

# THE RATIONAL INQUISITOR

AN IRREGULAR NEWSLETTER OF GAMING GOODNESS!



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## WE'VE GOT GAMES!

**W**ell, this is a partial list of some Games that I run. I hope it can be a resource for future reference. I will update it from time to time as new campaigns start or others are modified.

### Currently Running

**Cold Hands, Dark Heart** (BESM modern horror/fantasy)

**Steam and Sword** (Victorian steampunk/fantasy, BESM)

**Punks** (modern espionage/cyberpunk, BESM)

**Whiplash Trigger** (Western steampunk/fantasy, BESM)

**Macabre** (modern horror, BESM)

**ON EARTH** (supers, SAS)

**Panels** (supers, Panels)

**Star Trek** (scifi, BESM)

**Heroclix** (supers, heroclix)

### Not Running

**Gamma World** (no game system assigned)

**ANGST** (supers, BESM)

**Space Station DK** (Board Game)

**Mini Meks** (Board Game)

**Lost Angles** (modern horror, White Wolf)

**HKAT** (Gunbat!) (Meta RPG, BESM)

**Furry Fantasy** (fantasy furries, White Wolf)

**Den** (sci fi furries, no game system)

**Other Blood** (modern sci fi/horror, White Wolf)

### Inactive for Retooling

**Earth Inc** (giant robot sci fi, formerly Mekton campaign)

**Kamen!** (supers, BESM, soon to be SAS)

**UNISON** (supers, soon to be SAS)

**Seneschel** (Arthurian modern horror/fantasy, White Wolf)

**Medieval Supers** (10th Century supers, White Wolf)

**Vampyr** (Vampire, White Wolf)

**Gotham Knights** (DC Supers, SAS)

### Not Running Yet

**Galactic Wars** (sci fi)

**Metal Hearts** (sci fi, cyberpunk)

**Eldritch, Ontario** (horror supers, SAS)



**The many faces of Rich.** Can you tell who everyone is in these pictures? Play the game and guess, answers Monday

## WHAT IS THIS?

**T**his is an irregular newsletter for the Monday night gaming group. I hope to “get organized” and compile one of these from time to time. It’s good practice for my writing and composition skills AND it will make Mondays more fun because things will seem a little more organized. It’s been a rough couple of months with my book deadlines and being busy at school, but I realized that playing games on Monday night is an important tool for my cre-

ativity. I have been running RPGs almost every week for the past 22 years and I thought since everything and everyone is so busy, I should really sit down from time to time and chronicle what we actually do on Monday nights. Anything in particular you want to see in these things? Is the file format alright? Any articles to submit? See you Monday for On Earth!



Mr. Dressup says, “Play nice!”





# CAMPAIGN SPOTLIGHT

Note:  
I will be using this section to review the current game and record events that have already occurred in the game.

## ON EARTH

(Silver Age Sentinels)

### The Premise:

Set in the crime-ridden city of Golgoth, On Earth is a superhero campaign set in a modern world very much like our own.

### Player Characters:

#### Snapdragon

(Stephen Markan):

Snapdragon is employed by P.I.E. (Paranormal Investigation and Enforcement). He has a special costume that helps control his density.

#### Shiver

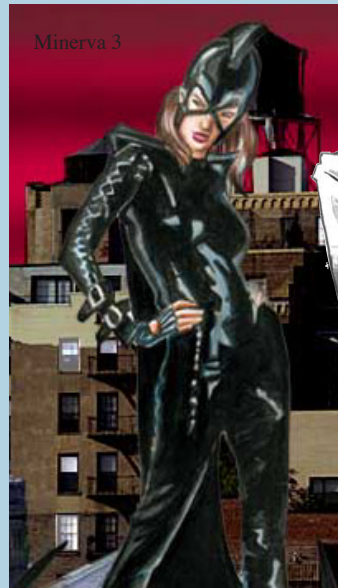
(Nick Rintche):

Shiver lives in a hidden wing under the main library building at Golgoth University. He is a creature of fear and shadows and wields the powerful "soul sword". He is obsessed with vengeance and righting the wrongs of the world.

### Mr. Sensitive

(Mitch Krajewski):

Mr. Sensitive is a university counsellor by day, and empathic crime-fighter by night.



### Minerva 3 (NPC):

The third incarnation of the puzzle-solving alley-stalker in black.



### Mr. Sensitive and Snapdragon

## On Earth

is set in Golgoth City, population 3 million. Golgoth City lay across Lake Michigan from Chicago. It is not in the state of Michigan. Golgoth City is an anomaly, a left-over from colonial days it is actually a protectorate of the United States, like Puerto Rico. The Theocratic leaders of the utopian community refused to join the union and the legal wrangling continues to this day. The Federal government staunchly ignores the independence of Golgoth as a city state and set up Federal buildings and services after the Great War. The case is constantly in and out of the Supreme Court, but no final decisions have ever been made.

Golgoth is not run by a Mayor, but a council of elders who pass laws and decrees. The city police force, under pressure from Federal Law Enforcement in the 1920s became a special branch of the FBI. The Council of Elders meet every new moon at the Golgoth Capital Building, a neoclassical wonder, flanked by two museums, a cathedral and topped by a golden dome.

In the mid 1800s a curious building craze started when a local construction firm found blueprints and a substantial amount of money along with an anonymous request to build a fantastic neo-gothic spire in the heart of Golgoth. This huge 100 story tower is a wonder of architecture and was completed in

1867. Two years later four other construction companies were enlisted and four more towers went up, each grander than the last. Dwarfing the surrounding buildings, these monsters now number in the hundreds. They serve as affordable housing and office space, but the top 50 floors are largely uninhabitable due to age and design. Several have been destroyed over the years due to fire or other natural disaster, but no effort has been made to destroy them. The true owners are obscured by holding companies and benevolent organizations, but the rumour is that the Order of The Guardians owns the spires.

### The Order of the Guardians.

Father Jacques Marquette, French-born missionary of the Jesuit order, and Louis Jolliet, Canadian explorer and map-maker, were the first Europeans to view the land on which the City of Golgoth was to stand. Returning with five other Europeans from exploration of the Mississippi River, Marquette and Jolliet struck out alone and found a large Indian village and guided by friendly Indians in the Fall of 1673, the two men first traversed the region that is now Golgoth.

1696-1700 Mission of the Guardian Angel

Traders and explorers traveled the Golgoth area for some years after 1673. Late in the century twenty new Indian

## The Story So Far:

Shiver and Snapdragon met when Snapdragon was investigating mysterious deaths on the campus of Golgoth U. The killer turned out to be a Griffon and the two heroes raced to stop it before it killed again. Minerva, who had been counselled by Mr. Sensitive discovered Shiver's secret hideout in the basement of the library. Together they battled the mysterious Bookman who seemed to be looking for the hidden library and the cache of lost books.

villages were found in the area. In 1696 Father Francois Pinet, a Jesuit missionary, founded the Mission of the Guardian Angel. The mission was abandoned in 1700 under mysterious circumstances and despite the native's attempts to destroy the building it remained standing. Built of stone and local timber, the Mission was renovated in 1725 when the Order of the Guardians arrived from France. The Order was a reaction to the Jesuit experience of aggressive conversion and colonization. Lead by a charismatic girl who claimed to be Joan of Arc, the Order was vilified by the church in the 18th century and suffered cruelly from persecution. Joan and her followers, who were said to have links to the shadowy Knights Templar were excommunicated and slated for torture and execution.

Joan and her followers were rescued by mysterious anarchists and smuggled off to America. In 1720 Joan and her followers landed in Boston. They stayed there until 1725 when on a cool spring morning, Joan awoke to a chorus of voices. They told her to set off West and that was enough for her and her followers to pack up and head out the very next day. They sought refuge as the first snows of November fell in the ruins of the mission. The natives had deserted their villages, but there were signs of a great struggle. That winter, in February 1726, Joan died from a wasting disease. Her followers who had remained in France moved to America and the colony of Golgoth (Hebrew for Place of Bones) was built on the site of the mission. By 1780, the colony had a population of the colony had grown to 500 souls. The revolutionary forces built Fort Grace in

1802. It was abandoned and destroyed by Natives loyal to the British during the war of 1812. The fort was never rebuilt, but the ground works were used by the industry that would move into the area in the late 1800s.

The Town of Golgoth was incorporated in 1833 with a population of 700. Golgoth just exceeded the extent of one square mile, but a special request to legislature allowed the inclusion of the area around the old mission.

The name Golgoth seemed appropriate when salt miners stumbled across hundreds of miles of hidden cavern under the town in the 1860s. The walls of miles and miles of tunnel were encrusted with the bones and skulls of thousands of humans. The "catacombs" became an instant tourist attraction and there were 5-6 hour waits for the tours in the summer of 1866. A rash of deaths and cave-ins in the tunnels prompted the council of Elders to close the catacombs off to the public. No professional research has ever been undertaken to identify just who was buried below the

