



*Beyond the worlds of the common sane reality we know and unknowingly squander, there stands the Membrane separating objective reality from the subjective hell of the Outer Dark, and the dread powers within it.*

Perhaps you caught a glimpse of something strange one night - a shadow that loomed too tall or a figure with limbs that were bent in unnatural directions. Maybe it was a voice, something honey sweet and homely, but with an undercurrent of rot and rusty razors beneath. Or perhaps, it was a direct encounter with something unnatural - a whirling tide of violence and death that tore apart all you knew and left in the aftermath of its sudden carnage, either unknowing or uncaring of the one who got away.

No matter how you came to this life, the fact remains that your trust in the idea of a sane objective universe has been irrecoverably shattered. Now you know of the twisted dark forces that lurk just beyond the periphery of the common perception of mankind, of the things eagerly waiting for their chance to destroy all that we know and care about. Now you know of Esoterror.

What you must first understand is that between and outside our universe sits a force that we call **The Membrane** - this is a spiritual entity and metaphysical manifestation powered by and reinforced by mankind's collective unconscious. It is through the Membrane that the illusion of a world that is sane, stable, objective, and coherent may be maintained. For beyond the Membrane, there lies an endless screaming vortex of delirium and madness - a dimension of pure suffering and anguish eternally folding and unfolding upon itself in new formations of terror. This subjective nightmare is what we know of as **The Outer Dark** or **Outer Black**. It is only through the Membrane that the malign influence of the Outer Dark is kept at bay, for without it, our entire universe would be pulled screaming into the dark to be tortured for all eternity.

Unfortunately however, the Membrane draws its strength from the collective unconscious of humanity - from our belief in a sane objective world and it weakens or tears at anything that causes enough of an upset in this belief, enabling tears in the fabric of the Membrane through which the demons of the Outer Dark, or what are known as **Outer Dark Entities** (or **ODEs**, for short) can enter and wreak havoc - creating a cascade effect of Membrane disruption that new ODEs may manifest from, further destabilizing an ever-weakening Membrane.

It is for this purpose that **The Esoterrorists** exist. A loose 'organization' of various cabals, sects, cults, groups and cells aligned to the Outer Dark that seek to cause immense upheaval, turmoil, unrest, and bloody terror via orchestrated atrocities to weaken humanity's belief in objective reality and tear the Membrane - invoking demons with rituals and other sources of Membrane-harming dissonance, they seek to shred the Membrane entirely, to tear it down and usher in the Outer Dark so that they may ascend as the magic-wielding god-kings of the new age to come.

It is against these forces that the eternal vigil of **The Ordo Veritatis** stands strong, a benevolent organization dedicated to strengthening and preserving the Membrane and fighting back the magic-using forces of Esoterror and the degradations of the Outer Dark. It is this group to which you seek more knowledge on, to either join with their struggles for Membrane-preservation or to fight your own fight in this world on your own.

You are given **10 years** to explore this world at your leisure and **1000 CP** to spend.

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## ***Origins***

**Ordo Investigator** - You're a member of the elusive and mysterious Ordo Veritatis, an organization dedicated completely to safeguarding the sane objective world we know and take for granted against the malign machinations of the forces of the Outer Dark. Your skills have been finely honed and developed over years of commitment to the goal of safeguarding and protecting the Membrane and world and more than that, you've had lots of experience dealing with all manner of both Outer Dark and Esoterror derived horrors. Complete your given tasks, and when they are done, proceed with the Veil-Out protocol to ensure that the existence of the Outer Dark and Esoterror's activities do not leak out to the public eye.

**Runaway Slave of The Sallow** - An escaped sack of meat, you ran as far as you could from one of the hidden (literally - they're imperceptible to those not trained in perceiving the Hidden World) Slaughter Pens of the Sallow - the *original* demon-worshipping conspiracy from which all others derived - and are now on the run. You don't know if the Sallow are actively chasing you to return you to the hellish life of cattle that you led and would have eventually seen you slaughtered & sacrificed to their demonic patrons, but you also don't want to take any chances

that they are. You've hidden and sequestered yourself amongst numerous communities and have assumed many names and identities, but the feeling of being watched always lingers.

Your experiences amongst their slave pens have imprinted upon you however, and through observation and repetition, you have managed to learn just a bit of blood magic to defend yourself if the worst comes to worst. A nagging voice in the back of your mind tells you that you could use it for more, but you don't dare indulge it. ...Or at least, you hope you never have to.

**Novice Occult Detective** - With scraps of knowledge covertly pilfered from the academics of the Obsidian Circle (who blessedly, either don't know or don't care enough to take retribution against you) and from bits and pieces of personal studies you've made, you have not only learned of the Membrane, the Hidden World, The Outskirts, and more but you have become determined to fight against the yawning horrors of the Hidden World and the dark powers that you have been made aware of.

With your Obsidian Circle-derived understanding of the invisible spaces and dimensions beyond our plane, you have constructed complex methods of binding and suppressing the vile forces of Unremitting Horror all whilst keeping yourself undetected to the unknowing innocents of objective reality. Your investigations however have only continued to draw you further and further into the various rabbit holes of the Hidden World, and it's only a matter of time until it's various involved factions are made aware of you - for either *recruitment* or *removal*.

**Former Esoterrorist** - A former radical, someone in a war against the nature of the world itself. You had come to believe that the restrictions imposed by the logic of an *objective* reality were too stifling, so when you came across a group of similarly disenfranchised people - youth who felt purposelessly adrift in a binary state where hard logic stifles imagination - you felt right at home amongst kin. Too bad for you that said group started to become ever more obsessed with tearing down what they saw as a "*sick world*" rather than just painting provocative street art as a means of protest. By the time you were standing amongst them, watching them butcher a family, children, pets, parents, and all to offer up their hearts to a wet heaving mound of putrid meat and rusty metal and fur and barbed wire as it chewed idly on the guts of the pregnant mother, well - it was only logical for you to bail. After voiding your stomach contents of course.

Now you're on the run, both from the law, your old gang, and from the clutches of either the Ordo Veritatis, other Esoterror cells hunting you for your knowledge or as a live sacrifice to their demonic patrons, and other organizations who might find a little runaway like yourself to be a very... 'interesting specimen'. Armed with what little information and knowledge of the Outer Dark you could glean, you have some minor understanding of the rituals other groups may use and how best to turn it against them and their dark masters.

**Revenge-Driven Demon Hunter** - Loss and hatred are powerful motivators, especially in hands like yours. Having lost something dear to you (a home, a family, friends, etc) to the machinations of Esoterror and Unremitting Horror, you have now armed yourself with weapons of both the conventional and unnatural worlds, armories and caches of as many weapons as you can

reasonably store, along with potent rituals derived from a mixture of Christian-focused belief and faith merged with a number of other demon-banishing rites taken from a wide net of religions. These combinations of material and spiritual weaponry have aided you greatly in making public showings of the destruction of Esoterror cells and banishing of manifested demons.

Unfortunately, despite having saved their agents numerous times whilst fighting against your shared enemies, a group called "The Ordo" is still determined to hunt you down - they tell you that what you've been doing, whilst sourced from good intentions, has only been harming what they call "the Membrane" and making the situation worse by allowing new cults and more demons to crop up. You don't believe a lick of it though and assume they're just trying to minimize the damage done when you catch your quarries. Nevertheless, they still try to recruit or stop you if they're at all able - at least when you aren't both fighting together that is.

**Wannabe Mr. Verity** - You consider yourself pretty knowledgeable, and you know there's a lot of terrible things out there in the world - that's why you gotta do your part in helping out the people keeping the world safe. A little note here, slipping some info for the guy in the bar to pass to those nice looking gents there, setting up a gang of teenaged scumbags obsessed with calling up their "Prince Of A Thousand Knives" to take a hard fall into the radar of an extermination squad on the side, etc. Whatever you can do, you do it to lighten the load on everyone else fighting the good fight. You may not have any supernatural abilities if your own, beyond a fine knack for evading looming death maybe, but you're damn good at gathering info and have some strings that you can pull to help good win the day.

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### ***Re: The Ordo & Magic***

Any use of explicit magic degrades and damages the Membrane, thinning it and allowing Outer Dark Entities the opportunity to pass through. This damage becomes even worse if it is observed by the common man, as their belief in a stable sane world where magic objectively does not exist comes undone, dissonance is created in the Membrane which further damages it. This dissonance is also created in the event that the traditional generational beliefs and practices of a group of people, isolated villages and such, which can include their own forms of traditional magic and faith, are disrupted - which is why the Ordo seeks to maintain them if at all possible.

Under normal circumstances however, the Ordo is staunchly against the usage of any magic or supernatural gift whatsoever. Any usage of magic at all is Membrane-destroying and furthers the work of Esoterror in tearing down our objective reality and damning us all to the nightmares of the Outer Dark.

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## **Re: The Ordo & Assassination**

The Ordo does not, as a rule, practice cold-blooded killing of any human subject. Cold-blooded killing has been proven, time and time again, to have a more devastating effect on the Membrane than killings-in-self-defense. At times, the Ordo may determine that an assassination is necessary to prevent what may be an even worse membrane breach. Only then is a warrant of exigency issue permitting what is otherwise forbidden.

Without such a warrant and the accompanying mission instructions, field agents are to, under no circumstances whatsoever, practice cold-blooded killing, assassination, or torture of any human subject. Different ethical rules apply to ODEs however, who are not human and lack the capacity for moral choice - against ODEs, it is entirely permissible to attack to kill, and to do so in such a way that it minimizes an agent's exposure to danger. Once it has been established beyond any and all reasonable doubt that an apparent human subject has been parasitized or irrevocably possessed an ODE, it is then permissible to treat the subject as one would any other monstrous being. The host has, for all intents and purposes, already been killed by the entity. All you are doing at this point is granting them their final rest.

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## **Re: The Outer Dark & ODEs**

Beyond the Membrane lurks a dimension of nothing less than pure subjective madness, where no law or logic reigns and it is subject to only insane intelligences that rule within the dark. A dimension only known to us as **The Outer Dark**. The formless nature of the demon dimension is inherently beyond understanding and direct exposed contact with it instantly destroys anything unfortunate enough to be subject to its touch. But the main danger of the Outer Black are the entities within, which Esoterrorists summon into the material world - **Outer Dark Entities (ODEs). The Creatures Of Unremitting Horror.**

Outer Dark Entities are literal expressions of evil, given shape and summoned into a world in which they do not belong. The mere act of them being here damages the Membrane and increases the likelihood of more ODEs finding their way here, whether it be through Esoterrorists taking advantage of the further weakening of the Membrane or by them simply crossing over through new wounds in the Membrane. The loss of the Membrane\* via either continuous damage from the supernatural entering reality or humanity losing faith in the idea of an objective stable world would result in everything being swallowed by the Outer Dark and tortured for all eternity. It is the sworn duty of the Ordo Veritatis to prevent this from happening.

**Examples of ODEs include: Kooks, Clouties, Blood Corpses, Death Tappers, The Practice, Snuff Golems, Organ Grinders, Strap Throat, Torture Dogs, Sisterites, Shatters, Malebranchdt, Isolation Beasts, Drowners, The Man in the Bar, Ovvashi, Feral**

**Drowners, Mammoth Gods, Mystery Men\*\*, Symps, Dementia Larvae, Soliloquy, Dream Tearers**

**\*Treat the loss of the Membrane at any point over the course of your 10 years as being equivalent to an instant chainfall.**

**\*\*The Mystery Man (or Men) is commonly considered to be the single most powerful example of an Outer Dark Entity known to the Ordo Veritatis. Administrators and architects of the enigmatic Ocean Game, the Mystery Men play the role of dark observers, alien priests, and cold dispassionate scientists as they select Players for the Game. The Mystery Men seek only to study and catalog the human experience, every variety of human suffering. Those who are incapable of the basic human experience (examples include the Sallow, any Esoterrorist, any Ordo member, any True Human, those lost to the Outskirts, etc), who cannot experience or understand suffering and loss and who have been touched by the supernatural in some shape or form before, hold no interest to them. Jumpers, being who and what they are, are divorced from the human experience in every way and are thus of no value to the Mystery Men. For the purposes of this jump, the Mystery Men do not exist and cannot be interacted with.**

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### ***General Perks***

**Sense For Trouble [100]** - You have a good sense for knowing when something is 'off'. Maybe you've been around too many spots where Esoterror activity was running hot or maybe you slipped your way past a threshold into a place where the Membrane was having holes eaten through it like worn cloth - whatever the case, you can suss out when bad stuff is going down and can start putting the pieces together better than the average joe-schmoe.

**Town's Best Poker Face [100]** - It's really hard to visibly get under your skin. Sure, you can still get freaked out, you're jittery and you might (might) have an itchy trigger finger, but your poker face game is on point. People just can't tell what you're thinking or feeling unless you're upfront about telling them. And in this business, being upfront can cost you. Better to be alive than dead, as they say.

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### ***Ordo Investigator***

**Bullshit Detector [100]** - You have an ingrained sense for sniffing out lies and falsehoods - or more simply, "bullshit". People always have little ticks, things that give them away, and Esoterrorists are no different. They might have very bizarre or downright incomprehensible outlooks on things, but you can still tell when they're trying to fuck with your head or lie to your face. This sense for bullshit even helps when it comes to telling when a scene has been tampered with, or when messages and texts are being used to obscure hidden details and info.

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**Slave Of The Sallow**

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**Novice Occult Detective**

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**Former Esoterrorist**

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**Revenge-Driven Demon Hunter**

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**Wannabe Mr. Verity**

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**Companions**

**The Anthropologist [100]** -

Faye Kerns [200] -

Gemma Courtland [400] -

Willa Robison [600] -

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### *Items*

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### *Drawbacks*

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### *Scenario*

**Advent Of The Empty One** - The ritual to usher in the birth of the avatar of The God of Serial Killers, the Empty One, is nigh and serial killers the world over prepare for its coming. The ritual, a complex and deranged process where two seasoned cultist serial killers of the opposite sex must populate and produce twin children of the opposite sex, from whose incestuous union will the avatar of the Empty One be born, killing its mother in the process. As one might imagine, this was considered nigh impossible to bring about - though the killers believed that so long as they kept killing and fucking, the Empty One would provide its acolytes with the necessary sacrifices. Unfortunately it seems that they were correct - the twins have been born, their unnatural growth expedited by the influence of the Empty One, and the cultists prepare for their blasphemous union that will usher in the birth of the Empty One's avatar. In an unknown location exactly **1 year** from the start of this Scenario, the twins shall copulate and give birth to the Empty One. **The Empty One's birth constitutes the loss of the scenario and your chain.**

The Empty One, upon its birth, is similar to the Mystery Man albeit of lesser power. When the baby-faced deity emerges, he will usher in the end of the world as serial killers climb out of every dark corner of the world to form the largest cult the world has ever seen under his command, starting up a neverending slaughter to drown the world under a tide of gore, enough to push all the other major cults into action as they war against the Empty One's forces. This will naturally result in the complete dissolution of the Membrane and the destruction of objective reality.



(Rewards upon completion: \*Allows you to port the Ordo Veritatis into any future jump, allows you to port the entirety of Willa Robison's Coadunite cult into any future jump)

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***End***