

INQUISITORIAL MISSIONS

Note that this download contains references to material found in the *Necropolis 2351-55 Update*.

The creation of the two new Sacri Ordines and their close working relationship with the Inquisition gives players chance to participate in more traditional investigative missions, tracking down and neutralizing enemies of the Church, uncovering corruption within the Curia, and thwarting vile Union and Rephaim plots to destabilize Mother Church.

CHARACTER TYPES

Although characters engaged in Inquisitorial missions still need combat skills, social skills like Intimidation, Persuasion, and Streetwise are often more useful. Investigation, Lockpicking, Notice, and Stealth should not be neglected, either.

A balanced party for such missions should include all the following character types. One character may fill multiple roles.

COMBAT

A typical Assault or Infantry Knight fulfils this role. Combat oriented characters serve as an Inquisitor's firepower, gunning down suspects as ordered.

COVERT

A Scout, with the addition of Lockpicking, makes a good choice. The Thief Edge is also strongly recommended.

FAITHFUL

Inquisitorial Lances face many dangers, including rogue psions and Rephaim necromancers. A Chaplain or Knight with Arcane Background (Miracles) gives the Lance arcane support with which to fight back on equal terms.

INQUISITOR

Typically this should be an NPC, but in an Inquisitorial-focused campaign, WMs allow player characters. There is only ever one Inquisitor per Lance and he commands the Lance, regardless of whether or not any Knights hold a rank.

NPC Inquisitors are "old school" types, focusing on violence and fear over brains. They use the stat block from *Necropolis 2350*.

Player characters can, of course, be created anyway the player wishes. They should try to fill in any gaps in the Lance, though, so as to provide ample skill coverage.

INTERROGATOR

Positive Charisma and decent Intimidation and Persuasion scores are a must for interrogators. Streetwise is also useful, as positive Charisma provides a bonus. Not all interrogators are thugs, as Inquisitors use them to gather information from the street about suspected heretics.

INVESTIGATOR

Investigators may focus on gathering evidence (good Investigation and Notice) as well as interrogating citizens (Intimidation and Streetwise). The Investigator Edge is strongly recommended for obvious reasons.

INQUISITORS' GEAR

Light armor (+4)*, molecular dagger (Str+d4+2), flechette pistol with 3 mags (Range: 12/24/48, Damage: 2d6, AP 2, Semi-auto) or flamethrower (Range: Cone, Damage: 2d10, ignores armor), 3 sets of manacles, headset communicator, cross, license to terminate suspects on sight.

* Improved armor from 2352 onward.

NECROPOLIS 2350

MISSION SEEDS

This file provides the barebones of 52 sample mission seeds. All you need to do is draw card and then start fleshing out the seed.

If you draw a Joker, the mission is more complex. Draw two cards and link both seeds together. Should you draw a second Joker, draw two more cards (for a total of 3 interwoven seeds).

CLUBS: CRIMINAL

Most crimes are left to the local police to handle. However, when crimes involving Church property or personnel occur, or when the Inquisition feels it is in the interests of the Church for them to intervene, the red-robed Inquisitors assume command of the investigation.

TWO

A deranged murderer is collecting grisly trophies from his victims. He may simply be psychotic, or he could be under the belief he is a necromancer and is trying to build a golem.

THREE

A criminal gang is blackmailing a Curia official into supplying them with material of financial value to the Union. The thefts have not gone unnoticed. After rooting out the traitor, the team must bring the heavily-armed criminals to justice.

FOUR

A new drug, Paradise, has been discovered on the streets. The drug gives people a feeling of absolute divine bliss, but can also cause heart attacks, seizures (resulting in “speaking in tongues”), and extreme paranoid and megalomaniacal episodes.

Tracking down the manufacturers falls to the Inquisition.

FIVE

Thieves have been stealing church uniforms and vehicles. What crime are they planning that requires such goods, or are they merely middle men, collecting them for someone with grander plans than a simple heist?

SIX

Several riots have broken out across the city. The Pope wants the ringleaders brought to justice to show the citizens he is in control of the situation.

The citizens have genuine grievances with the Church, which makes this a question of morals versus orders for the Inquisitorial team.

SEVEN

A spate of robberies has occurred at a number of Church food warehouses. All the stolen goods have been distributed to the poor and needy, rather than sold on the blackmarket.

The modern-day Robin Hood gang behind the crime may mean well, but they are still criminals and must be brought to justice.

EIGHT

Posters showing a cardinal engaged in sexual activities with a prostitute have been posted across town.

The team has two goals—to find the perpetrator of the poster campaign and remind him of how the Church justice system works, and track down the now-missing cardinal for punishment.

NINE

Police blunders have led to several cases being dismissed due to corrupted evidence and false testimonies.

The team is sent in to root out the cause, be it sheer incompetence or police officers in the pay of criminals. Not every officer, even the innocent, wishes to cooperate, seeing the investigation as a slur against their reputations.

TEN

Criminal gangs are supplying Church-built weapons (handheld and support artillery) to common criminals and cultist cells.

First the team must locate the criminal gang and neutralize their operation.

Then they must discover the origin of the weapons, for none has been reported missing from any manufacturers.

TALES FROM THE FRONTLINE #01

JACK

A Knight has become apostate and deserted, taking with him several important documents. Since he has fled his Preceptory, his crime now falls to the local police.

Sensing a chance to discredit the holy order in question, the Inquisitor-General has assumed control of the case. He wants the Knight captured before his own people can locate him and impose their own, weak form of justice.

QUEEN

A corporate official has been accused of supporting heresy. Unfortunately, he is in Union territory and the Corporation refuses to cooperate.

The team is sent in disguised as ambassadorial aides to kidnap the official and bring him to trial, without causing too much of a diplomatic incident.

KING

A common thief has accidentally stolen several data discs from a Curial office containing sensitive information. He has not yet checked them and has no idea what is in his possession. However, like any sane individual, he has a morbid fear of the Inquisition, leading to a cat and mouse chase across the city.

ACE

Discrepancies uncovered during a routine Office of the Treasury audit on a Curial office point to fraud by the ruling cardinal. Acting openly against such a senior figure without more evidence could be disastrous for the Church.

Subtlety is called for in this mission. Guilty or not, the cardinal has powerful friends who can make the team's life a misery if they do not act cautiously.

DIAMONDS: HERETICAL

TWO

Children at a well-respected Church school have begun spouting Forsaken propaganda. The catechist in charge has summoned the Inquisition to root out the cause of the heresy.

The guilty party is a fellow catechist, a sweet old lady who has become disillusioned.

THREE

Attacks by Immortalist terrorists in a region are on the increase. The Curia suspects there is a single, charismatic leader. Cut off the head and the body dies, as the old Inquisitional saying goes.

Unfortunately, finding him is no easy task, for he keeps his identity a closely-guarded secret.

FOUR

Heretics recently stormed a small broadcasting station and saturated the airwaves with their vile views. The team must track down the guilty parties before they can strike again.

FIVE

Well-funded and well-organized heretics have been handing out Pope John dolls.

When a cord is pulled, heavily edited dialogue in the Pope's voice can be heard. Phrases include, "The masses are weak," "Those who will not be ruled will be burned," and "Only those in power can reach Heaven."

Inquisitors must punish the culprits and destroy their factory.

SIX

Forsaken propaganda has appeared on the cathedral walls just a few days before a Papal visit. The Inquisitorial team is under pressure to find the culprit before the Pope arrives.

Unfortunately, the local is very tight-knit and getting information from a stone is far easier.

SEVEN

An Inquisitor-Captain recently appeared on a Union news channel condemning the Pope and his policies. The official has failed to turn up for work for a week.

Has he defected, is this a Corporate propaganda exercise using an actor, or is someone playing both sides off against each other in the hope of starting a war?

EIGHT

A senior member of the Curia has grown despondent with Pope John's rule and seeks to remove him from power, thus forcing an election. The cardinal may or may not wish to ascend the Papal throne himself.

NECROPOLIS 2350

NINE

A news team is attached to the Lance to record their activities in saving humanity from the forces of evil. Unfortunately, the reporter is a heretic and always portrays the squad's activities in the worst possible light.

Once the news reaches the masses, there is a huge public outcry. The reporter must be tracked down and publicly made to retract her claims.

TEN

Psychotic heretics of the Immortalism creed are trying to make themselves into Rephaim by killing citizens and eating them.

The really insane ones stitch slivers of their victim's skin to themselves in order to "become infused with necromantic energy."

A curfew has not curbed the problem, and so the Inquisition has been unleashed to deal with the matter in its own imical way.

JACK

A Lance of Knights has defected and plans to join the Ordu Tenebrae. This falls into a gray area between Church Militant and Inquisition jurisdiction.

Since the holy orders would likely hush up the incident, the Inquisition has decided to act.

The team must bring the guilty to justice for a public trial. In doing so, the Grand-Inquisitor hopes to convince the Pope to expand their remit to policing the militant orders.

QUEEN

An archbishop, recently declared Excommunicate, has been spreading a new faith, one in which all men are equal in God's eyes.

Citizens in the region are flocking to his banner and civil unrest is growing. The archbishop must be made to publicly recant his heretical preaching.

KING

A civilian has accused a Lance of Knights from a small Preceptory of Poenatism. Having no power over the holy orders, the Inquisition cannot act openly.

However, the Inquisitor-General has given approval for illicit information gathering.

Are the Knights truly guilty or is this a trap to incriminate the Inquisition into acting beyond their official remit?

ACE

Reports from a Knight transferred to the Penitents indicate at least one Grand Master is plotting a military coup. Unfortunately, the Knight has since died in combat and so cannot be questioned.

There is not enough evidence to act openly, so as always with the holy orders the mission must be one of stealth and subterfuge.

If the rumors are true, and if he has enough support, the Grand Master could create a schism in the Church.

HEARTS: ARCANE

TWO

A number of known miracle workers have not yet registered with the Office of the Faithful. They must be hunted down and either forced into registering or receiving appropriate medical attention so as to neutralize their powers.

THREE

A group of rogue Faithful have begun a new heresy, claiming only those with similar powers are blessed by God and fit to rule mankind. This must be stamped out before it spreads.

FOUR

Incidents at a Curial office have led the Inquisition to believe someone in the organization is misusing their miraculous powers.

The team must investigate and find the guilty party without arousing suspicion or attracting unwanted public attention.

FIVE

Several prominent officials have reported headaches and blackouts. Information known only to them has been uncovered in Union hands by undercover agents.

The culprit is a corporate psion posing as a priest within the Curia.

TALES FROM THE FRONTLINE #01

SIX

Reports of Faithful openly using their powers against normal citizens have reached the local Inquisitor-General. He wants the matter investigated quickly and quietly.

This is a Union black op to discredit the Church involving a team of psions.

SEVEN

Wanted psions have vanished before the Inquisition could locate them, only to reappear in Union territory a short while later.

An underground railroad operated by corporate psions is smuggling these heretics out of Church lands.

EIGHT

Two senior Church officials were recently found dead. The public were told they suffered heart attacks, but medical examinations have revealed their brains were literally boiled in the skulls.

The Inquisition suspects a rogue psion is at work. He is wanted alive for public execution.

NINE

A rogue psion who has managed to control his powers has developed the unique ability to awaken the talent in others and has formed a heretical group seeking to create a new breed of humanity. Both the Union and Inquisition want him alive, though for very different reasons.

TEN

Reports that the holy orders are secretly gathering psions to their ranks has disturbed the Pope. The matter must be investigated quietly, so as not to alert the holy orders or bring the Inquisition's name into disrepute.

Are the Knights really taking such dangerous actions, or are the supposedly psychic Knights impostors seeking to cause trouble?

JACK

A corrupt priest has begun a crusade against the Church in a rural backwater.

Support for the Church in the region is fragile and a heavy-handed approach could lead to a mass uprising. Many citizens have flocked to his banner and telling friend from foe will be all-but impossible.

QUEEN

Several citizens have claimed to have seen visions of a great dragon. Though most were quickly reeducated, some have gone into hiding.

Reports from across the region indicate these individuals have been spotted using miraculous powers of a dark nature. They must be stopped and the matter investigated further.

KING

A number of Immortalists wanted for questioning resisted using talismans filled with necromantic energy. Investigations point to a corrupt priest lurking somewhere in the city's warren-like slums.

His activities must be curbed before these devices fall into the hands of common citizens and corrupt their spiritual purity.

ACE

A well-known news reporter has been making serious claims the Church and filming activities the Church would rather quiet out of the limelight. Unfortunately, she has recently gone into hiding.

Although technically guilty, she is the puppet of a powerful corrupt priest or rogue psion, who is using her to discredit the Church.

SPADES: REPHAIM

TWO

A number of sewer workers have vanished recently. Convinced it is the work of cultists, the Grand-Inquisitor has convinced the Pope to grant him authority over the situation.

The disappearances are caused by a large pack of ghouls or dregs when have infiltrated the city in search of fresh meat.

NECROPOLIS 2350

THREE

A Curial official is a vampire and has slowly been turning other members of his office. Reports come to light when a secretary is caught in the act of feeding. How far has the corruption spread and, more importantly, who created the first vampire in the office?

FOUR

Inquisitors are being murdered. The perpetrator is an Inquisitor Malus judging his former comrades for their crimes against the Dark.

FIVE

A spate of grave robbing has led the Inquisition to believe there is a Rephaim at work in the region. Such as Rephaim might be a mummy or even a junior vampire armed with appropriate necromantic technology to awaken the dead. Of course, it might also be the work of ghouls, an insane human, or perhaps grave robbers looking to harvest food for the blackmarket.

SIX

An outbreak of zombies needs quashing before it spreads. A zombie lord is behind the incidents. To really make this a priority, diseased zombies could be unleashed, threatening the region with a true zombie plague.

SEVEN

Recent rulings by a senior magistrate have resulted in several suspected cultists being found not guilty.

Is the judge incompetent, controlled by an outside agency, or perhaps a changeling in disguise? The Inquisition wants answers without bringing the authority of the judicial office into question.

EIGHT

A concert at the cathedral has been organized for the Pope's birthday and the pontiff has agreed to attend in person.

The disappearance of one of the choir has sparked a security incident, but the Pope has refused to cancel the event.

The perpetrator is a deathsinger, who plans to infiltrate the choir and assassinate the Pope.

NINE

Fuzzy security camera images show a figure entering a Curial office and murdering a cardinal.

The Lance must investigate the crime scene and follow up any clues. The trail of evidence leads back to a wight.

TEN

Citizens in a remote town have been dropping dead for no good reason and rising as zombies. Local police have lost control of the situation and require help.

The Rephaim have been testing a new weapon, a toxin introduced into the food chain. At present, only certain goods in a single store have been infected. Following the evidence leads to a small meat packing company now in the hands of cultists answering to a zombie lord.

JACK

Cultists are using necromantic weaponry. These obviously weren't created by human hands, meaning something else is supplying them.

QUEEN

A Lance of Ordu Tenebrae is operating in the area, targeting Church officials and property. Well-trained and fanatical to their cause, they are planning several major acts of terrorism and must be stopped.

KING

An Inquisitional informant has been turned into a puppet. He begins feeding the Lance false leads regarding corrupt churchmen.

How much damage can he cause before the truth is uncovered? Perhaps more importantly, are they clever enough to uncover his plot without arousing his suspicions and get him to lead the Inquisition to a vampire operating in their territory?

ACE

A puppet has swapped several holy texts for ones containing hidden spells. When spoken, they trigger unholy necromantic effects. Church attendance is dropping as citizens fear for their souls. The team must find the culprit and end his evil scheme.