easy to use while remaining beyond arm's reach. Even a troop of conscripts are likely to kill many trained soldiers by raining arrows onto the battleground.

Longbows are more difficult to wield and were designed as a martial weapon. Only trained and dedicated archers wield such bows. While some people use these while hunting big game, these bows are mostly seen on the battlefield.

Crossbow

The crossbow is a sophisticated weapon that came to Eguras only few years ago. Developed by Astala, these weapons allow the wielder to strike a target at range without much effort on the wielder's part. The drawback is that between each shot, the weapon takes a long time to reload.

Varieties of crossbows exist to suit different needs. People less likely to engage in melee generally favor the heavier model as it can reach a target farther away than the standard model and the reloading time is less of an issue. Soldiers closer to the frontline might favor the lighter one. While it does not carry as much kick as the heavy one, it is less encumbering and faster to reload. Even then, most soldiers are likely to shoot a single bolt before drawing their main weapon and enter the melee.

The smallest version, the hand crossbow, is the least powerful of them all. It is favored by rogues and assassins as the weapon can be easily concealed within clothes and can be strapped on a wristband. Paired with poison, these small weapons can subdue anyone quickly.

Sling

Made from a piece of leather and cord, this primitive weapon is mostly used by children trying to catch some small animals or by desperate farmers protecting their home.

❖ or ♀ cannot be spent to cause a sling to run out of ammo.

Throwing Axe

Lighter than a typical axe, these were designed with a shorter and curved handle to optimize their use as ranged weapons. Many warriors carry these to open combat or as a quick way to hit someone at range as there are less encumbering than a bow and leave your hand free after throwing. The Elk Clan's warriors from Elgund are particularly fond of these axes and many carry lots of these weapons.

Your character can hurl a throwing axe at their foe using the profile in **Table 2.4-2: Ranged Weapons** on page 72, or they can wield one using the following profile: (Melee (Light); Damage +2; Critical 3; Range [Engaged]; Inaccurate 1, Vicious 1).

Table 2.4-2: Ranged Weapons

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Bow	Ranged	7	3	Medium	2	1	275	2	Unwieldy 2
Crossbow	Ranged	7	2	Medium	3	1	600	4	Pierce 2, Prepare 1
Crossbow, Hand	Ranged	5	2	Short	0	0	750	5	Pierce 1, Prepare 1
Crossbow, Heavy	Ranged	6	2	Short	4	2	1,000	5	Cumbersome 3, Pierce 3, Prepare 2
Crossbow, Repeating	Ranged	6	2	Short	3	2	800	7	Linked 2, Prepare 2
Longbow	Ranged	8	3	Long	3	2	450	4	Unwieldy 3
Sling	Ranged	4	4	Medium	0	0	20	0	Disorient 2, Prepare 1
Throwing Axe	Ranged	+2	3	Short	1	1	50	1	Inaccurate 1, Limited Ammo 1, Vicious 1

Armor

Brigandine

Brigandine armors are made from small iron plates riveted between layers of cloth. These armors are prized by both rogues and nobles as they offer great protection without being too bulky. Their appearance can vary from obvious armor to heavy tunic. Some are even decorated, often with fancy embroidery, and commonly representing the wearer's coat of arms.

Chainmail

These armors are made of thousands of metal rings linked together and offer a great protection. Expensive and time consuming to craft, these are prized by warriors all around Eguras. Some of these are often passed down from generation to generation after being acquired.

Chainmail is restrictive and noisy, so your character adds ■■ to Stealth checks they make while wearing it.

Heavy Robes

Heavy robes were designed mostly as utility or ceremonial clothing rather than protective gear. They are favored by priests, alchemists and scholars. Still, the ample robes have proved efficient at avoid attacks as it can wrap around weapon and help concealing the body's exact location.

Leather

Made from animal hide, these armors are common around the kingdoms as they are cheap to make and

most guards and watchmen wear such protection. Theavanish artisans are known for their first grade leather armors.

Padded

Made from thick layers of cloth, padded armor is the most basic armor someone can get. They are cheap to make but can still absorb some hits.

Plate

Heavy and elaborate, these armors made of several metal plates offer the best protection a warrior can hope for. Expensive and requiring a lot of metal, only the most important figures can afford to wear them. Knights and lords across Eguras decorate their armor with ornaments to make them more appealing or frightening.

Plate armor is heavy and very noisy. Your character adds ■■ to Stealth checks they make while wearing it.

Scale

Made from tiny metal scales stitched to a leather vestment, the scale armor offers a great deal of protection. While not as efficient as the chainmail, it is far less time consuming to produce.

The rattling of hundreds of scales is fairly noisy, so your character adds ■ to Stealth checks they make while wearing it.

Table 2.4-3: Armor

Type	Defense	Soak	Encumbrance	HP	Price	Rarity
Brigandine	1	+1	2	1	400	5
Chainmail	0	+2	3	2	550	4
Heavy Robes	1	0	1	1	45	0
Leather	0	+1	2	1	50	3
Padded	0	+1	2	0	35	2
Plate	1	+2	4	2	1,000	6
Scale	0	+2	4	1	410	4

Craftsmanship

The Steel and Iron Craftsmanship from *Realms of Terriroth* (Page 97) are available in *Inquisition*.

In addition, *Inquisition* introduces a new craftsmanship option.

Alchemical Silver

Based on the Church's teachings, when Prophet defeated Lilithia, he used a silver tipped spear. Even though hundreds of years have passed since that event, the Church still holds belief that silver is actually deadly to witches. For this reason, many holy ornaments are made of silver.

Since silver is not as strong as iron, alchemists have developed a process to strengthen the metal to make it about strong as iron, which is still weaker than steel. Because of the cost of the process and the fact that the weapon is not of better quality anyway, alchemical silver weapons are pretty rare. Still, against actual witches and otherworldly creatures, these weapons are actually potent. For this reason, templars and monster hunters always carry such weapon along with a steel one.

Armor: The armor gains the Silver item quality.

Weapon: The weapon gains the Silver item quality.

Quivers: The ammunition gains the Silver item quality.

Price: Cost x 3 (except for quivers)

Rarity: +3.

Item Attachments

Crossbow Reel

This device, attached to a crossbow, allows the user to fire a bolt that will attach to the target. Its purpose is to immobilize the target, preventing it from fleeing away. Once attached, the character can reel the target, reducing its movement possibilities. Monster hunters make use of these reels to ground flying creatures.

Use With: This attachment can be applied to any light or heavy crossbow.

Modifiers: Attaching a bolt to the reel requires a maneuver. On next attack, the character can spend $\Delta\Delta$ to have the bolt attach to the target. As long as the bolt is attached, the target cannot move further away from the character holding the crossbow unless they succeed

an **opposed Athletics check** as part of its maneuver. If the target succeed, they can move away, dragging the character along but counting movement as if it was difficult terrain. The character can cut the wire through a built-in trigger as an out-of-turn incidental to avoid getting dragged in.

On their turn, the character can reel the target in, moving it one range band closer to them. This requires an action and a successful **opposed Athletics check**.

Finally, the target can sever the link to the reel by either performing an action to make **Average (♦♦) Athletics** check to pull the bolt off, or by attacking the cord. A successful **Average (♦♦) Combat** check made with a bladed weapon will sever the cord.

Hard Points Required: 1.

Table 2.4-4: Weapon Attachments

Attachment	HP Required	Price	Rarity	Source
Balanced Hilt	1	1,000	6	Genesys Core Rulebook (Page 207)
Crossbow Reel	1	400	6	Inquisition (Page 74)
Duel Crossguard	1	800	5	Genesys Core Rulebook (Page 207)
Razor Edge	1	1,250	6	Genesys Core Rulebook (Page 208)
Recurve Limbs	1	300	4	Genesys Core Rulebook (Page 208)
Serrated Edge	1	75	2	Genesys Core Rulebook (Page 208)
Superior Weapon Customization	1	750	7	Genesys Core Rulebook (Page 208)
Weighted Head	1	250	2	Genesys Core Rulebook (Page 209)

Table 2.4-5: Armor Attachments

Attachment	HP Required	Price	Rarity	Source
Deflective Plating	1	450	4	Genesys Core Rulebook (Page 209)
Gilded	0	1,500	5	Realms of Terrinoth (Page 107)
Intimidating Visage	0	125	3	Genesys Core Rulebook (Page 209)
Rare Metals	2	1,000	8	Genesys Core Rulebook (Page 209)
Reinforced Plating and Spikes	2	8,000	7	Genesys Core Rulebook (Page 209)

Gear

People of Eguras carries a lot of gear for work, adventuring and other purposes. All the Gear from *Realms of Terrinoth's Table 2-9* on page 101 are available. In addition, *Inquisition* introduces the follow gear.

Artisan's Tools

Beside farmers, adventurers and merchants, many townsfolk are artisans. These people, blacksmiths, cobblers, carpenters and many others, need some tools to make a living. Artisan's Tools is a kit that includes everything someone needs to craft their goods.

Artisan's Tools are specific to a profession. You cannot benefit from a Carpenter Artisan's Tools when fishing. Using a Artisan's Tools counts as having right tool for the job (as per page 93 of the *Genesys Core Rulebook*). You can only have Artisan's Tools for a craft that does not already have an existing entry in the table. For example, Artisan's Tools cannot act as an Alchemist's Kit.

Map

Without printing press, maps are rare and travelers mostly rely on indications found on the roads they travel on. Maps are mostly used when going off-road into the wilderness. They are sold at expensive prices to those who want to wander off the beaten path.

The price listed in the gear table is actually for a map of up to one page. They are usually detailed maps of an area the size of a barony, or less detailed maps the size of a duchy or even kingdom.

When travelling within a zone covered by a map and when the character is able to find their own position, the difficulty of any Survival checks to plot a route through wilderness is reduced by 2 for a detailed map or by 1 for a less detailed map, up to a minimum difficulty of Easy (♦).

Mirror, Pocket

This small pocket mirror can fit the palm of the hand. It is useful for signaling position, spying or simply allowing characters to look at themselves.

Merchant's Scale

Every respectable merchant owns a good old scale. This tool makes sure that the trader is paying a fair price for the merchandise.

When negotiating on Trade Goods, add ♦▲ to checks.

Musical Instrument

Music raises morale, is heartwarming and gathers people. Whether it is a harp, flute, mandolin, drum or any other instruments, these allow skilled musicians to influence people around them.

When performing with a musical instrument, you can add ▲ on Charm and Leadership checks.

Priest's Garments

When doing their sermons, priests of the Creator wear a specific set of vestment, including a stole, hat, and a silver amulet.

When a priest, or anyone that successfully passes as one, wears these garments, they can add ▲ on any social checks during which the character supports their goal with religious speech. The GM may decide that this item does not work depending on the target's beliefs. In some case, this item may even add a ♣ instead of ▲.

Table 2.4-6: Gear

Name	Encumbrance	Price	Rarity	Source
Alchemist's Kit	3	300	5	Realms of Terrinoth (Page 100)
Alchemist's Kit (Supplies)	8	600	6	Realms of Terrinoth (Page 100)
Apothecary's Kit	2	150	4	Realms of Terrinoth (Page 100)
Artisan's Tools	2	75	3	Inquisition (Page 75)
Backpack	+4	50	3	Realms of Terrinoth (Page 100)
Bedroll	1	15	1	Realms of Terrinoth (Page 100)
Climbing Gear	1	20	2	Realms of Terrinoth (Page 100)
Extra Quiver	2	25	2	Realms of Terrinoth (Page 100)
Fine Cloak	1	90	4	Realms of Terrinoth (Page 100)
Flask (Empty)	0	1	1	Realms of Terrinoth (Page 100)
Flint and Steel	0	10	2	Realms of Terrinoth (Page 100)
Herbs of Healing	0	50	6	Realms of Terrinoth (Page 100)
Lantern	1	50	1	Realms of Terrinoth (Page 101)
Map	0	50	3	Inquisition (Page 75)
Merchant's Scale	1	60	3	Inquisition (Page 75)
Mirror, Pocket	1	20	3	Inquisition (Page 75)
Musical Instrument	1	75	4	Inquisition (Page 75)
Pole (30 hands long)	2	10	1	Realms of Terrinoth (Page 101)
Priest's Garments	1	100	5	Inquisition (Page 75)
Rope	1	5	1	Realms of Terrinoth (Page 101)
Signal Horn	1	5	1	Inquisition (Page 76)
Tent, Small	3	10	2	Inquisition (Page 76)
Tent, Large	5	15	3	Inquisition (Page 76)
Thieves' Tools	1	75	5	Realms of Terrinoth (Page 101)
Torches (3)	1	1	0	Realms of Terrinoth (Page 101)
Trail Rations (1 day)	0	2	0	Realms of Terrinoth (Page 101)
Trap, Bear	2	60	2	Inquisition (Page 77)
Trail Rations	0	2	0	Realms of Terrinoth (Page 101)
Utility Belt (Dagger)	1	30	2	Inquisition (Page 77)
Utility Belt (Throwing Axe)	1	30	3	Inquisition (Page 77)
Utility Belt (Vial)	1	30	2	Inquisition (Page 77)
Wagon	-	200	2	Realms of Terrinoth (Page 101)
Waterskin (Empty)	1	5	1	Realms of Terrinoth (Page 101)
Winter Clothing	4	100	3	Realms of Terrinoth (Page 101)

Signal Horn

This instrument made from a beast's horn is hollow and can be blown to emit a noisy signal. When playing, a character can emit a distinctive sound up to Extreme Range.

Tent

Tents are useful to protect travelers when there is no inn or home to rest. Protecting against bad weather and insects, they are recommended whenever camping is expected.

Smalls tents can shelter one person while a large tent can shelter two.

Trap, Bear

These mechanical traps are used to catch large animals like bears, deer, and other quarry. Detecting a set trap generally requires an **Easy (♦) Perception or Vigilance check**, unless it was laid to be hidden. In this case, it requires a Perception or Vigilance check opposed by the Survival or Stealth of the character who set up the trap.

Once triggered, the trap closes on the limb. The trapped character has to make a **Daunting (♦♦♦) Coordination check**. On a failure, the character takes 6 damage plus 1 wound per uncanceled X. The victim is also immobilized and must succeed an **Average (♦♦) Mechanics or Survival check** to free themselves. On a failed check, they suffer 1 wound.

Utility Belt

Utility belts are accessories that makes storing certain items more efficiently, as well as drawing them faster. They consist of leather belts to which holsters are attached to help holding a specific kind of item. These belts can be worn either across the waist or slung.

A character can benefit from up to three such belts at any given time. In addition, drawing an item from the belt count as an incidental rather than a maneuver. Items stored in utility belts do not add their encumbrance value to the character's current encumbrance.

Dagger Belt

Favored by scoundrels, these belts allow to draw and throw a dagger at a moment's notice.

A dagger belt can hold up to four daggers.

Throwing Axe Belt

Conceived by the people of the Elk clan of Druya, these belts can hold the warriors' favorite weapons.

A throwing axe belt can hold up to two throwing axes.

Vial Belt

Alchemists and adventurers make great use of elixirs and potions and these vial belts are perfect to make sure one has every mixtures they might need.

A vial belt can hold up to four potions and elixirs.

Potions and Elixirs

The world of Eguras is full of plants, insects and animals with alchemical properties, whether it is for healing, or poisoning or some other purposes.

Beside the Invisibility Potion, all the potions and elixirs from **Table 2-10** on page 102 of *Realms of Terrinoth* are available in *Inquisition*.

Table 2.4-7: Potions and Elixirs

Name	Encum	Price	Rarity	Source
Acid Flask	0	200	6	Realms of Terrinoth (Page 102)
Bottled Courage	1	25	5	Realms of Terrinoth (Page 102)
Health Elixir	0	25	5	Realms of Terrinoth (Page 102)
Immunity Elixir	1	100	4	Realms of Terrinoth (Page 102)
Liquid Silver	1	100	5	Inquisition (Page 78)
Poison	0	200	5	Realms of Terrinoth (Page 102)
Power Potion	1	250	6	Realms of Terrinoth (Page 102)
Protective Tonic	1	125	6	Realms of Terrinoth (Page 102)
Regeneration Elixir	1	50	4	Realms of Terrinoth (Page 102)
Silver Blood	1	200	6	Inquisition (Page 78)
Smokebomb Vial	0	25	4	Realms of Terrinoth (Page 102)
Speed Potion	1	200	7	Realms of Terrinoth (Page 102)
Stamina Elixir	0	50	3	Realms of Terrinoth (Page 102)

Liquid Silver

An alternative to alchemical silver, this oil is made with silver particles. A character can coat a weapon with the oil to grant it the Silver item quality. Liquid Silver does not provide any benefits on weapons made with the Alchemical Silver craftsmanship. The Liquid Silver remains effective until the end of the encounter or until the wielder rolls $\Delta\Delta$.

Silver Blood

When dealing with the supernatural creatures, one must expect to take some hits. Many of these creatures use their jaw to attack their prey. Monster hunters came up with a creative way to turn their foes' deadly bite against them.

This elixir makes the character's blood flow with silver particles. The effect only last for the duration of the encounter. Any supernatural creature inflicting a wound through their bite or somehow taste the character's blood will suffer 2 wounds.

Trade Goods

The higher your rank is, the richer you are. Still, minted coinage is not common as it is in other typical fantasy game settings. Riches also include services, favors, ownership, influence, trade goods, livestock, etc.

The economy starts at the bottom of the caste system. Serfs and peasants work for their lord. They farm the land, mine the ore, etc. The serfs and peasants are subject to many taxes. Some are paid in service, such as maintaining the domain of their lord mostly through cleaning duties and caring for the building and the land. Then, the peasants pay a standard monthly tax, another one for their lord's protection, for renting their land, for using the lord's infrastructures such as mills, right to harvest wheat, drill barrels, reclaim land and the Church's tithe. Lords may increase the tax rate if they so choose.

After the Baron has collected taxes from his peasants, serfs, and craftsmen, they give a share to the count. The count gives to the duke which in turn pays the ruler of the kingdom.

While the silver crown is the official currency, many transactions are made under the bartering system using trade goods rather than coinage.

Table 2.4-8: Trade Goods

Value	Item
1	One pound of wheat
2	One pound of flour, or one chicken
5	One pound of iron
10	One pound of tobacco or copper
15	One pound of cinnamon, or one goat
20	One pound of ginger or pepper, or one sheep
30	One pig
40	One square yard of linen
50	One pound of salt or silver
150	One square yard of silk, or one cow
200	One pound of saffron or cloves, or one ox
500	One pound of gold
5000	One pound of platinum

Chapter 5: Witchcraft

Access to Witchcraft

Witchcraft is the only form of magic in the world of *Inquisition*, and it is reserved for the few that have Lilithia's blood running in their veins.

To cast any spell, you need to have at least a rank in the Witchcraft skill. In order to purchase skills ranks in

Witchcraft, you need to have selected the Witchborn archetype during character creation.

You do not need to have Witchcraft as a career skill though. Therefore, your character does not need to have selected the Witch career to use Witchcraft.

Witchcraft Casting

Depending on the spell, casting may imply different things. It could require uttering a simple magical formula in Dark Speech, drawing patterns in the air, brewing some unique recipes inside a cauldron, drawing circles and such. Even though these steps could be mimicked by anyone, it takes the magical essence of Lilithia's bloodline to trigger the magic.

That link takes the form of either an object that belongs to that person, like a piece of cloth, or a part of the target's body, like a lock of hair or a small quantity of blood. See "Empathic Link" on page 86.

The witch do not require an empathic link, nor can they benefit from one when casting spells on themselves.

Empathic Link

Witchcraft magic goes through an empathic link between the witch and the target of their spells. A witch cannot affect a person with their spells without owning such a link to that person.

Table 2.5-1: Spending ♀ and ⚡ on Witchcraft checks

Value	Item
♀ or ⚡	The spellcasting exhausts the witch, and they suffer 2 strain or 1 wound (controlling player's choice). This character adds □ to any attempts to cast spells until the end of the controlling player's next turn.
♀♀ or ⚡	The spell does not take effect until the start of the next round, or after a minute in narrative gameplay.
♀♀♀ or ⚡	The spell is slightly less powerful than expected. One of the additional effects does not take in effect. This cannot prevent the spell from being cast, such as making the Range additional effect not working. The empathic link is ruined. The item or body part is wasted, generally turned to dust. This does not affect Hex bags or Voodoo Dolls.
⚡	The character overexerts themselves and is unable to cast spells for the rest of the encounter or scene. The spell kicks back and the witch becomes the target of the spell.
⚡⚡	The character completely lose control of their magical energies, suffering one Critical Injury (at the GM's discretion). The witch is affected by a Polymorph (Baleful) spell with the Binding additional effect. Its base duration is 3 rounds. If the character is using a magical implement, it is completely destroyed.

Table 2.5-2: Penalties when Casting

Condition	Penalty
The witch does not have a free hand.	+ ■
The witch is gagged, silenced or otherwise unable to speak.	+ ■ ■
The witch does not have access to any empathic link to the target.	Cannot cast spells on target.
The witch has access to a Weak Empathic Link (Personal Belonging) to the target.	Upgrade the check once.
The witch has access to a Lesser Empathic Link (Hair/Nail) to the target.	Add ♦ to magic checks.
The witch has access to a Medium Empathic Link (Dried Blood) to the target.	Add ■ to magic checks.
The witch has access to a Strong Empathic Link (Blood) to the target.	No modifier
The witch has access to a Greater Empathic Link (Small Body Part) to the target.	Decrease difficulty by 1.
The witch has access to a Major Empathic Link (Large Body Part/Organ) to the target.	Decrease difficulty by 2.

Types of Spells

Bewitchment

This spell plays with the subject's mind. It can alter perception (hearing, seeing, etc) and therefore offers the possibility of either masking something from the subject or having them perceive something that is not there.

For example, a bewitchment spell could make a dog unable to perceive a witch's scent or it could make a guard believe they heard a voice calling them from afar, possibly distracting them long enough to allow the witch to pursue their agenda.

In addition, this spell can tamper with the target's memories. It is possible for a witch to either instill a false memory inside the target's head or remove one they had previously accessed with the Scry spell.

Tampering with the subject's perceptions requires a **Average (♦♦) Witchcraft** while altering the memories would require either a **Hard (♦♦♦) Witchcraft check**. Should the tampering be exhaustive, the GM could increase the difficulty of the check. For example, making someone ignore the sounds of an ongoing battle could be made without adjustments while making someone see unbelievable things could justify an upgrade or two. Depending on how long the bewitchment lasts, the target could make further Discipline checks opposed by the witch's Witchcraft to break free of the spell.

Curse

A curse is a spell that impedes the subject in some way. It could be by making them extremely clumsy, impos-

ing penalties on skill checks, or you could even come up with long term curses such as constant nightmares, preventing pregnancies, etc.

Cursing someone generally imposes a ■ on selected skill checks the target would make if the witch succeeds a successful **Easy (♦) Witchcraft check**.

More elaborate curses, such as preventing pregnancy, permanent slumber, and such are much harder to achieve. The difficulty of these is determined by the GM but should at least be **Average (♦♦)** and even possibly **Daunting (♦♦♦♦)**.

Narrative curses tend to last for a prolonged period of time, ranging from hours to days and even years. In any case, a witch can dispel every curse they cast with a simple thought.

Empathic Link and Minions

Minions are the nameless adversaries and occasions to collect empathic links from them should not be a common thing.

In cases where a witch would actually get their hands on an individual's empathic link part of a minion group, consider that the witch has an empathic link for all the individuals of the group. This could be explained by that cursing a single individual is enough to disturb the whole group's efforts. Fighting minions with spells should not be made needlessly complicated for witches.

When a witch dies, every curse they laid out immediately ends. Aristocrats sometimes hire templars and monster hunters to track down a witch so they can free themselves or someone else from a curse.

Plague

Probably the most offensive of all witch spells, Plague inflicts a terrible magical disease upon the subject. While these plagues are mostly devastating and deadly, they do not kick off quickly enough to make them an efficient way of killing someone in combat.

Plaguing someone requires an **Average (♦♦) Witchcraft check**. A plagued character is magically sick. They would likely suffer from some aggravated flu, stay at home to rest and wait to get better. Each day, a plagued character should make an **Average (♦♦) Resilience check**. A successful check should cure the target. On a failed check, the target does not recover strain while resting. Even worse, uncanceled ♀ inflict strain. Even though plagues have a magical origin, they still can be treated with medicine and elixirs. A witch could voluntarily increase the difficulty check to increase the Resilience's difficulty by the same amount.

Plague can also be used to wither plants or make them poisonous. The difficulty should vary from **Easy (♦)** to **Hard (♦♦♦)** depending on how quickly the witch wants the target to be affected or the scale of the plague.

Polymorph

A witch can alter their own body or the one of another person. Polymorph can be limited to growing a pair of wings or gills, to full body changes such as turning an unlucky victim into a frog.

Altering a body is a useful way for a witch to fend off attackers or flee. After all, it is hard to track down a

witch if they can change their morphology to look like another individual or shift into a bird.

Minor changes such as hair color and length should be an **Easy (♦) check**.

A whole metamorphosis, such as changing into an animal requires a **Hard (♦♦♦) Witchcraft check** and would require a time consuming ritual.

It is possible to polymorph into a specific individual. This requires a **Hard (♦♦♦) Witchcraft check** as well as an empathic link from the person you want to impersonate. The check would be adjusted as per the strength of the empathic link. See “Table 2.5-2: Penalties when Casting” on page 80. Impersonating someone through polymorph upgrades the check once plus another or each ▲▲ generated.

Finally, polymorph is impossible to achieve while the witch is suffering from the ongoing damage effect from a weapon with the Silver item quality.

Ritual

Inquisition's equivalent of Genesys' utility spell, a witch can perform a variety of rituals to achieve a wide range of goals. It could be large scale effects such as making a river's water turn into blood, preventing the sun from rising and maybe even limited time travel.

The GM has the final word on what can actually be achieved through a ritual. But keep in mind that it should fit with the philosophy behind Witchcrafting. Spells should be grim, related to darkness, death, undeath, insects, weirdness, aberrations, horror, etc. So while a GM could allow a witch to summon a blood storm, it is unlikely that the character could make rose petals rain from the sky. Some complex rituals could require the witch to obtain exotic ingredients or perform the ritual at a certain location and/or specific time.

Fixed Difficulty and Opposed Checks

Witchcraft spells, both in narrative situation and structured encounters, have a fixed difficulty. While these difficulties can be used as written in most situations, the GM might in place use opposed checks. This method is mostly used for characters that are important to the plot or very challenging adversaries.

Should the GM decide to go with opposed checks, Discipline and Resilience are the skills that should be opposing Witchcraft. Bewitchment, Curse and Scry would be opposed by Discipline while Plague and Polymorph would be opposed by Resilience. Ward should not be opposed unless it is used as a trap. In that case, the GM should select the skill as per the effect of the imbued trap.

Finally, the Adversary talent can also be used to upgrade the difficulty of the check, whether it was rolled as a fixed difficulty or opposed check.

The difficulty of these spells varies widely depending on their effects, and the GM is the final judge on the matter.

Scry

A scry spell allows the witch to gain information. It could be about someone or a location. It allows to get information about its past and near future, as well as limited mind-reading ability.

Scrying someone or a location is generally an **Average (♦♦) Witchcraft check**. Successfully scrying a character generally gives the location of the target while A can give more information about what the target is doing or details of the environment.

It is possible to scry into a person's mind, though it is more difficult, requiring a **Hard (♦♦♦) Witchcraft check**.

Scrying a dead person increases the difficulty by 1 to learn about their location while accessing their mind increases it by 2. Scrying the dead can be traumatizing for the witch. When casting the spell in such way, negative symbols can be spent the same way as fear for fear check.

Ward

Witches also have protective spells in their arsenal. These may be actual protection from attacks but they can also ward a location, such as their homes. Many witches will place silent wards to warn them of intruders. Wards can also be used as traps.

A ward is essentially an invisible tripwire. When an intruder enters a protected zone, the witch is warned. Such a Ward requires an **Easy (♦) Witchcraft check** and a drawn sigil. A ward remains active until triggered. Should the ward trigger a trap, which is basically another spell imbedded inside the Ward, such as a Plague or a Bewitchment, then act as if the witch simply had cast that spell on the target at the target the moment it triggers.

When used as trap, the Witchcraft skill check that follows is considered to have a weak empathic link to the target, upgrading the difficulty once.

Example: Using Ward as a trap

Elizabeth lives in a small farming community. While she is out fetching ingredients for brewing potions, she wards her private room in her home as it contains obvious witch belongings such as effigy dolls and a bunch of blood vials from potential victims.

Normally, a simple ward that warns her of intrusion would be an **Easy (♦) Witchcraft check**. In this case, she decides to imbue her ward with a Bewitchment spell that would alter the perception of the target so they would not notice the witch's belongings. Bewitchment is an **Average (♦♦) Witchcraft check** and since the check is modified as if she had a weak empathic link, the check would be upgraded once for a final difficulty of **♦♦**.

Spells in Structured Encounters

While witch spells can be potent and have devastating effects, they require preparation or ritual of some sort. In structured encounters, witches tend to lack the time or focus to cast the more powerful versions of their spells. Therefore, their spells are generally short term and less effective.

Ritual spells take too much time to cast and thus have no use in Structured Encounters.

Bewitchment

Range: Short

Concentration: Yes

Difficulty: Average (♦♦)

This spell alters a target's perceptions within short range. They upgrade the difficulty of every combat check they make until the end of your character's next turn.

Before making the Bewitchment check, choose any number of additional effects listed on **Table 2.5-3: Bewitchment Additional Effects**. These effects are added to the spell.

Curse

Range: Short

Concentration: Yes

Difficulty: Average (♦♦)

Table 2.5-3: Bewitchment Additional Effects

Effects	Difficulty Modifier
Blurred Defense: Reduce the target's defense by 1 per rank of Knowledge (Forbidden).	+ ♦
Confusion: If the target rolls ♦♦ or ♦ on its combat checks, the witch can decide an alternate valid target for the combat check of the bewitched target.	+ ♦
Hesitation: While this spell is active, the target must always act on the last available initiative slot.	+ ♦
Range: Increase the range at which you can cast the spell by one range band. This additional effect can be selected more than once, up to long range. Each time you add this effect, you increase the difficulty by 1.	+ ♦
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ♀ to affect one additional target within range of the spell (and may trigger this multiple times, spending ♀ each time).	+ ♦♦

This spell curses one target within short range of your character. Until the end of your character's next turn, the target decreases the ability of any check they make by one. In effect, this means they remove one ♦ from their checks.

Before making the Curse check, choose any number of additional effects listed on **Table 2.5-4: Curse Additional Effects**. These effects are added to the spell.

Plague

Range: Short

Concentration: No

Difficulty: Easy (♦)

You inflict a sudden brief physical illness on the target, whether it is a crippling cough, a stomach distress or a strong headache. Choose a target at short range and make an Easy (♦) Witchcraft check. Each uncanceled ♦ causes the target to suffer 1 strain.

Before making the Plague check, choose any number of additional effects listed on Plague Additional Effects Table. These effects are added to the spell.

Polymorph (Baleful)

Range: Short

Concentration: No

Difficulty: Average (♦♦)

Choose a target within short range. You change them into a non-threatening form, mostly silhouette 0 animals, such as a toad, rat or snake.

Until the end of your target's next turn, they cannot use their action but can still convert it for a maneuver.

Before making the Polymorph (Baleful) check, choose any number of additional effects listed on **Table 2.5-6: Polymorph (Baleful) Additional Effects**. These effects are added to the spell.

Polymorph (Self)

Range: Self

Concentration: Yes

Difficulty: Average (♦♦)

You alter your physical characteristics to improve your effectiveness. Generally, this includes bestial or insectoid modifications such as changing your feet for hooves, growing arms and wings, etc. While this magic is positive for the witch, it is still coming from dark

Table 2.5-4: Curse Additional Effects

Effects	Difficulty Modifier
Ervinate: If a target suffers strain for any reason, they suffer 1 additional strain.	+ ♦
Hexed: If the target makes a check and generates at least one ♦, add ♦ to the result.	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ♀ to affect one additional target within range of the spell (and may trigger this multiple times, spending ♀ each time).	+ ♦♦
In the way: When an opponent is attacking, if the roll generates ♦♦♦ or ♦ on the combat check, the witch can decide that the attack hit the cursed character instead of the intended target. The cursed character must still be within range of the attack. The GM might decide that the effect cannot apply if it does not narratively make sense.	+ ♦♦
Doom: After a target makes a check, you may change any one die in the pool not displaying a ♦ or ♦ to a different face.	+ ♦♦

magic and thus the transformation is most likely grim and fearsome but in the end, the aesthetic nature of the spell is up to the player.

Until the end of your character's next turn, you increase the ability of any checks you make. In effect, this means your character adds one ♦ to their checks.

Before making the Polymorph (Self) check, choose any number of additional effects listed on **Table 2.5-7:**

Table 2.5-5: Plague Additional Effects

Effects	Difficulty Modifier
Close Combat: You may select a target engaged with your character.	+ ♦
Creeping: At the end of the target's next turn, they must make an Average (♦♦) Resilience check or suffer strain equal to the character's ranks in Knowledge (Forbidden). If the check generated a ♣♣ or ♠, they must remake the roll on the following rounds. Multiple rolls can be required from the same creeping plague should ♣♣ or ♠ be being generated.	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Necrotic Burst: If the target dies before the end of your next turn, each character engaged with the deceased must make a Resilience check as if they were affected by the Creeping Plague Effect. When an individual minion dies while the plague is active, the group still has to make the check as the plague spreads.	+ ♦♦
Weakening Plague: The target becomes less resistant to Witchcraft. Until the end of your next turn, the difficulty of any Witchcraft checks against that same target is decreased by 1 to a minimum of Easy (♦). In effect, this means you remove one ♦ from Witchcraft checks against that same target. The duration of this effect is prolonged by 1 round for each AA you spent while casting a Weakening Plague. You cannot cumulate this effect with itself to reduce the difficulty further.	+ ♦♦♦

Table 2.5-6: Polymorph (Baleful) Additional Effects

Effects	Difficulty Modifier
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Duration: You make the spell more persistent, allowing you to concentrate on the spell to extend its duration. You can do so for a maximum number of additional rounds equal to AA generated. On their turn, the target may attempt an Average (♦♦) Resilience check as an action. If the check succeeds, they regain their normal form.	+ ♦
Binding: The spell is harder to shake off. The difficulty of the Resilience check is increased by 1. You can select this additional effect multiple times, increasing its effect and difficulty by one each time. You must also have selected the Duration additional effect to select this addition effect.	+ ♦
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend A to affect one additional target within range of the spell (and may trigger this multiple times, spending A each time).	+ ♦♦
Weakening Form: While polymorphed, the target's Soak value is reduced by an amount equal to your ranks in Knowledge (Forbidden).	+ ♦♦

Table 2.5-7: Polymorph (Self) Additional Effects

Effects	Difficulty Modifier
Flight: Gain the Flyer ability. See page 100 of the <i>Genesys Core Rulebook</i> .	+ ♦
Hardened Skin: Reduce the damage of all hits your character suffers by one, and further reduce it by one for every uncanceled ♠ beyond the first.	+ ♦
Claws: Until the end of your next turn, unarmed combat checks now deals +1 damage and have a critical rating of 3.	+ ♦
Hooves: Until the end of your character's next turn, when you are not flying, you can move up to twice the distance when using a move maneuver.	+ ♦
Terrifying: Opponents must make an Average (♦♦) Fear check. Supernatural creatures are immune to this effect. The witch's allies might be susceptible to this effect if they are not accustomed to this appearance. You can select this additional effect a second time to increase the check to Hard (♦♦♦).	+ ♦
Exoskeleton: Your ranged and melee defense increase by a value equal to your ranks in Knowledge (Forbidden). You are still limited to the maximum defense rating of 4.	+ ♦♦
Extra Arms: Until the end of your next turn, you grow an additional pair of arms, allowing you to wield more weapons. This also gives you a □ dice to Athletics and Coordination that requires hands, such as swimming and climbing.	+ ♦♦

Polymorph (Self) Additional Effects. These effects are added to the spell.

Scry

Range: Self

Concentration: Yes

Difficulty: Easy (♦)

The witch enhances their senses to perceive just few moments into the near future. This allows them to act accordingly. Until the end of your character's next turn, add a new initiative slot at the start of the initiative track. Only the witch may act on that initiative slot. If two allied witches have this spell active at the same time, they can choose between themselves who acts on these additional slots. Regardless, these initiative slots do not allow the witch to act more than once per round.

Generally, witches do not compete with each other so it is unlikely to have two opposed witches casting this spell at the same time. In the unlikely event that this happens, the check becomes a competitive check. The

witch with the most ♦ on their check has the initiative slot being at the start.

Before making the Scry check, choose any number of additional effects listed on Scry Additional Effects Table. These effects are added to the spell.

Ward

Range: Engaged

Concentration: Yes

Difficulty: Average (◆◆)

Witches can create powerful wards that makes a character harder to fight, draining their opponents as they come closer to them.

The witch select one character they are engaged with, which can be themselves, to protect and make an **Average (◆◆) Witchcraft check.** If the check is successful, until the end of your character's next turn, opponents engaged with the warded character will suffer 1 strain each time they are attacking them, and one additional strain for every uncanceled ♦♦ beyond the first.

Table 2.5-8: Scry Additional Effects

Effects	Difficulty Modifier
Heightened Awareness: You no longer upgrade the difficulty of combat check made when shooting a target engaged with an allied character.	+ ♦
Prediction: Once per round while this spell is active, you can spend AA to suffer 2 strain and reroll the whole check. You cannot use this if the check generated a ♦.	+ ♦
True Vision: Your character is not impeded by environmental effects that affect vision, such as darkness, fog.	+ ♦
Enhanced Defense: Your ranged and melee defense increase by a value equal to your ranks in Knowledge (Forbidden). You are still limited to the maximum defense rating of 4.	+ ♦♦
Strike Through: You may ignore the melee and ranged defense of your adversaries for up to a number equal to your ranks in Knowledge (Forbidden).	+ ♦♦

Table 2.5-9: Ward Additional Effects

Effects	Difficulty Modifier
Attraction: Opponents engaged with the character need two maneuvers to disengage from them.	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Resilience: When making a Resilience check, the warded character can either use your Knowledge (Forbidden) ranks as Resilience checks or simply add ■ to their check.	+ ♦
Retribution: When attacking the warded character, ♦♦ may be spent to knockdown the attacking character as if using the Knockdown item quality.	+ ♦
Witchproof: Other witches add a number of ■ equal to your ranks in (Forbidden) ranks on their Witchcraft checks when targeting the warded character.	+ ♦
Extended Ward: The effect extends to opponents within Short Range of the warded character.	+ ♦♦
Repulsion: Opponents need two maneuvers to engage the warded character.	+ ♦♦
Shatter: When attacking the warded character, ♦♦ may be spent to Sunder the attacking character's weapon as if using the Sunder item quality.	+ ♦♦
Lilithia's Protection: Combat checks against the warded target are opposed by your Witchcraft skill rather than against the warded character's normal difficulty, including defense and talents.	+ ♦♦♦

Once the spell is cast, the warded character can move away from the witch without ending the spell.

Before making the Ward check, choose any number of additional effects listed on **Table 2.5-8: Polymorph (Self) Additional Effects**. These effects are added to the spell.

Witchcraft and Allies

Of all the witch spells, only Ward can benefit an ally as the other beneficial spells can only be cast on the witch themselves. Casting spells on allies work the same way as casting them on an adversary in terms of empathic link. So a witch wanting to ward their allies should make sure to obtain such items prior to combat.

Magic Implements

Witches use multiple implements to perform their magic. For most of them, they are crafted rather than bought as they require either body parts or objects belonging to their target. Therefore, the implements will either list crafting requirements or a price and rarity for the items that must be purchased. Still, there is a black market for magical implements (see “Black Market” on page 89).

Many implements only work against the person the implement was made from.

Unless otherwise noted, a witch cannot use more than one implement during the casting of a spell.

Animal Talisman

Talismans are made out of small wooden parts, bones or carved stones. Attached to the talisman is an animal part, such as a feather, piece of fur, etc. To make use of a talisman, the witch must spiritually connect to it. This requires a Ritual spell, including an **Average (♦♦)** **Witchcraft check**, taking about 10 minutes, after which the witch suffers 2 strain.

Once connected to the talisman, it confers a specific benefit when using the Polymorph (Self) spell, depending on the animal part that was used in its creation.

- **Feather:** Gain the Flight additional effect for free.
- **Claw:** Gain the Claw additional effect for free.
- **Horse Hair:** Gain the Hooves additional effect for free.
- **Insect:** Gain the Exoskeleton additional effect for free.
- **Fur:** Gain the Hardened Skin additional effect for free.

- **Arachnid:** Decrease the difficulty of adding the Extra Arms additional effect by 1.

The GM may allow alternate animal parts that would logically fit the flavor of the additional effect granted.

Cauldron

This mundane piece of kitchen hardware works wonders in the hands of a skilled witch.

When making use of a cauldron while casting a scry spell in narrative use, the witch can project what she sees on the surface of the liquid, making it visible to others. Also, it adds a **█** to scrying checks.

In addition, when used by a witch, a cauldron functions as an alchemist’s kit, granting a **█** on Alchemy checks.

Price: 50

Rarity: 2

Empathic Link

Empathic link allows to connect the witch with their target, acting as a conduit for their magic. Without such link, the witch cannot use their magic to affect the target in any way.

There are different strengths of empathic link. The stronger the link, the easier for the witch to cast a spell on a target. See “**Table 2.5-2: Penalties when Casting**” on page 80.

While you cannot benefit from multiple Empathic Links at the same time, you can use an Empathic Link in conjunction with another Magic Implement.

Personal Belonging (Weak Link)

Personal belongings are objects that can be used as Empathic Link to cast spells on a person. A personal belonging is either a piece of cloth, or some item owned or commonly used by the person. This could be the princess' amulet, the lumberjack's axe, the merchant's scale, the traveler's shoe lace and so on.

A personal belonging only works as an empathic link for the owner of the item. Belongings only allow for a Weak Empathic Link.

Using personal belongings as Empathic Link when casting a spell upgrades the difficulty of the Witchcraft check once.

Hair / Nail (Lesser Link)

Hair is probably the most commonly used Empathic Link as it is generally easy to fetch. While it is still better than a personal belonging, hair and nails only grant a Lesser Empathic Link.

When using Hair or Nail as Empathic Link to cast a spell, add ♣ to the check.

Table 2.5-10: Magic Implements

Item	Encum	Price	Rarity
Animal Talisman	0	-	-
Cauldron	2	50	2
Empathic Link (Weak)	0	50	4
Empathic Link (Lesser)	0	100	5
Empathic Link (Medium)	0	200	6
Empathic Link (Strong)	0	500	7
Empathic Link (Greater)	0	5,000	10
Empathic Link (Major)	1	10,000	10
Gem (Emerald)	0	600	5
Gem (Jet)	0	1000	6
Gem (Ruby)	0	2000	6
Gem (Sapphire)	0	500	4
Gem (Topaz)	0	400	3
Hex Bag	0	-	-
Voodoo Doll	0	-	-

Dried Blood (Medium Link)

Blood offers a better link than hair, nail or belonging. Having access to the victim's fresh blood may prove difficult but a witch can use dried blood, such as a blood-stained piece of cloth, as a Medium Empathic Link.

If using dirty or dried blood, add ■ to Witchcraft checks.

Fresh Blood (Strong Link)

A few droplets of blood are enough to serve as a Strong Empathic Link to cast a spell on a target. Some witches carry small vials of blood from potential targets on them so they can cast spells whenever needed.

Using fresh blood as Empathic Link carries no special modifiers. To work as intended, the blood must be either fresh or clean (such as in a vial).

In the midst of battle, witches may gather the blood of their target with a cut from a dagger or even with claw attacks while polymorphed. If a Melee or Brawl attack inflicts a wound on the target, the witch is considered to have access to the victim's fresh blood for the current encounter.

Small Body Part (Greater)

The best thing a witch can hope as empathic link is a body part, like a severed finger or toe. Such a body part counts as having a Greater Empathic Link to the target.

When using a Greater Empathic Link, decrease the difficulty of all magic checks against the target once.

Organ / Large Body Part (Major)

Few witches can afford such a link as people tend to keep their vital body parts for themselves. To consider a body part as a Major Empathic Link, it has to be an organ or a limb.

When using such a link, decrease the difficulty of the Witchcraft check by 2.

Hex Bag

A hex bag is a small leather purse containing multiple ingredients, mostly herbs, bones and talismans. To craft a hex bag, you must have access to an Empathic Link that will be consumed during the process. The ritual or crafting such an item takes 10 minutes and requires a **Witchcraft check**. Upon completion, the Witch suffers 2 strain.

The difficulty of the Witchcraft check starts at **Easy** (♦) for a hex bag containing a Weak Empathic Link and increases by 1 for each step above that.

A hex bag enhances the empathic link to the target. Upon completion, the hex bag provides the same benefit as an Empathic Link one step stronger than the Empathic Link that was consumed during its creation.

There is no benefit to crafting a Hex Bag out of a Major Empathic Link.

Example: Crafting a Hex bag

Elizabeth got her hands on the dried blood of the baron's servant. She wants to craft a hex bag out of it. Since the dried blood is a Medium Empathic Link, the difficulty is **Hard** (♦♦♦).

Upon completing, the dried blood is consumed and the hex bag will provide the benefits of a Strong Empathic Link. Therefore, it is a Hex bag (Strong).

Protective Totems

Witches use totems to fuel their defensive spells. These totems are made out of branches attached together, forming triangle or pentacle shapes. These are often decorated with feathers and bones, mostly skulls from small animals like rodents. The most important part of the totem is the precious stone imbedded in it. These gems provide a bonus when casting the Ward spell. The effect depends on the gem that was put in it.

Crafting a totem is a simple task. While it takes about 10 minutes at most, it does not require a check. To make use of such a totem, the witch must be the one to have crafted it. Once created, the stone's energy is bound to the totem and dissembling it will ruin the stone's energy. Therefore, there is no use in keeping a totem made from another witch.

The price listed in **Table 2.5-10: Magic Implements** on page 82 represents the precious stones themselves, as there is no point in buying wholly crafted protective totems.

Emerald

When using the Resilience additional effect, the warded character has their Wound Threshold increased by twice your ranks in Knowledge (Forbidden), up to a maximum of 10 at rank 5. This effect lasts until the spell ends.

Jet

Each time an item is damaged due to your Ward's Shatter effect, the character holding the weapon suffers 2 wounds. Should the weapon become destroyed due to this effect, the character is staggered for one round.

Ruby

When using the Attraction additional effect, you can spend AA to force a character within short range of the warded target to spend its maneuver to move toward the warded character. This maneuver must be spent before the affected character can use their action. This effect may be triggered multiple times, spending AA to affect an additional character.

If the Extended Ward additional effect was also used, you can target a character within medium range of the warded character rather than within short range.

Sapphire

Upon casting a Ward spell with the Repulsion additional effect, you can spend a AA to have a character engaged with the warded character to be pushed away one range band in the direction of your choosing. You can trigger this effect multiple times by spending AA to affect an additional character.

Unless the GM decides otherwise, this movement cannot push a creature in a perilous situation, such as pushing it off a cliff.

If the Extended Ward additional effect was also used, you can target a character within medium range of the warded character rather than within short range.

Topaz

When under a Ward spell with the Witchproof additional effect, you can spend ♀♀♀ on Witchcraft checks made against the warded character to stagger the witch for one round.

Skull Helm

This helm is made from animal skull. This should be a predatory one, such as a wolf, a bear, a tiger or any other the GM deems fit.

When under the Polymorph spell with the claws additional effect, you can use your cunning instead of Brawn when making Brawl checks. You still use Brawn for determining damage.

Effigy Doll

Typically made out of linen and hay, these dolls represent a specific person of the witch's choice. Effigy dolls make it easier to bring magic essence to the target. Therefore, possessing an effigy doll grants the "Range" additional effect for free when casting a spell on the person the doll represents.

In addition, when casting a spell on that target, it is possible for the witch to consume the doll, turning it

into dust. Doing so decreases the difficulty of the casting check by 1. In effect, you remove ♦ from the Witchcraft check to cast the spell.

Crafting a doll requires an **Average (♦♦) Witchcraft check**. The process requires an hour-long ritual and a Lesser Empathic Link or higher, which is consumed during the ritual.

Black Market

As long as magic implements are prized by witches, some people are going to make money out of it. Of course, a witch cannot hope to find a magical implement in a general store, except for the mundane ones.

For the exquisite items, such as princess' hair or the priest's amulet, some thieves are willing to take risks to provide these to a witch in exchange for silver crowns. Many thieves will refrain from getting such items as it could draw the wrath of the Church and get them hanged. For those who dare to go forward, these items are worth their pound of gold. Few dealers keep such items ready, and a witch seeking such item is likely going to have to wait for the dealer to get the item.

The **Table 2.5-10: Magic Implements** on page 87 gives the price a witch is likely going to pay for getting such item. As for Empathic Links, the rarity here is for a link from a non-noble. When trying to buy an empathic link matching a noble, the rarity can go up by 2 or 4 and the same goes for the price.

For Empathic links, finding a seller or someone daring enough to be hired to steal an empathic link requires a **Streetwise check**, with the difficulty based on the item's rarity.

Once a finder has been found, the witch can start negotiating her price, using Negotiation skill.

Example: Buying an Empathic Link

Elizabeth the witch wants to get her hands on fresh blood from the local count. Fresh blood is a Strong Empathic Link that has a rarity of 7. The GM determines that due to his rank, the rarity is increased to 9. Also, the price is doubled, making it a 1,000 silver crowns.

In order to successfully find someone crazy enough to get that item for her, she will have to make a **Streetwise check** with a difficulty of **Daunting (♦♦♦♦)**.

Chapter 6: Adversaries

Common Adversaries

These are the most common adversaries that are the most likely to be encountered. They include humans of all kinds as well as wild animals.

Animals

Beside humans and supernatural beings, some animals are actual threats to characters. Here is a new animal adversary that characters are likely to encounter.

Dog (Minion)

Dogs have been man's best friend for ages. Whether they help taking care of herds, participate in hunting or act as canine guards, dogs are common animals found in settlements. This profile can also be used for wolves.



Skills (Group only): Athletics, Brawl, Perception, Vigilance

Talents: None.

Abilities:

- Scent:** Dogs have add to Perception and Vigilance to detect anything that has a scent; including any living creatures. This bonus extends to initiative checks.

Equipment:

- Bite:** Brawl; Damage 4; Critical 4; Range [Engaged]; Knockdown

Bandits and Scum

The world is filled with ill-intentioned folk. The adversaries presented here are perfect antagonists for any

player characters, as they can be found everywhere and are always on the hunt for targets to mug.

Assassin (Nemesis)

Highly trained in the art of murder, these contracted killers are employed by those who can afford their high price. A character that contradicts an aristocrat hard enough might have to fend off of these dangerous assassins one day.



Skills: Charm 2 () , Cool 2 () , Coordination 3 () , Deception 4 () , Melee (Light) 3 () , Perception 2 () , Ranged 3 () , Skulduggery 3 () , Stealth 3 () , Vigilance 2 ()

Talents:

- Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- Soaked Venom Blade:** When making a Melee (Light) combat check using a poisoned weapon, this adversary treats it as possessing the Burn 2 item quality.
- Quick Strike:** This adversary adds to any combat checks they make against any targets that have not yet taken their turn in the current encounter.
- Rapid Reaction:** This adversary may suffer a up to 2 strain to add an equal number of to a Vigilance or Cool check they make to determine Initiative order.
- Two-Handed Grip:** When performing a combat check with a Melee (Light) weapon of Encumbrance value of at least 2, if this adversary has nothing in their other hand, they add to the results.

Abilities: None.

Equipment:

- **Sword:** Melee (Light) (Yellow Yellow Green); Damage 7; Critical 2; Range (Engaged); Defensive 1
- **Hand Crossbow:** Ranged (Yellow Yellow Yellow); Damage 5; Critical 2; Range (Short); Pierce 1, Prepare 1
- **Dagger:** Melee (Light) [Yellow Yellow Green Blue]; Damage 6; Critical 3; Range (Engaged); Accurate 1
- **Brigandine:** Soak +1, Defense 1
- **Gear:** Dagger Belt, Vial Belt, 2 Poison potions, 2 smokebomb vials, Thieves' Tools.

Bandit (Minion)

Bandits live off the work of others. They are thieves and thugs of low rank. They can be found everywhere, from the city's dark alleys as well as on the road, looking for unwary travellers.



Skills (Group only): Brawl, Coercion, Melee (Light)

Talents: None.

Abilities: None.

Equipment:

- **Mace:** Melee; Damage 6; Critical 4; Range (Engaged); Pierce 1
- **Padded Armor:** Soak +1

Bandit Leader (Rival)

Once a few bandits gather up, one of them is likely to earn the place of leader, whether out of fear or respect. Bandit leaders call the shots and take the biggest share.



Skills: Brawl 1 (Yellow Yellow Green), Coercion 1 (Yellow Green Blue), Cool 1 (Yellow Green Blue), Leadership 1 (Yellow Green), Melee (Light) 2 (Yellow Yellow Green), Streetwise 3 (Yellow Yellow Yellow), Vigilance 1 (Yellow Green Blue)

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Painful Blow:** When attacking, this adversary you may voluntarily increase the difficulty by one to use this talent. If the target suffers one or more wounds from the combat check, the target suffers 2 strain each time they perform a maneuver until the end of the encounter.

Abilities: None.

Equipment:

- **Axe:** Melee (Light) [Yellow Yellow Green]; Damage 6; Critical 3; Range (Engaged); Vicious 1
- **Cestus:** Brawl [Yellow Yellow Green]; Damage 4; Critical 4; Range (Engaged); Disorient 3, Knockdown
- **Shield:** Melee (Light) [Yellow Yellow Green Black]; Damage 3; Critical 6; Range (Engaged); Defensive 1, Deflection 1, Inaccurate 1, Knockdown
- **Brigandine:** Soak +1, Defense

Fence (Rival)

Fences are the underground merchants. Their main job is to carry stolen goods around and sell them back. Players getting their hands on stolen items are likely going to have to deal with such a character to sell these items. They are also the people one should contact in order to acquire illicit goods.



Skills: Charm 1 (Yellow Green Blue), Cool 2 (Yellow Yellow Green), Deception 2 (Yellow Yellow Green), Negotiation 2 (Yellow Yellow Green), Streetwise 2 (Yellow Yellow Green), Vigilance 2 (Yellow Yellow)

Talents:

- **Quick Draw:** Once per round this adversary may draw or holster an easily accessible weapon or item as an incidental.
- **Unremarkable:** Other characters add ✕ to any checks made to find or identify this adversary in a crowd.

Equipment:

- **Dagger:** Melee (Light) [Green Blue]; Damage 4; Critical 3; Range (Engaged); Accurate 1

- **Padded Armor:** Soak +1
- **Gear:** Merchant's Scale

Military

The adversaries presented here are all combat oriented. They compose a lord's army or could be mercenaries for hire.

Knight (Rival)

Knights are warriors that have received an honorific title. Even though they are not noble themselves, the title still comes with advantages such as a land and servants. These knights are at the service of their lord and compose the elite of their armed forces. They are highly trained fighters and smooth talkers.



Skills: Athletics 1 (Yellow Diamond), Charm 1 (Yellow Diamond), Discipline 1 (Yellow Diamond), Leadership 2 (Yellow Diamond), Melee (Light) 2 (Yellow Diamond), Resilience 1 (Yellow Diamond), Riding 2 (Yellow Diamond), Vigilance 1 (Yellow Diamond)

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Cavalier:** Once per round, while riding a mount trained for battle, this adversary may spend a maneuver to direct the mount to perform an action.
- **Challenge!**: Once per encounter, this adversary may use this talent to choose up to 2 foes within short range. Until the encounter ends or this adversary is incapacitated, these foes add □ to combat checks targeting them and ■■ to combat checks targeting other characters.
- **Coordinated Assault:** Once per turn, this adversary may spend a maneuver to have 2 allies engaged with them add □ to all combat checks they make until the end of this adversary's next turn.
- **Durable:** This adversary reduces any Critical Injury result they suffer by 10, to a minimum of 01.

Abilities: None

Equipment:

- **Sword:** Melee (Light) [Yellow Diamond]; Damage 7; Critical 2; Range (Engaged); Defensive 1

- **Lance:** Melee (Light) [Yellow Diamond]; Damage 10; Critical 3; Range (Engaged); Knockdown
- **Large Shield:** Melee (Light) [Yellow Diamond]; Damage 5; Critical 5; Range (Engaged); Defensive 2, Deflection 2, Inaccurate 2, Knockdown
- **Chainmail:** Soak +2
- **Gear:** War Horse

Militia (Minion)

Every settlement has people whose main job is to keep order. Militia can be town guards, border patrol, watchmen, soldier or any other form of law-enforcement unit.



Skills (Group only): Brawl, Melee (Light), Vigilance

Talents: None.

Abilities: None.

Equipment:

- **Light Spear:** Melee (Light); Damage 5; Critical 4; Range (Engaged); Accurate 1, Defensive 1
- **Shield:** Melee (Light); Damage 3; Critical 6; Range (Engaged); Defensive 1, Deflection 1, Inaccurate 1, Knockdown
- **Padded Armor:** Soak +1

Monster Hunter (Rival)

These swords-for-hire are experts at dealing with the supernatural creatures lurking in the dark. Damned characters are likely going to encounter one of these at some point.



Skills: Discipline 1 (Yellow Diamond), Melee (Heavy) 3 (Yellow Diamond), Knowledge (Forbidden) 2 (Yellow Diamond), Ranged 2 (Yellow Diamond), Perception 1 (Yellow Diamond), Resilience 1 (Yellow Diamond), Survival 2 (Yellow Diamond), Vigilance 2 (Yellow Diamond)

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Painful Blow:** When attacking, this adversary may voluntarily increase the difficulty by one to use this talent. If the target suffers one or more wounds from the combat check, the target suffers 2 strain each time they perform a maneuver until the end of the encounter.

Abilities: None

Equipment:

- **Greatsword:** Melee (Heavy) (◆◆◆◆); Damage 8; Critical 2; Range (Engaged); Defensive 1, Pierce 1, Unwieldy 3.
- **Silver Greatsword:** Melee (Heavy) (◆◆◆◆); Damage 8; Critical 2; Range (Engaged); Defensive 1, Pierce 1, Silver, Unwieldy 3.
- **Crossbow:** Ranged (◆◆◆); Critical 2; Range (Medium); Pierce 2, Prepare 1; Crossbow Reel attachment.
- **Scale Mail:** Soak +2
- **Gear:** Silver Quiver, Bottled Courage, Silver Blood

Ranger (Rival)

Master archers and scouts, the rangers are gathering intelligence to make sure the army following them gets the advantage.



Skills: Coordination 2 (◆◆◆◆), Ranged 3 (◆◆◆◆), Knowledge (Geography) 1 (◆◆), Stealth 1 (◆◆◆◆), Survival 2 (◆◆◆), Vigilance 2 (◆◆)

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Archer's Focus:** When performing a combat check with a ranged weapon, if this adversary did not perform a maneuver to ready or stow a weapon or item during this turn, they add ▲ to the results.
- **Hamstring Shot:** Once per round, this adversary may perform a ranged combat check against one target within range of the weapon used. If the check is successful, halve the damage inflicted by

the attack (before reducing damage by the target's soak). The target is immobilized until the end of its next turn.

- **Swift:** This adversary does not suffer the penalties for moving through difficult terrain.
- **Precise Archery:** When making a Ranged combat check targeting a character engaged with one of this adversary's allies, downgrade the difficulty of the check once.

Abilities: None.

Equipment:

- **Axe:** Melee (Light) (◆); Damage 4; Critical 3; Range Vicious 1
- **Longbow:** Ranged (◆◆◆◆); Damage 8; Critical 3; Ranged (Long); Unwieldy 3
- **Leather Armor:** Soak +1

Nobility

These adversaries include people with titles of nobility or hovering around such people in the royal court.

Courtier (Rival)

The court is filled with a vast array of characters, from servants and merchants to advisors and royal family members. This profile can fit anyone part of the political games that take place there.



Skills: Charm 1 (◆◆◆), Deception 2 (◆◆◆◆), Negotiation 1 (◆◆◆), Perception 2 (◆◆◆◆), Vigilance 1 (◆◆◆)

Talents:

- **Clever Retort:** Once per encounter, this adversary may use this talent to add automatic ♠ to another character's social skill check.

Abilities: None

Equipment:

- **Dagger:** Melee (Light) [◆◆□]; Damage 4; Critical 3; Range (Engaged); Accurate 1

Envoy (Rival)

When dealing with other rulers, nobles send envoys. These characters represent their lord's interests while trying to influence the political game.



Skills: Charm 2 (Yellow Diamond), Deception 1 (Yellow Diamond), Leadership 1 (Yellow Diamond), Knowledge (Geography) 1 (Yellow Diamond), Negotiation 2 (Yellow Diamond), Vigilance 1 (Yellow Diamond)

Talents: None.

Abilities: None.

Equipment:

- **Sword:** Melee (Light) [◆◆]; Damage 5; Critical 2; Range (Engaged); Defensive 1
 - **Fine Cloak:** Removes ■ from any Charm, Deception, or Leadership checks they make.

High Noble Nemesis

The royal courts across Eguras house many people, from humble servants to rulers of kingdoms. This profile fits the high nobility; kings, queens, or other seasoned adults of the court that have expertise in both politics and combat.



Skills: Charm 2 (Yellow/Green Diamond), Coercion 2 (Yellow/Green Diamond), Cool 2 (Yellow/Green Diamond), Deception 1 (Yellow Diamond), Discipline 2 (Yellow/Green Diamond), Leadership 3 (Yellow/Green Diamond), Knowledge (Geography) 2 (Yellow Diamond), Riding 1 (Yellow Diamond), Melee (Light) 2 (Yellow/Green Diamond), Negotiation 2 (Yellow/Green Diamond), Vigilance 1 (Yellow/Green Diamond)

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
 - **Clever Retort:** Once per encounter, this adversary may use this talent to add automatic to another character's social skill check.
 - **Parry:** When this adversary suffers a hit from a melee combat check, they may suffer 3 strain to use

to reduce the damage of the hit by 4. This talent can only be used once per hit.

- **Proper Upbringing:** When this adversary makes a social skill check in polite company, they may suffer a number up to 2 strain to use this talent to add an equal number of A to the check.

Abilities:

- **For the Kingdom!**: When targeted by a combat check, this adversary may spend an out-of-turn incidental to have the combat check target an engaged ally instead of themselves.
 - **Tactical Direction**: May perform a maneuver to direct one allied minion group within medium range. The group may perform an immediate free maneuver or add  to its next check.

Equipment:

- **Sword:** Melee (Light) [Yellow/Yellow/Green]; Damage 7; Critical 2; Range (Engaged); Defensive 1
 - **Chainmail:** Soak +2
 - **Fine Cloak:** Removes ■ from any Charm, Deception, or Leadership checks they make.

Religious figures

From low rank brothers and sisters all the way up to the Pope, these adversaries are the disciples of the Creator.

Bishop (Nemesis)

Bishops are the heads of the greatest cathedrals all around Eguras. This profile also fits the archbishops living at the Cathedral of the Holy Flame.



Skills: Charm 3 (█████), Coercion 3 (█████), Leadership 3 (█████), Knowledge (Forbidden) 3 (████), Knowledge (Geography) 2 (███), Knowledge (Lore) 4 (█████), Vigilance 2 (███)

Talents:

- **Scathing Tirade (Improved)**: Your character may use this talent to make an **Average (♦♦) Coercion** check. For each ♦ the check generates, one enemy within short range suffers 1 strain. For each ♠, one enemy affected by Scathing Tirade suffers 1 additional strain. Enemies affected by this adversary's

Scathing Tirade add ■ to all skill checks they make for 3 rounds.

Abilities: None.

Equipment:

- **Heavy Robes:** Defense 1

Brother / Sister (Minion)

Brothers and Sisters fill the lower ranks of the Church, tasked mainly with cleaning and scribing duties.



Skills (Group only): Knowledge (Geography), Knowledge (Forbidden), Knowledge (Lore)

Talents: None.

Abilities: None.

Equipment:

- **Heavy Robes:** Defense 1

High Templar - Simon Velton (Nemesis)

Leading the Inquisitorium, High Templar Simon Velton is a born leader and veteran warrior. He fought his share of witches and monsters. When he is not supervising the new recruits, he is out leading templars in the field. This profile is unique and should not be used by any other adversary.



Skills: Athletics 3 (◆◆◆◆), Coercion 4 (◆◆◆◆), Discipline 4 (◆◆◆◆), Knowledge (Forbidden) 4 (◆◆◆◆), Leadership 4 (◆◆◆◆◆), Melee (Light) 5 (◆◆◆◆◆), Resilience 4 (◆◆◆◆), Ride 3 (◆◆◆), Vigilance 5 (◆◆◆◆◆◆)

Talents:

- **Adversary 3:** Upgrade difficulty of all combat checks against this target three times.
- **Block:** While wielding a shield, this adversary may use the Parry talent to reduce damage from ranged attacks as well as melee attacks targeting them.
- **Challenge!**: Once per encounter, this adversary

may use this talent to choose up to 3 foes within short range. Until the encounter ends or this adversary is incapacitated, these foes add ■ to combat checks targeting them and ■■ to combat checks targeting other characters.

- **Counter-Attack:** When this adversary uses the Improved Parry talent to hit an attacker, they may also activate an item quality of the weapon they used as if they had generated AA on a combat check using that weapon.
- **Durable:** This adversary reduces any Critical Injury result they suffer by 20, to a minimum of 01.
- **Justice of the Creator:** Once per round, on their turn, the Knight Templar may suffer 3 strain to use this talent to add 4 damage to one hit of a successful attack against a heretic. This includes witches and those that the Church perceives as enemy of the organization.
- **Parry (Improved):** When this adversary suffers a hit from a melee combat check, they may suffer 3 strain to use to reduce the damage of the hit by 5. This talent can only be used once per hit. After the attack is resolved, this adversary may spend ♦ or ♦♦♦ from the attacker's check to automatically hits the attacker once with a Melee weapon they is wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. This adversary cannot use this talent if the original attack incapacitates them.
- **Witchbane:** This adversary counts the Critical rating of their weapon as one lower to a minimum of 1 when making an attack targeting an adversary capable of Witchcraft or characters with the Witchborn archetype.

Abilities: None

Equipment:

- **Superior Sword:** Melee (Light) [◆◆◆◆◆◆AA]; Damage 8; Critical 2; Range (Engaged); Defensive 1
- **Superior Silver Sword:** Melee (Light) [◆◆◆◆◆◆AA]; Damage 8; Critical 2; Range (Engaged); Defensive 1, Pierce 1, Silver
- **Large Shield:** Melee (Light) [◆◆◆◆◆◆■■]; Damage 6; Critical 5; Ranged (Engaged); Defensive 2, Deflection 2, Inaccurate 2, Knockdown
- **Reinforced Plate Armor:** Soak +2, Defense 1; Simon Velton is immune to Pierce and Breach item qualities.

Inquisitor (Rival)

Inquisitors were normal priests before the Pope Abraham VIII launched the Inquisition. These were selected to conduct investigations throughout Eguras. Inquisitors are often accompanied by a squad of templars, travelling between settlements in search of witches.

Brawn	2	Agility	2	Intellect	2	Cunning	3	Willpower	4	Presence	3
Soak Value	2	Wound Threshold	12	M& Defense	2 1						

Skills: Charm 1 (Yellow Diamond), Coercion 3 (Yellow Diamond), Cool 1 (Yellow Diamond), Discipline 2 (Yellow Diamond), Knowledge (Forbidden) 3 (Yellow Diamond), Perception 3 (Yellow Diamond), Vigilance 2 (Yellow Diamond)

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Scathing Tirade:** Your character may use this talent to make an **Average (♦♦)** Coercion check. For each ♦ the check generates, one enemy within short range suffers 1 strain. For each ♠, one enemy affected by Scathing Tirade suffers 1 additional strain.

Abilities: None.

Equipment:

- **Silver Sword:** Melee (Light) [Diamond Yellow]; Damage 5; Critical 2; Range (Engaged); Defensive 1, Silver
- **Dagger:** Melee (Light) [Diamond Green Blue]; Damage 4; Critical 3; Range (Engaged); Accurate 1
- **Heavy Robes:** Defense 1

Knight Templar (Nemesis)

When templars fail or a coven of witches is suspected to be gathering, the Knight Templars, elite of the Inquisitorium, are dispatched to take care of the situation, often accompanied by other templars.

Brawn	4	Agility	3	Intellect	2	Cunning	3	Willpower	4	Presence	3
Soak Value	6	Wound Threshold	18	Strain Threshold	14	M& Defense	4 3				

Skills: Athletics 2 (Yellow Diamond), Coercion 3 (Yellow Diamond), Discipline 3 (Yellow Diamond), Knowledge (Forbidden) 3 (Yellow Diamond), Leadership 2 (Yellow Diamond), Melee (Light) 4

(Yellow Diamond), Resilience 3 (Yellow Diamond), Ride 2 (Yellow Diamond), Vigilance 3 (Yellow Diamond)

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Block:** While wielding a shield, this adversary may use the Parry talent to reduce damage from ranged attacks as well as melee attacks targeting them.
- **Challenge!**: Once per encounter, this adversary may use this talent to choose up to 3 foes within short range. Until the encounter ends or this adversary is incapacitated, these foes add □ to combat checks targeting them and ■■ to combat checks targeting other characters.
- **Durable:** This adversary reduces any Critical Injury result they suffer by 20, to a minimum of 01.
- **Justice of the Creator:** Once per round, on their turn, the Knight Templar may suffer 3 strain to use this talent to add 3 damage to one hit of a successful attack against a heretic. This includes witches and those that the Church perceives as enemy of the organization.
- **Parry:** When this adversary suffers a hit from a melee combat check, they may suffer 3 strain to use to reduce the damage of the hit by 4. This talent can only be used once per hit.
- **Witchbane:** This adversary counts the Critical rating of their weapon as one lower to a minimum of 1 when making an attack targeting an adversary capable of Witchcraft or characters with the Witchborn archetype.

Abilities: None

Equipment:

- **Sword:** Melee (Light) [Yellow Diamond Yellow]; Damage 7; Critical 2; Range (Engaged); Defensive 1
- **Silver Sword:** Melee (Light) [Yellow Diamond Yellow]; Damage 7; Critical 2; Range (Engaged); Defensive 1, Silver
- **Large Shield:** Melee (Light) [Yellow Diamond Yellow Black]; Damage 5; Critical 5; Ranged (Engaged); Defensive 2, Deflection 2, Inaccurate 2, Knockdown
- **Plate Armor:** Soak +2, Defense 1

Pope - Abraham VIII (Nemesis)

Pope Abraham VIII is the current leader of the Church of the Creator. This profile is unique and should not be used by any other adversary.



Skills: Charm 4 (█████), Coercion 4 (█████), Leadership 4 (█████), Knowledge (Forbidden) 4 (█████), Knowledge (Geography) 3 (█████), Knowledge (Lore) 5 (█████), Vigilance 3 (█████)

Talents:

- Clever Retort:** Once per encounter, this adversary may use this talent to add automatic ♠ to another character's social skill check.
- Proper Upbringing:** When this adversary makes a social skill check in polite company, they may suffer up to 4 strain to use this talent to add an equal number of ▲ to the check.
- Scathing Tirade (Supreme):** Your character may use this talent to make an **Average (♦♦) Coercion check**. For each ♦ the check generates, one enemy within short range suffers 1 strain. For each ▲, one enemy affected by Scathing Tirade suffers 1 additional strain. Enemies affected by this adversary's Scathing Tirade add ■ to all skill checks they make for 3 rounds. This adversary may choose to suffer a strain to use Scathing Tirade as a maneuver rather than an action.

Abilities:

- Words of the Creator:** The difficulty of Scathing Tirade Talent is decreased by 1.

Equipment:

- Heavy Robes:** Defense 1
- Gear:** Fine Cloak, Priest's Garments

Priest (Rival)

Priests manage the churches and chapels, addressing the community with their sermons and hearing their confessions.



Skills: Charm 2 (████), Coercion 1 (████), Leadership 2 (████), Knowledge (Forbidden) 2 (████),

Knowledge (Geography) 1 (████), Knowledge (Lore) 2 (████), Vigilance 1 (████)

Talents:

- Scathing Tirade:** Your character may use this talent to make an **Average (♦♦) Coercion check**. For each ♦ the check generates, one enemy within short range suffers 1 strain. For each ▲, one enemy affected by Scathing Tirade suffers 1 additional strain.

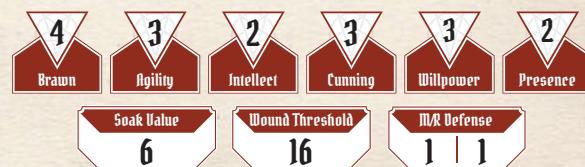
Abilities: None.

Equipment:

- Heavy Robes:** Defense 1

Templar (Rival)

Templars roam the lands, hunting witches everywhere they go. They are generally quick to judge and even quicker to execute.



Skills: Athletics 1 (○♦♦♦), Coercion 2 (○○♦), Discipline 2 (○○♦), Knowledge (Forbidden) 1 (○♦), Melee (Heavy) 2 (○○♦♦), Resilience 1 (○♦♦♦), Ride 1 (○♦), Vigilance 2 (○♦♦)

Talents:

- Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- Witchbane:** This adversary counts the Critical rating of their weapon as one lower to a minimum of 1 when making an attack targeting an adversary capable of Witchcraft or characters with the Witchborn archetype.

Abilities: None.

Equipment:

- Sword:** Melee (Light) [○○♦♦]; Damage 7; Critical 2; Range (Engaged); Defensive 1
- Silver Light Spear:** Melee (Light) [○○♦♦♦■]; Damage 7; Critical 3; Range (Engaged); Accurate 1, Silver
- Shield:** Melee (Light) [○○♦♦♦■]; Damage 4; Critical 6; Ranged (Engaged); Defensive 1, Deflection 1, Inaccurate 1, Knockdown
- Chainmail:** Soak +2

Townsfolk

Townsfolk are mostly the friendly characters the players are going to interact with, peasants, craftsmen and other people populating the cities and villages around Eguras.

Entertainer (Rival)

Acrobats, musicians, jesters, storytellers, these people are pleasant company, and can give a hell of a show. Present at many events, they might be a valuable source of gossips for PCs. Some of them take advantage of their dexterity and social skills to pursue their own secret agendas.



Skills: Charm 2 (Yellow Diamond), Coordination 3 (Yellow Diamonds), Deception 2 (Yellow Diamonds), Skulduggery 2 (Yellow Diamonds), Melee (Light) 1 (Yellow Diamond).

Talents:

- **Proper Upbringing:** When this adversary makes a social skill check in polite company, they may suffer 1 strain to use this talent to Δ to the check.

Abilities: None

Equipment:

- **Dagger:** Melee (Light) [Yellow Diamond]; Damage 4; Critical 3; Range (Engaged); Accurate 1

Herbalist (Rival)

Herbalists are the healers of *Inquisition*. Many remedies are based off a vast array of plants and herbs. Many herbalists also dabble in poison making in addition to medicine.



Skills: Alchemy 2 (Yellow Diamonds), Knowledge (Lore) 1 (Yellow Diamonds), Medicine 2 (Yellow Diamonds), Survival 1 (Yellow Diamond).

Talents:

- **Surgeon:** When this adversary makes a Medicine check to heal wounds, the target heals 2 additional wounds.

Abilities: None

Equipment:

- **Dagger:** Melee (Light) [Green Diamond]; Damage 4; Critical 3; Range (Engaged); Accurate 1
- **Heavy Robes:** Defense 1
- **Other Gear:** Apothecary's Kit, Alchemist's Lab.

Hunter (Rival)

Spending most of their time in the wilderness, hunters are skilled archers and good at avoiding detection. This profile can also be used for military troops or bandits focused on ranged attacks.



Skills: Ranged 2 (Yellow Diamond), Stealth 1 (Yellow Diamonds), Survival 2 (Yellow Diamonds).

Talents:

- **Archer's Focus:** When performing a combat check with a ranged weapon, if this adversary did not perform a maneuver to ready or stow a weapon or item during this turn, they add Δ to the results.

Abilities: None

Equipment:

- **Bow:** Ranged [Yellow Diamond]; Damage 7; Critical 3; Range (Medium); Unwieldy 2
- **Dagger:** Melee (Light) [Green Diamond]; Damage 3; Critical 3; Range (Engaged); Accurate 1
- **Leather armor:** +1 soak

Merchant (Rival)

Trading resources between settlements, merchants are the ones most likely to buy and sell gear to the players. While travelling between villages, merchants hire guards for protection.



Skills: Charm 1 (Yellow Diamond), Negotiation 2 (Yellow Circle), Knowledge (Geography) 2 (Yellow Square), Streetwise 1 (Yellow Diamond)

Talents: None.

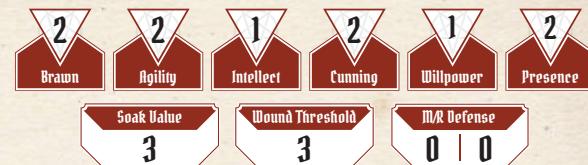
Abilities: None.

Equipment:

- Fine Cloak:** Removes ■ from any Charm, Deception, or Leadership checks they make.
- Merchant's Scale:** When negotiating on Trade Goods, add ♦ A to checks.
- Other Gear:** Cart, Horse, various trade goods

Peasant (Minion)

This adversary profile represents the common peasant; whether it is a farmer, miner, lumberjack, porter, etc.



Skills (Group only): Athletics, Resilience

Talents: None.

Abilities:

- Kill Them!:** Despite lacking martial training, a mob of angry townfolk looking for vengeance or protecting their village may get overwhelming. Add a □ to combat checks for each minion in the group beyond the first.

Equipment:

- Pitchfork:** Melee; Damage 5; Critical 4; Range (Engaged); Inaccurate 1, Vicious 1.

Supernatural Adversaries

Supernatural beings are dangerous foes lurking in the dark corners of Eguras. These creatures are not meant to be encountered in large numbers as they are far more challenging than their human and animal counterparts. Many of these are actually one of a kind. The best way to deal with these are to use alchemical-silver weapons (see “Alchemical Silver” on page 74), making the fight a bit more balanced. For more information about Supernatural Beings, see “Chapter 5: Supernatural Beings” on page 20.

Corrupted Creatures

Corrupted creatures encompass all supernatural beings that are not a witch or a Damned. These are living beings, such as humans, animals, and plants that have been mutated by Lilithia’s essence.

Forest Fisher (Nemesis)

This huge horror is a mix between a ten-legged spider and a scorpion. It prowls in the forest at night and sleeps underground during the day. Like spiders, it can lay webs and loves to leave its preys visible to horrify the villagers, which seems to be its main activity. It has

a scorpion-like tail that ends with a spiked spear tip. Its favorite way of hunting is to lurk in the tree branches. When prey walks below, it detaches and launches its tail-spear. Then, the fisher “reels” back its tail and seizes the prey with its powerful mandibles.



Skills: Brawl 3 (Yellow Circle, Yellow Diamond), Ranged 3 (Yellow Circle, Yellow Diamond), Perception 2 (Yellow Square, Yellow Diamond), Stealth 3 (Yellow Circle, Yellow Diamond), Vigilance 2 (Yellow Circle, Yellow Circle)

Talents:

- Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

Abilities:

- Silhouette:** 2.
- Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74).

- **Skitter:** Can move across walls, ceilings, and spider webs without penalty.
- **Spear Fishing:** When making a combat check with its Tail Spear attack, if the Fisher was able to trigger the Ensnare quality, it reels back its target, moving it to Engaged range. Since the creature generally lurks into the tree branches, this could mean that the target is suspended in the air for the duration of the ensnare. This means that breaking through the ensnare could result in a dangerous fall.
- **Terrifying:** At the start of the encounter, all of their opponents must make a **Daunting** (♦♦♦♦) Fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

Equipment:

- **Mandibles:** Brawl [◆◆◆◆]; Damage 7; Critical 3; Range (Engaged); Pierce 2, Vicious 2
- **Tail Spear:** Ranged [◆◆◆◆]; Damage 7; Critical 4; Range (Medium); Ensnare 2, Pierce 3

Flayer (Nemesis)

A twisted creature, this abomination is the result of a human being exposed to Lilithia's essence. The person's body has been heavily modified. Each of their arms, starting at their elbows, have been replaced by a pair of tentacles. These appendages are about two meters long and are about two inches in diameter. The tentacles end with fine spikes and secrete poison. The person's head has also been replaced by a pair of tentacles that are thicker but shorter. Flaying their six tentacles constantly, these aberrations are difficult to approach. The upper torso shows facial features underneath the skin, as if the creature's visage moved to this position when the metamorphosis took place. The face shows a screaming expression, as if the person inside was trying to escape their own body.

The flayer's tentacles are incredibly strong and can even lift the creature, allowing it to move without having its feet touch the ground. Due to its lack of a functioning head, the creature's perception is limited as it is blind and deaf. Still, the tentacles have advanced sensory organs that detect scent. Therefore, the creature can fight perfectly in the dark. As for non-organic obstacles, the constantly flailing tentacles detect them and map the surroundings in the creature's mind.

Brawn 3	Agility 4	Intellect 1	Cunning 2	Willpower 2	Presence 1
Soak Value 7	Wound Threshold 24	Strain Threshold 12	M/R Defense 2 2		

Skills: Brawl 4 (◆◆◆◆), Coordination 3 (◆◆◆◆), Perception 4 (◆◆◆◆), Vigilance 2 (◆◆◆◆)

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Finesse:** May use Agility rather than Brawn for Brawl checks.

Abilities:

- **Advanced Scent:** Can detect any living target giving up scent within Long Range. Against opponents trying to hide their scent, flayer must make a Perception or Vigilance check. If something with a strong scent, such as pepper, is thrown at the flayer, it is disoriented for the rest of the encounter, adding ■■ on its combat, Perception and Vigilance checks.
- **Constant Flailing:** Any check made by an opponent generating ♠♠ while within short range of the flayer can be spent to inflict a wound upon them.
- **Headless:** Flayer can neither see nor hear.
- **Poison:** If a tentacle attack inflicts a wound, the target must immediately make a **Hard** (♦♦♦) Resilience check or suffer wounds 3 wounds and 3 strain.
- **Silver Anathema:** This adversary is vulnerable to alchemical silver (see "Alchemical Silver" on page 74).
- **Tentacle Walking:** Flayer does not suffer penalties from moving through difficult terrain.
- **Terrifying:** At the start of the encounter, all of their opponents must make a **Hard** (♦♦♦) Fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

Equipment:

- **Tentacles:** Brawl (◆◆◆◆); Damage 6; Critical 3; Range (Short); Knockdown.

Plagued (Rival)

This individual was the victim of corrupted mushroom. They now have tumor-like fungi growing all over their body. These protuberances can be as small as a closed fist to the size of a cat and are filled with toxic gas. The plagued are mindless creatures that pursue humans to transform them into one of theirs through their spores. Their main weapon is their tumors that tend to explode upon being hit. The plagued can even tear the smallest fungi from its body and throw them at enemies, keeping their distance.



Skills: Brawl 2 (Yellow/Green), Ranged 3 (Yellow/Yellow), Resilience 2 (Yellow/Green), Vigilance 1 (Yellow/Green)

Talents:

- Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- Exploding Spores:** The plagued spores are a corrosive gas, attacking living tissue. When the plagued suffers a wound, one of its tumors explode, releasing the gas. The plagued emanates a corrosive atmosphere of rank 4 as per the “Fire, Acid and Corrosive Atmospheres” rules on page 111 of the *Core Genesys Rulebook* within short range of them. The zone is infected until the end of the encounter but does not move with the plagued. The creature is immune to the gas’ effects. Water seems to dissipate the spores. While exposed to rain, the plagued’s tumors atmosphere rating goes down to 1. A soaked character will also suffer the attenuated effects while being submerged totally prevents the spore from attacking tissue.
- Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74).
- Spore Grenade:** The plagued can throw smaller and less dangerous tumors as grenades or simply squash them in their hands prior to attacking unarmed. Their Burn rating drops to 1 if the target is soaking wet.

Equipment:

- Spore Grenade:** Ranged (Yellow/Yellow); Damage 6; Critical 4; Range (Medium); Blast 6, Burn 3
- Spore Slam:** Brawl 2 (Yellow/Yellow/Green); Damage 6, Critical 3, Ranged (Engaged); Burn 3, Disorient 3, Knockdown.

Grave Walkers

Back from the dead, these walking dead roam the land while trying the monster hunters and the Inquisition. Some may try to avoid contact with the living while other are hunting them.

Lost (Rival)

The lost represent the newly revived. They might be still looking human and living within the community, or they are recently living in the wild after getting hunted down by their former kin. In any case, these are still viewing themselves more as a plagued human than undead.



Skills: Brawl 2 (Yellow/Yellow/Green), Resilience 2 (Yellow/Yellow), Ranged 2 (Yellow/Yellow/Green)

Talents:

Abilities:

- Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74).
- Lifesight:** Remove all □ imposed by darkness and concealment on Perception and Vigilance check to notice humans and animals.
- Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins. Cannot benefit from drinking potions and elixirs.

Equipment:

- Spit:** Ranged (Yellow/Yellow/Green); Damage 6; Critical 4; Ranged (Engaged); Burn 2
- Unarmed:** Brawl; Damage 3; Critical 5; Ranged (Engaged); Knockdown

Death Knight (Nemesis)

These grave walkers have grown to hate the living. Traveling around the world, they try to murder as many humans as possible. These death knights actively pursue monster hunters and lay traps to lure them into a fight. A notable monster hunter PC might draw the attention of such a vile being.

Brawn	4	Agility	4	Intellect	2	Cunning	2	Willpower	3	Presence	2
Soak Value	6	Wound Threshold	20	Strain Threshold	13	M/R Defense	1 1				

Skills: Melee (Heavy) 3 (█████♦), Ranged 2 (████♦♦), Resilience 2 (███♦♦), Survival 2 (████♦), Vigilance 2 (████♦)

Talents:

- Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- Cannibalize:** Can use a maneuver to voluntarily suffer two wounds in order to recover one strain.
- Corrosive Blood:** When a living being inflicts wounds to this adversary while engaged with them, they suffer 1 wound.
- Parry:** When this adversary suffers a hit from a melee combat check, they may suffer 3 strain to use to reduce the damage of the hit by 5. This talent can only be used once per hit.
- Painful Blow:** When attacking, this adversary you may voluntarily increase the difficulty by one to use this talent. If the target suffers one or more wounds from the combat check, the target suffers 2 strain each time they perform a maneuver until the end of the encounter.

Abilities:

- Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74).
- Lifesight:** Remove all ■ imposed by darkness and concealment on Perception and Vigilance check to notice humans and animals.
- Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins. Cannot benefit from drinking potions and elixirs.

Equipment:

- Serrated Greatsword:** (███████♦); Damage 8; Critical 2; Ranged (Enaged); Defensive 1, Pierce 1, Unwieldy 3, Vicious 1
- Spit:** Ranged (███████♦); Damage 6; Critical 4; Ranged (Short); Burn 2

Vampires

Powerful undead, the vampires are generally found within the safety of the largest towns’ crowds. Hiding behind their human guise, they enjoy their unlife and prey on the weak to get the blood they love so much.

Spawn (Nemesis)

Spawn is a term both the monster hunters and the vampires use themselves. It identifies a vampire as a newly turned, one that has not master their undead abilities yet.

Brawn	3	Agility	3	Intellect	2	Cunning	3	Willpower	2	Presence	3
Soak Value	4	Wound Threshold	16	Strain Threshold	12	M/R Defense	2 1				

Skills: Brawl 1 (♦♦♦), Charm 2 (████♦), Deception 3 (███████), Melee (Light) 2 (████♦), Perception 2 (████♦♦□), Stealth 1 (████♦), Vigilance 2 (████□□)

Talents:

- Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- Blood Potency:** Once per encounter, may suffer 2 strain as a maneuver to raise Brawn or Agility by 1 point to a maximum of 5 until the end of the encounter.

Abilities:

- Blood Hunger:** For every wound caused to a living being with their bite attack this adversary heals 1 strain. Any ▲ rolled on this attack may be spent to heals 2 strain each. Wounds inflicted with this attack cannot be healed with painkillers or a Medicine check. Abilities that restore strain work normally.
- Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74).
- Stake Through the Heart:** If an opponent makes a called shot this adversary character’s heart with a wooden melee weapon or a ranged weapon that

fires ammunition made of wood, that weapon gains Viscous 5.

- Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins. Cannot benefit from potions and elixirs.
- Weakness to Sunlight:** While they are exposed to sunlight, reduce all characteristics by 2 and halve their Wound Threshold and Strain Threshold and they suffer one wound per round. If wounds caused by sunlight cause the vampire to exceed their wound threshold they immediately suffer the Critical Injury of Dead and turn to ash.

Equipment:

- Bite:** Brawl; Damage 4; Critical 4; Range (Engaged), Pierce 2, Vicious 1.
- Sword:** Melee (Light) (Yellow Diamond); Damage 6; Critical 2; Range (Engaged); Defensive 1
- Leather Armor:** Soak +1

Sire (Nemesis)

After tens years of unlife, some vampires earned enough power and influence to manipulate their way into the highest spheres of the society, whether is in the nobility or organized crime. Such ancient vampire are called Sires.



Skills: Brawl 3 (Yellow Circle), Charm 3 (Yellow Diamond), Deception 4 (Yellow Circle), Knowledge (Geography) 1 (Yellow Diamond), Knowledge (Forbidden) 2 (Yellow Circle), Knowledge (Lore) 2 (Yellow Circle), Melee (Light) 3 (Yellow Circle), Perception 3 (Yellow Circle), Stealth 2 (Yellow Circle), Vigilance 3 (Yellow Circle).

Talents:

- Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- Bat Form:** This adversary may suffer 2 strain to transform into a bat until the end of the encounter. Their Silhouette and Brawn becomes 0 and they gain Flying. (Page 100 of the Genesys Core Rulebook). While in this form they have no attack.
- Blood Potency:** Once per encounter, may suffer 1 strain as a maneuver to raise Brawn or Agility

by 1 point to a maximum of 5 until the end of the encounter.

- Dominate:** Once per encounter, as an action, this adversary may suffer 4 strain and make an **opposed Charm versus Discipline check** against one target within Short range. If successful, during the target's next turn, this adversary dictates what actions and maneuvers they perform, but will not perform any action that causes them to directly hurt themselves.
- Project Thoughts:** This adversary may spend an action to cause a target within Medium range to hear one or two sentences in their head. No one but the target can hear these thoughts and will hear them in this adversary's voice even if they have never heard it before.
- Two-Handed Grip:** When performing a combat check with a Melee (Light) weapon of Encumbrance value of at least 2, if this adversary has nothing in their other hand, they add Δ to the results. This is included within this adversary's equipment section.

Abilities:

- Blood Hunger:** For every wound caused to a living being with their bite attack this adversary heals 1 strain. Any Δ rolled on this attack may be spent to heal 2 strain each. Wounds inflicted with this attack cannot be healed with painkillers or a Medicine check. Abilities that restore strain work normally.
- Silver Anathema:** This adversary is vulnerable to alchemical silver (see "Alchemical Silver" on page 74).
- Stake Through the Heart:** If an opponent makes a called shot this adversary character's heart with a wooden melee weapon or a ranged weapon that fires ammunition made of wood, that weapon gains Viscous 5.
- Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins. Cannot benefit from potions and elixirs.
- Weakness to Sunlight:** While they are exposed to sunlight, reduce all characteristics by 2 and halve their Wound Threshold and Strain Threshold and they suffer one wound per round. If wounds caused by sunlight cause the vampire to exceed their wound threshold they immediately suffer the Critical Injury of Dead and turn to ash.

Equipment:

- **Bite:** Brawl; Damage 4; Critical 4; Range (Engaged), Pierce 2, Vicious 1.
- **Sword:** Melee (Light) (○○○◆▲); Damage 7; Critical 2; Range (Engaged); Defensive 1
- **Brigandine:** Soak +1, Defense 1

Werewolves

Alpha Nemesis

A pack of werewolves is generally led by a single individual that has proven to be the most powerful of the group. These are powerful adversaries that should instill terror in their foes' heart. This profile fits such an individual. The following characteristics represent the human form.



Skills: Brawl 4 (○○○○○), Discipline 3 (○○○), Leadership 2 (○○◆), Melee (Light) 2 (○○◆◆), Survival 2 (○○◆), Vigilance 2 (○○◆)

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Pack Tactics:** May suffer 2 strain to grant all allies within short range □□ on all their combat checks for one round.
- **Warning Howl:** After an ally is dealt damage by an adversary, your character may spend 2 strain to cause the adversary to suffer strain equal to your character's ranks in Coercion.

Abilities:

- **Shapechange:** As an incidental this adversary may make an **Average (♦♦) Discipline check** and change into half-person half-wolf form. In this form they gain +1 Brawn and +1 Agility to a maximum of 5. They may voluntarily shift back into human form by making a **Average (♦♦) Discipline check**. If they fall unconscious from suffering too much strain while in the hybrid form they revert to their human form. Clothes that cannot fit over the new form are destroyed. Any carried gear is dropped on the ground.
- **Lunacy:** If during a combat encounter, they ever suffer 4 or more strain at once or exceed their strain

threshold while in human form, they immediately shift into their hybrid form as an out-of-turn incidental, regain all strain, and use their actions and maneuvers to attack the nearest living being. They will continue to attack until unconscious or there are no more targets left. Every turn they may attempt a **Average (♦♦) Discipline check** as an incidental to regain control. Additionally, ♦ may be used during a social encounter to trigger Lunacy.

- **Fearsome:** Anyone not accustomed to seeing the hybrid form must immediately make a **Hard (♦♦♦) fear check** when seeing the werewolf in hybrid form. Other supernatural characters are immune.
- **Silver Anathema:** This adversary is vulnerable to alchemical silver (see "Alchemical Silver" on page 74).

Equipment:

- **Axe:** Melee (Light) (○○◆); Damage 7; Critical 3; Range (Engaged); Vicious 1
- **Claws (Hybrid Form Only):** Brawl (○○◆◆◆□); Damage 7, Critical 2; Range (Engaged), Accurate 1, Ensnare 2, Pierce 1, Vicious 2.

Pack Warrior (Rival)

Werewolves are banding together as their animal counterpart. This profile fits a typical adult member of the clan. The following characteristics represent the human form.



Skills: Brawl 2 (○○◆), Discipline 2 (○○), Melee (Light) 2 (○○◆), Survival 1 (○◆), Vigilance 1 (○◆)

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Shapechange:** As an incidental this adversary may make a **Hard (♦♦♦) Discipline check** and change into half-person half-wolf form. In this form they gain +1 Brawn and +1 Agility to a maximum of 5. Intellect and Willpower are each lowered by 1 to a minimum of 1. They may voluntarily shift back into human form by making a **Hard (♦♦♦) Discipline check**. If they fall unconscious from suffer-

ing too much strain while in the hybrid form they revert to their human form. Clothes that cannot fit over the new form are destroyed. Any carried gear is dropped on the ground.

- **Lunacy:** If during a combat encounter, they ever suffer 4 or more strain at once or exceed their strain threshold while in human form, they immediately shift into their hybrid form as an out-of-turn incidental, regain all strain, and use their actions and maneuvers to attack the nearest living being. They will continue to attack until unconscious or there are no more targets left. Every turn they may attempt a **Daunting (♦♦♦)** Discipline check as an incidental to regain control. Additionally, ♦ may be used during a social encounter to trigger Lunacy.
- **Fearsome:** Anyone not accustomed to seeing the hybrid form must immediately make a **Hard (♦♦♦)** fear check when seeing the werewolf in hybrid form. Other supernatural characters are immune.
- **Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74).

Equipment:

- **Axe:** Melee (Light) (♦♦♦); Damage 6; Critical 3; Range (Engaged); Vicious 1
- **Claws (Hybrid Form Only):** Brawl (♦♦♦♦♦); Damage 6, Critical 3; Range (Engaged), Accurate 1, Pierce 1, Vicious 2.

Witches

Fallen Templar - Nathan Gibson (Nemesis)

For a templar, there is nothing less terrifying as finding themselves on the other side of their values and beliefs. Templars are trained to hunt down witches and they devote their lives to this quest. But some might find themselves realizing they are embodying the nemesis they were trained to eradicate.

This profile can fit any witchborn templar but a sample story is provided here.

Nathan Gibson was raised by the Church in an Astalan orphanage. Dreaming to be a knight but born in the peasant caste, he joined the organization as a Brother and soon after, he petitioned as a templar. After a year of training, he left Prophet's Landing with a squad of templars on their first quest.

One day, he faced a witch and fought her. As he was about to end her, she smiled at him, telling Nathan how she was proud of the strong man her son had become. Nathan cursed her and her pitiful manipulation attempt and slashed her to her death.

But then on the following days, he felt strange. It seems that the witch was right. She was his mother and now Lilithia's essence had awakened in his veins. Confused and angry, his mind was filled with questions. “Why did she abandoned me to the Church? Why did she not tell me before now who and what I am?”

As the magic started to manifest itself, he left the Inquisitorium before suspicions rose. Despite the fact he was now a warlock, Nathan would not let go of his quest. He believed in the Creator and would continue to be its loyal servant, hoping his good deeds would buy his soul a place to its side upon death. And thus, Nathan, ex-templar and warlock, pursues his quest to hunt down witches, using his magic to find them. While hunting, he would face templars he would have to dispatch as well. They were not his true enemies but he would not let them intervene in his divine quest.



Skills: Athletics 2 (♦♦♦♦♦), Coercion 2 (♦♦♦♦♦), Discipline 3 (♦♦♦♦♦), Knowledge (Forbidden) 3 (♦♦♦♦♦), Leadership 1 (♦♦♦♦), Melee (Light) 4 (♦♦♦♦♦♦), Resilience 3 (♦♦♦♦♦♦), Ride 2 (♦♦♦), Vigilance 3 (♦♦♦♦♦), Witchcraft 2 (♦♦♦♦♦)

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Justice of the Creator:** Once per round, on their turn, the Knight Templar may suffer 3 strain to use this talent to add 3 damage to one hit of a successful attack against a heretic. This includes witches and those that the Church perceives as enemy of the organization.

Abilities:

- **Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74).
- **Witch Blood:** Once per encounter, the GM may spend a Story Point as an incidental to have this adversary voluntarily suffer up to 2 wounds to heal twice that number in strain.

Equipment:

- Sword:** Melee (Light) [Yellow Yellow Yellow]; Damage 7; Critical 2; Range (Engaged); Defensive 1
- Silver Sword:** Melee (Light) [Yellow Yellow Yellow]; Damage 7; Critical 2; Range (Engaged); Defensive 1, Silver
- Large Shield:** Melee (Light) [Yellow Yellow Yellow Black Black]; Damage 5; Critical 5; Ranged (Engaged); Defensive 2, Deflection 2, Inaccurate 2, Knockdown
- Plate Armor:** Soak +2, Defense 1
- Topaz Protection Totem:** Can stagger witches casting spells on a character warded by this adversary. See “Topaz” on page 88.

Neophyte Witch (Rival)

This profile works best for witches that are not used to their magic yet. They might be children, or newly aware of their abilities.

Brawn	1	Agility	2	Intellect	2	Cunning	3	Willpower	2	Presence	2
Soak Value	1	Wound Threshold	10	M&R Defense	0 0						

Skills: Deception 1 (Yellow Green Diamond), Discipline 1 (Yellow Diamond), Skulduggery 1 (Yellow Green Diamond), Stealth 1 (Yellow Diamond), Witchcraft 1 (Yellow Green Diamond)

Talents: None.

Abilities:

- Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74).
- Witch Blood:** Once per encounter, the GM may spend a Story Point as an incidental to have this adversary voluntarily suffer up to 2 wounds to heal twice that number in strain.

Equipment: None.

Elder Witch (Nemesis)

This profile is perfect for a career witch; one that masters their art and has probably had their share of ongoing curses, crafted effigy dolls and hex bags as well as a collection of empathic links. This could be a hidden witch well integrated into society, or a recluse witch living in the wilderness.

Brawn	1	Agility	3	Intellect	3	Cunning	4	Willpower	3	Presence	3
Soak Value	1	Wound Threshold	10	Strain Threshold	15	M&R Defense	1 1				

Skills: Deception 3 (Yellow Yellow Green Diamond), Discipline 3 (Yellow Yellow Yellow), Skulduggery 2 (Yellow Yellow Diamond Green Diamond), Stealth 2 (Yellow Yellow Green Diamond), Witchcraft 3 (Yellow Yellow Yellow)

Talents:

- Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- Cackle:** This adversary may voluntarily suffer one strain to concentrate on a spell as an incidental rather than a maneuver.
- Dark Utterance (Supreme):** This adversary may spend a maneuver to choose a target within short range and make an **Average (Diamond)** Witchcraft check. If the check succeeds, they can affect the target with their spells as if they had a weak empathic link (See “Magic Implements” on page 86), upgrading the difficulty on Witchcraft checks once when casting spells on that target. It also affects a number of additional targets within range equal to the number of ⚔ generated on the check
- Lilithia’s Favor:** Once per encounter, may spend a Story Point to perform a magic action as a maneuver.
- Siphon Soul:** May suffer 2 strain to make a combat check against an engaged target using the Witchcraft skill. The difficulty is **Average (Diamond)**. Treat this action as a melee combat check regarding the target’s defense and talents. For each ⚔, the target suffers 1 strain and this adversary heals 1 strain. You cannot inflict a Critical Injury with Syphon Soul.

Abilities:

- Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74).
- Witch Blood:** Once per encounter, the GM may spend a Story Point as an incidental to have this adversary voluntarily suffer up to 2 wounds to heal twice that number in strain.

Equipment:

- Serrated Dagger:** Melee (Light) [Green Blue]; Damage 3; Critical 3; Range (Engaged); Accurate 1, Vicious 1
- Other Gear:** Various Magic Implements.

Game Mastering

With knowledge of both the lore and rules of *Inquisition*, you need to put these elements together to make an adventure for your players. Here are some guidelines on how to get the best of the setting.

What's in This Part of the Book

- **Chapter 1: Adventures in Inquisition.** There are different types of adventure you can create within this setting and this chapter gives you rough ideas to build upon.
- **Chapter 2: The Church.** This section gives you some tips to make the religious organization dynamic, whatever the focus on the campaign may be.
- **Chapter 3: Designing the Supernatural.** At some point, the players are bound to encounter some supernatural enemies. This section will help you create your own supernatural adversaries.
- **Chapter 4: Witches and the Damned.** This part guides you in integrating witches and damned player characters into your campaign.

Chapter 1: Adventures in Inquisition

Time has passed since the fall of the empire and not much lore tells of its past. The stories of the witches that inhabited it back then are part of folklore. Still, in the last decade, testimonials of strange creatures' sightings and witches made these long past stories and myths come to surface. Pope Abraham VIII had to launch an inquisition to deal with the problem. Strange behaviors are quickly branded as witchcraft and the poor souls are tied to a pyre to be burned. The Church fears some sinister events have been set in motion. After all these years of calm, what could bring witches back into the lands?

The world of *Inquisition* is rich in possibilities and can accommodate many types of campaign and a vast array of Player Character concepts. Here are some campaign ideas that fit the *Inquisition* setting.

Political Intrigue

Global politics are complex in the kingdoms. Kings, dukes, counts and barons fight each other to gain more power and elevate themselves to a higher level.

Players Characters could be nobles or even rulers, having to deal with all the court's intrigue you see regularly in your favorite fantasy TV series like *Game of Thrones*, *Rome*, *Reign* and others.

Exploring the World

The known world consists of Eguras; the continent the people who fled the Midnight Mountains populated. However, it only represents a small portion of the world as there are vast unknown lands that are waiting to be discovered beyond its frontiers. In addition, other people have fled in other directions after the fall of the empire. It is unknown how vast the midnight empire was and some part of the world may still be under the control of witches.

The players could be exploring the world, looking for riches and glory. They may be freelancers or employed by aristocrats. A campaign based on exploration could have the party venture from deep caverns to dark forests to faraway lands, meeting strange civilizations and even other religious beliefs.

Discovering the Past

Not much is known of the past until the fall of the empire. Writing and reading being rare skills and forbidden during Lilithia's reign, not much of this era's history is known besides what was passed down through oral traditions. Tales from the past still give a good idea of the harsh lives the slaves had to deal with, being constantly oppressed and threatened. Witches being the ruling class back then, there are surely artifacts and old tomes lying in the ruined buildings of the empire that could tell more about life before the fall.

Travelling into the site of the old empire is a dangerous task as the mountains are treacherous and it is known that magical energies still linger in the mountains, twisting the minds and bodies of those who dare to venture into the ruins. Still, these artifacts might be so valuable that scholars, the Church and collectors would be willing to pay lots of silver crowns to get their hands on them.

Monster Hunting

Monsters are becoming more common as time passes and the need for more hunter is felt. Characters could focus on hunting down these creatures. They would travel the world and listen to gossip, folklore, and legends, then root out these aberrations and annihilate them.

Such campaigns could fit the "Monster of the week" trope that has been made popular in popular culture, where each session, the player characters would fight a different monster.

Enforcing the Inquisition

Witches are a threat to the world's power balance. The Church's whole existence is based on the fact that witches are an evil that must be dealt with. With the increase of witch activities, the Inquisitorium has trouble covering all Eguras. Its templars are spread thin, and their popularity has taken a drop since warlocks were discovered.

Despite the recent events, most people still support the Church, whether because they have faith or out of fear. Players could be following the Church's teachings or be official members themselves, like priests or templars. That kind of campaign is likely going to be about routing out heretics to execute them. The Church also has a global political influence so a religious campaign can make players investigate along all the ranks of the social caste, from the simple peasant to high nobility.

Fighting the Inquisition

The inquisition is all about judging and killing people for what they are, or in this case what power they own, rather than their acts. It is pure discrimination. Being influential and powerful, it is hard to fight off the Church. Still, some people could rally themselves and try to fight it off. Of course, nobody can simply raise an army and declare war on the Church. This would be bound to fail as the Church is more powerful than any single army unit.

The power and influence of the Church also manifests as deciding what is true about history. Scribes are religious and the history is told as they wrote it. Many historical facts told by the Church could, at the GM's discretion, be lies to help their agenda. What if Prophet was actually an evil ruler and Lilithia was some woman trying to free the people but failed, and the exodus is simply an expansion of the Midnight Empire?

A party of characters engaged in fighting off the Church could try to manipulate the local religious figures such as priests and bishops by corrupting or even blackmailing them. They could sabotage the Inquisitorium's efforts and maybe even try to rally witches on their side. They could work to uncover a religious conspiracy spread by the Church for ages. A party including a witch that fights the Church may also be looking to free witches from the Inquisition and integrating them as part of the society.

Mastering Witchcraft

As a new form of magic introduced in this campaign setting, Witchcraft is appealing for players wanting to play something different. Playing a witch character can be a challenge since they have to hide from the inquisitors. Since people are likely to denounce them, witches try to keep themselves under the radar of everybody. Witches adventuring along other characters have to either trust them with their secret or keep their true nature a mystery.

A witch character may want to discover their full potential, seeking out for other witches. The character might want to accomplish a specific ritual, requiring rare and exotic ingredients, and travelling to dangerous and long forgotten places.

Chapter 2: The Church

Inquisition offers multiple adventure styles from warfare to political intrigue, monster hunting to witch tracking, etc. Whatever the goal of the adventure, the inquisition theme should always be present as it defines the present days of Eguras. So even if the PCs are not directly involved in either side of the Inquisition, the characters should still witness the impact the inquisition has on people.

It should not be that uncommon when arriving in a small community to have the people being suspicious unless the PCs are not strangers. Every once in a while, the local priest would make a public event of burning down a witch and hanging anyone that helped her remain hidden even though all these people might actually be innocent. Most people are glad the Church wants to protect them from the evil witches, until they are misjudged as witches themselves. In the end, people try their best to act normal, and are constantly looking at others to see if their neighbors are actually witches.

The Church see themselves as the main authority in witch hunting and will not approve of PCs taking too much initiative unless they are officially affiliated with them.

Church is Evil

Over the course of their adventuring career, player characters should have seen their share of witch executions, including the innocents that got mixed in the lot. Opposing the Church in public should be punished with death, either through hanging or torture as the Church will not let anything sabotage their reputation. Even in private, players should be careful when telling a priest or bishop they are wrong and proof is mandatory to protect themselves of being accused of heresy.

Church is Good

Despite some of their actions which can be considered evil, like the burning of innocents on suspicion of witchcraft, the Church is not an absolute evil. Their intentions are good and it is a fact that without them, kids would have ended in witches' cauldron, and others would have suffered their magical curses. Inquisition aside, the Church is a benevolent organization. They care for the poor, offering food and providing support. All of the orphanages across Eguras are maintained by the Church. The organization is also quick to offer their help to war refugees all across the kingdoms. Priests can also serve as mediator in complex situations where the local lord cannot or won't help.

Church is Morally Grey

Having both good and evil sides, the Church is morally grey and it should be reflected over the campaign. The GM should balance out the facets of the Church the players are seeing. They should not be able to clearly identify the Church as an absolute rival or ally. Even a witch on the run might receive help from the Church to get food and basic medicine, should they manage to hide their magical powers.

A templar on the other side might be faced with a situation where they would have to choose between their orders and their personal morale. For example, on a witch hunt that led the templar into a forest hut, they discover after killing the witch that they had a newborn. By the Inquistorium's orders, the thing to do would be to end the baby as it is a spawn of Lilithia. But even a trained soldier like a templar should have a problem with murdering a defenseless child.

Chapter 3: Designing the Supernatural

A part of *Inquisition*'s theme is about dark creatures lurking in shadows, waiting for an opportunity to kill humans and sometimes feed off them. These creatures are a special type of adversary and some considerations should be taken into account when designing them.

Rarity

The spawn of Lilithia are the products of humans, beasts and plants being exposed to her magical essence and are not individual species per say. They do not breed with few exceptions. Therefore, these creatures should not be encountered as groups. Many of them are actually one of a kind. While people accustomed to dealing with these creatures—mostly monster hunters and templars—might have heard or fought a creature of similar appearance, each should be treated individually and may not bear the same set of abilities.

Supernatural

Supernatural beings are not restrained by the same limitations as other living beings. Such creatures may never sleep, feel satiation or even pain. Feel free to come up with weird concepts and abilities that make them different from the rest of the world.

Resilient

The essence fueling a creature's life is generally empowering them. They must be superior to any natural predator. Also, most of these creatures are meant to be able to withstand a fight with a full party of PCs without aid and should be able to hold their ground against lots of normal town guards. This is why monster hunters are needed.

Therefore, their soak value should be high. Keep in mind that these creatures are meant to be dealt with silver weapons and that these weapons deal +2 damage per \diamond . Soak values should start around 5 for weaker creatures and can go up 10 or 12 for the more resilient

ones. An average would be around 7 or 8. Even tough creatures cannot hope to last long against a prepared monster hunting party on their own. Do not hesitate to allow the creature to play on more than one initiative slot to make the combat more challenging.

Horror

Lilithia's essence produces terrific and twisted entities. Make sure the adversaries instill fear and panic at first glance. Seek inspiration from existing phobias to make them more terrifying. Extra appendages, heads and mouths are a great way to give an "out of this world" feeling. Another way of making your creatures nightmarish is by adding human parts to them.

Imagine a spider-like creature that has human legs. The face could be an upside-down woman's face but with snake-like appendages coming out of the eye sockets, and its mouth would have so many large teeth that it could not even fully close. This might lead to thoughts that under that grotesque form there is a woman suffering from this unnatural posture, blinded and feeling the snakes moving into her skull. She would not even be able to complain as the teeth would make it impossible for her to articulate anything concise. Or maybe there is nothing of the sort and this atrocity is simply a twisted assortment of creatures. But in both cases, it would be unsettling to look at.

This is the kind of horror that makes a creature really terrifying for characters. However you design your nightmarish creatures, make sure to describe them well enough to make them as unsettling as they should be. Most of these twisted creatures should have the Terrifying ability, requiring players to make a fear check.

Specific weakness

There are a vast array of dark creatures and they all share one characteristic: they are tough to kill. Even worse, these creatures tend to be pretty deadly and no normal folk can hope to survive such an encounter unless they are well prepared.

While silver weaponry is a boon when dealing with such enemies, it might not be enough. Fortunately, most monsters tend to have an additional weakness, whether it is while fighting them or by preventing them from regenerating, weakening them prior to combat or by mitigating their efficiency somehow.

While not all creatures have to be designed this way, you should give it a thought when creating a new supernatural adversary. This encourages the group to not simply rush into the fight, confident that they will come out victorious. Also, having them investigate the monster before tracking it down allows suspense to build up.

Do not be afraid to design a creature so dangerous that characters cannot even hope to defeat it without preparation. If you choose to do so, make sure the information can also be found by means other than a knowledge check. You do not want the party to get killed just because the scholar rolled a bad Knowledge (Forbidden) check. Bits of information can come to player characters through witnesses, legends, prophecies, etc.

Good monster weaknesses are ones that impair their special attacks. For example, knowing that a creature can summon illusory doubles of itself can help characters focus on the real threat during combat. In some cases, this knowledge alone is enough to turn the tide in the favor of the party. In other cases, like learning that a creature has a blind spot, could provide □ or ■ during combat checks.

Another way to come up with a specific weakness is by either making it more vulnerable to a special condition or making it possible to restrict its abilities. For example, a creature might not be able to cross fire and thus could be “imprisoned” within a circle of burning wood. It could have a specific weakness beyond silver that make it easier to combat. Maybe the creature cannot regenerate its wounds while soaked, making a prepared monster hunter carry a bucket of water into the fight.

In any case, these weaknesses should be meaningful. The more impact it has on the creature, the more it should be challenging to fight without it. Finally, do not hesitate to make these weaknesses bizarre and vast. You do not want to have a hunter carrying a standard “monster weakness battle kit” and get the advantage on all creatures they will fight.

Traumatic encounters

While these creatures are deadly, killing is not always the intent. After all, most of these creatures do not need

to eat to maintain themselves. If severely threatened, they are likely to go all out, unleashing their most powerful abilities to dispatch their foes as quickly as possible. But if their foes pose little to no threat, some will hold their punches, favoring letting people get away making sure they are broken and spread the dread; they delight in knowing the fear of their existence will affect even more people. For this reason, display of gore and violence is a second nature for these creatures.

This can also serve as an escape for an unprepared party. If the tide turns to the creature’s advantage, characters should be able to flee, but not without suffering critical injuries or having lost one of their companions.

This is mostly true for creatures roaming the land as they can easily change location after such an encounter. For more city based adversaries, such as vampires, they tend to kill foes outright even when not severely threatened as they cannot afford to risk being discovered by letting someone escape after they found out their true nature.

Characteristics and Skills

Twisted creatures are the equivalent of a predatory animal enhanced with special abilities. These creatures tend to be strong, agile or both. Therefore, they should have high Brawn and/or Agility. Being feral, they tend to have a low Intellect in favor of a higher Cunning score. Willpower should be low to average unless the creature has abilities that mimic magic. In these cases, the Willpower should be higher. Presence on the other hand should be pretty low as these creatures are not on the social spectrum of character diversity. Still, some creatures, like sirens and nymphs should have a high Presence as their survival is based off their charm and ability to manipulate humans.

Of all the skills, these should be the ones that most monsters share as it reflects their wild and predatory nature:

- **Brawl:** Most creatures do not fight with manufactured weapons and use their body parts in combat.
- **Stealth:** Most of them lurk in the shadows, waiting for the right moment to jump out of hiding and attack.
- **Survival:** Living in the wilderness and tracking humans are a second nature to the spawn of Lilithia.
- **Vigilance:** These creatures are always on the lookout to avoid being surprised and hide from the eyes of monster hunters.

Chapter 4: Witches and the Damned

Inquisition brings new possibilities for player characters: witches and damned. These two concepts have some things in common: having exclusive character options such as talents and being the enemy of the Church.

Once a player decides that their character will become one of these, there is no going back. This section gives you tips about introducing such characters into the party.

Enemy of the Church

Whether they are a witch or one of the Damned, the Church is going to hunt them down. Fortunately, the Church has no efficient method to track them, and should they make effort to keep quiet, they should pass mostly unseen. The ones that might have the most trouble staying off their radar are the grave walkers, as they can be easily recognized by their appearance.

Remember that people do not want to get on the Church's bad side and the best way to avoid this is by reporting such sightings. That way, they cannot be accused of protecting such vile beings. Therefore, players should be really cautious about who they reveal themselves to. Even long time allies could turn their backs

on the character if they happen to know they are a witch or a vampire.

Should they get exposed, templars and monster hunters are likely to start hunting them down. Being exposed should not represent the beginning of the end though. The world of Eguras is vast and running away is an efficient way to avoid getting killed. Information does not spread fast and is not effectively transmitted either. Even if a city guard witnessed a werewolf changing shape, the description they could give would be vague at best and a city guard one village away would unlikely be able to recognize the character.

Witches

Being a witch, or potential witch, is a choice a player makes when creating their character by selecting the Witchborn archetype. From there, they expose themselves to being hunted down and as the Game Master, you have to let them know things could go bad. While magic is a powerful tool, it is not subtle and witch characters might want to refrain using it where they could be witnessed.

It is possible to have a witch and a templar within the same party. This generally means that the witch has hidden their power to the religious soldier. If your players are building a team with such composition, make sure to warn the witch that they might need to restrict

themselves even more. In combat, a witch is less likely to polymorph themselves to fight better if there is a friendly templar standing by. These witches should focus on alternate options such as Scathing Tirade and Inspiring Rhetoric talents or picking up combat skill ranks. Outside of combat, characters should not be together twenty-four hours a day. A witch should easily be able to isolate themselves for a few hours to cast spells such as scry, curses and bewitchment. They could even brew some potions in their cauldron.

Another possibility is that with time, the friendship and trust have grown so strong between the two that the templar embraces the fact that this particular

witch friend of them poses no threat and they are doing more good than evil. This is a slippery slope though as this means that other witches might be the same and could throw doubt in the templar's convictions. These cases should be the exception though as in most cases,

the templar is likely to turn their back on their formal friend. The fact that a witch could have been so close to them all this time should make the templar realize how witches are sneaky and vicious, and that this could be enough to fuel their zeal.

Damned

The Damned are a good option for players who have played their character for a while and want some drastic change. They do so by selecting the first talent of the type of damned they want to become. Besides the grave walker which is easily integrated, vampire and werewolf will require a bit of work on your part as the transformation requires an encounter with such a creature.

The Damned are about as good a mix in society as witches are and characters should be able to walk the streets mostly unnoticed.

In contrast with witches that might start the game knowing their capabilities and have already built their personality, becoming one of the Damned is a drastic change in one's identity. That might mean someone who had convictions compatible with the Church finds themselves being its antithesis. If a monster hunter was to become a werewolf, how would they deal with the fact that they are now what they swore to eradicate? Would they end themselves in respect to their convictions, or would they join other werewolves to avoid living as a recluse? Maybe they would continue their quest, assuming their new form as a werewolf monster hunter. Make sure the transformation is meaningful for the character and not simply a way for a player to give a second life to the character they have grown bored of.

In any case, revealing themselves to their companions bears the same risks as revealing being a witch. Reactions should be unpredictable and the majority are likely going to reject them if not report them.

In any case, the Game Master can always disallows players to play a Damned character if they are not comfortable with the idea of having a damned character in the party for whatever reason.

Grave Walkers

These walking dead are basically intelligent zombies, rotting flesh aside. This is the most accessible damned option as it requires a single talent and having the character die. Coming back as a grave walker is something actually rare and that fact is a boon to them as should

this become common, so would be cremation as a burned corpse cannot come back from the dead.

Becoming a grave walker can barely go unnoticed as the character's companions likely witnessed their death. The players should be prepared for this event. You do not want to have a player character select this feat, die quickly only to be annihilated by their former companions as soon as they rise from the dead. Maybe this could be perceived as a boon to them as their beloved friend is not gone for good after all. The feelings they share should be the key to not have them destroy the character undead from the beginning. Again, this might prove difficult with a templar or monster hunter companion.

A way to avoid this conflict is having the death of the character unwitnessed. Maybe the team was hunting a creature in the woods and in the fight they got separated. The character died alone, murdered by the monster and the team met the morning after. The transformation took place overnight and everyone ignores that their friend is now undead.

The physical transformation happens slowly and the grave walker should have time to adapt and prepare the team for this reveal. At some point though, they will have to wear heavy clothes that mask their skin and avoid people meeting their gaze, revealing their white eyes.

Vampires

Becoming a vampire requires being turned by an existing one. The process requires the character to drink the vampire's blood and the vampire drinks the character's blood. This transformation is a willing one for both subjects, unless one of them either forces or deceives the other into drinking their blood but this is unlikely.

Vampires do not turn people into their kind unless they can trust them enough with such power and have the conviction that they can handle it without posing a threat to the vampire's existence. The most likely candidates for a vampire are their lover, family member

and close friends. While vampirism grants its share of useful abilities, it comes with many drawbacks, the main one being on the Church and monster hunters' kill list. Why would someone choose to become such a creature? Likely motives are to save themselves from an unavoidable death, like succumbing to an incurable disease. Maybe the character is the vampire's lover and they want to stay together for eternity. In this case, the vampire would turn the character so they would not have to live through their companion aging and dying.

In any case, being turned into a vampire is not something a character would do on a hunch and they should have a reasonable motive to abandon their humanity. Since finding a vampire and developing such a relation takes time, a player should inform the GM in advance that they want to explore this path. This gives time for the GM to integrate a viable vampire NPC to eventually turn the character into a vampire.

While the safety of the night makes their unlife easier, vampire characters should not be forced to remain inside until the sun sets. They can protect themselves from the sun with clothing, allowing them to accompany their comrades during day time.

Note that vampires, like grave walkers, do not need to sleep. Therefore, they can run errands and make use of their time while the rest of the party is asleep. Make sure though that these hours do not take too much focus during gameplay as you do not want to exclude the non-undead from enjoying the session by sleeping through half of it.

Becoming a werewolf is done through contracting the affliction through the bite or a claw attack from another werewolf. Should a player show interest in playing a werewolf, make the party encounter such a creature on a hunt and make sure to inflict a wound on the character. Once that is done, the character can purchase the Werewolf talent. On the following full moon, which can happen as fast as you want, the character will assume the hybrid shape and go on a killing frenzy. If you or the player want to avoid the rest of the party learning that the character is a werewolf, you should have them not witness the transformation.

Once dawn is upon them, the character will regain their human form. Normally, people may not become aware of their change of identity until few transformations, but you can accelerate the process if you feel it is needed to continue on with the adventure. This generally takes the form of memory bits that happened while on the frenzy.

After becoming aware, the character can voluntarily transform as per the rules of the Werewolf Talent on page 62. From there, it should be pretty easy to go unnoticed as the only way to reveal a werewolf against their will is by making them exceed their strain threshold or suffering 4 strain at once. This can be done through social encounters and the player should be reminded of that possibility. Losing their composure while negotiating a peace treaty with a neighbor count and shifting during the meeting can sure spice up negotiations.

Werewolves

Of all the damned, werewolves are the easiest to play in the long run as they can easily pretend to be normal humans and act like them most of the time.

A Damned Party

While having a party full of damned player characters, witches included, might sound an interesting idea, it rids the game of its morally grey thematic and ethical dilemmas. After all, a group of monsters are likely going to act as what they are: monsters.

By having a single character outside the norm, you might end up with better roleplay opportunities for these transformations and revelations. In the end, the GM is the one making the call, allowing or restricting the composition of such a party.

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Inquisition



The Inquisition has started!
On which side will you end?

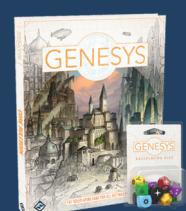
This book transports you to the land of Eguras, filled with superstition and fear of the unknown. The Church of the Creator has launched an inquisition and everywhere, witch hunting makes more and more victims, mixing innocents in the lot.

Inquisition is a dark low-fantasy medieval setting. There, the Church has a strong influence on politics and most people live poorly while the nobles enjoy luxuries.

Meanwhile, in the dark corners of the world, creatures from grim fairy tales roam the land, preying on the weak.

This book includes:

- An extensive lore section detailing the world of *Inquisition*.
- New archetypes, careers, talents and skills.
- Witchcraft: a new magic skill, with its own unique ruleset.
- Normal and supernatural adversaries to face within this dark age.
- A Game Mastering section to help GMs create adventures and adversaries.



Dice App
available where
apps are sold.

Genesys Core Rulebook and either the Genesys Dice or Dice App are required to use this supplement.