

MUTANT

CHRONICLES



MODIPHIUS™
ENTERTAINMENT

3RD EDITION
DARK SOUL
SOURCE BOOK

FFA™

NE



RUINS OF SATHARIS



FOURTH SHRINE OF DARKNESS

CITY OF DARK TOWERS

FIFTH SHRINE OF DARKNESS

SEA OF CORROSION

ARM OF ALGEROTH

ILIAN'S TEMPLE REACH



SIXTH SHRINE OF DARKNESS

RO



FIRST SHRINE
OF DARKNESS

SECOND SHRINE
OF DARKNESS

LABYRINTH OF
THE DARK SOUL

ALGEROTH'S
CITADEL

ILIAN'S
CITADEL

MUAWITHE'S
CITADEL

DEMNOGONIS
CITADEL

SEMAI'S
CITADEL

THIRD SHRINE
OF DARKNESS



MUTANT CHRONICLES

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NERO AND THE COURTS

INTRODUCTION

This sourcebook is a journey into the heart of Darkness. The Dark Legion is evil incarnate, and aims to destroy all of mankind. The Apostles and their cohorts wash over humanity like a vile wave of agony and despair. We know them to be monstrous, corrupt, and powerful. But what are they? Why are they? The Dark Soul will reveal all.

This sourcebook is an invaluable tool, and will allow you to really explore and use the Dark Legion in your **Mutant Chronicles** campaigns. The five Apostles and their cults will be examined in detail, as will the powers they grant their loyal servants.

For those looking to play Heretics, there is a wealth of information, such as the biological implants of Algoth, the revolting and deadly pesticium powers of Demnogonis, and the living Dark Ink tattoos of Semai and Muawijhe.

How do creatures of darkness interact? What goes on within the walls of their citadels, and what do the citadels of the Apostles on Nero look like? Maybe you want to explore the legions and technology that drives the great war machine of Algoth? All you have to do is keep reading. Welcome to the Dark Soul.

NERO

ZEPHYR AND KINGSFIELD

Nero is the planet located furthest out in our solar system. The crew of the Harbinger let loose the essence of Ilian by disturbing the seal on Pluto, and the Dark Soul had planned for the crew of the Zephyr to land and enter the citadel ruins and break the Seal of Repulsion. However, the aggression and impatience of Algoth foiled the plan. In an attempt to open a tiny crack in the seal in order to influence the crew, a dark distortion entered the universe of man. This distortion sent a short but powerful ripple through the atmosphere, which hit the Zephyr. Instead of influencing the crew, forcing them to find and enter the citadel, the uncontrolled ripple knocked out the ship's guidance system and engines. The Zephyr plummeted to the surface of the planet, killing the crew. Algoth was supposed to be the first to enter the world of man, but after his impatience the Dark Soul granted the honour to his sister, Ilian, and also granted her even more power. This added to the hatred Algoth already harboured towards his sister.

Ilian, being the more patient one, set in motion a plan. Through her strong spiritual influence, she began to affect Imperial's Clan Kingsfield. The clan was not picked at random; it was heavily involved in space travel. Forty years after the crash of the Zephyr, Clan Kingsfield launched a secret mission aimed at finding the planet mentioned in the ship's last transmission. Ilian's plan succeeded; the corrupted conquistadors found the planet and landed. It took them weeks of searching through the ruins and underground tunnels until they found what they were looking for: the ruins of Ilian's own citadel. They were drawn to the symmetry pattern of the Mistress of the Void, as she had corrupted them for decades. Twelve conquistadors entered the citadel. Two broke the seal, and these very two were the only ones that survived. They managed to flee the onslaught of horrors that followed in the footsteps of Ilian as she emerged from beyond the broken seal. Though their minds were broken, they managed to get aboard their ship. However, the surge of power that emanated from Ilian's manifestation ripped through the ship, damaging its propulsion system. Though they escaped the planet's atmosphere, the conquistadors could not escape gravity. The ship was caught in orbit and saturated by chaotic symmetry patterns. The fate of the two mad survivors is unknown, but the ship is still there.

TWO DARKENED WORLDS

There are two Neros. The one that is in our universe is a mostly dead world of citadel ruins and bizarre underground tunnels. The surface is filled with craters, as it is constantly bombarded with a seemingly everlasting rain of meteors. Oddly enough, there is a pattern to these meteors. It is as if some cosmic power senses the evil of Nero, and does its best to annihilate it. Thousands of miles of interconnected, mindboggling, dark and ruined edifices are built into the very cliff faces. Some areas that, from afar, resemble giant sprawls of jagged mountain clusters separated by huge clefts are, in fact, ruins of ancient cyclopean cities—the architecture itself bloodcurdling. These cities are filled with the remains of giant, monstrous statues depicting beings far worse than nightmarish delusions spawned by a dark and feverously demented mind. The tunnels beneath are vast, some are seemingly natural, and merge with mined out areas beset by carved out, eerie, and ancient balcony cities.

Excerpt From the Chronicles of Ishaseda...

I have served the Mistress of the Void for an eternity. I am one of the thousands of Nepharite seneschals that serve in her Cathedral of Darkness on Nero, and before that on countless worlds in countless galaxies. I have seen thousands of races destroyed by our infinite power, for it is the great cycle; others shall perish so we can remain strong. It is our purpose, right, and destiny, for we are at the apex of universal evolution. But this is the first time I have hesitated. I do not doubt why we are here, or in the power of my masters, but whether our power has been matched.

Eons ago, we were locked in battle with what we refer to as the Ancient Enemy. Its destruction was all but inevitable, its civilisation crumbling at our feet, billions of bodies turned into our minions. Our Dark Father, the Dark Soul, feasted upon the souls we had ripped from them. I do not understand how, but somehow the last of our enemies managed to create several seals, and with their last breath they used these to imprison our great mistress and her siblings. The Dark Soul itself was ripped from this world. All, including I, were tossed into a dimensional rift outside the known flow of time.

I remember bearing down with my sword on one of the Ancient Enemies in the heart of the Cathedral of Darkness, and within a blink of an eye he was gone and my blade hit nothing but stone. Suddenly, I stood side by side with my mistress and hundreds of other minions as we came barreling out from the citadel Nexus, bearing down upon a group of weak and strange creatures I had never seen before. And then I sensed it, we all did. A pulse of energy from the Dark Soul. It was faint, weak, and came from far away. But that pulse of darkness was enough, and it imprinted on our minds all we needed to know. We had been trapped for eons in this timeless dimension, created by the ancient enemy, and now we had been released. Though eons had passed in the outside world, only a blink of an eye had passed for us since we had been trapped outside time and known space.

We also learned that the Apostles and the Dark Soul had been able to slowly affect this new race, as one of the seals had been broken, allowing the Dark Soul and our mistress to reach out from the edge of timelessness with their essence. Mankind. This new race was called mankind. And we didn't feel any trace of the Ancient Enemy, which had obviously perished in its attempt to restrain us for eternity. Now we had a new race to conquer, a young and fertile race. We were filled with fury and hunger.

We quickly managed to turn their own technology against them, throwing them into a technologic dark age. We corrupted their souls, slew their armies, and infested their cities. But we did underestimate them some, and the Brotherhood arose. Men and women capable of wielding powers of the human soul, which they used to root us out and destroy us. Our Dark Father still could not enter the world. Only a fraction of the Dark Soul's power could pass through the barrier and bolster us. Last time we had allowed our hubris to nearly destroy us, but this time we were not going to allow that to happen.

So now, in this day and age, we keep grinding down mankind — but we are holding off on our final push while we search for the Dark Soul. Though man is weak, and it looks as if we should be able to crush them with ease, we will not take any chances. We are searching far and wide throughout the galaxy, and the universe, for the seal that holds our Dark Father imprisoned. The day we find it, we will bear down on mankind with all our might and force. Until then we shall grind them down and rejoice in their pain as it makes us stronger.

Beneath the Cathedral of Darkness, in the very citadel I sit in as I write this, rests the Beast of Vile Hunger. This extradimensional being is always sniffing out fear, pain, and suffering, leading us to attack the weakest human links as well as allowing us to find new worlds and dimensions to conquer. I know that we soon will find our Dark Father and set him free. Mankind lives on borrowed time, and soon we shall crush it and move on — for there are so many other worlds out there, and all of them shall be made ripe with pain and despair, and cut from the vines of existence.

The crew of the Harbinger tried to take off, but the failing electronics made the ship crash. Trapped in the ice, the crew had no way to get out of the ship; either way, the corruption that had struck the researcher who touched the tablet soon raised his broken body, twisting it into a powerful Malignant. It killed and infected the rest of the crew. Soon, the corruption spread, creating Cable Marionettes. In time this vile nest of Malignants, Marionettes, and Castigators went into a sort of slumber, and the rest of the ship was frozen solid as its power went off line. A faint emergency beacon still signals the approximate whereabouts of the Harbinger, but it is so faint that it can only be picked up by ships in near orbit of Pluto, or those that land. No known excursions have been made, as the dangers are too great.



A tribute to a Semai Nepharite carved into the foundation of defiled cathedral.

The other Nero, the world that was once trapped behind the Seal of Repulsion, lies beyond the known dimensions. The Dark Legion was caged there eons ago by what it refers to as the Ancient Enemy. When it was trapped, time stopped in this world, forcing a sort of inertia upon the Dark Symmetry. Even the mighty Apostles were trapped in time, though a small part of their essence remained, hindered by the tablet on Pluto. Only the Dark Soul was aware, but was powerless to act. When the tablet was disturbed, the essence of Ilian was strong enough to break free, paving the way for the power and patterns of her brothers. Decades later, when the Seal of Repulsion was broken, the time and dimensional imprisonment ended. The Apostles were free to act, and the dimensional Nero was connected to the Nero in our reality, effectively bringing the Apostles and their citadels back into the universe of man. Even though eons had passed, it had been but a blink of an eye for the Apostles, as they had been frozen in time. As their essences had been free for decades, and through the knowledge of the Dark Soul, they fixed their eyes and hunger on mankind. The last thing the Apostles remember, which to them had occurred just a second ago, was their imprisonment at the hands of the Ancient Enemy. Now, with the enemy mysteriously gone, and with the corruptible race of man at their feet ripe for the picking, they went out in force.

The awake and alive Nero in the other dimension is indeed a horrible world. Here, the planet is riddled with citadels of all types of formations, and the underground tunnels are crawling with all manner of twisted life, dimensional gates, and underground fortresses. Navigating this world is near impossible, as all instruments will go haywire, and the strong presence of the Dark Symmetry will severely affect all non-corrupted creatures, slowly affecting their minds, bodies, and souls.

THE BEAST OF VILE HUNGER

In the bowels of Ilian's citadel, deep below her Nexus, sits the Dimensional Reaver. This is a humongous, biomechanical being. It is more or less immobile, as most of its body disappears into the ground. The edges of the crater in which it is trapped are surrounded by dark glyphs. It has huge black chains around its neck and wrists. This creature was also trapped in time, but when the seal was broken it was once again free and connected the living Nero with the world of man.

It is unknown if this creature has been created or found in an alien world, or whether it is a willing servant or a prisoner. It has mottled, wrinkled skin oozing with slime. Necrobionic tubes run in and out of its flesh, transporting nutrients and bodily fluids from one point to another. It has large, white eyes and appears blind, and instead of a mouth has a tightly packed and vile grid of glistening, fleshy polyps. These constantly pulsate as they sniff through the universe and dimensions, rooting out fear and despair. It is drawn to these

types of emotions, and can pinpoint their point of origin. Guided by this, the Dark Legion finds its targets. Throughout time, this beast has guided the Dark Legion to different intelligent races, which they have corrupted and erased from existence. This being is connected to all the court citadels on Nero, as well as all the citadels in the universe.

COURTS OF DARKNESS

The true, physical forms of the Apostles reside in their court citadels on Nero. The Apostle's citadels are positioned close to each other; Ilian's citadel, the Cathedral of Darkness, is placed in the middle, with those of her four brothers evenly spaced around her citadel. In the ruined and asteroid-bombarded version of Nero in our world, the Cathedral of Darkness is the only citadel left standing; the others have been more or less completely ruined.

It is in these powerful and evil edifices that the Apostles hold their courts. Each Apostle has their own court, to which they invite honoured Nepharites and other powerful beings. The courts have several functions. They are foremost used to honour Nepharites and grant them new powers and responsibilities. While attending court, it is clear to all those present which individuals are the most favoured; their seating and proximity to the Apostle, and the attention they receive, make it all too clear. Nepharites are very competitive, and this blatant display of hierarchy acts as an incentive for them to work harder, hoping to gain more power.

Usually, each Apostle holds closed courts, which only their minions are welcome to attend. But every so often the Apostles hold major court. These are usually held in Ilian's Cathedral of Darkness, or Algoth's Black Citadel. All the Apostles attend these major courts, as well as all their most honoured minions. This, too, is a way to show off one's power, influence, and prestige.



The horror known as the Dimensional Reaver.



ILIAN



ALGEROTH



DEMNOGONIS



SEMAI



MUAWIJHE

PLUTO

After the crew of the Harbinger had set down on Pluto, it began to set up its base of operation and install the fourteen massive, pillar-like, gravity regulators. These would grant a gravity of Earth norm to the planet, and make it possible to terraform it. The crew drilled massive shafts into the ice in order to make room for the regulators. After weeks of work, the team was drilling a shaft for the fourteenth and final gravity regulator. It was at this time the drill shattered after striking an unknown object several kilometres below the planetary surface. Setting up an underground research facility in the icy underground caverns, the team began its exploration, digging and navigating down to the object.

As they pressed on, they ran across old, crumbling stone walls adorned with dark and twisted glyphs. It was a sure sign that some ancient civilisation had once claimed this world as its own. During the explorations, several eerie and bizarre events occurred. Crew members suffered nightmares and several freak accidents befell them. They began to whisper about curses and a haunting presence. In the end, they managed to reach the object: the massive Steel Tablet placed upon a crumbling old altar. They attached it to thick wires, and began the arduous task of towing it back to their underground base. The closer they came to the base and the Harbinger, the less stable the communications and technology seemed to become.

After taking numerous measurements, ensuring that the artefact was harmless, one of the scientists made the dire mistake of touching it with his bare hands. In this instant, Ilian claimed him, freezing his flesh and soul. Those present only saw the man kneeling in front of the tablet, unable to loosen his grip while the skin of his face was frozen, cracking open. As they pried him loose, he uttered the words "She kissed me...". And so the essence of Ilian was released, and the Fall of Technology began.

The Steel Tablet, the altar it was found upon, and the underground tunnels on Pluto had been built by the Ancient Enemy of the Dark Legion to contain the essence of the Dark Symmetry and the Apostles. But since the tablet was disturbed, the Dark Legion has laid claim to the planet. The underground tunnels have been corrupted, and spontaneous dimensional rifts have summoned monstrous creatures, many becoming trapped in the ice. Minions of darkness are constantly excavating, searching for powerful beings they can use. The gravity regulators are still standing, but they no longer resemble what they once were. They have been twisted into powerful, gigantic citadels, and around half have even been converted to Black Ships. Due to the gravity manipulator units contained within their core, these can leave the planetary orbit.

The Harbinger and the underground Imperial research facility are still there, but both are frozen in ice. The facility still holds the now corrupted Steel Tablet. It acts as a very powerful and dangerous relic, which possesses the ability to completely corrupt anyone that touches it. But if it is cleansed, which would require the most powerful of exorcism arts, it could be used to repel and contain minions and powers of darkness.



BEINGS OF POWER

THE DARK APOSTLES

ILIAN

Ilian's most powerful manifestation, and the form she takes on Nero, is that of a pale female of terrifying beauty and preternatural power. However, she has many other forms and selves. One exists in the void, controlling and harnessing the chaos; a second is a more primitive form contained in the Wild Hunt, forever overseeing this realm, and punishing souls that have betrayed her; while a third spends its time on Nero, in the Cathedral of Darkness. Like all the other Apostles, she also has a Shadow that walks among her worshippers. Ilian is capable of possessing her worshippers, taking over their bodies and boosting their powers slightly. No one knows for certain, but it is said that she is capable of possessing hundreds of Heretics at once and is, in a sense, everywhere. Ilian can change her appearance at will, and this power extends to those she possesses. Her ability to possess comes from her indisputable mastery of space and time. Though not as physically powerful as Algeroth, her ability to wield the Dark Symmetry is only surpassed by the Dark Soul himself.

ILIAN, MISTRESS OF DARK SYMMETRY, FOREMOST OF THE DARK APOSTLES ☹

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13 (+3)	13 (+3)	12 (+1)	13 (+3)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
12 (+1)	15 (+6)	18 (+6)	15 (+5)

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	4	4	2	2	3	4	5	5	2	2

WOUNDS:

- ◀▶ Head 11
- ◀▶ Arms 13
- ◀▶ Serious Wounds 15
- ◀▶ Mental Wounds 24
- ◀▶ Torso 17
- ◀▶ Legs 15
- ◀▶ Critical Wounds 11



Ilian, Mistress of Dark Symmetry

SOAK: Unearthly, Impossible Resilience: (All 12)

ATTACKS:

- ◀ **Touch of Oblivion (melee):** 4+[†]5, 1H, Corrupted 3, Dreadful, Stun, Vicious 3

SPECIAL ABILITIES

- ◀ **Avatar of Dark Symmetry:** Ilian *is* the Dark Symmetry. The Dark Symmetry is the imposition of her will upon the universe, and she is the conduit through which the Dark Soul's power enters the cosmos. When Ilian enters a scene, the GM adds ten points to the Dark Symmetry pool. Further, Ilian has a personal pool of Dark Symmetry points—which are not drawn from the GM's pool—of ten points, which refreshes at the start of every round. In essence, Ilian only draws from the main Dark Symmetry pool if she would spend more than ten Dark Symmetry points in a single turn. Further, Ilian may grant any creature the ability to wield any Dark Gifts (temporarily or permanently), or withdraw that power from any creature, as a Free Action... up to and including the other Dark Apostles.
- ◀ **Embodiment:** Ilian may speak directly through any statue of her in any citadel or temple devoted to her power. Further, she may spend a Restricted Action to focus upon a single Nepharite or Heretic of Ilian, and clearly perceive through that creature's senses, though she will seldom turn her attention to a Heretic of less than rank five. She is instinctively aware of all beings who worship, or are enslaved by, her, and if one of them achieves some feat worthy of her notice, she will immediately become aware of it. Ilian is also capable of possessing the body of anyone who she chooses to uses the senses of. This is always fatal for any such host, for no being—living or unliving—can possibly withstand the full power of Ilian.
- ◀ **Fast Healing (5)**
- ◀ **Fear (5)**
- ◀ **Feed Upon Fear**
- ◀ **Formless:** Ilian can assume any form she wishes. Her typical form is a coldly beautiful human woman, standing nearly three metres tall, but she may shift into any other form—which does not alter her attributes—as a Restricted Action. All of her forms have one thing in common: they are all possessed of a chillingly malign presence and a haunting beauty.
- ◀ **Inured to Cold**
- ◀ **Inured to Disease**
- ◀ **Inured to Heat**
- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **Inured to Vacuum**
- ◀ **Multifarious:** Ilian's command of space and time means that she can actually exist in several places at once, and at least three iterations of her are present in reality at any given moment. All of them are truly Ilian, and she is perfectly aware and in control of each of these selves. This profile represents one of these

selves, and destroying one of Ilian's bodies has no impact upon her power—if one physical form is destroyed, it can be replaced with a Standard Action. For one of Ilian's bodies, death is only a minor inconvenience.

- ◀ **Night Vision**
- ◀ **Slave to Symmetry (1)**
- ◀ **Supernatural Agility (1)**
- ◀ **Supernatural Awareness (3)**
- ◀ **Supernatural Coordination (3)**
- ◀ **Supernatural Intelligence (6)**
- ◀ **Supernatural Mental Strength (6)**
- ◀ **Supernatural Personality (5)**
- ◀ **Supernatural Physique (3)**
- ◀ **Supernatural Strength (3)**

DARK SYMMETRY SPEND

- ◀ **Mistress of Dark Symmetry:** Ilian wields the raw and unconstrained power of the Dark Symmetry, for it is an extension of her and she is an extension of it. She can use any Dark Gift from any Pattern, even those belonging to the other Dark Apostles, and may use them anywhere, instantly, even those that might normally require preparation, grand rituals, or the presence of many worshippers.



ALGEROTH

Algeroth's manifestation is an amalgamation of war and physical prowess. His form is that of a grotesquely muscled man, fused with biotechnology and weighed down by weapons, ammo, and combat coordinators. He is capable of shifting his size, moving from two meters in height up to ten meters. While he still looks the same in his largest form, he is immensely bulky and broad. Whenever feasible he prefers to use his giant form. Algeroth often wears a monstrous brass mask, which he can manifest at will. Although he often uses his large carbine, which is capable of firing all types of ammunition and never needs to be reloaded, he can manifest any weapon he wishes from within his body. As the soul of war, his body is in a constant state of flux, spontaneously manifesting weapons of all kinds. Even someone who has never heard Algeroth described will know who he is the instant they see him; he is pain and destruction incarnate. Few creatures, save for his Nepharites, siblings, and legions, have seen him and lived. Algeroth dwells in his Black Citadel on Nero. It is the largest citadel in existence, extending hundreds of meters down into the planet's crust and several kilometres into the freezing dark sky.

**ALGEROTH, LORD OF DESTRUCTION,
INEVITABLE CONQUEROR OF WORLDS** ☠

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
18 (+6)		18 (+6)		15 (+3)		13 (+3)	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
15 (+1)		12 (+2)		14 (+2)		15 (+3)	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
5	5	3	3	2	2	2	3	2	2	4	4



Algeroth, Destroyer of Worlds.

WOUNDS:

- ◀ Head 17
- ◀ Arms 19
- ◀ Serious Wounds 21
- ◀ Mental Wounds 16
- ◀ Torso 23
- ◀ Legs 21
- ◀ Critical Wounds 18

SOAK: Unearthly, Impossible Resilience: (All 12)

ATTACKS:

- ◀ **Azogar (melee):** 8+ \uparrow 11, Monstrous, Reach, Gruesome, Vicious 3
- ◀ **Fist of Malice HMG (ranged):** Range M, 5+ \uparrow 9, Automatic, Unwieldy, Ammo (Vicious 3), Spread 1
- ◀ **Unholy Flechette (ranged):** Range C, 5+ \uparrow 8, Munition, Unwieldy, Knockdown, Spread 2

SPECIAL ABILITIES

- ◀ **Embodiment:** Algeroth may speak directly through any statue of him in any citadel or temple devoted to his power. Further, he may spend a Restricted Action to focus upon a single Nephrite or Heretic of Algeroth, and clearly perceive through that creature's senses, though he will seldom turn his attention to a Heretic of less than rank five. He is instinctively aware of all beings who worship, or are enslaved by, him, and if one of them achieves some feat worthy of his notice, he will immediately become aware of it. Algeroth is also capable of possessing the body of anyone who he chooses to uses the senses of. This is always fatal for any such host, for no being—living or unliving—can possibly withstand the full power of Algeroth.
- ◀ **Fast Healing (5)**
- ◀ **Fear (5)**
- ◀ **Feed Upon Fear**
- ◀ **I Am Doom:** Algeroth is a horrifying juggernaut of destruction, the very notion of desolation given form. When Algeroth enters a scene, the GM adds five points to the Dark Symmetry pool. Further, Algeroth has a personal pool of Dark Symmetry points—which are not drawn from the GM's pool—of five points, which refreshes at the start of every round. In essence, Algeroth only draws from the main Dark Symmetry

pool if he would spend more than five Dark Symmetry points in a single turn.

- ◀ **Inured to Cold**
- ◀ **Inured to Disease**
- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **Inured to Vacuum**
- ◀ **Monstrous Creature**
- ◀ **Mutable Form:** Algeroth's typical form is whatever size it needs to be, ranging from about two metres tall to a monstrous ten metres, and he is fully capable of adjusting this at a moment's notice. As a Free Action, Algeroth can choose his height. His default state is about three metres tall, comparable to most of his Nepharites. If he shrinks to human-size, he loses the benefits and penalties of the Monstrous Creature special rule. If he grows to full size, he may count all creatures within Close range as within Reach, though being that tall can sometimes be inconvenient.
- ◀ **Night Vision**
- ◀ **Slave to Symmetry (1)**
- ◀ **Supernatural Agility (3)**
- ◀ **Supernatural Awareness (3)**
- ◀ **Supernatural Coordination (1)**
- ◀ **Supernatural Intelligence (2)**
- ◀ **Supernatural Mental Strength (2)**
- ◀ **Supernatural Personality (3)**
- ◀ **Supernatural Physique (6)**
- ◀ **Supernatural Strength (6)**
- ◀ **Universal Weapon:** Algeroth can manifest literally any weapon from within his body. Every weapon in history is his to command, tied inexplicably to his essence. Algeroth *is* war, and thus the implements of war are an extension of Algeroth's power. As a Free Action, Algeroth may choose two weapons—which may be any combination of melee or ranged weapons—to wield. These weapons are not limited only to those present in this book, and he can as easily wield the weapons from any other book in the **Mutant Chronicles** range—including vehicle weaponry, if his present form is large enough. He adds 6+**↑**5 damage to all close combat attacks, due to his Strength, and he adds 3+**↑**3 damage to all ranged attacks, due to his Awareness.

DARK SYMMETRY SPEND

- ◀ **Lord of Destruction:** Algeroth is the embodiment of warfare, destruction, and brutality. He is capable of using any Dark Gift from his own Pattern, and can use these powers anywhere, and instantly, even if they would normally require a temple, the presence of worshippers, or other requirements.



DEMNOGONIS

Demnogonis' usual form is that of an old, jaundiced, and stitched together man. This is his manifestation of disease. However, he has an alternate form, which he uses when threatened or when forced to enter combat. The transformation is horrific to behold, as he rapidly grows in size while his skin simultaneously boils off. Inner organs swell and crawl out of his body, attaching themselves to the outside. After only a few seconds the transformation is complete. In this form, Demnogonis has been reduced to a putrid, boiling pile of flesh, weighing several tonnes, with no discernible limbs or features. In essence he has become a giant infectious amoeba, in many ways resembling an even faster and deadlier version of a Cairath. In this form he is nearly impossible to harm, and is capable of engulfing his enemies in his corrosive flesh. Demnogonis spends most of his time on Nero in his Spire of Decay.



Demnogonis, Herald of Pestilence.

**DEMNOGONIS, HERALD OF PESTILENCE,
MASTER OF PUTRESCENCE, FILTHBRINGER** ☠

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12 (+2)	14 (+4)	11	13 (+3)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
15 (+1)	15 (+4)	14 (+3)	12 (+2)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	5	4	-	-	2	3	2	2	4	5

WOUNDS:

- ◀ **Head 11** ▶ **Torso 16**
- ◀ **Arms 12** ▶ **Legs 14**
- ◀ **Serious Wounds 14** ▶ **Critical Wounds 11**
- ◀ **Mental Wounds 17**

SOAK: Unearthly, Impossible Resilience: (All 12)

ATTACKS:

- ◀ **Touch of Pestilence (melee):** 3+[†]5, 1H, Gruesome, Infection, Toxic 6, Vile
 - ▶ **Infection:** If one or more Dark Symmetry Icons are generated, a creature wounded by the Touch of Pestilence suffers Infected Wounds.
- ◀ **Torrent of Filth (ranged):** Range C, 4+[†]5, Munition, 1H, Gruesome, Torrent, Toxic 6, Vile
 - ▶ **Infection:** If one or more Dark Symmetry Icons are generated, a creature wounded by the Torrent of Filth suffers Infected Wounds.

SPECIAL ABILITIES

- ◀ **Embodiment:** Demnogonis may speak directly through any statue of him in any citadel or temple devoted to his power. Further, he may spend a Restricted Action to focus upon a single Nepharite or Heretic of Demnogonis, and clearly perceive through that creature's senses, though he will seldom turn his attention to a Heretic of less than rank five. He is instinctively aware of all beings who worship, or are enslaved by, him, and if one of them achieves some feat worthy of his notice, he will immediately become aware of it. Demnogonis is also capable of possessing the body of anyone who he chooses to uses the senses of. This is always fatal for any such host, for no being—living or unliving—can possibly withstand the full power of Demnogonis.
- ◀ **Fast Healing (8)**
- ◀ **Father of Pestilence:** Demnogonis grows stronger as his plagues spread; with every person who falls victim to a plague conjured by Demnogonis' will, he grows in power. When

Demnogonis enters a scene, the GM adds five points to the Dark Symmetry pool. Further, Demnogonis has a personal pool of Dark Symmetry points—which are not drawn from the GM's pool—of five points, which refreshes at the start of every round. In essence, Demnogonis only draws from the main Dark Symmetry pool if he would spend more than five Dark Symmetry points in a single turn.

- ◀ **Fear (5)**
- ◀ **Feed Upon Fear**
- ◀ **Grasping**
- ◀ **Inured to Cold**
- ◀ **Inured to Disease**
- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **Inured to Vacuum**
- ◀ **Mutable Form:** Demnogonis' typical form is a tall, gangly figure, emaciated and unhealthy looking, wreathed in bandages and marked with scars, stitches, and blisters. As a Standard Action, he may transform to, or from, his battle form, a colossal, amorphous mass of putrid flesh, marked with suppurating sores and writhing pseudopodia. When in this larger form, he expands to fill his current zone with a literal tide of flesh. He gains the Monstrous Creature special rule, may treat all creatures in his current zone as within Reach, and turns his entire zone into an area of difficult terrain, requiring a Daunting D3 Acrobatics or Athletics test to enter, leave, or move through the area. However, while in this state, Demnogonis cannot attempt the Sprint Standard Action or the Dodge or Parry Response Actions.
- ◀ **Night Vision**
- ◀ **Slave to Symmetry (1)**
- ◀ **Supernatural Awareness (3)**
- ◀ **Supernatural Coordination (1)**
- ◀ **Supernatural Intelligence (4)**
- ◀ **Supernatural Mental Strength (3)**
- ◀ **Supernatural Personality (2)**
- ◀ **Supernatural Physique (4)**
- ◀ **Supernatural Strength (2)**

DARK SYMMETRY SPEND

- ◀ **Host of Ten-Thousand Plagues:** Demnogonis is a carrier for every disease that exists, has existed, or will exist. Every cell of his corporeal form is imbued with the vile and vital essence of the sum total of all pestilence. Any creature within Reach of Demnogonis can be exposed to any disease, regardless of the disease's normal Vector. This costs Dark Symmetry points as normal—the ability merely provides justification for exposure to any disease. Demnogonis may spend from his personal pool of Dark Symmetry points to inflict these diseases.
- ◀ **Lord of Vermin:** Teeming, buzzing masses of fly-like insects surround Demnogonis, hanging around him like a living cloud. By spending one Dark Symmetry point, Demnogonis can treat this swarm as a physical extension of himself, able

to draw line of sight from any zone within Long range, or any able to make physical contact (for melee attacks, Dark Gifts requiring touch, or spreading diseases using the Host of Ten-Thousand Plagues ability, above) with any target within that distance.

- ◀ **Master of Pestilence:** Demnogonis is a literal avatar of entropy and decay, the malign will behind plague and pestilence long feared by mankind. He is capable of using any Dark Gift from his own Pattern, and can use these powers anywhere, and instantly, even if they would normally require a temple, the presence of worshippers, or other requirements.
- ◀ **Roiling Tide of Flesh:** Demnogonis, in his massive 'battle' form, may spend up to five Dark Symmetry points when attempting a Close Combat attack action, in order to make one additional attack for each Dark Symmetry point spent.

SEMAI

The corpulent and vile form of Semai is the manifestation of human greed and spite. However, few know that he has an alternate form. In this form he stretches, becoming nearly five meters tall. He sprouts multiple bladed, segmented limbs and his head splits open, revealing large, serrated teeth. This alternate form resembles a twisted bio-mechanical insect. A metal structure can be seen through the gelatinous flesh, and swimming in his vile body are distorted ethereal figures and faces, writhing in agony. These are manifestations of all the souls he has corrupted or devoured. Semai seldom uses this form, but does so when entering battle, or when enraged. The shift between forms is instantaneous. His Neronian citadel is called the Tower of Spite, and it is here that he spends most of his time, controlling his vast networks of minions and conspiracies.

SEMAI, HERALD OF SPITE, MASTER OF DISSENT, HE WHO IS SIN ☹️

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
12 (+3)	14 (+4)	14 (+1)	13 (+3)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
15 (+1)	15 (+3)	14 (+2)	12 (+3)



Semai, Herald of Spite.

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	2	2	2	2	3	4	3	2	2

WOUNDS:

- ◀ **Head 12**
- ◀ **Arms 13**
- ◀ **Serious Wounds 15**
- ◀ **Mental Wounds 16**
- ◀ **Torso 17**
- ◀ **Legs 15**
- ◀ **Critical Wounds 12**

SOAK: Unearthly, Impossible Resilience: (All 12)

ATTACKS:

- ◀ **Talon of Sin (melee):** 4+**T**5, 1H, Corrupting 2, Dreadful, Mind Breaker, Vicious 2

- ◆ **Dread Whispers (ranged):** Range C, 1+†2, Automatic, 1H, Corrupting 3, Dreadful, Mind-Breaker

SPECIAL ABILITIES

- ◆ **Embodiment:** Semai may speak directly through any statue of him in any citadel or temple devoted to his power. Further, he may spend a Restricted Action to focus upon a single Nephrite or Heretic of Semai, and clearly perceive through that creature's senses, though he will seldom turn his attention to a Heretic of less than rank five. He is instinctively aware of all beings who worship, or are enslaved by, him, and if one of them achieves some feat worthy of his notice, he will immediately become aware of it. Semai is also capable of possessing the body of anyone who he chooses to uses the senses of. This is always fatal for any such host, for no being—living or unliving—can possibly withstand the full power of Semai.
- ◆ **Fast Healing (5)**
- ◆ **Fear (5)**
- ◆ **Feed Upon Fear**
- ◆ **Inured to Cold**
- ◆ **Inured to Disease**
- ◆ **Inured to Pain**
- ◆ **Inured to Poison**
- ◆ **Inured to Vacuum**
- ◆ **Mutable Form:** Semai's natural state—if any Dark Apostle can be said to have a 'natural' state—is a morbidly-obese representation of human vice and sinful obsession. However, in moments of rage, he can assume a more dangerous guise. This massive war-form resembles some nightmarish biotechnological insect, and he can enter or leave it as a Free Action. His war-form has the Monstrous Creature special ability, and adds the Reach quality to its melee attacks. So sudden and horrifying is this change, and so secret is Semai's alternate form, that the first time a character sees Semai transform, he treats the new form as a separate creature for the purposes of the Fear X special rule—thus requiring a new Willpower test to resist mental trauma, even if he has already taken one in that combat.
- ◆ **Night Vision**
- ◆ **Slave to Symmetry (1)**
- ◆ **Speaker of Sin:** Semai is the worst impulses of all humanity, representing and embodying their tendency towards envy, spite, and cruelty. When Semai enters a scene, the GM adds five points to the Dark Symmetry pool. Further, Semai has a personal pool of Dark Symmetry points—which are not drawn from the GM's pool—of five points, which refreshes at the start of every round. In essence, Semai only draws from the main Dark Symmetry pool if he would spend more than five Dark Symmetry points in a single turn.
- ◆ **Supernatural Agility (1)**
- ◆ **Supernatural Awareness (3)**
- ◆ **Supernatural Coordination (1)**

- ◆ **Supernatural Intelligence (3)**
- ◆ **Supernatural Mental Strength (2)**
- ◆ **Supernatural Personality (2)**
- ◆ **Supernatural Physique (4)**
- ◆ **Supernatural Strength (3)**

DARK SYMMETRY SPEND

- ◆ **Master of Spite:** Semai is strife, discord, and vice made flesh, a corporeal embodiment of the darkest and dirtiest aspects of the human condition. He is capable of using any Dark Gift from his own Pattern, and can use these powers anywhere, and instantly, even if they would normally require a temple, the presence of worshippers, or other requirements.

MUAWIJHE

Muawijhe has an impressive form, twice as tall as a man, shrouded in clothing of madness, and with fat, squirming worms of insanity protruding from his skull. Muawijhe cannot physically change form, other than shrink to half his size, but he can warp the minds of those around him, making them perceive him however he wishes. He is capable of splitting himself in to four physically separate forms, each an exact copy of the other, with only slightly reduced prowess and abilities. These copies cannot travel too far from each other, and if they do, will simply become one again. Killing one affects Muawijhe little, and he will be able to manifest a new copy within minutes. The Lord of Visions' seat of power on Nero is the Palace of Whispers, an ever changing citadel shrouded in torrents of pure insanity.

MUAWIJHE, MAGISTER OF MADNESS, DARK VISIONARY, LORD OF INSANITY ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
15 (+2)	13 (+2)	14 (+1)	13 (+4)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
15 (+1)	15 (+4)	14 (+4)	13 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	3	3	2	2	5	5	3	3	4	3

WOUNDS:

- ◆ **Head 9**
- ◆ **Arms 11**
- ◆ **Serious Wounds 13**
- ◆ **Mental Wounds 18**
- ◆ **Torso 14**
- ◆ **Legs 12**
- ◆ **Critical Wounds 9**

SOAK: Unearthly, Impossible Resilience: (All 12)



Muawijhe, Magister of Madness.

ATTACKS:

- ◆ **Touch of Madness (melee):** 3+**T**6, 1H, Dreadful, Maddening
 - ◆ **Maddening:** If one or more Dark Symmetry Icons are generated when rolling damage with Touch of Madness, the target suffers the Perplexed status effect, but the difficulty of the Willpower tests required is equal to the number of Dark Symmetry Icons rolled. Further, if a character fails one of these Willpower tests, he suffers a mental assault as well.
- ◆ **Howl of Psychosis (ranged):** Range C, 1+**T**2, Munition, 1H, Dreadful, Mind Breaker, Stun, Torrent

SPECIAL ABILITIES

- ◆ **Embodiment:** Muawijhe may speak directly through any statue of him in any citadel or temple devoted to his power. Further, he may spend a Restricted Action to focus upon a single Nephrite or Heretic of Muawijhe, and clearly perceive through that creature's senses, though he will seldom turn his attention to a Heretic of less than rank five. He is instinctively aware of all beings who worship, or are enslaved by, him, and if one of them

achieves some feat worthy of his notice, he will immediately become aware of it. Muawijhe is also capable of possessing the body of anyone who he chooses to uses the senses of. This is always fatal for any such host, for no being—living or unliving—can possibly withstand the full power of Muawijhe.

- ◆ **Fast Healing (5)**
- ◆ **Voice of Madness:** Muawijhe's insanity is the surrattng doubt at the back of all mortal minds, the nagging voice that disputes the rational order of the universe. When Muawijhe enters a scene, the GM adds five points to the Dark Symmetry pool. Further, Muawijhe has a personal pool of Dark Symmetry points—which are not drawn from the GM's pool—of five points, which refreshes at the start of every round. In essence, Muawijhe only draws from the main Dark Symmetry pool if he would spend more than five Dark Symmetry points in a single turn.
- ◆ **Fear (5)**
- ◆ **Feed Upon Fear**
- ◆ **Inured to Cold**
- ◆ **Inured to Disease**
- ◆ **Inured to Pain**
- ◆ **Inured to Poison**
- ◆ **Inured to Vacuum**
- ◆ **Night Vision**
- ◆ **Slave to Symmetry (1)**
- ◆ **Supernatural Agility (1)**
- ◆ **Supernatural Awareness (3)**
- ◆ **Supernatural Coordination (1)**
- ◆ **Supernatural Intelligence (3)**
- ◆ **Supernatural Mental Strength (2)**
- ◆ **Supernatural Personality (2)**
- ◆ **Supernatural Physique (4)**
- ◆ **Supernatural Strength (3)**

DARK SYMMETRY SPEND

- ◆ **Screaming Lord of Madness:** Muawijhe is doubt and nightmares, and the horrifying certainty in the cruelty of the universe. He is capable of using any Dark Gift from his own Pattern, and can use these powers anywhere, and instantly, even if they would normally require a temple, the presence of worshippers, or other requirements.

SERVANTS OF THE APOSTLES

In this section, some important and powerful creatures and heretics will be mentioned. Those most numerous here are the Nepharites, as they represent the spearhead of the Dark Legion. There are thousands of Nepharites, but only the most important and infamous will be covered here.

NEPHARITES OF ILIAN

KERHEELA, THE INSIGHTFUL

Kerheela stands two and a half meters tall, her form gaunt, but still possessing subtle feminine curves. Her face is a terrible thing to behold, and small, hooked chains hold her lips in an eternal grin. Beneath her flowing tunic, which is adorned with the glyphs of Ilian, she wears tightly fitting armour of the blackest steel. Like many other of Ilians' Nepharites, she is wrapped in prehensile, icy, hooked chains.

But Kerheela has taken it a step further. Instead of sporting the usual spikes on her head, a myriad of thin chains grow out of her skull, each ending in sharp barbs. These chains constantly flow around her in the imperceptible wailing of the void, making her look like a twisted version of the Medusa of the legends and myths of old.

Kerheela has no eyes, just empty hollows. She made herself blind, ripping out her eyes in order to be more at one with the Dark Symmetry, and the blackness of the void. This, however, does not seem to impede her—rather it has made her even more powerful. She navigates by sensing the ripples and swirls of the symmetry, forever in tune with her mistress.

Her weapon of choice is the Nihilarc, a unique form of Soulscythe, a long but elegant weapon given to her by Ilian as reward for her unwavering loyalty and faith. It very much resembles a scythe, but the blade has the ability to dislodge and be wielded while connected to the handle by a symmetry-powered chain.

Kerheela does not have a citadel of her own. Ilian offered her one on a planet of her choice, but she respectfully declined and asked to be at her mistress side, sent out through the citadel nexuses to wherever she was needed the most. Kerheela is one of the most skilful wielders of the Dark Symmetry among all the Nepharites in existence. It is unknown how she managed to become so powerful, but the other Nepharites speculate that the sacrifice of her vision was noticed by the Dark Soul, and as a reward, she was given a multitude of gifts. Though many Nepharites have been tempted, none have dared to sacrifice as much as Kerheela.

Kerheela is as comfortable at the forefront of a battle as she is perfecting her art within the walls of a citadel. She is, however, known to be quite comfortable in human cities, overseeing important

temple gatherings and missions that involve direct confrontation with the Brotherhood. She has a shrill voice, and even though there are no eyes present, one can feel her cold stare.

KERHEELA, NEPHARITE OF ILIAN ☹☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12 (+2)	12 (+1)	16	15 (+2)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13 (+1)	13 (+1)	15 (+4)	12 (+2)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	3	3	2	1	4	4	2	2	2	2

WOUNDS:

- ◀ Head 7
- ◀ Arms 9
- ◀ Serious Wounds 11
- ◀ Mental Wounds 19
- ◀ Torso 12
- ◀ Legs 10
- ◀ Critical Wounds 8

SOAK: Dark Wards and Accursed Armour: (Head 3, Torso 5, Arms 4, Legs 3)

ATTACKS:

- ◀ **Nihilarc**—Polearm (melee): 4+**T**7, 2H, Armour Piercing 2, Mind Breaker, Reach, Vile
- ◀ **Nihilarc**—Flail (melee): 3+**T**7, Unbalanced, Armour Piercing 2, Mind Breaker, Reach, Vicious 2, Vile
- ◀ **Nihilarc**—Sword (melee): 1+**T**7, 1H, Armour Piercing 2, Mind Breaker, Parry 1, Vile
- ◀ **Nihilarc**—Staff (melee): 1+**T**5, 2H, Mind Breaker, Parry 3, Vile
- ◀ **Nihilarc**—Thrown (ranged): Range C, 3+**T**6, Munition, 1H, Armour Piercing 2, Mind Breaker, Vile
- ◀ **Nihilarc**—Blowpipe (ranged): Range C, 2+**T**6, Semi-Automatic, 1H, Armour Piercing 3, Toxic 3, Vile

SPECIAL ABILITIES

- ◀ **Dark Presence**
- ◀ **Fear (3)**
- ◀ **Inured to Cold**
- ◀ **Inured to Pain**
- ◀ **Inured to Vacuum**
- ◀ **Night Vision**
- ◀ **Personal Dark Symmetry (10)**
- ◀ **Slave to Symmetry (1)**
- ◀ **Supernatural Awareness (2)**
- ◀ **Supernatural Coordination (1)**
- ◀ **Supernatural Intelligence (1)**
- ◀ **Supernatural Mental Strength (4)**

- ◆ Supernatural Personality (2)
- ◆ Supernatural Physique (1)
- ◆ Supernatural Strength (2)

DARK SYMMETRY SPEND

- ◆ **Sorcerous Power:** Kerheela is able to employ Dark Gifts as a powerful creature of Ilian. She knows and can employ all of the Dark Symmetry gifts and all those of Ilian's Pattern.
- ◆ **Slowed Time:** Kerheela draws upon her mistress' command over space and time, and can distort the flow of time for an unfortunate victim. Kerheela spends four Dark



Kerheela, the Insightful

Symmetry points, and takes a Standard Action to direct this power at a single creature within Medium range. The target must attempt a Challenging D2 Willpower test. If this test is failed, the target may do absolutely nothing on his turn—not even a single Free Action. If the test is successful, the target gains the Staggered status effect until the end of his next turn. Additional Dark Symmetry points may be spent to affect multiple targets, affecting one additional target for every additional Dark Symmetry point after the first four.

- ◆ **Howl of the Void:** Kerheela's voice is the distressing un-sound of the harrowing void, and few can withstand the force of a silence so profound that it deadens other noises nearby. As a Restricted Action, Kerheela may spend two Dark Symmetry points to force all enemies within Close range to attempt a Challenging D2 Willpower test or suffer a mental assault. Failure on this test also means that the enemy suffers the Perplexed status effect.

◆ **The Reaping:** The scything blade of the Nihilarc can be used to fell many enemies at once. When making a close combat attack, Kerheela may spend two Dark Symmetry points to initiate The Reaping. If she does this, then she may spend one or more Momentum from that attack in order to hit one additional enemy within Reach per Momentum spent.

THE NIHILARC

Similar to the Soulscythes favoured by Semai's Reapers, the Nihilarc is a weapon of symmetry-infused steel, which burns with the chill of the void. Few can withstand the existential cold of the Nihilarc's touch. The weapon resembles a large scythe, with a large, curved blade adorned with runes. The blade is affixed to a sturdy haft that extends and contracts at the wielder's desire. With a thought, the haft can be reduced to form the hilt of a sword, or extended to form an exotic polearm. A chain, driven by the wielder's will, can connect blade to haft, creating a sweeping flail—Kerheela's favoured form for this weapon.

The blade can be detached entirely and thrown, while the separated haft can project darts imbued with a toxin that carries the creeping chill of the abyss.

NIHILARC—POLEARM

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+4	-	3	2H	9
QUALITIES Mind Breaker, Reach					

NIHILARC – FLAIL

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ ↑ 4	-	3	2H	9
QUALITIES Mind Breaker, Reach, Vicious 2					

NIHILARC – SWORD

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ ↑ 4	-	3	2H	9
QUALITIES Mind Breaker, Parry 1					

NIHILARC – STAFF

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ ↑ 2	-	2	2H	9
QUALITIES Mind Breaker, Parry 3					

NIHILARC – THROWN

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	2+ ↑ 3	Munition	1	1H	9
QUALITIES Mind Breaker					

NIHILARC – BLOWPIPE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	↑ 3	Semi-Automatic	1	1H	9
QUALITIES Armour Piercing 1, Toxic 3					

MULTIPLE FORMS: It takes a Standard Action to change the Soulscythe from one form to another. When the weapon is turned into the Thrown form, the haft becomes a Staff. If the blade has been thrown, it must be retrieved before it can be re-attached and the weapon turned into any other form.

BERSAAL, THE WATCHER

This imposing Nephariite rules Ilian's underground citadel in the asteroid belt. He watches the emptiness, keeping his eyes on all the ships, rifts, and the chaos. As soon as a ship moves, he will know it, and only with the strongest of Arts and the most powerful applications of the Dark Symmetry may a ship stay hidden from his gaze. At times, he can even see what goes on within a ship.

Bersaal reports directly to Ilian, minding the emptiness between the planets and reporting anything suspicious. He is somewhat unorthodox for a Nephariite Overlord, as he is more concerned with what goes on outside his citadel than within it. Bersaal spends most of his time in the centre of the citadel by the Nexus. It is here he sees all, and can communicate with Ilian. He delegates most of the workings of the citadel to his underlings; but then again, the only purpose of his citadel is to stay hidden and serve as an outpost through which information can be relayed.

Bersaal is almost three meters tall, with chains and spikes made out of translucent red crystals. His eyes are large, completely white, and

unblinking. He exudes an air of dangerous knowledge, and seems to be staring out into a vastness, not even aware of his surroundings. However, when angered his eyes become transfixed on the object of his rage with a frightening clarity.

His special all-seeing ability comes from the fact that he can merge with his citadel, using it to amplify his powers. He uses it to simultaneously open thousands upon thousands of micro gates, through which he can extend his visual sense. It is not known why, but atmospheres and planetary gravity make it impossible to open these gates, which hinders him from seeing all there is in the solar system.

BERSAAL, NEPHARITE OF ILIAN ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12 (+3)	14 (+3)	14	14 (+3)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
12 (+1)	15 (+3)	14 (+3)	11 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	3	3	1	-	5	5	1	1	3	2

WOUNDS:

- ◀ Head 11
- ◀ Arms 12
- ◀ Serious Wounds 14
- ◀ Mental Wounds 17
- ◀ Torso 16
- ◀ Legs 14
- ◀ Critical Wounds 11

SOAK: Dark Wards and Crystalline Shards: (Head 3, Torso 4, Arms 3, Legs 3)

ATTACKS:

- ◀ **Serpentine Chains (melee):** 1+**↑**6, 1H, Reach

SPECIAL ABILITIES

- ◀ **All-Seeing Gaze:** Bersaal's senses can reach across the solar system, and while he cannot gaze freely upon the worlds of man, there are few other things that can escape his gaze. Bersaal suffers no increases to difficulty to Observation or Insight tests for darkness, range, or other sources of visual concealment such as smoke or fog. Only solid objects can impede his sight. Further, Ilian is made aware of everything he sees, meaning that when Bersaal is present on the battlefield, the GM gains on Dark Symmetry point each time an enemy of Ilian fails a Stealth test opposed by Bersaal's Observation test.
- ◀ **Dark Presence**
- ◀ **Fear (2)**
- ◀ **Grasping**

- ◀▶ **Inured to Cold**
- ◀▶ **Inured to Pain**
- ◀▶ **Inured to Vacuum**
- ◀▶ **Monstrous Creature**
- ◀▶ **Night Vision**
- ◀▶ **Personal Dark Symmetry (6)**
- ◀▶ **Slave to Symmetry (1)**
- ◀▶ **Supernatural Awareness (3)**
- ◀▶ **Supernatural Coordination (3)**
- ◀▶ **Supernatural Intelligence (3)**
- ◀▶ **Supernatural Mental Strength (3)**
- ◀▶ **Supernatural Personality (1)**
- ◀▶ **Supernatural Physique (3)**
- ◀▶ **Supernatural Strength (3)**

DARK SYMMETRY SPEND

- ◀▶ **Kiss of the Void:** Against a grabbed target, Bersaal can attempt to cast the creature's soul into the void by spending three Dark Symmetry points. Bersaal makes an opposed Willpower test as its action. If he succeeds, he inflicts one Mental Wound, and an additional one for every Momentum spent. If the creature is reduced to zero Mental Wounds by this attack, it dies, leaving only a lifeless husk of a body.
- ◀▶ **Sorcerous Power:** Bersaal is able to employ Dark Gifts as a powerful creature of Ilian. He knows and can employ all of the Dark Symmetry gifts and all those of Ilian's Pattern.

JEDRYL, THE AMBITIOUS

This Nepharite has not yet been given a citadel, or even a legion. She is quite young, only a few decades, and was once a human Heretic who underwent Transfiguration. Jedryl thought that turning into a Nepharite would grant her untold power, but she soon realised that she just had climbed on to the bottom rung of a new hierarchical ladder.

Jedryl is a small Nepharite, barely two meters tall, and very thin. Her features are rather human, and this can be attributed to her young age and human origin, as she has not yet earned a more powerful body. Only when she rises through the ranks and harnesses more power will her body begin to change to reflect this. She is painfully aware that her peers can see her former frailty.

Though not powerful, Jedryl has begun to understand that she has been insight into the human condition due to her former life. This is something she has decided to use to her advantage, and she is now trying to be put in charge of a cult temple, rather than a citadel. This would allow her to use her powers and insight to bolster the temple, steering it towards great deeds, and gaining the favour of her fellow Nepharites.

She has put in her request and hopes to soon be allowed to travel to one of the larger temples of Ilian on Luna. If Jedryl takes over the temple, the city of Luna will be in trouble—as this ambitious

Nepharite would be able to pave the way for the cult of Ilian, and even help it repel the power of the Brotherhood.

JEDRYL, NEPHARITE OF ILIAN ☹

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12 (+1)	12 (+1)	16	15 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13 (+1)	13 (+1)	15 (+2)	12 (+3)

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	3	2	1	2	2	3	3	2	2

WOUNDS:

- ◀▶ **Head 6**
- ◀▶ **Arms 8**
- ◀▶ **Serious Wounds 10**
- ◀▶ **Mental Wounds 17**
- ◀▶ **Torso 11**
- ◀▶ **Legs 9**
- ◀▶ **Critical Wounds 7**

SOAK: Dark Wards: (Head 2, Torso 2, Arms 2, Legs 2)

ATTACKS:

- ◀▶ **Paired Daggers of Ilian (melee):** 2+7, 1H, Armour Piercing 1, Dreadful
- ◀▶ **Dual Blade Style:** Jedryl is skilled in wielding paired blades, and she may use the Swift Strike momentum spend for one Momentum, instead of the normal two.

SPECIAL ABILITIES

- ◀▶ **Dark Presence**
- ◀▶ **Fear (1)**
- ◀▶ **Grasping**
- ◀▶ **Inured to Cold**
- ◀▶ **Inured to Pain**
- ◀▶ **Inured to Vacuum**
- ◀▶ **Mortal Guise:** Jedryl's form is not entirely dissimilar to that of the human she once was, and she can pass amongst mortals without remark. She gains two bonus Momentum on Stealth tests to disguise herself as an ordinary human.
- ◀▶ **Night Vision**
- ◀▶ **Personal Dark Symmetry (4)**
- ◀▶ **Slave to Symmetry (1)**
- ◀▶ **Supernatural Awareness (1)**
- ◀▶ **Supernatural Coordination (1)**
- ◀▶ **Supernatural Intelligence (1)**
- ◀▶ **Supernatural Mental Strength (2)**
- ◀▶ **Supernatural Personality (3)**
- ◀▶ **Supernatural Physique (1)**
- ◀▶ **Supernatural Strength (2)**

DARK SYMMETRY SPEND

- Kiss of the Void:** Against a grabbed target, Jedryl can attempt to cast the creature's soul into the void by spending three Dark Symmetry points. Jedryl makes an opposed Willpower test as its action. If she succeeds, he inflicts one Mental Wound, and an additional one for every Momentum spent. If the creature is reduced to zero Mental Wounds by this attack, it dies, leaving only a lifeless husk of a body.
- Sorcerous Power:** Jedryl is able to employ Dark Gifts as a powerful creature of Ilian. She knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, Dark Ward, Swift Portal, Dark Gateway, Dimensional Cage, Summon Object, Unchain Soul, and Dimensional Flensing.

RYTHAZ, THE QUEEN OF DEATH

Rythaz is a superb warrior and strategist, and is the best among Ilian's Nepharites when it comes to physical combat. She has sacrificed some of her control over the Dark Symmetry in order to boost her physical prowess, and has focused raw symmetry into her body, which has made her extremely strong and very large.

She stands three meters tall, but does not display the gauntness that is common among Ilian's Nepharites. Instead, she is broad and muscular. Her mouth takes up the largest part of her face, and is filled with layers of sharp teeth. Her gigantic sword, named Claw of the Mistress, crackles with the power of the symmetry, and can emit

blasts of dark fire as well as being used in close combat. She has no qualms when it comes to using other weapons, and has been seen using weapons designed by Algorith.

Rythaz is the most trusted general Ilian has. She has won many battles and rejoices in the screams and blood of the battlefield. She is often found in, or near, her citadel on Venus, on the rim of the MacGuire crater, where she constantly battles the human forces.

While she is focused on combat, her knowledge and control over the Dark Symmetry still matches that of those considered masters among the Nepharites of other Apostles.

RYTHAZ, NEPHARITE OF ILIAN ☉

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14 (+3)	13 (+3)	14 (+1)	14 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13 (+2)	13 (+1)	14 (+2)	12 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	3	3	3	2	2	3	2	2	1	2	2



Rythaz, Bersaal, and Jedryl plot together in Ilian's name.

WOUNDS:

- ◀ Head 11
- ◀ Arms 12
- ◀ Serious Wounds 14
- ◀ Mental Wounds 16
- ◀ Torso 16
- ◀ Legs 14
- ◀ Critical Wounds 11

SOAK: Dark Wards and Nepharite Armour: (Head 4, Torso 6, Arms 5, Legs 4)

ATTACKS:

- ◀ **Claw of the Mistress (melee):** 5+ \uparrow 8, 2H, Armour Piercing 1, Chilling, Dreadful, Vicious 1
- ◀ **Sorcerous Blast (ranged):** Range C, 2+ \uparrow 8, Incendiary 4, Torrent, Vile

SPECIAL ABILITIES

- ◀ Dark Presence
- ◀ Fear (2)
- ◀ Grasping
- ◀ Inured to Cold
- ◀ Inured to Pain
- ◀ Inured to Vacuum
- ◀ Monstrous Creature
- ◀ Night Vision
- ◀ Personal Dark Symmetry (8)
- ◀ Slave to Symmetry (1)
- ◀ Supernatural Agility (1)
- ◀ Supernatural Awareness (1)
- ◀ Supernatural Coordination (2)
- ◀ Supernatural Intelligence (1)
- ◀ Supernatural Mental Strength (2)
- ◀ Supernatural Personality (1)
- ◀ Supernatural Physique (3)
- ◀ Supernatural Strength (3)

DARK SYMMETRY SPEND

- ◀ **Sorcerous Power:** Rythaz is able to employ Dark Gifts as a powerful creature of Ilian. She knows and can employ the following Dark Gifts: Sense Weaves of Power, Dark Curse, Symmetry Burst, Dimensional Flensing, Harrowing of the Void, Call the Wild Hunt, Chains of the Void, and Summon Malignant. She also knows the following Gifts from Algeroth's Pattern as Weavings: Aura of Absorption, Black Fire, and Rain of Destruction.

THE CLAW OF THE MISTRESS

This massive sword appears to be made of a razor-sharp shard of obsidian, rimed with ice that leaves a trail of vapour whenever the blade is swung. This weapon severs limbs and eviscerates enemies with the efficacy of a hot knife through butter, and leaves motes of corrupted void-frost floating in the blood. Those who survive contact with the Claw of the Mistress rarely do so intact, and find

that the heat of their bodies is consumed by these motes of frost, leaving them with hypothermia. At a command, the blade can unleash a searing blast of unnatural flame, the concentrated heat of every degree of warmth that this frozen blade has ever stolen.

CLAW OF THE MISTRESS

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+ \uparrow 4	-	3	2H	9
QUALITIES	Armour Piercing 1, Chilling, Dreadful, Vicious 1				

SORCEROUS BLAST

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+ \uparrow 4	-	3	2H	-
QUALITIES	Incendiary 4, Torrent, Vile				

CHILLING: The Claw of the Mistress chills the blood of those it strikes, inflicting one level of Fatigue from extreme cold for each Dark Symmetry Icon generated on a damage roll. For each level of Fatigue inflicted in this way, the sword's wielder gains one Reload for the Sorcerous Blast attack.

NEPHARITES OF ALGEROTH

ALAKHAI, THE CUNNING

This Nepharite is the supreme general of Algeroth's forces, and is extremely intelligent and cunning. He is just as violent and destructive as his brethren, but he directs his mayhem strategically and with surgical precision. Alakhai lords over all Algeroth's forces on Venus, and is rightfully feared by all those who serve under him. He is the master of intrigue and military strategy, and, with the exception of the magi, his skills with the Dark Symmetry is unmatched by any of Algeroth's other Nepharites.

Alakhai is dangerously ambitious. He, like his master, wishes to control and overcome all other beings, and his plans of ultimate domination include usurping Algeroth himself; he wishes to take the place of his master, and constantly schemes in order to make it so. He does his best to create tension between Algeroth and the other Apostles, and uses Algeroth's hatred of his sister, Ilian, as leverage. If Algeroth is busy plotting against his sister, Alakhai will be given more room to plan, plot, and scheme. It is also rumoured that he has often visited Semai's court as a favoured guest, but it is unknown what these two might be planning.

Alakhai is about two and a half meters tall, and his appearance is that of a typical Nepharite of Algeroth but he sports grey blue skin. He is muscled, and his head is adorned with the three spikes. His eyes are a glowing yellow, and filled to the brim with cold, calculating malice. His tongue runs across sharp teeth, which are revealed as Alakhai constantly smiles maniacally. His garb and armour are covered with runes that speak of all the atrocities he has committed.

ALAKHAI, ARCH-NEPHARITE OF ALGEROTH ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
17 (+4)	14 (+1)	14 (+2)	17 (+3)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14 (+2)	17 (+3)	13 (+5)	14 (+2)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
5	4	3	2	3	3	2	1	2	2	2	2

WOUNDS:

- ◀ Head 10 ▶ Torso 16
- ◀ Arm 12 ▶ Leg 14
- ◀ Serious Wounds 14 ▶ Critical Wounds 11
- ◀ Mental Wounds 18

SOAK: Tough Hide and Nepharite Warplate: (Head 2, Torso 8, Arms 2, Legs 8)

ATTACKS:

- ◀ **Meat Wolfer Battlesword (melee):** 6+[↑]11, Monstrous, Armour Piercing 2, Gruesome, Reach, Symmetry Focus, Vicious 2

SPECIAL ABILITIES

- ◀ **Clone Bodies:** Alakhai has a number of clone bodies that his consciousness can be placed into in emergencies. If slain, Alakhai's mind will be instantly transferred into one of these clone bodies. One of these bodies is within Alakhai's citadel on Venus, one is within Algeroth's fortress on Nero, and a third is hidden in a secure location unknown to everyone but a handful of loyal Tekrons.
- ◀ **Dark Presence**
- ◀ **Drinker of Pain:** Alakhai feeds upon the bloodshed and slaughter he causes, growing stronger with every life he takes. For every creature killed by Alakhai personally, add two points to the Dark Symmetry pool.
- ◀ **Fast Healing (5)**
- ◀ **Fear (5)**
- ◀ **Inured to Disease**
- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **Monstrous Creature**
- ◀ **Personal Dark Symmetry (10)**
- ◀ **Slave to Symmetry (1)**
- ◀ **Supernatural Agility (2)**
- ◀ **Supernatural Awareness (3)**
- ◀ **Supernatural Coordination (2)**
- ◀ **Supernatural Intelligence (3)**
- ◀ **Supernatural Mental Strength (5)**
- ◀ **Supernatural Personality (2)**

- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (4)**

DARK SYMMETRY SPEND

- ◀ **Battlelust:** After slaying the last creature within Reach, Alakhai may spend one Dark Symmetry point immediately to take the Movement Restricted Action as a Free Action.
- ◀ **Creature of Symmetry:** Alakhai is able to employ Dark Gifts as a powerful creature of Algeroth. Alakhai knows and can employ the following Dark Gifts: Heightened Prowess, Vile Cloud, Painless, and Sense Weaves of Power. However, Alakhai prefers not to use these powers unless absolutely necessary—he favours his own martial prowess and guile when it comes to overcoming his foes.
- ◀ **Enrage:** When making a close combat attack, Alakhai may spend Dark Symmetry points in order to make an additional close combat attack for every two Dark Symmetry points spent.
- ◀ **Terror:** Algeroth may spend one Dark Symmetry point to force all creatures within Reach to attempt a Willpower test against his Fear (5) special rule, even if they have already attempted a test against his Fear.
- ◀ **Summoning the Darkness:** Alakhai may call upon a shroud of unnatural darkness to obscure the battlefield. By spending four Dark Symmetry points as a Free Action, the entire environment is covered in impenetrable darkness, increasing the difficulty of any test dependent upon sight by two steps until the start of Alakhai's next turn.

MEAT WOLFER BATTLESWORD

This blade was created in Algeroth's Black Forges, in flames stoked with the souls of a thousand human sacrifices. The result of such infernal craft is a weapon of pure evil, able to cleave steel plate as easily as skin and bone. Set into its hilt is a stone wrought from the blood of Algeroth himself, turning the weapon from a blade of concentrated evil to a powerful focus of the Dark Symmetry.

MEAT WOLFER BATTLESWORD

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+ [↑] 6	-	8	Monstrous	10
QUALITIES	Armour Piercing 2, Gruesome, Reach, Symmetry Focus, Vicious 2				

SYMMETRY FOCUS: For each Dark Symmetry Icon generated on a damage roll with the Meat Wolfer, the GM adds one point to the Dark Symmetry pool.

MONSTROUS: The Meat Wolfer is so heavy and cumbersome that only creatures with the Monstrous Creature special rule can effectively wield it.



- ◆ Inured to Pain
- ◆ Inured to Poison
- ◆ Monstrous Creature
- ◆ Personal Dark Symmetry (10)
- ◆ Slave to Symmetry (1)
- ◆ Supernatural Agility (3)
- ◆ Supernatural Coordination (3)
- ◆ Supernatural Mental Strength (5)
- ◆ Supernatural Personality (3)
- ◆ Supernatural Physique (5)
- ◆ Supernatural Strength (8)

DARK SYMMETRY SPEND

- ◆ **Creature of Symmetry:** Saladin is one of the most powerful of Algeroth's Nepharites, and he is able to employ Dark Gifts as a powerful creature of Algeroth. Saladin knows and can employ the following Dark Gifts: Black Fire, Heightened Prowess, Painless, Sense Weaves of Power, Dark Curse, Aura of Absorption, Invincible Army, Rain of Destruction, and Torrent of Destruction.

ABSALOM

As the fourth in command among Alakhai's troops on Mars, and the leader of the Second Kohort of Doom, Absalom stands in high regard among his peers and in a place of infamy among his enemies. He carries a Gehenna Puker he pried from the cold dead hands of a Bauhaus soldier he killed by impaling with his head spike. Absalom

has taken on the more typical physical appearance of a Nepharite of Algeroth: red skinned, muscled, and with three spikes on his head. These horns are slightly curved backwards, and the rest of his skull is filled with smaller wicked spikes. He laughs as he kills, drawing pleasure from the fear and pain of his enemies. He has several rows of small sharp teeth, a black forked tongue, and stands a shade taller than two meters.

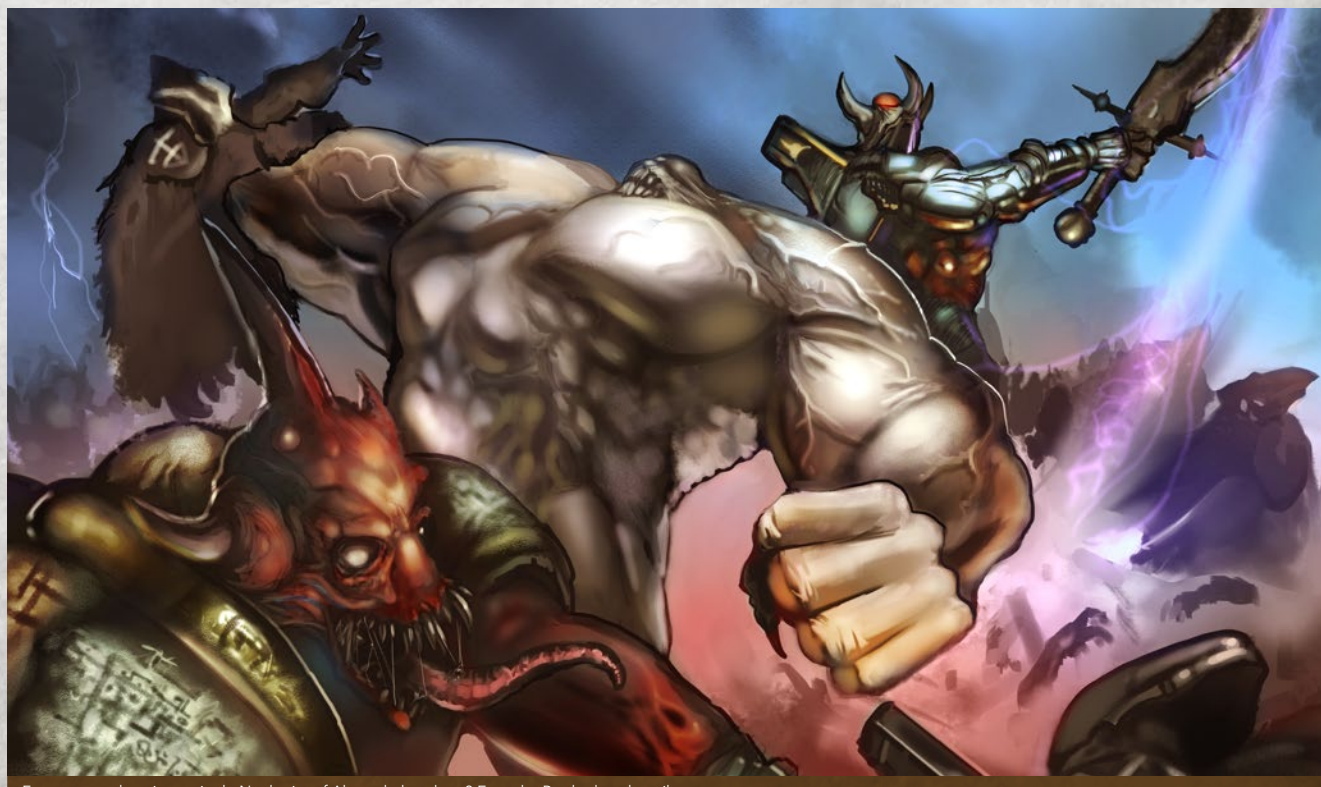
ABSALOM, NEPHARITE OF ALGEROTH ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
17 (+4)	14 (+1)	14	16
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14	16	13 (+1)	14 (+2)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	4	3	2	2	2	2	1	2	2	2	2

WOUNDS:

- ◆ Head 10
- ◆ Torso 16
- ◆ Arm 12
- ◆ Leg 14
- ◆ Serious Wounds 14
- ◆ Critical Wounds 11
- ◆ Mental Wounds 14



Few can stand against a single Nepharite of Algeroth, but three? Even the Brotherhood quail.

SOAK: Tough Hide and Nepharite Warplate: (Head 2, Torso 8, Arms 2, Legs 8)

ATTACKS:

- ◄ **Flame-Wreathed Azogar (melee):** 6+ \uparrow 11, 2H, Reach, Gruesome, Incendiary 3, Vicious 3
- ◄ **Gehenna Puker (ranged):** Range C, 2+ \uparrow 11, Munition, Unwieldy, Incendiary 4, Torrent, Vicious 1

SPECIAL ABILITIES

- ◄ **Burn the World:** Absalom scorches the worlds around him, burning away jungles and cities alike in his pursuit of victory. When a creature gains the Burning status effect from an attack, ability, or Dark Gift used by Absalom, the Burning damage also gains the Vicious 2 and Vile qualities.
- ◄ **Dark Presence**
- ◄ **Fast Healing (4)**
- ◄ **Fear (2)**
- ◄ **Inured to Heat**
- ◄ **Inured to Pain**
- ◄ **Monstrous Creature**
- ◄ **Personal Dark Symmetry (5)**
- ◄ **Searing Aura:** Whenever a creature fails a close combat attack against Absalom, he inflicts an automatic hit dealing 1+ \uparrow 3 damage with the Incendiary 3 quality.
- ◄ **Slave to Symmetry (1)**
- ◄ **Supernatural Mental Strength (1)**
- ◄ **Supernatural Personality (2)**
- ◄ **Supernatural Physique (1)**
- ◄ **Supernatural Strength (4)**

DARK SYMMETRY SPEND

- ◄ **Creature of Symmetry:** Absalom is able to employ Dark Gifts as a powerful creature of Algeroth. Absalom knows and can employ the following Dark Gifts: Sense Weaves of Power, Black Fire, Dark Curse, Symmetry Burst, Heightened Prowess, Invincible Army, and Painless.
- ◄ **Inferno:** When making an attack with his Gehenna Puker, Absalom may spend two Dark Symmetry points in order to hit every creature within Close range automatically. Any creature may attempt a Challenging D2 Acrobatics test as a Response Action to avoid being hit.

JEZERAI

Jezerai serves as the right hand of Overlord Saladin on Mars. He is a relentlessly cunning general, unflinchingly cruel opponent, and fierce champion. He takes pride in personally becoming involved in combat, sometimes leading vicious assaults, and at others bolstering the defences of his citadel. Jezerai is the leader of the Death Commandos, the elite unit of Saladin. Jezerai is prone to challenging the best and bravest of his enemies, and on numerous occasions has called Capitol's best warriors to duels. He has never lost.

Jezerai has designed his very own biotechnological armour, fashioned in the form of a medieval set of plate armour with fully articulated limbs woven together with biotechnology. It covers every inch of his body except the head, and every surface is filled with dark runes and glyphs. These give him unique powers, such as invisibility, flight, and the ability to radiate bursts of deadly black fire. When in combat, he wears a distorted face mask and wields a giant, curved, two handed sword which almost matches the Nepharite's height of three meters.



JEZERAI, NEPHARITE OF ALGEROTH ☹

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
17 (+4)		14 (+1)		14		16	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
14		16		13 (+1)		14 (+2)	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	4	3	2	2	2	2	1	2	2	2	2

WOUNDS:

- ◄ **Head 10**
- ◄ **Torso 16**
- ◄ **Arm 12**
- ◄ **Leg 14**
- ◄ **Serious Wounds 14**
- ◄ **Critical Wounds 11**
- ◄ **Mental Wounds 14**

SOAK: Armour of Dominion: (Head 8, Torso 8, Arms 6, Legs 6)

ATTACKS:

- ◄ **Talon of Algeroth (melee):** 6+ \uparrow 10, Monstrous, Armour Piercing 3, Backlash, Reach, Vicious 1, Vile

SPECIAL ABILITIES

- ◄ **Dark Presence**
- ◄ **Fast Healing (4)**
- ◄ **Fear (2)**
- ◄ **Inured to Pain**
- ◄ **Monstrous Creature**
- ◄ **Personal Dark Symmetry (5)**
- ◄ **Slave to Symmetry (1)**
- ◄ **Supernatural Mental Strength (1)**
- ◄ **Supernatural Personality (2)**
- ◄ **Supernatural Physique (1)**
- ◄ **Supernatural Strength (4)**

DARK SYMMETRY SPEND

◀ **Creature of Symmetry:** Jezerai is able to employ Dark Gifts as a powerful creature of Algeroth. Jezerai knows and can employ the following Dark Gifts: Sense Weaves of Power, Black Fire, Dark Curse, Symmetry Burst, Heightened Prowess, Invincible Army, and Painless.

TALON OF ALGEROTH

This massive blade, a little over three metres long, was grown from a shard of Algeroth's gauntlet, snapped off during an ancient battle. Advanced necrotechnology saw the slender, jagged splinter of metal grown, like a seed, into a sword of unmatched sharpness and cruelty. Few things can withstand the touch of this abominable blade. The weapon is both a gift to a promising subordinate, and a test of his loyalty, for the blade hungers for its wielder's flesh as much as it hungers for the blood of Algeroth's foes. Many a disloyal Nephariite has been immolated by the blade's judgement.

TALON OF ALGEROTH

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+ ↑ 5	-	8	Monstrous	8
QUALITIES Armour Piercing 3, Backlash 1, Reach, Vicious 1, Vile					

MONSTROUS: The Talon of Algeroth is so heavy and cumbersome that only creatures with the Monstrous Creature special rule can effectively wield it.

ARMOUR OF DOMINION

Crafted by Jezerai himself, aided by dozens of Tekrons, this armour is a marvel of necrotechnology and dark sorcery alike. Its structure is gleaming steel, etched with vile inscriptions, foul runes, and glyphs that invoke Algeroth's pattern of the Dark Symmetry. Only Jezerai knows the secrets to using the powers this armour contains, and only he may bring those powers to bear against Algeroth's enemies.

ARMOUR OF DOMINION

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Dark Legion	8	8	6	6
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
12	-	-	-	

HIDDEN FROM SIGHT: By spending three Dark Symmetry points, Jezerai may render himself invisible as a Free Action. While invisible, nothing may draw line of sight to Jezerai, and he gains three bonus Momentum on all Stealth tests. When he takes any attack action, or uses a Dark Gift, he becomes visible again.

INCINERATE: Jezerai may produce searing rays of white-hot flame. These are treated as a weapon with the following profile: Range M, 2+**↑**9, Munition, 1H, Incendiary 4, Spread 2, Vicious 1. This damage

includes Jezerai's ranged damage bonus (which is +**↑**5, due to his Awareness of 16).

UNBURDENED BY GRAVITY: Jezerai may command his armour to defy the effects of gravity. Each turn that Jezerai wishes to do this, he must spend one Dark Symmetry point. During this time, he may move freely through the air, and through empty zones above the battlefield.



ABAZAR

This spacefaring Warlord is one of Algeroth's most favoured Nephariites, and only takes orders directly from him. He leads the Burning Suns, an elite hit squad. There is no solid data on this squad, but their numbers are estimated to be between 900 and 13,000. The squad travels in its own ships, always gliding through the darkness ready to launch deadly lightning raids on human settlements and cities.

Abazar is tall even for a Nephariite of Algeroth, standing over three meters in height. While he is not as muscled as his brethren, he has an extraordinary control over the Dark Symmetry and wields the Staff of Nethervoid, a weapon that works as a catalyst of dark powers. While he wields this, he can conquer and dominate just about any enemy. His skin is dried and his limbs twisted, making him look not unlike a mummy of Old Earth legend. There are rumours that he was once a Nephariite of Ilian. If there is any truth to this, no one knows.

ABAZAR, NEPHARITE OF ALGEROTH ☠

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
17 (+3)	14 (+1)	14	16
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14	16	13 (+2)	14 (+2)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	4	3	2	2	2	2	1	2	2	2	2

WOUNDS:

- ◀ **Head 10**
- ◀ **Arm 12**
- ◀ **Serious Wounds 14**
- ◀ **Mental Wounds 14**
- ◀ **Torso 16**
- ◀ **Leg 14**
- ◀ **Critical Wounds 11**

SOAK: Tough Hide and Nephariite Warplate: (Head 2, Torso 8, Arms 2, Legs 8)

ARTEFACTS OF ALGEROTH

The mightiest of Algeroth's Nepharites—the Overlords—are often distinguished by the powerful artefacts that their master bestows upon them. These objects are a blend of advanced technology, the power of the Dark Symmetry, and the raw force of Algeroth's will, and only a powerful Nepharite can bear such items without being consumed utterly. Those Nepharites who can wield such devices cannot do so without being changed by the experience.

DRINKER OF RUIN

This colossal axe is too large for a human being to carry, and only mighty servants of Algeroth could hope even to lift it. The haft is the bone of an alien beast, clad in brass and black iron, while the blades are rough-hewn from a crimson-veined stone that seems to pulsate with barely-contained destructive power. For all its crude appearance, the stone is razor-sharp. However, the Drinker of Ruin is not lethal because of its edge—the power it contains is a seething font of volcanic fury, awaiting a moment to erupt and lay waste to all around it. This power is a very specific form of Algeroth's pattern, sealed within shards of a meteorite that wiped out all life on a distant alien world. Not even a Nepharite can withstand the Drinker of Ruin's power forever; the longest any being has been able to carry the weapon is a century.

A creature that bears the Drinker of Ruin is transformed into an unstoppable juggernaut of destructive force, wreathed in searing heat and heralded by the roar of super-heated air. Any creature that begins its turn within Close range of the Drinker's bearer must pass a Difficult D2 Resistance test or suffer $\uparrow 3$ damage with the Armour Piercing 2 and Incendiary 3 qualities. Beyond this, the Drinker of Ruin has the following abilities:

DRINKER OF RUIN

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+ $\uparrow 6$	-	8	Monstrous	8
QUALITIES	Armour Piercing X, Backlash X, Drinker of Ruin, Vicious X				

DRINKER OF RUIN: This weapon grows mightier with every kill, and while it swiftly burns through the power it has accumulated, few things can withstand the weapon's power during a killing spree, even the wielder. The Drinker of Ruin has the Armour Piercing X, Backlash X, and Vicious X qualities. In all three cases, X is equal to the number of living creatures the Drinker of Ruin has slain during that scene.

MONSTROUS: The Drinker of Ruin is so heavy and cumbersome that only creatures with the Monstrous Creature special rule can effectively wield it.

HUNTER'S HEART

This vile creation, engineered by an ancient Tekron whose name is lost to time, was the prototype for a new form of necrobionic implant. A thousand Razides were slain perfecting the design, their blood and cerebrospinal fluid used to anoint the device even as their bodies were overwhelmed by it. It soon became apparent that the power of the Hunter's Heart was so great that only the mightiest beings could be host to it; only Nepharites.

The Tekron responsible was ordered to cease research on a device that was too perfect an implement of Algeroth's will. To make it suitable for use by lesser beings would diminish it, turning it into a pale shadow of its transcendent potency.

A Nepharite implanted with the Hunter's Heart is made cunning and cruel in aspect, the profane embodiment of the Apex Predator. As the Heart exerts its power over the host, the Nepharite's body becomes lean and atavistic, and its hands become topped with long, rending talons. Within a matter of weeks, the transformation is complete, and the Nepharite is transformed into an agent of silent and grisly murder. The Nepharite eschews conventional weaponry, for it savours the sensation of hot blood and viscera upon its fingers, and it discards armour in favour of a feral swiftness.

The Nepharite gains Supernatural Agility (2) and Supernatural Awareness (1), and improves its Movement Field of Expertise to Expertise 3 and Focus 3. It loses any armour it previously wore, reducing its Soak to 2 on all locations, and replaces its weapons with Rending Talons (melee): 5+ $\uparrow 7$, 1H, Gruesome, Spread 1, Vicious 2. Finally, it gains the Feed upon Fear special ability.

SLAUGHTERLORD

This baroque weapon seems at first glance like the creation of another era, yet upon closer inspection it seems to contain a bizarre blend of the archaic and the modern. Thirteen barrels whirl upon a clockwork mechanism, spitting a storm of razor-sharp shards of metal that eviscerate anything in their path.

The Slaughterlord was hand-crafted by the Nepharite Overlord Szarek long ago, to serve as his personal weapon. While Szarek was slain on Venus during the First Dark Legion War, his wargear remained, and Algeroth claimed the weapon for his own arsenal.

The weapon, imbued with the murderous spirit of Szarek, seems to speak to all those who have borne it since, guiding the slaughter they will inflict.

SLAUGHTERLORD

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
M	2+ ↑ 6	Automatic	30	Monstrous	8
QUALITIES	Dreadful, Spread 3, Vicious 1				

CARNAGE: A Nepharite wielding the Slaughterlord may spend three Dark Symmetry points when firing the weapon in order to target a zone within Medium range instead of attacking a single target. If he chooses to do this, then every target within that zone (every creature, every vehicle, and any other objects that may be damaged) is automatically hit by the attack, though creatures may attempt an Challenging D2 Acrobatics test as a Response Action to reduce the damage, gaining **↑**2 additional Cover Soak, plus an additional **↑** per Momentum spent (characters in vehicles may attempt a Daunting D3 Pilot test to gain the same benefit). As there is no attack roll, the Nepharite will not have any Momentum to spend to improve the attack, though he may still spend Reloads to increase the damage as normal.

MONSTROUS: The Slaughterlord is so heavy and cumbersome that only creatures with the Monstrous Creature special rule can effectively wield it.

THE OBSIDIAN MAW

Deceptively named, the Obsidian Maw is a complex series of sorcerous and Necrobionic implants that expand upon the host's digestive tract. The only external part of these implants is an obsidian death-mask grafted directly onto the Nepharite's skull. This mask's jaw replaces the Nepharite's jaw entirely, and it is

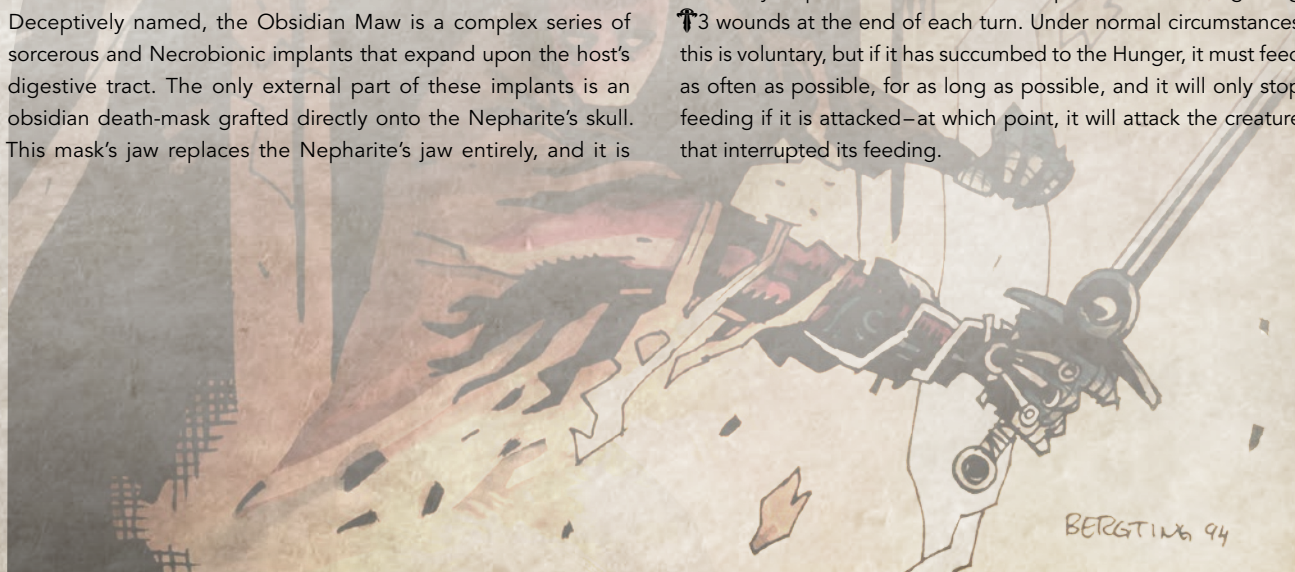
hinged to allow the creature to tear at and devour mortal flesh with jagged stone teeth.

Once fitted with the Maw, the Nepharite's mind is filled with thoughts of a ravenous hunger, which can only be briefly sated by the consumption of huge quantities of human flesh and blood. It is reckoned that one of the bearers of this artefact founded the Blood Fists special forces unit, for their craving for flesh echoes the carnivorous urges that the Obsidian Maw inflicts upon its host. Over time—a period of decades, even centuries, as the Maw's effects make a Nepharite extremely difficult to slay—the Nepharite's body will become bloated with the sheer mass of flesh it has devoured.

A Nepharite bearing the Obsidian Maw gains the Fast Healing (8) special ability, which replaces any existing Fast Healing ability it would normally have. Further, it increases its Armour Soak on its Head to 8, due to the death mask now fused to it. Finally, it gains the following two special rules:

BLACK HUNGER: After suffering a Repercussion in combat, a Nepharite bearing the Obsidian Maw enters a berserk, cannibalistic fury, gaining the Braindead special ability. In this state, it gains one bonus Momentum on all Close Combat and Unarmed Combat skill tests, but all attacks against it gain one bonus Momentum as well. When in this berserk state, it must devour their foes as well, as described below.

DEVOUR: After killing a creature, a Nepharite with the Obsidian Maw may stop to feed. It can feed for up to three turns, regaining **↑**3 wounds at the end of each turn. Under normal circumstances, this is voluntary, but if it has succumbed to the Hunger, it must feed as often as possible, for as long as possible, and it will only stop feeding if it is attacked—at which point, it will attack the creature that interrupted its feeding.





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ATTACKS:

- ◆ **Staff of Nethervoid (melee):** 5+ \uparrow 9, Monstrous, Armour Piercing 2, Knockback, Spread 1, Vicious 2
- ◆ **Staff of Nethervoid (ranged):** Range M, 2+ \uparrow 9, Munition, Monstrous, Armour Piercing 2, Knockback, Spread 1, Vicious 2

SPECIAL ABILITIES

- ◆ **Dark Presence**
- ◆ **Fast Healing (4)**
- ◆ **Fear (2)**
- ◆ **Inured to Pain**
- ◆ **Monstrous Creature**
- ◆ **Personal Dark Symmetry (5)**
- ◆ **Slaughtermaster:** Abazar revels in the death and destruction he and his warriors spread. Each time that a creature is killed by Abazar or one of his subordinates, add one point to the Dark Symmetry pool.
- ◆ **Slave to Symmetry (1)**
- ◆ **Supernatural Mental Strength (2)**
- ◆ **Supernatural Personality (2)**
- ◆ **Supernatural Physique (1)**
- ◆ **Supernatural Strength (3)**

DARK SYMMETRY SPEND

Creature of Symmetry: Abazar is able to employ Dark Gifts as a powerful creature of Algorith. Abazar knows and can employ the following Dark Gifts: Dark Curse, Sense Weaves of Power, Symmetry Burst, Black Fire, Distorted Armour, Heightened Prowess, Painless, Aura of Absorption, Invincible Army, Rain of Destruction, Sphere of Rage, Torrent of Destruction.

STAFF OF NETHERVOID

A towering sceptre of obsidian and black iron, the Staff of Nethervoid is too large to be borne by an ordinary mortal. It is more a pillar of night-black evil, its surface so dark that light does not escape its surface, leaving it shrouded in a permanent gloom. A powerful wielder can bear both the unyielding dark of its construction and direct that abyssal force into blasts of unlight that shatter armour and pulverise flesh. A skilled wielder can do even more, using it as a lightning rod for the Dark Symmetry.

STAFF OF NETHERVOID (RANGED)

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
M	2+ \uparrow 4	Munition	8	Monstrous	10
QUALITIES	Armour Piercing 2, Knockback, Spread 1, Vicious 2				

STAFF OF NETHERVOID (MELEE)

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+ \uparrow 4	-	-	Monstrous	10
QUALITIES	Armour Piercing 2, Knockback, Spread 1, Vicious 2				

GATHERING SYMMETRY: The Staff of Nethervoid serves as a focal point for the Dark Symmetry. Whenever the weapon's wielder spends one or more Dark Symmetry points, roll \uparrow for each point. For each Dark Symmetry Icon generated, one Dark Symmetry point is 'free', and does not need to be taken from the GM's pool.

MONSTROUS: The Staff of Nethervoid is so heavy and cumbersome that only creatures with the Monstrous Creature special rule can effectively wield it.

NEPHARITE MAGUS

Extremely rare among the ranks of Algeroth, these Nepharites specialise in the use of the Dark Symmetry. Most can be found in his court on Nero, but some may be sent to the space and time of humans if they have a particular task at hand. Often, they are used to perform Transfigurations or other very important missions. The two most well known of these Nepharites are Valpurgius and Maledrach.

Valpurgius is the Archmagus of Alakhai. The relationship between the two can only be described as a love hate relationship, using human terms. Valpurgius bolsters the powers and abilities of Alakhai's troops, which is part of the reason for the general's success. Valpurgius moves slowly and is very goal oriented. He is never in a hurry—an eternal being has no need to rush things.

Maledrach is the most well known of the Nepharite magi in Algeroth's service. He serves the Apostle of War himself, and commands the Legion of the Damned, a very small and specialised hit and infiltration squad. Maledrach is employed when something or someone special needs to be brought before the court of Algeroth. He and his crew are master infiltrators, using brains before brawn. They have been known to perform sabotages and kidnappings at the heart of the human cities.

Maledrach sports great flaps of skin that are visible when he stretches his arms out, forming bat-like wings. He is covered in tufts of coarse, dark hair and his nose is wrinkled with several nostrils. His teeth are long, narrow and very, very sharp. Maledrach is capable of transforming himself into a large bat. With the aid of this form he can perform recognisance and assassination missions in the cities of man without risking discovery.

NEPHARITE MAGUS ☉

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
17 (+4)	14 (+1)	14	14 (+2)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14	14 (+2)	14 (+2)	14 (+2)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	3	4	3	2	2	4	4	2	2	3	3

WOUNDS:

- ◀▶ Head 10
- ◀▶ Arm 12
- ◀▶ Serious Wounds 14
- ◀▶ Mental Wounds 16
- ◀▶ Torso 16
- ◀▶ Leg 14
- ◀▶ Critical Wounds 11

SOAK: Tough Hide and Nepharite Warplate: (Head 2, Torso 8, Arms 2, Legs 8)

ATTACKS:

- ◀▶ **Ashreketh (melee):** 5+ \uparrow 10, 1H, Armour Piercing 1, Dreadful, Parry 1, Vicious 2
- ◀▶ **Symmetry Blast (ranged):** Range C, 4+ \uparrow 9, Munition, Armour Piercing 2, Corrupting, Torrent, Stun

SPECIAL ABILITIES

- ◀▶ **Dark Presence**
- ◀▶ **Fast Healing (4)**
- ◀▶ **Fear (2)**
- ◀▶ **Inured to Pain**
- ◀▶ **Monstrous Creature**
- ◀▶ **Personal Dark Symmetry (8)**
- ◀▶ **Soulthief:** A Nepharite Magus has a particular way with death, drawing upon the demise of mortals to fuel his powers. Each time that a creature is killed by the Nepharite Magus, add two points to the Dark Symmetry pool.
- ◀▶ **Slave to Symmetry (1)**
- ◀▶ **Supernatural Mental Strength (1)**
- ◀▶ **Supernatural Personality (2)**
- ◀▶ **Supernatural Physique (1)**
- ◀▶ **Supernatural Strength (4)**

DARK SYMMETRY SPEND

- ◀▶ **Dark Magus:** A Nepharite Magus is able to wield the whole of Algeroth's pattern, and is unsurpassed amongst Algeroth's servants for his mastery of the Dark Symmetry—indeed, only the servants of Ilian wield the Symmetry more surely and effectively. A Nepharite Magus knows all of the Dark Symmetry Dark Gifts, as well as all of those which are part of Algeroth's Pattern.

- ◄ **Battlefield Sorcery:** When using a Dark Gift, a Nepharite Magus may spend two additional Dark Symmetry points in order to use that Dark Gift as a Restricted Action instead of a Standard Action.

NEPHARITE OVERLORDS

Below are the stats of a Nepharite Overlord of Algoerth. There really is no such a thing as a typical or average Nepharite Overlord, but the stats will serve as a mould you can use to create your own Nepharites.

All Nepharite Overlords have some token of Algoerth's favour, which grants them extraordinary powers. Some may take on a radically different physical form as an expression of their altered nature—for example, an Overlord with a taste for human flesh may be colossal and obese, while one who is particularly fierce may be fanged and clawed, with a bestial visage and a feral, stooping posture. When creating your own Nepharite Overlords, make each a distinctive and fearsome personality. See the Artefacts of Algoerth sidebar for more ideas and suggestions.

NEPHARITE OVERLORD OF ALGOERTH ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
17 (+4)	16 (+1)	14	16
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14	16	14 (+2)	14 (+3)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	4	3	2	2	2	2	1	2	2	2	2

WOUNDS:

- ◄ **Head 10**
- ◄ **Arm 12**
- ◄ **Serious Wounds 14**
- ◄ **Mental Wounds 16**
- ◄ **Torso 16**
- ◄ **Leg 14**
- ◄ **Critical Wounds 11**

SOAK: Tough Hide and Nepharite Warplate: (Head 2, Torso 8, Arms 2, Legs 8)

ATTACKS:

- ◄ **Azogar (melee):** 6+ \uparrow 11, 2H, Reach, Gruesome, Vicious 3
- ◄ **Fist of Malice HMG (ranged):** Range M, 2+ \uparrow 10, Automatic, Unwieldy, Spread, Ammo (Vicious 3)
 - ◄ **Unholy Flechette shot:** Range M, 2+ \uparrow 8, Munition, Unwieldy, Blast (Close)

SPECIAL ABILITIES

- ◄ **Dark Presence**
- ◄ **Fast Healing (4)**
- ◄ **Fear (2)**

- ◄ **Inured to Pain**
- ◄ **Monstrous Creature**
- ◄ **Personal Dark Symmetry (8)**
- ◄ **Slave to Symmetry (1)**
- ◄ **Supernatural Mental Strength (2)**
- ◄ **Supernatural Personality (3)**
- ◄ **Supernatural Physique (1)**
- ◄ **Supernatural Strength (4)**

DARK SYMMETRY SPEND

- ◄ **Creature of Symmetry:** A Nepharite Overlord is able to employ Dark Gifts as a powerful creature of Algoerth. Nepharite Overlords know and can employ the following Dark Gifts: Sense Weaves of Power, Dark Curse, Symmetry Burst, Heightened Prowess, Invincible Army, Rain of Destruction, and Painless.

NEPHARITE WARLORDS

Below the Overlords in Algoerth's hierarchy are the Warlords. While they are not as powerful, they are still beings of great power who possess astounding resourcefulness and cunning.

NEPHARITE WARLORD OF ALGOERTH ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
17 (+4)	14 (+1)	14	16
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14	16	13 (+1)	14 (+2)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	4	3	2	2	2	2	1	2	2	2	2

WOUNDS:

- ◄ **Head 10**
- ◄ **Arm 12**
- ◄ **Serious Wounds 14**
- ◄ **Mental Wounds 14**
- ◄ **Torso 16**
- ◄ **Leg 14**
- ◄ **Critical Wounds 11**

SOAK: Tough Hide and Nepharite Warplate: (Head 2, Torso 8, Arms 2, Legs 8)

ATTACKS:

- ◄ **Azogar (melee):** 6+ \uparrow 11, 2H, Reach, Gruesome, Vicious 3
- ◄ **Fist of Malice HMG (ranged):** Range M, 2+ \uparrow 10, Automatic, Unwieldy, Spread, Ammo (Vicious 3)
 - ◄ **Unholy Flechette shot:** Range M, 2+ \uparrow 8, Munition, Unwieldy, Blast (Close)

SPECIAL ABILITIES

- ◄ **Dark Presence**

- ◆ **Fast Healing (4)**
- ◆ **Fear (2)**
- ◆ **Inured to Pain**
- ◆ **Monstrous Creature**
- ◆ **Personal Dark Symmetry (5)**
- ◆ **Slave to Symmetry (1)**
- ◆ **Supernatural Mental Strength (1)**
- ◆ **Supernatural Personality (2)**
- ◆ **Supernatural Physique (1)**
- ◆ **Supernatural Strength (4)**

DARK SYMMETRY SPEND

- ◆ **Creature of Symmetry:** A Nepharite Warlord is able to employ Dark Gifts as a powerful creature of Algeroth. Nepharite Warlords know and can employ the following Dark Gifts: Sense Weaves of Power, Dark Curse, Symmetry Burst, Heightened Prowess, Invincible Army, and Painless.

NEPHARITES OF DEMNOGONIS

IVORAC, THE CLONER

Bloated, foul, and diseased, this general of Demnagonis stands only 180 centimetres tall. His skin seems to be moving, but it is in fact crawling with parasites. His left arm is disproportionately larger than the other, and it is thick and pulsating with mutation. This arm gives him the ability to shoot out tumorous growths that grow into small, disfigures copies of him within only a few seconds. These are short lived, but rather strong and deadly. His enlarged arm also possess several metal spikes, which he uses in close combat.

Ivorac is a general and a Nepharite Overlord, but he prefers to watch the combat from behind his troops, howling orders and strategically planning how the viruses and other biological weapons should be best utilised in the field. He is brilliant when it comes to devising and using bio-weapons. In many cases he prefers to send small squads into the midst of the enemy forces with the intent of infecting them, rather than trying to run them over with brute force. Many have made the dire mistake of underestimating his prowess and gone toe-to-toe with him. They have soon found themselves surrounded by his clones and ripped to shreds by volleys spewed forth from his plague chain gun.

Ivorac's skin is covered with bulging stitches, which ooze puss and ichors. He has the same bursting boils as most of Demnagonis' Nepharites, and is covered in small, needle-like spikes. Ivorac holds a small citadel on Luna, several dozen kilometres from the actual city. The dark, dank swamp that surrounds his citadel is quite widespread, and is constantly growing. Mankind fears that Demnagonis will use it as a staging ground for an assault on Luna City itself in the future. Since the citadel is located deep inside a crevasse within the swamp, all bombing raids have failed.

IVORAC, NEPHARITE OF DEMNOGONIS ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13 (+1)	13 (+2)	11	13 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14 (+1)	13 (+1)	16 (+2)	13 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	3	2	2	-	-	1	1	3	2	4	3

WOUNDS:

- ◆ **Head 8**
- ◆ **Torso 13**
- ◆ **Arm 9**
- ◆ **Leg 11**
- ◆ **Serious Wounds 11**
- ◆ **Critical Wounds 8**
- ◆ **Mental Wounds 18**



Ivorac, the Cloner

SOAK: Necrotic Flesh and Nepharite Armour: (Head 2, Torso 5, Arms 4, Legs 5)

ATTACKS:

- ◄ **Diseased Fist (melee):** 2+ \uparrow 5, 2H, Dreadful, Toxic 3
- ◄ **Plagudealer HMG (ranged):** Range M, 3+ \uparrow 8, Automatic, 2H, Spread 2, Ammo (Toxic 3)
- ◄ **Plagudealer Flamer Mode:** Range C, 2+ \uparrow 7, Munition, 2H, Incendiary 3, Torrent, Toxic 3

SPECIAL ABILITIES

- ◄ **Dark Presence**
- ◄ **Fast Healing (5)**
- ◄ **Fear (2)**
- ◄ **Inured to Disease**
- ◄ **Inured to Pain**
- ◄ **Inured to Poison**
- ◄ **Night Vision**
- ◄ **Opportunistic Infection:** Ivorac understands the most efficient vectors and avenues of infection, and he applies this knowledge to the deployment of toxins, venoms, and other biological weapons. While Ivorac is present in a scene, the difficulty of all Resistance tests against poisons and diseases increase by one step.
- ◄ **Personal Dark Symmetry (8)**
- ◄ **Pesticus:** Ivorac's body contains the following Pesticus strains: Acidic, Elongate, and Visceral Expulsion.
- ◄ **Slave to Symmetry (1)**
- ◄ **Supernatural Awareness (1)**
- ◄ **Supernatural Coordination (1)**
- ◄ **Supernatural Intelligence (1)**
- ◄ **Supernatural Mental Strength (2)**
- ◄ **Supernatural Personality (1)**
- ◄ **Supernatural Physique (2)**
- ◄ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ◄ **Cancerous Duplicates:** By sending out gobbets of cancerous matter from his disfigured arm, Ivorac can spawn petty duplicates of himself to fight the enemy. It costs two Dark Symmetry points to spawn a duplicate in this way, and they use the Duplicate of Ivorac profile below. The duplicates spawn within Close range of Ivorac, and cannot act during the round in which they are spawned. Ivorac may only spawn one duplicate each round.
- ◄ **Creature of Symmetry:** Ivorac is able to employ Dark Gifts as a powerful creature of Demnognis. Ivorac knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, See Sickness, Dark Strain, Black Rot Spew, and Dark Strain.
- ◄ **Host of a Thousand Plagues:** Ivorac is a carrier for countless diseases, and his blood and ichor spread these contagions as he enters battle. Any creature within Reach of Ivorac when he

is wounded can be exposed to any disease, regardless of the disease's normal Vector. This costs Dark Symmetry points as normal—the ability merely provides justification for exposure to any disease.

- ◄ **Vermin Swarms:** Teeming, buzzing masses of fly-like insects serve Ivorac, hanging around him like a living cloud. By spending one Dark Symmetry point, Ivorac can treat this swarm as a physical extension of himself, able to draw line of sight from any zone within long range, or able to make physical contact (such as for gifts requiring touch) with any target within that distance.

DUPLICATE OF IVORAC ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13	13 (+1)	11	13
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14	13	16 (+1)	13

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	1	1	-	-	-	-	2	1	3	1

WOUNDS: 9

SOAK: Necrotic Flesh and Nepharite Armour: (Head 2, Torso 5, Arms 4, Legs 5)

ATTACKS:

- ◄ **Diseased Fist (melee):** 1+ \uparrow 5, 2H, Dreadful, Toxic 3
- ◄ **Plagudealer HMG (ranged):** Range M, 2+ \uparrow 8, Automatic, 2H, Spread 2, Ammo (Toxic 3)
- ◄ **Plagudealer Flamer Mode:** Range C, 1+ \uparrow 7, Munition, 2H, Incendiary 3, Torrent, Toxic 3

SPECIAL ABILITIES

DARK PRESENCE

- ◄ **Fast Healing (3)**
- ◄ **Fear (1)**
- ◄ **Inured to Disease**
- ◄ **Inured to Pain**
- ◄ **Inured to Poison**
- ◄ **Night Vision**
- ◄ **Pesticus:** The bodies of each Ivorac duplicate contains the following Pesticus strains: Acidic, Elongate, and Visceral Expulsion.
- ◄ **Slave to Symmetry (2)**
- ◄ **Supernatural Mental Strength (1)**
- ◄ **Supernatural Physique (1)**

DARK SYMMETRY SPEND

► **Creature of Symmetry:** Each Ivorac duplicate is able to employ Dark Gifts as a creature of Demnogonis. The duplicate knows and can employ the following Dark Gifts: Dark Curse, See Sickness, Black Rot Spew, and Dark Strain.

VITHERA, THE TWISTED

Vithera is one of the few female Nepharites in the ranks of Demnogonis. She is extremely intelligent and has developed a special mastery of the Dark Symmetry. With the aid of the pattern of Demnogonis, she is able to cause detrimental as well as favourable mutations. Though an Overlord, Vithera has little interest in managing a citadel. She can usually be found on Mercury, aiding whichever citadel she has been sent to. She takes orders from Demnogonis personally, acting as his emissary and eyes and ears. She is used to support squads in important battles, as well as for more subtle missions, such as assassinations.

Vithera is two and a half meters tall. She has a slim, female figure, but her skin is a patchwork lesions and sores. She has long, coarse dark hair and dozens of spikes sticking out from her head. On her back, she has several long tentacles. These are reminiscent of intestines, and each one has a tiny mouth at the end, filled with sharp, infectious teeth. This is a testament of her ability to create mutations. Her face is that of a skull covered with muscle tissue, as if flayed. Her tongue is long with a spiked tip that she often uses as a weapon; another mutation she has added. At times, she captures her enemies alive in order to experiment on them, twisting them into horrific, tortured creations.

VITHERA, NEPHARITE OF DEMNOGONIS ☠

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
13		13 (+1)		14 (+1)		13 (+1)	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
14 (+!)		14 (+3)		16 (+2)		13 (+1)	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	2	-	-	2	1	3	4	5	4

WOUNDS:

- **Head 6** ► **Torso 11**
- **Arm 7** ► **Leg 9**
- **Serious Wounds 9** ► **Critical Wounds 6**
- **Mental Wounds 18**

SOAK: Necrotic Flesh and Nepharite Armour: (Head 2, Torso 5, Arms 4, Legs 5)

ATTACKS:

- **Ripping Tendrils (melee):** 1+ \uparrow 5, 1H, Gruesome, Toxic 3, Vicious 1
- **Barbed Tongue (melee):** 1+ \uparrow 5, Toxic 3, Reach, Vile

SPECIAL ABILITIES

- **Dark Presence**
- **Fast Healing (8)**
- **Fear (3)**
- **Fleshsmith:** Servants of Vithera are wrought of hardier stuff than most servants of Demnogonis. Her skill at engineering mutated, cancerous flesh makes her followers more durable. Any creature loyal to, or created by, Vithera gains Fast Healing (3), or increases the rating of any existing Fast Healing ability by two.
- **Inured to Disease**

Vithera, the Twisted



- ◄ Inured to Pain
- ◄ Inured to Poison
- ◄ Night Vision
- ◄ Personal Dark Symmetry (8)
- ◄ Pesticus: Vithera's body contains the following Pesticus strains: Brain Invasion, Parasitic Healing, and Slave Slugs.
- ◄ Slave to Symmetry (1)
- ◄ Supernatural Agility (1)
- ◄ Supernatural Awareness (1)
- ◄ Supernatural Coordination (1)
- ◄ Supernatural Intelligence (3)
- ◄ Supernatural Mental Strength (2)
- ◄ Supernatural Personality (1)
- ◄ Supernatural Physique (1)

DARK SYMMETRY SPEND

- ◄ **Creature of Symmetry:** Vithera is able to employ Dark Gifts as a powerful creature of Demnogonis. Vithera knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, See Sickness, Black Rot Spew, and Dark Strain.
- ◄ **Take Them Alive:** As a Standard Action, spending one Dark Symmetry point, Vithera may attempt a Medicine test on a creature that died within the last five minutes. The creature is restored to life, regaining one wound. If the creature is not a servant of Demnogonis, then it is paralysed and unable to move upon being restored to life. This paralysis wears off after an hour.

LOZAR, THE INFECTIOUS

Deep beneath the surface of Mercury, yet to be discovered, lies the citadel of Lozar. Like so many of Demnogonis' Nepharite Overlords, he is a master of manipulating disease and viruses. But instead of focusing on how to use this mastery in war, he concentrates on creating subtle, slow acting viruses that are best used to infect entire cities and communities. He breaks down the population slowly, taking away their will and ability to fight before the war has even started.

Lozar runs his citadel with an iron fist. He seldom leaves the Infestation Chambers, where he relentlessly pushes the capabilities of his Biophages to the limit. To Lozar, each disease is a symphony, which he conducts in order to create a perfect performance of misery. He has even been known to engineer viruses that only affect certain human bloodlines in certain ways, such as the virus he designed that killed the firstborn of every new generation of the Hidoki clan. He finds it interesting to study the misery and helplessness these viruses spawn, and he rejoices in the godlike power. Nonetheless, he has stockpiled a massive amount of battlefield-ready viruses, weapons, and troops. If Demnogonis ever gives the order to attack Longshore, or any other target on Mercury, Lozar will be ready.

Near three meters tall, Lozar's gaunt frame has been implanted with a wide assortment of tubes and pumps. Most of these systems are Necrotechnological in nature, and seem to reroute some of his circulatory system outside his body. The lower half of his face seems human from the mouth down, though the skin is jaundiced and the lips cracked. His teeth are a perfect white, but pointed and sharp. However, from the nose up he is all Nepharite, with smouldering red eyes and a flayed, spiked head.

LOZAR, NEPHARITE OF DEMNOGONIS ☹

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13 (+1)	15 (+2)	11	13 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13 (+1)	13 (+3)	13 (+2)	12 (=1)

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	2	-	-	1	1	3	2	4	3

WOUNDS:

- ◄ Head 8
- ◄ Arm 10
- ◄ Serious Wounds 12
- ◄ Mental Wounds 15
- ◄ Torso 13
- ◄ Leg 11
- ◄ Critical Wounds 8

SOAK: Necrotic Flesh and Nepharite Armour: (Head 2, Torso 5, Arms 4, Legs 5)

ATTACKS:

- ◄ **Curator Sword (melee):** 2+ \uparrow 8, 1H, Parry 1, Vile
- ◄ **Plague Gun (ranged):** Range M, 2+ \uparrow 7, Burst, Unbalanced, Infection, Toxic 3
 - ◄ **Plague Gun Bayonet (melee):** 2+ \uparrow 7, Unbalanced, Infection, Toxic 3
 - ◄ **Infection:** The bullets of a plague gun are impregnated with vile toxins. If one or more Dark Symmetry Icons are generated, a creature wounded by a plague gun suffers Infected Wounds.

SPECIAL ABILITIES

- ◄ Dark Presence
- ◄ Fast Healing (5)
- ◄ Fear (2)
- ◄ Inured to Disease
- ◄ Inured to Pain
- ◄ Inured to Poison
- ◄ Night Vision
- ◄ **Plaguesmith:** Lozar engineers plagues and pestilences with incredible precision, creating viral strains and vile carcinogens

that produce exactly the desired effects or infect only the desired targets. These custom-tailored maladies are stockpiled to use against human armies, and all of the creatures in Lozar's service are equipped with the fruits of his horrific labours. Whenever a creature in service to Lozar forces an enemy to make a Resistance test against poison or disease, that enemy must re-roll the lowest-rolled d20 (the second result stands). Further, any creature in service to Lozar may spend one Dark Symmetry point to add one to the Virulence of any disease it inflicts upon an enemy.

Lozar, the Infectious

- ◆ **Personal Dark Symmetry (6)**
- ◆ **Pesticus:** Lozar's body contains the following Pesticus strains: Acidic, Parasite Swarm, and Sensory Spores.
- ◆ **Slave to Symmetry (1)**
- ◆ **Supernatural Awareness (1)**
- ◆ **Supernatural Coordination (1)**
- ◆ **Supernatural Intelligence (3)**
- ◆ **Supernatural Mental Strength (2)**
- ◆ **Supernatural Personality (1)**
- ◆ **Supernatural Physique (2)**
- ◆ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ◆ **Creature of Symmetry:** Lozar is able to employ Dark Gifts as a powerful creature of Demnogonis. Lozar knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, See Sickness, Control Sickness, Dark Strain, Infestation, Aura of Dark Pestilence, and Pandemic Nexus.
- ◆ **Host of a Thousand Plagues:** Lozar is a carrier for countless diseases, and his blood and ichor spreads these contagions as he enters battle. Any creature within Reach of Lozar when he is wounded can be exposed to any disease, regardless of the disease's normal Vector. This costs Dark Symmetry points as normal—the ability merely provides justification for exposure to any disease.
- ◆ **Pestilential Substitution:** Lozar's works ensure that his armies are carrying only the most potent and deadly diseases. Whenever a creature subservient to Lozar inflicts Infected Wounds on a creature, Lozar may spend a number of Dark Symmetry points to replace that disease with Bubonic Plague for three Dark Symmetry points, Necrotising Fasciitis for two Dark Symmetry points, or Venusian Fever for two Dark Symmetry points.
- ◆ **Vermin Swarms:** Teeming, buzzing masses of fly-like insects serve Lozar, hanging around him like a living cloud. By spending one Dark Symmetry point, Lozar can treat this swarm as a physical extension of himself, able to draw line of sight from any zone within long range, or able to make physical contact (such as for gifts requiring touch) with any target within that distance.



STARUS, THE MASTER OF DESTRUCTION

It is unknown how Starus became grievously injured, but after a battle that left him near dead, most of his body parts were replaced by Necrotechnology. This Nepharite Overlord is the master of one of Demnogonis' largest citadels, which is located on Mars. Here, he gives support to Algeroth's Overlords and Warlords, bolstering their arsenals with plagues, and their ranks with his infectious minions.

Starus is massive, over three meters tall, and every part of his body except his head has been replaced with Necrotechnology. Tubes, pipes, and pulsating sacks can be seen fastened to his muscles, and each of his forearms has two barrels sticking out of them above his hands. Starus has routed some of his bodily fluids to these, and through them he can release powerful sprays of his acidic, infectious blood at will. When up close and personal, he swings a gigantic Curator Sword. Starus lords over thousands of minions, and he is at his best when in the forefront, using his commanding nature and short-term direct strategies. His machine of a body has made him extremely hardy and powerful, and he is rumoured to be able to shrug off mortar rounds.

STARUS, NEPHARITE OF DEMNOGONIS ☹

ATTRIBUTES

STRENGTH	PHYSIQUE	ABILITY	AWARENESS
15 (+2)	15 (+2)	11	13 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14 (+1)	13 (+1)	14 (+2)	13 (+1)

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	3	2	2	-	-	1	1	3	2	4	3

WOUNDS:

- ◀▶ **Head 9**
- ◀▶ **Arm 11**
- ◀▶ **Serious Wounds 13**
- ◀▶ **Mental Wounds 16**
- ◀▶ **Torso 15**
- ◀▶ **Leg 13**
- ◀▶ **Critical Wounds 10**

SOAK: Necrobionic Form: (Head 5, Torso 7, Arms 6, Legs 6)

ATTACKS:

- ◀▶ **Curator Warsword (melee):** 4+**T**10, Monstrous, Forged in Filth, Parry 3, Vicious 2, Vile
- ◀▶ **Vitriol Spewer (ranged):** Range C, 2+**T**7, Munition, 2H, Armour Piercing 3, Dreadful, Torrent, Toxic 5, Vile

SPECIAL ABILITIES

- ◀▶ **Dark Presence**
- ◀▶ **Fast Healing (5)**
- ◀▶ **Fear (3)**

- ◀▶ **Inured to Disease**
- ◀▶ **Inured to Pain**
- ◀▶ **Inured to Poison**
- ◀▶ **Monstrous Creature**
- ◀▶ **Night Vision**
- ◀▶ **Personal Dark Symmetry (5)**
- ◀▶ **Slave to Symmetry (1)**
- ◀▶ **Supernatural Awareness (1)**
- ◀▶ **Supernatural Coordination (1)**
- ◀▶ **Supernatural Intelligence (1)**
- ◀▶ **Supernatural Mental Strength (2)**
- ◀▶ **Supernatural Personality (1)**
- ◀▶ **Supernatural Physique (2)**
- ◀▶ **Supernatural Strength (2)**

DARK SYMMETRY SPEND

- ◀▶ **Creature of Symmetry:** Starus is able to employ Dark Gifts as a powerful creature of Demnogonis. Starus knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, See Sickness, Dark Strain, Black Rot Spew, and Dark Strain.
- ◀▶ **Host of a Thousand Plagues:** Starus is a carrier for countless diseases, and his blood and ichor spreads these contagions as he enters battle. Any creature within Reach of Starus when he is wounded can be exposed to any disease, regardless of the disease's normal Vector. This costs Dark Symmetry points as normal—the ability merely provides justification for exposure to any disease.
- ◀▶ **Spew Vitriol:** Starus' body is fitted with necrotechnological implants that allow him to spray highly corrosive, infectious blood across his foes. It costs one Dark Symmetry point to use the Vitriol Spewer attack (listed above), due to it being a Munition weapon. However, it does not require ammunition in the conventional sense—the weapon is 'fuelled' by Starus' own bodily fluids. If a creature dies from damage caused by this attack, or if it is used directly upon a corpse, then one Dark Symmetry point can be spent to animate the corpse as a Kadaver.
- ◀▶ **Vermin Swarms:** Teeming, buzzing masses of fly-like insects serve Starus, hanging around him like a living cloud. By spending one Dark Symmetry point, Starus can treat this swarm as a physical extension of himself, able to draw line of sight from any zone within long range, or able to make physical contact (such as for gifts requiring touch) with any target within that distance.

CURATOR WARSWORD

These blades, given only to a handful of the largest and most powerful of Demnogonis' servants, superficially resemble a conventional Curator Sword, only far larger—the smallest of them is nearly two and a half metres long. They are far sharper than their smaller counterparts, and they are forged in a furnace stoked with the corpses of plague victims, imbuing their blades with deadly pathogens.

CURATOR WARSWORD

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+ [†] 5	-	4	Monstrous	9
QUALITIES Forged in Filth, Parry 3, Vicious 2, Vile					

FORGED IN FILTH: If one or more Dark Symmetry Icons are generated when rolling damage with a Curator Warsword, it inflicts a disease with a Virulence equal to the number of Dark Symmetry Icons rolled. For example, if three Dark Symmetry Icons were rolled on a damage roll, then the attacker could inflict Necrotising Fasciitis (or any other Virulence 3 disease) on the victim.

MONSTROUS: A Curator Warsword is so heavy and cumbersome that only creatures with the Monstrous Creature special rule can effectively wield it.

NEPHARITES OF SEMAI

MADEXA THE PUPPETEER

The Nepharites of Semai are by far those that are most similar to humans in appearance. Madexa is very small, only 170 centimetres tall. Like most of her peers, her pale skin is branded with the burning runes of Semai. She has long black hair and an exaggerated physique—almost a mockery of the human female form. Her large mouth houses a black tongue and sharp yellow teeth. Her thick dry lips are a bright, glossy red, as though she is wearing a thick layer of audacious lipstick. Though most of Semai's Nepharites wear impressive metal armour, Madexa is garbed only in a few strips of cloth, wrapped around her like bandages.

Madexa is the Overlord of a citadel located in the Bauhaus business sector in Longshore. It lies tucked away in a hidden section of a sub-basement, in a large office high-rise. From here she manipulates several Mishiman families, triggering old blood feuds and sparking new ones. She exacerbates the xenophobia that some possess, driving wedges between Mishima and important allies and business partners from other corporations and cultures.

Madexa rules over a small army of Corruptors, Enablers, and Vile Antagonists. Though she has resorted to overt actions such as assassinations, she prefer to manipulate her victims in to slowly being destroyed by their own inner weaknesses, fears, and ambitions. Beyond sheer manipulation, she has been able to establish a very impressive network of spies and informants, which provides her and Semai with invaluable information and an uncanny insight into Mishima.



MADEXA, NEPHARITE OF SEMAI ☹️

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13	13	16	14 (+3)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
16	14 9=2)	17 (+1)	16 (+4)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	2	2	1	1	-	3	3	4	5	1	-

WOUNDS:

- ◀▶ Head 5
- ◀▶ Arms 6
- ◀▶ Serious Wounds 8
- ◀▶ Mental Wounds 18
- ◀▶ Torso 10
- ◀▶ Legs 8
- ◀▶ Critical Wounds 5

SOAK: Corrupt Flesh: (All 2)

ATTACKS:

- ◀▶ Slicer (melee): 1+[†]6, 1H, Armour Piercing 1, Hidden 2

SPECIAL ABILITIES

- ◀▶ Dark Presence
- ◀▶ Grasping
- ◀▶ Personal Dark Symmetry (7)
- ◀▶ Supernatural Awareness (3)
- ◀▶ Supernatural Intelligence (2)
- ◀▶ Supernatural Mental Strength (1)
- ◀▶ Supernatural Personality (4)
- ◀▶ Whispers of Discord: Madexa has a knack for sowing seeds of doubt and uncertainty in those she speaks to. It takes only a brief conversation to stir up misdirected rage or old grievances. After succeeding at a Persuade test against another character, Madexa may spend three Momentum to place some doubt or anger about another character in the target's mind. This anger will interfere with calm, rational discourse, increasing the Repercussion range of both the target and the other character on all Command, Lifestyle, or Persuade tests regarding one another.

DARK SYMMETRY SPEND

- ◀▶ **Creature of Symmetry:** Madexa is able to employ Dark Gifts as a powerful creature of Semai. Madexa knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, Stir the Dark Heart, Snare the Unwilling Mind, Muddle the Memory, Pluck Mind, Chains of the False Heart, and Culling the Herd.
- ◀▶ **Innocent Guise:** Unless Madexa's nature has been shown—by her taking direct offensive action or by demonstrating some other supernatural capability—she can pass as an ordinary, though

highly attractive, person. Attempting to see through this guise takes a Dire D4 Observation Test, or a Daunting D3 Insight Test.

- ◆ **Insidious Kiss:** Against a grabbed target, Madexa can attempt to place a piece of herself within the target's soul by spending three Dark Symmetry points. Madexa makes an opposed Willpower test as her action. If she succeeds, she successfully infiltrates the target's mind, inflicting a Corruption roll on the target, rolling $\uparrow 2$, plus an additional $+\uparrow$ for each Momentum spent.

HETORAK THE EXECUTIONER

Whenever Semai wishes to have someone killed on Luna, or if a particularly difficult target needs to be dealt with on another planet, he contacts Hetorak. Hetorak is the Grand Master of Assassins, and controls the largest and most widespread network of assassins in the solar system. Though a Nepharite Overlord in his own right, he has chosen to take up residence in the citadel of Nepharite Overlord Darsheed the Inveigler on Luna. This grants him the security and resources of a citadel at the heart of human civilisation, without the need to bother with the ins and outs of managing it.

Hetorak lords over scores of Callistonian Intruders. His right hand is a particularly dangerous Callistonian called Merack the Inquisitor Slayer. Hetorak often goes out into the field himself, taking on contracts personally. When called upon, he will cross the great reaches of space in order to kill targets at the other end of the solar system.

Hetorak is just over two meters tall and is painfully thin. His skin is almost black and desiccated, and he seems to be all bone and

sinew. However, though he looks frail, he is anything but. His body has numerous intricate glyphs carved in to his flesh. His nose is nothing more than two holes in a bony protrusion, and his mouth is small and filled with rows of teeth similar to those of a shark. Set within this monstrous visage are startlingly human blue eyes. Some speculate that he at one point was a Heretic, who was granted the honour of Transfiguration. Hetorak is exceedingly dextrous, and possess a inexhaustible tenacity. He has developed several powers that allow him to hide in plain sight, and move quickly and quietly. He prefers light weapons, often using highly modified versions of the equipment used by Callistonian Intruders. He wears a tightly fitted, pared down combat armour, valuing speed over thick sheets of armour. Hetorak views assassination as an art form, and is always intently focused on the task at hand. He longs for the day when he will be given the order to kill the Cardinal, the ultimate target.

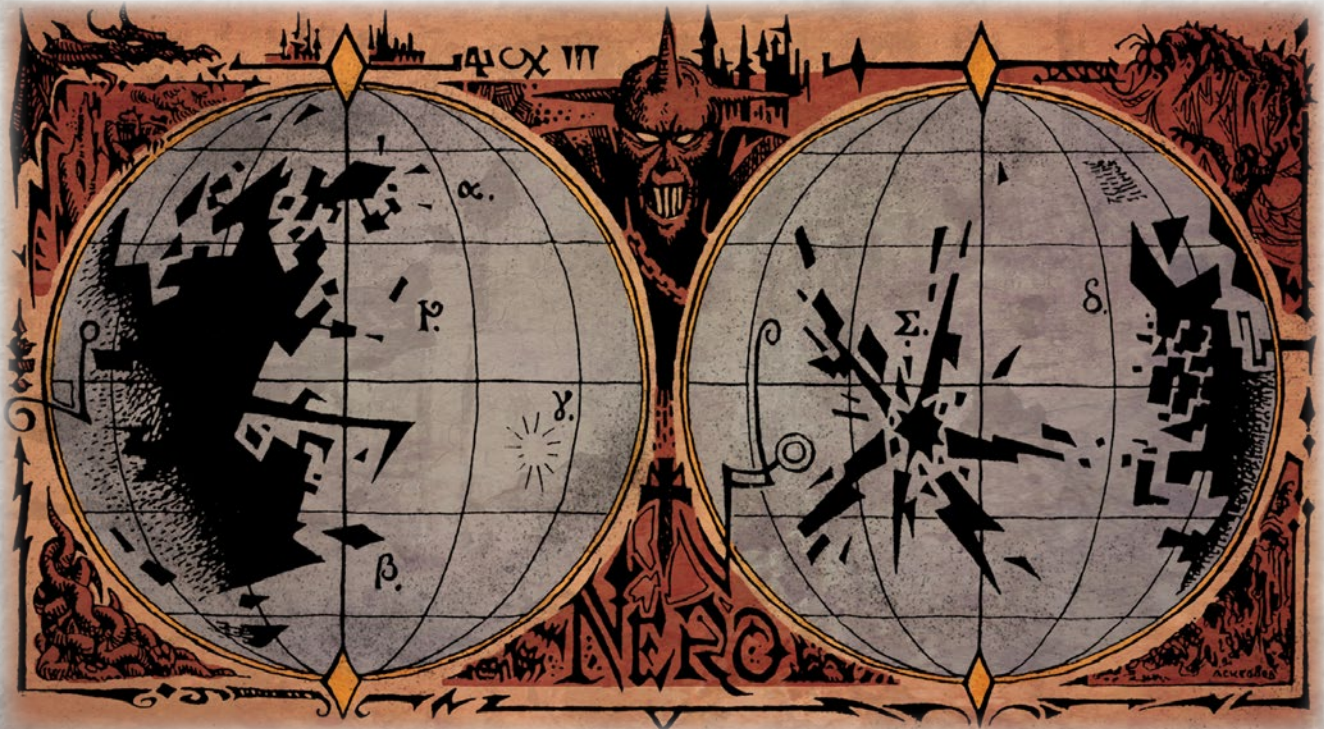
HETORAK, NEPHARITE OF SEMAI ☹

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13 (+1)	13 (+1)	16 (+3)	16 (+2)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
16 (+1)	14 (+2)	14 (+1)	13 (+1)

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	3	2	1	3	5	3	3	1	2	1	2



WOUNDS:

- ▶ **Head 7** ▶ **Torso 12**
- ▶ **Arms 8** ▶ **Legs 10**
- ▶ **Serious Wounds 1** ▶ **Critical Wounds 7**
- ▶ **Mental Wounds 15**

SOAK: Corrupt Flesh and Lightweight Armour: (Head 2, Torso 4, Arms 3, Legs 3)

ATTACKS:

- ▶ **Jahkt (ranged):** Range C, 3+**T**9, Munition, 1H, Armour Piercing 2, Vicious 2
 - ▶ **Prey-Seeking:** One d20 rolled on an attack roll with a Jahkt may be re-rolled.
- ▶ **Vassht (melee):** 2+**T**7, 1H, Armour Piercing 1, Parry 1, Vicious 2
- ▶ **Darelech Rifle (ranged):** Range L, 4+**T**10, Semi-Automatic, 2H, Armour Piercing 1, Unforgiving 2

SPECIAL ABILITIES

- ▶ **Dark Presence**
- ▶ **Fear (2)**
- ▶ **Feed Upon Fear**
- ▶ **Night Vision**
- ▶ **Pass Unseen:** Hetorak is skilled at moving without leaving a trace or drawing attention. Even when being closely observed, he may attempt a Stealth test to evade notice, though he grants anyone watching him three bonus Momentum on their Observation test. If he succeeds, then those watching him—even if the event is recorded on video and later reviewed—simply lose track of where Hetorak has gone. Further, all tests made to track Hetorak increase in difficulty by two steps.
- ▶ **Personal Dark Symmetry (8)**
- ▶ **Supernatural Agility (3)**
- ▶ **Supernatural Awareness (2)**
- ▶ **Supernatural Coordination (1)**
- ▶ **Supernatural Intelligence (2)**
- ▶ **Supernatural Mental Strength (1)**
- ▶ **Supernatural Personality (1)**
- ▶ **Supernatural Physique (1)**
- ▶ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ▶ **Creature of Symmetry:** Hetorak is able to employ Dark Gifts as a powerful creature of Semai. Hetorak knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, True Fear, Engineer of Chaos, and Ominous Foresight.
- ▶ **Perfect Assassin:** So long as Hetorak is hidden, he may spend two Dark Symmetry points in order to take the Exploit Weakness action as a Free Action. If the subsequent attack hits, Hetorak may spend a further two Dark Symmetry points in order to not reveal his location.

- ▶ **Unerring Shot:** Hetorak may spend one or more Dark Symmetry points to ignore obstacles and hindrances to his ranged attacks. If the target is in Light Cover, then he may spend one Dark Symmetry point to ignore the effects of the cover. If the target is in Heavy Cover, he may spend two Dark Symmetry points to ignore the effects of the cover. If the target is not in line of sight, but there is a clear path to the target (even if the shot has to pass through or ricochet around other objects), then he may spend three Dark Symmetry points to ignore the increase in difficulty, as well as any cover the target may have.

DARSHEED THE INVEIGLER

Darsheed is one of the most important Nepharite Overlords Semai has and only takes orders from the Lord of Spite. He is the master of the citadel in Luna City, which is hidden away beneath the penthouse office of the law firm Cedric, Dosso & Associates in the Capitol corporate sector. From here, Darsheed oversees all the temples in Luna City, and makes sure that all operations run smoothly. He uses this infiltrated law firm to increase the influence and power of Semai.

Darsheed is a very subtle Nepharite, who is quite at home in human cities. He runs his citadel like as though it was a business, and makes more use of powerful Heretics than he does creatures. Heretics are often a better choice while in the cities, since they are harder to detect, blending in to society.

In his role as a subtle Overlord operating in the midst of human society, Darsheed has developed the ability to assume a human form. In this form he is a tall, imposing man in his mid forties. He has grey eyes, slicked back salt and pepper hair, and a perfect, charming smile. He use this form whenever he sees it fit to interact with humans outside the cult, and introduces himself as Daniel S.H Reed, business consultant.

In his true form, he stands just over two meters tall. While his appearance is still quite human, bloody and smouldering runes are cut into every inch of his skin. His eyes are pitch black, without any whites, and his maw is filled with triple rows of tiny, hooked translucent teeth. He usually dresses in a simple dark tunic, and carries the Flayer of Despair, a wickedly barbed symmetry infused whip.

DARSHEED, NEPHARITE OF SEMAI ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13 (+1)	13 (+1)	16	14 (+2)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
16	14 (+2)	17 (+1)	16 (+4)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	2	2	1	2	1	3	3	4	4	1	-

WOUNDS:

- ◀ Head 7
- ◀ Arms 8
- ◀ Serious Wounds 10
- ◀ Mental Wounds 18
- ◀ Torso 12
- ◀ Legs 10
- ◀ Critical Wounds 7

SOAK: Corrupt Flesh: (All 2)

ATTACKS:

- ◀ **Flayer of Despair (melee):** 1+ \uparrow 8, 1H, Mind Breaker, Reach, Thief of Resolve, Vicious 2

SPECIAL ABILITIES

- ◀ **Dark Presence**
- ◀ **Fear (1)**
- ◀ **Infiltrator's Caress:** Against a grabbed target (outside of combat, this requires nothing more than a brief handshake), Darsheed can attempt to reach into the target's mind and open it to his powers. Darsheed makes a Willpower test as his Standard Action. If he succeeds, then he may attempt to use one Dark Gift immediately as a Free Action. For each Momentum spent from this Willpower test, one of the Dark Symmetry points spent to use that Dark Gift is free.
- ◀ **Grasping**
- ◀ **Mortal Guise:** Darsheed can assume an ordinary human appearance at will as a Free Action. In his human form, he loses his Dark Presence and Fear (1) special abilities (those return immediately the moment he returns to his true form, taking effect as if he had just entered the scene). In his human form, he is almost impossible to distinguish from an ordinary person, requiring an Epic D5 Observation test or a Dire D4 Insight test, after five minutes of scrutiny.
- ◀ **Personal Dark Symmetry (5)**
- ◀ **Supernatural Awareness (2)**
- ◀ **Supernatural Intelligence (2)**
- ◀ **Supernatural Mental Strength (1)**
- ◀ **Supernatural Personality (4)**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ◀ **Creature of Symmetry:** Darsheed is able to employ Dark Gifts as a powerful creature of Semai. Darsheed knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, Stir the Dark Heart, Snare the Unwilling Mind, Pluck Mind, Chains of the False Heart, and Culling the Herd.

FLAYER OF DESPAIR

Wrought from the flayed skin of tortured souls who have been shown the utter hopelessness of the universe, the Flayer of Despair is literally suffused with the concept of despair. Even the slightest touch can leave a creature despondent, willing to reach for any source of respite from the futility of existence. This whip's touch is

painful, but seldom leaves lasting physical harm—its bite cuts at the mind and spirit, rather than the flesh.

FLAYER OF DESPAIR

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	\uparrow 5	-	5	1H	8
QUALITIES	Mind Breaker, Reach, Thief of Resolve, Vicious 2				

THIEF OF RESOLVE: The Flayer of Despair does not typically do physical damage. Rather, all damage inflicted by the weapon is Mental damage. As it requires physical contact with flesh, the target's armour Soak still applies against this damage. Damage inflicted by the weapon's Vicious 2 quality is normal physical damage, which is resolved separately.

SATOSSA THE SHAPER

The nature of Capitol's political system makes it easy to corrupt; big business lobbyists and fiscal interests always seems to surpass true democracy. It is in this political scene that Satossa works. He has established a small citadel on the outskirts of San Dorado, in an all but abandoned industrial sector. This Nepharite Overlord has no qualms when it comes to using overt means, in addition to more subtle ones. When dealing with Capitol, subtle methods only go so far. His citadel also acts as a temple for the most loyal Heretics, and here they stockpile weapons and explosives, ready to be used whenever they need to shake things up.

Satossa usually manipulates elections and bills to favour the most controversial and burning issues; whatever it takes to cause as much friction and polarisation as possible. When the inevitable rallies leads to demonstrations, his Heretics infiltrate the groups, escalating it the unrest in to riots. He also promotes going to war with other corporations.

Satossa is just under two meters tall, and is wrapped in heated chains that glow faintly. A stench of burning flesh surrounds him. He has a few spikes on his head, but they are edged, more like dagger tips than actual spikes. His eyes are dark red and his mouth if filled with jagged yellow teeth. Satossa wears intricate metal armour and a tall, spiked helmet.

Though patient in his plans, he does have a bad temper, and has been known to lash out, tearing the throat or entire head off unfortunate underlings who just happened to be close by.

SATOSSA, NEPHARITE OF SEMAI

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13 (+1)	13 (+1)	16	14 (+2)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
16	14 (+2)	17 (+1)	16 (+4)

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	1	1	2	3	3	3	4	1	-

WOUNDS:

- ◆ **Head 7**
- ◆ **Torso 12**
- ◆ **Arms 8**
- ◆ **Legs 10**
- ◆ **Serious Wounds 10**
- ◆ **Critical Wounds 7**
- ◆ **Mental Wounds 18**

SOAK: Corrupt Flesh and Plate Armour: (Head 5, Torso 7, Arms 6, Legs 6)

ATTACKS:

- ◆ **Vassht (melee):** 2+**↑**7, 1H, Armour Piercing 1, Parry 1, Vicious 2
- ◆ **Chains of Vice and Sin (melee):** 1+**↑**5, 1H, Incendiary 3, Spread 1

SPECIAL ABILITIES

- ◆ **Dark Presence**
- ◆ **Fear (1)**
- ◆ **Grasping**
- ◆ **Personal Dark Symmetry (7)**
- ◆ **Supernatural Awareness (2)**
- ◆ **Supernatural Intelligence (2)**
- ◆ **Supernatural Mental Strength (1)**
- ◆ **Supernatural Personality (4)**
- ◆ **Supernatural Physique (1)**
- ◆ **Supernatural Strength (1)**
- ◆ **Wrapped in Sin:** Satossa's body is wrapped in smouldering, white-hot chains, and he is surrounded by a choking aura of noxious fumes and the stench of burning flesh. To stand near to Satossa is a difficult prospect for all but the hardiest of souls. Any creature within Reach of Satossa at the start of its turn must attempt a Difficulty D2 Resistance test or suffer one Dread. Creatures devoted to Semai are immune to this effect.

DARK SYMMETRY SPEND

- ◆ **Creature of Symmetry:** Satossa is able to employ Dark Gifts as a powerful creature of Semai. Satossa knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, True Fear, Muddle the Memory, Pluck Mind, Bind the Gift, Engineer of Chaos, and Flow of Asymmetry.
- ◆ **Lashing Chains:** After making a close combat attack, Satossa may spend up to three Dark Symmetry points in order to make a number of additional close combat attacks using the Chains of Vice and Sin (above) equal to the number of Dark Symmetry points spent.

- ◆ **Grip of Perdition:** If a creature has been grabbed by Satossa's chains, Satossa may spend three Dark Symmetry points in order to tighten the chains and crush the target. The target must attempt a Daunting D3 Resistance test or start to suffocate, as the air is forced from his body and he is rendered unable to breathe.

NEPHARITES OF MUAWIJHE

AGORR THE GRINNING

Agorr is a particularly vile Nepharite Overlord in the service of Muawijhe. His citadel is small and hidden away deep in the asteroid belt, close to Victoria. Pure combat is of little interest to him. Instead, he has taken it upon himself to spread madness across Victoria. He often travels to the realms of nightmare and insanity in order to bring forth creatures such as Mind Renderers, Fright Wraiths, and Chained Howlers, which he unleashes upon Victoria. This constant bombardment of madness and nightmares keeps Imperial on its toes, and weakens the otherwise stalwart population, eroding the very soul of the corporation.

Agorr has a gnarled, skeletal body, dried up skin stretched tight over black bones, and is just shy of two meters in height. His serrated teeth are forever revealed in a constant grin, as the flesh has atrophied. Instead of eyes, he has two faintly burning fires in his sockets, and the many small spikes on his head are red hot and smouldering. He is garbed in a long coat made out of human skin, and he carries a staff made of twisted and fused together spines.

This Overlord has worked hard, and the Lord of Visions has begun to notice. For his service Agorr has been granted even more control over the realm of nightmare, and is now experimenting with the manufacturing of relics that have the ability to induce nightmares by radiating fear. His goal is to master this technology, and have the Cult of Muawijhe hide it strategically throughout Victoria, inducing nightmares and insomnia that will make it much easier for madness to take hold. If his plan succeeds, he is sure to earn a place of great honour in his master's court.

AGORR, NEPHARITE OF MUAWIJHE ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14 (+1)	13 (+1)	16 (+1)	15 (+2)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
12 (+1)	14 (+1)	17 (+2)	12 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	2	1	3	4	2	3	2	2	2

WOUNDS:

- ◀ Head 7
- ◀ Arm 8
- ◀ Serious Wounds 10
- ◀ Mental Wounds 19
- ◀ Torso 12
- ◀ Leg 10
- ◀ Critical Wounds 7

SOAK: Cloak of Hides (Head 2, Torso 3, Arms 2, Legs 2) **or**
Incorporeal: (All 4)

ATTACKS:

- ◀ **Incubus Sceptre (melee):** 2+ \uparrow 8, 2H, Knockback, Mind Breaker, Stun
- ◀ **Incubus Sceptre (ranged):** Range C, 2+ \uparrow 9, Automatic, 2H, Corrupted 2, Mind Breaker, Stun, Torrent
- ◀ **Touch of Horror (melee):** \uparrow 6, 1H, Dreadful, Nonlethal, Stun

SPECIAL ABILITIES

- ◀ **Dark Presence**
- ◀ **Fear (3)**
- ◀ **Feed Upon Fear**
- ◀ **Inured to Pain**
- ◀ **Personal Dark Symmetry (5)**
- ◀ **Realm of Nightmares:** Agorr has considerable power over the unconscious minds of those nearby, and his physical form is almost entirely wasted away as most of his power is drawn into the ephemeral and mystical realm of nightmares. When Agorr first arrives in a scene, choose whether he is physically present (in which case, he will be armed with the Incubus Staff and clad in his Cloak of Hides) or present only as a spectral entity (in which case, he gains the Incorporeal (4) quality, but does not carry the Incubus Sceptre or wear conventional armour).
- ◀ **Slave to Symmetry (1)**
- ◀ **Supernatural Agility (1)**
- ◀ **Supernatural Awareness (2)**
- ◀ **Supernatural Coordination (1)**
- ◀ **Supernatural Intelligence (1)**
- ◀ **Supernatural Mental Strength (2)**
- ◀ **Supernatural Personality (1)**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ◀ **Aura of Gloom:** When present in his spectral form, Agorr is surrounded by an oppressive aura of darkness, seeming to drive away the presence of light. Any Observation or Insight test made against a creature within Close range of Agorr, and any ranged attack targeted at a creature within Close range of Agorr, increase in difficulty by one step due to the darkness.
- ◀ **Creature of Symmetry:** Agorr is able to employ Dark Gifts as a powerful creature of Muawijhe. Agorr knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, Waking Nightmare, Dream Transfer, Dream Reaper,

Realm of Fear, Storm of Chaos, and Walk Among You.

- ◀ **Gaze of Terror:** Against a target within Close range, Agorr can attempt to ravage the target's mind by spending four Dark Symmetry points. Agorr makes an opposed Willpower test as his action. If he succeeds, he inflicts one Mental Wound, and an additional one for every Momentum spent. If the creature is reduced to zero Mental Wounds by this attack, it falls into a nightmare-filled coma, never to awaken.
- ◀ **Spectral Shift:** When present in his spectral form, Agorr may spend a Dark Symmetry point as a Free Action to move to any point within Long range.
- ◀ **Walking Nightmare:** Agorr has the power to conjure the darkest and most terrible of dreams, and he wields this dreadful power to unman even those who are fully awake. Whenever Agorr uses his Waking Nightmare or Realm of Fear Dark Gifts, roll \uparrow for each Dark Symmetry point spent. For each Dark Symmetry Icon rolled, one Dark Symmetry point is returned to the pool rather than spent. Further, when a creature fails a Willpower test against Agorr's Fear (3) special ability, he may spend a further two Dark Symmetry points to place the Rattled 1 status effect on that character for the duration of that scene.

INCUBUS SCEPTRE

Crafted from the twisted and fused spines of serial killers, the seething hate and malign intent that the Incubus Sceptre emits can be turned outwards to terrorise mortals nearby. A wave of predatory hostility is hurled forth, and this inspires an overwhelming sense of fear and desperation, which can leave even mighty warriors cowering in terror. Their fear seems to fuel the staff's power, allowing it to generate waves of greater intensity.

INCUBUS SCEPTRE (RANGED)

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	\uparrow 4	Automatic	5	2H	8
QUALITIES	Corrupted 2, Mind Breaker, Stun, Torrent				

INCUBUS SCEPTRE (MELEE)

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 4	-	-	2H	8
QUALITIES	Knockback, Mind Breaker, Stun				

NIGHTMARE LOCUS: The Incubus Sceptre does not use conventional ammunition, and it cannot use normal Reloads when it fires. Instead, it gains a Reload whenever a creature within Close range lose one or more Mental Wounds. These Reloads can be used as normal when the Incubus Sceptre is used to make a ranged attack.

SARIAL THE LAUGHING MISTRESS

Even by the standards of Muawijhe's minions, Sarial is insane. Technically an Overlord, she is one of the few warrior Nephartes in his service. It is unclear what went wrong, but Sarial's madness

has grown exponentially to the point that she began to murder her own troops, laughing all the while she was doing it. Too valuable to destroy, she was contained and managed. With the aid of Algeroth's Tekrons, Muawijhe designed a device into which he injected his own blood. The device was then fastened to the back of Sarial's head, and injects a small amount of her master's blood into her brain each day. This keeps her stable enough to function, but just barely.

Sarial has a citadel on Venus, but, as Sarial's mind is too fragmented to micromanage her troops and the business of the citadel, it is largely managed by Radaaz, a lower ranking Nepharite Warlord. Sarial does best in the field, where she tears enemies apart with her Edges of Madness, two wicked blades crafted from alien rock and Dark Symmetry. Each cut from these blades not only kills, but sends out waves of pure madness.

Sarial is about two meters tall and, for a Nepharite, looks rather human. She has pale skin into which hundreds of living glyphs and patterns have been carved; her madness reflected outwards. Her hair is long and white, and her face is a twisted visage of madness. Her constant laugh can rip the sanity from the most strong willed, if they come too close.

SARIAL, NEPHARITE OF MUAWIJHE ☹️

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
16 (+2)	15 (+1)	16 (+1)	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
12	6	13 (+1)	9 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	5	2	1	2	1	1	1	1	-	-	-

WOUNDS:

- ◀▶ **Head 8** ▶▶ **Torso 14**
- ◀▶ **Arm 10** ▶▶ **Leg 12**
- ◀▶ **Serious Wounds 12** ▶▶ **Critical Wounds 9**
- ◀▶ **Mental Wounds 14**

SOAK: Tough Hide and Nepharite Warplate: (Head 2, Torso 8, Arms 2, Legs 8)

ATTACKS:

- ◀▶ **Edges of Madness (melee):** 3+♣9, 1H, Dreadful, Vicious 2
 - ◀▶ **Dual-Wielding:** Sarial wields her paired blades with relentless, berserk fury, lashing out in a storm of razored edges. As noted in the sidebar on page 128 of the *Mutant Chronicles* core book, she may use the Swift Strike Momentum spend for one Momentum rather than the normal two, so long as both attacks are made with different weapons.

SPECIAL ABILITIES

- ◀▶ **Blood of Muawijhe:** Sarial's mind is suffused with the blood of Muawijhe himself, aligning her madness with her Apostle's Dark Pattern. Even with this method of control, Sarial is an unpredictable destructive force, as likely to eviscerate her own warriors as she is to rip the heart from a foe. Sarial's Repercussion range on all tests made during an action scene is 17-20; due to the high attributes involved, it is thus possible for a d20 rolled to generate both a success **and** a Repercussion. If a Repercussion is generated by Sarial while within Reach of an allied creature, she will immediately and automatically hit that creature with the Edges of Madness.

DARK PRESENCE

- ◀▶ **Feed Upon Fear**
- ◀▶ **Fear (2)**
- ◀▶ **Inured to Pain**
- ◀▶ **Laughter of the Damned:** Merely being in the presence of Sarial is damaging to the psyche; her insane, delirious laughter causes the mind to ache and thoughts to rebel. Any creature not devoted to Muawijhe that begins its turn within Close range of Sarial must roll ♣. On a 1 or 2, the creature suffers that much Dread. If a Dark Symmetry Icon is generated, then the creature loses a single Mental Wound.

- ◀▶ **Personal Dark Symmetry (5)**
- ◀▶ **Slave to Symmetry (1)**
- ◀▶ **Supernatural Agility (1)**
- ◀▶ **Supernatural Mental Strength (1)**
- ◀▶ **Supernatural Personality (1)**
- ◀▶ **Supernatural Physique (1)**
- ◀▶ **Supernatural Strength (2)**

DARK SYMMETRY SPEND

- ◀▶ **Creature of Symmetry:** Sarial is able to employ Dark Gifts as a powerful creature of Muawijhe. Sarial knows and can employ the following Dark Gifts: Symmetry Burst, Lunacy, Blood of Insanity, Dark Influence, and Surge of Fear.
- ◀▶ **Insane Vitality:** Sarial's madness drives her onwards, heedless of danger, pain, or injury. As a Free Action, Sarial may spend one Dark Symmetry point. Until the start of her next turn, Sarial may ignore any status effects and conditions caused by injury or Dread (including death)—both those she already possesses, and those she may suffer while the gift remains in effect. Each new turn, she may spend another Dark Symmetry point to prolong the effect.
- ◀▶ **Whirlwind of Destruction:** Sarial does not stop once the killing begins. After inflicting damage with a melee attack, Sarial may immediately spend Dark Symmetry points to make an additional attack. She may continue to make attacks in this way for as long as she wishes (and keeps causing damage), but the cost of each additional attack increases by one—so the first additional attack costs one Dark Symmetry point, the second costs two, the third costs three, and so forth.

EDGES OF MADNESS

Carved from slivers of resonant crystal and symmetry-infused meteorite, these blades hum with a discordant note just beyond the edge of human hearing. This hum alone makes a person irritable and irrational. When the blade strikes flesh, the hum intensifies, causing minds to roil with inexplicable anger. The Edges are unique, their blades subtly different so that the sounds they produce clash with one another. No other weapons of their kind exist anywhere in any universe.

EDGES OF MADNESS

RANGE	DAMAGE	MODE	ENG	SIZE	CORRUPTION FACTOR
-	1+ [†] 4	-	2	1H	8
QUALITIES Dreadful, Vicious 2					

DISCORDANT SOUND: If one or more Dark Symmetry Icons are generated, creatures within Close range of the Edges of Madness must immediately attempt a Challenging D2 Willpower test or suffer a mental assault. One creature within Close range is affected for each Dark Symmetry Icon generated, starting with the one closest to the Edges of Madness.

CHAMZIRAAL THE WEAVER

From his citadel on Mars, Chamziraal gives support to his siblings in the battlefield. He strategically sends out waves of madness and Screaming Legionnaires, eroding the human armies. It is said that he can weave a tapestry of insanity and blanket the blood-soaked warzones. Chamziraal is seldom seen engaged in battle, rather, he stays in the centre of his citadel, glaring into the Nexus. From here, he monitors and directs his troops, riding the waves of madness into their minds.

This Nephrite has become quite important to the Lord of Visions because of his ability to help the other Apostles. This is quite beneficial to the sibling politics, and places Muawijhe in high regard among the other Apostles. Chamziraal rejoices in his work, always trying to find new ways to infect the minds of his enemies with blinding madness from afar.

Chamziraal is a rather small Nephrite, standing no more than 190 centimetres. He is sinewy and clothed in rags and wrappings of rattling chains. His head is covered with small, twisted spikes that are similar to gnarled roots. He has large, bulging black eyes, and a mouth that runs from ear to ear, filled with large, flat teeth. Though he chooses not to enter combat, as he can do more harm from afar, it would be a mistake to underestimate his prowess. He is very adept at wielding the Dark Symmetry. Chamziraal carries a disproportionately large pump action shotgun, equipped with a black bladed sharp bayonet. It is capable of firing shrapnel that not only destroys the flesh, but tears the mind to shreds. He is quite proud of this weapon, as in it he has combined Algeroth's technology and his own foul powers. He has dubbed the weapon Maddening Thunder.

CHAMZIRAAL, NEPHRITE OF MUAWIJHE ☹️

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12 (+1)	15 (+1)	11 (+1)	15 (+2)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14 (+1)	17 (+1)	17 (+2)	17 (+1)

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	2	1	-	4	5	2	4	2	1

WOUNDS:

- ◀▶ Head 7
- ◀▶ Arm 8
- ◀▶ Serious Wounds 10
- ◀▶ Mental Wounds 19
- ◀▶ Torso 12
- ◀▶ Leg 10
- ◀▶ Critical Wounds 7

SOAK: Nephrite Armour: (Head 2, Torso 3, Arms 2, Legs 2)

ATTACKS:

- ◀▶ **Maddening Thunder (ranged):** Range C, 3+[†]11, Semi-Automatic, 2H, Gruesome, Knockback, Mind Breaker, Spread 2
- ◀▶ **Mindcleaver Bayonet (melee):** 2+[†]8, 2H, Mind Breaker, Reach, Vicious 1

SPECIAL ABILITIES

- ◀▶ **Dark Presence**
- ◀▶ **Fear (2)**
- ◀▶ **Personal Dark Symmetry (5)**
- ◀▶ **Slave to Symmetry (1)**
- ◀▶ **Supernatural Agility (1)**
- ◀▶ **Supernatural Awareness (2)**
- ◀▶ **Supernatural Coordination (1)**
- ◀▶ **Supernatural Intelligence (1)**
- ◀▶ **Supernatural Mental Strength (2)**
- ◀▶ **Supernatural Personality (1)**
- ◀▶ **Supernatural Physique (1)**
- ◀▶ **Supernatural Strength (1)**
- ◀▶ **Tapestry of Insanity:** Chamziraal's presence is always accompanied by what he refers to as the 'tapestry', an energy field woven from the Dark Symmetry that whispers contradictory notions and incomplete prophecies into the minds of mortal creatures, distracting them and driving them to madness. Any creature within Long range of Chamziraal increases the difficulty of all Willpower tests by one step due to the barrage of soul-crushing madness. Further, whenever a creature suffering from this difficulty increase suffers a Repercussion, that creature immediately suffers one Dread as well.



DARK SYMMETRY SPEND

- ◀ Creature of Symmetry:** Chamziraal is able to employ Dark Gifts as a powerful creature of Muawijhe. Chamziraal knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, Waking Nightmare, Lunacy, Distil Horror, Veil of Enemies, Dark Influence, Haunted, Realm of Fear, Storm of Chaos, and Surge of Fear.
- ◀ Distant Madness:** Chamziraal is an extremely dangerous servant of Muawijhe, able to weave the maddening pattern of his dark master over great distances. Whenever Chamziraal uses a Dark Gift that normally targets a single creature within Close range, he may spend additional Dark Symmetry points to increase the range and/or the number of targets. Increasing the range of a Dark Gift to Medium costs one additional Dark Symmetry point, or two additional points if increasing the range to Long. Each additional target to be affected requires an additional Dark Symmetry point.

MADDENING THUNDER

A monstrous shotgun, the Maddening Thunder sounds like the bark of some demonic hound when it fires. Crimson muzzle flash accompanies every squeeze of the trigger. Each shell is etched with insane runes and patterns that are nauseating to look at. These shells fragment into a far greater quantity of razor-sharp shards than could possibly have made up a single shell, their dimensions in defiance of conventional geometries. Each shot wounds spirit and flesh in equal measure.

MADDENING THUNDER

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ [†] 7	Semi-Automatic	6	2H	8
QUALITIES Gruesome, Knockback, Mind Breaker, Spread 2					

MINDCLEAVER BAYONET

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ [†] 5	-	-	2H	8
QUALITIES Mind Breaker, Reach, Vicious 1					

QUADORUKH THE INSTIGATOR

Quadorukh is a crafty, sly Nephariite Overlord. He is a traveller, and Muawijhe deploys him to whichever temple is in need of his skills. Quadorukh has specialised in the particular aspect of madness that revolves around rage, and is sent out to incite uprisings, riots, and mass hysteria.

Quadorukh is often employed when Muawijhe works with Semai. Semai manipulates situations on a political and economical level, planting the seeds of distrust, anger, and discontent. Quadorukh uses his abilities to nourish these destructive emotions, aggravating them until mass hysteria and rage erupts. Having humanity turn on itself is a powerful tool, which sunders the resolve of the human spirit.

Though one of Muawijhe's favoured Overlords, Quadorukh has begun to feel threatened by Agorr since learning of his ambition to create artefacts that could induce madness. Quadorukh keeps a close eye on his rival, and will sabotage him if he feels that he is close to succeeding. Agorr is unaware of this thus far, but if he learns of it, he will respond in kind.

Quadorukh stands over two meters tall and he carries himself with a kind a regal grace. He is quiet, observant, and seems much more reserved and in control than many of Muawijhe's other Nephariites. He has pale blue skin, nine large spikes on his head, and small yellow eyes. His skin is covered with living tattoos, which augment his dark powers. They allow him to enter deep trances, and create an aura of rage and hysteria that stretch on for kilometres. Often, he finds a spot beneath the city that is to be affected and meditates until a riot ensues; for days if need be.

QUADORUKH, NEPHARITE OF MUAWIJHE ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
16 (+1)	13 (+1)	16 (+1)	13 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
16 (+1)	13 (+1)	17 (+2)	17 (+2)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	2	2	1	-	4	3	1	2	2	2

WOUNDS:

- ◀ Head 7
- ◀ Arm 9
- ◀ Serious Wounds 11
- ◀ Mental Wounds 18
- ◀ Torso 12
- ◀ Leg 10
- ◀ Critical Wounds 7

SOAK: Toughened Hide: (Head 2, Torso 2, Arms 2, Legs 2)

ATTACKS:

- ◀ **Cenarath (melee):** 3+[†]8, 1H, Reach, Mind Breaker
- ◀ **Master's Lash:** A creature with a Cenarath may spend two Dark Symmetry points to use the lash on a group of Screaming Legionnaires within Reach. For the remainder of the encounter, that group of Screaming Legionnaires gains an additional Standard Action each turn.

SPECIAL ABILITIES

- ◀ **Dark Presence**
- ◀ **Fear (2)**
- ◀ **Slave to Symmetry (1)**
- ◀ **Personal Dark Symmetry (5)**
- ◀ **Seeds of Ire:** By meditating, Quadorukh can cultivate the

rage and discontent in the hearts of those nearby. Meditating takes a Standard Action each round, and he may not take any other actions during a turn in which he meditates. While he meditates, all creatures within range of Quadorukh (in all directions) will suffer one Dread at the end of each turn in which they do not attack an object, vehicle, or living creature. The range of this effect is determined by how long Quadorukh has been meditating without a break. After the first turn, it extends out to Close range. After the third turn, it extends out to Medium range. After the sixth turn, it extends out to Long range. After an hour, it extends to a kilometre in all directions, and it may continue to grow, extending an additional kilometre after every doubling of the time spent meditating (two hours for two kilometres, four hours for three kilometres, eight hours for four kilometres, and so forth). While meditating, Quadorukh cannot attempt any Response Actions, and he is not aware of his surroundings during this time.

- ◀ **Supernatural Agility (1)**
- ◀ **Supernatural Awareness (1)**
- ◀ **Supernatural Coordination (1)**
- ◀ **Supernatural Intelligence (1)**
- ◀ **Supernatural Mental Strength (2)**
- ◀ **Supernatural Personality (2)**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ◀ **Creature of Symmetry:** Quadorukh is able to employ Dark Gifts as a powerful creature of Muawijhe. Quadorukh knows and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, Lunacy, Veil of Enemies, Blood of Insanity, Dark Influence, and Storm of Chaos.
- ◀ **Curse of Bedlam:** Against an intelligent creature within Close range, Quadorukh can attempt to drive the target into a self-destructive frenzy by spending three Dark Symmetry points. Quadorukh makes an opposed Willpower test as his action. If he succeeds, he makes a Corruption roll against the target, rolling $\uparrow 3$, plus an additional \uparrow per Momentum spent. If the cursed creature crosses off one or more Tainted Mental Wounds, he is irrevocably consumed by a depthless rage, and is transformed into a Spirit of Rage (see below).

SPIRIT OF RAGE

At the moment of his transformation, a person consumed by the Curse of Bedlam tears at his flesh, clothing and armour. His frenzied activity, combined with the energy that transforms him, leaves him bloody and naked. He hurls himself at enemies with reckless abandon, his mind hollowed out by rage, and only the touch of Muawijhe's pattern keeps him from tearing apart allies. He pounds, tears, and pummels his foes, uncaring for the damage he inflicts upon himself in the process.

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
13		13		9		6	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
6		5		5		5	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	-	1	1	-	-	-	-	-	-

WOUNDS: 8

SOAK: None

ATTACKS:

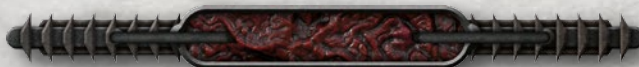
- ◀ **Furious Beating (melee):** 1+ $\uparrow 5$, 1H, Backlash 1, Knockdown, Unforgiving 2

SPECIAL ABILITIES

- ◀ **Braindead**
- ◀ **Grasping**
- ◀ **Inured to Pain**

DARK SYMMETRY SPEND

- ◀ **Incoherent Screams:** As a Free Action, a Spirit of Rage may bellow incoherently with the untampered rage of the damned. This costs two Dark Symmetry points, and forces a single creature within Reach to attempt a Challenging D2 Willpower test or suffer a mental assault. If a creature fails this test, then the Spirit of Rage may immediately gain the benefits of an Exploit Weakness action on a melee attack during that turn.



ASSORTED BEINGS OF NOTE

What follows here is a mix of Heretics and important creatures of the various Apostles.

KARAK THE KEEPER

Karak is the very first Templar, now in stasis in Ilian's wheel, resting with the Triangled Templars. Though driven mad years ago, Karak still retain some of his cunning cool. He is also able to use the Dark Symmetry with some proficiency. However, the sharpness of his mind and his powers are just shadows of what they once were. Karak's combative nature has given rise to some very extreme and unique mutations. Though degenerated in mind, body, and soul, Karak is still very impressive on the battlefield.

Karak is three meters tall. He has merged with his armour, and is now more machine than flesh. Large spiked blades protrude from his shoulders, and several small, smoke-bellowing pipes stick out from his back. His Arm has morphed into a giant cannon, while another, smaller canon protrudes from his right forearm.

KARAK THE KEEPER, THE FIRST TEMPLAR

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
16 (+1)	17 (+1)	11	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	8	15 (+3)	14 (=2)




FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	3	2	1	2	3	1	-	-	-	-	-

WOUNDS:

- ◀▶ **Head 7** ▶◀ **Torso 13**
- ◀▶ **Arm 9** ▶◀ **Leg 11**
- ◀▶ **Serious Wounds 11** ▶◀ **Critical Wounds 8**
- ◀▶ **Mental Wounds 18**

SOAK: First Templar's Warplate: (Head 8, Torso 7, Arms 6, Legs 6)

ATTACKS:

- ◀▶ **Clawed Hand (melee):** 2+7, 1H, Unforgiving 3
- ◀▶ **Blastmaker Hand cannon (ranged):** Range M, 2+6, Munition, 1H, Blast (Close), Vile
- ◀▶ **Heavyfire Autocannon (ranged):** Range L, 2+9, Automatic, 1H, Armour Piercing 1, Spread 2, Vile
- ◀▶ **Split Fire:** See Below

SPECIAL ABILITIES

- ◀▶ **Berserk:** When making a close combat attack, Karak may choose to add one, two, or three bonus Momentum to his Close Combat test. However, if he does so, then all close combat attacks against Karak gain the same amount of bonus Momentum until the start of Karak's next turn.
- ◀▶ **Grasping**
- ◀▶ **Inured to Pain**
- ◀▶ **Monstrous Creature**
- ◀▶ **Night Vision**
- ◀▶ **Personal Dark Symmetry (3)**
- ◀▶ **Sense Pain and Fear:** Karak, like his less-berserk followers, can perceive the agony and dread of living creatures from as far away as 300 metres with terrifying accuracy, and even distinguish between different degrees and sources of these feelings to hone in on a particular creature. If ever a test is required, it uses the Observation skill. It should be noted, however, that Karak

seldom uses this capability in more than the most rudimentary way—he seeks out the nearest prey, and kills without hesitation.

- ◀▶ **Slave to Symmetry (1)**
- ◀▶ **Supernatural Mental Strength (3)**
- ◀▶ **Supernatural Personality (2)**
- ◀▶ **Supernatural Physique (1)**
- ◀▶ **Supernatural Strength (1)**


DARK SYMMETRY SPEND

- ◀▶ **Creature of Symmetry:** Karak is able to employ Dark Gifts as a powerful creature of Ilian. Karak knows and can employ the following Dark Gifts: Sense Weaves of Power, Dark Curse, Symmetry Burst, Chains of the Void, Dimensional Flensing, Swift Portal, and Vortex of Destruction.
- ◀▶ **Skullcrusher:** Against a grabbed enemy, Karak may spend one Dark Symmetry point in order to take the Exploit Weakness action as a Free Action.

BLASTMAKER HAND CANNON

This is the personal firearm of Karak. In essence, it is a compact, arm-mounted grenade launcher. The weapon has been surgically grafted to Karak's arm, and it cannot be removed—at least, not without causing immense damage to Karak. Even if it were to be removed, it could not be used by another being without first being grafted to its new owner by a creature skilled in both surgery and sorcery.


BLASTMAKER HAND CANNON

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
M	2+  4	Munition	3	1H	8
QUALITIES: Armour Piercing 1, Spread 2, Vile					

HEAVYFIRE AUTOCANNON

The Heavyfire is a heavily modified and ritually defiled version of the Imperial Lyon & Atkinson Lumberjack Autocannon. This particular weapon was specially made for Karak, and there are no others exactly like it. It is seldom more than arm's length from the First Templar, and the few times it has been taken from his presence, there have been few survivors of the berserk rampages that followed.

HEAVYFIRE AUTOCANNON

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
L	2+  7	Automatic	25	Unwieldy	8
QUALITIES: Armour Piercing 1, Spread 2, Vile					

SPLIT FIRE: When firing the Heavyfire Autocannon, Karak can use the Secondary Target Momentum spend (a second target within Reach of the primary target is also affected by the attack and suffers half damage) for one Momentum, instead of the normal two.

JASON GRAHAM

As a child, Jason Graham had it all. He came from a wealthy family at the forefront of Capitol business life. Though affluent, his parents taught him the responsibilities that came with money. Helping those in need and making the world a better place was one of the greatest responsibilities and privileges that came with wealth and connections.

Jason, and his younger sister Alice, excelled in school and took their parents' teachings to heart. They helped organise aid programs for the destitute youth, held charity games at their high-class private school, and studied hard. But when Jason was sixteen and Alice had just turned thirteen, their parents died in an automobile accident. The loss was devastating. They also realised that all their wealth had gone into their father's corporation, which was owned by a board of directors. Since neither Jason nor Alice had turned eighteen, they had no access to the money. Their father had not put any insurances in place, since he trusted the board to take care of his children in the unlikely event of his and his wife's death. But the cold machinery of profit just ticked on, and the two teenagers were soon left poor and on the streets. The board had re-appropriated the money, so there was nothing for the Graham children to inherit even when they came of age.

The siblings were shipped between foster homes and their lives turned into a nightmare. Jason did what he could to protect his sister, but after two years, she fell ill. Without access to even the most basic health care, as the lines to the free clinics were too long, she died. Jason had to watch his sister drown in her filthy bed in the shelter, as her lungs filled with fluids as a result of pneumonia. His heart grew hard and cold.

After years of struggling, he managed to continue his education, and with his smarts and hunger he managed to get a top grade in economics. But Jason had become damaged. One part of him wanted to help those in need, so they did not have to suffer the pain he and his sister had gone through. But the other part of him wanted to punish an unforgiving world, that had left his sister to die and him to rot.

Jason is now thirty five. He runs, and owns, a large investment firm called Possible Funding in Luna City. He is freelance, but with his connections and capital he has earned a respectable reputation. Even corporate affiliates and members of the Cartel come to him for loans and advice when they want to fly under the radar.

There were ten board members that denied him and his sister their inheritance all those years ago. So far he has managed to ruin four of them, taking away all that they loved before driving them to suicide. He did it with the help of his financial resources, contacts, and iron will. He lives for his vengeance, but he is a paradox. In a way he has become what he hates the most, but he still helps children in

need through charities. In truth, not even Jason truly knows what, and who, he is, beyond the fact that he is broken. He is capricious at best, and can go from wanting to extort and use someone one minute, to helping them the next as he finds out they have children that depend on them. He knows one thing, and that is that power and resources rule, and he will do anything to stay on top. Anything. The Cult of Semai has its eyes on him, and it knows he will take it up on its offer....

JASON GRAHAM ☹

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	9	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	12	12	15

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	1	-	-	2	2	4	4	2	1

WOUNDS:

- ◀▶ Head 3
- ◀▶ Arm 3
- ◀▶ Serious Wounds 5
- ◀▶ Mental Wounds 10
- ◀▶ Torso 7
- ◀▶ Leg 5
- ◀▶ Critical Wounds 3

SOAK: Ballistic Nylon Business Suit: (Torso 1, Arms 1, Legs 1)

ATTACKS:

- ◀▶ Unarmed (melee): 1+↑2, 1H

SPECIAL ABILITIES

- ◀▶ **Ruthless Businessman:** Graham is utterly merciless in the boardroom, and his business acumen and utter ruthlessness when it comes to financial matters are well-known throughout Capitol. He rolls 4d20, rather than 2d20, on all Lifestyle and Persuade tests relating to high-level business meetings.
- ◀▶ **Ceaseless Determination:** Graham will permit nothing to stand in the way of his revenge upon those who destroyed his family. Whenever he is the target is a Persuade or Command test that would interfere with his ultimate goal, he may roll 4d20 instead of 2d20 on his Willpower test.
- ◀▶ **The Best of Intentions:** While his activities in business are managed with a savage efficiency, his motivations are basically noble, and he spends a good portion of his time aiding charities and other worthwhile causes. If the characters can convince Graham that they are trustworthy and working towards a good cause, he may choose to assist them, with the weight of his influence providing assistance on Persuade or Lifestyle tests, exactly as if he were present—rolling 1d20 against the relevant

skill and adding any successes to the character's test. However, after the first time this is used, the Repercussion range of any test he assists increases by one—name-dropping can only get you so far if you overuse it, and the enemies that Graham has made may start to take notice.

SPECIAL ABILITIES

◆ **Watched by Semai:** the Lord of Spite has his gaze upon Graham, seeing a valuable tool in the vengeful businessman. Numerous cultists and creatures of Semai have infiltrated their way into Graham's business, using their powers to aid him as a way of preparing him to join their ranks. The GM may spend two Dark Symmetry points to have a single Elite creature devoted to Semai (which includes Heretics) come to Graham's aid; the creature will not reveal itself directly, but it may otherwise act in any way it wishes so long as it does not break its cover.

MERACK THE INQUISITOR SLAYER

In proud service of Semai, Merack stalks the rooftops and dark allies of Luna City. This Callistonian Intruder has served the cults of Semai in Luna for decades, and is the most skilful assassin ever seen within the ranks of the Lord of Spite.

Merack gained his reputation when his squad was ordered to assassinate a powerful Inquisitor named Gabriel Terasius. But the hit was a trap set in motion by a traitor within the Cult of Semai, and five of the six Intruders in the squad were killed by the Brotherhood. Grievously wounded, Merack was the sole survivor, and fled to the sewers. After regenerating as his race does, he took his vengeance.

After tracking his prey, he boldly entered the cathedral wearing a Brotherhood cloak under the cover of night. Within its walls, he found Terasius. Using his Vilihak, he snared the Inquisitor around the neck, stringing him up over the altar. With his Jahkt, he cut off the Inquisitor's legs and arms, before decapitating him. The Inquisitor was cut in to six pieces: one for every one of Merack's brothers that had fallen at the hands of the Inquisition, and one for himself. Later that night he tracked down the traitor, and spent hours torturing him to death.

These days Merack is the Master of Assassins on Luna. He plans and executes only the most important assassinations, specialising in killing members of the Brotherhood. His hatred runs deep.

Though many Callistonian Intruders use sniping as a method to deal with enemies, Merack only use his Jahkt and Vilihak, as he likes to savour his kills up close. Whenever he gets the chance, he still hangs his victims and cuts them into six pieces, continuing taking a symbolic vengeance of sorts, and taking out his rage on all of humanity. Merack is hunted by the Brotherhood, and he has reached a level of infamy few foot soldiers of darkness gain. Among his own, he is celebrated.

The Inquisitor Slayer is smaller than most Callistonian Intruders, but is stronger, more hardy, and possesses an even more efficient rate of regeneration. It is unknown if Intruders normally speak human languages, but Merack has been heard uttering the word **vengeance** in numerous human tongues before he begins cutting into a victim. He wears light, spiked combat armour, his protective mask, and carries a Jahkt and two Vilihaks on his back, which he can dual-wield with great proficiency. He is fearless, relentless, and to has never failed to kill his mark since the day his brothers died.

MERACK, CALLISTONIAN INTRUDER ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
13 (+1)	16 (+2)	14	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14	10	10	10

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	1	4	4	2	2	1	-	-	-

WOUNDS:

- ◆ **Head 8** ◆ **Torso 13**
- ◆ **Arm 10** ◆ **Leg 11**
- ◆ **Serious Wounds 12** ◆ **Critical Wounds 8**
- ◆ **Mental Wounds 10**

SOAK: Lightweight Armour and Deathmask: (Head 1, Torso 2, Arms 1, Legs 1)

ATTACKS:

- ◆ **Jahkt (ranged):** Range C, 1+**↑**6, Munition, 1H, Armour Piercing 2, Vicious 2
 - ◆ **Prey-Seeking:** One d20 rolled on an attack roll with a Jahkt may be re-rolled.
- ◆ **Pair of Vilihaks (melee):** 2+**↑**9, Unbalanced, Armour Piercing 2, Reach or Parry 2
 - ◆ **Dual-Wielding:** Merack wields his twin Vilihaks with deadly grace and perfect precision. As noted in the sidebar on page 128 of the *Mutant Chronicles* core book, he may use the Swift Strike Momentum spend for one Momentum rather than the normal two, so long as both attacks are made with different weapons.

SPECIAL ABILITIES

- ◆ **Dark Presence**
- ◆ **Fast Healing (4)**
- ◆ **Grasping**
- ◆ **Hunter of the Faithful:** Merack has a particular talent for hunting members of the Brotherhood, and the number of

Inquisitors and Mystics he has slain over the years is startling. When he attempts a Stealth test to avoid being noticed by a member of the Brotherhood—whether hiding, moving quietly, or even garbed in robes as a disguise—Merack may roll an additional d20. Further, whenever he makes an attack against a member of the Brotherhood, he gains two bonus Momentum. All members of the Brotherhood treat Merack as having the Fear (2) special ability, due to his grim reputation.

- ◀ **Personal Dark Symmetry (4)**
- ◀ **Slave to Symmetry (1)**
- ◀ **Supernatural Physique (2)**
- ◀ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ◀ **Creature of Symmetry:** Merack is able to employ Dark Gifts as a powerful creature of Semai. Merack knows and can employ the following Dark Gifts: Sense Weaves of Power, Obfuscation, Muddle the Memory, Engineer of Chaos, and Flow of Asymmetry.
- ◀ **Spiked Armour:** Whenever a creature makes a melee attack against Merack and fails (either naturally, or because Merack dodged or parried), Merack may spend one Dark Symmetry point in order to inflict 1+ \uparrow 3 damage with the Spread 1 and Vicious 1 qualities, as the spikes on his armour tear at his attacker's flesh.

DOCTOR ALICE HAWTHORN

Alice is a successful surgeon who is as brilliant as she is beautiful. About a decade ago, her nine year old son stood at death's door. He had been infected by a rare viral strain that attacked the organs. Even with all her knowledge, she could not save him and was forced to watch as he raced towards an agonising death. It was then that she was approach by a man who proclaimed that he could save her son, if she did him a small favour.

After proving that he had a cure, Alice told him that she would do anything to save the life of her son. The man gave her a black spray bottle, and told her to secretly spray the tools in the morgue. She did as he asked. It was, after all, the morgue—the patients had already expired. Soon after, she was given the cure, and was able to save her son. But it did not take long until she realised the magnitude of what she had done.

An extremely aggressive case of the Black Rot broke out in the hospital and spread, killing hundreds. The point of origin was the morgue. Soon it dawned upon Alice that the Brotherhood was looking for her and her son, and seeing no way out, she turned to the strange man. He welcomed her with open arms, gave her a new identity, and relocated her and her son to Luna from her home on Victoria. But in order to stay hidden, and keep her son safe, she had to keep doing him favours. In the end, she became a full member of the Cult of Demnogonis; the man had been a Corruptor.

Alice is no longer the innocent, extorted victim she once was. After years of spreading sickness and disease in the name of the Befouler and learning Dark Gifts, she has become almost fully corrupted. She rose quickly through the ranks, and is responsible for the deaths of thousands. Her son, Jeremy, is now twenty years old, and goes to medical school. He too is initiated into the cult.

Alice is extremely manipulative, intelligent, and beautiful. She has used these attributes, and her Dark Gifts, to land a position on the board of Luna General Hospital. Her appearance has been changed through the use of flesh sculpting, as have her fingerprints. She still has some features that might be recognisable, but few would recognise her. She has recently begun drawing up the outline for a new project, one that will enable a large portion of the population to receive a flu vaccine and vitamin shots. Her plan is, of course, to infect the batch and spread her master's glory to all of Luna. As of yet, she has not been able to get the idea approved by the hospital and corporate investors, due to the cost.

Alice is a tall Hispanic woman with long jet-black hair. She is in her forties and in very good shape. When she wants to, she can be extremely charming and inviting, but when enraged her demeanour turn feral and predatory. She still loves her son, and this is the only shred of humanity that still lingers in her.

DOCTOR ALICE HAWTHORN

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	11	9	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	13	12	9

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	-	2	2	1	1	1	-	1	1	3	3

WOUNDS:

- ◀ **Head 3**
- ◀ **Arm 4**
- ◀ **Serious Wounds 6**
- ◀ **Mental Wounds 12**
- ◀ **Torso 8**
- ◀ **Leg 6**
- ◀ **Critical Wounds 4**

SOAK: Ballistic Nylon Medical Garb: (Torso 1, Arms 1, Legs 1)

ATTACKS:

- ◀ **Unarmed (melee):** 1+ \uparrow 2, 1H
- ◀ **Scalpel (melee):** 1+ \uparrow 3, 1H, Armour Piercing 1, Hidden 2
- ◀ **MP-103 'Hellblazer' SMG (ranged):** Range C, 1+ \uparrow 6, Burst, Unbalanced, Ammo (Spread 1)

SPECIAL ABILITIES

- ◀▶ **Inured to Disease**
- ◀▶ **Personal Dark Symmetry (2)**
- ◀▶ **Slave to Symmetry (2)**
- ◀▶ **Trust Me, I'm a Doctor:** Dr Hawthorn is a skilled physician, with many years' experience treating a range of maladies and injuries. When attempting a Medicine or Treatment test, she may re-roll any dice that do not generate a success on the initial roll, though the new result stands. Further, she reduces the difficulty of all Treat Wounds tests by two steps, which may remove the need for a test, and she rolls 3d20 rather than the normal 1d20 when providing long-term care.

DARK SYMMETRY SPEND

- ◀▶ **Heretic of Demnogonis:** Dr Hawthorn is able to employ Dark Gifts as a potent Heretic of the Befouler. She knows and can employ the following Dark Gifts: Corrupt Device, Dark Curse, Control Sickness, and Twist Flesh.
- ◀▶ **Tainted Treatments:** Dr Hawthorn's treatments are frequently infused with other plagues and diseases, carefully cultivated to ensure that they remain dormant for weeks or months. Whenever Dr Hawthorn treats a patient, she may spend Dark Symmetry points to infect the patient with a disease of her choosing. The cost in Dark Symmetry points is the normal cost to inflict the disease. The disease's normal Incubation Period is increased; any Incubation Period measured in hours is now measured in weeks, while any Incubation Period measured in days or weeks is now measured in months. Diseases with Incubation Periods lasting months or longer are unaffected.

AKADO HIROSHI THE FLAYER

Akado has always felt inferior. His father never approved of him, and when he flunked out of university, he ended up working as a factory machine operator. His family, which come from a long line of successful businessmen, decided to disown him to save face. Akado went from being the son of a feudal lord in Longshore, to a dishonoured, lowly commoner working the lines in the factories.

His rage grew as the years passed, and he found it impossible to hold together a relationship, get new friends, or even hold down a job. He realised that everyone was a fake, that they were shallow. Money, status, and social standing hid the selfish nature beneath. He had to suffer so others could flourish.

One night, as he held his knife to his throat, ready to end it all, a voice spoke to him, streaming out from the static of the TV in his filthy motel room. *"You have a purpose, you are too important to die. You have to expose the true face of humanity,"* it told him. Akado understood, and went to work.

Akado is a serial killer who listens to the demented voice of the Lord of Visions. He is not part of any cult, as he is too insane and

disorganised, but he fuels the fear and paranoia in Longshore. He stalks the seedy areas, taking his victims. He will kill whoever is easy pickings, though he prefers men of means, as he sees his father in them. He attacks his victims from behind, knocking them unconscious, and then ties them down in whatever abandoned building is close by. They wake up screaming to find Akado removing the skin from their faces with a utility knife, letting them bleed to death. At times he leaves the sign of Muawijhe behind, written in blood. He has killed several dozen people, and is known as the Flayer, or the Flayer of Longshore, in the papers.

Muawijhe has bestowed him with several Dark Gifts, as his presence keeps both the local authority and Brotherhood busy.

Akado is in his late twenties. He has no ties to the community and sleeps rough or at cheap motels using money stolen from his victims. He has shoulder length hair, a wiry build, dark, deep set eyes and chiselled features. If it was not for the insane gleam in his eyes and facial tics, he might come off as a charming young man. For the most part, he appears normal and semi-well groomed.

Akado has one dream, and that is to kill his family. As of yet he has not figured out a way to get at them, but the cult wants him to succeed as the fall of such a prominent family at the hands of its son turned serial killer would upset the balance and aid the Lord of Visions. The Cult of Muawijhe sometimes helps him out without his knowledge, in order to keep him in play.

The skin of his victim's faces has never been found, and profilers suspect that the Flayer has hidden his gruesome trophies somewhere safe.

AKADO HIROSHI ☹️

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	9	13	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	9	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	1	4	3	1	1	1	-	1	-

WOUNDS:

- ◀▶ **Head 3**
- ◀▶ **Arm 4**
- ◀▶ **Serious Wounds 6**
- ◀▶ **Mental Wounds 9**
- ◀▶ **Torso 8**
- ◀▶ **Leg 6**
- ◀▶ **Critical Wounds 4**

SOAK: None

ATTACKS:

- ◄ **Unarmed (melee):** 1+ \uparrow 4, 1H, Knockdown, Stun
- ◄ **Knife (melee):** 1+ \uparrow 5, 1H, Armour Piercing 1, Hidden 1

SPECIAL ABILITIES

- ◄ **Feed Upon Fear**
- ◄ **Grasping**
- ◄ **Slave to Symmetry (2)**
- ◄ **Take Them Alive:** After making a close combat attack with his Unarmed Strike, Akado gains three bonus Momentum that must be used on the Knockout Momentum spend.
- ◄ **The Flayer:** Akado thrives on the terror of his prey, savouring their fear as they lie helpless before his blade. Upon waking from being knocked out, Akado's prey must immediately attempt a Dire D4 Willpower test or suffer a mental assault.

DARK SYMMETRY SPEND

- ◄ **Pawn of Demnogonis:** Akado moves and kills as directed by the Lord of Visions, and he has been granted several Dark Gifts to aid his hunts. He knows and can employ the following Dark Gifts: Dark Curse, Obfuscation, and Walk Among You.

THE REVENANT OF SAN DORADO

The Revenant has stalked the back allies for years, and claimed numerous victims. At times the victims have been ripped or cut apart, while at others they have been frozen solid and violently smashed to pieces. The San Dorado PD and the Brotherhood are chasing this mysterious fiend, unaware of who, or what, it is.

The Revenant was once a woman called Jessica Hammond. She was an engineer, who years ago stumbled upon a long distance space communications unit, lost and forgotten beneath the streets of San Dorado while she was assessing the structural integrity of an old tunnel system. Curious, and not realising the danger, she activated the device. The machine was corrupt, and opened a small rift in space and time. Through it, she saw the face of Ilian. The full blast of the symmetry hit her, and she instantly began to change into a Malignant.

Jessica, scared and panicked, hurried to reach the street. But with every passing minute she lost more of herself. What little part of her that was still human still missed her family, needed them, loved them. She did everything in her power to reach them. But she did not realise what she had become, or that only a shred of her humanity would remain by the time she arrived at her apartment.

Within a flash, she had killed her husband and two young children, driven by a thirst for blood and pain instilled in her by the Dark Symmetry. As she sat on the floor, grasping her dead children, the last fragment of humanity in her uttered a cry of sorrow and pain, and the Revenant was born.

Most Malignants are rather mindless, and have very little thought behind their actions. The Revenant, however, goes about her dark works according to a frightening pattern. She selects, harasses, and kills entire families. The Malignant has twisted the love and longing of Jessica into a jealous rage; she can stalk a family for weeks, sometimes snatching away family members one by one, killing them, and savouring the pain and sorrow of the survivors before taking another.

This Malignant is gaunt and stands almost two meters tall. Like all of Ilian's Malignants, she has eyes that fume with cold. She usually cloaks herself in a tattered coat with a hood, only revealing her large, bony hands, which end in sharp talons. The Revenant has the uncanny ability of mimicking the cry of a baby, or the voice of a young child. She uses this to lure prey into the shadows, where she then strikes. During the day, she hides beneath the streets in the sewers, while at night she stalks the dark alleys and rooftops, searching for her next family.

THE REVENANT OF SAN DORADO

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	8	15 (+1)	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	9	7	3

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	2	2	2	3	2	-	-	1	-

WOUNDS:

- ◄ **Head 3**
- ◄ **Arm 4**
- ◄ **Serious Wounds 6**
- ◄ **Mental Wounds 7**
- ◄ **Torso 8**
- ◄ **Leg 6**
- ◄ **Critical Wounds 4**

SOAK: Hardened Flesh: (All 1)

ATTACKS:

- ◄ **Frost-Coated Claws and Fangs (melee):** 2+ \uparrow 5, Dreadful, Infection, Vile
- ◄ **Infection:** If one or more Dark Symmetry Icons is rolled, a creature wounded by the Revenant must take a Resistance test, with a difficulty equal to the number of Dark Symmetry Icons rolled, or be infected by the Malignant Change (see page 295, **Chapter 27: The Dark Legion** in the *Mutant Chronicles* core book).

SPECIAL ABILITIES

- ◄ **Ambush Predator:** The Revenant's instincts give her great proficiency in terrorising prey as she hunts. If the Revenant

is currently hiding or otherwise concealed, any action she performs against a character also forces that character to take a Challenging D2 Willpower test or suffer a mental assault.

- ◆ **Familial Predation:** The Revenant has a particular yearning to murder whole families, and she spends night after night hunting down the ideal family group to torture and slaughter. The Revenant may attempt a Challenging D2 Insight test to identify a family group as a target. Once she has identified a target family, all Willpower tests that she inflicts upon any members of that family increase in difficulty by one step, and all attacks that the Revenant makes against members of that family gain one bonus Momentum.
- ◆ **Feed Upon Fear**
- ◆ **Inured to Cold**
- ◆ **Inured to Vacuum**
- ◆ **Personal Dark Symmetry (3)**
- ◆ **Scuttling Climb:** The Revenant can climb freely on any surface—sheer walls and ceilings—and contort herself through tight spaces without regard for the normal structure of a human body.
- ◆ **Slave to Symmetry (1)**
- ◆ **Supernatural Agility (1)**

DARK SYMMETRY SPEND

- ◆ **Lurking Terror:** By spending one Dark Symmetry point, the Revenant can attempt an Average D1 Stealth test to stalk and terrorize her prey. If she succeeds, she can force a single creature, and one per Momentum spent, to take a Challenging D2 Willpower test or suffer a mental assault.
- ◆ **Void-Step:** The Revenant can step from place to place by leaping through the Void, with only a brief cloud of icy air to signify her passage. By spending one Dark Symmetry point when making the Movement Restricted Action or the Sprint Standard Action, the Revenant may teleport instead of moving normally. This allows her to ignore all difficult and dangerous terrain during the move, and allows her to move between hiding places without being spotted.

CADORAKH THE DESTROYER

This Ezoghoul is one of the mightiest generals in the service of Algoerth. He is massive, standing almost two meters taller than his brethren, at a full five meters. This terrifying beast of war has four arms, the lower pair of which has been heavily augmented with weapons. Affixed to the right is a huge necrotechnology Gatling gun, which fires symmetry-infused spikes. He has a gigantic flamethrower, which bellows out dark blue flames of raw symmetry, on the forearm of the right—in which he also wields a gigantic chain spear. It is said that his extra pair of arms is a gift from the Apostle of War himself.

Cadorakh lacks the Illitachk that all other Ezoghoul's need to breath, instead displaying a massive maw filled with serrated teeth.

He is also capable of speech, roaring out orders in a harsh, alien language—although he has been known to scream curses in human tongues when threatening his mankind on the field of war.

It is unknown if he has a citadel he calls home, but he always shows up in the most heated and important battles. His arrival has turned a sure defeat into an overwhelming victory, as it seems that his mere presence boost the abilities of his armies. It is theorised that he is a king of sorts among his own race, and might well have been a ruler in the world from which they came.

All the battles where Cadorakh fought have been victories for the Dark Legion thus far, and his arrival all but annihilates the morale of his foes.

CADORAKH THE DESTROYER, MIGHTY EZOGHOUL ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
17 (+4)	14 (+3)	15 (+1)	14
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13 (=1)	13	13	14 (+2)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	5	3	2	3	2	2	1	2	3	–	–

WOUNDS:

- ◆ **Head 12**
- ◆ **Arm 14**
- ◆ **Serious Wounds 16**
- ◆ **Mental Wounds 13**
- ◆ **Torso 18**
- ◆ **Leg 16**
- ◆ **Critical Wounds 13**

SOAK: Alien Flesh: (All 4)

ATTACKS:

- ◆ **Azogar (melee):** 6+ \uparrow 11, Monstrous, Reach, Gruesome, Vicious 3
- ◆ **Charam Heavy Machine Gun (ranged):** Range M, 2+ \uparrow 11, Automatic, Unwieldy, Spread 2, Vicious 2
- ◆ **Aggtar Symmetry Flamer (ranged):** Range C, 2+ \uparrow 10, Munition, Unwieldy, Corrupted 3, Incendiary 4, Torrent

SPECIAL ABILITIES

- ◆ **Dark Presence**
- ◆ **Fast Healing (5)**
- ◆ **Fear (4)**
- ◆ **Flight:** As an Ezoghoul, Cadorakh is able to elude the bonds of gravity and pursue his prey as swiftly through the air as he can on the ground. Cadorakh can fly, at the same speed he moves on the ground, and may move through empty zones above the battlefield.

◆ **General of the Dark Legion:** Cadorakh's presence bolsters the forces around him, turning a mismatched horde of corpses and monsters into an unholy tide of destruction. While Cadorakh is on the battlefield, all Dark Legion creatures within Medium range of him may re-roll any dice on a skill test that do not generate a success on the initial roll (the new roll stands). Further, all Dark Legion creatures within Medium range of Cadorakh have the Slave to Symmetry (1) special ability, which replaces any existing instances of Slave to Symmetry. Further, whenever Dark Symmetry points are spent to summon reinforcements while Cadorakh is present, roll **↑** for each Dark Symmetry point spent; for each Dark Symmetry Icon rolled, a single Dark Symmetry point is returned to the pool rather than spent.

◆ **Monstrous Creature**

◆ **Personal Dark Symmetry (10)**

◆ **Slave to Symmetry (1)**

◆ **Supernatural Agility (1)**

◆ **Supernatural Coordination (1)**

◆ **Supernatural Personality (2)**

◆ **Supernatural Physique (3)**

◆ **Supernatural Strength (4)**

◆ **Telepathic:** While Cadorakh can communicate with speech, he is also telepathic like all of his kin, projecting mental images into the minds of others. This communication is silent, wordless, and consists purely of unnerving sounds and images transmitted directly into the mind of the intended recipients, who must be visible to Cadorakh.

DARK SYMMETRY SPEND

◆ **Creature of Symmetry:** Cadorakh is able to employ Dark Gifts as a powerful creature of Algeroth. He knows and can employ the following Dark Gifts: Sense Weaves of Power, Dark Curse, Black Fire, and Invincible Army.

CHARAM HEAVY MACHINE GUN

A heavily modified 'Charger' heavy machine gun, the Charam fires jagged shards of crystal, infused with symmetry energy from Algeroth's pattern. A handful of these weapons exist, carried by a chosen few of Algeroth's mightiest creatures, but the most infamous is the one fused to Cadorakh's lower-right arm, which has personally accounted for hundreds of thousands of dead warriors. A single salvo can eviscerate a squad of soldiers, and the destruction it can unleash is indiscriminate.

CHARAM HMG

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
M	2+ ↑ 7	Automatic	24	Unwieldy	8
QUALITIES	Spread 2, Vicious 2				

INDISCRIMINATE: For each Dark Symmetry Icon generated, nominate a single additional target within Close range of the target.

Each additional target suffers a hit for half the attack's damage, rounded down, to a random location. This is affected by Soak, as normal.

SPLIT FIRE: When firing the Charam HMG, Cadorakh can use the Secondary Target Momentum spend (a second target within Reach of the primary target is also affected by the attack and suffers half damage) for one Momentum, instead of the normal two.

AGGATAR SYMMETRY FLAMER

This demon-faced weapon is loaded with chemicals and vapours harvested from the bodies of Heretics suffering from degeneration, blended with concentrated fuels and accelerants, and the defiled spinal fluids of a dozen Brotherhood Mystics. This cocktail, a mixture of earthly incendiaries and symmetry-infused toxins, produces a searing blue flame that burns both body and soul. The dark technology that makes the Aggatar is relatively commonplace, but the fuel is so difficult to manufacture that only three of these weapons have ever been made.

AGGATAR SYMMETRY FLAMER

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	2+ ↑ 6	Munition	22	Unwieldy	8
QUALITIES	Corrupted 3, Incendiary 4, Torrent				



Even other Ezoghoul's fear Cadorakh, yet his presence boosts the morale of the Dark Legion

CHAPTER 02

APOSTLE LEGIONS

LEGIONS OF ILIAN

As she is the Mistress of the Void and the Keeper of the Gate, the creatures of Ilian are often summoned forth from dark realms and hellish dimensions. Those that are created in the human world are infused and augmented by raw symmetry. Some are masters of weaving the symmetry, others at enhancing it. Though few, those creatures of Ilian that are made for war are terrible foes, as they combine raw physical prowess with the power of the Dark Symmetry.

If nothing else, Ilian is versatile. This versatility is reflected in her legions, which range from brutal machines of war to savvy spies capable of changing their appearance. Ilian is everywhere.

HARBINGERS OF THE VOID

On those rare occasions when Algeroth and Ilian combine forces to create legions, the result is terrifying and powerful. The Harbinger is an abomination, a juggernaut of necrotechnology, dark robotics, and symmetry. Ilian only has access to a few of these monstrosities, and they are among the heaviest ground forces she has.

The Harbinger stands some four meters tall, its massive upper body carried on four powerful robotic legs. The torso is a muscled mass of necrotechnology and biological systems. Its head is a larger, and even more perverted, version of that of Algeroth's Immaculate Furies (see page 75), with blazing eyes and a steel-barred filtration system in place of a nose and mouth. In the middle of the torso is a symmetry core, a small gateway that channels the symmetry pattern of Ilian. It is contained within a sphere of otherworldly glass, through which one can see right through the creature's upper body. Within it swirls the dark and cold mists of the void, which glow a dark purple when the core is in use. Enormous symmetry emitters rest over each of the Harbingers' shoulders, looking like great cannons crafted from flesh and metal, fused directly into its body. Gigantic chain guns created by Black Technology are fused to its forearms.

Harbingers of the Void have many useful abilities. They are extremely destructive, but also have the ability to enhance ambient symmetry and grant a protective shield to those close to it. Often, they are seen in the first defensive or offensive line. They lay down heavy suppressive fire all the while enhancing the powers of symmetry wielders and provide shielding to those closest to them. The Harbingers' roar has announced the demise of thousands of human armies.

HARBINGER OF THE VOID ☠

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14 (+4)	14 (+3)	7	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	12 (+1)	11

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	4	3	-	-	1	1	-	-	2	1

WOUNDS:

- ◀▶ Head 12
- ◀▶ Arms 14
- ◀▶ Serious Wounds 16
- ◀▶ Mental Wounds 13
- ◀▶ Torso 17
- ◀▶ Legs 15
- ◀▶ Critical Wounds 12

SOAK: Necrotechnological Body: (Head 4, Torso 6, Arms 5, Legs 5)

ATTACKS:

- ◀▶ **Brutal Slam (melee):** 5+ \uparrow 6, 1H, Knockback, Reach, Spread, Stun
- ◀▶ **Two Chain Cannons (ranged):** Range M, 2+ \uparrow 7, Automatic, Mounted, Armour Piercing 1, Spread 2, Vicious 1
- ◀▶ **Two Symmetry Projectors (ranged):** Range L, 3+ \uparrow 9, Munition, Mounted, Blast (Close), Corrupting, Spread 2, Vicious 2

SPECIAL ABILITIES

- ◀▶ **Dark Presence**
- ◀▶ **Fast Healing (4)**
- ◀▶ **Fear (2)**
- ◀▶ **Monstrous Creature**
- ◀▶ **Personal Dark Symmetry (2)**
- ◀▶ **Shielding:** The Harbinger, and all creatures within Close range of it, are protected by a barrier of symmetry energy, warding them from harm. This barrier provides \uparrow 4 Cover Soak against all attacks from outside the barrier, though it does not block line of sight.
- ◀▶ **Slave to Symmetry (1)**
- ◀▶ **Supernatural Mental Strength (1)**
- ◀▶ **Supernatural Physique (3)**
- ◀▶ **Supernatural Strength (4)**
- ◀▶ **Symmetry Amplifiers:** Harbingers have the ability to boost



Fortunately Harbingers of the Void are rare.

powers and units using their symmetry amplifiers. This makes it easier to use symmetry powers for all those standing near the Harbinger. Whenever any creature within Close range of a Harbinger attempts to use a Dark Gift, it may reduce the Difficulty by one without reducing the Gift's effects. Thus, a Gift could be counted as Average D1 for the purposes of using it (the Willpower test, or the number of Dark Symmetry points it costs), but as Challenging D2 for the purposes of its effects.

◀ **Unliving**

DARK SYMMETRY SPEND

- ◀ **Bombardment:** By spending three Dark Symmetry points before making a ranged attack, the Harbinger may make four attacks, one with each ranged weapon. All of these attacks must be targeted at creatures in the same zone.
- ◀ **Battering Charge:** When rolling damage for a close combat attack after making the Movement Restricted Action, the Harbinger may spend one or more Dark Symmetry points to generate one Dark Symmetry Icon per point spent. These are in addition to those rolled on the damage dice.

MALIGNANTS

The Malignants are more than a sort of legionnaire; they are a way for Ilian to control her brothers. Malignants can show up anywhere through rather spontaneous means, which makes them quite valuable—causing chaos is a part of her plan. Each time a Malignant is created, Ilian has the power to open them up to the symmetry pattern of her brothers. If she does so, the Malignant that is created will be under the sway of one of her siblings, and display slightly different powers than those she controls, as well as altering its appearance and transformation process.

MALIGNANT OF ILIAN ☆

Ilian's Malignants are the original ones. They are sleek and predatory, gaunt and quick. They have the ability to phase in and out of the void, essentially granting them the ability to teleport for extremely short distances, blinking out for a fraction of a second and appearing a meter away the next. The hollows of their eyes smoulder with the ice of the void, and they can cause cold damage with a touch, leaving blackened, frostbitten flesh in their wake.

The process of being turned into one of Ilian's Malignants is a rather swift one. If subjected to a full blast of raw symmetry, the change is near immediate, while a bite or spore infection takes hours. If the victim has been infected by spores or a bite, he will become aggressive within minutes. Physically, he grows gaunt and his eyes turn black. From here on, he will only deteriorate. After just an hour or two, he can no longer withstand the impulse to harm or kill others, and his appearance is barely recognisable as human. The whispers of Ilian in his mind are constant, as he is urged to do her bidding.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	8	15 (+1)	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	6	7	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	-	2	2	1	1	-	-	-	-

WOUNDS: 6

SOAK: Hardened Flesh: (All 1)

ATTACKS:

- ◆ **Frost-Coated Claws and Fangs (melee):** 1+ \uparrow 5, Dreadful, Infection, Vile
- ◆ **Infection:** If one or more Dark Symmetry Icons is rolled, a creature wounded by a Malignant must take a Resistance test, with a difficulty equal to the number of Dark Symmetry symbols rolled, or be infected by the Malignant Change (see page 295, **Chapter 27: The Dark Legion** in the *Mutant Chronicles* core book).

SPECIAL ABILITIES

- ◆ **Ambush Predator:** A Malignant's instincts give it great proficiency in terrorising prey as it hunts. If a malignant is currently hiding or otherwise concealed, any action it performs against a character also forces that character to take a Challenging D2 Willpower test or suffer a mental assault.
- ◆ **Feed Upon Fear**
- ◆ **Inured to Cold**
- ◆ **Inured to Vacuum**
- ◆ **Scuttling Climb:** A Malignant can climb freely on any surface—sheer walls and ceilings—and contorting itself through tight spaces without regard for the normal structure of a human body.
- ◆ **Slave to Symmetry (1)**
- ◆ **Supernatural Agility (1)**

DARK SYMMETRY SPEND

- ◆ **Lurking Terror:** By spending one Dark Symmetry point, the Malignant can attempt an Average D1 Stealth test to stalk and terrorise its prey. If it succeeds, it can force a single creature, and one per Momentum spent, to take a Challenging D2 Willpower test or suffer a mental assault.
- ◆ **Void-Step:** A Malignant of Ilian can step from place to place by leaping through the Void, with only a brief cloud of icy air to signify its passage. By spending one Dark Symmetry point when making the Movement Restricted Action or the Sprint Standard Action, the malignant may teleport instead of moving normally. This allows it to ignore all difficult and dangerous terrain during the move, and allows it to move between hiding places without being spotted.

MALIGNANT OF ALGEROTH \star

The Malignants of the Apostles of War are somewhat larger than those of his siblings. Metallic spikes protrude from their backs, their muscles bulge, and their enormous jaws are filled with metal teeth. The body also develops bone plates, which act as armor. Algeroth's Malignants have the ability to shape their clawed hands into even deadlier weapons, such as bladed bone spikes that can rip through just about anything.

The change takes anything from a day to a week, and starts off with an increase in muscle mass. Thick black veins cover the body, and the victim becomes highly aggressive and irrational. Black claws and sharp teeth follow, then the more monstrous aspects rapidly take over, after which the mind is completely lost to the Darkness.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	11	13 (+1)	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	6	7	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	1	-	2	1	1	1	-	-	-	-

WOUNDS: 8

SOAK: Bony Plates and Hardened Flesh: (Head 2, Torso 2, Arms 1, Legs 1)

ATTACKS:

- ◆ **Ripping Claws and Fangs (melee):** 1+ \uparrow 6, 1H, Infection
- ◆ **Bone Render (melee):** 2+ \uparrow 5, 1H, Gruesome, Infection, Vicious 1
- ◆ **Bone Spike (melee):** 2+ \uparrow 5, 1H, Armour Piercing 2, Infection, Vicious 1

- ◆ **Infection:** If one or more Dark Symmetry Icons is rolled, a creature wounded by a Malignant must take a Resistance test, with a difficulty equal to the number of Dark Symmetry Icons rolled, or be infected by the Malignant Change (see page 295, **Chapter 27: The Dark Legion** in the *Mutant Chronicles* core book).

SPECIAL ABILITIES

- ◆ **Ambush Predator:** A Malignant's instincts give it great proficiency in terrorising prey as it hunts. If a Malignant is currently hiding or otherwise concealed, any action it performs against a character also forces that character to take a Challenging D2 Willpower test or suffer a mental assault.
- ◆ **Feed Upon Fear**
- ◆ **Inured to Cold**
- ◆ **Inured to Pain**
- ◆ **Inured to Vacuum**
- ◆ **Malleable Weapon:** A Malignant of Algeroth can shape its clawed hands into other forms. As a Free Action once per turn, the Malignant can choose one of the three melee weapons listed under attacks, above (Ripping Claws and Fangs, Bone Render, or Bone Spike).



Malignant of Algeroth

- ◆ **Scuttling Climb:** A Malignant can climb freely on any surface—sheer walls and ceilings—and contorting itself through tight spaces without regard for the normal structure of a human body.
- ◆ **Slave to Symmetry (2)**
- ◆ **Supernatural Agility (1)**

DARK SYMMETRY SPEND

- ◆ **Lurking Terror:** By spending one Dark Symmetry point, the Malignant can attempt an Average D1 Stealth test to stalk and terrorise its prey. If it succeeds, it can force a single creature, and one per Momentum spent, to take a Challenging D2 Willpower test or suffer a mental assault.

MALIGNANT OF DEMNOGONIS ★

The Befouler creates Malignants that are riddled with aggressive and quick acting symmetry disease. Their skin constantly changes, bubbling and bursting, running with pus, and it has the ability to spew forth a corrosive liquid that is tainted with both the Black Rot and the Malignant strains. If the victim survives this corrosive attack, he risks becoming infected with the Malignant strain. However, if a corpse is sprayed, or if the victim dies, the Black Rot takes hold, and a Kadaver is created. The Malignant change takes anything from a couple of hours to days, and this strain begins with physical signs. The first signs are clammy skin and sweats, as if the victim is suffering from a fever. The next step is bleeding from the eyes, ears, and mouth, followed by vomit that is mildly corrosive, but not harmful to the infected. At this point, the whispers of Demnogonis invade the mind and begin to take over. From here on, the change moves quickly. Melting and bubbling skin, expulsion of now unnecessary organs through bodily orifices, and the complete possession of the mind mark its completion.

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
11		9		14 (+1)		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
11		6		7		3	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	1	2	1	1	1	-	-	-	-

WOUNDS: 7

SOAK: Necrotic Flesh: (All 1)

ATTACKS:

- ◆ **Slimy Claws and Fangs (melee):** 1+ \uparrow 5, Infection, Toxic 3
- ◆ **Vile Spew (ranged):** Range C, 1+ \uparrow 5, Munition, Armour Piercing 2, Infection, Torrent

◆ **Infection:** If one or more Dark Symmetry Icons is rolled, a creature wounded by a malignant must take a Resistance test, with a difficulty equal to the number of Dark Symmetry Icons rolled, or be infected by the Malignant Change (see page 295, **Chapter 27: The Dark Legion** in the *Mutant Chronicles* core book).

SPECIAL ABILITIES

- ◆ **Ambush Predator:** A Malignant’s instincts give it great proficiency in terrorising prey as it hunts. If a Malignant is currently hiding or otherwise concealed, any action it performs against a character also forces that character to take a Challenging D2 Willpower test or suffer a mental assault.
- ◆ **Feed Upon Fear**
- ◆ **Inured to Cold**
- ◆ **Inured to Disease**
- ◆ **Inured to Poison**
- ◆ **Inured to Vacuum**
- ◆ **Scuttling Climb:** A Malignant can climb freely on any surface—sheer walls and ceilings—and contorting itself through tight spaces without regard for the normal structure of a human body.
- ◆ **Slave to Symmetry (2)**
- ◆ **Supernatural Agility (1)**

DARK SYMMETRY SPEND

- ◆ **Black Rot Spray:** If a creature dies from damage caused by the vile spew, or the vile spew is used directly upon a corpse, then one Dark Symmetry point can be spent to animate the corpse as a Kadaver.
- ◆ **Lurking Terror:** By spending one Dark Symmetry point, the Malignant can attempt an Average D1 Stealth test to stalk and terrorise its prey. If it succeeds, it can force a single creature, and one per Momentum spent, to take a Challenging D2 Willpower test or suffer a mental assault.



MALIGNANT OF SEMAI ★

The change is as quick and brutal as that of Ilian’s Malignants, but the Malignants of the Lord of Spite have glowing red eyes and exude an aura of paranoia. All those within fifty meters of the creature will become increasingly suspicious of their surroundings, and those around them. This can lead to aggressive and irrational behavior.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	9	14 (+1)	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	6	7	3

Malignant of Demnogonis



FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	-	2	1	1	1	-	-	-	-

WOUNDS: 7

SOAK: Hardened Flesh: (All 1)

ATTACKS:

- ◆ **Ripping Claws and Fangs (melee):** 1+†5, 1H, Infection
 - ◆ **Infection:** If one or more Dark Symmetry Icons is rolled, a creature wounded by a malignant must take a Resistance test, with a difficulty equal to the number of Dark Symmetry Icons rolled, or be infected by the Malignant Change (see page 295, **Chapter 27: The Dark Legion** in the *Mutant Chronicles* core book).

SPECIAL ABILITIES

- ◆ **Ambush Predator:** A Malignant’s instincts give it great proficiency in terrorising prey as it hunts. If a Malignant is

currently hiding or otherwise concealed, any action it performs against a character also forces that character to take a Challenging D2 Willpower test or suffer a mental assault.

- ◀ **Aura of Spite:** Malignants of Semai cause feelings of distrust and resentment in those nearby. Whenever a creature within Close range of a Malignant of Semai attempts to assist on a test, increase the Repercussion range on all dice in that test (those assisting, and those from the character being assisted) by three.
- ◀ **Feed Upon Fear**
- ◀ **Inured to Cold**
- ◀ **Inured to Vacuum**
- ◀ **Scuttling Climb:** A Malignant can climb freely on any surface—sheer walls and ceilings—and contorting itself through tight spaces without regard for the normal structure of a human body.
- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Agility (1)**

DARK SYMMETRY SPEND

- ◀ **Lurking Terror:** By spending one Dark Symmetry point, the Malignant can attempt an Average D1 Stealth test to stalk and terrorise its prey. If it succeeds, it can force a single creature, and one per Momentum spent, to take a Challenging D2 Willpower test or suffer a mental assault.



MALIGNANT OF MUAWIJHE ★

After infection, the process of changing is a slow one—at least physically. The Lord of Visions attacks the mind first. It only takes a couple of days before the Malignant can gain temporary control of the victim's mind. When the afflicted goes to sleep, the Malignant—a mental entity separated from the victim like a split personality at this point—goes about its dark business. The victim only remembers fragments, and often mistakes them for nightmares. Soon, however, the victim begins to see flashes of what they are turning in to in reflective surfaces. Muawijhe begins to whisper in his thoughts, taunting him and weakening his grip on sanity. Others infected with the Malignant strain will also see these 'true' reflections. Once the Malignant has gained dominant mental control, the physical changes begin. The whole process takes a little longer than a week, and during the last days, when the Malignant has almost fully emerged, mirrors show flashes of the person that was, silently screaming. In the end, only the Malignant remains on both sides of the mirror.

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
11		9		14 (+1)		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
11		6		10		3	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	-	2	1	1	1	-	-	-	-

WOUNDS: 7

SOAK: Hardened Flesh: (All 1)

ATTACKS:

- ◀ **Maddening Claws and Fangs (melee):** 1+T5, 1H, Infection, Mind Breaker
- ◀ **Infection:** If one or more Dark Symmetry Icons is rolled, a creature wounded by a malignant must take a Resistance test, with a difficulty equal to the number of Dark Symmetry Icons rolled, or be infected by the Malignant Change (see page 295, **Chapter 27: The Dark Legion** in the *Mutant Chronicles* core book).

SPECIAL ABILITIES

- ◀ **Ambush Predator:** A Malignant's instincts give it great proficiency in terrorising prey as it hunts. If a Malignant is currently hiding or otherwise concealed, any action it performs against a character also forces that character to take a Challenging D2 Willpower test or suffer a mental assault.
- ◀ **Feed Upon Fear**
- ◀ **Fear (1)**
- ◀ **Inured to Cold**
- ◀ **Inured to Vacuum**
- ◀ **Scuttling Climb:** A Malignant can climb freely on any surface—sheer walls and ceilings—and contorting itself through tight spaces without regard for the normal structure of a human body.
- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Agility (1)**

DARK SYMMETRY SPEND

- ◀ **Lurking Terror:** By spending one Dark Symmetry point, the Malignant can attempt an Average D1 Stealth test to stalk and terrorise its prey. If it succeeds, it can force a single creature, and one per Momentum spent, to take a Challenging D2 Willpower test or suffer a mental assault.
- ◀ **Born of Nightmares:** When a Malignant of Muawijhe successfully inflicts one or more points of mental damage with its Ambush Predator or Lurking Terror abilities, it may immediately spend two Dark Symmetry points to inflict the

Perplexed status effect on the creature that suffered the mental damage.

TRUE WEAVER

True Weavers are some of the most skilful wielders of the Dark Symmetry there is. They were once humans, Heretics of the highest order in the cult of Ilian. They are those who have unlocked the mysteries of Ilian's Dark Gifts, and gone as far as they could as humans.

These master wielders are taken to the heart of one of Ilian's citadels. There, they are infused with pure symmetry and cast into the void where they must face Ilian herself. The process is harrowing, painful, and more often than not, deadly. Only a handful survive. Those who do not, are consumed by Ilian. Heretics who survive emerge as True Weavers.

Weavers are immensely powerful. They possess an astounding amount of Dark Gifts from the pattern of Ilian, as well as additional offensive powers the human mind and body would be unable



Weavers are no longer human, having looked upon Ilian Herself and survived.

to harness. Some are positioned in Heretic temples, and serve as defenders and teachers, schooling Heretics in the symmetry pattern of the Mistress. Others actually serve on the frontline of the battlefield, boosting their allies and obliterating their enemies.

Weavers cannot pass for human any longer. They have become pale, emaciated, hairless, and androgynous. Beneath their pale skin is a fine web of dark blue veins. When they activate their powers, these are filled with a pulsating blue light, as are their otherwise white eyes. Their voices are traced by a faint unnatural echo. Weavers are usually garbed in black and purple robes, adorned with the mark of Ilian. Over their robes, they wear polished metal armour covered with runes. This armour is mystical in nature, and allows them to sustain massive amounts of damage in battle.

TRUE WEAVER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	15	11	14
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	14 (+1)	14 (+3)	11

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	3	3	-	-	3	2	1	-	2	2

WOUNDS: 8

SOAK: Rune-Etched Armour: (Head 2, Torso 4, Arms 3, Legs 3)

ATTACKS:

- ◀ **Touch of Symmetry (melee):** 1+ \uparrow 4, 1H, Corrupting 2, Stun
- ◀ **Flaming Fist of Destruction (ranged):** Range M, 2+ \uparrow 8, Munition, Blast (Close), Corrupting, Incendiary 3, Stun

SPECIAL ABILITIES

- ◀ **Dark Presence**
- ◀ **Fear (1)**
- ◀ **Inured to Cold**
- ◀ **Inured to Vacuum**
- ◀ **Personal Dark Symmetry (5)**
- ◀ **Slave to Symmetry (1)**
- ◀ **Supernatural Intelligence (1)**
- ◀ **Supernatural Mental Strength (3)**

DARK SYMMETRY SPEND

- ◀ **Dual-Casting:** A True Weaver is skilled enough to be able to use two Dark Gifts at once. When using two Dark Gifts, it requires a Standard Action, and the True Weaver must spend a number of Dark Symmetry points equal to the difficulties of both Gifts

(which may be chosen individually).

- ◆ **Font of Symmetry:** True Weavers are surrounded by a crackling field of ambient symmetry energy that they can weave in such a way as to bolster their allies. Whenever an allied creature within Close range spends one or more Dark Symmetry points, roll 1 for each point. For each Dark Symmetry Icon generated, one Dark Symmetry point is 'free', and does not need to be taken from the GM's pool.
- ◆ **Sorcery:** A True Weaver is a powerful servant of Ilian, and has virtually unmatched ability to wield the Dark Symmetry. True Weavers may use any Dark Gift from the Dark Symmetry list, and any from Ilian's Pattern.

SHADOW HOUND

These shape-changing hounds are extremely versatile. In their natural state, they are hulking, killer beasts, whirlwinds of teeth and claws. However, they are seldom seen in this fearsome state unless they are about to strike, are on guard in a citadel, or are hunting down prey inter-dimensionally, such as when taking part in the Wild Hunt. In their natural form they are gigantic dogs of war. Their mouths are

filled with rows of razor sharp teeth, and they have long, wicked claws that can rend metal asunder. They stand 150 centimetres to the withers, and have huge, bulky muscles. Their skin is rock hard and covered by thick black fur, which shimmers with the colour of the void and is marked by the symbol of Ilian. The more symbols a dog possesses, the higher its rank.

When in human worlds, each Shadow Hound can morph into a specific breed of dog. They use this ability to infiltrate human families and areas, and many strays that are picked up are, in fact, Shadow Hounds. In their role as innocent pets they can gather information, track marks, and act as strategically positioned sleeper agents. The breed they can morph into often reflects their standing within the pack. Some of the most ferocious and strong pack leaders might have a morphed form of a Mini Pincher or Chihuahua, while lesser members can morph into larger breeds. This might seem strange, but the smaller the dog breed, the more likely it is that a family will take it home. This means pack leaders are often taken into a home, sometimes one of political standing, while lesser members are more likely to be picked up and used as junkyard dogs, or not picked up at all.



Shadow Hounds, in their natural form, participate in the Wild Hunt.

SHADOW HOUND AND ALPHA SHADOW HOUND



ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13 (+1)	13	11	13 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	7	11	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	2	1	3	3	2	2	-	-

WOUNDS: 6 (Trooper) or 9 (Elite)

SOAK: Iron-Hard Flesh: (All 2)

ATTACKS:

- ▶ **Slavering Jaws (melee):** 2+5, Gruesome, Vile
- ▶ **Rending Claws (melee):** 2+5, Armour Piercing 2, Vicious 1

SPECIAL ABILITIES

- ▶ **Fear (1)**
- ▶ **Glamour:** Shadow Hounds can switch between their natural form and the form of an ordinary breed of dog. It takes a Free Action to make this change, which does not alter the Shadow Hound's powers in any way, except that it loses the Fear (1) ability while disguised. Shadow Hound Alphas are able to transform into smaller breeds.
- ▶ **Night Vision**
- ▶ **Soul Tracker:** A Shadow Hound can track by sensing the soul of a creature, and is able to follow that soul across dimensions. Once a Shadow Hound has observed a creature, it can forever more attempt a Challenging D2 Observation test in order to determine where that creature is.
- ▶ **Prowl Across Dimensions:** Shadow Hounds can travel freely between Ilian's realms and the material universe, and are able to cross the boundaries of dimensions at will. It takes a Standard Action to cross these boundaries. When a Shadow Hound crosses into a dimension, it may appear anywhere except locations that are warded against Darkness (such as cathedrals).



TRIANGLED TEMPLARS

The very first Templar Ilian brought over was a mysterious being named Karak. He was a perfect cross between the organic and the

mechanical, and this made him one of the most beautiful and perfect creatures Ilian had seen while travelling the void. This monstrosity was cool and calculating, yet ferocious and untamed. Ilian enthralled him and bound him to her service, managing to do the same to all the other warriors on his world. Since that day, the Templars have been part of the backbone of Ilian's rule. They are near infallible soldiers and bodyguards.

However, these beings were taken out of their time and space. Once immortal, when they were taken to the dimension of man the passage of time began to effect some of them, Karak included. They became corrupted as their immortal essence collided with the rules of the space and time of man. They were afflicted by a condition that has become known as the Curse.

Degenerative in nature, the Curse takes hold in those Templars that have spent several decades in the realm of man. All Templars are attuned to pain, fear, and combat, and their minds will block anything else out when it counts. The Curse creates a blind rage in them, along with an extreme psychosomatic effect. It mutates their flesh and restructures the mechanical parts of them, adding all manner of bizarre war contraptions. In the end, the Curse will more or less destroy them, as they become so badly mutated they are unable to move—much less engage the enemy in battle. However, while still able to move, those Templars afflicted by the Curse act in a berserker rage. In this state, they are unable to fulfil their duties, and will turn on one another if left to their own devices. Berserker Templars do, however, make excellent shock troops, and to this end, Ilian has constructed the Triangled Wheel.

This massive construct is one of her few fully mechanical tools. More than a mile in diameter, it seems to have been cast in some type of dark metal, and resembles an ancient spoked wheel with Ilian's symbol at its hub. The Templars are held in stasis inside this contraption, the Curse temporarily suspended. Ilian has only to will it to be so, and the wheel appears hovering over the battlefield as it phases in from, presumably, the void. The Templars are beamed down on to the battlefield through crackling bolts of symmetry that leave Ilian's symbol scorched into the ground. The whole thing is a frightening display of power. When the battle is over, they are simply beamed back up.

Most of the troops that inhabit the wheel are Karak's original troops. In the central hub chamber rests Karak the Keeper, forever bound to watch over his troops.

The Triangled Templars are unkempt, their old colours of black and red faded with time and their equipment old. Their minds too far gone to care. Some of them look quite different from regular Templars, as the mutation of the Curse has ravaged their bodies, morbid cybernetics becoming mixed with oozing, swollen fleshy protrusions.

TRIANGLED TEMPLAR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
16 (+1)	14 (+1)	13	6
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	6	6	14 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	1	1	-	1	-	-	-	-	-

WOUNDS: 11

SOAK: **Templar Warplate:** (Head 6, Torso 5, Arms 4, Legs 4)

ATTACKS:

- ◆ **Templar Mace (melee):** 3+↑10, 2H, Dreadful, Knockdown, Stun
- ◆ **Kratlach Assault Rifle (ranged):** Range M, 1+↑5, Burst, 2H, Ammo (Vile)



Karak in his prime

SPECIAL ABILITIES

- ◆ **Berserk:** When making a close combat attack, a Triangled Templar may choose to add one, two, or three bonus Momentum to its Close Combat test. However, if it does so, then all close combat attacks against that Triangled Templar gain the same amount of bonus Momentum until the start of the Templar's next turn.
- ◆ **Inured to Pain**
- ◆ **Night Vision**
- ◆ **Sense Pain and Fear:** Triangled Templars, like their less-berserk counterparts, can perceive the agony and dread of living creatures from as far away as 300 metres with terrifying accuracy, and even distinguish between different degrees and sources of these feelings to hone in on a particular creature. If ever a test is required, it uses the Observation skill. It should be noted, however, that Triangled Templars seldom use this capability in more than the most rudimentary way—they seek out the nearest prey, and kill without hesitation.
- ◆ **Slave to Symmetry (2)**
- ◆ **Supernatural Personality (1)**
- ◆ **Supernatural Physique (1)**
- ◆ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ◆ **Stride:** By spending two Dark Symmetry points as a free action, a Triangled Templar can move to any location within Long range that it could have reached by normal means (running, climbing, jumping, etc).



CHANGELING

All Changelings started out as Heretics of Ilian. These men and women have risen through the ranks with honours—but then they made a mistake. In most cases, those that are discovered are either killed or left to suffer at the hands of the Brotherhood. However, when a skilled and powerful Heretic has made a mistake, they are sometimes given a second chance. This is the true origin for most Changelings, although some come from other circumstances. Most high-ranking Heretics do not want to go through this type of transfiguration, as they hope to become Nepharites. However, as the odds of that happening are slim, and taking in to account the fact that they have made a mistake that would otherwise be punishable by death, they have little choice in the matter.

Changelings are used to replace powerful leaders in corporations, within law enforcement, or the intelligence community. If they need to make the change quickly, or if the individual is incorruptible, the original is killed and a Changeling takes their place.

CHANGELING




ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
15		14		11		13 (+1)	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
11 (+1)		13 (+1)		14 (+3)		12 (+2)	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	3	3	1	-	3	2	2	2	2	2

WOUNDS: 9

SOAK: **Chitinous Hide:** (Head 3, Torso 4, Arms 3, Legs 3)

ATTACKS:

- ◆ **Dripping Fangs (melee):** 1+7, Unforgiving 2, Vile
- ◆ **Razor-Sharp Talons (melee):** 1+7, 1H, Spread 1, Vicious 1
- ◆ **Unarmed Strike (melee):** 1+7, 1H

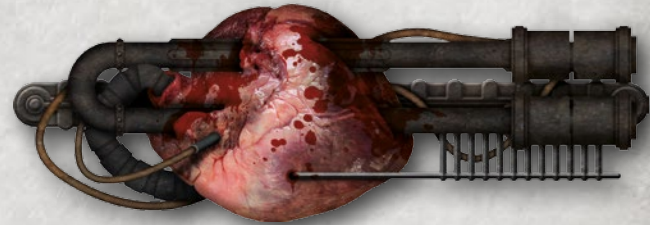
SPECIAL ABILITIES

- ◆ **Change Shape:** As their name suggests, these beings can change their appearance at will. Just by studying a picture of someone, they are able to change their appearance to look exactly like the person in question. Studying a video, or even better, actually meeting the person, produces far better results, allowing the Changeling to mimic them exactly: voice, appearance, and mannerisms included. A Changeling can shift its height by fifty centimetres up or down. It can also shift its weight by fifty kilos up or down. Changelings are able to change gender, skin colour, texture, voice, eye colour, and everything else needed to mimic the appearance of another person perfectly. They are capable of dropping a limb and regenerating a new one, and can even grow 'clothes' as needed. All changes occur within a matter of seconds. They are the perfect spies and a very important part of Ilian's legions—one of her most powerful assets when it comes to infiltrating human society. It takes a Free Action to assume a form, and onlookers require a Dire D4 Observation test or a Daunting D3 Insight test to determine that the Changeling is not who or what it appears to be. While disguised, it loses its Fear (1) special ability, and it loses its Soak, as well as its Dripping Fangs and Razor-Sharp Talons attacks.
- ◆ **Fast Healing (3)**
- ◆ **Fear (1)**
- ◆ **Personal Dark Symmetry (2)**
- ◆ **Slave to Symmetry (2)**
- ◆ **Combat Beast:** When forced in to the open, Changelings can transform into hulking monsters. Their skin hardens and grants them protection as if they were wearing armour, while their nails become long talons and their teeth turn into nasty fangs. This is

the form described by the creature's profile listed here. It takes a Restricted Action to enter this form.

DARK SYMMETRY SPEND

- ◆ **Creature of Symmetry:** Changelings are chosen servants of Ilian, elevated from the ranks of powerful Heretics. They know the following Dark Gifts: Obfuscation, Sense Weaves of Power, Dark Curse, Dark Ward, Swift Portal, Dark Gateway, Dimensional Cage, and Summon Object.



LEGIONS OF ALGEROTH

As he is the Apostle of War, the legions of Algeroth are the most physically endowed, martial, and aggressive. Some are taken from other worlds, others created from scratch by Tekrons, and some are a combination—summoned abominations made even more atrocious by foul technology.

TEKRONS

These are one of the few creatures in the service of Algeroth that have not been created with the intent of wreaking havoc. Instead, they have been created to build, design, and bring forth other beings and objects with destructive and sinister capabilities. Tekrons start out as humans, willing participants taken from the ranks of Algeroth's Heretics. Only the brightest and most tech-savvy of Heretics are chosen.

These subjects are taken to the citadel and placed within a distortion cocoon. Here they are bombarded with Dark Symmetry and information packets from the Brainpool containing detailed knowledge of the Dark Technology. Their bodies are twisted and augmented with necro-bionic parts. In the end, a fully fledged Tekron steps out, ready to begin to serve as one of the most brilliant and malevolent scientists in the universe. This is, of course, if they survive. If the process kills them, their bodies are taken apart and converted into raw material, while their minds are absorbed and become a part of the Brainpool.

Tekrons are extremely intelligent beings and their insight into all manner of technology is nothing short of frightening. They are

capable of instinctively understanding the inner workings and mechanisms of a piece of technology just by handling it. Though ingenious, they have not even a tinge of humanity left in them. They lack the capacity to experience any kind of emotion, as well as any discernible personality. It is not that they are willingly cruel, but they are incapable of empathising and see every other creature as a source of raw material and experimentation. Tekrons tend to cause an enormous amount of pain while conducting their business. They possess a pure intellect unfettered by emotion, and conduct their work unhindered by morality. In truth, they do not even have the slightest feelings towards their own colleagues and creations.

Tekrons are quiet and expressionless. They communicate through gestures and strategic telepathic use. For all intents and purposes they are immortal, since all their body parts can be mended or completely replaced by necrobionic ones. In a sense, they are machines, a mesh of man, machine, and necrobionics. Exposed flesh is merged with pulsating tubes, wires, and throbbing necrobionic implants. Some might have bizarre faces, with a gasmask melted and sewn into the skin of the face, while others have beautiful but expressionless faces and a skull of armoured glass through which the brain is clearly visible. There are even those who lack legs and are grafted to robotic wheels. One Tekron never looks like the next.

Even though they are all brilliant, they do each specialise in specific fields. Some are master weapon smiths, while others are brilliant bio-engineers, or focus on necrobionics. The internal hierarchy employed by Tekrons is a simple one. The more a Tekron knows, the higher he will be ranked.

Though they always tinker and experiment, they are given specific orders by their Nephrite Overlords. Sometimes these can be very specific, while at other times they are more vague. In any event, when charged with a project, the Tekrons link their minds and compare their knowledge. By doing this, they compose a work group. The one with the most relevant knowledge for the current project is put in charge, and then they begin to work. They are silent, methodical, and deadly in their own way.

TEKRON

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
12	11	14	14 (+2)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14	14 (+2)	17	10



FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	2	1	1	2	2	1	-	5	5

WOUNDS:

- ◀▶ **Head 4**
- ◀▶ **Torso 9**
- ◀▶ **Arms 5**
- ◀▶ **Legs 7**
- ◀▶ **Serious Wounds 7**
- ◀▶ **Critical Wounds 4**
- ◀▶ **Mental Wounds 17**

SOAK: Necrotechnological Armour: (Head 4, Torso 6, Arms 5, Legs 5)

ATTACKS:

- ◀▶ **Necrobionic Claw (melee):** 2+7, 1H, Armour Piercing 2, Backlash 1, Vicious 2
- ◀▶ **Necrotendril (melee):** 1+6, Spread 1, Toxic 3

SPECIAL ABILITIES

- ◀▶ **Dark Presence**
- ◀▶ **Fast Healing (2)**
- ◀▶ **Fear (1)**
- ◀▶ **Inured to Cold**
- ◀▶ **Inured to Disease**
- ◀▶ **Inured to Pain**
- ◀▶ **Inured to Poison**
- ◀▶ **Inured to Vacuum**
- ◀▶ **Master of Dark Technology:** A Tekron can understand the function and operation of any machine simply by handling it, inspecting it for a minute, and attempting a Daunting D3 Sciences test. The GM may increase the difficulty of this test for particularly complex devices.
- ◀▶ **Necrotechnological Implants:** Tekrons are subjects of their own experiments, and are filled with a variety of implants and necrobionics of their own creation. All Tekrons have the Eternal Life implants and Neural Conduit necrobionic. All the other implants are reflected by the Tekron's attributes and special abilities.
- ◀▶ **Night Vision**
- ◀▶ **Personal Dark Symmetry (5)**
- ◀▶ **Slave to Symmetry (1)**
- ◀▶ **Supernatural Awareness (2)**
- ◀▶ **Supernatural Intelligence (2)**
- ◀▶ **Weakness of Flesh:** The Tekron is a mixture of corrupted flesh and necrotechnology, and while the technology is resistant to most forms of damage, the flesh is not. Any creature that makes an attack against a Tekron may spend two Momentum to count its Armour Soak as half (rounding down) the listed value.

DARK SYMMETRY SPEND

- ◀▶ **Creature of Symmetry:** Tekrons are powerful servants of Algeroth, gifted with great power to better serve their dark master. A Tekron knows the following Dark Gifts: Corrupt Device,

Sense Weaves of Power, Black Fire, Distorted Armour, Vile Cloud, Aura of Absorption, Flow of Death, and Invincible Army.

- ◆ **Necrotendril Onslaught:** When a Tekron makes a close combat attack, it may spend one, two, or three Dark Symmetry points in order to make one, two, or three Necrotendril attacks in addition to its normal attack.
- ◆ **Necrotic Conversion:** Whenever a Tekron slays a creature using its Tekron's Necrotendril attack (including the attack's Toxic 3 quality), it may spend a Dark Symmetry point to cause that creature to rise as an Undead Legionnaire.



DARK HUNTSMEN

Relentless, callous, and deadly, the Dark Huntsmen are a marvel of necrobionic engineering and epitomise the brilliance of the Tekrons. These killing machines are created from devoted, specially selected, and willing cultists, or from wounded subjects found on the battlefield.

Being turned into a Dark Huntsman is an honour for a cultist and the process for these Heretics is a manageable one. They are committed, possess dark gifts and implants, and are physically and mentally ready for the change. For them, becoming a Dark Huntsman is simply the last step in a long series of active choices and transmutations. After the change, they are reunited with their cultists brothers and returned to their temple, where they begin performing their new tasks.

For those captured in the battlefield, there is world of pain in store. These poor victims are dragged to the citadel and subjected to a painful and near unimaginable process. They are placed in the Distortion Chambers and tortured until they grow near mindless and blind from the pain. Tekrons, and even Nepharites, work on them incessantly, infusing them with the Dark Symmetry. No matter how strong their will, no human is capable of resisting the process for long. They break and submit. Though their memories and knowledge are preserved, all their former loyalty and old emotions are stripped away. They are completely loyal to Algeroth at the end of the process, and are sent back out into the field in order to hunt down and slaughter their former brothers in arms.

As their knowledge is intact, they have access to positions, passwords, and plans. They use this to get close to their victims, and in many cases, they are let into secure locations to kill all from within. They have also been known to feign injury, lying down on the battlefield and screaming for help. When a soldier comes to help them, they

strike. This type of ambush tactic is extremely demoralising to the enemy, and many times soldiers will refuse to help fallen comrades for fear that they have been replaced by a Dark Huntsman.

Dark Huntsmen are, in most cases, used in warzones—but sometimes they are sent into the cities with orders to kill a specific target. They will pursue their mark until they succeed in killing him or are killed in the process.

These beings look and sound exactly as they did while still human, and while in the battlefield, they wear an appropriate uniform. It is only when they are severely injured that the truth is revealed. If shot, large chunks of flesh are ripped away to reveal their internal necrobionic muscles and organs.

DARK HUNTSMAN ▲ OR ☆

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14	17 (+1)	14	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14	11	14	14

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	2	1	2	-	1	-	1	-

WOUNDS: 7 (Troopers) or 10 (Elites)

SOAK: Corporate Combat Armour: (Head 3, Torso 3, Arms 2, Legs 2)

ATTACKS:

- ◆ **Unarmed Strike (melee):** 1+↑6, 1H
- ◆ **M50 Assault Rifle (ranged):** Range M, 1+↑7, Burst, 2H
 - ◆ **M509 Grenade Launcher (ranged):** Range M, 2+↑6, 2H, Blast (Close)

SPECIAL ABILITIES

- ◆ **Deceptive:** Dark Huntsmen still clearly resemble the people they once were, and their corruption is hidden beneath the surface. If a Dark Huntsman has not acted, been injured, or otherwise revealed to be a servant of Algeroth, then it takes a Dire D4 Observation test or Daunting D3 Insight test in order to identify them as something other than they seem.
- ◆ **Fast Healing (3)**
- ◆ **Grasping**
- ◆ **Slave to Symmetry (2)**
- ◆ **Supernatural Physique (1)**
- ◆ **Unliving**

DARK SYMMETRY SPEND

◀ **Creature of Symmetry (Elite only):** A few Dark Huntsmen have been blessed with the powers of Algoth's Pattern. An Elite Dark Huntsman knows the following Dark Gifts: Dark Curse, Symmetry Burst, Vile Cloud, and Painless.

BIO-GIANTS

It is hard to say if Bio-Giants are actual creatures or a type of vehicles. They are massive, hideous beings that stand about ten meters tall. A patchwork of parts that have been vat-grown in the citadels, they have been created to cause death and destruction. The parts are stitched together by the Tekrons who then infuse them with unholy life. Bio-Giants are often used to spearhead assaults aimed at enemy fortifications. The very ground shakes as they march and their rumbling voices shatter glass. They are slow and clumsy, but they possess an incredible destructive capability. The very sight of these undead abominations is enough to strike fear in the hearts of the bravest of men.

Bio-Giants have a humanoid shape. Their skin is made out of a twisted patchwork of stitches and scar tissue, and in many cases large spikes penetrate their skin from within. Their bodies are extremely powerful, and they have been known to overturn and even throw tanks. They are as hardy as they are strong but, luckily for their enemies, they are also incredibly slow witted.

Often their arms have been partially replaced with giant flamethrowers, chain guns, or mortars on one side, and a gigantic chainsaw on the other. Some Bio-Giants, particularly the largest, make use of a metal exo-skeleton, which they need to support their own weight. Some even have a type of howdah on their backs where they carry provisions, ammunition, and other type of equipment troops might need, or even mounted machineguns operated by Necromutants.



Bio-Giant

BIO-GIANT

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
15 (+10)	15 (+10)	6	16
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	3	8	10




FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	4	4	-	-	1	1	-	-	-	-

WOUNDS:


- ◀ Head 25
- ◀ Torso 31
- ◀ Arms 27
- ◀ Legs 29
- ◀ Serious Wounds 29
- ◀ Critical Wounds 26
- ◀ Mental Wounds 8

SOAK: Thick Armour Plate: (Head 7, Torso 8, Legs 7)

ATTACKS:


- ◀ **Sweeping Smash (melee):** 1+5, 1H, Reach, Knockback, Spread 2, Stun
- ◀ **Colossal Smash (melee):** 11+7, 1H, Reach, Knockback, Stun, Vicious 1
 - ◀ **Clumsy:** A Colossal Smash attack requires a Daunting D3 Close Combat attack against any target that is not either a vehicle or a Monstrous Creature
- ◀ **Obliterator Cannon (ranged):** Range M, 3+9, Munition, Blast (Close), Incendiary 4, Knockdown, Toxic 4

SPECIAL ABILITIES

- ◀ **Colossal Creature:** A Bio-Giant is an immense creature, some ten metres tall, and terrifyingly strong. Few things can face such a towering creature and survive. A Bio-Giant may treat any creature within Close range as being within Reach. Further, any creature making a close combat attack against a Bio-Giant increases the difficulty by one step, but any creature attempting a ranged attack against the Bio-Giant reduces the difficulty by one step instead. The Bio-Giant inflicts an automatic 1+3 damage with the Spread 1 and Knockdown qualities on any creature that attempts to make a close combat attack against it and fails.
- ◀ **Cumbersome:** A Bio-Giant is a slow and awkward creature, unable to move quickly due to its sheer size and bulk. It may not take the Sprint Standard Action or any Response Action.
- ◀ **Dark Presence**
- ◀ **Fast Healing (2)**

- ◀ **Fear (4)**
- ◀ **Grasping**
- ◀ **Inured to Disease**
- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **Slave to Symmetry (1)**
- ◀ **Supernatural Physique (10)**
- ◀ **Supernatural Strength (10)**

DARK SYMMETRY SPEND

- ◀ **Bellowing Roar:** The Bio-Giant unleashes a terrifying, deafening roar. As a Restricted Action, it may spend three Dark Symmetry points to unleash this roar. All creatures within Medium range must attempt a Challenging D2 Willpower test or suffer a mental assault. If one or more Dark Symmetry Icons are generated when rolling to determine how much mental damage is inflicted, that creature is knocked prone with shock and fright.
- ◀ **Thunderous Stomp:** The Bio-Giant may stamp down on the ground, causing the ground to shake and knocking foes aside. The Bio-Giant spends two Dark Symmetry points, and automatically inflicts 1+5 damage with the Dreadful, Knockdown, and Stun.

KARNOFAGES

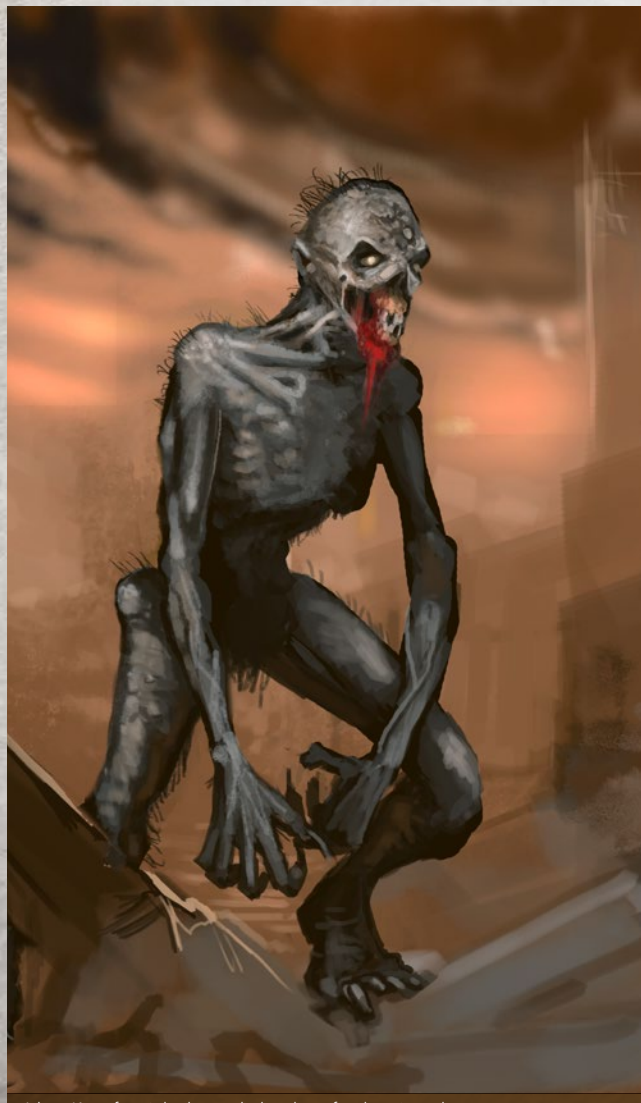
Degeneration can turn a human into something else entirely, and a Karnofage is one of many repugnant outcomes. Heretics that suffer from the Black Hunger are more likely to be turned into one of these monsters, rather than decaying into a Kadaver. The hunger forces the body to devolve into an animalistic stage, one that is of need of freshly killed meat. Their metabolism is the Karnofages' greatest enemy. They must consume one tenth of their own weight every twenty four hours, or their bodies will begin to consume themselves, leading to a gruesome and agonising death.

Karnofages are little more than predatory animals, driven solely by their need to feed. They have heightened senses, razor sharp teeth and claws, and are utterly fearless. They also possess a sort of animalistic cunning, which makes them particularly dangerous adversaries. Karnofages are uncontrollable, and as soon as a Heretic begins to degenerate into one of these monsters, they are driven from the temple. They shun the light and usually find homes in caves in rural areas, and sewers, abandoned subway tunnels, and condemned houses while in the cities. Though quite mindless, they can at times work as a pack while hunting, and seem to understand that they and their killings should remain hidden. In most cases, they live off street people, those that society probably would not miss. However, their insatiable hunger and need for flesh usually leads them to take more and more risks when they have run out of easy pickings.

Karnofages are often drawn to battlefields, as there is usually enough fresh meat to go around. They also seem to remember,

or at least sense on an instinctual level, who they owe loyalty to. They only attack the enemies of their master and heed the word of any Nephrite. Though primitive, they do understand simple verbal commands.

Karnofages are extremely lean and possess hooked claws and a mouth filled with sharp teeth. Their lips have atrophied, leaving them forever leering, and they have developed rough tufts of hair and coarse skin. Most display different types of obscene stigmata. Their movement is marked by the swiftness of a stalking predator, and they alternate between running upright and on all fours. Guttural snarls and bloodcurdling howls are the only sounds they ever utter. Clumps of flesh and blood from their previous kill clings to their mouths and claws. Even though their eyes reflect light, they are still recognisably human and retain a glint of the humanity that is now lost to them.



A lone Karnofage is bad enough—but they often hunt in packs.

KARNOFAGE ★

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
16 (+1)		13		16		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		3		13		8	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	-	-	1	2	1	-	-	-	-	-

WOUNDS: 10

SOAK: None

ATTACKS:

- ◀ **Ragged Claws (melee):** 2+[†]7, 1H, Gruesome

SPECIAL ABILITIES

- ◀ **Braindead**
- ◀ **Fast Healing (1)**
- ◀ **Fear (1)**
- ◀ **Hungering for Flesh:** After killing a creature, a Karnofage stops to feed. It will feed for three turns, regaining [†]3 wounds at the end of each turn. It will only stop feeding if it's attacked—at which point, it will attack the creature that interrupted its feeding.
- ◀ **Inured to Pain**
- ◀ **Grasping**
- ◀ **Night Vision**
- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Strength (1)**

IMMACULATE FURIES

These terrible beings are counted among the most fearsome and deadly foes mankind has ever seen. Human soldiers tremble when they hear their ululating cries, and the sight of them is enough to scare a man senseless. The most brilliant of Algeroth's Technomancers and Necromagus designed this creature with the intent of creating the perfect bodyguard. One that would deter and strike fear into his enemies with its mere presence. To this end, Algeroth incorporated several unique abilities into their design.

These beings are created using biotechnology with a human DNA base. However, apart from a humanoid shape they bear very little resemblance to a human. The Furies stand almost two and a half meters tall and weigh a little bit over 200 kilos. They possess a tough leathery hide and are incredibly muscular. Furies are hairless and have a frightening visage—in place of a nose and mouth is a

vertical, metal grill. Behind this there is a complex filtration system, which makes them immune to all manner of poisonous gases and atmospheres.

IMMACULATE FURY ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
16 (+20)	17 (+1)	13	13 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13	10	16	14 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	3	1	1	1	-	3	2	-	-	1	-

WOUNDS: 12

SOAK: Fury Armour: (Head 1, Body 3, Arms 2, Legs 2)

ATTACKS:

- ◀ **Desovach Auto-Shotgun (ranged):** Range C, 2+ \uparrow 9, Burst, 2H, Knockdown, Spread 1, Vile
- ◀ **Unarmed Strike (melee):** 3+ \uparrow 7, 1H

SPECIAL ABILITIES

- ◀ **Fast Healing (2)**
- ◀ **Fear (2)**
- ◀ **Inured to Disease**
- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **Inured to Vacuum**
- ◀ **Night Vision**
- ◀ **Perfect Hearing:** Immaculate Furies have extraordinarily keen hearing, able to hear a man's breath from a hundred metres away. An Immaculate Fury does not increase the difficulty of hearing-based Observation or Insight tests for distance.
- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Awareness (1)**
- ◀ **Supernatural Personality (1)**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (2)**

DARK SYMMETRY SPEND

- ◀ **Fell Shriek:** By forcing air through the filter grill on their faces, a Fury can emit an ear-piercing shriek. This can have a number of effects, and requires the Fury spend three Dark Symmetry points as a Standard Action. Living creatures within Long range must take an Average D1 Willpower test against a mental assault. Living creatures within Close range must take a Challenging



An Immaculate Fury deals with an obstacle.

D2 Willpower test or become Perplexed. Living creatures within Reach must attempt a Daunting D3 Resistance test or suffer 1+ \uparrow 3 damage to the head with the Stun quality. Armour provides no protection.

EAONIAN JUSTIFIER

These interrogators and torturers, often simply referred to as Justifiers, are some of the most foul, evil, and vile creations to ever be expelled by the Necrochambers. They are a slave race under the command of the Tekrons, and were created using biotechnology. As with so many of the Tekrons' creations, they are built around a core of human DNA, crossed with an assortment of other beings. The most prominent DNA is that of spiders and a sinister demonic race from an extra-dimensional hell. Justifiers are born fully grown, and with all the knowledge they will ever need already in place in their minds, put there through memory implantation by the Tekrons.



Eaonian Justifiers have elevated pain and torture to an art form.

They emerge naked from their artificial wombs, dripping with unnatural amniotic fluids. They are then garbed in their ceremonial red robe and given a small, defenceless creature, such as a kitten, a puppy, or a human infant, to play with. And what vile games they play. The goal is to subject the creature to the most atrocious and painful torture imaginable. This is done so the Tekrons can make sure that the new Justifier has all the knowledge of anatomy and torture it needs.

Justifiers live only to serve their masters, and their mindset is so far off anything even remotely human that it would be impossible to understand them. Cruelty, suffering, and the inflicting of pain is the norm, and they take great pride in devising new and more efficient ways to cause excruciating but survivable pain though which they can extract information from a victim. Their minds have been designed to relish in the suffering of others, which ensures that Justifiers never tire of their profession, and will always work on perfecting their art. They do prefer to have sophisticated equipment at hand, but with their naturally sharp claws and ability to secrete poison, they can put a human through the most horrendous torture imaginable without it.

Justifiers stand tall and gaunt, and have leathery skin. They have oblong, insectile heads with four mandibles, and long sharp claws from which they can secrete a caustic venom. They wear the symbol of a set of scales on their surcoats, which symbolises how they measure the life and truth of a person.

EAONIAN JUSTIFIER ★

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13	13	14	16 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14	16 (+1)	16	8

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	1	1	-	2	2	4	3	3	4

WOUNDS: 5

SOAK: **Leathery Hide:** (All 2)

ATTACKS:

◀ **Envenomed Claws (melee):** 1+ \uparrow 5, 1H, Toxic 5

SPECIAL ABILITIES

◀ **Envenomed Touch:** Eaonian Justifiers can spontaneously generate many types of venom and caustic substances within their bodies and then administer them through claws or

mandibles. These include the poisons produced by the Poison Secretion implant, and a number of others that are primarily useful during torture, which are included in the effects of the Tormentor ability, below.

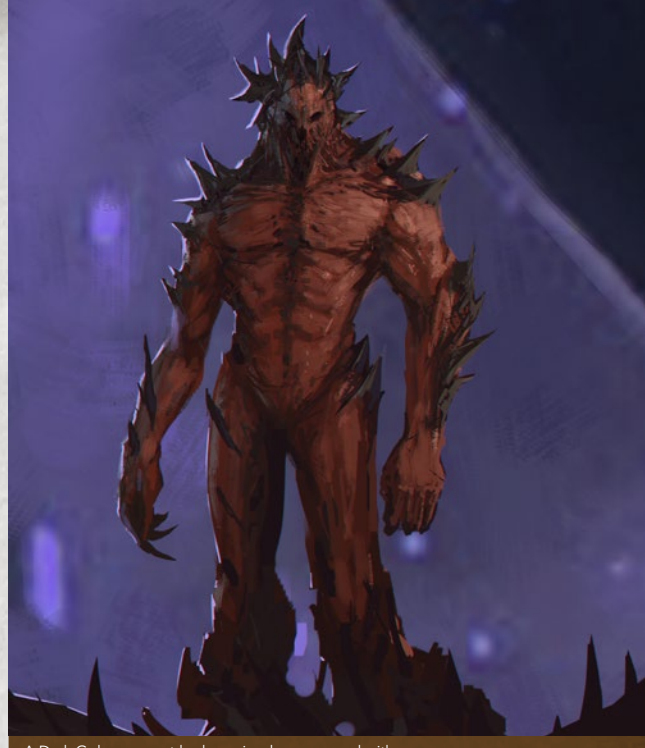
- ◆ **Fast Healing (2)**
- ◆ **Fear (1)**
- ◆ **Feed Upon Fear**
- ◆ **Inured to Pain**
- ◆ **Inured to Poison**
- ◆ **Grasping**
- ◆ **Slave to Symmetry (2)**
- ◆ **Supernatural Awareness (1)**
- ◆ **Supernatural Intelligence (1)**
- ◆ **Tormentor:** Because of the unique method of their creation, Justifiers are born knowing more about torture than most humans will ever know. They may attempt a Medicine test in order to torture a bound and conscious creature—the creature being tortured may resist this with a Willpower test. Each successful test inflicts one Mental Wound, plus one per Momentum spent. When a creature suffers five or more Mental Wounds in one go, or is reduced to zero Mental Wounds, the Justifier may give the victim one command, which must be obeyed absolutely.

DARK GOLEM

Dark Golems are a sort of android. Very much like Justifiers, they are born from the artificial wombs of the Necrochambers fully grown and in possession of all the knowledge of combat they need. Dark Golems have been created to be the perfect combatants. Their main purpose in life is to spar with the Destroyers and other legions. The Golems are tireless, insensitive to pain, and constantly update their knowledge with the mistakes and winning tactics of their foes, ensuring that they cannot be beaten using the same method twice. When sparring to train other legions of Darkness, they instinctively match the skill level of their foe, adjusting it slightly to keep pushing them to do better. Those in active service on the battlefield have been primed and programmed to perform at their very best, and are truly formidable opponents. Mankind is fortunate that they are complex and time consuming to produce.

Though it is true that they are some of the best combatants the Dark Legion has ever produced, the Golems have one major weakness, and that is the fact that they lack the capacity to act on their own volition; they can only follow direct orders from their superiors.

Dark Golems are huge, muscular humanoids that possess an unnatural strength, even for creatures of their size. They are about two and a half meters tall, and weigh some 200 kilos. Their flesh is pinkish, with thick blue veins visible through it. They are covered in thin, sharp spikes, which they can retract or extend at will, giving them a clear advantage in close combat.



A Dark Golem cannot be bargained or reasoned with.

DARK GOLEM ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
17 (+3)	17 (+3)	14 (+2)	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14 (+2)	8	8	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	2	-	-	1	-	-	-	-	-

WOUNDS: 15

SOAK: Unyielding Flesh: (All 4)

ATTACKS:

- ◆ **Massive Fists (melee):** 4+ \uparrow 7, 1H, Knockback
- ◆ **Azogar (melee):** 5+ \uparrow 11, Monstrous, Reach, Gruesome, Vicious 3

SPECIAL ABILITIES

- ◆ **Extrude Spines:** A Golem of Darkness can extrude vicious spikes from its body, giving it an additional way to inflict pain in combat. Any failed close combat attack against the Golem inflicts 1+ \uparrow 4 damage with the Spread 1 and Vicious 1 qualities.

- ◀▶ Inured to Pain
- ◀▶ Grasping
- ◀▶ Monstrous Creature
- ◀▶ Night Vision
- ◀▶ Personal Dark Symmetry (3)
- ◀▶ Slave to Symmetry (1)
- ◀▶ Supernatural Agility (2)
- ◀▶ Supernatural Coordination (2)
- ◀▶ Supernatural Physique (3)
- ◀▶ Supernatural Strength (3)
- ◀▶ Unliving

BRASS APOCALYPT

Many Tekrons use Brass Apocalypsts as bodyguards. These beings are considered one of the top creations of the Tekrons. Apocalypsts are a mesh of pure mechanical parts forged of Dark Technology and biotechnology. They utilise the same core system as a Dark Golem,



Brass Apocalypt

but they are torn from their artificial wombs in the Necrochambers much earlier. Dark mechanics are then fused around this fleshy core, using the most powerful system biotechnology and necrobionics can muster. They are extremely powerful; they are to Dark Huntsmen what Dark Huntsmen are to humans.

Apocalypsts share the same weakness as the Dark Golems, and are incapable of acting independently without the orders of their masters. They also take even longer to create than the Dark Golems, so Tekrons will only have one, or at the most two, Brass Apocalypsts as bodyguards.

They are as large as the Dark Golems, but their faces have been crafted out of brass in the likeness of Algeroth, their one and only true master. Pulsating, near indestructible tubes flow from the back of their heads and down over their necks, connecting their brain to their spine, and providing them with fluids and nutrients. The rest of their bodies are covered by hardened, spiked metal armour, which is grafted directly on to their bodies.

BRASS APOCALYPT ★

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
17 (+4)	15 (+6)	14 (+2)	14 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14 (+2)	8	8	14

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	2	1	-	4	2	-	-	-	-

WOUNDS: 19

SOAK: Metal Exoskeleton: (Head 5, Torso 5, Arms 5, Legs 4)

ATTACKS:

- ◀▶ **Rhagriin Shredder Shotgun (ranged):** Range C, 3+↑9, Semi-Automatic, Unwieldy, Armour Piercing 1, Knockdown, Spread 1
- ◀▶ **Unarmed Strike (melee):** 5+↑7, 1H

SPECIAL ABILITIES

- ◀▶ **Fast Healing (3)**
- ◀▶ **Fear (3)**
- ◀▶ **Inured to Disease**
- ◀▶ **Inured to Pain**
- ◀▶ **Inured to Poison**
- ◀▶ **Inured to Vacuum**
- ◀▶ **Night Vision**
- ◀▶ **Perfect Hearing:** Brass Apocalypsts have extraordinarily keen hearing, able to hear a man's breath from a hundred metres

away. A Brass Apoclypt does not increase the difficulty of hearing-based Observation or Insight tests for distance.

- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Agility (2)**
- ◀ **Supernatural Awareness (1)**
- ◀ **Supernatural Coordination (2)**
- ◀ **Supernatural Physique (6)**
- ◀ **Supernatural Strength (4)**

LEGIONS OF DEMNOGONIS

In the slightest cough, on the air in the hospitals, and in the bloated corpses on the battlefield, Demnogonis' legion rests, breeds, and grows. While Semai corrupts the soul and mind, Demnogonis rots and corrupts the flesh. He infiltrates the healthcare system, which is trusted to help and heal. The Befouler is hell-bent on riddling all of mankind with his parasites and plagues. His viruses cannot be seen, only felt as they infect.

PLAGUE RUNNER

Horrid, fast, and contagious, these beings stalk the battlefields and the wretched back alleys of the human cities. Like so many others, the Plague Runners have been created from soldiers taken from the battlefield. Dead, or near dead, soldiers are taken to the Infestation Chambers, where they are worked on by the Biophages—who flay the victims, restructure their muscles and joints, and implant viral sacks all over their bodies.

Plague Runners are extremely fast and agile creatures, and are used as spies, assassins, and hunters. Efficient and ferocious, their savage appearance belies their cool and cunning minds. Plague Runners can speak in guttural snarls, and though they often work alone, they are very good at working with other creatures, especially other Plague Runners. When stalking prey, they can use advanced group tactics. As well as being extremely dangerous physically, they carry plague and disease that can be transmitted through their attacks.

Plague Runners' eyes have been ripped out and replaced with bundles of worm-like probes, giving them the ability to use echo location. Their mouths are likewise enlarged and restructured, their tongue formed into long whipping proboscis, with a bony point at the tip. Their top finger bones have been moulded into spiky protrusions.

PLAGUE RUNNER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	9	14 (+1)	13 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	9	10	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	3	2	2	1	3	-	-	-	-

WOUNDS: 7

SOAK: Necrotic Flesh: (All 1)

ATTACKS:

- ◀ **Slimy Claws and Fangs (melee):** 2+ \uparrow 5, Toxic 3
- ◀ **Proboscis (melee):** 1+ \uparrow 5, Armour Piercing 3, Reach, Unforgiving

SPECIAL ABILITIES

- ◀ **Ambush Predator:** A Plague Runner's instincts give it great proficiency in terrorising prey as it hunts. If a Plague Runner is currently hiding or otherwise concealed, any action it performs against a character also forces that character to take a Challenging D2 Willpower test or suffer a mental assault.
- ◀ **Contagion:** Plague Runners carry dozens of diseases, and they have been remade to spread those plagues to the furthest



Plague Runners: ambush predators and disease delivery systems.

reaches of the worlds of man. Each Plague Runner is the carrier for three diseases, chosen from the following list: infected wounds, influenza, or Venusian fever. Whenever a creature is wounded by a Plague Runner, if one or more Dark Symmetry Icons are generated by the damage roll, the wounded creature is exposed to one of those diseases. Further, any creature within Reach of a Plague Runner when it dies will also be exposed to one disease that the Plague Runner carried.

- ◀ **Inured to Disease**
- ◀ **Inured to Poison**
- ◀ **Scuttling Climb:** A Plague Runner can climb freely on any surface—sheer walls and ceilings—and contorting itself through tight spaces without regard for the normal structure of a human body.
- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Agility (1)**
- ◀ **Supernatural Awareness (1)**

DARK SYMMETRY SPEND

- ◀ **Lurking Terror:** By spending one Dark Symmetry point, the Plague Runner can attempt an Average D1 Stealth test to stalk and terrorise its prey. If it succeeds, it can force a single creature, and one per Momentum spent, to take a Challenging D2 Willpower test or suffer a mental assault.

VILE BLOATER

These beings can pass for humans, albeit vile and morbidly obese humans. Like many of Demnogonis' creatures, they can be found on the battlefield, as well as in the filth-streaked, condemned buildings and alleys in human cities. On the battlefield, they often wield two-bladed close combat weapons, and spew forth infectious gasses. In the cities, they infiltrate groups of homeless, sometimes to spread infection while at other times in order to keep an ear to the ground. They are more likely to be encountered in this setting.

Though capable of unfathomable savagery and depravity, Vile Bloaters are quite



Vile Bloaters are intelligent and social, until they let rip.

intelligent and social. When in their human form, they often gain the trust and friendship of street people. While those of Semai's legions that infiltrate the homeless usually set themselves up as leaders, this is not the goal of the Vile Bloaters; they prefer to keep to the background. Here, they gather information or spread sickness; their mission depends on what orders they have received. In most cases, they work for a cult of Demnogonis.

Vile Bloaters are created from newly dead humans. Corpses are put in the Infestation Chambers and hooked up to several tubes like umbilical cords, while floating in a solution of bacteria. These pump in viruses and mutagenic solutions. The body swells and expands, and the unearthly aspects take hold. In the end, they are infused with the symmetry pattern of Demnogonis—at which point they wake up. Vile Bloaters possess traces of their old personalities but no real memories, and are completely loyal to the Befouler.

In human form, they look filthy, very obese, and slightly deformed. In fact, they look so obese that they should have trouble walking, but are able to get around without a problem. While they do have some outer fatty tissues, most of their swollen appearance comes from sacks inside their bodies, which are filled with infectious gases. They can spew these gases forth on command. Harming a Vile Bloater in close quarters can be dangerous, as gusts of diseased

gas can come shooting out of the wound. They often have lumps and boils, and are in most cases hairless with oily skin. Though not possessing fangs in human form, they do have a large number of very small and tightly fitted teeth, which look unnatural.

In their natural form, their mouths grow to cover most of their face: a giant maw filled with small, jagged teeth. Their eyes turn black, and their skin becomes partly transparent to reveal the putrid organs within, and covered by a yellowish bile-like substance.

VILE BLOATER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	13 (+2)	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	9	11	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	3	2	-	-	1	-	1	1	-	-

WOUNDS: 10

SOAK: **Hardy Form:** (Torso 5, Arms 5, Legs 5)

ATTACKS:

- ◆ **Brutal Slam (melee):** 1+4, 1H, Knockback

SPECIAL ABILITIES

- ◆ **Fast Healing (2)**
- ◆ **Fear (1)**
- ◆ **Gas Attack:** Vile Bloaters are able to expel large clouds of their gas (see Gaseous Onslaught, below), directly at enemies. This is treated as a ranged attack (using the Ranged Weapons skill) with a range of Close, but it does not otherwise follow the rules for ranged weapons. If the target is hit, he must attempt a Daunting D3 Resistance test or suffer the effects of the gas. After this attack is complete, the gas disperses to fill the target's zone and it will linger there for three rounds; any creature within the zone at the start of its turn must attempt an Average D1 Resistance test, or it will be effected by the gas.
- ◆ **Gaseous Onslaught:** As their main means of attack, Vile Bloaters can spew forth a high-pressured cloud of noxious yellow gas. The cloud can hit with some precision, can be propelled a short distance. The basic property of the gas is similar to that of teargas: it irritates the eyes and makes it hard to breathe. Beyond this, the gas also carries diseases. Creatures exposed to this gas must attempt a Resistance test (with a difficulty determined by the delivery method), or immediately become Blind and Staggered for 1d6 rounds as the character coughs,

splutters, and suffers from watering eyes. If the character is affected by the gas already, then an additional exposure simply adds 1d6 minutes to the end of the current duration, without requiring an additional Resistance test. Characters exposed to this gas are also susceptible to a number of airborne diseases, though these require the expenditure of Dark Symmetry points as normal.

- ◆ **Inured to Disease**
- ◆ **Inured to Poison**
- ◆ **Pressurised:** The gas inside a Vile Bloater is highly pressurised within its system. If a Vile Bloater suffers two or more damage from a hit, then it expels a brief blast of toxic gas at a single random creature within Reach. The affected creature must attempt a Challenging D2 Resistance test, or suffer the effects of the Vile Bloater's gas (see Gaseous Onslaught, above).
- ◆ **Slave to Symmetry (2)**
- ◆ **Supernatural Physique (2)**

SLUDGE REVENANT

The feared Cairath is a deadly creature given to cults as a gift. It is very powerful, and can be quite useful, but it is near impossible to control. The Biophages wanted to develop a similar creature, which could be controlled and given orders. This led to the creation of the Sludge Revenant.

When not deployed in the city sewers, Sludge Revenants are used as guards in cult temples and citadels. They are also used as blitz attack units in watery terrain, as they can stay underwater indefinitely and are extremely versatile fighters. Luckily, for mankind, they are also quite hard to create.

The process is a kind of Transfiguration. A willing Heretic with a strong mind and strong immune system is chosen. He is then lowered feet first into a Infestation Chamber in which a Cairath, suspended in its growth process, is being held. The process is extremely painful, as the corrosive innards of the ravaged creature begin to attack the flesh. The Biophages apply a special bacterium that protects the heretic and destroys the main nervous system of the Cairath. During this gruelling process, the Heretic's nervous system is extended and incorporated into the Cairath as his legs, which are submerged in the corrosive liquid, dissolve. The rest of the Heretic becomes fused with the body of the Cairath. The mind of the Heretic is twisted and diluted as the brutal instincts of the Cairath are crossed with the personality and instincts of the Heretic. At the end of the long process, a Sludge Revenant is born.

The upper body of these beings is corrosively damaged but humanoid, and in place of legs is a large, gelatinous mass, which they use to slither across land. In water, they are very fast swimmers, propelling themselves with the whipping, finned tendrils the mass forms. Like the Cairath, the creature can consume organic matter

and fuse metal blades and such to its body, which it then can use as weapons. Unlike the Cairath, however, it does not grow uncontrollably, and can take orders and think strategically. The personality and knowledge of the Heretic is fully intact, though his mind is somewhat more predatory due to the incorporation of the Cairath's instincts. While they are quite capable of using firearms if it is advantageous, they tend only to use their natural weapons. They retain all their Dark Gifts.

SLUDGE REVENANT ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
16 (+2)	14 (+1)	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	9	11 (+1)	14 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	2	1	-	1	2	-	-	1	-

WOUNDS: 12

SOAK: Amorphous Flesh: (All 4)

ATTACKS:

- ◀ **Lashing Tendrils (melee):** 3+**↑**7, 1H, Reach, Spread 1
- ◀ **Slashing Blades (melee):** 3+**↑**7, 1H, Armour Piercing 1, Vicious 1
- ◀ **Crushing Slam (melee):** 3+**↑**7, 1H, Knockback, Stun

SPECIAL ABILITIES

- ◀ **Acidic Embrace:** Sludge Revenants can consume organic material with their lower bodies. If a target is grappled, the Sludge Revenant automatically inflicts 2+**↑**4 damage with the Toxic 4 and Vile qualities on the grappled creature at the start of each of its turns.
- ◀ **Fear (2)**
- ◀ **Grasping**
- ◀ **Inured to Disease**
- ◀ **Inured to Poison**
- ◀ **Monstrous Creature**
- ◀ **Semi-Polymorphic:** The lower part of a Sludge Revenants' body is polymorphic, like that of a Cairath. They can form tendrils and extend them several metres away. They often cap these tendrils with sharp metal blades stored in their gelatinous mass. The Sludge Revenant has several melee attack options, but it can only use one during each turn, and must use a Free Action to switch between these options. They can also crawl up walls and over ceilings with considerable speed—this grants two bonus Momentum on all Athletics tests made to climb.

- ◀ **Supernatural Mental Strength (1)**
- ◀ **Supernatural Personality (1)**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (2)**
- ◀ **Water Breathing:** Sludge Revenants can extract oxygen from water as if they possessed gills, and can stay underwater indefinitely. Sludge Revenants cannot drown in water.

DARK SYMMETRY SPEND

- ◀ **Creature of Symmetry:** Sludge Revenants are powerful servants of Demnogonis, gifted with great power to serve their dark master better. A Sludge Revenant knows the following Dark Gifts: Sense Weaves of Power, Dark Curse, Dark Strain, Black Rot Spew, Aura of Dark Pestilence, and Flay.
- ◀ **Multiple Attacks:** Using their polymorphism, Sludge Revenants can perform several close combat attacks per round. The Sludge Revenant may spend up to three Dark Symmetry points when making a close combat attack action, in order to make that a number of additional attacks equal to the number of Dark Symmetry points spent as part of that action.

BLIGHT HOUND

While Ilian has her Shadow Hounds, Demnogonis has his Blight Hounds. He likes to create legions that are versatile, and the Blight Hound is no different. It is as usual to see them in the field of battle, or as sentries in the citadels, as it is to see them skulking about in the streets, or as infiltrators disguised as someone's guard dog or beloved pet.

When not showing their true nature, these beasts take on the guise of one of the larger dog breeds. Their work involves spying, guarding, and even assassinations. Blight Hounds are quite intelligent, and can communicate with Heretics or other creatures of Darkness using telepathic images. They are savage, but possess a predatory cunning and the ability to grasp and follow rather intricate plans, as they understand most human languages. For example, they are capable of understanding instructions to murder someone, and then drag the body away and bury it.

These creatures are created by tossing a dead dog into the Infestation Chambers. Here, the body is bombarded with Dark Symmetry while a score of small parasites eat into it. These parasites have been taken from another world, and then genetically engineered. Once inside the body, they fuse together, forming a sort of collective sentience that merges with the mind of the dog.

When reverting to its true form the Blight Hound's skin splits open, its jaws disjoints and creates a frighteningly large maw, and slimy, whipping tendrils spring forth all over its body. Just seeing them in this form is utterly horrifying. Blight Hounds are extremely efficient killers.



Blight Hounds are no longer 'Man's best friend'.

BLIGHT HOUND AND ALPHA BLIGHT HOUND

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
13 (+1)		13		11		13 (+1)	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
6		7		10		9	




FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	2	1	1	3	3	1	1	-	-

WOUNDS: 6 (Trooper) or 9 (Elite)

SOAK: Matted Fur and Iron-Hard Muscle: (All 3)

ATTACKS:

- ▶ **Slavering Jaws (melee):** 2+5, Gruesome, Infection, Vile
- ▶ **Rending Claws (melee):** 2+5, Armour Piercing 2, Vicious 1
- ▶ **Lashing Tendrils (melee):** 1+3, Reach, Infection, Spread 1
 - ▶ **Infection:** The attacks of a Blight Hound are rife with plague and pestilence, and leave infections in their wake. If one or more Dark Symmetry Icons are generated when rolling for damage, a creature wounded by Slavering Jaws or Lashing Tendrils suffers Infected Wounds. The GM may substitute this for another disease if he wishes.

SPECIAL ABILITIES

- ▶ **Dark Presence**
- ▶ **Fear (2)**
- ▶ **Grasping**
- ▶ **Inured to Disease**

- ▶ **Inured to Poison**
- ▶ **Night Vision**
- ▶ **Slave to Symmetry (2)**
- ▶ **Slave to Symmetry (3)**

▶ **Trackers:** Blight Hounds can track just as well as a bloodhound. On top of this, they can track a person through unnatural means as well. As long as they have tasted someone's blood, they can sense his direction and approximate range from a distance of twenty kilometres. They can keep a number of people's blood in their memories equal to their Intelligence attribute; large packs of Blight Hounds spread out newly-memorised scents, so that no two creatures have the same scents memorised. When attempting to locate a creature whose blood it has memorised, a Blight Hound gains three bonus Momentum.

- ▶ **Unliving**
- ▶ **Unnatural Awareness (1)**
- ▶ **Unnatural Physique (1)**

DARK SYMMETRY SPEND

- ▶ **Lashing Tendrils:** Once per turn, after making a close combat attack, an Alpha Blight Hound may spend one Dark Symmetry point in order to make an additional close combat attack with its Lashing Tendrils.

LEGIONS OF SEMAI

The Lord of Spite works through subtle means, he is not one to sound his approach with stomping legions and the horns of war. Instead, he is more likely to send a creature in the guise of a friend or ally. Semai corrupts using the promises of power and personal gain, or by appealing to the darkest desires that rest in the most hidden parts of the human heart. He rots mankind from within, while his siblings attacks from without.

VILE ANTAGONIST

These beings are a reengineering of the Enablers, and are one of Semai's personal projects. They can shift into several predetermined forms, and trigger people's rage, shame, jealousy, and humiliation using directed bursts of Semai's symmetry pattern. They can also be programmed with skills, attributes, and knowledge tailor-made for their mission.

In most cases, they have two human forms. One is used to harass their victim, while the other is used to keep a low profile. Their victims are selected by their cults from among the people it is seeking to recruit. The Vile Antagonist is often given a role in the same company, school, sports team, or other environment where a competitive mindset might be fostered or nurtured.

The Antagonist begins by befriending the mark, purporting to have the same interests, a similar mindset, and the same career goals.

However, as the months go by, the Antagonist becomes better than the mark. He gets the big promotion and the prestigious jobs—all set up by the cult—and with every success, he becomes more distant from the mark. In the end, the Antagonist will become a scornful enemy. All the while this is taking place the Vile Antagonist uses his ability to trigger the mark. In the end, the victim is left with a feeling of hatred and complete failure. Some months or years later the, Antagonist shows up again, and makes the victim look bad or inferior with his superiority.

These creatures are often used as part of a long grooming or preparation process of a potential cult recruit, especially those who are important and powerful members of society. After months or years of fanning their sense of bitterness and inferiority, the cult approaches the victim, often after grooming them further by using a Corruptor or Enabler, and begins to sway them over to the glory of Semai.

While on a mission, Vile Antagonists appear to age at the same speed as the victim is expecting, though they age very well, which is another thing that might trigger jealousy. When they are assigned a new mission, they are taken to the inner sanctum of a temple and are given two new appearances and the appropriate skills and attributes to match.

On the inside, they are true Necrotechnological monsters, with sharp teeth and claws.

VILE ANTAGONIST ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
11	11	11	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	14	12	15 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
*	*	*	*	*	*	*	*	*	*	*	*

WOUNDS: 7

SOAK: Necrotechnological Structure: (All 2)

ATTACKS:

◀ **Extendable Talons (melee):** 1+^T4, Hidden 2, Vicious 1

SPECIAL ABILITIES

◀ **Antagonism:** A Vile Antagonist finds a mark and inserts itself into his life, presenting itself as a friend. Once it has established a rapport, it works to embarrass and demean the mark. It has

exactly the same skill training as its mark, plus an additional rank of Expertise and Focus (to a maximum of five ranks of each), as it has been engineered to surpass the mark in every way. It gains an empathic bond with the mark, allowing it to discern the mark's emotional state (and thus its own success) over any distance.

◀ **Fast Healing (1)**

◀ **Perfect Disguise:** A Vile Antagonist's form is that of an ordinary, unremarkable man or woman, a guise that allows it to infiltrate any part of society. Recognising a Vile Antagonist for the horrific monster it truly is requires a Dire D4 Observation test, or a Daunting D3 Insight test, unless it has been wounded. Vile Antagonists have two forms, which they can switch between as a Restricted Action.

◀ **Supernatural Personality (1)**

◀ **Personal Dark Symmetry (2)**

◀ **Unliving**

DARK SYMMETRY SPEND

◀ **Emotional Trigger:** When in line of sight of its mark, the Vile Antagonists can emit directed bursts of Dark Symmetry, which trigger jealousy, rage, and a sense of inferiority. The Stir the Dark Heart Dark Gift can target the mark over any distance, so long as the Vile Antagonist can draw line of sight to him.

◀ **Creature of Symmetry:** A Vile Antagonist is able to employ Dark Gifts as a powerful creature of Semai. Vile Antagonists know and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Stir the Dark Heart, Muddle the Memory, and Pluck Mind.

SIN SIGHTER

Semai relies on information; it is his stock and trade. The more he knows, the easier it will be to snare and manipulate. To this end, he brought forth the Sin Sighter. This creature has been brought forth from another dimension, manipulated by Demnogonis' Biophages, and given the final touches by Semai.

Sin Sighters have a spidery and insectile appearance, and are about the same size as a large dog, weighing around forty kilos. They have six extremities, which each end in sharp, pincer-like claws and a segmented, black body. Their head is filled with eyes of all kinds: human, insectile, feline, and any other type one can possibly imagine. In the middle of it all is a slimy and revolting proboscis.

Every Sin Sighter has a handler for each mission it goes on, usually a Heretic. On command, the Sin Sighter will use its proboscis to inject a small probe in the neck of its handler. Through this, a link is formed, and the handler can see and hear everything the Sin Sighter can. The handler cannot communicate with the creature, so he must give it instructions beforehand. The handler can remove the probe at any time.

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The Sin Sighter is used to spy on individuals. At times, it is used to track investigators that are hunting Heretics, while at other times it is used to gain damaging information that can be utilised in a blackmail situation, or to size up a possible recruit. The Cult of Semai has many of these creatures, and though they are mostly used in the cities, some are deployed on the fields of battle, or serve as reconnaissance agents. Enemies can sometimes feel that the Cult of Semai is almost omnipotent, as it seems to know just about everything, managing to be one step ahead.

Sin Sighters tend to avoid confrontation at any cost, but if cornered will use their sharp pincer-like limbs and mandibles to defend themselves. They tend to stay to the shadows and use ductworks, sewers, and high vantage points, where few people think to look.

SIN SIGHTER ★

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
7		9		14 (+1)		15 (+2)	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
11		11		12		7	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	2	1	4	3	3	4	-	-	2	2

WOUNDS: 6

SOAK: Chitinous Hide: (All 1)

ATTACKS:

- ◆ **Pincers and Mandibles (melee):** 1+ \uparrow 2, 1H, Armour Piercing 1, Paralytic
 - ◆ **Paralytic:** Sin Sighters can inject a weak paralytic poison using their claws. If one or more Dark Symmetry Icons is rolled, the target is exposed to this paralytic agent. At the start of each of his turns, the target must attempt a Resistance test with a difficulty equal to the number of Dark Symmetry Icons rolled. If this test is failed, the target is unable to act that turn. If the test passes, the character can act normally. Once a character passes three Resistance tests, he is no longer paralysed.

SPECIAL ABILITIES

- ◆ **Chameleon:** Sin Sighters can change their pattern and colour to match their surroundings, in order to be harder to detect. This allows them to re-roll any dice on a Stealth test that do not generate a success. The second roll stands.
- ◆ **Fear (1)**
- ◆ **Inured to Poison**

- ◆ **Multiple Vision:** Sin Sighters have perfect night and heat vision, and can also use echo location.
- ◆ **Scuttling Climb:** A Sin Sighter can climb freely on any surface—sheer walls and ceilings—and contort itself through tight spaces without regard for the normal structure of a human body.
- ◆ **Track Pheromones:** Once it has been within Close range of a person, a Sin Sighter can pick up his pheromone scent. It can then track this at a distance of one kilometre, through just about anything. This grants it three bonus Momentum on Survival tests to track anyone using its pheromones.

DARK SYMMETRY SPEND

- ◆ **Leap:** With a little concentration, a Sin Sighter can jump a considerable distance, such as across alleys when on rooftops. As a Standard Action, by spending a Dark Symmetry point, a Sin Sighter can leap to any location within Long range, ignoring all obstacles between its starting point and destination.

FLESH DRINKER

Semai has interests in every aspect of human society, and the Flesh Drinkers monitor and handle the squalid street aspects. Flesh Drinkers were once human, Heretics who have gone through Transfiguration. They establish themselves as leaders among the homeless, using a combination of violence and rewards. They are provided with cash from the cult, and they use it to buy booze, drugs, and food, which they share with their herd. This makes them very popular. Their innate strength and power make them ferocious fighters, capable of besting the strongest of humans. When they have established themselves as leaders of a group of homeless, they recruit more and more.

The groups they lead are used as a sort of spy network, a foundation for recruits, and can also be used start riots. The Flesh Drinker organises the group, allowing them to squat in buildings to which they have routed power. Then they usually organises them into gangs that panhandle in allotted sections, earning money that is used to travel by subway to expand the area in which they operate. All this is done in order to increase the size and spread of the homeless network, giving the Lord of Spite eyes and ears all over the city. Sometimes, a few homeless are made into Heretics, or simply let in on the true nature of the creature as to be better able to assist. The Flesh Drinkers seldom worry about being discovered, because few folk believe the ranting of drunken homeless people.

However, Flesh Drinkers are monsters, and as the name suggests, they feed off flesh. Human flesh to be precise. They can only gain nourishment from the flesh of those that are suffering from great despair, and need about ten kilos per month. Usually, they bully and oppress a member in the flock until the person has been driven to the brink of suicide. When they are filled with despair, the Flesh Drinker kills them. It then strips them of their clothes

and regurgitates on them, the substance hardening the skin and liquefying the innards. The Flesh Drinker hides its prey and feeds on it whenever it needs to by simply sucking the decomposing, melted flesh out of the hardened shell.

In most cases, Flesh Drinkers look like humans. However, when feeding, or when they otherwise want to use their natural weapons, they show the monster within. They grow almost one meter in height, becoming thin and wiry. However, their skin does not expand, and instead tears open. Their eyes grow extremely large, bulbous, and completely blood red, while their jaws elongate, sprouting rows of teeth similar to those of a piranha from the gums. Their hands grow large and spidery, with hard points at the end of each finger. When they attack, they utter a high pitched blood-chilling screech.

FLESH DRINKER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
14 (+1)	14 (+2)	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	10	12 (+1)	13 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	3	3	1	-	-	1	2	2	2	1	-

WOUNDS: 12

SOAK: Unnatural Resilience: (All 2)



A Flesh Drinker's favourite seasoning is despair.

ATTACKS:

- ◆ **Monstrous Bite (melee):** 2+**T**6, Vicious 3, Vile
- ◆ **Spindly Claws (melee):** 2+**T**6, 1H, Reach, Spread 1, Vicious 1
- ◆ **Corrosive Spit (ranged):** Range C, 1+**T**3, Munition, Blinding, Spread 1, Toxic 3
- ◆ **Blinding:** If Corrosive Spit hits a creature in the head, then the target must attempt a Challenging D2 Resistance test or suffer the Blind status effect for one round, plus one additional round for each Dark Symmetry Icon rolled.

SPECIAL ABILITIES

- ◆ **Alter Form:** A Flesh Drinker can assume an ordinary, unassuming human form. In this state, it loses the Fear (3) and Dark Presence abilities, as well as the Monstrous Bite and Spindly Claws attacks. It can switch from this form to its true monstrous form as a Free Action, and must be in the monstrous form to feed.
- ◆ **Dark Presence**
- ◆ **Fear (3)**
- ◆ **Feed Upon Fear**
- ◆ **Inured to Disease**
- ◆ **Inured to Poison**
- ◆ **Simpatico:** Though not mind readers or able to excrete mind-altering pheromones, Flesh Drinkers have the uncanny ability to say the right thing when trying to gain a rapport with someone. They may re-roll any d20 that does not generate at least one success when attempting a Command or Persuade test. The second result stands.
- ◆ **Supernatural Mental Strength (1)**
- ◆ **Supernatural Personality (1)**
- ◆ **Supernatural Physique (2)**
- ◆ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ◆ **Creature of Symmetry:** A Flesh Drinker is able to employ Dark Gifts as a powerful creature of Semai. Flesh Drinkers know and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Snare the Unwilling Mind, Pluck Mind, and Culling the Herd.

SOUL HUNTER

Entrapping souls lies at the core of what Semai does, and the Soul Hunters are very good at this. These beings usually find their targets in the upper echelon of society, and when Semai really wants to entrap someone, he uses a Vile Antagonist, an Enabler, and a Soul Hunter. When tempted, spiritually crushed, and coaxed by all three in different stages, few humans stand a chance of remaining uncorrupted.

Soul Hunters are immensely powerful, but they are restrained by a sort of cosmic law. How and why it works the way it does is a mystery. Some historians within the Brotherhood think that Soul Hunters

visited mankind in the ancient times, and gave rise to the legends of demons striking deals for souls.

Soul Hunters appear as well read, well dressed, and well off people, taking on the guise of investors, dilettantes, and socialites. They are experts at finding out what a person wants, and have an uncanny ability to make it happen—but only in exchange for a favour, often one that is bizarre and morally corrupt. Each time someone agrees, there is no going back. The person seems to want more of everything while around the Soul Hunter, who is more than willing to help in exchange for another favour. As time goes on, the desires of the victim grow more and more morbid and obsessive. As they want more and more impossible desires fulfilled, the favours grow worse as well. In the end, the individual is left morally corrupt and ripe for the picking. Soul Hunters appear as humans and have no alternate form. It is unclear where they come from, but it is very likely that Semai has forced the essence of some loathsome creature into the body of a human, obliterating the original human soul.

SOUL HUNTER ☠

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	11	11	13 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	15	14 (+@)	13 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	3	3	-	-	3	2	4	4	2	2

WOUNDS:

- ◀▶ **Head 4**
- ◀▶ **Torso 9**
- ◀▶ **Arms 5**
- ◀▶ **Legs 7**
- ◀▶ **Serious Wounds 7**
- ◀▶ **Critical Wounds 4**
- ◀▶ **Mental Wounds 16**

SOAK: Symmetry-Infused Form: (All 4)

ATTACKS:

- ◀▶ **Unarmed Strike (melee):** 1+**↑**4, 1H

SPECIAL ABILITIES

- ◀▶ **Dark Presence**
- ◀▶ **Personal Dark Symmetry (4)**
- ◀▶ **Search the Soul:** After conversing with an individual for a few minutes, Soul Hunters begin to sense his desires, without knowing the specifics, and steer the conversation towards

finding out more. It might take several meetings before the person confides in a Soul Hunter, but when they do, the creature can really begin to work. It takes a number of minutes of conversation equal to the target creature's Intelligence attribute. After this point, the Soul Hunter may re-roll any d20 on a Persuade test that does not generate a success (the second result stands) when attempting to convince a creature to reveal its greatest desire.

- ◀▶ **Slave to Symmetry (1)**
- ◀▶ **Supernatural Awareness (1)**
- ◀▶ **Supernatural Mental Strength (2)**
- ◀▶ **Supernatural Personality (1)**
- ◀▶ **The Contract:** It is this bizarre proclivity and power that has made the historians of the Brotherhood suspect that the Soul Hunters have given rise to the ancient legends of genies, devils, and demons. When it has managed to convince someone that it can fulfil his desires, or something very close to it, a Soul Hunter produces a prewritten contract. It is short, simple, and stipulates that the desire will be fulfilled. If it is not, the person owes the Soul Hunter nothing. However, if the desire is fulfilled, the person owes the Soul Hunter a favour, which is set out in the contract, and must be completed within thirty days of the date that the desire has been fulfilled. The consequences of an unpaid debt are only stated as 'Extreme Spiritual Turmoil'. If the contract is breached, the victim will begin to suffer terrible nightmares, which will turn into waking nightmares. They centre on what the victim loves being taken from him. In the end, he is incapable of sleeping. They also forfeit the desire granted to them. If the favour is fulfilled, the harrowing experience stops and everything is put back in place. If the debt is not paid after three months, and if the victim has not been driven permanently insane or taken his own life, a Corruptor is dispatched to torture the victim to death. Soul Hunters can only have one active contract at a time. It is unknown how the desires of the victim are fulfilled; some within the Brotherhood believe that the Dark Soul is involved, while others think it is a network of Heretics and creatures working together to make it happen. It is up to the GM to decide exactly how it works. Soul Hunters only fail to make a wish come true very rarely.

DARK SYMMETRY SPEND

- ◀▶ **Burning Desire:** As soon as a person has revealed his desire, the Soul Hunter is able to inflame it, making the person want it even more, to the point where he can think of little else. This power can only affect one target at the time, and is in effect until the Soul Hunter switches target, or wishes to end the effect. In order to activate the power, the Soul Hunter has to touch the victim and spend up to three Dark Symmetry points. While this ability is in effect, the target increases the Repercussion range of all tests that do not bring the target closer to his or her desires by an amount equal to the number of Dark Symmetry points spent. The target may attempt a Challenging D2 Willpower test once per hour in order to suppress this penalty for the next hour.

However, each test attempted increases the difficulty of the next test by one step.

- ◀ **Creature of Symmetry:** Beyond their powerful ability to grant a person's desires, Soul Hunters are able to wield the Dark Symmetry as creatures of Semai. Soul Hunters know and can employ the following Dark Gifts: Obfuscation, Sense Weaves of Power, Stir the Dark Heart, Snare the Unwilling Mind, Pluck Mind, Chains of the False Heart, and Culling the Herd.

LEGIONS OF MUAWIJHE

FRIGHT WRAITH

As with so many of the powers and creatures that serve the Lord of Visions, this entity has been distilled from the stuff of nightmares. Fright Wraiths are almost entirely ethereal. They are capable of moving through solid objects, and are very hard to spot if they do not wish to be seen. They are ghostly apparitions, with long, bony clawed arms; a monstrous, fanged skeletal head; and a swirling mass of mist instead of legs. They can fly freely, and they are untouched by physical attacks. They cannot perform physical attacks themselves.

Wraiths are also capable of inducing nightmares, horrible dreams that they control. These creatures can only be vanquished with the Arts, Dark Gifts, fire, or bright light. Muawijhe sporadically releases the Fright Wraiths to erode humanity from within. They can be found stalking the dark back alleys of the cities, on board spaceships, and in the field of battle. The Brotherhood speculates that these are the remnants of Screaming Legionnaires who have suffered the destruction of their physical bodies.

FRIGHT WRAITH ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
5	5	11	13
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	6	11	13

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	-	-	3	2	1	-	1	2	-	-

WOUNDS: 4

SOAK: Incorporeal: (All 6)

ATTACKS:

- ◀ **Nightmare Touch (melee):** 1+**T**4, 1H, Corrupting, Dreadful
 - ◀ **Claws of Fear:** Fright Wraiths attack using their gnarled hands and snarling maw. They appear as if they are violently

clawing and biting the victim, and the victim, and those who witness it, will even see the wounds and blood. However, in reality, no physical damage has occurred. For each attack, the victim experiences flashes of his worst fears, which damages him mentally. A Fright Wraith's attacks do not inflict physical harm; rather, the damage they inflict crosses off Mental Wounds. This ignores all Soak, as no armour provides protection against mental damage.

SPECIAL ABILITIES

- ◀ **Dark Presence**
- ◀ **Fear (3)**
- ◀ **Feed Upon Fear**
- ◀ **Flight:** Fright Wraiths are creatures unfettered by gravity, able to float through the air as easily as humans walk. A Fright Wraith can move freely through the air, and may move through empty zones above the battlefield.
- ◀ **Shape Nightmare:** Whenever a Wraith is within line of sight of someone sleeping, it can induce and control nightmares, weaving them with real and rendering victims unable to tell what is real or not. When it uses the Dream Reaper or Dream Transfer powers, a Fright Wraith rolls **T** for each Dark Symmetry point spent; each Dark Symmetry Icon means that one Dark Symmetry point spent is free and immediately refunded.
- ◀ **Incorporeal (6):** In addition to being ignored by supernatural attacks, a Fright Wraith's Soak is ignored by attacks with the Incendiary quality. Further, if it is exposed to sudden bright light (brighter than normal indoor lighting) then the Fright Wraith's Soak is reduced to 0 until the start of its next turn.
- ◀ **Inured to Cold**
- ◀ **Inured to Pain**
- ◀ **Slave to Symmetry (2)**
- ◀ **Unliving**

DARK SYMMETRY SPEND

- ◀ **Creature of Symmetry:** Fright Wraiths are creatures of supernatural terror, and can wield the power of the Dark Symmetry as creatures of Muawijhe. A Fright Wraith knows and is able to use the following Dark Gifts: Dark Curse, Symmetry Burst, Dream Transfer, Dream Reaper, and Surge of Fear.

FEAR SPLITTERS

It is unclear how these beings came to be, but it is believed that they are a gift from Semai. Fear Splitters take on the form of human children, and they are used to cause paranoia, madness, and fear. They are also quite useful as spies and decoys. Fear Splitters are sent out into the battlefield, onto the city streets, or even into schools. In the battlefield, they are often 'saved' by soldiers and taken to their bunkers. Here, they can gather information and even kill soldiers in their sleep. On the city streets, they are often picked up and put into child care centres, and sometimes they are adopted.

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In most cases, these beings are relatively quiet and watchful, but few think anything of it as they often take on the guise of traumatised children. When within a social group, whether it is a foster family, children's home, or a military squad, they begin playing people against each other. Though not mind readers, they instinctively know how to trigger the people around them. They might steal a letter a soldier got from his wife and hide it among the belongings of another soldier, instinctively knowing that the two have never gotten along. This will lead to a clash, possibly a violent confrontation, as accusations fly. In families, they might cause married couples to suspect each other of being unfaithful, or kill the family pet and blame a neighbour.

As with many of the Lord of Vision's minions and actions, there are few obvious reasons or patterns to the behaviour of this creature. They have caused entire military squads to turn on each other, and destroyed families. These seeds of madness, doubt, and paranoia serve the Dark Legion well.

FEAR SPLITTER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
5	11	9	14
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	11	10	16 (+1)

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	-	-	3	2	2	4	1	-

WOUNDS: 6

SOAK: None

ATTACKS:

- ▶ **Unarmed Strike (melee):** 1+ \uparrow 2, 1H
- ▶ **Vicious Talons (melee):** 1+ \uparrow 4, 1H, Vicious 1

SPECIAL ABILITIES

- ▶ **Age Shifters:** Fear Splitters appear as children between the age of five and twelve. They can never change their human appearance as such, but given twenty four hours, they can shift their age within the five to twelve year range. In this form, these creatures can undergo medical examinations and appear normal. They can even have an x-ray or blood test without raising suspicions. An Epic D5 Insight test is required to identify the true nature of a Fear Splitter, and only if an observer has cause to suspect (and inspect) a Fear Splitter. While disguised as a child, they do not benefit from the Vicious Talons attack or the Fear (2) ability, but they can use the Foster Dissent ability.

- ▶ **Fear (2)**
- ▶ **Feed Upon Fear**
- ▶ **Foster Dissent:** Fear Splitters, in their childlike forms, can instinctively pick apart the relationships of the people around them, spreading discord and disharmony. When attempting to damage a relationship or create chaos, they gain two bonus Momentum on Insight or Observation tests made to discern the weaknesses in a given relationship, and two bonus Momentum on Persuade tests made to deceive or cause strife.
- ▶ **Horrid Form:** Fear Splitters can shift into a monstrous form as a Free Action, sprouting long claws, mummified skin, huge, bulging black eyes, and sharp teeth. This change is induced by some kind of dimensional distortion, bringing their true form from the realm of nightmares into the human world. In this form, they gain the Fear (2) ability and the Vicious Talons attack (listed above). However, when this monstrous form is revealed, they lose the ability to Foster Dissent.

CHAINED HOWLER

These fearsome beings can be found skulking around in the sewers and back alleys of human society, or around Muawijhe's citadels. They have been plucked from the most horrific dimensions of madness and pain, and fused with demented human husks. The end result is a despicable being, created to suck the sanity out of humans.

Chained Howlers instil fear and madness, and then feed off the troubled mind as it spins more and more out of control. Muawijhe has brought them forth in order to destabilise human settlements and cities. It seems that they are randomly sent into different cities and left to their own devices. They keep to the dark and the shadows, and prowl for victims. It is unclear what it is that draws them to a particular victim, but as soon as they have chosen one, they stick with him until they have finished. When they have chosen a victim, they link to his emotional memories, and uses these to compose a symphony of insanity.

Chained Howlers have the uncanny ability to get into just about any place. They can climb, slither, and crawl. They tend to enter the home of the victim while they are asleep, and often begin with rearranging or stealing small things of emotional importance: photos of dead relatives, reminders of some terrible sin the victim has committed, or anything else that might unhinge the victim. They take days or weeks, escalating the harassment until they start doing blatant things such as writing personal messages on the walls directed at the victim. In the end, they can even go so far as to kill other loved ones. There have been instances where a Chained Howler has killed like a dead serial killer, just to harass a victim who is a cop, taunting him with the case he was unable to solve.

When the victim has been driven utterly insane, the Chained Howler will come for them, wrapping them in their chains and dragging

them down to their lair, where they are chained to a wall or ceiling. Here they will drink the very last drop of sanity they have. As they, do the victim suffers through the most terrifying waking nightmares one can imagine. After some hours, they will die from a heart attack or brain aneurism, killed by fear.

Chained Howlers look like tall, gaunt, flayed humans their quivering muscles exposed. It is unclear if they have eyes, as their entire bodies are covered by tightly wrapped, barbed chains. These chains are animated, and only make a sound when the creature so wishes: otherwise, they flow eerily around them, like strips of cloth under water.

CHAINED HOWLER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
11	9	15	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	9	8	11

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	2	2	4	3	2	2	1	3	-	-

WOUNDS: 7

SOAK: Cloak of Chains: (All 3)

ATTACKS:

- ◄ Spiked Chains (melee): 1+ \uparrow 4, 1H, Reach, Spread 1, Vicious 1
- ◄ Distant Chain (ranged): Range C, 1+ \uparrow 4, Munition, 1H, Dreadful, Entangling, Vicious 1
 - ◄ Entangling: If one or more Dark Symmetry Icons are rolled when rolling for damage with a Distant Chain attack, the target is entangled, and cannot move until freed. The target or one of its allies may attempt an Athletics test as a Standard Action to break free, with a difficulty equal to the number of Dark Symmetry Icons rolled.

SPECIAL ABILITIES

- ◄ Emotional Link: Chained Howlers need ten minutes in close proximity with a sleeping victim in order to form an emotional link. Usually, they hang from the ceiling over the bed in order to create the link. When they have done so, they are privy to all memories and emotional buttons that will affect the victim negatively. They can even access repressed memories and force the victim to remember, by harassing them and leaving clues. Once an emotional link has been established, the victim increases the difficulty of all Willpower tests it must take against the Chained Howler's actions by one step.



How does it make you feel?

- ◄ Fear (3)
- ◄ Feed Upon Fear
- ◄ Feeding: When the victim has been driven mad by harassment, the Chained Howler can feed off him, as long as he is chained in place. The Howler wraps its chains around the victim, draining the last shreds of sanity from him. It takes a couple of hours, but in the end, the victim dies. A Chained Howler has to claim one victim every third month. If it fails, it will begin to starve to death. This starvation takes one week. A victim being fed upon must be suffering from madness, and the Chained Howler can force the victim to take a Dire D4 Willpower test (which includes the increased difficulty from Emotional Link, above) against mental assault once per hour. Once the victim has no more Mental Wounds remaining, he expires.
- ◄ Grasping
- ◄ Inured to Pain
- ◄ Mimic Voice: Chained Howlers can mimic voices as long as they are connected to the emotionally painful memories of their victim. They gain two bonus Momentum on all tests made to fool or deceive others with their voice alone.

- ◀ **Scuttling Climb:** A Chained Howler can climb freely on any surface—sheer walls and ceilings—and contort itself through tight spaces without regard for the normal structure of a human body.

DARK SYMMETRY SPEND

- ◀ **Chain Sling:** Chained Howlers can shoot their chains at a distance, pinning victims to walls or wrapping them up. A new chain instantly grows from their flesh after they have parted with one. Chained Howlers do not use conventional ammunition for their Distant Chain attack, but instead draw from their symmetry-infused flesh; each 'Reload' costs one Dark Symmetry point.
- ◀ **Whipping Chains:** Chained Howlers are surrounded by lashing, whirling chains. When making a Close Combat attack, a Chained Howler may spend up to three Dark Symmetry points. For each Dark Symmetry point spent, the Howler makes one additional attack as part of that action.

DISTILLER

Loathsome, atrocious, and reprehensible are three words that describe the Distiller well. Distillers are Muawijhe's version of Demnogonis' Curators, but instead of infecting and hacking away at the body, Distillers do it to the mind.

Distillers are expert infiltrators and look like humans, but this is just a thin veil of illusions that hides the repulsive truth. These beings come from another dimension, one of pure madness. They are given an identity, a background, and brilliant work references put together by their cult. Then do their best to get work within the mental health care system as psychologists and psychiatrists.

When they are in place, they do their very best to sabotage any chance the patients have of getting better, without being discovered. Though they are inhumanly sadistic and alien, they are very skilful health professionals, so many manage to rise in the ranks, gaining influence over a large number of patients. Each time they manage to break a patient, they create a Figment. A Figment is a creature of fear, nightmares, and madness, and it is distilled from the minds of the broken. These are then sent out into the city to do harm.

Distillers are coated by a veil of illusions. They have one human appearance that they can use, but if they are damaged to any greater degree, the illusion will flicker, revealing their true nature for a blink of an eye. They can also choose to show their true nature at will. A Distiller's true appearance is that of a tall, lanky humanoid, with thin limbs and insectile, claw-like hands. They are partly translucent, and here and there shapes, horrid images, and faces can be seen shifting beneath the skin: previous nightmares and madness they have caused and now savour. Their faces are a writhing, crawling mess of perverted fleshy creatures, from within which a large, grinning mouth and empty eye sockets can occasionally be glimpsed.

DISTILLER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	11	14	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	14	11	14

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	2	1	-	2	2	3	3	4	4

WOUNDS: 7

SOAK: None

ATTACKS:

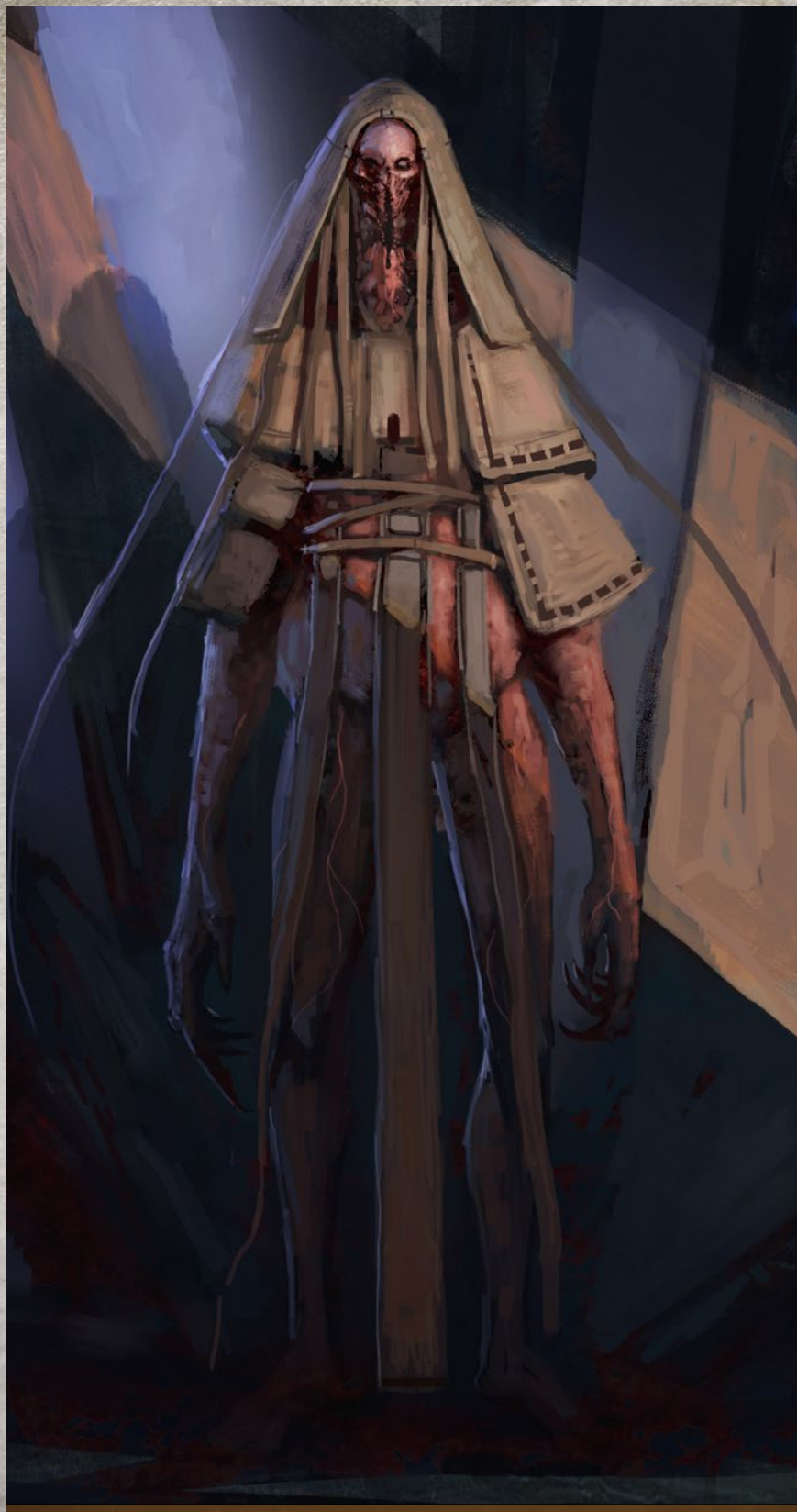
- ◀ **Razor-Sharp Claws (melee):** 1+^T4, 1H, Dreadful, Vicious 1

SPECIAL ABILITIES

- ◀ **Feed Upon Fear**
- ◀ **Fear (2)**
- ◀ **Veil of Illusion:** Distillers can drop or make their veil flicker at any time, using it to drive already unstable patients over the edge. While concealed behind this veil, a Distiller does not have its Fear (2) special ability. It may drop the illusion as a Free Action, regaining the Fear ability instantly. Dropping the illusion, may be momentarily (regaining the illusion after a moment) or persistently. If it drops the illusion persistently, it may regain the illusion as a Free Action.
- ◀ **Distil Figment:** When a Distiller has driven a person mad, it can distil a Figment from his mind. To do this, the Distiller has to inject Blood of Harrowing directly into the brainstem and stay linked for an hour. After this time, the Distiller will regurgitate violently and profusely. The resulting sludge quickly grows into a Figment. Only one Figment can be distilled per victim. A Distiller can control up to five Figments at any one time.
- ◀ **Slave to Symmetry (2)**
- ◀ **Visual Adaptation:** Distillers can assume the same colour and pattern as their surroundings. When they use this power, and are absolutely still, it is virtually impossible to spot them. A Distiller gains two bonus Momentum on all Stealth tests.

DARK SYMMETRY SPEND

- ◀ **Blood of Harrowing:** This is a powerful, psychoactive drug, which works on two levels. It heightens the anxiety level of the victim, and causes hallucinations. The hallucinations feed off anxiety, producing horrible effects that in turn heighten the anxiety in an endless cycle, making the victim temporarily psychotic. If lucky, the victim will only suffer mild effects, such as slight paranoia. In the worst case scenario, he will experience



Figments are the monsters under the bed.

the full effects, and the GM can take the character on whatever horror ride he wants, altering his perception of reality as he sees fit for the duration. The drug is secreted by the Distiller, and administered through a thin probe that extends from the wrist. Victims barely feel the sting, which can be administered by bumping someone, or with a robust handshake. The drug is usually in effect for several hours. This drug has the same effect as the Realm of Fear Dark Gift, with the following differences: the target must be an intelligent, living creature touched, and he must fail a Challenging D2 Resistance test in order for the drug to take effect.

- ◆ **Creature of Symmetry:** Distillers are creatures made to spread fear and madness, and can wield the power of the Dark Symmetry as creatures of Muawijhe. A Distiller knows and is able to use the following Dark Gifts: Dark Curse, Symmetry Burst, Dream Transfer, Distil Horror, Blood of Insanity, Dark Influence, and Surge of Fear.
- ◆ **Distortion:** If attacked, a Distiller will blur its veil, distorting it in waves. This makes the creature much harder to hit with an attack. When a creature targets the Distiller with an attack, it may spend up to three Dark Symmetry points to increase the difficulty of the attack by a number of steps equal to the number of Dark Symmetry points spent.

FIGMENT

Figments are small creatures, standing between one to one and a half meters tall. They are distilled from the mind of the crazed by the Distillers. When spewed forth, they are a revolting, quivering puddle of smouldering blackish liquid flesh. Within seconds, they grow to full size.

Figments are predatory, violent creatures, and are created out of pure madness. They act without apparent rhyme or reason, hiding in the shadows and dark alleys, and seemingly attacking victims at random.

Some pledge allegiances to mad and enraged street people, acting as their angels of vengeance, and attacking those that their new master deem to have wronged them. As their master is psychotic, this can be just about anyone.

Figments cannot go out on their own until the Distiller that created them allows it. Until they are set free, they serve their creator blindly. Most Distillers keep a couple of Figments close by, often hiding in the ductwork or underground basement sections of their place of work.

Figments have an utterly morbid and unsettling appearance. They take on aspects of the delusions and traumas of the mind they were distilled from, so are often a mesh of human faces and monstrous delusions. Their bodies are twisted and fleshy, and when all aspects come together, they look like large, deformed foetuses. They attack with their needle like claws and teeth, spewing forth random sentence fragments from the memories of the minds they were birthed from.

FIGMENT ▲

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		7		12		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
6		6		6		5	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	-	-	2	2	1	-	-	-	-	-

WOUNDS: 3

SOAK: None

ATTACKS:

▶ **Needle-Like Claws and Fangs (melee):** 1+[†]3, 1H, Dreadful

SPECIAL ABILITIES

- ▶ **Feed Upon Fear**
- ▶ **Grasping**
- ▶ **Inured to Pain**
- ▶ **Scuttling Climb:** A Figment can climb freely on any surface—sheer walls and ceilings—and contort itself through tight spaces without regard for the normal structure of a human body.
- ▶ **Slave to Symmetry (3)**
- ▶ **Unliving**



CITADELS

Only a fraction of all the Citadels will be covered here, as the solar system is riddled with them—especially if counting the Black Ships. Those mentioned here are the most important and infamous. The Apostles structure their citadels differently, and there is a description in the core book of what a citadel belonging to a certain Apostle might look like. However, there is no such thing as a typical citadel, and some are likely to be atypical for a certain Apostle; it all depends on how efficient a certain structure is in a given situation. These citadels stand in the Second Dark Legion War, but most could also be found in the First Dark Legion War. Some never fell; others were temporarily transported to other dimensions and brought back, while a few were simply rebuilt.

PLACES OF CORRUPTION

Citadels are the strongholds of the Dark Legion, and each one is an edifice that seethes with taint and vileness. To set foot within a citadel is to put your very soul at risk, so intense is the presence of the Dark Soul within each one.

Each citadel is considered to be a Tainted Location, as described on page 153 of the *Mutant Chronicles* core book, possessed by a Vile Animus (the highest degree of corruption a location can have). Further, as each citadel is commanded by a Nephrite Overlord devoted to a single Apostle, then that Apostle's power holds sway over that citadel, as if three Dark Symmetry Icons had been rolled on the Corruption Roll. Of course, no Corruption Roll is actually made—the citadel is not a place that has been corrupted, but rather one created by the very source of that corruption. Citadels cannot be cleansed of their corruption under any circumstances.

GENERAL LAYOUT

Here, the usual facilities that can be found in a citadel will be described. Some might be more common in the citadels of certain Apostles, while other facilities are present in all of them. This list will provide you with the tools you need to understand the inner workings of a citadel, as well as create your own.

NEXUS

Citadels only have one Nexus, and it is located at the absolute centre of the structure. The Nexus is a large chamber, usually with an arched ceiling. In the middle stands a large statue of the Apostle in question and beneath it is a dark gateway, swirling with symmetry patterns. This is surrounded by pits of lava, symmetry fire, or pools leading to the emptiness of the void. Only one small walkway leads to the

platform in front of the gate. The whole chamber is filled with a heavy, brooding air of dark power and the aura of the Apostle. Those who worship the Darkness will feel strengthened within, while those of the Light will suffer a sense of dread and despair. Huge statues of the citadel's Nephrites stand in alcoves high up on the walls.

The area is often empty, and filled with soul-chilling, ominous whispers that rise from the pits and gateway. Nephrites that wish to communicate with their peers, their Apostle, or the Dark Soul himself sit or stand in front of the gateway. As they begin to speak, their voices become even more unnatural, talking in the language of Darkness—and from the depth of the gateway similar eerie voices come roiling out. At these times, all the whispers in the chamber intensify.

The pits are used for Transfiguration rituals. Heretics that have been granted the honour of Transfiguration are fastened with chains and lowered down to the pits, protected by Nephrites. If they survive, they will emerge as something else, something no longer human. The ultimate glory is to become a Nephrite, but only a handful of Heretics have ever been granted this honour. The Nexus will also allow Nephrites to travel to the Nexus of any other citadel. As with the Inner Sanctum of a temple, Heretics and other creatures can be granted Dark Gifts while standing in front of the Nexus.

ANTECHAMBERS

Directly adjacent to the Nexus are the Antechambers. These house the private domiciles of the Nephrites that live in the citadel. Most Overlords and Warlords have several lower ranking Nephrites that act as their assistants. The largest of the chambers is a throne room where the Overlord lives. The walls of the throne room are hung with custom weapons and dark relics, and adorned with runes and carvings of the most honoured Nephrites. Behind the throne is a sarcophagus, where the Nephrite rests. Multiple sarcophagi indicates that the Overlord has one or more clone bodies.

BIOCHAMBERS

Here, different types of Biotechnology are developed and manufactured. Algoth is the most frequent user of these. Huge, organic vats filled with artificial amniotic fluids and nutrients are placed all over these large, womb-like halls. Tubes similar to giant veins and intestines run between these vats, pumping unspeakable fluids from one to another. All manner of implants and bioengineered material float in the vats, growing until they are ready to be attached to a weapon or creature. Tekrons, Biophages, and their assistants can be seen working around the clock here. These chambers are dank, warm, and smell like fresh blood mixed with a hint of rotten eggs.

NECROHALLS

The necrohalls look like some sort of demonic workshop. Corpse parts mixed with mechanical and alien looking technology; spirit summoning chambers lined with unholy glyphs and sigils; and assembled necrotechnological parts being rolled out on conveyor belts, licked by infernal symmetry fire are common features. Chained to bloodstained operating tables, willing and unwilling subjects scream in agony as the Tekrons and their robotic surgeons amputate limbs and tear out organs, only to replace them with necrotechnological parts taken from the Necrochambers, which are also located here. Body fluids and oil stain the metal floors, and the stench of death and fear linger in the air. The production units in the halls, called Factory Machines, and are in fact living machines, focused on specific tasks.

DISTORTION CHAMBERS

These twist the mind and body of captured prisoners, preparing them for even more gruesome changes. In essence, they refine the living raw material, making it easier to change it into something else all together. Distortion chambers look like large prison cells etched from floor to ceiling with runes and glyphs of Darkness. One chamber can house as many as fifty people, and there are usually dozens of these lined up. When activated, the symbols glow and shoot out currents of sporadic Dark Symmetry, which corrupt and destroy the victims. After some time—hours or days, depending on what the prisoners are going to be used for—they are sent away to complete the transformation. Some are shipped off to the Necrohalls, where they are remade into Necromutants or Centurions, while Ilian sends her prisoners to the Focal Chambers, in order to turn them into Eternal Zealots. Those wishing to be True Weavers have to volunteer for the change, and spend some days in a Distortion Chamber in order to burn out the last of their humanity. They are then shipped to the Focal Chambers to complete their transformation.

FOCAL CHAMBERS

Focal Chambers are a much more precise version of the Distortion Chambers. Here, skilled Nepharites, True Weavers, and Tekrons work. These chambers hold several micro gates, which focus the Dark Symmetry through crystals into the subject. This allows symmetry to be bound to certain areas within a body, to be used as weapons or protection. Though the Defiled Avatars are created through a ritual that is performed at a citadel Nexus, they must be placed within a Focal Chamber after the ritual to ensure that their powers are optimised and controlled. Eternal Zealots and Harbingers of the Void also require time in Focal Chambers as part of their conception. In most cases, only Ilian's citadels possess Focal Chambers.

INFESTATION CHAMBERS

At a first glance, these look similar to the Biochambers, but they tend to be smaller and much more intricate. In most cases, only Demnogonis' citadels possess Infestation Chambers. In these chambers, the Biophages develop new pathogens, Pesticus, and

augment those they already have. There are large and small vats, some interconnected and hermetically sealed. In these, there are batches of viruses, bacteria, and vile alien parasites: all part of the revolting science of Demnogonis.

FACTORY DEPOT

These are basically the machine shops and weapon smith units of the citadel. In citadels focused on physical war, the Factory Depot takes up a very large area, usually bigger than all the other chambers combined, as it is used to store parts and equipment, as well as vehicles. New technology is built and broken equipment repaired here, and they are always bustling with activity. Depending on which Apostle rules the citadel, one can find Tekrons, Children of Ilian, and specially trained Necromutants and Heretics working as mechanics and engineers.

SYMMETRIC FURNACES

These can be found in the Factory Depot and are basically large furnaces that burn with focused symmetry fire. In a way, these serve a purpose similar to that of the Focal Chambers, but these can only be used on equipment. Mundane weapons and armour can be exposed to the fires and gain new abilities. The deadly and custom weapons and armour worn by many Nepharites have been forged in Symmetric Furnaces, often from scratch. This is what grants these weapons their enormous powers. Trained Heretics, Necromutants, and Children of Ilian wear special, protective suits, and hammer away at the symmetry heated gear, changing the equipment.

Weaponry treated within a Symmetric Furnace during its creation is more potent and evil. Its Corruption Factor increases by +2, and it increases its damage by + \uparrow 1.

BRAINPOOL

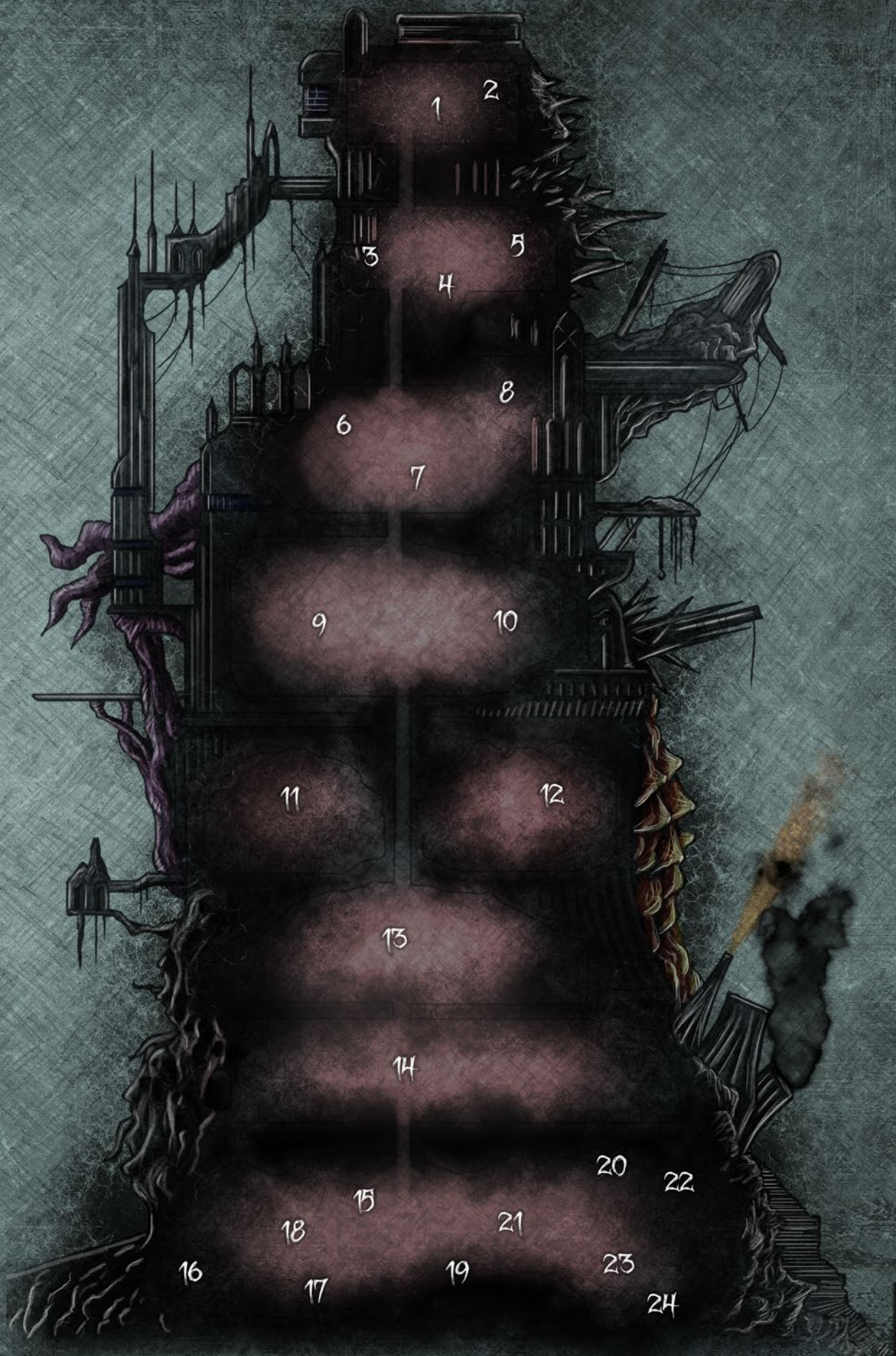
These are utterly bizarre, and only very rarely will a citadel that is not under the control of Algeroth or Ilian possess one of these. Brainpools are usually installed in the middle of the Necrochamber, or are connected to the Focal Chambers. They are huge, bubbling pools filled with symmetry infused multi-coloured plasma, into which all manner of material is thrown: computers, weapons, human brains, full corpses, or even whole vehicles. The process of the Brainpool is not well understood, but when an object is tossed into it, the Brainpool assimilates the knowledge behind the creation of the object, or the knowledge that is contained within the object itself. This information is added to the overall knowledge of the Brainpool, its understanding of its own symmetry pattern, and how it can be applied to the object. This is the beginning of a long and complicated process, which will ultimately result in the creation of new equipment.

Tekrons, Technomancers, and the Children of Ilian can connect directly to the pool through a Necroplasmic tube system. These pulsating, worming tubes run from the pool and to the base of the neck, allowing plasma to enter their skulls and wash over their brain,



1. Recon Hub
2. Defensive Hub
3. OverLord Thone Room
4. Nexus Chamber
5. Antechamber
6. Barracks
7. Halls of Darkness
8. Heretic Temple
9. Aircraft Hangar
10. Upper Armory
11. Biochamber
12. Infestation Chamber
13. Barracks
14. War Garage
15. Factory Depot
16. Supply Depot
17. Distortion Chambers
18. Symmetric Furnaces
19. Focal Chambers
20. Armory
21. Necrohalls
22. Brainpool Brainerer
23. Dungeons
24. Exeruciatoriums





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BRAINPOOL DOMINATION

When interfaced with a Brainpool, Tekrons, Technomancers, and other creatures with a Neural Conduit implant, can engage in a form of mental combat in an attempt to dominate any others linked to that Brainpool. To do this requires an opposed Willpower test as a Standard Action; the loser suffers a single Mental Wound for every point of difference between his score and the winner's total. Each attempt also grants the winner a single point of Personal Dark Symmetry, which may take them over the normal total. When a creature loses all of its Mental Wounds, it is forcibly disconnected from the Brainpool, and that creature cannot attempt to reconnect for another twenty four hours. Lost Mental Wounds are regained in the normal way.

If there are groups of people attempting to dominate others, or resist domination, then one character or creature takes the test, with each creature on its side assisting it (providing a single d20, using their own Willpower skill). Further, if a group loses a test, then the mental damage inflicted may be spread amongst the creatures as they see fit, allowing them to maintain this mental combat for longer. A creature that has lost all of his Mental Wounds may no longer assist during mental combat to dominate a Brainpool.

The eventual winners—the last creatures still connected after all this mental combat—can continue to use the Brainpool and all systems related to it, unimpeded by rivals and challengers.

before being pumped back into the pool. This back and forth goes on for hours, or even days, and is an exchange of information. The connected creatures sit at the edge of the pool, almost as if in a trance, and their heads pulsate and swell during the process. All the knowledge the pool possesses enters those that are connected to it, allowing them to utilise it. Their thoughts and knowledge also spreads throughout the pool, allowing all connected to it to communicate with each other's minds and collate data, cooperating if all are willing to do so.

BRAINCORER

These huge devices look like an electronic-organic hybrid of some ancient computer system. It is covered with cables and tubes that weave together and run into an all-encasing helmet. The inside of the helmet is filled with thin, razor sharp probes, which penetrate the skull of the victim and enter the brain. Here they burn out specific parts, obliterating knowledge as it absorbs it. This data can be

transferred into knowledge pods and implanted into a Heretic, or streamed into the Brainpool for assimilation. The knowledge pod is attached to the helmet and will quickly grow from a microscopic collection of cells to the size of a pea. Those that are subjected to the Braincorer will be severely affected, as their synapses short out and neural networks are overloaded. The Braincorers are only available to Algoth's minions, as he holds the secret to its inner workings.

A living victim, or one that has been dead for less than twenty four hours, can be placed in the Braincorer to have skills and knowledge extracted from his brain. This knowledge is distilled into Knowledge Pod implants. Each Knowledge Pod contains two ranks of training in a single skill, and extracting that knowledge removes those skill ranks from the victim, as well as permanently reducing the victim's Intelligence attribute by one. If the victim's Intelligence is reduced to four or less, then he gains the Braindead special ability, having suffered massive and irreparable brain damage. Instead of extracting skills, a Braincorer can extract specific knowledge—such as the layouts of buildings, the names of all personnel in a department, and so forth. This knowledge takes the place of the skill ranks in a Knowledge Pod.

Operating a Braincorer requires that the operator nominate a single skill or piece of knowledge to extract, and a Challenging D2 Sciences test. Success allows the operator to create one Knowledge Pod, plus one more for every two Momentum spent. If this test is failed, the damage caused by the machine prevents that skill being extracted that time, or in any future attempt. Due to the complexity of the procedure, an individual victim—alive or dead—can only be placed in a Braincorer once every twenty four hours; this naturally prevents a dead victim being used more than once.

EXCRUCIATORIUMS

As the name suggests, the Excruciatoriums are places of great pain and suffering. They resemble giant, twisted surgical halls filled with screams of agony. Here there are no surgeons or doctors looking to mend their patients, instead there are only torturers who cut into their restrained victims in order to obtain information or extract parts for experimentation. A wide range of torturers can be found here, all depending on which Apostle's citadel it is. Ilian uses her Children and Eternal Zealots, while Algoth makes use of Justifiers and Centurions. Demnogonis, of course, uses his Curators, while Muawijhe and Semai appoint a wide range of their minions to this task. The bloodstained side tables are filled with all imaginable devices of torture, and even some instruments never seen before.

AUTO-EXCRUCIATOR

Appearance-wise, this looks like a cross between a surgical table, dentist's chair, and a mechanical spider lying on its back. The victim is strapped in to the blood drenched, stainless steel slate. The mechanical spider limbs are tipped with electric saws, injection needles, pliers, scalpels, and electrical coils. The torturer decides

the scale of the pain, which ranges from one to twenty: one being a dull headache, while twenty is a soul-tearing, abyssal agony beyond human comprehension. In most cases, an entire section of the Excruciatorium is devoted to these devices. Most cult temples also have one or two of these.

When performing an interrogation, a character may place the victim into an Auto-Excruciator. Before each Persuade test, choose a number from zero to five. This is the number of bonus Momentum added to the Persuade test. However, after that test, the victim must attempt a Resistance test at a difficulty equal to that number. If this is failed, the victim immediately suffers a number of **T** damage equal to the difficulty with the Dreadful quality, which ignores all Soak and goes directly to his Serious Wounds.

BARRACKS

In reality, the barracks is an amalgamation of several facilities, and is always located within the outer wall of the citadel. Here, all the inhabitants and visitors reside. The barracks range from sealed off, strange environments with an alien atmosphere, where the Ezoghoul and other alien beings can rest and breathe freely, to nice fully furnished apartments where human occupants or visitors may stay. There are, of course, areas that are barracks in the strictest sense, consisting of rows and rows of bunk beds with foot lockers. Here troops such as Centurions and Eternal Zealots live. Then there is the so-called meat locker. This is an automated shelf-system where undead or uncontrollable legions such as Screaming Legionnaires and Undead Legionnaires are kept tightly packed together and in a symmetry-induced stasis. Come wartime, they are roused, cast outside the citadel walls through a slide, and put to work. Barracks also holds several cells in which prisoners can be held.

HALLS OF DARKNESS

Simply put, these are study halls and libraries that are spread out through the citadel. Here, Heretics and other creatures can study the history of the Dark Legion, as well as the Dark Symmetry.

The Halls of Darkness count as an Academic Library (see page 261 of the *Mutant Chronicles* core book) for the Mysticism skill.

NECROMAKINA

These rare devices have only been mentioned a few times in the history of the Dark Legion, and are only associated with the largest of the citadels and battles. The main body of the machine resembles a twisted type of gothic galley, carved out from a dark, crystalline material. The galleries on the sides are filled with sculpted creatures of darkness, looming like ominous gargoyles. Every inch is covered with filigree that depicts symbols of death, and huge mosaics depicting all manner of horrors punctuate the sides. Three huge spikes adorn the front, similar to those that protrude from the head of a Nephrite, while the top is home to several large statues. The largest and most monstrous stands guard over the only entrance.

This statue is called the Sentinel and is capable of movement. It will attack anyone that unlawfully tries to enter the machine. The Necromakina stands over 200 meters high and is twice as long. It sits like a solitary island surrounded by an intricate network of metal conveyor belts that run tirelessly, transporting the horrific cargo in and out of its depths.

The Necromakina represents the pinnacle of the Dark Technology and its sole purpose is to create Undead Legionnaires. Bodies, or just body parts, are placed on the conveyor belt and taken to the stinking centre of the machine. If the bodies are intact they go through an accelerated reanimation process, while body parts are automatically fitted together to form an entire body, fused with Necrobionic adhesive and stitches, and then reanimated. If supplied with enough raw material, it is capable of producing more than 4,000 Undead Legionnaires per hour, which amounts to roughly 120,000 per twenty four hours.

Why the Dark Legion does not use these machines on a regular basis is a mystery. It is speculated that Necromakina can only be created interdimensionally on Nero, and only with the aid of the Dark Soul himself. The only being powerful enough to transport the machine into our reality would be Ilian. Nothing is certain, but whatever the reason, humanity can thank its lucky star.

CITADEL'S OF THE DARK LEGION

ALAKHAI'S CITADEL

In the Ring of Fire on Venus, there are over a hundred known citadels. Nevertheless, the largest, most infamous, and dangerous is the Citadel of Alakhai. Among humans, Alakhai is known as the Scourge of Venus. This dark edifice is nearly 1,000 meters high and several hundred meters wide at the base. The outer walls are riddled with defence turrets from top to bottom. It is so large that it has the capacity of approximately twelve of Algeroth's lesser citadels. It is divided into several levels, and each level is overseen by a Nephrite Overlord. All of them answer to the supreme Overlord Alakhai. The burnt out wasteland surrounding the citadel sprawls out for approximately fifty kilometres in every direction. This, in combination with the extreme aerial defence provided by the myriad of turrets, makes any type of direct assault near impossible. Alakhai has hundreds of thousands of legions at his disposal. Some military veterans and strategists ask themselves why Alakhai does not join with all the other citadels in the region and make one giant push forward to begin the extermination of all humans on Venus. No one has an answer, but many think that the Darkness is waiting; taking pleasure in prolonging what seems to be the inevitable end.

Though a direct assault is impossible, a few small special recon units have been able to travel all the way to the citadel. The survival odds

are dire: over 100 such operations have been launched, and only twelve have survived. There are only three known survivors who have returned with most of their sanity intact and with information to convey. The identity of these three is a closely guarded secret, but it is rumoured that Alakhai has dispatched assassins in order to locate and slay them.

Alakhai often demonstrates his self-assured nature as he allows enemy troops to come close to his citadel, only to swat away even the strongest Brotherhood-supported armies like bothersome flies.

SALADIN'S CITADEL

Beyond the McCraig line on Mars, the foreboding outline of Saladin's Citadel can be seen through the red dust clouds. Saladin's Citadel is nearly 400 meters high, but, like its master, it is so wide that it looks almost squat despite its height. Saladin has an unusually geometrically balanced and evenly proportioned citadel. It is extremely well organised. The outer walls of most of Algeroth's citadels are chaotic, turrets sprouting out like weeds, but the turrets on Saladin's walls are evenly and neatly spaced. It is more than aesthetics at work; the defences are strategically placed for maximum effectiveness. In many ways, the look and organisation of the citadel reflects the tactical mind and the powerful body of its master.

Saladin constantly puts pressure on the McCraig defence line, sending wave after wave of legions. Sometimes, the line barely holds, while at other times only a few staggering Undead Legionnaires come calling. As with Alakhai on Venus, it seems that Saladin is holding back that final push, choosing to demoralise and terrorise rather than exterminate.

ABSALOM'S CITADEL

Some 100 kilometres from Strathgordon lies the Citadel of Absalom, built right into the core of a mountain ridge. His citadel is not as large or magnificent as Saladin's is, but the way it is constructed makes it very safe and efficient. Only a third of the structure is actually visible, as the rest is located beneath solid mountain. The visible top part of the citadel is heavily fortified, and filled with turrets.

Absalom is a cunning architect, and he has built several hidden entrances to his citadel throughout the mountain. These are heavily guarded and rigged with deadly traps. Through these, he can send out patrols and whole armies in any direction with a moment's notice. Many of the tunnels have their openings several kilometres from the actual citadel, making it impossible for enemies to determine from where the troops will emerge. The surrounding area is filled with hidden bunkers and fortifications, which are located in artificial caves blown into the mountain by Absalom's engineers.

Absalom constantly launches attacks against Strathgordon, hell-bent on destroying the fort. However, so far the Highlander clan warriors of Imperial, who guard the fort, have been able to match the aggression of the Nephrite. No one has gained the upper hand, and the struggle continues.

IVORAC'S CITADEL

Deep down in a crevasse in the Stadius crater on Luna, lies the Citadel of Ivorac. The citadel is small and surrounded by a large artificial swamp, like most of Demnogonis' citadels. The swamp is filled with all manner of vile creatures, which serve as a defensive line. The thick mist and the crater have made it impossible to bomb the citadel, and the few attacks staged by mankind involving soldiers have failed. The swamp hinders any type of vehicle, at least any human vehicle, so soldiers have been sent in on foot. Only a few have ever returned, and they have been riddled with horrible diseases and parasites, dying only days later.

Ivorac's main task is to send new creatures and biological weapons to the cults of Demnogonis in Luna City. Though there is no solid evidence, some fear that Ivorac is biding his time, building up his forces, and is planning to attack the city when the time is right.

LOZAR'S CITADEL

The Citadel of Lozar is located fifty kilometres from Longshore on Mercury and 100 metres beneath the surface. Mankind is unaware of its existence. Instead of using a traditional citadel structure, Lozar has carved out a network of tunnels in the rock, and then added citadel facilities to them. The structure is that of a multi-levelled system of caverns, with parts of the caverns that are not housing facilities filled with mist and swamp terrain. He has also dug out dozens of secret corridors and hidden entrances. The layout seems chaotic to those not initiated—a confusing and deadly maze for all outsiders trying to gain access. Even though he focuses on creating deadly subtle viruses, Lozar has access to a rather large army. It might not be enough to overrun Longshore, but it could do some serious damage. If he had reinforcements, the city would be in serious peril.

STARUS' CITADEL

Beyond the McCraig line, only fifty kilometres from Saladin's Citadel, lies the Citadel of Starus. This is one of the largest citadels of Demnogonis. This structure looks like a giant hand sticking out of the surrounding mist-filled swamp, 500 towers joined at their base reaching towards the sky. The black, splintered, bone-like supports are covered by a fungal weave. This citadel is geared for war, and each tower sports several turrets and flight hangars. Starus has received hundreds of units and vehicles from Saladin, so has Razids, Ezoghoul, and Pretorian Stalkers in his ranks. He also has several

machines of war at his disposal. Starus lends his support to the forces of Algoth whenever he is needed, adding deadly biological weapons to the mix. His involvement has proven most detrimental to the human forces that have encountered his troops.

BERSAAL'S CITADEL

This citadel is quite small and hidden within a small, unimportant asteroid in the Asteroid Belt. In essence, this citadel is a giant symmetry amplifier, focused at boosting the clairvoyant powers of Bersaal. The citadel is of utter strategic importance as it provides the Dark Legion with invaluable information of all the activity that goes on in the space between the planets. Though small, the citadel has access to several squads of fighters and powerful cannons. However, most of the citadel's energy goes into a specially designed symmetry-powered cloaking system, which hides the citadel's dark energy signature. Visually, it is basically undetectable, as it has been built inside the asteroid.

RYTHAZ'S CITADEL

Rythaz's Citadel is located on the rim of the MacGuire crater on Venus. It is a rather large citadel, and has the same temple structure as most of Ilian's citadels. However, Rythaz is a true warrior and she has added an outer structure of metal beams upon which she has mounted hundreds of cannons. She also has access to thousands of soldiers and hundreds of tanks and fighters. Rythaz usually transports enemy vehicles to her citadel and puts them inside specially enlarged Symmetric Furnaces, infusing them with dark power before sending them back out in the field operated by Eternal Zealots. Rythaz's methods of reinforcing her citadel and converting human vehicles using the furnaces is a technique that more and more of Ilian's Nephrites are putting in to practice. This is worrying, as it makes them even more formidable foes. Algoth also finds it disturbing as his hated sister seems to adapt, encroaching on his domain of pure, physical strength.



Citadels, like Saladin's, often have their own distinctive majesty

ASTHARTA'S CITADEL

Little is known about Astharta; in fact, the scholars are not even sure if Astharta is the name of the citadel or the Nephrite Overlord that rules it. This huge citadel of Ilian is located on Venus in the Ring of Winter. It stands to the south, deep within the Helstrom Mountains. This is the largest known monastery of Ilian beyond Nero and is the destination of Heretics on pilgrimage. Bauhaus' soldiers keep a close eye on the roads, hoping to stop the slew of Heretics trying to reach the citadel, but it seems that most get through somehow. It is suspected that they use a combination of hidden mountain tunnels and teleportation gateways. All attempts at attacking the citadel have failed. It seems that all human machinery either stops dead in its tracks or turns against its masters when it comes too close to this citadel, which appears to possess some form of Dark Symmetry aura. With all the hidden fortifications and traps, it would be a lost cause to send a large army. Bauhaus is discussing sending in a small reconnaissance squad in an attempt to gather more information about the citadel.

AGORR'S CITADEL

Hidden away within an asteroid and close to Victoria, the Citadel of Agorr is used as a production unit of madness. Like many other citadels of Muawijhe, the structure is small and clandestine. The main purpose of this citadel is to bring forth creatures and madness, which are then sent into the dark alleys of Victoria with the intent of destabilising the city. Agorr's Citadel does not have much in the way of defences and troops, and is in essence a large cult temple run by a Nephrite. However, even if Agorr does not have the resources to send waves and waves of troops, his web of madness that is constantly cast over Victoria is capable of causing even worse long-term damage to mankind.

SARIAL'S CITADEL

The madness of Sarial hinders her from managing her citadel properly, so she has left most of these tasks to her underling, Radaaz. The citadel stands in the Circle of Ice on Venus, and from it Sarial sends out raiding and attack squads to the surrounding settlements and cities. It seems that her main interest is to keep the entire area destabilised rather than to destroy all the settlements. A red mist of pure madness surrounds her citadel. It is not clear how, but Sarial has managed to devise a special type of defence, one that only her warped mind could invent. She has infused the ice with Dark Symmetry and linked it to her citadel. As a result, the entire citadel is covered with near diamond-hard ice. This ice can be made to crumble at her command, allowing her troops to move in and out freely and it can be restructured just as fast, granting a powerful shield against attacks. Her Labyrinths of Nightmares have also been carved into the very ice. Due to this icy coating, the citadel blends in perfectly into the surroundings, making it very hard to spot. It also seems to be able to warp and distort itself, actually moving a couple

of hundred meters from time to time. Not even the Brotherhood can understand how it is done, but it would appear that the extreme madness of Sarial allows her to tap into powers not usually available to Nephrites. If she is aware of it, and actually in full control, is another question altogether.

CHAMZIRAAAL'S CITADEL

The area beyond the McCraig line is more or less a warzone, and it is here that Chamziraal has his citadel. It has the capacity to boost his abilities, and while in his Nexus, Chamziraal can monitor his troops and send out waves of madness to their location, augmenting the abilities of the Screaming Legionnaires to induce insanity in the enemy. The outer defences of the citadel, and the surrounding fortifications, have been boosted by the forces of Algeroth, as he wants to keep it safe. The madness inducing effect Chamziraal is capable of is of great service to his siblings. Other than the added physical protection, Chamziraal has shrouded the structure in a field of dark visions, making it almost impossible to see from a distance. Enemy troops close to the citadel risk being struck with sudden fits of psychosis and waking nightmares.

MADEXA'S CITADEL

The Nephrites of Semai have a knack for building their citadels in the heart of human civilisation without being discovered. Madexa has done just this, and built her citadel in the Bauhaus business sector in Longshore. It is located in a hidden subbasement belonging to a business high-rise. By necessity, it is a very small citadel, and is structured quite differently from the large ones, having smaller counterparts of some of the larger facilities. The structure is capable of creating new units, but the process is slow as there are very limited resources and space. Overall, there are no more than 100 creatures living within this citadel. Nevertheless, it matters little, as Madexa's goal is to subtly drive the city of Longshore insane, not stage an open attack. Throughout the citadel, there are several symmetry stabilisers and absorption glyphs. These hinder most of the Dark Symmetry from slipping out, preventing the Brotherhood from easily being able to locate the citadel.

DARSHEED'S CITADEL

When a Capitol law firm gets a reputation among other Capitol law firms for being hard-hitting and without scruples, one can assume that they are dangerous, legally speaking. Cedric, Dosso & Associates is a law firm that specialises in defending gang members and those associated with organised crime. It has a subsidiary group located in the same offices that focuses on family court cases—and is also the main base of operations of Semai on Luna.

The firm rents the six top floors of the Pioneer Tower, which is a 500-storey business skyscraper in the Luna Capitol district. Its

It had been many years since Clavian had been back in Luna City. He had changed beyond all recognition, while the place still looked the same. It stank of defeat and failure. It was everything he had left behind, and he was more pleased than ever that he had done so. He swung the battle axe in a loose circle, and the action filled him with the thrill of his improvements. When he had left Luna City bound for Saladin's Citadel on Mars, he had been a scrawny thing of a boy, but now he had been remade by the Tekrons. Stronger, faster, tougher, and more



Thanks to Joshua Klug.

powerful. His Dark Master, Algeroth, had smiled upon him as he had fought with other prospective Heretics in those blood-soaked arenas for his Master's favour.

Now he had been given command of a cell of Heretics along with several other gifts, and it was time to put them to good use. Clavian turned to his minions – they looked so small and pathetic compared to himself – and gave the order: “Seize the building, no one will be left alive.” They nodded and ran off. This random act of terror would send shockwaves through the population of Luna city, hastening the inevitable victory of his master. Clavian stalked after them, a terrifying grin on his face. His axe was thirsty for blood, and he would make sure it was sated by the end of this night.

winning stats are incredible, and it is known to take on a large amount of *pro bono* cases. It has become famous, or infamous, depending on whom you ask, for defending prominent members of the Triads, Bauhaus human slave rings, Capitol crime syndicates, and known serial killers. In family court, it focuses on custody and divorce cases.

It corrupts its criminal clients with ease to gain influence, and uses the spite, sorrow, and desperation that parents and children suffer in family court to spread corruption further. This citadel is one of Semai's most important assets the city. About sixty people of the 200 strong workforce of this law firm are loyal to the Dark Legion. Selina Cedric and Fredrick Dosso, who founded the firm, are Corruptors. There are eight senior partners all and all, and the other six are high-ranking Heretics. The citadel can be found on a secret floor located just below the top penthouse. This was added using a rift opened with the aid of Ilian. Semai loathes the fact that he needed the aid of his sister, but had little choice. In exchange, two of the senior partners are Heretics loyal to her. One can only enter the citadel with a special elevator key. It is small, but contains all the necessities. The

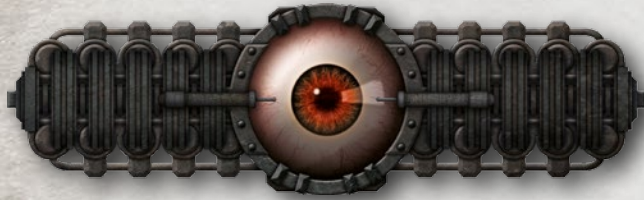
citadel is ruled by the Nephrite Overlord Darsheed the Inveigler. It suits his needs perfectly, and with it his corruption is able to touch all levels of society.

The other Apostles are quite impressed of Semai's ability to maintain citadels of this nature.

SATOSSA'S CITADEL

Satossa has built his citadel inside an old, abandoned industrial park on the outskirts of San Dorado. Most of it is hidden beneath ground, but the industrial building has several hidden lookout points where Callistonian Intruders and Heretics keep an eye out through their sniper scopes. The entrance is hidden within a large service lift: a code is required to access a secret floor that leads to the entrance. There are, of course, also several smaller secret and well guarded tunnels, through which one can access the citadel. This citadel is rather large, since Satossa used the old sewer systems. Rather than having a large number of levels going straight down, the citadel is

a sprawling mass of tunnels. It acts as a temple for the most loyal of Heretics, and from this centre of corruption, Satossa executes his evil plans. Though not numerous enough to overrun San Dorado, Satossa's army is large enough to launch quite a devastating attack if ordered. The surrounding area is mostly abandoned and sealed off. Through his corruption and manipulation of the political scene, Satossa has seen to it that the whole area has been bumped down on the priority list of the city planners. It is virtually buried in a pile of paperwork and not even scheduled to be added to the new city maps. The homeless in the area are under his control.



EXAMPLE DARK LOCATIONS

THE REIKU

Quietly floating through space, caught in the gravitational field of a no-name rock in the asteroid belt, is the Reiku. The Reiku is one of many casualties of the Fall. Sometime during the first year of the Fall, the technology of this huge freighter was corrupted to such a degree that it killed off most of the crew. It was also subjected to massive amounts of raw Dark Symmetry, which has created Marionettes, Malignants and Castigators. After they killed or turned most of the crew, they went silent, hiding and patiently awaiting fresh prey.

The Reiku has been forgotten and can only be spotted by sheer luck if a ship draws close enough. The ship is 600 meters long and is a Mishima ore freighter built during the height of humanity's technological era. Any space faring explorer worth his salt would not miss his chance to board it, as it is worth a fortune in salvage.

The ship is powered down, but life support and power can be switched on from engineering. The engine is, however, completely shot. There are about thirty dead bodies on board, frozen, mummified, and hidden away in service hatches, vent shafts, and lockers. Most creatures, about eight to twelve of them, are also in hiding, but will slowly begin to stalk anyone who comes aboard. They will also try to board the ship of the new arrivals, as they wish to travel to densely populated areas where they can spread the infection.

When it comes to layout, the Reiku has six decks. Crew quarters and the bridge are located on the top deck, while most other decks consists of large storage areas filled with minerals and spare parts. The engineering bay is located on the bottom deck, and is a large and twisted maze of machinery, much of which has been rerouted

and corrupted by the symmetry and Marionettes. The symmetry pattern ruling the ship is that of Ilian.

REDDING STEEL

Located in the outer ring of Luna's industrial area is an old, hulking industrial building. The windows are broken and boarded up, while giant chains secure the doors and gates. The surrounding area is mostly decommission industries, and there are many homeless and criminal gangs. However, all seem to keep a healthy distance between themselves and the old Redding Steel building. Most look the other way when the mysterious men and women park their cars and go inside. They pretend they do not hear the growls and chanting that echo from within. The street people know better than to notice what goes on. If they notice, they disappear.

Redding Steel is the base of operations for a cell of a cult of Algeroth. This cell has nearly fifty members, and, like most of Algeroth's cults, is largely organised like a terrorist cell, with the added element of the worship of the dark lord of war.

The Redding Steel cell is the most effective and important cell Algeroth has access to on Luna. Most members come from a military background, and they execute their missions with ruthless efficiency. The locale is used for weapon storage, rituals, and as a stronghold. It has even been granted a Necro and Biotechnological lab, and a Tekron. As a result, most members have been heavily augmented with implants. There are ten Necromutants on site that tirelessly guard the interior of the locale.

The leader goes by the alias Willard Krauss. His real name is unknown, but he is a former Venusian Ranger presumed killed in action ten years ago. After being struck by a dark bullet, he was left for dead in the jungle. He walked for days, feverish and in a daze, his head filled with visions of Algeroth. When his fever broke, he had seen the glory of the Apostle of War. He managed to get back to Luna in secret and here he hid, changed his identity, and began to work for the Apostle. Krauss founded the Redding Steel cell.

The cell has access to a vast amount of weapons and explosives and works using terror organisations as a cover. Most members work as police officers and security personnel in their everyday life, which provides them with a lot of information that they pass on to the cell. They focus on creating tension and keeping the pressure on local authorities. As the population grows more fearful and discontent, it is more likely to be open to more extreme solutions, which play right into the hands of the cell. For the last two years, the cell has been amassing and stockpiling even more weapons. It has also been recruiting even more aggressively. Krauss is planning something big, which involves a critical strike against the Brotherhood. However, the exact nature of this plan has yet to be revealed even to the members of the cell.

CHAPTER 04

CULTS AND HERETICS

Every Apostle has cults that follow them. In the beginning, before the Apostles had awakened, the cults were much less organised and did not follow any specific teachings. Instead, they just followed the Darkness, creating their own disparate dogmas that painted a pathetic picture of mankind, and singing the praises of the faceless true masters who would soon enter humanity's reality.

When the Apostles came forward, the cults began to gravitate towards one of the five, forming unique and specialised cults devoted to one specific Apostle. Each cult now has its own method, protocols, and unique structure and temple layouts. But there are some things that are exactly the same for every cult. The cults share some protocols, professions, and resources and before the Apostle-specific details of each cult are revealed, we are going to look at the similarities. Temple locations are kept secret to all Heretics below rank five. Heretics below rank five are part of a cell, and work out of temporary locations. Low ranking Heretics are blindfolded and equipped with headphones whenever they are taken to their temple.

This chapter is divided into two equally important sections. The first deals with the process of creating a Heretic character for a game of *Mutant Chronicles*. The second deals with the particular quirks, features, and other elements that crop up during play when one or more Heretic characters is present in a game.

BECOMING A HERETIC

Heretics can be found everywhere in the worlds of *Mutant Chronicles*. They can come from any walk of life: some are homeless, others are high ranking corporate or political figures, and some can even be found in the ranks of the Brotherhood. Heretics are like cancerous tumours that spreads throughout the body of society, eating away at its very core.

By and large, creating a Heretic is similar to creating a regular character. The rules for Dark Gifts in the core rulebook provide a taste of being a Heretic, with a basic Heretic Iconic Career to give players a taste of the powers of darkness, but here these ideas will be expanded upon and detailed in full. There are details regarding temple professions, specific Apostle Cults, and the means by which a Heretic obtains Dark Gifts and other malign abilities.

When a character pursues a career as a Heretic, the events of their lives will be shaped by their dark masters more than by the societies they live in. Through these events, Heretics can be granted boons such as Dark Gifts and other special powers, gain additional ranks in their Cult, or even take steps towards Transfiguration, the process of becoming something more than human. But there are also great perils that they may encounter: discovery by the Brotherhood, Degeneration, and hellish punishment for failures are just some of the consequences a Heretic may face.



Heretics often hide in plain sight.

SECRET KOHORT (SPECIAL TALENT)

The character is a Heretic, a servant of the Dark Soul. This has a number of effects upon the character, some are beneficial, some are not.

Firstly, the character cannot be affected by Corruption personally—he is immune to any Corruption Roll that would otherwise affect him, due to the fact that his soul has already been given to the Dark Apostles, and while technology he uses can be affected by Corruption, corrupted technology is less likely to malfunction or act against him, as the malign presence recognises him as a kindred spirit. Further, a Heretic reduces the difficulty of all Willpower tests made to resist Fear caused by Dark Legion creatures by one step (which may remove the need for a test)—his tainted soul, and his familiarity with the Darkness, means that they are less horrifying to him than they are to others. The character may also learn Dark Gifts and have other abilities bestowed upon him as he progresses through the ranks of his Cult.

However, this power comes at a cost—constant vigilance. Heretics are hunted by the authorities, most notably the Inquisition, and are subject to **Discovery** (see page 119). Many Heretics live short, dangerous lives, and the danger only increases as the Heretic grows in power, for his enemies become more numerous, and they become increasingly desperate to destroy him.

When taking this path, the Heretic must choose a single Dark Apostle to be his patron. This choice cannot be changed.

If the GM allows it, a player character may become a Heretic at the start of his Education, or the beginning of any Career phase. This occurrence cannot happen by chance—there is no random option to become a Heretic—because the presence of one or more Heretics has a major impact upon a game. It isn't something that should happen lightly or randomly, but something that the GM and players enter into knowingly and willingly.

Heretic characters continue with their normal lives and their normal careers during character creation, but for the agenda of their masters in the Cult. A Heretic retains his normal faction and his normal Citizen talent (as appropriate to his faction, or lack thereof)—the nature of Heresy means that the outward appearance of normalcy is important to maintain. However, all Heretics also gain the Secret Kohort talent (see the sidebar) when they join a Cult, which marks them out as different and encompasses the various additional advantages and considerations that apply to the character.

The Heretic Iconic Career in the *Mutant Chronicles* core rulebook is not used with these rules—it is replaced by the more detailed rules presented in this chapter.

HERESY 101: BECOMING A HERETIC DURING EDUCATION

Many Heretics are inducted into a Dark Cult during their formative years. Colleges and universities are breeding grounds for radical ideas, and many of these are used for recruiting potential Heretics. However, it is also quite risky—the Inquisition is aware that the seeds of Heresy can be found amongst student populations, and today's revolutionary slogan might be tomorrow's insidious propaganda.

A player choosing to make his character a Heretic during Education rolls or chooses an Education as normal. However, he gains an additional choice when picking his Elective skills, based on the Cult that recruits him. This does not increase the number of Elective Skills he may pick, merely the number of options he has to choose from. These are described in the entries below.

- ◆ Cultists of **Algeroth** may pick Close Combat or Mechanics as an additional Elective Skill.
- ◆ Cultists of **Ilian** may pick Insight or Mysticism as an additional Elective Skill.
- ◆ Cultists of **Demnogonis** may pick Resistance or Treatment as an additional Elective Skill.
- ◆ Cultists of **Muawijhe** may pick Insight or Willpower as an additional Elective Skill.
- ◆ Cultists of **Semai** may pick Lifestyle or Persuasion as an additional Elective Skill.

The character also gains the Secret Kohort talent. They have become a Heretic in every sense, at the Rank of Acolyte (see page 115). They immediately gain an Ally in the form of a higher-ranking member of the Cult's hierarchy, who will serve as the Heretic's handler, tutor, and connection to the rest of the Cult. The new Heretic may then immediately choose a single Dark Gift from the Dark Symmetry patterns (not the Gifts of their patron Apostle).

After this, the new Heretic rolls on the Adolescent Event table (either the one in the rulebook, or the faction-specific one from the relevant sourcebook). However, in addition to the result on that table, check the values on the dice themselves. If both d20s rolled are odd numbers, then some negative element of the Heretic's secret life has cropped up: roll on the Negative Heretic Events Table (page 110). If both d20s rolled are even, then some positive element of the Heretic's secret life has cropped up instead: roll on the Positive Heretic Events Table (page 109).

HERETICAL RECRUITMENT

Here are some examples of how a Heretic might have been recruited. If you need inspiration, or the GM needs to determine how a non-player character was recruited, you may roll 1d20 and consult this table for ideas.

RECRUITMENT TABLE

ROLL	RESULT
1-2	Because of sheer greed and a lust for material things, you agreed to help a powerful individual to manipulate and destroy a group of people in exchange for riches. Once you had begun, you could not stop.
3-4	You were secretly and deliberately given a horrible disease, and were won over with the promise of a cure.
5-6	You had been broken down mentally through an increasing amount of implausible personal failures and losses. Then you were seduced by a person who manipulated you in to taking your life back through morally appalling acts. In the end, your actions had corrupted you and set you apart from those you love. There was no turning back.
7-8	As a cop, you had an impossible job. Like so many, you got shot. You were never going to walk again. The department washed its hands of you and stuck you in filthy home with a meagre pension. Therefore, when the stranger said that he could make you walk again, and even make you stronger than before, you accepted the offer. You are back on the streets, but now your loyalty is to the Darkness.
9-10	Everyone you loved was taken from you by powerful individuals within the criminal community. Driven by your lust for vengeance, you turned to the Darkness. Only it could give you the powers you needed to exact your revenge. That revenge was sweet, but now your soul is forever spoken for.
11-12	You and your family were starving when a man offered you a very simple but lucrative job. You were told to follow different individuals, and keep a record of where they went and when. After some weeks, you discovered that they had been killed. You could not watch your family starve, so you continued. When you were asked to kill, you realised too late who you were working for. There was no turning back. Your family's safety was now at stake.
13-14	A relative of yours died and you inherited some trinkets. Among them was a book. As you opened it the words spelled out a truth: the Light is the true evil and the Darkness is the salvation of mankind. Instinctively, you knew that it was the truth. It did not take long until you were contacted by a group of people who offered you a chance to join the fight against the treacherous Light.
15-16	Time and again, the Brotherhood turned you down when you tried to join. The Brothers said that you had a weak mind, one that was unable to master the Arts. When a stranger offered to teach you to use secret forces, even more powerful than those of the Brotherhood, you did not hesitate. The Light cast you aside, and the Darkness embraced you.
17-18	Poor, and born with a congenital heart disease, you gladly signed up for the free trial surgery that could extend your life for decades. At first it was all great, you had become healthy and strong. But then the whispers began, and soon you learned that the machine that was keeping you alive had been corrupted. If you wanted to live, you had to obey.
19-20	The bullet wound you suffered when you stormed the citadel with your unit never healed properly. You were given an honourable discharge, but once home you began having visions. They told you of the lies of the Cardinal, and the more you realised that the visions were right, the better your wound felt. In the end, you sought out those who had seen the truth just like you, and now your wound is fully healed.



ENTRY LEVEL HERESY: BECOMING A HERETIC DURING A CAREER

The vast majority of Heretics are recruited during their adult lives. Heretics can be found across all walks of life, from those living in abject poverty who aspire to escape their lot, to those who possess great power yet only crave more. Heretics are more commonplace than most people think, though less common than some might fear, and while most are only dabblers in the Darkness, they all have a place in the Patterns of their masters.

At the start of any career phase, a player may choose to make their character a Heretic. In most ways, the character continues as normal—they roll or choose a career, apply its benefits, and so forth. As with becoming a Heretic during Education, the character receives an additional option for his Elective Skills for that career, based on the cult that recruits him. The skills each cult provides are described above.

The character also gains the Secret Kohort talent, and are now a Heretic in every sense, at the Rank of Acolyte (see 115). As above, they immediately gain an Ally in the form of a higher-ranking member of the Cult's hierarchy, and the character may immediately choose a single Dark Gift from the Dark Symmetry pattern.

After this, the new Heretic rolls on the Career Event table (the one in the rulebook, or the faction-specific one from the relevant sourcebook). However, in addition to the result on that table, check the values on the dice themselves. If both d20s rolled are odd numbers, then some negative element of the Heretic's secret life has cropped up: roll on the Negative Heretic Events Table (page 110). If both d20s rolled are even, then some positive element of the Heretic's secret life has cropped up instead: roll on the Positive Heretic Events Table (page 109).

CONTINUING AS A HERETIC

Once a character has become a Heretic, he cannot stop being a Heretic—the initiation binds the character's soul to the Dark Symmetry, and barring some very rare and specific circumstances, that connection cannot be severed.

A Heretic character continues to roll or choose Careers normally, and he will roll on the relevant Career Events

table with each Career Phase. Just as when he first became a Heretic, when rolling on a Career Events table, if both dice are odd, or both are even, then the Heretic must also roll on the Negative or Positive Heretic Events table, respectively. A Heretic may always enter the Sacristan Primary Career (page 112). The only reason a Heretic ever becomes truly unemployed is if being a vagrant is part of some larger scheme. A Heretic may continue to add his Cult's skills to the list of available Elective Skills with each Career Phase, as noted above.

However, a Heretic character may take advantage of his connections and powers to further his career. This allows the character to roll **↑** when spending one or more Life Points to pick a career, or to reduce the Difficulty of an Iconic Career (other than a Heretic Iconic Career); any total rolled grants the character that many free Life Points immediately. These points are lost if they aren't used. If a Dark Symmetry Icon is rolled on this **↑**, then the Heretic has pushed his luck and aroused suspicion—when rolling for his Career Event that phase, the Heretic **must** roll on the Negative Heretic Events table, regardless of what the dice roll.

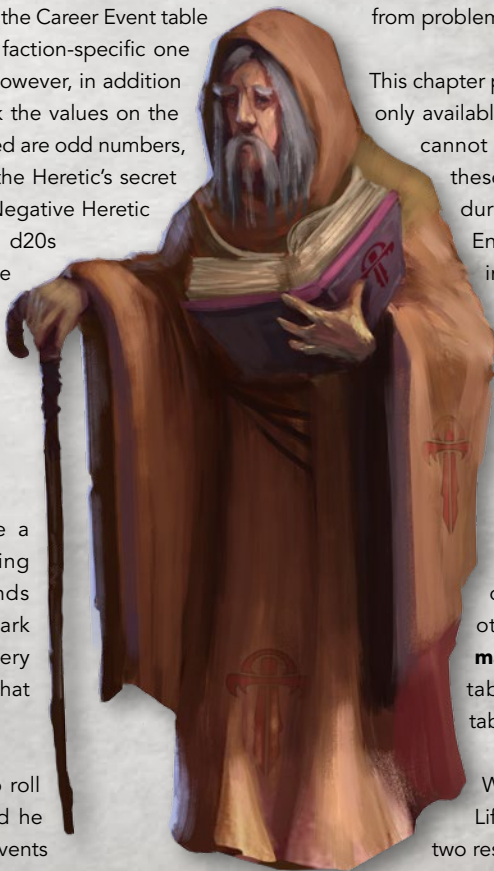
Each time a Heretic takes a career, he may exchange any Talent that Career would provide for a single Dark Gift, either from the Dark Symmetry or from his Patron Apostle's Pattern. However, it is worth noting that a Heretic who has many Dark Gifts may suffer from problems later.

This chapter presents a number of Heretic Iconic Careers, which are only available to characters who are already Heretics. A character cannot become a Heretic and immediately enter one of these Iconic careers, they must have become a Heretic during Education or during a previous Career Phase. Entering a Heretic Iconic Career—any of those listed in this chapter—increases the Heretic's Rank by one, representing their greater status.

HERETIC EVENT TABLES

The following tables contain some fairly potent results, which will impact the character's life and nature significantly. A character may spend one Life Point in order to prevent rolling on the Negative Heretic Events Table during that Phase, or to roll on the Positive Heretic Events Table if he would not otherwise roll on one of these two tables. A character **may not** spend one point to not roll on the Negative table, and then a second to roll on the Positive table instead.

When rolling on either table, a character may spend one Life Point to roll an additional d20 and pick which of the two results the character prefers.



HERETIC POSITIVE SPECIAL EVENTS TABLE

D20 ROLL ADOLESCENT EVENT

- 1** **Stigmata/Degeneration Removal:** All Heretics risk being afflicted with Stigmata or degeneration even if they do not possess abilities that could normally cause them. Due to a boon owed, you can have one Stigmata removed, or reverse the first stage of degeneration. This event can be saved and used at any point during character creation, or even used in-game. Once it is used, it is gone.
- 2** **Employment Program:** The Cult has contacts in many businesses and fields of employment. Whenever you roll to determine a Primary Career, you may choose a result in Column A or Column B without paying any Life Points.
- 3** **Good References:** The Cult can provide solid references for all of its members, allowing them to go far in employment. Increase your Earnings rating by one.
- 4** **Corporate Contact:** You have a contact within one of the corporations, giving you easier access to information, facilities, and events specific to that corporation. Roll 1d6 to determine which corporation the contact is in. If you roll your own corporation, the contact is in the Cartel instead. 1=Bauhaus, 2=Mishima, 3=Cybertronic, 4=Imperial, 5=Capitol, 6=White Star.
- Specialist Training:** You may re-roll a single d20 on any skill test made using any of three skills associated with your Patron Apostle.
- Algeroth:** Close Combat, Mechanics, Ranged Weapons.
- 5** **Ilian:** Insight, Mysticism, Willpower.
- Demnogonis:** Medicine, Resistance, Science.
- Semai:** Lifestyle, Persuade, Stealth.
- Muawijhe:** Insight, Psychotherapy, Willpower
- 6** **Protected:** You are deemed important enough to be given extra protection to keep you from the Inquisition. Whenever you roll on the Discovery Table (see page 120), roll twice and pick the lower result.
- 7** **Loyal Servant:** You are considered a worthy addition to the cult and given an extra Dark Gift of your choice from the Pattern of your Patron Apostle.
- Endowment:** You are granted a single boon from your Patron Apostle, of the type mentioned below. This endowment is determined randomly.
- 8** **Algeroth:** Implant
- Ilian:** Weaving
- Demnogonis:** Pesticum
- Semai or Muawijhe:** Dark Ink
- 9** **Strong Mind:** Your will is harder to break than most. You gain two additional Mental Wounds.
- 10** **Contact Within Another Cult:** During a mission, you have made the acquaintance of a high-ranking Heretic within a cult devoted to another Apostle. They will exchange information with you, though this information may not always be reliable or advantageous. In return, they expect similar treatment, and they may not take kindly to being lied to or misled.
- 11** **Inheritance:** You have inherited money, property, or something else valuable. You gain ten Assets.
- 12** **Chosen:** The Heretic's activities have been recognised, and he is being promoted as a result. Increase the Heretic's Rank by one.
- 13** **Favoured by the Cult:** As a reward for your services, you are given an extra Dark Gift of your choice, from the Dark Symmetry or from the Pattern of your Patron Apostle.
- 14** **Extortion:** You have found a way of blackmailing your employer. Whenever you roll on a Career Events Table, you may re-roll one or both d20s if the initial result would cause you to be fired.
- 15** **Secretive Cult:** Your cultist brothers and sisters are very careful and meticulous when it comes to staying hidden. As a result, you have learned a great deal about ciphers, anagrams, and hidden messages. You reduce the difficulty of any Linguistics test made to create or decipher a code or hidden message by two steps, which may remove the need for a test.
- Endowment:** The Heretic is granted a single boon from his Patron Apostle, as described below. This endowment is determined randomly.
- 16** **Algeroth:** Implant
- Ilian:** Weaving
- Demnogonis:** Pesticum
- Semai or Muawijhe:** Dark Ink

D20 ROLL ADOLESCENT EVENT

- 17 **A Step Towards Transfiguration:** The Heretic, whether because of some prophecy, or because of the promise he has shown, has been granted a single step towards Transfiguration.
- 18 **Police Department Contact:** You have a contact within the PD in your city. You are tipped off about upcoming raids, and have the inside track when it comes to investigations. Also, you will never have a police record, as your contact sees to it that all transgressions stricken from the record. However, if you are Discovered, your contact will be dragged into the interrogation cells of the Inquisition and probably become a liability, unable to ever help you again.
- 19 **Backup Identity:** If you are ever Discovered, or need to disappear for another reason, you have been given a backup identity. You will undergo subtle but significant plastic surgery, your fingerprints will be changed with the aid of the Dark Symmetry, and you are relocated to a new life, which includes a back-story, new home, and job.
- 20 **Groomed For Transfiguration:** The Heretic is promising and great things are believed to be in his future. He is given two steps towards Transfiguration.

HERETIC NEGATIVE SPECIAL EVENTS TABLE

D20 ROLL ADOLESCENT EVENT

- 1 **Discovered:** Your nature as a Heretic has been discovered and reported to the Inquisition. Your former cell is in all likelihood destroyed, and your only choice is to run, as the Brotherhood will pursue you relentlessly. Due to being a known Heretic, add three to all rolls on the Detection table you make.
- 2 **Spontaneous Degeneration:** Due to the corruption of the Dark Symmetry, your body has become twisted, and you suffer the next stage of Degeneration. This will occur whether you have received any Dark Gifts/Endowments or not.
- 3 **Spontaneous Stigmata:** Due to the corruption of the Dark Symmetry, your body has become twisted. This will occur whether you have received any Endowments or not. Roll once on the Bio-engineered Implants Table (see page 158) in order to determine the Stigmata received.
- 4 **Abnormal Body:** It is unclear whether it is due to pollutants in the environment, or your exposure to Endowments and the Dark Symmetry, but your body has become twisted, making you stand out. This may take many shapes and forms, such as a severely twisted spine, hideously disfigured face, or vile odour. Whatever the deformity, it does not mark you as a Heretic, but people will often react negatively to it. Discuss the exact details with the GM. The deformity does not affect your body to a degree that your physical actions are affected.
- 5 **Hubris:** You have become dangerously proud of being part of your cult. You have developed a hubris that makes you somewhat reckless. This makes you more likely to be Discovered. When rolling for Discovery, roll one additional \uparrow .
- 6 **Spontaneous Stigmata:** Due to the corruption of the Dark Symmetry, your body has become twisted. This will occur whether you have received any Endowments or not. Roll once on the Bio-engineered Implants Table (see page 158) in order to determine the Stigmata received.
- 7 **Arrogant:** Your personality leaves much to be desired at this point. You have even managed to irritate your fellow cultists. This makes it harder for you to get hired or reemployed during character creation. When you attempt to enter a new Primary Career, you must pay one more Life Point than normal unless the career is one of your free picks. When you attempt to enter an Iconic Career, the difficulty increases by one.
- 8 **Blessed Psychopathy:** Continual exposure to the malign power of the Dark Symmetry and the doctrines of the Dark Apostles has warped your perspective. The specifics of your psychosis vary based on your Apostle.
- Cultists of **Ilian** become cold and distant, viewing themselves as superior to those around them. This drives them to regard their plans and acts as better than those of 'lesser men'. The cultist's superiority complex increases the Repercussion range of all Command and Persuade tests by two.
- Cultists of **Algeroth** become quick-tempered, and they resort to violence quickly. Many become serial killers, satisfying their rage with bloodshed upon those who wrong or offend him. The cultist must attempt an Average D1 Willpower test when frustrated, slighted, or otherwise impeded by another. Failing this test means the character feels compelled to kill the offending person... though they do not have to do so immediately.
- Cultists of **Demnogonis** become obsessed with the lives of vermin, cultivating colonies of insects and rodents as 'pets', keeping them near even when inappropriate. The Heretic increases the difficulty of Persuade tests when dealing with non-cultists who notice or learn of the Heretic's pet infestation.

D20 ROLL ADOLESCENT EVENT

Cultists of **Semai** become petty and jealous, feeling only hate towards the successes of others, and joy at their failures. Whenever an ally generates three or more Momentum on a test, the Heretic suffers one Dread. Whenever an ally suffers a Repercussion, the Heretic recovers one Dread.

8
(CONT)

Cultists of **Demnogonis** are erratic and unpredictable, ranging from mania to depression at a moment's notice. At the start of each scene, roll **↑**; if a Dark Symmetry Icon is rolled, the character's mood shifts, becoming depressed. This removes one of the character's Chronicle points, and prevents him from banking Momentum into the group's pool. He will remain this way until he rolls another Dark Symmetry Icon at the start of a subsequent scene, at which point he becomes manic, gaining an additional Chronicle Point and regaining the ability to bank Momentum.

9

Powerful Fanatical Enemy: For some reason, one of the high ranking cultists in your temple has got it in for you—you gain this fellow cultist as a Rival. He will do everything he can to thwart your plans, block your promotions, and make your life as miserable as possible. You should be prepared to be sent out on the most dangerous missions.

The Black Hunger: You've started to hunger for human flesh. At first, this is a minor craving, requiring only a few grams of flesh each month. Flesh from someone you've hunted personally is more satisfying, but you can make do with human flesh from any source (other than yourself—autocannibalism won't sate the Black Hunger). Failing to sate this craving causes one Dread.

Each time you suffer this result, or suffer from Degeneration, the Black Hunger worsens:

10

Stage Two: You must consume about a hundred grams of human flesh a week to sate the cravings, or twice as much if you haven't hunted the person yourself.

Stage Three: You must consume around a kilogram of human flesh every day to sate the cravings, or three times as much if you haven't hunted the person yourself.

Stage Four: As stage three, but if you have not sated your hunger for the day, and you slay an enemy in combat, you must pass a Challenging D2 Willpower test or begin to feast on the victim for the next 1d6 rounds, becoming oblivious to everything around you unless attacked in close combat.

11

Punishment: You have made a very big mistake, and failed your cultist brothers and sisters. In a way, you are lucky as your life is spared, but you are taken to the Inner Sanctum and one of your Dark Gifts is stripped from you (chosen by the GM).

12

Interrogated: The Brotherhood suspected you of heresy and interrogated you for days. You withstood their attempts and managed to hide your true nature, and now they have let you go, believing that they made a mistake. However, the experience scarred you mentally. Increase the difficulty of all Willpower tests caused by the Brotherhood by one step.

13

Drained Assets: For one reason or another, you have managed to get into some real financial trouble. You gain a debt of ten Assets, and a single Enemy—the person you owe. Once this debt is paid off, you no longer have the Enemy.

14

Criminal Record: Though you haven't been discovered as a Heretic, your activities have caused you to gain a Criminal Record (see page 49 of the *Mutant Chronicles* rulebook). This might be deliberate—one step in a larger plan—or accidental, but either way, you're now marked as a criminal and known to the authorities.

15

Fired: Due to some indiscretion related to your heretical activities, you have been fired from your current job, and have to apply for new one. See page 57 of the *Mutant Chronicles* rulebook.

16

Serious Illness: You contracted a serious illness. After being bedridden for weeks, you managed to overcome it. However, the illness left its mark upon you, leaving you somewhat frail. Reduce your total number of Serious Wounds and Critical Wounds by one each.

17

Innate Hostility: Due to being subjected to constant and prolonged hostility, perhaps at work, in a relationship, or even in your upbringing, your demeanour tends to be quite defensive and hard. You increase the Repercussion range of all Persuade tests you attempt by two, due to your harsh demeanour.

18

Being Extorted: You might have borrowed money from them, or they might have found out something about you, but whatever the circumstances, you find yourself being extorted by a very powerful criminal organisation. Members of this organisation often ask you to perform a variety of favours that put you in danger. They will not go away until dealt with.

19

Failure: Due to a failure, you have your Heretic Rank reduced by one. If your rank was already 1, then your next career phase must be spent as a Sacristan (see page 112)

20

Horrid Nightmares: For some reason, you suffer from terrible nightmares. Some nights you do not even manage to sleep more than a few sweat-soaked hours. When you wake up after one of these night, you feel fatigued and wrung out, and it affects your performance negatively. Every time you sleep, roll **↑**. If you roll a Dark Symmetry Icon, then your sleep is disturbed by night terrors, and you do not gain the benefits of natural rest that night.

HERETIC CAREERS

Most Heretics have a day job, and they come from all walks of life. Some are, however, completely devoted to their cult and work only for it. On paper, they work for a shell company or similar, which is owned by the cult, but in reality they work in the capacity of a full-fledged cultist. A character may only choose one of these professions after being initiated into a cult.

Cults do have their own unique professions, but there are some that all share that are important to its general function and structure. Though the exact nature of the profession might vary slightly from cult to cult, they are so similar that a distinction between them would be unnecessary. Here, the shared professions will be shown, while unique cult professions will be listed under each Apostle's cult description.

SACRISTIAN

There are usually three reasons why a cultist is working as a Sacristan. The first is that some temples require that new recruits take on the role for a short period of time while living in the temple and learning the way of the cultists. The second is that working as a Sacristan for an allotted period of time can be a punishment for minor failures. The final reason is degeneration. Some Heretics have degenerated to the point where they cannot live in the outside world without being Discovered. If they have no other skills that would allow them to aid the cult, they are allowed to live in the temple and work as Sacristans.

Sacristans perform simple tasks, such as cooking, cleaning, and standing as temple guards. They are also ardent students of lore, and do everything in their power to increase their knowledge. Though not treated badly, their tasks are tedious and monotonous.

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	ABILITY	AWARENESS
2	2	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	0

Mandatory Skills: Education, Observation, Willpower

Elective Skills: Athletics, Close Combat, Mysticism

Signature Skill: Athletics, Education, Observation, Willpower

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: Knife, dark robes, book of Heretical lore



CHAPTER 05

SEEKER



These are the spies and observers of the cults. They are not the type of covert operative that specialises in sabotage and assassinations, rather they are experts at observing and reading people. Seekers are used to find and survey possible cult recruits. They have a very keen eye and find people who are disillusioned, disenfranchised, and feel helpless. The cult provides the Seeker with a cover story and identity. In most cases, they are given a very affluent lifestyle while under cover. They use these assets to lure and cajole potential recruits. Part of their job is also to weed out potential infiltrators, and keep an ear to the ground for investigators who might be on to the cult.

They are as well versed in the symmetry, but as they often end up surveying members of the Brotherhood and other cult hunters, they are trained not to rely only on their gifts, and are masters of deception.

Prerequisites: Heretic, Observation Expertise 2, Stealth Expertise 2
Difficulty: 2

Mandatory Skills: Observation, Stealth, Willpower

Elective Skills: Insight, Persuade, Thievery

Signature Skill: Insight, Observation, Persuade, Stealth

Talents: Two talents from Insight, Observation, Persuade, or Stealth

Equipment: Three suits of clothing (different types and qualities), three decent Fake IDs

Earnings Rating: 3

Special: The Heretic also gains the Obfuscation Dark Gift, if he did not already know it.



MASTER OF RITES



The most important part of being a Heretic, and the most fundamental truth, is that they worship a dark, godlike entity from another dimension. Not only do cults need to act against mankind, there are rites and ceremonies that have to be observed in order to increase the power of the Apostles, as well as the cult. Without these mystical rites, there would be no Dark Gifts bestowed.

The Master of Rites sees to it that all ceremonies and rituals are conducted properly. He has the ability to commune with the Darkness and ask for its favour, granting Dark Gifts to his brothers and sisters while in the Inner Sanctum of a temple. There can be more than one Master of Rites in each temple, but the one with the highest rank leads most of the ceremonies, while the others maintain the Inner Sanctum and ensure that the traditions are being upheld. They devote their life to the study of the Apostles and Dark Symmetry, and are quite often very well versed in the use of Dark Gifts.

Prerequisites: Heretic, Mysticism Expertise 2, Willpower Expertise 2

Difficulty: 3

Mandatory Skills: Persuade, Willpower, Mysticism

Elective Skills: Command, Observation, Insight

Signature Skill: Command, Insight, Willpower, Mysticism

Talents: Two talents from Command, Insight, Willpower, or Mysticism

Equipment: Symbol of office, grand tome of profane secrets, dark robes

Earnings Rating: 5

Special: A Master of Rites may convey unto other Heretics in his cell the use of any Dark Gift he knows. This takes an hour-long ritual and a Challenging D2 Mysticism test. Abuse or misuse of this ability (at the GM's discretion) may be punished by the Master of Rites' Patron Apostle.



LATTER-DAY HERESY: BECOMING A HERETIC DURING PLAY

The third, and perhaps trickiest, option for becoming a Heretic, is to undertake that transition during an ongoing campaign. This is tricky as, unless everyone in the group is descending into Darkness, it is a process that must be done in secret, at least from the character's perspective. As described in *Heretics in Play*, later in this chapter, this kind of secret can put strain upon the group as a whole.

Becoming a Heretic in play might be something that happens deliberately—the player seeks out the opportunity, in collaboration with the GM—or something that happens organically, as an opportunity emerges that neither players nor GM had entirely considered until that point. Either way, it happens in the following manner:

◆ **A HERETIC IS ALWAYS CORRUPTED.** A character cannot become a Heretic until he has become completely corrupted, as described on pages 154-156 of the *Mutant Chronicles* core rulebook—that is, the character has had all of his Mental Wound boxes marked by Corruption damage. Whether this happens voluntarily or as a result of other actions is another matter entirely. Under normal circumstances, a character that has all of his Mental Wound boxes marked in this way is no longer suitable for play, but an exception must necessarily be made if playable Heretics are allowed.

◆ **A HERETIC IS NOT MERELY CORRUPT.** There is a difference between the damned, and Heretics. To become a Heretic, a corrupted character must seek out a cult and undergo a series of vile initiation rites, binding mortal spirit and Dark Apostle together. The end result of these rites is that the character gains the Secret Kohort talent (described on page 106) and becomes a Heretic. This is easy if the character already has Heretic contacts (or there is another Heretic in the group already), but more challenging if the character needs to find a cult without aid. Once the character has the Secret Kohort talent, they are a Heretic, with the rank of Acolyte (as described later in this chapter).

◆ **A HERETIC TRANSCENDS DARK INFLUENCES.** Under normal circumstances a character suffering the effects of Corruption faces a number of possible Dark Influences upon his behaviour. Heretics, due to their bond with the Dark Soul, cannot gain further corruption, and are never affected by Dark Influences—the Dark Apostles give them clarity of mind to better allow them to serve.

One additional consideration should be made if characters seek to become Heretics during play—Corruption Soak. For most people, this value will be 1 or 2, though some particularly pious and/or iron-willed people have higher Corruption Soak. This represents a

person's basic humanity and his basic resistance to the Darkness. A character that is willingly and actively seeking to become a Heretic may seek to lower his Corruption Soak.

Just as regular cathedral services and confession bolster a character's Corruption Soak, vile acts and ritual debasement lower a character's resistance to the Darkness. Ritual murder (ordinary murder will not suffice here, it is too mundane), and spending several hours in supplication in a Tainted Location will both reduce a character's Corruption Soak by one for the next seven days. A Heretic may attempt an Average D1 Mysticism test to blight the soul of a prospective Heretic, reducing that character's Corruption Soak by one for the next twenty four hours, plus an additional eight hours per Momentum spent. The favour of a Heretic never comes without a price, however, and he will often have particular requirements before he is willing to assist a character's descent into Darkness. Think of this price as a test to determine a character's worthiness to join their number.

BEING A HERETIC

Playing a Heretic requires a number of considerations that non-Heretic characters don't have to consider—Discovery, Degeneration, and the powers they wield, to name three. These factors can make playing a Heretic a challenging prospect, particularly in a mixed group where there is a single Heretic amongst non-Heretic characters.

HERETICS IN PLAY

There are a few ways to play a Heretic character, and the GM should consider carefully how he wants Heretics included in his game, if at all. The GM is perfectly within his rights to prohibit Heretic characters entirely.

If that is not the case, then the situation will broadly be one of the following:

◆ **INFILTRATOR:** One Heretic, operating in secret amongst a group of non-Heretic characters. This is the simplest to arrange—it only requires a single player willing to be a Heretic—but the most complex to actually play. It requires a degree of separation between players and characters to account for the fact that the players know that there's a Heretic in their midst, but the characters don't. Alternatively, it may require that one player be able to keep a secret, and handle all Heretic-specific matters in secret with the GM. Either way can be a strain on the group, particularly if the Heretic tries to convert or corrupt the player characters. It's also extremely difficult to run if there's a Brotherhood character (or something similar, like a Mishiman Demon Hunter) in the group as well... this can lead to player-on-player conflict, and result in the group spontaneously collapsing when the secret is revealed.

◆ **HERETIC CELL:** The simplest to run, this setup assumes that all player characters are Heretics belonging to a single cell, all working for a single Dark Apostle. This might bring them into conflict with other cells, with the corporations, and with the Cartel (by their very nature, Heretics are in conflict with the Brotherhood all the time). This is a relatively straightforward premise, and comes built-in with a connection between the characters. However, it also limits diversity between characters, as they're all drawing from a similar pool of careers and abilities. This is especially the case if all the characters are of the same corporation as well. However, this method also means that the campaign can be strongly themed—a cell of Semai Heretics building a commoner uprising in Mishima is quite different to a cell from a Cult of Ilian infiltrating the Brotherhood.

◆ **MIXED HERETICS:** This requires some justification, but it allows for the widest range of Heretic characters. A group of Heretics from different cults and different cells may be gathered together to serve some grand purpose determined by the Dark Apostles.

◆ **RED ON RED:** This is perhaps the most unusual of Heretic campaigns. A group of Heretics operating *against* the forces of the Dark Apostles, whether as secret saboteurs or an active rebellion, is an extremely risky proposition, as both the Dark Legion and the Brotherhood will be moving against them. There is a conspiratorial cell within the Cartel operating under this very premise, having to hide their activities from both sides of the war for humanity, while the legendary Shadow Walker Cult in Mishima were once rebel Heretics of Algeroth. For obvious reasons, it's difficult for a group of rebel Heretics to gain ranks and power, as their activities isolate them from other servants of the Dark Soul.

RANK AND STANDING

Most Heretics will never progress beyond the Rank of Acolyte, but player characters are considered to be extraordinary, a cut above the masses, and they will rise through the ranks more quickly. Each new Rank comes with new benefits, new rewards, and new responsibilities. All Heretics of a lower Rank within each Cult must obey the will and word of a higher-ranking Heretic—disobedience is not taken lightly.

The following Ranks are broadly the same for each Cult, regardless of which Apostle they follow, but the precise benefits granted by each Cult to Heretics of a particular Rank vary considerably. One consistent bonus is a pool of Personal Dark Symmetry—a reserve of raw malign power that the Heretic can draw upon at will, to augment his abilities. A Heretic may spend a point from his Personal Dark Symmetry whenever he would normally pay a point into the Dark Symmetry pool. A Heretic's Personal Dark Symmetry refreshes at the start of each day, upon the completion of his morning rites (a brief

HERETICS AND THE DARK SYMMETRY POOL

Under normal circumstances, the player characters and the Dark Symmetry are opposed to one another, with the Dark Symmetry pool representing the abstract strength of the players' opponents.

This dynamic makes less sense when the player characters work for and with the Dark Symmetry. However, the Dark Symmetry pool is more than a narrative reflection of the power of the Darkness—it is a means of influencing the pace and flow of an adventure, and a mechanical cost for certain actions and choices.

This means that it's easier to shift the narrative than it is to change the way the rules work for Heretic-focussed campaigns. For Heretics, actions that feed the Dark Symmetry pool represent their contribution to the Darkness, and their part in its agenda.

However, the stronger the Dark Symmetry grows, the more the Brotherhood and other forces of humanity will push back against it. Each point taken from the Dark Symmetry represents some opposition to the Dark Soul's power.

Heretic campaigns are likely to see many Dark Legion creatures on the side of the player characters. This, naturally, may cause some issues with the way those creatures use Dark Symmetry points. Broadly, this can be resolved in one simple way—change the 'direction' those Dark Symmetry points flow. Where an NPC's action or ability normally costs Dark Symmetry points—including the use of Dark Gifts—it instead pays an equivalent number of points *into* the Dark Symmetry pool, if the NPC is working alongside the player characters. A player should determine how, why, and when an NPC pays Dark Symmetry points, rather than leaving this in the GM's hands.

rededication to his Patron Apostle, taking five minutes and a small offering of blood).

Heretics are loosely organised into cells, which are semi-independent bands operating amongst human society. Individual Cells don't operate from their Cult's Temple, and most Heretics will never see the Temple of their masters. Only those who have a role within the Temple itself, or those of higher Rank, are permitted even to know the Temple's location (others are led there in blindfold and noise-cancelling headphones).

Whenever any of the entries below grant a Heretic a Dark Gift, they may choose this Gift from either the Dark Symmetry list, or from the Pattern of their Patron Apostle.

Reaching a new Rank is something achieved during play, for the most part. The GM provides a promotion as a reward at the end of a successful mission. If you are promoted to a Rank during character creation, but do not meet the prerequisites, then you don't enter that Rank immediately, but must wait until you meet the listed prerequisites. Once you have achieved the prerequisites, then you immediately gain the benefits of your new Rank.

ACOLYTE—RANK 1

All Heretics begin as Acolytes, and Acolytes are the most numerous Heretics. They form the majority of the cells who operate in the field, carrying out the orders of distant masters they may never meet. The activities of an Acolyte are seldom particularly important, and little is expected of them. However, those Acolytes who perform above and beyond these expectations are quickly promoted to greater things.

A Heretic character becomes an Acolyte as soon as they gain the Secret Kohort talent. There are no specific requirements for being an Acolyte, nor are there any particular boons.

ADEPT—RANK 2

An Adept has received some recognition within the cult, and they will normally perform the lion's share of a cell's actions, taking more of the responsibility and garnering more of the acclaim should they succeed.

An Adept is simply any Heretic who has distinguished himself in service to the cult. There are no specific requirements for being an Adept, beyond ambition and prowess.

Upon being promoted to the Rank of Adept, the Heretic immediately gains a Personal Dark Symmetry pool of 1. He also immediately gains a single Dark Gift.

APPRENTICE—RANK 3

Particularly gifted and promising Adepts are given special tutelage, and they begin training to be true servants of their Apostle, rather than mere pawns in a larger game. Becoming an Apprentice requires prowess and knowledge more than just ambition.

All Apprentices must have at least Willpower Expertise 1. Apprentices, like Adepts, have a Personal Dark Symmetry pool of 1. In addition, each Apostle's Cult has particular requirements for Apprentices, and specific benefits they grant.



NOVICE—RANK 4

Novices are those apprentices who have endured the arduous trials and unkind scrutiny of their masters. Novices do not yet have true authority over the Heretics around them, but most use their seniority as an opportunity to bully lesser Heretics.

Novices have a Personal Dark Symmetry pool of 2. Each Apostle's Cult has particular requirements for Novices, and specific benefits they grant.

POSTULANT—RANK 5

Having been given their first taste of true power, Postulants are equal parts subservient minion and petty tyrant. Each Postulant is inducted into the first of the inner circles of each Cult, and is given the secret of the Temple's location. Furthermore, a Postulant is given a cell of his own to operate, and an understanding of his Temple's greater agenda. To his masters in the Temple, he is a loyal servant of the cult. To the Heretics in his cell, he is the embodiment of the Dark Symmetry.

All Postulants must have at least Command Expertise 1. Postulants, like Novices, have a Personal Dark Symmetry pool of 2. A Postulant also gains one additional Dark Gift. In addition to this, the Postulant has a cell of Heretics to lead, and the freedom to enact the orders given to him in any way he sees fit.



SYMMETRICIAN—RANK 6

Having achieved a place within the Temple, a Heretic gains access to all manner of secrets and resources, allowing him to gain a great deal of personal power above and beyond the political power he has gained within the cult. Symmetricians are the result of this renewed focus on personal power.

All Symmetricians must have at least Willpower Expertise 2. Symmetricians have a Personal Dark Symmetry pool of 4. In addition, each Apostle's Cult has particular requirements for Symmetricians, and specific benefits they grant.

WEAVER—RANK 7

As a Heretic progresses in power, he will gain more authority as well, the better to turn that power to the advancement of their Apostle's power. Weavers bear that title for two reasons—they weave both the power of the Dark Symmetry into ever greater and more complex effects, and they weave the activities of several cells together into coherent plans. Each Weaver is responsible for a half-dozen cells.

All Weavers must have at least Command Expertise 2 and Mysticism Expertise 1. Weavers, like Symmetricians, have a Personal Dark Symmetry pool of 3. In addition, each Apostle's Cult has particular requirements for Weavers, and specific benefits they grant.

MASTER HERETIC—RANK 8

Beyond Weavers, there ranks of ever-increasing power, status, and authority. These individuals make up the elite circles of each Temple's hierarchy, commanding dozens of cells each, directing the operations of large portions of the cult's forces through layers of subordinates.

RANK AND STANDING—REQUIREMENTS AND BENEFITS

APOSTLE	APPRENTICE		NOVICE	
	REQUIREMENTS (ANY ONE)	BENEFITS (CHOOSE ONE)	REQUIREMENTS (ANY ONE)	BENEFITS (CHOOSE ONE)
Ilian	Insight Expertise 1 Mysticism Expertise 1 Stealth Expertise 1	Two Dark Gifts One Dark Gift and one Weaving	Insight Expertise 2 Mysticism Expertise 2 Stealth Expertise 2	One Dark Gift or one Weaving
Algeroth	Close Combat Expertise 1 Mechanics Expertise 1 Ranged Weapons Expertise 1	Two Implants One Implant and one Dark Gift	Close Combat Expertise 2 Mechanics Expertise 2 Ranged Weapons Expertise 2	One Implant or one Dark Gift
Demnogonis	Medicine Expertise 1 Resistance Expertise 1 Treatment Expertise 1	One Dark Gift and one Pesticum Two Pesticum	Medicine Expertise 2 Resistance Expertise 2 Treatment Expertise 2	One Dark Gift or one Pesticum
Muawijhe	Observation Expertise 1 Psychotherapy Expertise 1	One Dark Gift and one Dark Ink Two Dark Gifts	Observation Expertise 2 Psychotherapy Expertise 2	One Dark Gift or one Dark Ink
Semai	Lifestyle Expertise 1 Persuade Expertise 1 Stealth Expertise 1	One Dark Gift and one Dark Ink Two Dark Gifts	Lifestyle Expertise 2 Persuade Expertise 2 Stealth Expertise 2	One Dark Gift or one Dark Ink

All Master Heretics must have at least Command Expertise 3 and Command Focus 1. Master Heretics have a Personal Dark Symmetry pool of 4. A Master Heretic gains one Dark Gift.

LORD HERETIC—RANK 9

A dozen or so Master Heretics report to a single Lord Heretic, the highest circle of Heretics within each Temple. The Lord Heretics convene periodically to determine the cult's activities, with their will shaping the Temple's agenda.

All Lord Heretics must have at least Command Expertise 4, Command Focus 2, and Mysticism Expertise 2. Lord Heretics have a Personal Dark Symmetry pool of 4. A Lord Heretic gains two Dark Gifts.

DARK MAGISTRATE—RANK 10

Each Temple is led by a single Dark Magistrate, a Heretic of singular power who communes with his Patron Apostle directly. No human is as close to the Dark Apostles as the Dark Magistrates are, and the only way to grow in power further is Transfiguration.

Dark Magistrates must have at least Command Expertise 5, Command Focus 3, and Mysticism Expertise 3. Dark Magistrates have a Personal Dark Symmetry pool of 5. A Dark Magistrate gains one Dark Gift and one Endowment (of the type associated with his Patron Apostle). Further, a Dark Magistrate is sent to found a new Temple, and has limitless freedom in how he goes about creating a new Heretic movement in a new city.

RANKS ABOVE 10

Though technically, no rank above Dark Magistrate matters—there's nobody around to challenge a Heretic of that power—Heretics

can continue to accrue power and status. At this point, it is the responsibility of a Nepharite in the nearest Citadel to determine if the Heretic's power makes him worthy of greater status in the eyes of their master. This doesn't happen often, as Nepharites are wary of potential rivals.

Each rank above 10 grants a single Dark Gift or a single Endowment, and increases the Heretic's 'safe limit' for Gifts and Endowments, but otherwise provides no benefit.

GIFTS AND ENDOWMENTS

Heretics serve the Dark Apostles for power as much as for ideology, and each Dark Apostle sates that desire for power in a different way. The various powers and abilities that the Dark Apostles grant to a character can be found in **Chapter 06: Powers of the Apostles**, but some consideration of them should be made here.

Unless noted otherwise, whenever a Heretic gains a Dark Gift, that Gift may be chosen freely from one of two lists—the general Dark Symmetry list that is available to all Heretics, and the list, or Pattern, specific to that Heretic's Patron Apostle. These lists can be found in **Chapter 16: Gifts of the Dark Symmetry** in the *Mutant Chronicles* rulebook, and in **Chapter 06** of this book.

Endowments are a little more complex. Each Dark Apostle employs a different form of Endowment to bolster Heretics and other servants.

ILIAN'S endowments are Weavings, which draw upon a deeper understanding of the Dark Symmetry. These Weavings allow a Heretic of Ilian to wield the Dark Gifts of the other Apostles.

APOSTLE	SYMMETRICIAN		WEAVER	
	REQUIREMENTS (ANY ONE)	BENEFITS (CHOOSE ONE)	REQUIREMENTS (ANY ONE)	BENEFITS (CHOOSE ONE)
Ilian	Insight Expertise 2 Mysticism Expertise 2 Stealth Expertise 2	Two Dark Gifts One Dark Gift and one Weaving	Insight Expertise 3 Mysticism Expertise 3 Stealth Expertise 3	Two Dark Gifts and one Weaving
Algeroth	Close Combat Expertise 2 Mechanics Expertise 2 Ranged Weapons Expertise 2	Two Implants One Implant and one Dark Gift	Close Combat Expertise 3 Mechanics Expertise 3 Ranged Weapons Expertise 3	Two Implants and one Dark Gift
Demnogonis	Medicine Expertise 2 Resistance Expertise 2 Treatment Expertise 2	One Dark Gift and one Pesticum Two Pesticus	Medicine Expertise 3 Resistance Expertise 3 Treatment Expertise 3	One Dark Gift and Two Pesticus
Muawijhe	Observation Expertise 2 Psychotherapy Expertise 2	One Dark Gift and one Dark Ink Two Dark Gifts	Observation Expertise 3 Psychotherapy Expertise 3	Two Dark Gifts and one Dark Ink
Semai	Lifestyle Expertise 2 Persuade Expertise 2 Stealth Expertise 2	One Dark Gift and one Dark Ink Two Dark Gifts	Lifestyle Expertise 3 Persuade Expertise 3 Stealth Expertise 3	Two Dark Gifts and one Dark Ink

ALGEROTH'S endowments are Implants, biotechnological enhancements that make a creature more able to kill or survive. Some of these are sophisticated Necrobionics, while others are vat-grown organs, synthetic tissues, and bioengineered symbiotes.

DEMNOGONIS' endowments are Pesticus (singular, Pesticum), which are engineered diseases, parasites, or cancers that can imbue the host with supernatural abilities. In the body of someone not devoted to Demnogonis, a Pesticum is deadly. In a Heretic of Demnogonis, the most deadly symptoms are suppressed, allowing the Heretic to withstand the diseases' effects.

MUAWIJHE and **SEMAI** share a single form of endowment: Dark Ink. These sorcerous tattoos are virtually impossible to distinguish from ordinary body art, but the power they provide is significant, giving a Heretic an assortment of tools and abilities to escape discovery or capture.

Endowments, other than Weavings (which are simply a different form of Dark Gift), are determined randomly. Each time a Heretic gains an Endowment, roll on the appropriate table to determine which Endowment is gained.

Above and beyond the Gifts and Endowments a Heretic is granted as part of his careers, Special Events, and his progression through the Ranks of his cult, a Heretic may purchase additional Gifts and Endowments with experience points—in essence, using favour accrued with his superiors from successful missions to obtain more power. Each Dark Gift costs 600 experience points, while Endowments cost 800 experience points. A character receives a discount of 50 experience points for every Rank the character has beyond the first—so a Rank 4 Heretic reduces the cost of Dark Gifts and Endowments by 150 experience points. The minimum cost of a Gift or Endowment is 100 experience points. Purchasing Gifts and Endowments comes with the same risk of Stigmata and Degeneration as Gifts and Endowments obtained any other way... meaning that Heretics accrue power at their own risk.



STIGMATA

Stigmata are often viewed as a sign the favour of the Dark Apostles, but favoured or not, they make it hard to blend in and increases the risk of being Discovered. Most of the Gifts and Endowments granted to a Heretic are concealable, but if the Heretic suffers Stigmata, the ability to conceal his abilities—and his heretical nature—will be impaired. Though the Technomancers and Tekrons of Algeroth, and their counterparts in other cults, are skilled at what they do, Heretics do suffer Stigmata from time to time. The reason is very simple: the human body was simply not designed to be implanted with otherworldly, corrupting power.

The Stigmata will provide external, physical proof of the Heretic's corruption and power. Stigmata are often very noticeable and horrific. If these marks of corruption are noticed, the Heretic will indubitably be marked as such, and dealt with accordingly.

SUFFERING STIGMATA

As mentioned, the risk of suffering Stigmata increases with the number of Gifts and Endowments a Heretic possesses. The more a Heretic has, the more likely it is that Stigmata will manifest. Some Endowments—normally Implants—can be granted more than once, and each time such an Endowment is granted, it counts towards the Heretic's total.

Though noticeable, there are some steps a Heretic may take to hide some Stigmata to a certain degree. Claws that refuse to retract can be covered by gloves, a horrible stench can be alleviated by dousing oneself in strong aftershave, and lesions and tears can be hidden to a certain extent with makeup. Heretics tend to be creative, as their lives depend on it.

A Heretic may safely possess a number of Gifts and Endowments equal to half his Mental Strength attribute, rounding up, plus his Rank. If a Heretic has more Gifts and Endowments than this, then he is at risk of Stigmata. Whenever the Heretic gains a new Gift or Endowment, check if it would put him over this value; if it does, roll **↑** for each Gift or Endowment above that 'safe' value. If one or more Dark Symmetry Icons are generated, then the newest Gift or Endowment received manifests Stigmata. If three or more Dark Symmetry Icons are generated on a single roll, the Heretic suffers a level of Degeneration as well. Though a Heretic's 'safe limit' will increase as he progresses, any Stigmata gained is not automatically removed if his 'safe limit' increases past his number of Gifts and Endowments—gaining power too quickly is as much a danger as gaining too much power.

Spontaneous Stigmata is an affliction that some Heretics suffer during character creation. It is unknown why this happens, but these Stigmata appear without the Heretic having received any gifts. If you suffer Spontaneous Stigmata, make a roll on the Implant Table (see page 158) and take the Stigmata associated with the implant in question. You do not gain the implant, however.

REMOVING STIGMATA

It is possible to have Stigmata removed. This can happen as a result of an event during character creation, or during gameplay. Only certain specially trained Heretics and creatures of Darkness have the ability to remove Stigmata, as do Nepharites. How this is done is a closely guarded secret. Human technology seems incapable of removing the more involved physical Endowments without killing or severely and permanently injuring the subject, and no technology can remove a Dark Gift. However, it is also rumoured that some powers of the Brotherhood are capable of removing Stigmata.

Stigmata are only removed by the cult if the Heretic is deemed extremely valuable, enabling him to maintain a normal life and continuing to operate in the outside world. The GM may decide to gift a character with the removal of one or more Stigmata as a reward for a particularly successful mission.

STIGMATA AND DISCOVERY

If a character gains Stigmata, either as a result of a Spontaneous Stigmata event or Stigmata roll, his chance of Discovery will increase. For every Stigmata he possesses, he rolls one more **↑** when rolling for Discovery.



DEGENERATION

Suffering Stigmata is only the first step on the path of Degeneration. Degeneration is far worse than showing Stigmata, a localised expression of bodily corruption. It will actually turn the Heretic into something utterly inhuman and monstrous, and in the end, those who suffer from it will lose themselves completely. In a way, the Heretic's powers act like a cancer, and spread throughout the body, consuming the Heretic from within. The physical appearance, as well as the sanity of the Heretics, deteriorates in an alarming rate.

The Heretic will pass through several stages of Degeneration if his body keeps succumbing to. When the Heretic reaches the final stage, all is lost. Before that, there is some hope of salvation.

RECOVERING FROM DEGENERATION

Once you have begun to Degenerate, you can only recover by getting help from an extremely skilled master of the Dark Symmetry. As there are millions of followers of the Dark Soul in the solar system, why would their masters show pity to a Degenerate?

The Heretic must prove themselves to be someone exceptional and worthy of special treatment—Heretics worthy of Transfiguration are those most likely to be shown leniency. This requires a petition before a mighty servant of the Heretic's Patron Apostle—a Dark Magistrate, a Nepharite, or something greater still. Reaching the being to present the petition may be an arduous task, taking many days or weeks (or more). It takes an Epic D5 Persuade test in order for this petition to be successful, though this is reduced by one for

each step towards Transfiguration the Heretic has earned. A failed test means that the petition is ignored.

A successful test means that the Heretic's petition has been answered; the Heretic returns from his petition with his Degeneration cured and his Stigmata removed. However, he has no immunity from further Degeneration or the accrual of new Stigmata.

STAGES OF DEGENERATION

STAGE ONE: You are no longer human, and cannot pass for one. Your eyes turn a sickly yellow, your hair begins to fall out, and your gums recede, making your now blacked teeth appear longer. Your skin turns flaky and grey, suffering patched necrosis, and shows off pulsating veins on top of dried muscle fibres. All implants you have now bloom in full Stigmata, and all new implants comes with additional Stigmata. It is impossible for you to show yourself among humans, and a character suffering from Stage One or greater Degeneration adds five to any rolls on the Discovery table or the Hunting table.

STAGE TWO: You are a monstrous. You exude the rank smell of rotting flesh, and this is due to the fact that large portions of your body have putrefied. At this stage, your Stigmata have become even more grotesque. Night vision has turned your eyes into red bloodshot globes, strengthened bones twist and leave you with a curved and hunched spine, while regenerative powers make your skin constantly rupture and ooze with ichor. At this point, your body has become so rotten and corrupted that it can no longer accept any more Gifts or Endowments.

STAGE THREE: You are now a true monster. Your degeneration is complete. At this point, you turn into a mindless creature of Darkness, the specific nature of which depends on which Apostle you followed. This character has now become an NPC. Grab a character sheet and pen....

DISCOVERY

The dark powers of a Heretic do not go without notice from the Inquisition. Each time a Heretic is elevated in Rank, or uses one of his Dark Gifts, the GM should roll for Discovery. This roll is a number of **↑** equal to the Heretic's Rank, plus one **↑** for each Stigmata the Heretic currently has. If one or more Dark Symmetry Icons is rolled, then the Seers of the Brotherhood have had a prophetic vision concerning the Heretic's activities, or the authorities have otherwise found a lead. If this happens, the GM should roll on the Detection Table, below.

On the Detection Table, roll 1d20, and add the Heretic's Rank. If the act that triggered the roll took place within a Citadel, a Temple, or some other Heretic stronghold, subtract ten from the roll. If the Heretic is in Luna City, add five to the roll. If the Heretic is in a

city with a Cathedral (other than Luna), add three. The result of the roll should remain secret—the Heretic will not know whether he is being hunted, or how much force the Brotherhood has deployed to confront him.

In Mishiman territories, the Brotherhood won't be the ones doing the hunting—the Heretic will be opposed by Demon Hunters instead of Inquisitors.

DETECTION TABLE

D20 ROLL	RESULT
5 OR LESS	Clouded Vision. The Seers' visions are inconsistent and largely useless, and they cannot determine anything useful from it.
6-10	Minor disturbance detected. Thousands of disturbances like this are detected every single day on Luna City alone, and not even the Brotherhood has the resources to deal with all of them.
11-15	Moderate disturbance detected. This report is logged and recorded, but no forces will be deployed unless the disturbance develops.
16-20	Major disturbance detected. A Cell of Seers will spend the next two weeks attempting to locate and identify the source.
21-25	Potential Incursion! An Inquisitor is assigned to the case, supported by a Cell of Seers, for the next six months. After six months, the investigation will cease.
26-30	Serious Incursion! Three Inquisitors are assigned to the case, and they will spend the next year hunting every lead they can find on the Heretic. They're supported by a Cell of Seers, and almost unlimited resources.
31 OR MORE	All-Out Incursion! Six Inquisitors and a pair of Mortificators are devoted to the hunt, and they will not stop until the threat is eliminated. They have the support of a Cell of Seers, and the full resources of the Brotherhood at their disposal.

HERETICS IN THE BROTHERHOOD

It might seem impossible, but there are in fact Heretics within the ranks of the Brotherhood. The Brotherhood performs rigorous checks, and all members are checked for Stigmata yearly, as well as being constantly monitored by their superiors. But powerful the Brotherhood may be, it is not perfect, and several Heretics have managed to infiltrate its ranks and stay hidden for years. If a character is a Heretic member of the Brotherhood, his chance of Discovery is increased—when rolling for Discovery, re-roll one **↑** that does not roll a Dark Symmetry Icon for each of the following talents

the character possesses: Brother, Mystic, any Arts talent. If he is a member of the First or Second Directorate, he will be automatically Discovered if he possesses any Stigmata.

APOSTASY

A Brother that is revealed as a Heretic is declared an Apostate, and will be harshly dealt with. His name, photo, and description, as well as his personal file, will be circulated to all Inquisitors and Mystics. They are under orders to kill him on sight without delay, unless special circumstances, such as an executive order for priority interrogation being issued, supersede that order. If any character with the Mystic talent is revealed to be a Heretic, he will be even more highly prioritised. Beyond the above measures, an Inquisitor will be personally given the task of hunting down the Apostate. It is his number one priority, and he is granted all the resources necessary to track and kill the Apostate by any means necessary. He is even assigned a personal team of Mortificators. The inquisitor will hunt down the traitor with a zealous fervour, and relentless efficiency. If the Inquisitor is slain, an even more powerful one will be assigned to the case to continue the hunt.

This pursuit is in addition to any Inquisitors assigned to hunt him due to Discovery—many Inquisitors have found separate investigations converging when one set of prophecies converge with the hunt for an Apostate.

BEING HUNTED

The bad news is that the Brotherhood has thousands of Seers in the First Directorate, all of whom are completely devoted to detecting, locating, and identifying signs of the Dark Symmetry. The good news is that there are millions of Heretics to detect, and countless schemes and plots in progress at any one moment, before considering the forces of the Dark Legion pressing against the edges of civilisation. Being a Heretic is risky, but the risk is not great enough to deter those who follow the Darkness.

If a Heretic's activities are spotted—according to the Detection table, above—and forces have been despatched to locate him, the GM should roll 1d20 on the Hunting Table, below, every week that the hunt continues, and once more every time the Heretic uses a Dark Gift. Add one for every Inquisitor that participates in the hunt. In addition, add the Heretic's Rank, and the highest Corruption Factor of all of the dark technology the Heretic carries. All modifiers are cumulative. The result of this roll should remain secret... at least until the Inquisition finds the Heretic and acts.

An unmodified roll of "1" always means that the Brotherhood lose the trail, or locate some matter of greater urgency to consume their attention—a lead on a more powerful Heretic, an Artefact that cannot be ignored, or some other matter of greater import. The Brotherhood's resources are vast, but even they cannot pay equal attention to every threat.

HUNTED TABLE

D20 ROLL	RESULT
10 OR LESS	Failed Investigation. The Inquisition's search is fruitless and the hunt ends immediately.
11-15	A Hunch. They know the Heretic is near, but not where. Subtract three from the next roll on this table.
16-20	Getting Closer. They've located the rough location of the Heretic's hideout. Add one to the next roll on this table.
21-25	Closing In. They're searching the mile around the Heretic's location, and they have a description of the Heretic himself. Add three to the next roll on this table.
26-30	On the Doorstep! The Heretic's identity is known, as is his location. The Inquisition will have forces in place at the Heretic's last known location within a matter of hours.
31 OR MORE	Pin-Pointed! The Inquisition is kicking down the door, or will be within the hour.

CAUGHT RED-HANDED

The Brotherhood likes to claim that all Inquisitors and Mystics can sense the presence of the Dark Symmetry when they're close by. This isn't entirely true.

Those sensitive to the supernatural (anyone trained in the Insight skill) can sense a Heretic only if he is using a Dark Gift at the time, or if he's carrying an item with a Corruption Factor. This requires an Average D1 Insight test at Close range to pin-point the Heretic (the difficulty increases by one step for each range category beyond Close). Many Heretics use Gifts like Obfuscate to hide their presence, or otherwise use their Gifts only rarely to avoid drawing undue attention.

It is reckoned that the Brotherhood perpetuates this rumour—often through works of fiction, such as pulp novels, television serials, radio plays, and movies—to deflect questions about Heretics infiltrating the Brotherhood itself. If Inquisitors and the like were as all-seeing as the Brotherhood claims, there could be no Heretics within the Inquisition.

EVADING CAPTURE

There are two common tricks, taught by Apostates long ago, and now widely known amongst Heretics, that Heretics can use to elude the Brotherhood. The first is relatively simple, but crude.

The Book of Law—the tome that guides all members of the Brotherhood in their activities—in the section on Cleansing, says that "...items of unknown provenance or function must, in all situations, be secured and isolated from the public with aid from

THE HUNTERS

Needless to say, at some point, a Heretic will cross paths with a servant of the Brotherhood... and those encounters will not be pleasant. The following profiles represent Brotherhood adversaries that a Heretic is likely to encounter.

INQUISITOR ★

The most common encounters between the Brotherhood and a Heretic is in the form of an Inquisitor. Responsible for hunting, interrogating, and slaying Heretics, they are the front line of the battle between the Light and the Dark Soul.

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	8	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	11	10

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	1	1	1	2	2	2	1	1	1

WOUNDS: 6

SOAK: Inquisitorial Battledress: (Head 4, Torso 4, Arms 3, Legs 2)

ATTACKS:

- ◀ **AC-40 Justifier (ranged):** Range C, 1+**T**6, Unbalanced, Automatic, Pious 1, Spread 1
- ◀ **Chainblade (melee):** 1+**T**6, Unbalanced, Pious 1, Vicious 2

SPECIAL ABILITIES

- ◀ **Devoted Inquiry:** An Inquisitor is skilled at finding the influence of Darkness, and reduces the difficulty of all Insight tests to detect the presence of the Dark Symmetry by one step, to a minimum of one.
- ◀ **Mystic:** An Inquisitor is a skilled practitioner of the Art, able to wield supernatural power in defence of humanity. He has Mysticism Expertise +2, Mysticism Focus 2, and knows the Spells Blessing, Communion, Contempt, Discern Truth, Hypnosis, Missive, Succour, and Suggestion spells. An Inquisitor is equipped with a Power Controller.

continued on next page...

MORTIFICATOR ★

The Brotherhood's assassins, Mortificators undertake covert missions for the Cardinal, slaying those the Inquisition and the Mystics identify as threats.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	8	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	9	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	2	2	2	1	-	-	1	-

WOUNDS: 6

SOAK: *Quietus Armour*: (Head 2, Torso 2, Arms 1, Legs 1)

ATTACKS:

- ◆ **MP-210 'Nemesis' Pistol (ranged):** Range C, 1+**↑**4, 1H, Semi-Automatic, Close Quarters, Hidden 1, Pious 1
- ◆ **Mortis Sword (melee):** 1+**↑**6, Unbalanced, Parry 1, Pious 1, Vicious 2

SPECIAL ABILITIES

- ◆ **Silent Killer:** A Mortificator is a deadly individual, skilled at moving undetected to a target and striking down their foes with preternatural ease. A Mortificator may re-roll any dice that do not generate at least one success on a Stealth test. The second result stands.
- ◆ **Mystic:** A Mortificator is a skilled practitioner of the Art, able to wield supernatural power in defence of humanity. He has Mysticism Expertise +1, Mysticism Focus 1, and knows the Spells Blessing, Contempt, Inner Gaze, Paragon, Regeneration, and Succour.

BROTHERHOOD TROOPER ▲

The rank and file of the Brotherhood's armies, Troopers are little different to the soldiers of the corporate armies, but for the cause that drives them. They are often led into battle by Inquisitors, providing additional weight of numbers for raids and assaults. They are frequently armed with either Volcano assault rifles for distance work, or swords and shields for close combat.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	8	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1	-	-	-	-	1	-

WOUNDS: 4

SOAK: *Believer Armour*: (Head 3, Torso 3, Arms 2, Legs 2)

ATTACKS:

- ◆ **AC-19 'Volcano' Assault Rifle (ranged):** Range M, 1+**↑**5, 2H, Burst, Pious 1
- ◆ **GW-170 Grenade Launcher (ranged):** Range M, 1+**↑**4, 2H, Munition, Armour Piercing 1, Blast (Close), Incendiary 3
- ◆ **Combat Knife (melee):** 1+**↑**5, 1H, Armour Piercing 1, Hidden 1

OR

- ◆ **Retaliator Sword (melee):** 1+**↑**7, Unbalanced, Armour Piercing 1, Parry 1, Vicious 1
- ◆ **Guardian Power Shield (melee):** 1+**↑**5, 1H, Full Defence 2

the Cell of Artefacts. The task of securing overrides any and all other operational activities and instructions until a ranking Brother of the Cell of Artefacts takes custody of the item."

This is simple to exploit. When a Heretic spots a pursuing Inquisitor, he can use the Touch of Symmetry Dark Gift (see page 151) on a small item (a lighter, a pencil, or some other incidental trinket), drop the item to the ground, and depart. The unnatural presence bound to the item is sufficient to distract most Inquisitors. Their sacred book compels them to break off the chase at this point. Many experienced

Inquisitors have figured out this trick, and can spot when it's been employed, so it isn't always effective.

The second trick is somewhat more hazardous and difficult to perform, but it's also more amusing, and can be more effective. First, the Heretic locates a confined, crowded area—a subway entrance, bus station, or shopping mall, for example—and runs headlong into the crowds. Keeping his head down (to limit how much witnesses see of him), and shouting (so the crowd parts, rather than blocking him), the Heretic uses a Dark Gift on a nearby bystander. This

should normally be something that influences the mind, rather than something that inflicts immediate harm—the latter will appear as an attack, and won't fool a pursuing Inquisitor. Not all Gifts will work on everyone, which is where the risk comes in, and the effort may see the Heretic exhausted and cornered.

If it works, however, then the victim will be marked with the power of the Dark Symmetry, in spite of their innocence. This is often sufficient to stall an Inquisitor—they're well aware that claims of innocence are the first recourse of a cornered Heretic—and the victim is likely to be dragged away for questioning. This leaves the real Heretic time enough to escape safely.



THE BOOK OF ILIAN

CULTS OF ILIAN

Ilian's cults are among the most adaptable. They, like raw symmetry, can take on any feature and form to get the job done. However, they are also the least numerous. Ilian only recruits the strongest willed individuals, as members need to be able to attune themselves to the symmetry, and wield it with great proficiency. Unfortunately for her, those of strong will are the hardest to corrupt.

Her ranks are matriarchal. Men are allowed positions of power, but they have a hard time becoming leaders of a cell, and are outnumbered by women. It is unknown if women are better attuned to the pattern of Ilian, or if it is purely a personal choice of the Apostle. In all likelihood, it is the latter.

The Heretics of her cult work by shaping the symmetry, slowly saturating populated areas and weakening the resolve of every man, woman, and child in the area. This makes it easier for the Dark Legion to recruit new members, and makes it harder for the Brotherhood to pinpoint the location of dark influences.

Ilian's cults seldom stage overt attacks, as they prefer to work using subtle means. Many members are skilled professionals, and use the symmetry to get ahead in their careers, rising in the corporate ranks as they make themselves invaluable. When they have gained the trust of their peers, they begin to corrupt those around them. In the end, whole companies can become corrupted and fall under the sway of the cult. From here, it grows like a cancer.

If forced into a corner, the members are very capable of taking care of themselves. What they lack in weapons, armour, and physical prowess, they more than make up for with their knowledge of the Dark Symmetry. If they ever need additional aid, they will open gates to other worlds and summon forth monstrous otherworldly legions.

These cults prefer to locate their temples at the heart of civilisation. In most cases, they are hidden away in private offices in business centres. It is not unusual for them to use several floors of a high-rise, disguised behind a business front.

Though Algoerth is the master of Black Technology, Ilian is the most adept at corrupting existing human technology with the aid of raw symmetry. With her twisted Marionettes, Malignants, and Castigators, her cults have become a powerhouse in their own right, and often use high-tech gear in their work, connecting them to simpler systems and imbuing them with symmetry.

Ilian's heretics are forbidden to use any biotechnological or necrobionic implants, or Pesticus, and it is considered a betrayal to willingly accept one.

TEMPLES OF THE VOID

Ilian's Temples of the Void are very intricate, powerful, and, like the Mistress of the Void, hold a terrifying, dark beauty. These temples are generally located below ground and away from the main city hub, in low-key housing or business areas. Even though they started out as abandoned sewers or subway tunnels, Temples of the Void bear almost no trace of their origins, instead resembling small versions of a citadel.

Using the Dark Symmetry, the area has been enlarged, carved out, and transformed. The smooth walls are covered by mystical and terrifying glyphs, and lined with sculptures of Ilian and her Nephartes. Torches that seem to have been carved directly from the walls, burn with eternal blue flames. The entrances are hidden behind a combination of mundane camouflage and illusions fuelled by the Dark Symmetry. Often, they can only be opened by using a symmetric flow, or by a guard on the inside.

LAYOUT: The interior is quite spacious, and is styled as a foreboding mockery of a cathedral. High arches and long halls connect one chamber to the next. There are several large study and sleeping cells present, as well as a large, secured archive containing the Vault of True Power: scores of unholy texts containing the most vile and powerful lore. Then there is the Chamber of Weaving, a large chamber where Heretics practise the use of Dark Gifts. It is contained within a protective field, which keeps disastrous results from affecting the rest of the temple. It also contains the powers, stopping them from acting as a beacon for the Brotherhood. There are always prisoners present, which adepts can use for practice.

Temples of the Void have several small, simple cells that can be used to sleep in, but they also lock from the outside so they double as prison cells if need be. The main hall contains chairs, tables, and couches, as well as a pantry. Adjacent to this is the storage hall where weapons, high-tech gear used in terror acts, and artefacts are kept.

It is we, in the higher echelon of power, who have a responsibility to guide those beneath us. The Mistress is everywhere, and sees everything. Her ever watchful eye is constantly fixed upon us. She has given us the power and the tools we need to succeed, and it is up to us to do her bidding. She has provided us with more than a fair amount of power, and the knowledge she has shared can never be repaid—but we have to try.

You have all excelled in the service of the Mistress of the Void, and risen through the ranks quickly. You have harnessed the power of the Dark Symmetry, and can weave it and bind it to your will. Some of the cults of other Apostles believe they are converting or saving mankind by doing the bidding of their Apostle, but we who serve Ilian know better. Mankind is weak, diluted, and only significant as raw material. We, the heretics of Ilian, see the truth. We are no longer humans, and it is not our task to convert mankind. We shall turn those who are suitable into elevated beings, such as ourselves, and when we have done so to all that are capable of receiving the power of the Mistress, we shall rip out the souls of the rest and feed them to the beasts of the Wild Realm. When we are done, mankind will be no more.

Algeroth is too obsessed with war and physical prowess, Demnogonis trapped and entranced by his vile microcosms of the infectious, while Muawijhe is trapped in the folly of his own mind. Sewai, the one who fashions himself as the great corruptor, has been infected by the world of man. He and his followers have become dependent on the very race they are tasked to destroy, in order to exert any power. Work with them, and use them, for they are useful as tools, and possess powers we can and make use of. In the end, they do have the same goal—though we, the servants of Ilian, are the ones with clarity of vision.

Our power is the greatest, since we reach beyond the world of mere mortals. We do not depend on weapons, illnesses, weak minds, or greed to exert our power. We depend on one thing, and that is the knowledge and power of our mistress. She is eternal and ever present. Raw symmetry is ours to shape and weave, and with that, there are no limits to what we can achieve. Just one of us is capable of forcing an entire building or neighbourhood to crumble, just by willing it—something no other creature except the most powerful dark minions are capable of.

You and I are exceptional, even among the Heretics of Ilian. We have come so far in the cult in such a short amount of time. But never lose your focus or edge. The mistress is generous to those who serve her well, but unforgiving to those who fail. Your soul is her tool. You willingly gave her power over it as soon as you accepted the calling, and your very first Dark Gift. If you serve well, you will be granted immortality, but if you fail her, your soul shall be ripped from your flesh and tossed into the Wild Realm—and rightly so. The mistress has given you a great gift and honour; failing her would be to throw all that she has granted you back in her face.

Many of the other cults and Heretics are too boastful and sure of themselves. I admit that I am prone to a certain fervour and devotion, but I never allow this to affect my judgment. The Brotherhood is crazed, obsessed, and has clouded vision. But its ability to hunt is well honed, and the spells it wields have proven to be a danger to us. But if you trust in the mistress, and keep your wits about you, even the pompous servants of the Cardinal can be lured, swayed, or destroyed.

Remember that among the Apostles, Ilian is the First Born, the favoured child of the Dark Soul. Whatever the other cults say, this truth will remain. As her favoured and chosen, we are close to the Dark Soul as well. This is evident in the way we can wield the Dark Symmetry. We are guardians of the gate, and can reach out through the emptiness of the void and summon forth creatures of great power to aid us whenever we need. Worlds that are eternally distant to others are but a blink of an eye away for us. We can mount worlds as if we were giants, and pull on the reins of power until reality itself does the bidding of our glorious mistress. Never forget the awesome power, and the responsibility you have been given.

When mankind is no more, we shall remain and follow our mistress into the eternal cycle. We will be the spearhead that comes crashing into the next world. Here, the next race will be bent to her will. Those that cannot serve, or receive the gift of dark power, shall perish. This is our destiny, we will be a part of the everlasting, universal, and dimensional balance. Creation is eternal, as is destruction. We alone understand this, and with this knowledge comes power and responsibility.

It is time for us to rise to the occasion. We will not try our do our best, we will surpass our own limitations, and in doing so spread the glory, word, and influence Ilian. There will be no forgiveness, there will be no pity, there will only be subjugation and destruction of all those that oppose the Mistress of the Void.

The Inner Sanctum is located some fifty meters from the rest of the complex through a single corridor, in which at least four Templars stand guard. The Inner Sanctum is a large, circular room with a domed ceiling, and every surface is covered with glyphs. High up on the walls statues of Ilian and her Nepharites loom, forever watchful.

In the middle, there is a large round pit of utter darkness. A freezing chill constantly flows from it, and over it patterns of energy visible to the naked eye slowly swirl. This is a pathway to the Void, through which the Heretics can draw powers, communicate with Ilian, and summon unholy denizens from other dimensions.

CHAPTER 05

STRUCTURE: These cults are strictly organised. Each Temple of the Void is controlled by a Gatekeeper, also called Keeper, and they are the equivalent of a Dark Magistrate. In most cases the Gatekeepers are women, and all are powerful Void Weavers. Next in command is the Overseer. In most cases these are also Void Weavers, and basically act as an extension of the Gatekeeper. Third in line is the Mistress, or in some cases Deacon if male. They are charge with running the ins and outs of the temple, and handle everything from seeing to it that the guards are in place, to the supply in the pantry. The Vault of True Power is watched over by the Scribe. The Scribe makes sure that none of the books ever leave the vault, and that all texts are charged by symmetry. The Scribe and the Gatekeeper possess a special Dark Gift, which allows them to wipe out all symmetry-charged words from the paper with a thought, as long as they are within fifty meters of the texts. This is a security protocol put in place to ensure that no one will steal the cult's secrets. The Vault of True Power is kept under heavy guard. The Quartermaster handles the storage room, and makes sure that Heretics have been granted permission to procure equipment, and that they sign it out. Nothing is left to chance.

Ceremonial Vestments: All Heretics are required to wear their vestments at all times, and are provided with them when they join the cult. The vestments consist of a black hooded cassock, embroidered with purple glyphs. Around the neck they wear a long, broad purple stole embroidered with black glyphs. A purple and black face covering is incorporated in the hood. When the hood is up, nothing more than the eyes and part of the forehead are visible. The glyphs on the mouth cover and stole show the rank and role of the Heretic.

MINIONS OF ILIAN

The following creatures can be found in a typical, average-sized Temple of the Void:

- ◆ One Gatekeeper
- ◆ One Overseer
- ◆ One Mistress or Deacon
- ◆ One Scribe
- ◆ One Quartermaster
- ◆ Two True Weavers
- ◆ Up to one Defiled Avatar
- ◆ Four Templars
- ◆ Six Eternal Zealots
- ◆ Eight Children of Ilian
- ◆ Three Shadow Hounds
- ◆ One Changeling
- ◆ Ten Heretics
- ◆ Three Void Weavers
- ◆ Four Frozen Souls

CULT OF ILIAN CAREERS

The following Iconic Careers are specific to the Cult of Ilian.

VOID WEAVER



Only those who have the most intricate understanding and sway over the Dark Symmetry are capable of being accepted into the ranks of the Void Weavers. Void Weavers are the elite symmetry users of Ilian's cults, which says a lot, considering that her average Heretics are quite masterful. This profession trains the Heretic to observe and absorb other symmetry patterns with even greater proficiency. Void Weavers are rightfully feared. These Heretics can stand against the most implant-riddled powerhouse among Algoth's Heretics. Their complete control of the symmetry more than makes up for their lack of physical power.

Void Weavers serve many different purposes. Some act as teachers in the temples, assisting the adepts in the Chamber of Weaving, while others are active on the streets, dispatching powerful enemies such as Inquisitors or acting as the puppet masters behind powerful organisations and political agendas and campaigns.

This is no doubt the most prestigious title a Heretic can hold, but the requirements are high and the price of failure is worse than death.

Prerequisites: Heretic of Ilian, Mysticism Expertise 2, Insight Expertise 1

Difficulty: 3

Mandatory Skills: Observation, Mysticism, Willpower

Elective Skills: Command, Insight, Persuade

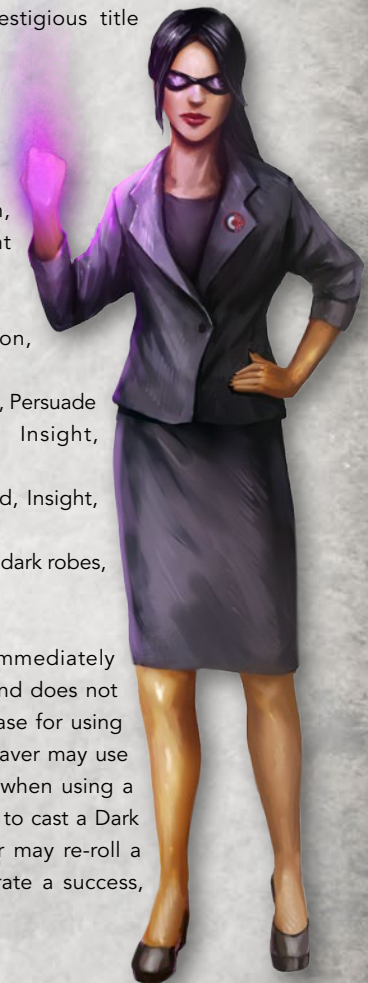
Signature Skill: Command, Insight, Mysticism, Willpower

Talents: Any one from Command, Insight, Mysticism, or Willpower.

Equipment: Sacred tome of Ilian, dark robes, dagger of Ilian

Earnings Rating: 4

Special: The Void Weaver immediately gains one additional Weaving, and does not suffer the normal difficulty increase for using a Weaving. Further, the Void Weaver may use Mysticism instead of Willpower when using a Dark Gift. When using Mysticism to cast a Dark Gift or Weaving, a Void Weaver may re-roll a single d20 that does not generate a success, though the second result stands.



FROZEN SOUL



Though relying mostly on the use of the Dark Symmetry, the Cult of Ilian is very versatile. The Frozen Souls is the title given to an elite group of Heretics who has been trained in combining close and ranged combat with the use of Dark Symmetry. They are top tier agents and operatives, skilled in assassinations and urban warfare.

Many come from a military, intelligence, or law enforcement background. The use of the symmetry is added to their already extensive training, as well as tactics used to combat users of the Arts and Ki powers. Frozen Souls can have all manner of positions and assignments, depending on their exact training. Some are active assassins, while others are used to lead groups of other Heretics when performing sabotage and infiltrations. However, many are sleeper agents. They keep up appearances and have a regular job, often supplied to them by the cult, and when activated they spring into action and perform whatever task they are given. They are used to keep tabs on the cults of the other Apostles as they are working towards the subjugation and terrorising of mankind.

Prerequisites: Heretic of Ilian, Stealth Expertise 2, Persuade Expertise 1

Difficulty: 2

Mandatory Skills: Persuade, Stealth, Willpower

Elective Skills: Close Combat, Ranged Weapons, Mechanics

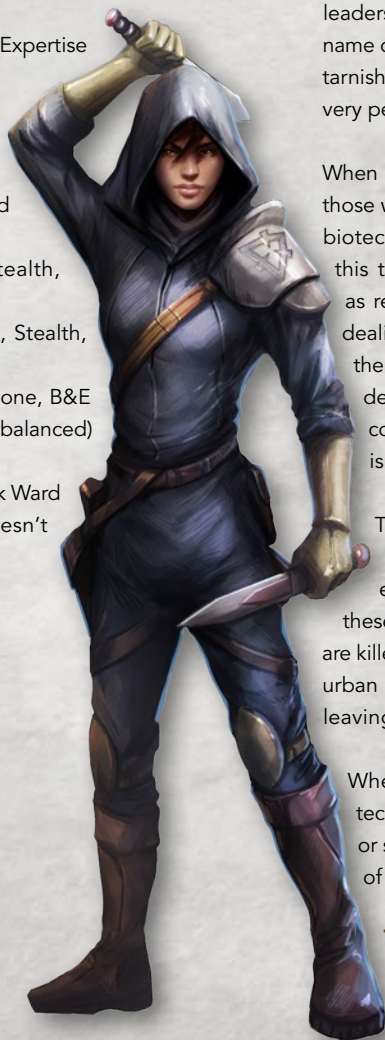
Signature Skill: Close Combat, Stealth, Ranged Weapons, Willpower

Talents: Any two from Close Combat, Stealth, Ranged Weapons, or Willpower

Equipment: Excellent false ID, cell phone, B&E kit, any one weapon (no larger than Unbalanced)

Earnings Rating: 4

Special: The Frozen Soul gains the Dark Ward and Obfuscate Dark Gifts, if he doesn't know them already.



THE BOOK OF ALGEROTH

CULTS OF ALGEROTH

The Heretics that serve the Apostle of War are the most violent, aggressive, and well-armed of all the Heretics. They are also the least cult-like, only engaging in rituals and ceremonies when absolutely necessary. Otherwise, they are more similar to well-funded and extremely well organised terrorist groups.

Most members have a violent past, either as a result of a military career, or a criminal one. Many are veterans that have been wounded, or suffer from mental problems, and have been tossed aside by the society they almost died to protect. Some criminals never earn the respect they think they deserve, and feel degraded. These are the types of people that the recruiters of Algeroth's cults generally target. They also seek out those who have been bullied and belittled all their life, using their rage and hatred as a way in. They have even managed to turn loyal human military leaders, coaxing them to commit more and more atrocities in the name of victory and the greater good. Too late, they find themselves tarnished, dishonoured, and with nowhere else to turn than to the very people who corrupted them.

When it comes to physical prowess, few other Heretics can match those who worship Algeroth. Many have some access to necro and biotechnological implants, but those who follow Algeroth have this technology at the tips of their fingers. Implants are given as rewards for great service, and also used as payments when dealing with the cults of other Apostles. However, this also means there is quite a high turnover of members, as many suffer severe degeneration—corruption of the body as a result of being in contact with the implants. On the other hand, the cult of Algeroth is the largest, and sees a great degree of influx in its members.

The cult has a tendency to take on the guise of a terror cell, luring in the passionate and sending them towards their enemy under the banner of fighting oppression. They use these urban warriors as cannon fodder, while those who survive are killed by the cult or recruited. This gives them the ability to wage urban warfare and spread chaos using mundane means, without leaving a trace or attracting the attention of the Brotherhood.

When they do go out in force, using all their Dark Gifts and technology, they have been known to overrun entire settlements or sack smaller cities. This requires a lot of planning and months of preparation, but it can be done.

TEMPLES OF DESTRUCTION

These are the bases of operation for the Cult of Algeroth. These temples are extremely well organised, entrenched

Welcome brothers and sisters. You have been chosen, and are honoured to bask in the dark radiance of Algeroth. I will not lie, your road to greatness will be filled with sacrifices and peril. Not all of you will make it, but for those of you that do, there will be untold and unimaginable rewards. A few of you might even be bestowed with immortality and power beyond your wildest dreams, as you are given the highest reward of becoming a Nepharii. This glorious destiny awaits but a few, and only those that the Apostle himself has seen and acknowledge will make the great pilgrimage.

You have all witnessed a small portion of Algeroth's power, and this has led you to faithfully serve him. You have passed your first test, and been bestowed with Dark Gifts. If you prove yourself loyal, fearless, and strong, there will be more to come. The almighty Apostle of War will grant you Endowments, powerful implants that will add to your prowess.

This very night, secrets of great importance will be revealed to you. You all have seen and experienced the damnable hypocrisy of the Brotherhood, and the blind greed of the corporations. Together, they have built a world filled with weakminded and soulless sycophants, caught in their belief in the lie. This has to stop. We have to save humanity from itself. Many have been too polluted by the so-called Light that they are beyond saving, and so we are left with no choice but to cut them down. But we will be able to save many and convince them to see the truth. One day, we will be able to walk in the open and the deceivers who now are hunting us will be forced to hide and become the hunted. Until then, we have to be watchful. Though they hide the truth and lie, the minions of the Brotherhood wield their twisted spells, and with them they can find and harm us.

Algeroth, our magnificent lord, is the most powerful of all the Apostles. He rules the aspects of aggression and war. There is no equal to him. But you will be working with the followers of his siblings as well. You can trust the followers of the other Apostles, with the exception of Ilia, the Mistress of the Void. She is almost as powerful as our lord, and she is jealous and cunning. In raw physical power and martial affinity, we stand above her much weaker Heretics. But be careful. For what they lack in martial prowess, they more than make up for with their sorcerous ways. They can twist and bend the Dark Symmetry in ways we are not able to. They are even capable of stealing the very powers of our lord. But remember, even though many of our ways are different from the other cult, they are not our enemies. We all share the same goal: to bring the truth to those men and women that are able to see it, and to destroy those who wish to continue to hide the truth. It is our job to save mankind, and to lead all humans to the true path of insight and power.

The path of the just, strong, and righteous is a hard one, and many will try and plant seeds of doubt in your hearts. We have donned the mantle of what those around us perceive as evil, only to play on their fears. It is also a way to separate us from the weakliars. That which the Brotherhood says enlightens truly corrupts, and that which outsiders perceive as the dark corruption is indeed the mark of hidden knowledge and power.

We grow every day my brothers and sisters, and you are a small but important part of the greater cause. Every drop of blood and sweat you spill will fuel the fires of the righteous war waged on the bloated machinery of the corporations and the Brotherhood. Be strong, determined, and proud. You have nothing to fear as long as you live by the laws and word of the Apostle of War. Not even death is something you need to fear. If you shall die while walking the righteous path with your head held high, your soul will be taken by Algeroth and used to further his glorious ends. Your flesh will be reanimated, and set to march against our enemies as one of the many minions in the Dark Legion.

You will now be given a mission of the greatest importance. I know that you will succeed and serve our lord well. Always know that you have the power of Algeroth on your side, so carry out the orders you are given with determination, strength, and pride. The fate of mankind, its true destiny as part of the eternal cycle of darkness is at hand.

at their location, and often rather large. They are also capable of performing some of the tasks a citadel of Algeroth is capable of. They are part holy places of worship, part military bases, and part manufacturing centres for Dark Technology. With their wide range of capabilities and vast resources, these are among the most powerful temples. They are extremely dangerous to the cities they are located in.

Due to their size and permanent status, the location is of utter importance and is selected with the utmost care. The location has

to be secret, strategically defensible in a worst case scenario, large, and structurally stable—or at least offer the possibility of becoming so through renovations. These are not temporary or haphazard bases of operations, they are true fortifications of the Dark Legion, located at the heart of human civilisation.

Forgotten but well maintained sewer systems, old networks of bomb shelters, or large and abandoned industrial parks are ideal locations for establishing Temples of Destruction

LAYOUT: While Temples of Destruction cannot provide all the locales, facilities, and functions an actual citadel of Algoerth, they are the next best thing, and as such they are divided into several sections.

The main entrance is hidden and closely guarded. Directly beyond it is the main corridor, which leads to the Central Chamber. This is a combined general recreational area and mess hall, where Heretics may congregate, but it also acts as a second choke point, as there are always guards present. Several guarded corridors lead from this area to the different facilities and locations.

One of the most basic facilities is the Ration Storage, where all manner of food and water is kept. The store is connected to a large kitchen area. Food is given quite some attention, which might seem strange—but nutrition is part of the oil needed to maintain a healthy war machine.

The next section is the Barracks, where Heretics and creatures that need sleep, such as Necromutants and Centurions, may rest. The Flesh Forge—or training facility—is also very important. Here, the soldiers can train everything from ranged to close combat, as well as urban tactics. Often there is one or more Dark Golem here, which assists in that training. Every Temple of Destruction also has a very large and well stocked Armoury.

Beyond these more or less regular military facilities, the temple also contains facilities of Darkness. Each has both a Biochamber and Necrochamber, where it can manufacture technology and implant it into Heretics. They also have a Distortion Chamber, in which they can twist those they have captured. If there is a Tekron in the temple, they could create Centurions, Undead Legionnaires, or Necromutants—though the process is slow, as each step has to be monitored and manually handled due to the small size of the facility.



Followers of Algoerth routinely use acts of terrorism.

Furthest from the entrance, under heavy guard, one can find the Inner Sanctum. This is a large chamber forged from black, otherworldly steel. Scenes of epic battles are carved into the wall, depicting the forces of Algoerth overrunning the settlements of man or some other long since eradicated race. In the middle, rising from a everlasting burning pit of symmetry fire, a statue of Algoerth towers over his worshippers. Adjacent to the Inner Sanctum is a secure private apartment where the Supreme Necromagus resides.

STRUCTURE: The hierarchy of Algoerth's temples is quite military. The leader is the Supreme Necromagus, or just the Supreme, and he has the final word on all things that go on in the temple. He only answers to Nepharites, Algoerth, or their emissaries. The Supreme Necromagus is a Technomancer of the highest order. As soon as a Technomancer has been promoted to Supreme Necromagus, he is given a bulk of a temple's resources and troops, and sent forth to consecrate a new Temple of Destruction. Even though utter secrecy surrounds the locations of the temples, they are often found and destroyed by the Brotherhood. This is why new Supremes are sent out in the world to establish new ones; they need to keep their numbers up.

Directly under the Supreme is the Annihilator. The Annihilator sees to it that the orders of the Supreme are carried out, and he also plans the details of all operations. They are chosen for their keen strategic minds and ruthless efficiency. Next in line is the Lord General, who executes the plans devised by the Annihilator by instructing the Prefects. The Prefects are basically squad leaders, and are responsible for groups of Heretics and creatures. High ranking Prefects are given more important and difficult missions. All other Heretics are regarded as Sacristans or Disciples, and have varying degrees of responsibilities and power depending on exact rank. All members are given a call sign. This is the name they are called by their Heretic brothers, and no one except the Supreme Magus and Annihilator know the real names of members.

Security is very tight, and Algeroth's cultists will fight to the death if discovered, using high powered explosives to take down the temple if overrun.

CEREMONIAL VESTMENTS: Cultists are required to wear their vestments—a short, hooded tunic and trousers—at all times while on duty in the temple. This outfit is black, stitched with blood red runes. Light, bullet resistant fibres are woven in to the fabric, and the cultists also wear armoured shoulder pads. The rank of the heretic is displayed on their shoulder pads, while their call sign is displayed on their chest. Cultists also wear intricate metal masks, fashioned to resemble the face of the Apostle of War. These vestments are ceremonial in nature, but they are practical as well, doubling as an effective and protective military uniform.

MINIONS OF ALGEROTH

The following minions can be found in a typical and average-sized Temple of Destruction. In rural Temples of Destruction, you can multiply the total number of creatures—with the exception of the Supreme Necromagus, Annihilator, and Prefects—by ten.

- ◆ **One Supreme Necromagus**
- ◆ **One Annihilator**
- ◆ **Between Six and Twelve Prefects**
- ◆ **Two Dark Golems**
- ◆ **Three Centurions**
- ◆ **Eight Necromutants**
- ◆ **Twelve Undead Legionnaires**
- ◆ **Six Destroyers**
- ◆ **Twenty Heretics**

CULT OF ALGEROTH CAREERS

As the Apostle of War and master of twisted technology, Algeroth fosters these aspects in his followers. His professions centre on war, destruction, and the construction and application of technology that will help the war effort.

DESTROYER



Heretics who walk the path of Destroyers dedicate their lives to becoming the ultimate killing machines. Day in and day out they train in the Flesh Forge, honing their skills. Being able to withstand pain and injury, and delivering death, is all they know. Their bodies and minds are completely devoted to the cause, and when they are sent out from the temple they perform their duties with pleasure.

Destroyers are among the deadliest warriors one can encounter. Fearless, deadly, and ferocious, they strike fast and hard and never leave any survivors if not ordered to do so.

Prerequisites: Heretic of Algeroth, Close Combat Expertise 2 or Ranged Weapons Expertise 2

Difficulty: 3

Mandatory Skills: Acrobatics, Close Combat, Ranged Weapons

Elective Skills: Athletics, Stealth, Willpower

Signature Skill: Acrobatics, Close Combat, Ranged Weapons, Stealth

Talents: Any two from Acrobatics, Close Combat, Ranged Weapons, or Stealth

Equipment: Any one melee weapon, any one ranged weapon

Earnings Rating: 3

Special: The Destroyer immediately gains one Implant. Further, he may pick a fourth Signature Skill, which must be chosen from the following list: Close Combat, Heavy Weapons, Ranged Weapons, or Unarmed Combat. The Destroyer gains two ranks of training in this fourth Signature Skill, as normal.



TECHNOMANCER



Technomancers are students of the twisted and insane science of Algeroth. They study the intricate mysteries of Black Technology, biotechnology and necrotechnology. They augment the soldiers of Algeroth using implants, as well as modifying and designing equipment.

Technology is one of the most powerful tools Algeroth has at his disposal, and the Technomancers take great pride in perfecting their art in order to further the glory of their master and his armies. They work tirelessly, experimenting, innovating, and augmenting. Their ardent wish is that their master will smile upon them, allowing them to leave humanity behind as they are Transfigured into Tekrons.

Prerequisites: Heretic of Algeroth, Mechanics Expertise 2, Sciences Expertise 1

Difficulty: 3

Mandatory Skills: Education, Mechanics, Sciences

Elective Skills: Medicine, Treatment, Willpower

Signature Skill: Mechanics, Medicine, Sciences, Willpower

Talents: Any two from Mechanics, Medicine, Sciences, or Willpower.

Equipment: Mechanics Workshop or Laboratory

Earnings Rating: 4

Special: The Technomancer immediately gains the Neurological Augmentation implant, and the Neural Conduit Necrobionic.



THE BOOK OF DEMNOGONIS

CULTS OF DEMNOGONIS

The Heretics of Demnogonis' cults are a vile group. They are generally comprised of two types of people: those connected to the medical profession or industry, and those on the bottom of society—the homeless and the outcasts. Those in the higher echelons see to it that the healthcare system is corrupted and barely functional, while those on the streets spread sickness to those around them, including vermin, which in turn carry the infection to other parts of the city.

Demnogonis' followers use a very effective but direct method when they recruit new members. They look for people who will do anything to survive, even sacrifice others. They then infect them with a slow but deadly or debilitating illness. After a while, they contact them as if by chance, and tell them that they can help them survive, for a price. During a series of missions, they test them, pushing them further and further to commit more vile acts, corrupting them all the while. If they prove themselves and become corrupted, they are healed and let in to the ranks. Otherwise, they are either killed or left to rot from whatever vile plague the cult has infected them with.

In most cases, the cult works patiently and slowly, very much like an illness. However, sometimes it resorts to overt actions, such as the sabotage and bombing of medical facilities. For those members who live on the street, the cult provides money that they can use to buy booze, drugs, and food. They contaminate it, and share it with their ever growing flock of 'friends'.

Demnogonis' temples are located underground in abandoned sewer systems with hidden tunnels connecting them to large medical facilities and the streets. They usually have large, interconnected bodies of water in which they can keep a Cairath if they are granted one. Members have access to large amounts of cash funnelled from the medical industry, and they are often given Grafters that they can put in key positions. Though they have some amount of security, they rely on disease and the vile stench to keep people out. These are things that members seem to be immune to.

TEMPLES OF PESTILENCE

In the vilest sewers and in the basements of condemned, vermin-infested buildings, one can find the Temples of Pestilence. The temples used by the Cult of Demnogonis are often quite large, though the actual core of the temples, the part that is used, is rather small in comparison to the sprawling surrounding area. In most cases, they have large bodies of water here and there, which are interconnected with tunnels. This is so vile beings such as the Cairath or Sludge Revenant can hide and transport themselves unseen, guarding the passageways.

LAYOUT: Anyone wanting to reach the core of the temple must pass through networks of tunnels. Those who are not cult members will have a hard time finding their way, as several hidden doors, hatches, and paths must be negotiated. The creatures guarding the temple, and the parasites infesting it, will make even surviving hard for the non-initiated. However, the walkways and railings are kept very clean, as members should be able to come and go without being covered in grime when they return to the world of man, thus arousing suspicion.

The core structure of the temple is quite simple. The decor and furniture vary widely, as those who follow Demnogonis care little for worldly possessions or comforts. The walls are often bare concrete, and the furniture has scavenged from junkyards or bought second hand. Cultists siphon power from the local grid and use it to run the few bare bulbs and fan heaters they might have. There is usually a room with some cots for those who need a place to stay, and a storage of canned food products. Temples usually have furniture for thirty to forty people, but they can be expanded at any time through the simple addition of more cots, seats, and supplies in one of the many adjacent chambers or tunnels surrounding the core.

Many temples have a bio lab, but not a purely human one. This lab is merged with bizarre biotechnology found in Demnogonis' citadels, and where these are found there is very likely to be a Biophage. Some temples have crates with old weapons stored away, just in case.

The Inner Sanctum is usually a room that has either been added to the existing structure, or remodelled. The walls are made out of natural stone, held together by old masonry. It is covered by pulsating, fluorescent fungi, which provides the chamber with an eerie light. In the middle of the floor, there is a large well filled with dark putrid slime, and the floor is etched with runes of Demnogonis.

My fellow cultists, there is a true sickness out there, and its name is humanity. We are the flood of change, the bringers of biological order, and the heralds of the evolution of becoming. Our lord Demnogonis, the so called Befouler, controls the inner mechanisms of all life. He can destroy it, corrupt it, or make it better and stronger. We, the servants of Demnogonis, are truly blessed. We have been given a small part of that very same power.

Humanity is selfish, weak, and afraid. They have the misconception that they are the rightful owners of the solar system and the universe. But in reality, they are just a faint, dying flame. Our master, and the other Apostles, have always been here, and it is their purpose to save the strong and annihilate the weak. We, the Heretics, have taken the first step towards immortality. We have allowed the Dark Symmetry to enter our bodies and it has changed us, taken us closer to biological perfection, and elevated us on the universal ladder of evolution.

We care little for possessions and financial gain, other than as tools by which we can further our ends. It is the dark strains of change, mutation, and glorious pestilence that we respect. Every man, woman, and child is susceptible to the power of Demnogonis. He has stricken the human heart with fear.

The winds of dark plague shall rage across all the human worlds. The weak will fall, and rise as mindless minions of our master, while the strong shall stand, changed into beings of power such as ourselves. Though the servants of the false prophet the Cardinal are hunting us, we can never be destroyed. Our flesh and very essence is teeming with the might and strains of Demnogonis. We are part of the eternal and ever changing microcosm.

What the others kill, we will raise and command. That which makes others ripe with pestilence makes us stronger, and is under our control. The back alleys and dark barrows of the human worlds are riddled with creatures of our lord. Among the homeless we have eyes and ears. We see everything. Even our secrets are locked within the microorganisms we use in our work. Our bodies have been turned into vessels of great power, through which we can channel the patterns of Demnogonis. With this, we can crush or control our enemies.

My fellow cultists, we are not the spreaders of disease, we are the ultimate cure, the solution to weakness. As soon as all have been made part of our evolution, the race of man will have been cured of its inadequacy. This evolution will continue to spread, reaching all races in the universe. We are the newest addition to our master's great work, and for that we are grateful. We will prove our devotion and loyalty to our master by furthering his rein. Rejoice, as we are nearing the end, the cure of man is at hand. Go forth and spread the glory of Demnogonis! May his greatness take root in every living and dead being, and rid this world of all that is frail and weak!

STRUCTURE: Here, the Dark Magistrate is known as the Lord of Flies. He oversees the work of the temple, and the cells it governs, in spreading the sickness that is the glory of their master. His second in command is known as the Scourge, and helps the Lord of Flies execute his plans. The Scourge is often out in the field, organising the followers and keeping an eye on them.

The cultists are as unpredictable as the pestilence they spread. They have no set meeting times; the Lord of Flies calls for a meeting whenever he deems it necessary. In many cases, they have very few formal meetings, as the Scourge delegates the orders of the Lord of Flies to the street-level members.

The cult keeps very few records, and those they do are stored in biological form. They do this by culturing common bacteria in specific orders, to which they have assigned specific meanings. With a microscope, those with insight into this code can read these messages. Members are required to wear ceremonial vestments while in the Inner Sanctum or in the bio laboratories.

CEREMONIAL VESTMENTS: Heretics of Demnogonis wear floor length robes with hoods. These vestments are dark green, and seem to be weaved out of a living material: a combination of some sort of seaweed and fleshy tissues. They are constructed in overlapping layers, making the appearance quite similar to that of the segmented body of a centipede. A biological piece of tissue, which looks like a pulsating, living version of a surgical mask, covers the mouth and nose. This distorts their voices, and protects them from the vile environment of the Inner Sanctum.

MINIONS OF DEMNOGONIS

The following creatures can be found in a typical and average-sized Temple of Pestilence:

- ◆ One Lord of Flies
- ◆ One Scourge
- ◆ Three Biophages
- ◆ Six Plague Vultures
- ◆ Two Plague Runners or Torn Spewers (or one of each)
- ◆ Three Blight Hounds
- ◆ Up to one Cairath
- ◆ One Curator
- ◆ One Sludge Revenant or Vile Bloater
- ◆ Six Cadavers
- ◆ Eight Blessed Legionnaires
- ◆ Sixteen Heretics



CULT OF DEMNOGONIS CAREERS

The followers of Demnogonis focus on spreading sickness, rot, and decay. They do this through infiltrating and infecting street people, the healthcare system, and the food and drink industry. Temple professions allow Heretics of Demnogonis to infiltrate the communities and industries they need to in order to spread their infection. There are also professions dealing with medical experiments, and the creation of new viral strains.

STRAIN WEAVER



This profession deals less with actual infection, and more with the design and procurement of new viral and bacterial strains. Strain Weavers usually come from a medical background, and can range from EMTs, to nurses, to surgeons. They receive expert training in virology and the symmetry pattern of Demnogonis—particularly how it is applied to create new viral strains and illnesses that are beyond known medical science. Most Strain Weavers still hold part time jobs within the healthcare system, as it gives them access to material and test subjects, as well as the access to actually contaminate and infect if so ordered to.

Strain Weavers are very intelligent, and this is the path those who wish to be Transfigured into a Biophage will walk. They spend many hours in the temple's bio labs, perfecting their art and studying the Biophages at work. Some are also technologically gifted, and use their ability to fuse standard weaponry with the dark and organic.

Prerequisites: Heretic of Algorith, Medicine Expertise 2

Difficulty: 2

Mandatory Skills: Medicine, Treatment, Resistance

Elective Skills: Education, Sciences, Willpower

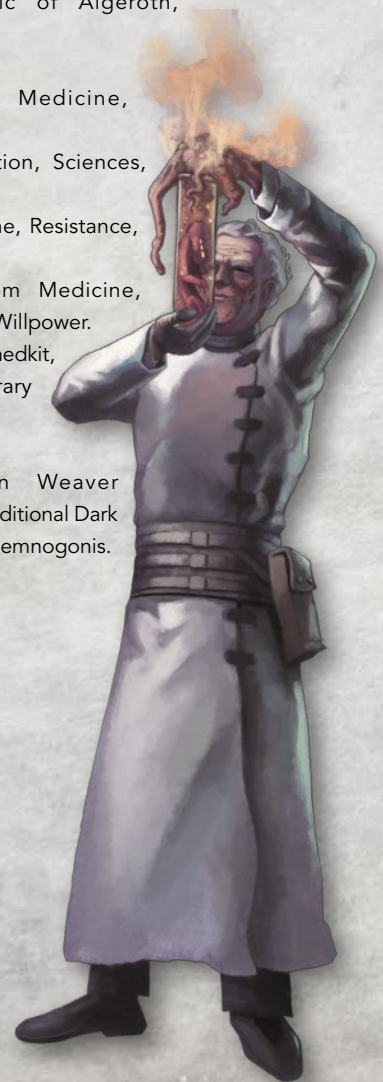
Signature Skill: Medicine, Resistance, Sciences, Willpower

Talents: Any two from Medicine, Resistance, Sciences, or Willpower.

Equipment: paramedic medkit, laboratory, personal library (Medicine)

Earnings Rating: 4

Special: The Strain Weaver immediately gains one additional Dark Gift from the Pattern of Demnogonis.



DARK CARRIER



Dark Carriers work in the slums and the poorest areas of the cities. Some run soup kitchens, while others take on the roles of transients, wandering from homeless camp to homeless camp. Carriers are very important, and one is seldom like the other as they have many roles. Some focus on the spreading of disease, while others cultivate contacts and acquaintances among the street folk in order to set up and maintain a primitive but effective spy network.

Carriers do not spread diseases randomly, but work according to the orders they receive. Sometimes their masters want to create a pandemic outbreak, while at other times they are ordered to just infect a test group, running a small trial of a new virus on the behalf of a Strain Weaver. For smaller tests, they might lace foodstuff and booze they share with the homeless in isolated groups. Dark Carriers do have some rudimentary medical training, but they focus on guile and stealth. Some are also quite well honed fighters, as they live on the streets.

Prerequisites: Heretic of Demnogonis, Treatment Expertise 1, Survival Expertise 1

Difficulty: 2

Mandatory Skills: Stealth, Survival, Treatment

Elective Skills: Close Combat, Persuade, Thievery

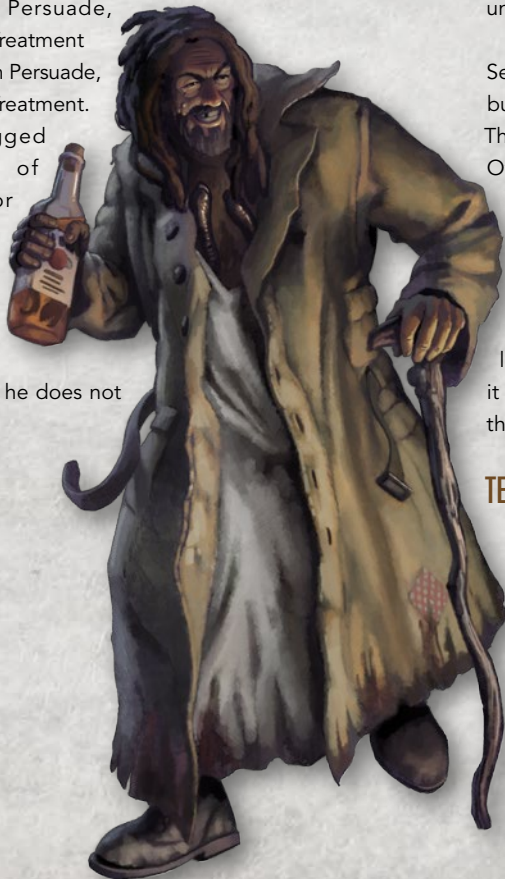
Signature Skill: Persuade, Stealth, Survival, or Treatment

Talents: Any two from Persuade, Stealth, Survival, or Treatment.

Equipment: Ragged clothing, case of empty phials for disease samples

Earnings Rating: 1

Special: The Dark Carrier immediately gains the See Sickness Dark Gift, if he does not already have it.



THE BOOK OF SEMAI

CULTS OF SEMAI

The Heretics of Semai are very subtle. They consist of clandestine cadres of influential corporate professionals and political figures on one hand, and ruthless assassins and street people on the other. Semai's cults make a point of controlling rings of prostitutes, drug dealers, illegal gambling houses, and law firms. This way, they can use one hand to lure someone into an impossible situation, and the other to offer them a way out. The target is of course unaware that they are the very same group of people.

Even the cults' more overt actions are subtle, as they use precision assassinations, extortion, or frame-ups to get rid of those who refuse to bend to their will. The economic and political scenes are tools they often employ. They manipulate resources, forcing entire neighbourhoods into poverty, before sending in their own criminal crews to commit crimes. When prices drop and desperation rises, their political figures and corporate investors move in and 'save' the area. On the surface they seem altruistic and compassionate, but the favours, extortion, and corruption that goes on behind the curtains are vile. In the end, scores of people have been corrupted and recruited, and a new political powerhouse has been created under the sway of the Lord of Spite.

Semai's cults have the most access to citadels, as these are often built in the middle of human cities, hidden away in corporate centres. This also means that they have extensive contact with Nepharite Overlords, which in turn grants unique access to the symmetry pattern of their Apostle.

Those few times they go out in force, such as when softening up a settlement just before an invasion, they send a multitude of kick-murder squads of Callistonian Intruders to assassinate local police and military leaders, while their Corruptors see to it that riots start. By the time the rest of the Dark Legion arrives, the settlement has already begun eating itself from the inside.

TEMPLES OF CORRUPTION

Semai's temples are called Temples of Corruption. These are small, clandestine, and often found in the centre of human cities. The basement of a business skyscraper, within a luxury penthouse apartment, or even behind the wine cellar of a lucrative restaurant, are all places where the Cult of Semai might congregate.

The Lord of Spite wants his heretics to be close to humans, and to be able to feel the pulse of a city's corruption at all times. Hiding in plain sight is a powerful tool, and no other Heretics pull it off as brilliantly as those who serve Semai.

CULTS AND HERETICS

There is a reason I have asked you to gather here, on the roof top. Come closer to the edge and look out over Luna City. Millions of souls ripe with corruption and ready to be harvested. They scuttle around like needy, greedy little insects. Weak in soul and mind. Some we can groom and make into one of us, others we will simply grind down and use as tools until they are utterly destroyed. Every sentient and self-aware creature has wants, needs, and aspirations. That is why we, the children of the Lord of Spite, have dominion over all of them.

Our lord Semai has no desire to be seen doing his work, and nor do we. We spread our influence and corruption quietly, only planting the seeds needed for people to either destroy themselves, or join our ranks. We can make a million souls fall into a hell of their own design, or make a city tear itself apart. The true power and art of our craft is to do so without leaving a trace of our involvement.

The Lord of Spite cares little for vast armies, but what many of the other cults do not understand is that our lord is integral to all conflicts. He is the one who can make friends into enemies, turn love into hate, and loyalty into betrayal. Algeroth might be the Apostle of War with his machines of destruction, but Semai is the fuel that stokes the fire of conflict.

The old adage 'the power behind the throne' describes our methods well. It is true that many of us hold positions of power in human civilisations, but we seldom hold the highest positions. We would rather assume the role of the advisory lawyer to a powerful business mogul than that of the mogul. We wield power through a proxy.

The Nepharites of other Apostles build their massive citadels out in the deserts, or hidden away in the deepest jungles, far from human civilisation. In their own way, they are very effective. However, the Nepharites that lead us are very cunning. They build their citadels in the middle of the human worlds. This means that we, the Heretics of the Lord of Spite, have the great honour and privilege of working close to the Nepharites. With this comes great opportunities to advance, and grow in power.

We are wielders of corruption, and have the power to lure and snare our prey. But never forget that we too are susceptible to temptation and greed. As a soldier can succumb to the violence and death he delivers, so can we fall victim to our tools of destruction. Always remember that the trappings of human power and wealth are but tools, a means to an end. Real power lies within the ranks of our cult, and in the power of our lord Semai.

Again, look out over this city. It is ours for the taking, and we have our work cut out for us. Use the greed of the corporations against them, and the zeal of the treacherous Brotherhood as a springboard for its own demise. The other cults all do their part, but ours is to plant the seed of true corruption and nurture it. It will grow into thorny branches that will rip the soul and rend the mind. Be wary of the servants of Ilian. They would never act against us, but they will do all they can to steal the thunder of our successes. They know that we are great supporters and allies of Algeroth, and that our lord Semai sits on his court in a place of honour. The Mistress of the Void is jealous of Algeroth's power, and by extension the great power of Semai, as he greatly speeds up the march of destruction Algeroth is bringing down on mankind.

You have all done the Lord of Spite proud, and climbed up through the ranks. You were promised that you would be made part of a Temple of Destruction, and be made privy to its location. Rejoice then brothers and sisters, for you are standing on it. Not only does the penthouse beneath hide a temple, but a true citadel ruled by a mighty Nepharite overlord! Come now and look upon the face of true power. Your glorious journey in the service of the Lord of Spite has just begun.

The buildings they use are, in most cases, owned, or at least controlled, by the cult. Because they have people in key position, there is little risk of discovery. Though they serve Darkness, most Heretics of Semai enjoy the comforts that wealth and power bestows, and their temples are decorated accordingly.

LAYOUT: Temples of Corruptions can usually support between ten and thirty heretics comfortably at any one time. They are structured much like a high-security corporate facility. The entrance is either hidden or structured in such a way that no one that does not belong can access the interior, or even get a glance of the inside. The first area after passing through the entrance is a sort of lobby, protected by armed guards. In the larger and most important temples, there might even be a few Necromutants standing on guard here, or a hidden hit squad of Callistonian Intruders standing by. Directly after this is the general area. This is basically a lounge, and those who have never seen a Temple of Semai will be struck by the fact that it all seems so ordinary and plain. However, the walls are hung with paintings and banners depicting symbols and creatures found in Semai's legions.

Other areas include a small armoury, sleeping halls, archives, boardroom, and the Inner Sanctum. The sleeping halls house visiting Heretics who wish to keep a low profile, or those in hiding. The boardroom is where most of the planning and decisions are made. The Heretics of Semai are very organised, and run their operation like an intelligence network.

The archives hold encrypted documents containing leverage on high-ranking politicians, corporate heads, and other important individuals. Compromising photos, or other types of material that can be used to blackmail them, are all stored here. It also contains a record of the cult's assets, which are kept in a large vault under guard. The records are documented on flash paper, and there is a strict protocol in

place to ensure that everything will be burned immediately if the temple is ever compromised.

The appearance of the ordinary does not extend to the Inner Sanctum. This is a room where everlasting torches burn with an unnatural blue flame. The entire room is tiled with black stone slabs, engraved with runes speaking of Semai's glory. Semai's symbol is carved in a large circle in the centre of the room. It is here the cultists worship their master, and receive Dark Gifts.

STRUCTURE: Each Temple is run by the highest ranking Heretic, often a Dark Magistrate or Corruptor. Most temple leaders have no life outside this. On paper, they are probably a consultant or something similar, as they need a cover. The leaders see to it that everything runs smoothly, and that the interests of the Lord of Spite are looked after. Under normal circumstances, they have one large meeting each month, but the leader receives visitors all the time as he takes reports and obtain updates from lower ranking Heretics.

The right hand of the Dark Magistrate is called the Seneschal. This high-ranking Heretic helps the Magistrate and delegates the work. If the temple is large, there are also one or two Administrators, assistants to the Seneschal. All temples, no matter the size, have an Archivist. This is a special appointment, and it is a great honour. Only high ranking, trusted and organised Heretics can be given this appointment. Their job is to manage the archive, and these individuals live out most of their lives within the walls of the temple. This is to avoid risk of capture; the amount of vital information that might be divulged by an archivist being tortured and prodded by the Brotherhood would be hugely detrimental to the temple. If the temple is compromised, the Archivist's job is to burn the files and commit suicide to ensure the safety of its assets.

CEREMONIAL VESTMENTS: These Heretics dress in black robes, and wear smooth masks of silver. Faint markings known to the members show the rank of the Heretic. This cult is subtle in all things. In most areas of the temple, Heretics can chose whether or not to wear their ceremonial garments, but in the Inner Sanctum they are required to do so.

MINIONS OF SEMAI

The following creatures can be found in a typical and average-sized Temple of Corruption

- ◆ One Dark Magistrate
- ◆ Two Corruptors
- ◆ One Sin Sighter
- ◆ Two Flesh Drinkers
- ◆ Seven Callistonian Intruders
- ◆ Two Enablers
- ◆ Two Vile Antagonists
- ◆ Eight Heretical Legionnaires
- ◆ Twelve Heretics

CULT OF SEMAI CAREERS

The heretics of Semai focus on deception and corruption, and most of the purely martial individuals have received their training in the military or law enforcement, often before they joined the cult. However, the Cult of Semai does have the best assassins.

ENGINEERS OF CORRUPTION

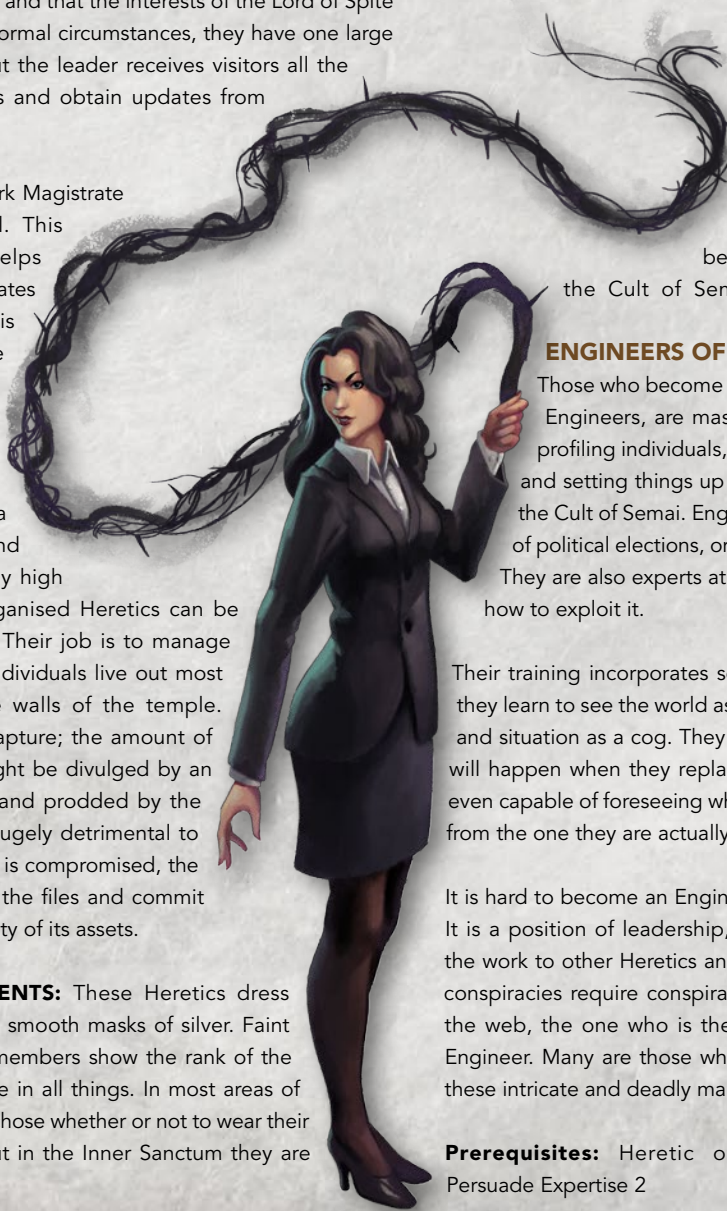


Those who become Engineers of Corruption, often called Engineers, are master manipulators. They are adept at profiling individuals, foreseeing the outcome of situations, and setting things up so that the outcome is favourable to the Cult of Semai. Engineers are those who plan the rigging of political elections, or how to frame an innocent for a crime. They are also experts at finding out what a person wants and how to exploit it.

Their training incorporates some very special teachings in which they learn to see the world as a machine, and every person, desire, and situation as a cog. They see how it all fits together, and what will happen when they replace, reverse, or stop a cog. They are even capable of foreseeing what will happen a thousand cogs away from the one they are actually manipulating.

It is hard to become an Engineer, and most are quite high-ranking. It is a position of leadership, as they need to delegate much of the work to other Heretics and creatures of darkness. Widespread conspiracies require conspirators, but the spider in the centre of the web, the one who is the designer of this corruption, is the Engineer. Many are those who have unknowingly become part of these intricate and deadly manipulations, without even knowing it.

Prerequisites: Heretic of Semai, Lifestyle Expertise 2, Persuade Expertise 2



Difficulty: 3

Mandatory Skills: Lifestyle, Persuade, Stealth

Elective Skills: Command, Observation, Insight

Signature Skill: Command, Insight, Persuade, Stealth

Talents: Any three from Command, Insight, Persuade, or Stealth.

Equipment: Several sets of clothing of different qualities, three Excellent Fake IDs, Cell Phone

Earnings Rating: 6

Special: The Engineer of Corruption immediately gains one Dark Gift from the Pattern of Semai.



REAPER



The Heretics of Semai seldom act openly, but it does not mean that they cannot act directly. Reapers are master assassins and they dedicate their lives to the art of killing. They work alone, and can infiltrate installations and places others cannot. Their skill and dedication makes them invaluable, and Semai use them as commodity, lending out their expertise to the cults of his siblings in exchange for favours. Only Ilian never makes use of them, which suits Semai fine.

Reapers disregard their own death—the mission and its execution are all that counts. Though they would never waste their lives, they would sacrifice themselves for the mission if there was no other way. They will not stop when they have been given a contract. If they fail, they will try again, until they have succeeded or died trying.

Note: Reapers have access to Bio and Necrobionic implants. This is a deal Algeroth has struck with Semai in exchange for full access to the service of Reapers.

Prerequisites: Heretic of Semai, Close Combat Expertise 2, Stealth Expertise 2

Difficulty: 3

Mandatory Skills: Acrobatics, Close Combat, Stealth


Elective Skills: Athletics, Observation, Resistance

Signature Skill: Acrobatics, Athletics, Close Combat, Stealth

Talents: Any two from Acrobatics, Athletics, Close Combat, or Stealth.

Equipment: Soulscythe

Earnings Rating: 6

Special: When progressing in Rank, a Reaper may take Implants instead of Dark Ink, as if he were a follower of Algeroth. He still chooses his Dark Gifts from the Pattern of Semai. Further, due to the careful training and conditioning given to Reapers, when checking for Stigmata, they may re-roll a single  that rolled a Dark Symmetry Icon.

THE BOOK OF MUAWIJHE

CULTS OF MUAWIJHE

Muawijhe's cults work using a specific pattern. Their corruption begins subtly and quietly, building to maddening crescendo of broken minds. They act in secrecy, and in most cases they try to influence the downtrodden, poor, and desperate. Their goal is to create serial killers, incite riots, and destabilise society with the madness of their master.

In some instances they work with the cults of Demnogonis, as both Apostles corrupt and influence the poor and defenceless: the Befouler corrupts the flesh while the Lord of Vision corrupts the mind. When the goals of the cults intersect, their cooperation can lead to plague riddled, mad uprisings, bordering on a violent and disjointed revolution without rhyme or reason.

Members come from every walk of life. These Heretics are often able to carry madness within them without letting it show much. They use this controlled madness to direct the Dark Symmetry, and to understand its intricacies. They like to plant seeds of madness, and open gates to the realms of nightmare, bringing forth new creatures moulded by the greatest fears imaginable.

Though not particularly martial or physically aggressive, they stock a wide range of weapons, firearms and primitive melee weaponry that they steal, buy, and take from wherever they can. The best weapons are given to Heretics responsible for temple security, but most are stockpiled in a wide range of secret caches, and distributed when an uprising is brewing.

On the surface, these cults might seem somewhat disorganised, but they are in fact one of the most adaptable and effective in their own way. It is difficult and dangerous to track a group that behaves erratically, moves around several well-hidden locations, and has access to a wide range of weapons.

TEMPLES OF MADNESS

Erratic, ever-changing, and unpredictable, the Temples of Madness are those that are the most hard to find. The temples are numerous, but quite small. Groups often rotate between several locations, as most members suffer from paranoia to some extent. Due to the small size and temporary nature, the temples are often located in condemned buildings in the slums, old sealed off tram-lines, and similar squalid and forgotten places. This also allows them to stay close to the homeless, and those they corrupt.

In comparison to all the temples of the other cults, these come across as flimsy and lazily put together. While other temples often have carved and permanent fixtures singing praises to their masters, these Heretics simply nail up large pieces of cloth

They only see what our minds allow them to see. We see more than there is, and make it part of existence. Hence, we control and manipulate existence. Many say that having a cracked mind is a weakness, but if you fill in the cracks a vessel is expanded, leaving room for even more.

Madness in itself only tears the mind, but it is useful as a weapon. If distilled and taken into the mind, there is a vast amount of knowledge contained in madness. You, my fellow cultists, have been swept up in the torrent of the Lord of Vision and survived, carried off into the sphere of power. You can hear him in your mind, see him in your dreams, and harness his great Dark Gifts with your will.

The cults of other Apostles always try to prove that they are superior, but we have no such needs. Man, Heretic, Cardinal, and even creatures of Darkness can be touched by madness and taken by it. We are never taken by it. Instead of having the weaves of madness crash down on us, we ride them, and use their momentum to take us where we wish to go. A flood can break down the sturdiest of gates.

Some think that there is no rhyme or reason to the actions of our master. But they are wrong. He see further and has more insight than all of them. An act that seems irrelevant, or illogical, can be the catalyst of epic events that further the cause of the Dark Legion. But we, bestowed with but a glimpse of the true vision of our master, look upon the world in a way that allows us find answers to questions not yet conceived.

We are not capricious, but it is advantageous that others believe this to be the truth. Few pay attention to the inoffensive and non-threatening fool. We care little for boastful temples and possessions. Our belief lies within our minds, and the conviction and proof of our devotion is shown in the powers we wield. The Dark Gifts of our master can bend and twist the strongest of minds.

The wisdom we carry has to be spread to all mankind. Those that will shatter and fall under its weight will be left behind, their madness harvested and distilled. Those that are strong enough to carry the knowledge will join us. In the end, we will ascend beyond being Heretics. When all of man has been shattered or granted the gift of true knowledge, we will follow our master into the realm of nightmare, and into the eternal cycle. When we emerge, it will be time to find another race to bring into the fold. You and I have insight that is only granted to the most devoted and high ranking of Heretics, and not all know about the eternal cycles.

The other cults can, at times, doubt our methods and practices. Let them. They will still help you, as you help them, but they have no idea of what to make of you, while you know exactly what they are all about. We all share the same goal, but our methods differ. The Dark Soul is watching. Only by serving the glory of Muawijhe, using his powers and plans of our master, might the Dark Soul look upon him with favour. Keep your mind steed and your faith true. If you falter, your sanity will be ripped from you and you shall become one of the screaming ones.

Our responsibility is a great one. The sickness of Demnogonis, corruption of Senai, war machines of Algeroth, or the raw power of Ilian cannot break man unless we crush the sanity of humanity. Always remember this. We understand that which few others do, that we are a part of a whole. But even a well-oiled machine has parts that are more important than others, and it is our duty to see to it that our master is elevated to a state of the highest importance.

The Brotherhood has proven to be a potent enemy but its spells require a strong and sane mind to wield. Destroy the minds of the Brothers, and they will pose less of a threat to you. But be careful, they are crafty and cunning. Their powers are very different from Dark Gifts. Use their zeal and obsession against them, plant the seeds of paranoia, and they will be off chasing shadows. If you are insightful enough you will be able to point them at your enemies. The mind is the pilot of the flesh, and the seat of true strength. Control the mind, control the man. Control the pattern of Muawijhe, and shape the world.

and hand paint the glyphs of Muawijhe on them. This might seem haphazard, but it allows them to tear them down, leaving no trace of the dark symbols as graffiti or carvings would do. It also allows them to burn the evidence if need be.

LAYOUT: There is no such thing as a typical layout, as the location keeps changing. Weapons are seldom stored in any great amount in the temple, rather they are stored in caches at other locations. Furnishings are also random, as they just take whatever is around and organise it best they can. They do have power, as they steal it from nearby power lines, and in most cases they have couple of refrigerators in which they can store food. They also have a security detail composed of a mix of creatures and Heretics. Some are positioned in the building, while others act as spotters, placed around the neighbourhood in the guise of being homeless.

They also use a system of simple, but very effective, traps. Deadfalls, trapdoors, tripwires, and structurally weakened floors are the norm, paired with some explosive traps. Some are made to act as alarms, while others are deadly. Members are well aware of the location of every trap. Chasing a cultist within the walls of his temple is a potentially deadly endeavour. They are also prone to board up most windows or hang thick pieces of cloth over select parts, so the building appears to be empty from the outside. They do have several hidden passages, which they can use to escape in case of an emergency.

The Inner Sanctum is typically located in the centre of the basement or top floor. This is the only room the cultists spend any time on securing, fortifying the walls if needed and installing security doors. The inside of the Inner Sanctum is very simple. Chalk, coal, and blood are used to create glyphs marking the symbol of Muawijhe on the floor. When communicating with their master, the symbols glow a sickly yellow. Even though the layout of the Inner Sanctum seems simple, it is every bit as powerful as one belonging to Ilian. The Heretics of Muawijhe can be granted gifts, summon beings from dimensional nightmares, and fuel their powers with the symmetry pattern of their master by using the Sanctum.

STRUCTURE: The Dark Magistrate is referred to as the Prophet, and is the one in charge. He receives maddening visions from Muawijhe's Nepharites, and sometimes the Lord of Vision himself. His second in command is the Voice, who sees to it that all the orders are delegated properly, and that things run smoothly. Other than that, they go by regular Heretic ranks with few other positions. If the Prophet comes up with a position he deems necessary, he creates it.

Temples tend to change locations at least once per year, and sometimes as often as once per month. This depends on how paranoid the Prophet is, and how close the temple is to discovery. If attacked, or invaded by a force it has no chance of defeating, the cult will instigate the Purge. The Purge is a protocol whereby they set

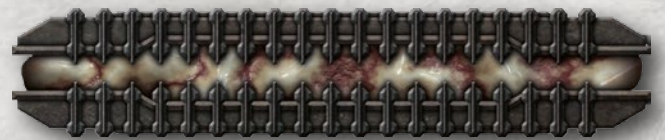
strategic fires in the building in order to quickly burn it to the ground. The cult members have several secret passages and hidden paths that will take them to safety. Before the Purge, a horn sounds so that every cult member knows what is about to happen. This protocol ensures that there are no evidence, documents, or traces that their pursuers can use to find them.

CEREMONIAL VESTMENTS: Layers and layers of cloth strips, similar to bandages, have been sewn into a hooded cassock. Vestments are usually dark red, and filled with hand painted black glyphs. The Heretic's faces are covered by masks ranging from the likeness of twisted human faces, to nightmarish and monstrous concoctions. Masks are individual, and no two are the same. A faint symbol on the forehead points to the rank of the Heretic. The entire vestment is never required while in the temple, or even the Inner Sanctum, but many wear it. The masks are, however, required at all times, unless the cultist are ordered to take them off by the Prophet, or need to remove it by necessity, such as when eating.

MINIONS OF MUAWIJHE

The following creatures can be found in a typical and average-sized Temple of Madness:

- ◆ One Prophet
- ◆ One Voice
- ◆ Three Chained Howlers
- ◆ Seven Mind Renders
- ◆ One Fright Wraith
- ◆ Two Fear Splitters
- ◆ Up to one Zenithian Soulslayer
- ◆ One Distiller
- ◆ Six Figments
- ◆ Eight Screaming Legionnaires
- ◆ Thirteen Heretics



CULT OF MUAWIJHE CAREERS

The goals and methods of the Lord of Visions seem to be erratic and unfathomable. So many of his followers seem equally sporadic and capricious in their behaviour. But there is never a baseline to what to expect from a follower of Muawijhe. Some are truly lunatics that barely can string together a sentence in their mad gibberish and are used for low level suicide missions. Others are calm and collected and given delicate missions.

EATER OF SOULS



When someone important is to be scouted for recruitment or driven insane, the cult sends an Eater of Souls. These heretics are masters of subtle as well as overt tactics aimed at poking and prodding at the psyche of an individual. They are used to watch and test the mental strength of a possible recruit or sent to drive someone insane in order to destroy their credibility. At times, a subtle approach is much more fitting than an assassination.

The Eater of Souls are also used as interrogators and they are capable of torturing the mind instead of the flesh, prying information from the victim using a combination of Dark Gifts and mundane skills. Few are those that can resist them, and those who do are in most cases left as insane husks.

Prerequisites: Heretic of Muawijhe, Persuade Expertise 2, Willpower Expertise 2

Difficulty: 2

Mandatory Skills: Persuade, Treatment, Willpower

Elective Skills: Observation, Psychotherapy, Stealth

Signature Skill: Persuade, Psychotherapy, Stealth, Willpower

Talents: Any two from Persuade, Psychotherapy, Stealth, or Willpower

Equipment: basic medkit, disguise kit, surveillance kit,

Earnings Rating: 2

Special: The Eater of Souls gains a single Dark Gift from the Pattern of Muawijhe.



DREAD SHADOW



The Dread Shadows are the bogeymen, the monster under the bed and the childhood nightmares come to life. They are experts at gaining access to secure locations with the intent of killing, terrorizing or kidnapping an individual. With their skill set, the Dread Shadows are very adapted to acting as spies and assassins. But they seldom just watch, they also unhide the individual. While Eater of Souls aim at recruiting or drive targets insane, the Dread Shadows wish to drive their victims insane before they kill them or simply make them disappear.

These men and women form an elite group. They have a special insight into how to use madness and violence in a terrifying combo like no other. When stalking the darkness they are draped in a tight version of the ceremonial vestments. They look like tightly bandaged shadows wearing the most twisted of masks. They often work in teams and prefer to make their kills up close and personal with a bladed weapon. They use the Dark Symmetry to harass and confuse and their physical bodies to maim and kill.

Prerequisites: Heretic of Muawijhe, Stealth Expertise 2, Willpower Expertise 2

Difficulty: 3

Mandatory Skills: Close Combat, Stealth, Willpower

Elective Skills: Acrobatics, Observation, Persuade

Signature Skill: Acrobatics, Close Combat, Stealth, Willpower

Talents: Any two from Acrobatics, Close Combat, Stealth, Willpower

Equipment: Two knives, camouflage kit (any one)

Earnings Rating: 1

Special: The Dread Shadow immediately gains one Dark Gift from the Pattern of Muawijhe. Further, when the Dread Shadow attacks an opponent while hidden, that opponent must attempt an Average D1 Willpower test or become Staggered until the end of its next turn.



TRANSFIGURATION

Transfiguration is the ultimate reward. Exactly what a Heretic is allowed to be transfigured into depends both on how well he has performed, and his personality. In most cases, it is a Nephrite that decides if a Heretic is to undergo transfiguration, but only an Apostle may decide if a Heretic is allowed to become a Nephrite. This means that a Heretic has to have done something so spectacular and reputable in his service to the Dark Legion that the Apostle he worships takes note.

All Transfigurations come with requirements that must be met. The mind and body of the human chosen has to be strong enough for the change, otherwise he will surely perish. Undergoing Transfiguration is, in most cases, a choice. If the Heretic accepts, he will be sent on a pilgrimage to some distant citadel. When he has reached the citadel, the process of Transfiguration will begin. Some also require a test during the process, and in many cases failure of this test will lead to the death of the Heretic. Unless stated otherwise, the Heretic retains all his Dark Gifts and Endowments after Transfiguration. If a Heretic is Transfigured into a creature that is normally incapable of wielding Dark Gifts, he will tend to rise in the ranks quickly, due to his insight into the Dark Symmetry.

The process of Transfiguration is a long and difficult one, requiring considerable time and effort. It is also not without risk—failure may see the Heretic’s flesh consumed in the Distortion Chambers, or transformed into one of the lesser creatures in the service of his Apostle—Algeroth’s legions are full of Undead Legionnaires who were once Heretics seeking Transfiguration.

As a Heretic grows in power, he may be rewarded with a step towards Transfiguration. These steps are the ‘currency’ with which a Heretic will pay for his transformation, with the most powerful forms requiring the greatest number of steps. At the GM’s discretion, a Heretic may purchase a step for 1000 experience points.

Once a Heretic has accumulated enough steps to begin Transfiguring into his chosen form, and so long as he meets all the other requirements for that form, he may start the process at any point. This requires a Pilgrimage to the nearest Citadel, to be judged by a Nephrite Overlord. The judgement takes the form of one or more skill tests. The penalties for failure are severe, and include death and fates far worse.

Success sees the character remade in a new form, his flesh transformed—or even replaced entirely—into something greater. Transfigured Heretics do not suffer from Stigmata, and cannot suffer from Degeneration. The process of Transfiguration removes all Stigmata, and heals all stages of Degeneration.

A character cannot attempt Transfiguration during character creation. Also note that a Transfigured character may be unsuitable for some

styles and forms of campaign, and may be unable to move amongst humanity freely.

PROFANE FORMS

The following are the most common forms for Transfiguration.

BIOPHAGE (DEMNOGONIS)

Biophages are the twisted master-bioengineers of Demnogonis. Their bodies are the fusion of ancient alien genetics and the human form, and while they are vaguely humanoid in shape, they barely resemble the people they once were.

STEPS: 5

REQUIREMENTS: Heretic of Demnogonis, Medicine Expertise 3, Sciences Expertise 3, Rank 5 or higher

TEST: Becoming a Biophage requires a Daunting D3 Resistance test to withstand the infusion of alien fungus into their bodies. Failure typically results in the Heretic’s demise, as their body dissolves into noxious sludge.

BENEFITS: Biophages are extremely resilient, and highly perceptive and intelligent, their minds accelerated by their new state of being. A Biophage increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
4	4	3	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	–	4

Further, the new Biophage gains a number of other special abilities:

- ◆ **Dark Presence**
- ◆ **Fear (1)**
- ◆ **Fueled by Pestilence:** Biophages possess a mystical bond with plagues and pathogens, able to influence them with a thought and gaining in power as they spread. When a creature fails a Resistance test while within Medium range of the Biophage, it regains one point of its Personal Dark Symmetry pool, up to its normal maximum.
- ◆ **Inured to Disease**
- ◆ **Inured to Pain**
- ◆ **Inured to Poison**
- ◆ **Supernatural Intelligence (2)**
- ◆ **Supernatural Mental Strength (1)**
- ◆ **Telepathic:** Biophages never speak, or make sounds other than the wet rasp of their breathing. A Biophage can communicate freely with other intelligent creatures within Medium range by transmitting mental impressions—comprised of sights, sounds, and smells.

XABIER ALAKHAI ESCUDERO, CENTURION OF ALGEROTH



How the mighty have fallen. Reibax was once, long ago, an Imperial Conquistador, full of arrogance and pride, confident in his ability to tame new worlds in the darkest reaches of the Outer System. But he went too far, ventured to places he should not have, and fell into the dark embrace of the Dark Legion. Now he serves as a remade Centurion at the will of Alakhai, deep in the Venusian Jungles. There, he hones the lethal skills of his master's Necrobeasts. Reibax infuses these terrible creatures with a hatred and hunger for violence built on all he has lost and stoked by the pride that still burns fiercely in his mutated chest a twisted parody of what is left of his humanity.

WOUNDS:

- ◀ Head 6
- ◀ Arms 8
- ◀ Serious Wounds 10
- ◀ Mental Wounds 9
- ◀ Torso 11
- ◀ Legs 9
- ◀ Critical Wounds 6

SOAK: Salvaged plate armour: (Torso 3, Arms 2, Legs 2)

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14	14 (+1)	13	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13	11	9	16

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	2	2	-	1	-	3	1	1	-

ATTACKS:

- ◀ **Unarmed Strike (melee):** 1+ \uparrow 7
- ◀ **Voriche Handgun (ranged):** Close, 1+ \uparrow 7, Semi-Automatic, Unbalanced, Close Quarters
- ◀ **Skalak (melee):** 1+ \uparrow 9, Unbalanced, Armour Piercing 1, Parry 1

SPECIAL ABILITIES

- ◀ **Supernatural Physique (1)**
- ◀ **Fast Healing (1)**
- ◀ **Beastmaster:** Reibax is a fearsome creature in his own right, but is terrifying when commanding the savage Necrobeasts. Any Necrobeast within Close range of Reibax gains an additional +1d20 on all Athletics, Close Combat, and Willpower tests.

CENTURION (ALGEROTH)

Centurions are the leaders and elite warriors of the Dark Legion. Choosing to become a Centurion turns a Heretic's life into an existence of endless warfare and bloodshed, fighting on the front lines against the armies of humanity. Becoming a Centurion is one of the simplest forms of Transfiguration, requiring relatively little effort to earn the chance.

STEPS: 3

REQUIREMENTS: Heretic of Algeroth, Close Combat Expertise 2 or Ranged Weapons Expertise 2, Rank 2 or higher

TEST: Becoming a Centurion requires a Challenging D2 Willpower test to withstand the bombardment of Algeroth's symmetry pattern. Failure results in the destruction of the Heretic's sense of self, and the creation of a new Necromutant. The Heretic is not dead, but he is no longer playable either.

BENEFITS: Centurions are extremely strong, quick, and resilient, and their presence is augmented by the power of the Dark Symmetry. A Centurion increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
4	4	3	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	-	4

Further, the new Centurion gains a number of other special abilities:

- ◀ **Supernatural Physique (1)**
- ◀ **Fast Healing (1)**

CHANGELING (ILIAN)

This transformation is a mixed blessing at best. It is often awarded to valuable Heretics who have been discovered or who have begun to suffer from Degeneration or some form of Stigmata. Changelings are shapeshifters, able to adopt new forms at will. They are often successful Heretics who have failed or begun to Degenerate, and Ilian's subtle work has little use for the Degenerate. Few high-ranking Heretics desire this fate, but it gives them a second chance in the service of their Mistress.

STEPS: 5

REQUIREMENTS: Heretic of Ilian, Persuade Expertise 2, Willpower Expertise 2, Rank 5 or higher

TEST: Becoming a Changeling requires a Daunting D3 Willpower test in order to control the powers of its new body. Failure results in the Heretic losing coherence and dissolving into a puddle of protoplasmic slime.

BENEFITS: Changelings are extremely strong, quick, and resilient, and their presence is augmented by the power of the Dark Symmetry. A Changeling increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
5	4	1	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	4	2

Further, the new Changeling gains a number of other special abilities:

- ◀ **Change Shape:** As their name suggests, Changelings can change their appearance at will. Just by studying a picture of someone, they are able to change their appearance to look exactly like the person in question. Studying a video, or even better, actually meeting the person, produces far better results, allowing the Changeling to mimic them exactly: voice, appearance, and mannerisms included. A Changeling can shift its height by fifty centimetres up or down. It can also shift its weight by fifty kilos up or down. Changelings are able to change gender, skin colour, texture, voice, eye colour, and everything else needed to mimic the appearance of another person perfectly. They are capable of dropping a limb and regenerating a new one, and can even grow 'clothes' as needed. All changes occur within a matter of seconds. They are the perfect spies and a very important part of Ilian's legions—one of her most powerful assets when it comes to infiltrating human society. It takes a Free Action to assume a form, and onlookers require a Dire D4 Observation test or a Daunting D3 Insight test to determine that the Changeling is not who or what it appears to be. While disguised, it loses its Fear (1) special ability, and it loses its Soak, as well as its Dripping Fangs and Razor-Sharp Talons attacks.
- ◀ **Fast Healing (3)**
- ◀ **Fear (1)**
- ◀ **Combat Beast:** When forced into the open, Changelings can transform into hulking monsters. Their skin hardens and grants them protection as if wearing armour (Head 3, Torso 4, Arms 3, Legs 3), while their nails become long talons (1+**↑**2, 1H, Spread 1, Vicious 1) and their teeth turn into nasty fangs (1+**↑**2, Unforgiving 2, Vile). It takes a Restricted Action to enter or leave this form.

SPECIAL ABILITIES

The following common special abilities are similar to those used by NPCs. Where there are differences, this is due to the differences between Player Characters and Non-Player Characters.

DARK PRESENCE

The creature's presence signals the power of the Dark Soul, heralding despair and promising endless strife and torment. The creature's Personal Dark Symmetry pool regains one point at the start of each scene. The presence and the power it heralds can be detected with an Average D1 Insight test, which does not require an action.

FAST HEALING (X)

The creature's flesh and bone may be the work of malefic artisans, or imbued with great vitality, but whatever its source it recovers quickly from serious injury. The creature regains X wounds at the start of each turn, so long as it has at least one wound remaining. If the creature has different levels of injury, it regains Critical Wounds first, followed by Serious Wounds, and then Light Wounds. Outside of combat, it regains one wound per minute.

FEAR (X)

The creature's form, nature, or raw presence is deeply unsettling to human minds, and few can bear witness to it and remain strong. When a character sees a creature with Fear (X) he must immediately attempt a Willpower Test, with a difficulty equal to the value in parentheses, or suffer a mental assault. A character must attempt this test only once for each Fear causing creature in a scene.

FEED UPON FEAR

The creature gorges itself on the fear of others, gaining in strength as human minds crumble and falter. Regain a point to its Personal Dark Symmetry pool every time another character suffers mental damage within Medium range of the creature.

INCORPOREAL (X)

Incorporeal creatures are only partially of the physical universe, and are incapable of interacting with it physically. Large physical barriers, such as the structure of buildings and vehicles, prevent their passage, but smaller and lighter objects often simply pass right through. An incorporeal creature ignores the first X damage inflicted by any hit, where X is the rating of this trait. This is ignored entirely by supernatural attacks such as spells of the Arts or Dark Gifts, and by weapons that have been blessed, ensorcelled, or otherwise enhanced with supernatural powers.

INURED TO X

The creature is unperturbed by conditions and effects caused by one of a number of sources of difficulty or hindrance, such as vacuum, extremes of temperature, poison, disease, etc. The most common sources of conditions are described below:

- ◆ **COLD:** The creature is unaffected by effects derived from extreme cold, including cold damage.
- ◆ **DISEASE:** The creature is immune to the effects of disease, and will never suffer the symptoms of any disease. If the creature is exposed to a disease it will become a carrier—able to spread the disease if it is contagious.
- ◆ **HEAT:** The creature is unaffected by effects derived from extreme heat, including fire damage.
- ◆ **PAIN:** The creature is incapable of feeling pain, continuing undeterred in spite of the most horrific agony. The creature cannot be dazed or staggered, suffers no penalty from serious injury or pain-related effects, and cannot gain dread.
- ◆ **POISON:** The creature is unaffected by all forms of poison, venom, and toxin.
- ◆ **VACUUM:** The creature suffers no damage from being exposed to hard vacuum, or other extremes of atmospheric pressure, and cannot suffocate.

GRASPING

The creature often seeks to grab hold of its foes, rather than merely striking them. In addition to dealing damage with its melee attacks, the creature may grab its target by paying one or more Dark Symmetry points. A grabbed target is unable to move or take action except to attempt an Acrobatics or Athletics test to escape, with a difficulty equal to the number of Dark Symmetry points spent. While it has a target grabbed, the creature cannot make attacks against any other foes, but will automatically score one success on melee attacks against the grabbed target.

MONSTROUS CREATURE

The considerable bulk and mass of this creature makes it less agile and graceful than smaller creatures, and hinders it moving through confined spaces—increase the difficulty of tests where great size or weight would be problematic by one step. Finally, monstrous foes are not required to brace unwieldy weapons, and can use two-handed weapons in one hand without difficulty or penalty. A

monstrous creature may spend one Dark Symmetry point before attacking to add Knockdown to all its melee attacks for the turn.

NIGHT VISION

The creature's senses are keen, or use different wavelengths of light, allowing it to pierce the deepest darkness with ease. Tests the creature takes do not increase in difficulty as a result of darkness.

PERSONAL DARK SYMMETRY (X)

The creature is imbued with a great deal of the raw power of the Dark Symmetry, and it can channel this power as easily as living creatures breathe. The Heretic's Personal Dark Symmetry pool is increased to the listed value. The presence and the power of these creatures can be detected with an Average D1 Insight test, which does not require an action.

SUPERNATURAL ATTRIBUTE (X)

One or more of the creature's attributes are beyond human. This is indicated by a number, which is added as automatic successes on tests with the relevant characteristic. For example, a Nephrite with Supernatural Strength (1) gains one success on all Strength tests, in addition to any generated by rolling. Supernatural attributes, will be noted next to characteristics as a value in parentheses. For each rank of Supernatural Strength, increase the creature's melee damage by 1. For each rank of Supernatural Awareness, increase the creature's ranged damage by 1. For each rank of Supernatural Strength or Supernatural Physique, increase the creature's wounds (on each location and at each injury level, if applicable) by one. For each rank of Supernatural Mental Strength, increase the creature's mental wounds by one.

UNLIVING

Whether constructed of technology, raw Dark Symmetry energy, dead flesh, or some combination of the three, the creature is not a living being. It is immune to all environmental conditions—extremes of heat or cold, vacuum, and suffocation—as well as all poison and disease effects (though an unliving creature exposed to a disease can still be a carrier). Unliving creatures cannot be healed by conventional medicine and cannot be affected by abilities, attacks, and effects that only work on living creatures.



CORRUPTOR (SEMAI)

Corruptors are creatures of Semai's creation, designed to infiltrate human society. Though they can appear human, their bodies are amorphous masses of writhing tendrils. These tendrils—whether fully unleashed or protruding through the Corruptor's eyes, nose, or mouth—can be used to invade the mind of an unsuspecting victim.

STEPS: 5

REQUIREMENTS: Heretic of Semai, Observation Expertise 2, Persuade Expertise 3, Rank 5 or higher

TEST: Becoming a Corruptor requires a Daunting D3 Resistance test to withstand the agony of their transformation. Failure results in a burned out husk, slick with an ooze that was once internal organs.

BENEFITS: Corruptors are extremely perceptive, intelligent, and persuasive. A Corruptor increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
–	1	–	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
–	5	3	4

Further, the new Corruptor gains a number of other special abilities:

- ◆ **Amorphous Form:** A Corruptor may shed its human form in a shower of gore as a Free Action at any time. Once it has done this, the creature's true form is able to squeeze through spaces as small as ten centimetres wide, and can freely crawl across sheer walls and ceilings. It can regrow a new skin in three hours, or kill another human and steal their skin, in order to conceal its true form.
- ◆ **Dark Presence**
- ◆ **Flawless Infiltrator:** A Corruptor is, when clad in human form, utterly indistinguishable from an ordinary human being, and perfectly designed to pass unnoticed. Any tests attempting to discern a Corruptor's true nature or intent while operating in human guise increases their difficulty by one step.
- ◆ **Mental Infiltration:** A Corruptor may read the mind of an unconscious human by invading the victim's brain with its tendrils. This takes several hours, but reveals the victim's thoughts and memories of the victim fully. The victim cannot remember the invasion, but the nightmares and feeling of violation cause the victim to suffer one Dread.
- ◆ **Supernatural Awareness (1)**
- ◆ **Supernatural Intelligence (1)**
- ◆ **Supernatural Mental Strength (1)**
- ◆ **Supernatural Personality (1)**

DARK HUNTSMAN (ALGEROTH)

Dark Huntsmen are the Necrobionic killing machines of the Dark Legion. Most are created from unwilling prisoners driven mad in the Necrochambers, but a superior few are drawn from the ranks of the Cults. Being used to Algeroth's bio-technology, these Huntsmen are more able to regain their sanity and sense of self, and they are frequently used as commandos and assassins in the cities of man.

STEPS: 6

REQUIREMENTS: Heretic of Algeroth, Close Combat Expertise 2 or Ranged Weapons Expertise 2, three or more Implants, none of which are Necrobionics. No Stigmata.

TEST: After an intensive regime of necrobionic implantation, the Heretic must pass a Daunting D3 Willpower test. Failure means that the character goes irrevocably mad, becoming a fine Dark Huntsman but a useless Player Character.

BENEFITS: A Dark Huntsman gains the following Implants: Necrobionic Limbs (Legs), Necrobionic Respiratory System, Necrobionic Organ Replacement, Necrobionic Restructuring, and a Control Implant. While he retains any Implants he already had, in addition to those gained by becoming a Dark Huntsman, the character may not gain any more Implants, as his finely-balanced physiology allows no further alteration. A Dark Huntsman increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
4	7	4	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	1	4	4

Further, the new Dark Huntsman gains a number of other special abilities:

- ◆ **Deceptive:** A Dark Huntsman still clearly resembles the person he once was, and their corruption is hidden beneath the surface. If the Dark Huntsman has not been injured or otherwise revealed to be a servant of Algeroth, then it takes a Dire D4 Observation test or a Daunting D3 Insight test in order to identify them as something other than human.
- ◆ **Fast Healing (3)**
- ◆ **Grasping**
- ◆ **Supernatural Physique (1)**
- ◆ **Unliving**

CHAINED HOWLER (MUAWIJHE)

No sane Heretic desires to become a Chained Howler, but the service of Muawijhe is not the province of the sane. The majority

of Chained Howlers are created from ordinary people driven utterly and irrevocably mad, but a few unfortunate Heretics, whose bodies have begun to reject the Dark Symmetry volunteer to become Chained Howlers as a way of avoiding Degeneration. These few are more powerful than the majority of Chained Howlers, and are often referred to as Lords of Chains.

STEPS: 3

REQUIREMENTS: Heretic of Muawijhe, Acrobatics Expertise 3 or Stealth Expertise 3, Persuade Expertise 2, Rank 4 or higher, must have at least one Stigmata or begun to Degenerate

TEST: Becoming a Chained Howler requires being fused with an extradimensional being of madness and pain, a process which is taxing upon both body and mind. This requires a Challenging D2 Resistance test and a Challenging D2 Willpower test. Failing the first test means that the Heretic dies in screaming, hellish agony as his body crumbles to ash. Failing the second test means the Heretic is transformed into a Chained Howler, but loses his mind in the process, and is no longer a viable Player Character. Only by passing *both* tests does the character turn into a Chained Howler and remain self-aware enough to still be a Player Character.

BENEFITS: A Chained Howler increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	-	5	-
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
-	-	-	1

Further, the new Chained Howler gains a number of other special abilities:

- ◆ **Cloak of Chains:** A Chained Howler gets its name from the whirling mass of barbed chains that surround them. These chains float silently most of the time, and only make a sound when the Howler wishes them to. These chains prevent the Howler wearing any conventional armour, but provide it with three Armour Soak to all hit locations. In addition, they provide it with two forms of attack, Spiked Chains and Distant Chain.
- ◆ **Spiked Chains:** This is a one-handed melee weapon, which inflicts 1+**T**2 damage with the Reach, Spread 1, and Vicious 1 qualities. When making a Close Combat attack, a Chained Howler may pay up to three Dark Symmetry points. For each Dark Symmetry point paid, the Howler makes one additional attack as part of that action.
- ◆ **Distant Chain:** Chained Howlers can hurl lengths of chain at distant foes, pinning victims to walls or wrapping them up. A new chain instantly grows from their flesh immediately after the previous has been thrown. This attack does not use conventional ammunition, but rather draws from symmetry-infused flesh, and thus each Reload requires that the Howler pay one Dark Symmetry point. It is a ranged attack with the following profile: Range C, 1+**T**2, Munition, 1H, Dreadful, Entangling, Vicious 1. Entangling means that if one or more Dark Symmetry Icons are rolled when rolling for damage with this attack, the target is entangled, and it cannot move until freed. The target or one of its allies may attempt an Athletics test as a Standard Action to break free, with a difficulty equal to the number of Dark Symmetry Icons rolled.
- ◆ **Emotional Link:** Chained Howlers need ten minutes in close proximity with a sleeping victim in order to form an emotional link. Usually, they do this by hanging from the ceiling above the victim's bed while the victim sleeps in order to forge this link. When this link has been established, the Howler is privy to all memories and personal issues that will negatively affect the victim's emotional state. They can even access repressed memories and force the victim to remember, by harassing them and leaving clues, though they cannot access memories that have been forcibly erased by supernatural means. Once it has established an emotional link with a victim, that victim increases the difficulty of all Willpower tests it must make against the Chained Howler's actions by one step.
- ◆ **Fear (3)**
- ◆ **Feed Upon Fear**
- ◆ **Feeding:** When the victim has been driven mad by harassment, the Chained Howler can feed off him for as long as he is chained in place. The Howler wraps its chains around the victim, draining the last shreds of sanity from the victim. It takes a few hours, after which time, the victim dies. A Chained Howler has to claim one victim in this way every three months, otherwise it will starve to death, losing two Serious Wounds (or Critical Wounds, if it has no Serious Wounds remaining) every day until it feeds. A victim being fed upon must be suffering from a madness, and the Chained Howler can force the victim to attempt a Dire D4 Willpower test (including the increased difficulty from Emotional Link, above) or suffer a mental assault once per hour. Once the victim has no more mental wounds remaining, the victim's body expires as his mind shatters completely.
- ◆ **Grasping**
- ◆ **Inured to Pain**
- ◆ **Mimic Voice:** Chained Howlers can mimic voices as long as they have an emotional link to a victim. They gain two bonus Momentum on tests to fool or deceive others with their voice alone, though they can only mimic voices that are part of the victim's memories.
- ◆ **Scuttling Climb:** A Chained Howler can climb freely on any surface—sheer walls and ceilings—and contort itself through tight spaces without regard for the normal structure of the human body.

ENABLER (SEMAI)

Enablers are very similar to Dark Huntsmen in many regards. The main similarity is that they are wrought from Algeroth's technology, yet appear entirely human unless damaged. However, that is where the similarities end. Enablers are creatures of seduction and subversion, rather than infiltration and assassination, and while they are deadly when cornered, their primary purpose is to ensnare and influence a target.

STEPS: 6

REQUIREMENTS: Heretic of Semai, Persuade Expertise 3. No Stigmata.

TEST: After an intensive regime of necrobionic implantation, the Heretic must pass a Daunting D3 Willpower test. Failure means that the character goes irrevocably mad, becoming useless as an Enabler.

BENEFITS: An Enabler gains the following Implants: Necrobionic Limbs (Arms and Legs), Necrobionic Respiratory System, Necrobionic Organ Replacement, Necrobionic Restructuring, and the Claws implant. The character may not gain any more Implants, as its finely-balanced physiology allows no further alteration. An Enabler increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	5

Further, the new Enabler gains a number of other special abilities:

- ◆ **Alluring Form:** An Enabler's form is that of an eerily perfect man or woman, a guise that allows them to infiltrate any part of society. Recognising an Enabler for the horrific monster it truly is requires a Dire D4 Observation test, for a Daunting D3 Insight test, unless it has suffered one or more Serious Wounds. Further, so enticing is an Enabler's form that even the most hardened warrior may feel a moment's doubt or hesitation when attacking: any skill test made to attack an Enabler that has not suffered any Serious Wounds has its difficulty increased by one step.
- ◆ **Envenomed Tongue-Barb:** This is a melee attack with the following profile: 1+ \uparrow 2, Reach, Toxic 3, Hidden 3.
- ◆ **Fast Healing (1)**
- ◆ **Persuasive Pheromones:** After more than an hour of close proximity to a target (remaining within Close range) and five minutes or more of direct skin-to-skin contact (being within Reach, physically touching the target), an Enabler can set its body to produce pheromones to influence that specific target. It can only generate pheromones for a single specific target at any one time, and must start from scratch each time it wishes

to create this connection. Once the pheromones are being generated, the Enabler gains one bonus Momentum on all Persuade tests made to influence the target, plus an additional bonus Momentum for every day it has spent more than six hours within Close range of the target.

◆ **Supernatural Personality (1)**

◆ **Unliving**

FLESH DRINKER (SEMAI)

While hardly the most glamorous of roles in Semai's Cult, the subversion of the impoverished and homeless is just as vital to the Lord of Vice as the manipulation of the rich and greedy. Flesh Drinkers represent a vital part of that, using a mixture of force, intimidation, and bribery to secure leadership over rough gangs of panhandlers, hoboes, and other destitute people. Though most Heretics of Semai aspire to greater things, some of those more suited to brutality and savagery are drawn to the visceral might of a Flesh Drinker.

STEPS: 5

REQUIREMENTS: Heretic of Semai, Close Combat Expertise 2, Persuade Expertise 2, Resistance Expertise 3, Rank 5 or higher

TEST: Becoming a Flesh Drinker requires a Daunting D3 Resistance test to withstand sorcerous and surgical alterations; those who fail are consumed by their own abilities, their flesh unravelling and then liquefying.

BENEFITS: Flesh Drinkers are massively strong and tough, with a forceful and domineering manner that often comes off as tyrannical. A Flesh Drinker increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
4	4	-	-
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
-	-	2	3

Further, the new Flesh Drinker gains a number of other special abilities:

- ◆ **Alter Form:** A Flesh Drinker can assume an ordinary, unassuming human form—the Heretic's original form. In this state, it does not have the Fear (3) or Dark Presence special abilities, as well as the Monstrous Bite, Spindly Claws, and Corrosive Spit attacks. It can switch to or from this form as a Free Action, and it must be in its monstrous form to feed.
- ◆ **Corrosive Spit:** This is a ranged attack with the following profile: Range C, 1+ \uparrow 2, Munition, Blinding, Spread 1, Toxic 3. Blinding means that, if Corrosive Spit hits the attacker in the head, the target must attempt a Challenging D2 Resistance test or suffer

the Blind status effect for one round, plus one additional round for each Dark Symmetry Icon rolled. Corrosive Spit does not use conventional ammunition, but rather generates three Reloads per scene in the Flesh Drinker's body. It can never possess more than three Reloads for Corrosive Spit at any one time.

- ◆ **Dark Presence**
- ◆ **Fear (3)**
- ◆ **Feed Upon Fear**
- ◆ **Inured to Disease**
- ◆ **Inured to Poison**
- ◆ **Monstrous Bite:** This is a melee attack with the following profile: 1+**T**2, Vicious 3, Vile
- ◆ **Sympatico:** Though not inherently mind readers, and in spite of lacking the ability to exude mind-altering pheromones, Flesh Drinkers have the uncanny ability to say the right thing when trying to establish a rapport with someone. They may re-roll any d20 that doesn't generate at least one success when attempting a Command or Persuade test. The second result stands.
- ◆ **Spindly Claws:** This is a melee attack with the following profile: 1+**T**2, 1H, Reach, Spread 1, Vicious 1
- ◆ **Supernatural Mental Strength (1)**
- ◆ **Supernatural Personality (1)**
- ◆ **Supernatural Physique (2)**
- ◆ **Supernatural Strength (1)**
- ◆ **Unnatural Resilience:** A Flesh Drinker has two Armour Soak to all locations, due to its hardy flesh.

NEPHARITE (ANY)

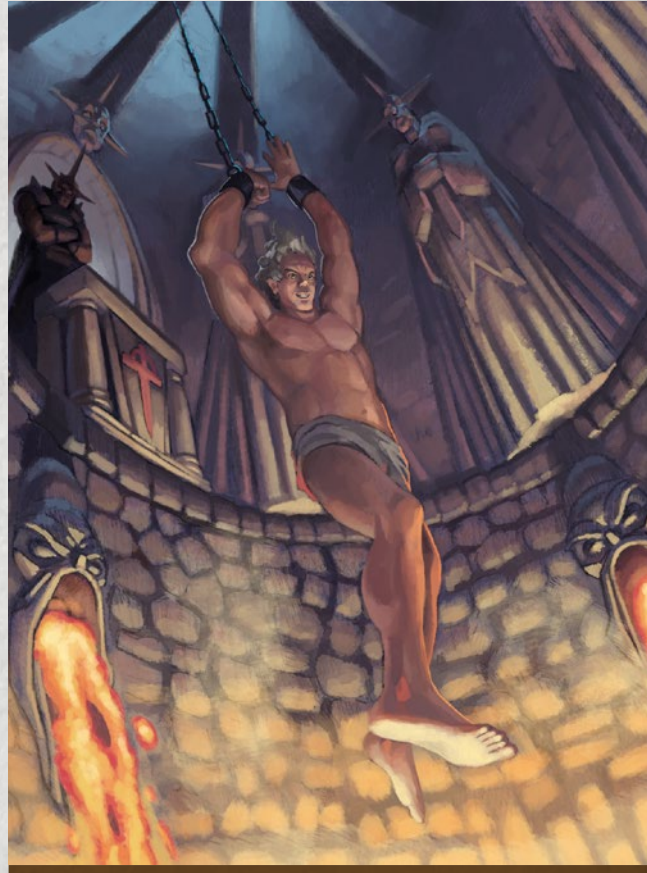
To become a Nepharite is the ultimate honour that can be bestowed upon a Heretic, and it is the ultimate goal of all Heretics. To become a Nepharite is to become one of the commanders of the Dark Legion, an immortal being second in power and majesty only to the Dark Apostles themselves. A Nepharite is to become a monstrous demi-god, who can be challenged only by other Nepharites—and this challenge is a source of continual frustration.

STEPS: 10

REQUIREMENTS: Heretic, Any six skills with Expertise 3, Rank 10 or higher

TEST: To become a Nepharite requires a series of trials that test every facet of your being. This requires eight Dire D4 skill tests, using one skill from each Attribute. You may choose which skill, but each Attribute may only be used exactly once. After this, you are sacrificed upon the Great Altar in the Sanctum of a Citadel: all your blood is drained from your body, and your bloodless corpse is hurled into a pit of roiling lava. Your spirit must survive this ordeal—to do so, roll 1d20, and if the result is equal to or less than your rank, then you are worthy of ascension. Failure means that your spirit is devoured by your Patron Apostle—an honour in its own right.

BENEFITS: There is no 'standard package' of Nepharite abilities—every Nepharite is unique. The player and the GM should collaborate to designing a new form for the Transfigured Heretic, using the rules for the Nepharites in the *Mutant Chronicles* rulebook and in **Chapter 02: Beings of Power** in this book. The new form will retain the Intelligence, Mental Strength, and Personality attributes of the original Heretic, as well as all of his Dark Gifts and Endowments.



Becoming a Praetorian Stalker is an act of agony, faith, and endurance.

PRAETORIAN STALKER (ALGEROTH)

Praetorian Stalkers are shaped according to Algeroth's vision of the perfect front-line soldier. When Transfigured into a Stalker, a Heretic's brain is removed entirely from his body and placed in a humanoid war-machine created using some of the most advanced Dark Technology. Praetorian Stalkers are created in pairs: if there is another Heretic in the group who also meet the requirements, then you can both seek Transfiguration at the same time, becoming a twinned pair of Praetorian Stalkers. Otherwise, the GM will create an NPC to be your "twin".

Steps: 6

Requirements: Heretic of Algeroth, Close Combat Expertise 3 or Ranged Weapons Expertise 3, Stealth Expertise 1, Rank 6 or higher

TEST: Becoming a Praetorian Stalker requires a Dire D4 Resistance test to withstand the transformation, otherwise you are slain, killed when your brain was removed. Your carcass is discarded into the fire pits.

Benefits: Praetorian Stalkers represent the pinnacle of military might for the Dark Legion—few creatures are as powerful. A Praetorian Stalker increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
5	4	1	–
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	–	–	7

Further, the new Praetorian Stalker gains a number of other special abilities:

- ◆ **Armaments:** Praetorian Stalkers' bodies are naturally clad in heavy-duty armour, granting them 5 Armour Soak at all locations. Further, they are normally equipped with a Scythe of Semai HMG, fitted with an underslung Carcass Grenade Launcher or Plaguedealer Flamer, or with a Reaper of Semai.
- ◆ **Dark Presence**
- ◆ **Fast Healing (3)**
- ◆ **Fear (1)**
- ◆ **Inured to Fire**
- ◆ **Inured to Poison**
- ◆ **Monstrous Creature**
- ◆ **Supernatural Personality (1)**
- ◆ **Supernatural Physique (3)**
- ◆ **Supernatural Strength (5)**
- ◆ **Twin Pair:** Created in pairs, Praetorian Stalkers function far more effectively with their twin. When operating in the same scene as his twin, a Praetorian Stalker gains a bonus d20 on all tests using the following skills: Athletics, Acrobatics, Close Combat, Heavy Weapons, Insight, Observation, Ranged Weapons, Stealth, or Unarmed Combat.

TEKRON (ALGEROTH)

Tekrons are the masters of the Dark Technology, and the ultimate creators and users of that vile science. Tekrons are taken away to a Citadel and placed within the Distortion Chambers. Once within, they are bombarded by a constant, overwhelming stream of information about the Dark Technology taken directly from the Brainpool. If they survive this experience with their sanity intact, they will emerge from their cocoon as a fully-fledged Tekron. Otherwise, they will become a mindless component of the Brainpool, suitable only for menial servitude.

STEPS: 3

REQUIREMENTS: Heretic of Algeroth, Mechanics Expertise 4 or Sciences Expertise 4, Neurological Enhancement Implant, Rank 7 or higher

TEST: You must undergo a connection to the Brainpool. Your brain is flooded with knowledge from the Brainpool at an incredible rate, and must attempt a Dire D4 Mechanics or Sciences test. If you pass, then you are able to comprehend and absorb the information. If you fail, roll 1d6 and consult the table below. Assuming your sanity is intact, you may try again at another time, though all of your Steps towards Transfiguration are spent and you must acquire them anew.

TEKRON TEST TABLE

1D6 ROLL RESULT

- | | |
|---|---|
| 1 | Catastrophic Neurological Failure. The impact of such a torrent of unholy knowledge causes your head to explode. You die instantly. |
| 2 | Psychological Discorporation. Your mind is destroyed, leaving you braindead. Your body is consigned to some grim purpose, and is as good as dead. |
| 3 | Neurological Trauma. The sudden influx of Dark Knowledge overwhelms your mind. You reduce your Intelligence and Mental Strength by three each. If this would reduce either value below three, you become braindead—see result 2 on this table. |
| 4 | Overloaded. Your mind cannot handle the sheer volume of information. In self-defence, your mind shuts down. Afterwards, you find that you suffer from partial amnesia and aphasia, impairing your ability to use and understand your knowledge. Pick two skills, and lose two ranks of training from each (Expertise or Focus, your choice). |
| 5 | Mind, Warped. Your mind does not emerge unscathed, and you are now slightly insane. Negotiate this result with your GM—this insanity can manifest as a simple phobia, a bizarre compulsion, or a megalomaniacal desire to rule. Whatever is decided upon, it is permanent, and should be roleplayed fully. |
| 6 | Nearly Unscathed. You emerge from the process with your mind and sanity mostly intact. After a while, you find that you've acquired an annoying quirk or tick. This can be something as simple as referring to yourself in the third person, an obsession with cleanliness, or a compulsion to collect new implements of torture. Negotiate something with the GM that suits your character, and play up this new quirk. |

BENEFITS: A Tekron increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	1	4	4
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	4	7	-

Further, the new Tekron gains a number of other special abilities:

- ◆ **Dark Presence**
- ◆ **Fast Healing (2)**
- ◆ **Fear (1)**
- ◆ **Inured to Cold**
- ◆ **Inured to Disease**
- ◆ **Inured to Pain**
- ◆ **Inured to Poison**
- ◆ **Inured to Vacuum**
- ◆ **Master of Dark Technology:** A Tekron can understand the function and operation of any machine simply by handling it and inspecting it for a minute and attempting a Daunting D3 Sciences test. The GM may increase the difficulty of this test for particularly complex devices.
- ◆ **Necrotechnological Implants:** Tekrons are subjects of their own experiments, and they are filled with a variety of implants and necrobionics of their own creation. All Tekrons have the Eternal Life implant and Neural Conduit necrobionic. All other implants are reflected by the Tekron's attributes and special abilities.
- ◆ **Necrotendrils:** A Tekron is surrounded by writhing technological tendrils that lash out at anything nearby. This is a melee weapon with the following profile: 1+**T**3, Spread 1, Toxic 3. Whenever a Tekron makes a Close Combat attack, it may pay up to three Dark Symmetry points to make one attack with a Necrotendril per Dark Symmetry point paid, in addition to its normal attack. Whenever a creature is slain by a Necrotendril attack—including the attack's Toxic 3 quality—it may pay a Dark Symmetry point to have that creature rise as an Undead Legionnaire.
- ◆ **Night Vision**
- ◆ **Supernatural Awareness (2)**
- ◆ **Supernatural Intelligence (2)**
- ◆ **Weakness of Flesh:** A Tekron is a mixture of corrupted flesh and necrotechnology, and while the technology is resistant to most forms of damage, the flesh is not. A Tekron's necrotechnological armour provides him with considerable protection (Armour Soak of Head 4, Torso 6, Arms 5, and Legs 5). However, any creature that makes an attack against a Tekron may spend two Momentum to count its Armour Soak as half (rounding down) the listed value.



TRUE WEAVER (ILIAN)

True Weavers are amongst the deadliest of Ilian's servants, forged in the frigid desolation of the Void. Only a small number exist across all of Ilian's temples and Citadels, which the rest of the universe is thankful for. Their powers are greater than any mortal could hope to wield, and they only vaguely resemble the humans they once were.

STEPS: 7

REQUIREMENTS: Heretic of Ilian, Mysticism Expertise 4, Rank 7 or higher

TEST: A potential True Weaver is cast into the harrowing void, where they are confronted with the true and unfettered power of Ilian herself. Those who survive emerge transformed. Those who do not survive are consumed utterly by the Mistress of Dark Symmetry. This requires a Dire D4 Resistance test and a Dire D4 Willpower test. If both are successful, then a True Weaver has been created. If either one fails, then the Heretic is never seen again.

BENEFITS: True Weavers are literal conduits between the Dark Symmetry and the real world. A True Weaver increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	5	1	4
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	4	4	1

Further, the new True Weaver gains a number of other special abilities:

- ◆ **Armament:** A True Weaver is clad in voluminous rune-inscribed robes and ensorcelled armour plating. This grants the following Armour Soak: Head 2, Torso 4, Arms 3, Legs 3.
- ◆ **Dark Presence**
- ◆ **Dual-Casting:** A True Weaver is skilled enough to be able to use two Dark Gifts at once. When using two Dark Gifts, it requires a Standard Action, and True Weaver must attempt a Mysticism test with a difficulty equal to the chosen difficulties of both Gifts added together (the difficulties of each Gift are determined individually, then added together).
- ◆ **Fear (1)**
- ◆ **Flaming Fist of Destruction:** A True Weaver can unleash blasts of ice and flame that can devastate opponents. This is a ranged attack with the following profile: Range M, 2+**T**4, 1H, Munition, Blast (Close), Corrupting, Incendiary 3, Stun. The Flaming Fist of Destruction does not use conventional ammunition; each Reload requires that the True Weaver pay a single Dark Symmetry point.
- ◆ **Font of Symmetry:** True Weavers are surrounded by a crackling field of ambient power that they can weave in such a way as to

bolster their allies. Whenever an allied creature within Close range pays one or more Dark Symmetry points, roll **↑** for each point. For each Dark Symmetry Icon rolled, one of the Dark Symmetry points paid is 'free' and is not added to the GM's pool.

- ◀ **Inured to Cold**
- ◀ **Inured to Vacuum**
- ◀ **Personal Dark Symmetry (+2)**
- ◀ **Supernatural Intelligence (1)**
- ◀ **Supernatural Mental Strength (3)**
- ◀ **Touch of Symmetry:** True Weavers carry no melee weapons, but their touch alone is deadly. A True Weaver's unarmed attack has the Corrupting 2 and Stun qualities.

- ◀ **Supernatural Mental Strength (1)**
- ◀ **Supernatural Personality (1)**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (1)**

ZENITHIAN SOULSLAYER (MUAWIJHE)

Towering creatures of terror, a Zenithian Soulslayer is said to be wrought from the mystical power of a human nightmare, bound into mortal flesh. They are powerful servants of Muawijhe, and many servants of the Master of Dreams aspire to feel the power of nightmares surging through their blood, bone, and muscle.

STEPS: 5

REQUIREMENTS: Heretic of Muawijhe, Athletics Expertise 2, Close Combat Expertise 2, Rank 4 or higher

TEST: Becoming a Soulslayer requires a Daunting D3 Willpower test to withstand thirty-nine days and nights submerged in a realm of nightmares. Failing this test means that the Heretic is torn to shreds by the mysterious creatures there. Success means that his strength of will entices one to join with him, changing his body into that of a Zenithian Soulslayer.

BENEFITS: Zenithian Soulslayers are towering monsters, with powerful muscles and steel-hard flesh. A Soulslayer increases his Attributes by the following amounts.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
7	4	-	-
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
-	-	7	6

Further, the new Zenithian Soulslayer gains a number of other special abilities:

- ◀ **Alien Flesh:** A Zenithian Soulslayer has 2 Armour Soak to all locations.
- ◀ **Claws, Blades, and Tail:** The blades protruding from the Soulslayers shoulders, the talons on its hands, and the whipping, barbed tail behind it, are all deadly. Its unarmed attacks have the Armour Piercing 1 and Reach qualities.



*The nightmarish
Zenithian Soulslayer*

POWERS OF THE APOSTLES

The powers of Heretics and the Dark Legion are many and varied, and each Dark Apostle bestows a different range of powers upon to his (or her) followers.

The Dark Gifts in this chapter follow the same format—and use the same rules—as those described in **Chapter 16: Gifts of the Dark Symmetry**, in the *Mutant Chronicles* core rulebook. The Endowments—Weavings, Implants, Pesticus, and Dark Ink—follow their own rules, described within this chapter.

The accumulation of too many Gifts and Endowments can be detrimental to a Heretic character, causing Stigmata and Degeneration. This risk is explained in depth on page 118.

POWERS OF THE DARK SYMMETRY

There are a number of simple, straightforward powers that are available to essentially all Heretics and creatures of Darkness. These powers are often lesser forms of abilities found on the individual Apostles' patterns, while others provide a basic degree of malign utility to all servants of the Dark Soul.

DARK ACUITY

DIFFICULTY: D1+

DURATION: Five minutes for each rank of difficulty

TARGET: Self

EFFECT: The Heretic draws the Dark Symmetry into his senses, heightening them and allowing himself to perceive the world more clearly. While this Gift remains in effect, the Heretic gains three bonus Momentum on all Observation tests. Further, he may ignore all increases in difficulty caused by darkness or bright lights (for sight), for loud noises (for hearing), or for the presence of any other sensory stimuli (such as the presence of pungent odours when trying to pick out a particular smell). Finally, he may use his Observation skill in place of the Survival skill when tracking prey.

NECROVISUAL LINK

DIFFICULTY: D1, or D4

DURATION: Concentration

TARGET: Self and one creature within Close range

EFFECT: The Heretic creates a mystical bond with another creature, allowing him to perceive the world through that creature's senses. The creature must be within range when this Gift is used, but the

connection functions over any distance after that. The connection is entirely one-way—the Heretic can see and hear through the creature's senses, but the creature cannot take advantage of the Heretic's senses in the same way. The Heretic can see and hear clearly through the creature's senses exactly as if he were there himself. A Heretic may choose to use this Gift at a higher difficulty (Dire D4), in which case he may also use the creature's location and line of sight for the purposes of using other Dark Gifts. This version of the Gift presents itself as a glowing nimbus of power around the creature's head.

SYMMETRIC FLARE

DIFFICULTY: D1+

DURATION: Instant

TARGET: One creature within Close range

EFFECT: The Heretic conjures a spark of power from the Dark Symmetry, and hurls it at his foes. This tiny bolt of unnatural energy is as deadly as any bullet, and it bursts into a hideous flare of baleful light upon impact. This flare of light inflicts 1+**↑**3 damage to a random location. For every level of difficulty above the minimum, increase the damage by **↑**1. If one or more Dark Symmetry Icons are generated by this damage roll, the target must immediately attempt a Resistance test with a difficulty equal to the number of Dark Symmetry Icons rolled; failure means that the target suffers the Blind status effect for one round.

TOUCH OF SYMMETRY

DIFFICULTY: D1, or D3+

DURATION: Instant

TARGET: One object, touched (D1) or one creature, touched (D3+)

EFFECT: The Heretic touches an object or person, and places the taint of the Dark Symmetry upon the target. If the target is an object, then it gains a palpable aura of wrongness. Any creature within Medium range of the object feels uneasy, and it requires a Simple D0 Insight test to determine the source of that feeling (this increases in difficulty based on range, and on training; a character untrained in Insight at Medium range would thus require a Challenging D3 Insight test). If the target is a creature, the difficulty increases considerably, as the influence of the Dark Symmetry seeps into the target's mind and spirit and leaves a mark. This inflicts a Corruption Roll, rolling a number of **↑** equal to the Gift's Difficulty. This Gift cannot be used more than once per day on a single creature, from any source.

POWERS OF ILIAN

The Heretics of Ilian are by far the most adept at wielding the Dark Symmetry. Ilian has a unique insight into these dark powers, and this has much to do with her closeness to the Dark Soul. Most of her gifts revolve around the manipulating of dimensional rifts. In this ability lies an endless range of possibilities, as the nature of the power summoned depends on what kind of dimension the Heretic has opened a gateway to. This gives the Heretics of Ilian the ability to emulate some of the Dark Gifts usually only available to the Heretics of other Apostles. This particular art is called Weaving.

WEAVINGS

Weavings are a very powerful kind of sorcery only available to the Heretics and creatures of Ilian, which allow them to emulate the Dark Gifts of other Apostles. However, this power has its limitations and price. All of Ilian's Heretics study the art of Weavings, and use their Book of Hidden Signs. This book is personal and each Heretic has his own. In it, he records his understanding of the Dark Symmetry and the Weaving glyphs he learns. These come to him through dreams and visions as he progresses through the ranks.

Each Weaving has its own series of glyphs, and represents a Dark Gift from another Apostle. The Book of Hidden Signs is really only necessary when a Heretic learns these new gifts, but it is one of the most sacred possessions he owns. It is this powerful ability that makes the Heretics of Ilian the most versatile and skilful weavers of Dark Symmetry. They are able to learn a number of Dark Gifts of other Apostles equal to half their Mental Strength, rounding up.

Weavings are Ilian's Endowments, and they allow Ilian's Heretics to buy Dark Gifts belonging to other Apostles when they gain a rank. Indirectly, this makes her cult very independent, as it is seldom in need of bartering for Dark Gifts belonging to other Apostles.

A Weaving is not granted in quite the same way as a Dark Gift; they are awarded far more infrequently. Further, due to the more advanced understanding of the Dark Symmetry required, Weavings require the use of the Mysticism skill. When using a Dark Gift obtained as a Weaving, the Heretic uses the Mysticism skill in place of Willpower. Further, the difficulty of all Weavings increases by one, without increasing the effects of the Gift itself.

Unlike other endowments, Weavings are not determined randomly—a character granted a Weaving may pick which Dark Gift he may use.



The Wild Realm where everything is lethal - and hungry.

CHAPTER 06

LINKED SYMMETRY

A Heretic of Ilian may assist a more powerful Heretic in using a Dark Gift or Weaving. This follows the normal rules for assisting a skill test. These Heretics may only assist using the Mysticism skill—the ritualistic techniques needed to link Dark Gifts in this way is beyond most Heretics. Further, all of the assisting Heretics must know the Dark Gift or Weaving they are assisting, and they must all be within Reach of the Heretic they are assisting.

THE WILD REALM

The number of dimensions Ilian controls is vast, but there is one in particular that she has spent a lot of time shaping and controlling. This is known as the Wild Realm, or simply the Wild. All those who swear eternal fealty to the Mistress of the Void become inexplicably tied to this dimension. It is believed that only by swearing fealty to another Apostle and being accepted, or through some obscure rituals known only to a few within the Brotherhood, can one sever this tie once it has been established.

The Wild Realm is a world of eternal hunts. It is a dim jungle world, where monstrous alien predators stalk the shadows, looking for fresh meat to tear asunder. Even the vegetation is often hazardous, as it is filled with poisonous, barbed thorns and clinging vines. In this realm, one can often find feral Shadow Hounds hunting in packs.

Some gifts are capable of sending a person to this realm to suffer what is called the Wild Hunt. All individuals who come here will be hunted until slain and devoured by the terrifying creatures that stalk this plane of existence. When a Heretic of Ilian dies and has failed his mistress, his soul will be flung into the Wild. No one knows what happens to his soul after this, but not even in death can the Heretics of Ilian escape her wrath if they fail.

SYMMETRY PATTERN OF ILIAN

The ability to control dimensional rifts is a powerful asset. Ilian has managed to shape her pattern into a variety of powerful effects, which her worshippers can use in the war against mankind and to maintain her power.

CALL THE WILD HUNT

DIFFICULTY: D2+

DURATION: A number of Minutes/Rounds equal to the Gift's Difficulty

TARGET: One living creature

EFFECT: The Heretic unleashes an animalistic howl that tears between worlds, casting a single victim into the Wild Realm for a few minutes. The target must be able to hear the Heretic's howl, or

the Heretic must touch the target, in order for this power to work. While within the Wild Realm, the target is hunted and harassed by the Wild Hunt for what may seem like weeks or months, though only minutes have passed. At the start of each round the target spends within the Wild Realm, he must attempt a Dire D3 Willpower test or suffer a mental assault from the constant terror. Further, for each Dark Symmetry Icon generated on the damage dice from these mental assaults, the target suffers two wounds to a random location. **BLEED:** For one or more Momentum, everyone near the Heretic has the lingering, unmistakable feeling of being hunted. An atavistic paranoia grips the mind of every living creature within Close range of the Heretic. This inflicts one Dread per Momentum spent to each affected creature.

CHAINS OF THE VOID

DIFFICULTY: D1+

DURATION: A number of Minutes/Rounds equal to twice the Gift's Difficulty

TARGET: Self

EFFECT: The Heretic reaches into one of Ilian's many pocket realms, and draws forth two lengths of frost-covered, barbed chain, tipped with jagged hooks. These chains, which emerge from small portals within Reach of the Heretic, are prehensile and respond perfectly to the will of their summoner. While they are unsuited to fine control, they are ideal for attacking or entangling victims or objects. While the chains are present, the Heretic may use them to attack as melee weapons with the following profile: 1+**↑**4, 1H, Dreadful, Reach, Vicious 1. As there are two chains, the Heretic may dual-wield these weapons. Further, the Heretic gains the Grasping special rule (see page 273 of the *Mutant Chronicles* core rulebook) while wielding these chains. Finally, while manifesting these chains, the Heretic gains two bonus Momentum on all Athletics tests made to climb.

BLEED: For two Momentum, these whirling, whipping chains do not emerge peacefully. Any creature within Close range is hit by the chains unless they can pass a Challenging D2 Acrobatics test as a Response Action. Being hit by the chains in this way inflicts 1+**↑**3 damage with the Knockdown quality.

DARK ASCENSION

DIFFICULTY: D2

DURATION: Five minutes

TARGET: Self

EFFECT: The Heretic projects himself through innumerable portals, guiding his inertia and propelling himself in spite of gravity. These portals exist for only the tiniest fractions of a second, and are imperceptible to the naked eye, causing the Heretic to appear as if he is flying, wreathed in an eerie purple light. While this Gift remains in effect, the Heretic can move freely through the air, and can move as though there were additional zones directly above the battlefield. When the Gift's duration ends, the Heretic descends safely to the nearest solid surface able to support his weight.

BLEED: For two Momentum, the Heretic's flickering form seems to appear in several places at once. These are mere illusions, echoes of himself, but they are sufficiently distracting that attackers cannot track the Heretic properly. This effect grants the Heretic an additional Response Action each turn this Gift remains in effect, which may only be used to perform the Dodge Response Action.

DARK GATEWAY

DIFFICULTY: D3

DURATION: Instant

TARGET: Any open space within Reach

EFFECT: Ilian's mastery of dimensional gateways is unmatched, and this Gift is the highest form of that mastery that she conveys to her followers. The Heretic opens a rift in space, the size of an ordinary doorway, which leads anywhere the Heretic wishes, so long as that location is within a thousand kilometres. The portal can remain open for one round for every rank of Willpower Expertise the Heretic possesses, and any creature that passes through the portal is immediately transported to the destination. The portal is only one-way. If this Gift is used within a citadel or Temple of Ilian, the Heretic may travel to any other citadel of Temple of Ilian, regardless of distance.

BLEED: For one Momentum, reality shudders as the portal is torn open, becoming momentarily unstable. All creatures—other than those being conveyed by this gift—within Medium range of the portal increase the difficulty of any test made during the next turn by one step.




DIMENSIONAL CAGE

DIFFICULTY: D2+

DURATION: Concentration, but see below

TARGET: One creature or object within Close range

EFFECT: The Heretic bends reality, distorting the shape of the universe around a single target. The target is trapped in a folded pocket of reality, perfectly visible but unable to affect the outside world in any way, as if an infinite distance divided the target and its immediate surroundings. The target can see and be seen, appearing as if standing in a dense heat haze, but cannot take any action that would have a physical effect upon the world. Similarly, no action or attack can have any effect upon the target while this Gift remains active. To maintain this effect, the Heretic must spend a Standard Action each round, instead of the normal Free Action for concentrating on a power.

BLEED: For two Momentum, reality acts oddly in the presence of this pocket of folded existence. While this Gift remains in effect, roll  for each creature within Close range of the Gift's target; if a Dark Symmetry Icon is rolled, that creature is Dazed until the start of its next turn.

SUNDER REALITY

DIFFICULTY: D2+

DURATION: Concentration

TARGET: One zone within Medium range

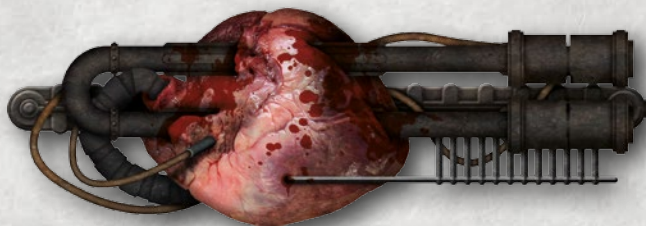
EFFECT: The Heretic grasps reality with his will, and twists it to breaking point. Upon using this Gift, the Heretic nominates a zone within range, and chooses a phenomenon from the list below. While this Gift remains in effect, the zone will be altered by the chosen phenomenon. Additional phenomena can be chosen from the list, increasing the Difficulty of the Gift by one step for each additional one. The possible phenomena are as follows:

- ◆ **TEMPORAL (SLOW):** Time passes more slowly within the target zone. Creatures within the affected zone act last, after all other creatures have taken their actions. Further, any creature in the zone must roll a d20 at the start of its action: on an 11 or higher, the character does not get an action that turn.
- ◆ **TEMPORAL (FAST):** Time passes more quickly within the target zone. Creatures within the affected zone act first, before any other creatures have taken their actions, without any need to spend Dark Symmetry points (if they are NPCs). Further, any creature in the zone may take two turns each round, rather than just one.
- ◆ **TEMPORAL (STASIS):** Time slows to a crawl within the target zone. Creatures within the zone take no actions while the effect remains. Further, they cannot be affected by any actions taken by creatures outside the zone, and the durations of all ongoing effects are suspended while the Gift remains in effect.
- ◆ **GRAVITATIONAL (INCREASE):** The gravity in the target zone increases significantly, making objects and creatures heavier. Any Athletics and Acrobatics tests made in the area increase in difficulty by two steps, and characters may not take the Sprint action if they would begin or end their move within, or pass through, the affected zone.
- ◆ **GRAVITATIONAL (DECREASE):** The gravity in the target zone decreases significantly, making objects and creatures lighter. Any Athletics and Acrobatics tests made in the area reduce in difficulty by one step, to a minimum of one, and gain one bonus Momentum. However, all such tests also increase their Repercussion range by two, as low gravity is disorienting and unfamiliar.
- ◆ **GRAVITATIONAL (ABSENCE):** Gravity within the target zone all but ceases to exist. Characters float in place, weightless. Characters with at least Vacuum Expertise 1 suffer no penalties here, as they are used to such conditions, but all other creatures increase the difficulty of all skill tests for physical activities by one step, as weightlessness complicates even simple tasks. Any attempts to move require an Average D1 Athletics or Acrobatics test.
- ◆ **SPATIAL (EXPANSION):** Reality stretches, almost seeming to inflate like a balloon. The zone seems to increase in size, as if metres in the immediate area are suddenly longer. Any attempt

to enter, cross, or move within the zone require an Average D1 Athletics or Acrobatics test, or increase the difficulty of any other difficult terrain test by one step. Further, if a character begins his action inside the affected zone, a normal Movement Restricted Action will not allow the character to move to within Close range, and a Sprint action will only allow the character to move to Medium range.

► **SPATIAL (CONTRACTION):** Reality compresses, seeming to collapse under some external pressure. Distances within the zone shrink, as if metres in the immediate area are suddenly shorter. If a character begins his turn inside the affected zone, he may take a Movement Restricted Action as a Free Action, or Sprint as a Restricted Action.

BLEED: For two Momentum, the aftermath distortion takes on a hallucinatory, unreal feeling, which disorients any who are not inured to the power of Ilian. Once the Gift's effects end, any creature in the affected zone suffers the Perplexed status effect.



SUMMON OBJECT

DIFFICULTY: D1+

DURATION: Instant

TARGET: A number of objects equal to the Difficulty

EFFECT: A subtle, minor Gift, this technique is beloved of infiltrators, spies, and assassins, who use it to call upon weapons and other useful gear in times of need. The Heretic spends an hour-long ritual marking an item so that this Gift can summon it—the item must be something that the character can carry, with an Encumbrance of no greater than six. This ritual marking is permanent and invisible, but the Heretic may only have a number of items equal to half his Willpower attribute, rounding up, marked. An item may be marked twice, requiring two separate rituals, allowing the item to be sent back as well as summoned, but each item double-marked in this way counts as two items towards the Heretic's limit. When this Gift is used, the Heretic may summon a number of marked items equal to the Gift's difficulty, to his person, regardless of where the items are stored. The items appear where they will be the most useful—armour will appear on the Heretic's body, weapons in hands, and so forth.

BLEED: For one Momentum, this Gift brings along items other than the ones marked by the Heretic. These items are largely useless and inconsequential—most are garbage, debris, and random small household items. These items appear where they are most inconvenient for anyone near the Heretic—where they can trip,

distract, or interfere with the Heretic's enemies. Until the end of the Heretic's next turn, the Repercussion range of all actions that take place within, or otherwise effect, the Heretic's current zone is increased by one. The Heretic himself is not affected by this Bleed effect.

SUMMON MALIGNANT

DIFFICULTY: D1+

DURATION: Concentration

TARGET: See below

EFFECT: The Heretic summons a Malignant, calling one lurking in the vicinity, or summoning one from one of Ilian's abyssal realms. The Malignant appears within Close range of the Heretic, and may not act during the turn it is summoned. Multiple Malignants may be summoned, increasing the difficulty by one rank for each additional Malignant summoned. The Malignants remain for as long as the Heretic concentrates on this Gift—as soon as he stops concentrating, the Malignants vanish, scuttling into shadows or vanishing in a sulphurous cloud.

BLEED: The Malignants arrive fresh from the hunt, their claws dripping with blood and their minds eager for the thrill of terror. For each Momentum spent, one Malignant gains the Personal Dark Symmetry 1 special ability, or increases an existing Personal Dark Symmetry special ability by one.

UNCHAIN SOUL

DIFFICULTY: D2+

DURATION: Concentration

TARGET: Self

EFFECT: The Heretic severs the bonds between his body and his spirit, allowing him to travel unhindered by flesh. If this Gift is used successfully, the Heretic's body enters a comatose state, and he becomes entirely oblivious to anything happening near, or even to, his body. However, his soul can move freely, reaching anywhere within a hundred kilometres of his body. This can be increased by increasing the power's difficulty, multiplying the maximum range of travel by ten for each additional difficulty rank (so a thousand kilometres for D3, 10,000km for D4, and 100,000km for D5). In this state, the Heretic's spirit can travel almost instantaneously to any point within range, and observe that area clearly, with spiritual approximations of all of his senses. The only places his spirit cannot go are those warded against Darkness (such as cathedrals) and places that have been fortified against dimensional shifting—typically involving highly-advanced technology and ancient relics. Every minute this power is sustained, the Heretic suffers one Mental Wound. If the Heretic's body is slain while his spirit is separated, his spirit lingers for a number of hours equal to his Mental Strength, and then dissipates. Ilian tends to steal away such lost souls, though for what purpose, nobody knows.



Inquisitors caught in a Vortex of Destruction.

VORTEX OF DESTRUCTION

DIFFICULTY: D5

DURATION: Concentration

TARGET: all zones within Medium range.

EFFECT: This Gift is a source of utter and inescapable destruction, and the subject of much envy from Algoth. None but Ilian's chosen may possess such terrible power, for only they can wield the Dark Symmetry so effectively. Those who betray Ilian's trust soon find their connection to this power turned upon them. This Gift draws multiple, conflicting dimensions together, causing realities to overlap in a cataclysmic way. The world trembles and shudders, creating destruction akin to a focussed earthquake. This Gift is extraordinarily taxing, and only Ilian can harness this power without coming to harm—using the Gift causes the Heretic to suffer $\uparrow 2$ damage with the Gruesome quality for each round that he maintains his concentration. The Heretic must use a Standard Action each turn to maintain concentration, and he cannot take any other actions during any turn he concentrates. Upon using this Gift, and at the end of every one of the Heretic's turns while he concentrates, every zone within range is wracked with tremors, which grow in intensity as the Gift takes its toll. Buildings that are warded against the Darkness—such as cathedrals—and which have been fortified against earthquakes resist the effects of this power, delaying the effects by three rounds. The effects, round to round, are as follows:

- ◆ **FIRST ROUND:** The area shakes violently. Windows shatter, car alarms wail, and cracks snake across stone and concrete. Structural damage is largely superficial at this point, and injuries are minor: the tremor inflicts $\uparrow 2$ damage with the Knockdown quality on all creatures within the area, while vehicles touching the ground suffer $\uparrow 4$ damage with the Armour Piercing 2 quality. Creatures may attempt an Average D1 Acrobatics test as a Response Action to try to avoid this damage; vehicles cannot avoid the damage.
- ◆ **SECOND ROUND:** Structural damage increases, and buildings begin to collapse. All zones in the area become difficult terrain, requiring an Average D1 Acrobatics test to enter, leave, or pass through. Injuries in the area become more severe: the tremor inflicts $1 + \uparrow 3$ damage with the Dreadful and Knockdown qualities on all creatures within the area, while vehicles touching the ground suffer $1 + \uparrow 5$ damage with the Armour Piercing 2 quality. Creatures may attempt a Challenging D2 Acrobatics test as a Response Action to try to avoid this damage; vehicles cannot avoid the damage.
- ◆ **THIRD ROUND:** Structural damage becomes severe, and buildings continue to collapse. All zones in the area become even harder to traverse, requiring a Challenging D2 Acrobatics test to enter, leave, or pass through. Serious injuries in the area become common: the tremor inflicts $2 + \uparrow 4$ damage with the Dreadful and Knockdown qualities on all creatures within the area, while vehicles touching the ground suffer $2 + \uparrow 6$ damage

with the Armour Piercing 3 quality. Creatures may attempt a Daunting D3 Acrobatics test as a Response Action to try to avoid this damage; vehicles cannot avoid the damage.

- ▶ **FOURTH ROUND:** Structural damage becomes catastrophic, and buildings are mostly collapsed. All zones in the area become increasingly impassable, requiring a Daunting D3 Acrobatics test to enter, leave, or pass through. Injuries in the area may be severe or even fatal: the tremor inflicts 2+**↑**5 damage with the Dreadful, Knockdown, and Vicious 1 qualities on all creatures within the area, while vehicles touching the ground suffer 2+**↑**7 damage with the Armour Piercing 3 and Vicious 1 qualities. Creatures may attempt a Dire D4 Acrobatics test as a Response Action to try to avoid this damage; vehicles cannot avoid the damage.
- ▶ **FIFTH ROUND:** The area is levelled, and remaining structures subside entirely. All zones in the area become almost impossible to traverse, requiring a Dire D4 Acrobatics test to enter, leave, or pass through. Any survivors at this point are gravely injured: the tremor inflicts 3+**↑**6 damage with the Dreadful, Knockdown, and Vicious 2 qualities on all creatures within the area, while vehicles touching the ground suffer 3+**↑**8 damage with the Armour Piercing 3 and Vicious 2 qualities. Creatures may attempt an Epic D5 Acrobatics test as a Response Action to try to avoid this damage; vehicles cannot avoid the damage.
- ▶ **AFTERMATH:** There is no point in sustaining the Gift beyond the fifth round of destruction (though, as noted above, resistant structures may require more than five rounds of destruction to collapse them completely). After the Gift's effects have ended, the difficult terrain effect remains (the area has still been torn up by an earthquake), but the Gift causes no further damage, as the tremors cease.

WARD OF THE VOID

DIFFICULTY: D2+

DURATION: Instant

TARGET: One zone within Close range.

EFFECT: The Heretic has learned to protect his power and knowledge, guarding locations behind powerful wards of sorcery. The Heretic performs a brief ritual—taking ten minutes—which marks the chosen area with glyphs, sigils, and dark runes that become invisible after a few moments. These symbols reappear when the wards are triggered by any individual attempting to enter the warded area without permission. The warded area can be expanded beyond the basic size listed above, adding one additional zone adjacent to the initial target for each additional rank of difficulty. The Heretic can grant or revoke permission to any individual he chooses via a simple touch that uses a Free Action. Any creature attempting to enter a warded area without permission from the ward's creator (or Ilian, who can grant permission to any creature she chooses) is immediately blasted with the raw energy of the Dark Symmetry and the howling

icy winds of the void. This inflicts 2+**↑**5 damage, with the Dreadful, Stun, and Vicious 1 qualities. Further, it takes a Dire D4 Resistance or Willpower test to force oneself through this sorcerous onslaught and actually enter the zone without permission. A character within the warded area without permission will suffer that damage at the start of every turn.

ILIAN'S DEADLY GRASP

DIFFICULTY: D1+

DURATION: Instant

TARGET: One living creature within Close range.

EFFECT: The Heretic reaches out and ensnares a target with his power; the target feels an icy hand close around his heart and squeeze. If this Gift is successful, the target must attempt a Resistance test with a difficulty equal to the Gift's difficulty; if this fails, he immediately suffers 1+**↑**4 damage with the Dreadful and Vicious 2 qualities, to the Torso, ignoring all Soak from Cover and armour (but not Soak from mystical sources). For each rank of difficulty above the minimum, the damage increases by **↑**1.

TIMESLIDE

DIFFICULTY: D1+

DURATION: One minute per rank of difficulty

TARGET: Self

EFFECT: The Heretic bends time around himself for a brief time. While wreathed in this pocket of distorted time, he seems to move far more swiftly than normal, and all the world around him appears to be slowed to a crawl. While this Gift remains in effect, the Heretic gains an additional Standard Action each turn. Time can only withstand so much distortion, so this Gift cannot be used more than once in any given hour.

FOUL FAVOUR

DIFFICULTY: D3

DURATION: Fifteen minutes

TARGET: One intelligent creature, touched

EFFECT: The Heretic becomes a living conduit for the Dark Symmetry, channelling Ilian's pattern to bestow one of his own Dark Gifts upon another, temporarily. The Heretic chooses which Gift he will bestow (which must be a Dark Gift, and not a Weaving or other supernatural ability), and lays his hand (or equivalent appendage) upon the target. The target receives the use of the bestowed Gift for the duration of this Gift, and may use it freely (with all the normal requirements, risks, and consequences that come with using a Dark Gift) during that time. At the end of that time, if the target is not already a Heretic or other servant of Darkness, he immediately suffers a Corruption roll, with a number of **↑** equal to the Difficulty of the Gift bestowed (if the Gift has a variable difficulty, count it as the highest Difficulty the target chose for the Gift).

RETURN TO DARKNESS

DIFFICULTY: D4

DURATION: Instant

TARGET: Self

EFFECT: The Heretic binds a piece of himself to a single place within the universe, allowing him to return there when he desires. To use this Gift, the Heretic must first prepare a location to arrive—his Sanctum. Most Heretics choose a small room, at least two metres wide and deep, to serve as their Sanctum and it takes three days of fasting, meditation, and ritual desecration with innocent blood to prepare it. No location that has been consecrated by the Brotherhood may be used for this purpose. Changing a Sanctum requires only that the Heretic perform the rituals again in a new location. Once a Sanctum has been chosen and prepared, the Heretic may return there with a thought, crossing any distance in an instant, by using this Gift. Only the Heretic is transported in this way, and he can take no other creatures, nor any items beyond those he can carry upon his person. Most Nepharites prepare a Sanctum for themselves upon their first pilgrimage to Nero, while high-ranking Heretics bind themselves to the citadel or temple to which they report, allowing them to return ‘home’ at a moment’s notice.

POWERS OF ALGEROTH

Algeroth focuses on raw power and physical destruction. This has led to a very special form of technology, which is often implanted directly into the flesh of his Heretics. Biotechnology and necrotechnology implants are surgically grafted to the bodies of Heretics in order to make them more than human. Increase of speed, strength, hardiness, and covert skills are but some of the benefits a Heretic can be granted through the application of this technology. These are the Endowments of Algeroth, but sometimes there is a price to pay. The risk of paying this price increase in relation to the amount of Implants grafted to the Heretic, and manifest as Stigmata and Degeneration.

IMPLANTS

There is a wide range of different Implants. Whenever a character stands to receive a new Implant, the player makes a roll on the Bioengineered Implant Table using 2d20. Alternatively, the GM can pick a gift by viewing the character through the eyes of his superiors, granting him fitting gifts, or even allowing the player to choose freely. Many gifts can be granted twice, but if this is not possible simply re-roll if the same gift comes up twice.

All Implants list a particular form of Stigmata. If a character suffers Stigmata from gaining an Implant, then the Stigmata gained will be determined by the most recent Implant gained, and will take the form described in that Implant’s entry.

BIOENGINEERED IMPLANTS

2D20	IMPLANT
2	Reflexive Firing
3	Cloned Body
4	Stigmatic Excision
5	Eternal Life
6	Regeneration
7	Hibernation
8	Self-Repair
9	Poison Secretion
10	Poison Neutraliser
11	Disease Neutraliser
12	Pheromone Enhancer
13	Adhesive Bristles
14	Gills
15	Bio-Woven Skin
16	Subdermal Armour
17	Skeletal Restructuring
18	Pain Blocker
19	Neurological Augmentation
20	Muscular Enhancement
21	Optimised Motor Control
22	Body Reinforcement
23	Increased Resolve
24	Reflex Enhancement
25	Knowledge Pool
26	Claws
27	Sleepless
28	Dark Vision
29	Bloodhound
30	Malleable Face
31	Voice Emulator
32	Dispersal Sacs
33	Skeletal Reinforcement

2020	IMPLANT
34	Threat Perception
35	Structural Awareness
36	Projectile Perception
37	Control Node
38	Necrobionics: Roll once on the Necrobionics table
39	Necrobionics: Roll twice on the Necrobionics table
40	Perfect Gift: You have been given an Implant of your choosing; pick one entry from this table or the Necrobionics table.

REFLEXIVE FIRING

The Heretic's hand-eye coordination and reflexes have been rewired and made even more effective when wielding firearms. When using a firearm, he may take the Exploit Weakness action as a Restricted Action by paying a Dark Symmetry point.

STIGMATA: The Heretic's eyes become bloodshot and constantly dart around, searching for a target. At times, they can look at widely different directions.

CLONED BODY

The Heretic has been granted a cloned body. It is stored in a special sarcophagus in his temple—or another site sacred to Algeroth—and at the moment of death, his essence is transferred into it, giving him a second chance at life. The clone is identical to his original body, and has all the Implants, Stigmata, and stages of Degeneration that he possessed at the date of the cloning. If he acquired additional Implants, Stigmata, and stages of Degeneration after the date of cloning, they are not transferred to the cloned body. All of his Dark Gifts will follow him to his new body, however, as they are part of his soul.

STIGMATA: The Heretic has no fear of death and becomes indifferent in its presence. He exudes an otherworldly and eerie aura; there is simply something inhuman and disconcerting about him.

STIGMATIC EXCISION

Tekrons and Technomancers remove one of your Stigmata, using arcane bio-alchemy and precise necrosurgery. You choose which Stigmata is removed. Select another Implant if you are suffering from Degeneration.

STIGMATA: None. If you happen to roll this result when afflicted with Spontaneous Stigmata, roll again.

ETERNAL LIFE

You have effectively become immune to the ravages of time. Physically, your metabolism and cellular state are frozen in time, keeping them perfectly in their prime. You are not immune to injury or illness, but you do not age in any physical sense, and do not suffer any penalties for aging.

STIGMATA: You take on the appearance of an adolescent and your voice breaks. You also gain an unnatural appearance, almost like a statue. Your skin is as pale and smooth as a baby's.

REGENERATION

A complex system of necrotechnological glands secrete bizarre substances into your bloodstream that accelerate your body's natural healing processes. You heal at a startling rate, allowing you to recover from all but the most devastating injuries. You gain three bonus Momentum on all Resistance tests for natural healing, and you only require a minute's rest in order to attempt a Resistance test for natural healing, regardless of your level of injury. This implant has no effect on poisons or diseases.

STIGMATA: The regeneration has gone a bit haywire, which results in vile, cancerous boils and lesions on your skin. You often have to cut them off your body, as they will hinder your movement, sight, and breathing if left to grow.

HIBERNATION

Metabolism-regulating ganglia are surgically attached to your internal organs, allowing you to enter a state of suspended animation at will. It takes about ten minutes of meditation to enter this state. While in suspended animation, your metabolic state slows to the point where you can pass for dead, yet you remain completely aware of your surroundings. While hibernating in this way, you can go without food or water for a month before the effects of starvation or dehydration set in, and you need only take a breath every half hour. Your breathing and heartbeat are so faint as to be undetectable—A Dire D4 Treatment test or Daunting D3 Medicine test is necessary to determine whether or not you are dead. You awaken at will, fully refreshed as if you had slept for twice as long as you were in hibernation for.

STIGMATA: Your breathing and heart rate become shallow and faint to a state of imperceptibility, even while awake. A medical examination or very close observation are needed to detect these anomalies. It is also quite possible that people that you are intimate with physically might detect these oddities.



Man or monster? Severe Stigmata can make it hard to determine.

SELF-REPAIR

This system of Self-Repair glands is active during times of activity, fuelled by adrenaline and lactic acid. During an action scene or any other period of strenuous physical activity, the character regains one wound at the start of every turn, starting with the most severe (Critical first, then Serious Wounds, then Light Wounds, to the location with the fewest wounds remaining). However, repairing the most severe injuries puts strain upon the Self-Repair system, so he suffers one Dread for each Critical Wound regained in this way.

STIGMATA: The areas that have been healed with the Self-Repair system will be horribly malformed. The flesh is scarred and disfigured. Though this will not affect movement in any way, multiple repairs will leave the character crooked and covered by keloid tissue.

POISON SECRETION

The Heretic's hands contain a set of glands that allow him to secrete a potent contact poison from his palms. This poison is mildly adhesive, and comes in a variety of forms—different Implants produce different forms of poison. The poisons, regardless of type,

can be absorbed through a target's skin, transferred into food or drink, or wiped onto a blade or projectile. The Heretic is immune to his own poisons, though not any others. The poison denatures after about ten minutes outside his body, becoming useless. Chemical analysis will not identify the Heretical origins of the poison. When this Implant is obtained, roll 1d6 on the Poison Secretion Implant table to determine what kind of poison is generated by the Implant. If this Implant is obtained multiple times, it improves the existing glands to produce a stronger poison (if the roll indicates a poison the character can already create, increase the difficulty of Resistance tests by one step) or adds an additional choice of poison (if the roll indicates a poison he cannot already create), which can be generated at will. Regardless of the poison used, 1d6 minutes after initial exposure, the target must attempt a Challenging D2 Resistance test each minute (or turn, if in combat). If this test is failed, then the target immediately suffers the poison's effects. Any damage inflicted damage ignores soak. Three successful Resistance tests will end the effect.

STIGMATA: The glands are constantly secreting a slimy yellowish fluid that has a dank stench. This substance is not poisonous, but the character leaves a residue on anything he touches.

POISON SECRETION IMPLANT

106 POISON

Euphoric: This psychoactive substance induces a highly suggestible state, which a cunning Heretic can use to bend his victim to malign purposes. If the target falls prey to the poison's effects—by failing a Resistance test—then he becomes extremely suggestible for the next ten minutes, and cannot attempt any further Resistance tests. During this time, all characters gain three bonus Momentum on all Persuade tests to convince the poisoned character of something, so long as their suggestions do not contradict the poisoned character's basic nature or sense of self-preservation.

1

Soporific: This narcotic substance renders the target drowsy, then unconscious, very rapidly. A character exposed to a soporific must pass a Resistance test or become Dazed for 1d6 minutes. If the character fails a Resistance test while already Dazed, he falls unconscious for 1+ \uparrow 3 hours. The character will suffer one Dread for each Dark Symmetry Icon generated; this represents any lingering incoherence the character suffers after waking.

2

Necrotoxin: This potent substance causes cell death, which can lead to intense pain, haemorrhage, and even organ failure. A character exposed to a necrotoxin must pass a Resistance test or suffer 1+ \uparrow 3 damage with the Gruesome and Vile qualities.

3

Paralytic: These poisons are non-lethal, but leave the victim aware while rendering them incapable of movement. A character exposed to a paralytic must pass a Resistance test or become Staggered for 1d6 rounds. If the character fails a Resistance test while already Staggered, he is rendered completely unable to move or speak for 1+ \uparrow 3 hours. The character will suffer one Fatigue for each Dark Symmetry Icon generated; this represents the lingering effects of the poison after the character recovers.

4

Aggression Inducer: This substance floods the brain with adrenaline and other mood-altering substances, inducing violent, homicidal feelings. If unrestrained, the target will try to harm or kill anyone he sees, using whatever weapons are available, or his bare hands if necessary. The affected character must pass a Resistance test or attack the nearest creature (or, if there are no living creatures nearby, anything that makes a sound) in close combat. He will not attempt a ranged attack—his mind is too clouded for that—and he will not let up his attacks unless he is rendered unconscious or throws off the effects of the poison.

5

106 POISON

Sensory Inhibitor: This chemical interferes with nerve impulses conveying sensory information. Nominate a single sense from the following: sight, hearing, olfactory (smell and taste), or touch. The affected character must pass a Resistance test or lose the use of that sense. If the character loses his sight, he gains the Blind status effect. If he loses his hearing, he gains two Dread, and any skill test reliant on hearing or speech increase in difficulty by two steps. If he loses his olfactory senses, he increases the difficulty of any Observation or Survival tests reliant on smell or taste by two steps. If he loses his sense of touch, he increases the difficulty of all tests requiring fine motor control by one step, but he also cannot feel pain, gaining one bonus Momentum on all tests made to resist pain-based attacks and effects.

6



POISON NEUTRALISATION

Through a cluster of artificial nerves and antivenin glands in the character's chest, he has been made immune to poison. The system monitors his bloodstream and mucous membranes, and the moment a poisonous substance is detected, it is analysed and neutralised, restoring the natural balance to his body. The character automatically succeeds at any Resistance test against a poison.

STIGMATA: The character's skin takes on a sickly pallor and clamminess, and he becomes bloated. The glands in his chest swell and create several fist-sized protrusions.

DISEASE NEUTRALISATION

The character's immune system has been laced with cells engineered with blasphemous technology, which are constantly on the lookout for foreign bodies and other anomalies. They neutralise infections and viruses swiftly, leaving him unperturbed by plagues. Only the most virulent and deadly of pathogens devised by Demnogonis can possibly hope to overwhelm his immunity. He reduces the difficulty of all Resistance tests against disease by three steps, which may reduce the difficulty to zero.

STIGMATA: The character often coughs, snuffles, sneezes, and shows symptoms of the various diseases he have been exposed to. Though somewhat uncomfortable, it does not impede him in any way.

PHEROMONE ENHANCER

This implant is one of the few possessed by Algeroth's followers that influences social situations rather than heightening a Heretic's ability to inflict or resist death. It was developed to aid Heretics who need a subtle approach to infiltrating an organisation. The character's sweat glands have been extensively modified, allowing him to produce a cocktail of pheromones that put others at ease around him. When he is within Reach of another person, he gains one bonus Momentum on Persuade tests against that person. This implant cannot function once he has begun to Degenerate—the pheromones are still produced, but cannot overcome the horror of his defiled form.

STIGMATA: The pheromones have gone into overdrive, and the character constantly exudes a musky odour that is pleasant to those attracted to his gender, but slightly sickening to those that are not, hampering his interactions with them.

ADHESIVE BRISTLES

The soles of the character's feet and the palms of his hands are now coated in thousands of tiny bristles that cling to surfaces. They are too small to be used while wearing gloves, shoes, or socks, and they cannot support great weights. When not being used, they retract beneath his skin. While going bare-handed and bare-foot, and not suffering any penalty for encumbrance, the character counts as having the tools necessary to climb, and gains two bonus Momentum on all Athletics tests made to climb. Further, he can climb on sheer walls, windows, and even on ceilings.

STIGMATA: The bristles never fully retract, which leaves the character's palms and the bottom of his feet darkened. Touching them feels like touching Velcro hooks.

GILLS

Each side of the character's neck has a set of gills implanted. These are hidden beneath the skin, and open whenever needed. The character can breathe normally underwater, without need for Oxygen Loads or holding his breath.

STIGMATA: The gills are always visible, and the character's neck is broadened to accommodate them.

BIO-WOVEN SKIN

Layers of a thin, but highly reactive membrane have been woven into the character's skin. This makes him capable of withstanding damage that would cripple or kill a lesser man. This Implant provides him with three points of Armour Soak to a single location. If a character

gains this Implant again, then it covers an additional location, or it increases the protection of an already-covered location by one.

STIGMATA: The Implant is now revoltingly apparent. The armoured location becomes ridged and darkened. It is cold to the touch and resembles battered leather.

SUBDERMAL ARMOUR

Impact and piercing resistant pads of synthetic cartilage are grafted beneath the character's skin, improving his resistance to harm. This Implant provides him with one point of Armour Soak to all locations.

STIGMATA: The cartilage mutates slightly and becomes lumpy. These lumps are clearly visible through the skin and form a disturbing ridged pattern.

SKELETAL RESTRUCTURING

The structure and composition of the character's bones has been altered, making them far denser and more able to withstand trauma. He increases his Serious Wounds and Critical Wounds by one each.

STIGMATA: The restructuring makes the character look like some form of cave man. His chest becomes barrel-like, while his brow protrudes, his eyes sink deep into their sockets, and his jaw becomes massive and square. It is plain for all to see that something is horribly wrong.

PAIN BLOCKER

The character's central nervous system is fitted with a series of implants that control and regulate pain responses. He may activate the Implant as a Restricted Action with an Average D1 Willpower test. For one round (or minute, if out of combat), plus a number of rounds equal to the Momentum spent, he may ignore any status effects and conditions caused by injury or Dread (including death)—both those that he already possesses, and those he may suffer while this Implant's effects remain.

The injuries still remain, and he can still suffer damage as normal, but the penalties and hindrances caused by those injuries are suppressed while this Implant is in use. This Implant's effects also render him immune to any powers or effects that are reliant upon pain or other sensation.

STIGMATA: The blocker is constantly active, so the character never feels any pain. He is covered with small cuts, burns, and bruises, as he is unable to tell when he has injured himself.



NEUROLOGICAL AUGMENTATION

Bio-engineered and symmetry-infused synapses are woven into the character's brain tissue, unlocking latent neurological potential, and significantly enhancing his thought processes. The character increases his Intelligence attribute by one, to a maximum of sixteen. This change is permanent—the changes can never be undone.

STIGMATA: The implanted brain matter fails at unlocking existing parts of his brain, and instead creates new tissue in order to increase brain capacity. As a result, his forehead swells and becomes covered with fat, throbbing veins in order to accommodate the expanded organ.

MUSCULAR AUGMENTATION

The sinews and muscles in the character's body are enhanced with steel-hard fibres, alchemical steroids, and stranger treatments. This massively increases his physical prowess, allowing him to perform astonishing feats of strength. He increases his Strength attribute by one, to a maximum of sixteen. This change is permanent—the changes can never be undone—and it affects all stats that derive from Strength (wounds and melee damage bonus).

STIGMATA: Unable to make the character's muscle more efficient, the Implant generates an enormous amount of muscle mass to bolster his prowess. He swells with massive, vein-streaked muscles, becoming bulkier and more grotesque than any steroid-laden body builder could ever imagine. His weight increases by thirty percent.

OPTIMISED MOTOR CONTROL

A series of vat-grown clusters of glands and impulse accelerators are surgically implanted all through the character's nervous system. These prime and fine-tune his nerves and joints, optimising his response times and mobility. The character increases his Agility attribute by one, to a maximum of sixteen. This change is permanent—the changes can never be undone.

STIGMATA: The character's movements become unnaturally fluid, precise, and graceful. The precision with which he moves goes beyond impressive, and is plain unsettling to those around him.

BODY REINFORCEMENT

Special enzymes and hormones have been injected into the character's bone marrow, which systematically reinforce and strengthen his internal organs, bones, and muscles. His overall toughness is vastly increased by this process; he increases his Physique attribute by one, to a maximum of sixteen. This change is

permanent—the changes can never be undone—and affects all stats that derive from Physique (wounds).

STIGMATA: The character suffers a form of atavism and his skin and hair take on a thick, oily quality. He grows more hair all over his body, becoming somewhat apelike.

INCREASED RESOLVE

Numerous hormone regulators are seeded throughout the character's brain, allowing him to suppress his fears, hone his focus, and heighten his mental resilience. He increases his Mental Strength attribute by one, to a maximum of sixteen. This change is permanent—the changes can never be undone—and affects all stats that derive from Mental Strength (mental wounds).

STIGMATA: The Implant has gone haywire, and even though he can control his primitive fears, the character's strong will compels him to challenge those around him. Overall, he leans towards a much more socially aggressive alpha type of behaviour, which can make normal social situations quite awkward. He increases the Repercussion range of all Command, Lifestyle, and Persuade tests by two, owing to his off-putting and overly aggressive demeanor.

REFLEX ENHANCEMENT

Via extensive and painful necrosurgery, the character's entire nervous system and parts of his brain have been replaced by highly-efficient vat-grown equivalents. He is now able to react, decide, and act more quickly than normal humans. He gains an additional Response Action each turn, though this additional Response Action costs a Dark Symmetry point as normal.

STIGMATA: The character's movements have become jerky. Between activities, he remains completely still, his only movement the frantic darting of his eyes. His whole movement pattern is like that of a lizard, and is utterly unnatural and frightening to those around him. If combined with the Stigmata of Optimised Motor Control (result 21), an eerie precision is added to the speedy, jerky movements.

KNOWLEDGE PODS

Carefully cultivated in the liquefied brains of sacrificial victims, these pulsating pods are fitted into the character's brain to confer knowledge and enhance skills. He gains two ranks of training in a single skill, chosen when this Implant is gained. These ranks of training may be divided amongst Expertise and Focus—or both ranks put into one or the other—as he sees fit, but once this decision has been made, it cannot be changed. This Implant may be obtained multiple times, though it cannot increase any skill's Expertise or Focus ranks above their normal maximum values (three ranks for most skills, five ranks for signature skills).

STIGMATA: Tumorous bumps appear all over the character's head, and they swell and pulsate when he uses skills associated with the Implant. These are off-putting to say the least.

CLAWS

Wicked, chitinous claws are implanted beneath the character's fingernails. When not used, they rest in hidden sheathes in the tip of his fingers, and can be extended or retracted in a fraction of a second thanks to strong bundles of muscle. These claws are counted as a Knife with the Hidden 3 quality. A character with claws cannot be disarmed—the claws are part of him.

STIGMATA: The claws can no longer retract and their appearance becomes even more feral, more akin to talons. They can only be concealed by wearing large gloves.

SLEEPLESS

Implants that help regulate the character's brain activity have been fused into his medulla oblongata, which emulates the physical and neurological activity that goes on in a sleeping body. He never needs to sleep, and never feels any deleterious effects for going without sleep. He automatically succeeds on all Resistance tests made to avoid the effects of sleep deprivation.

STIGMATA: Even though the character does not require sleep, he looks like he really needs it. His face becomes drawn, and heavy bags appear under his darkly circled, bloodshot eyes. He has an emaciated and unnaturally gaunt look.

DARK VISION

Through bioengineering and the sorcerous works of the Dark Symmetry, the character's eyes have been augmented or replaced by ones that allow him to see clearly in the dark, even in absolute darkness. When attempting a sight-related test, he does not increase the difficulty because of any degree of poor lighting or darkness, and he can still see clearly even when there is no light whatsoever.

STIGMATA: The character's eyes change dramatically and become unnatural. Each Stigmata is expressed differently but there is never anything subtle about it. Some sport cat-like eyes, others developed a faint red glow, while there are those whose eyes turn completely black.

BLOODHOUND

The character's olfactory senses are greatly augmented, his nose and throat laced with an exotic, symmetry-infused bio-weave. His senses of smell and taste are massively heightened, allowing him to discern scent trails that ordinary humans cannot even detect. He can isolate

and identify specific scents with ease, and can smell clearly enough to discern the pheromones and body odours of individual people from a considerable distance. He gains two bonus Momentum on all Observation and Insight tests, and may use the Observation skill instead of Survival for tracking people.

STIGMATA: The character's nose constantly runs and his eyes tear as if he suffers from some severe allergy. The true reason is that he no longer possesses the ability to dampen his olfactory sensitivity, and it is affecting his mucus membranes.

MALLEABLE FACE

The character's skin is fitted with tiny pigment glands, and his face is underlain with a mass of tiny muscles and pseudocartilage that shifts to alter its shape and appearance. He gains one bonus Momentum on Stealth or Persuade tests made to disguise himself as someone else.

STIGMATA: The Implant has become unstable, and the character can only maintain his last facial mould for 1d6 hours. A couple of minutes before it is about to break down, he feels a warm tingle. His natural face is now a mess, and resembles a horrific mask of melted wax.

VOICE EMULATOR

The character's larynx has been fitted with additional layers of resonating membrane and bands of adaptive fibres, which can take on any configuration he wishes. This is combined with a minor refinement of his hearing. He has perfect control of his voice, allowing him to mimic any voice he hears flawlessly, and even replicate sounds that no human voice could produce. Any attempts to distinguish a voice he has chosen to emulate from the real voice increase in difficulty by two steps. Further, when attempting to intimidate someone, he may add an unnatural resonance to his voice, which helps unnerve people, gaining one bonus Momentum on the Persuade test.

STIGMATA: The character's throat swells up and pulsates when he talks, and his natural voice has an unnatural and inhuman quality to it, which can only be avoided if he focuses and talks slowly. His concentration is noticeable to those around him.

DISPERSAL SACS

Tiny glands generating a thick, blinding fluid have been implanted beneath the skin under the character's armpits. They allow him to exude an inky black cloud that hinders not only normal sight, but also interferes with thermal imaging, and muffles sounds. As a Restricted Action, he can produce a cloud of inky mist that spreads out to Close range. Creatures cannot clearly see within, out of, or

through, the cloud, and increase the difficulty of all Observation and Insight tests, as well as skill tests used to make an attack, by two steps. The cloud dissipates at the end of his next turn, though he can spend a Restricted Action each round to maintain it. The cloud remains in place, and does not follow his movements. If he also has the Poison Secretion Implant, he may infuse this inky mist with poison, affecting everyone caught within the cloud.

STIGMATA: The dispersal process is always running on low emission when not in use, which leaves the character's armpits stained black with the fluid. It looks as though he is sweating ink. A constant odour of putrefaction surrounds him, which can only be covered with copious amounts of perfume.

SKELETAL REINFORCEMENT

Necro-alchemical alloys and arcane bio-weaves have been implanted into the character's bones, making him much more resistant to harm. When determining his wounds, he has one more Light Wound on each location, one more Serious Wound, and one more Critical Wound.

STIGMATA: The bone growth has gone somewhat out of control, which leave the character's limbs overly thick and bulky. All his limbs and joints take on a swollen, arthritic look. Though it does not impede him in any way, these changes are very noticeable.

THREAT PERCEPTION

The animalistic, instinctive part of the character's brain has been reinforced with additional synaptic connections, making him highly sensitive to potential threats and extremely aware of his surroundings. Whenever he attempt a Response Action, he does not have to pay the normal Dark Symmetry point cost. If he, for whatever reason, has any additional Response Actions, then only the first is 'free'.

STIGMATA: The character's behaviour and mannerism are nervous and slightly paranoid. This behaviour is obvious to all around him, and can be interpreted in a lot of ways—none of them favourable.

STRUCTURAL AWARENESS

Invasive neuro-surgery has enhanced the parts of the character's brain that interpret patterns and fine details, allowing him to discern the weak-points of creatures and objects far more quickly and effectively. Combined with the hypno-implantation of an instinctive knowledge of anatomy, material stress tolerances, and structural engineering, he has an exceptional ability to strike at the most vulnerable points. All of his attacks gain the Unforgiving 1 quality, or increase the rating of any Unforgiving quality the attack already possesses, by one. If he obtains this Implant additional times, the effects stack.

STIGMATA: The character cannot help but spot and poke at weak spots and pressure points every so often. While this does not cause harm, it is irritating and painful. He is hard-wired to cause harm, and cannot properly turn off that instinct. He may suppress this instinct for an hour with an Average D1 Willpower test. If this gift's Stigmata worsens, he increases the difficulty of the Willpower test by one step each time.

PROJECTILE PERCEPTION

The speed of the character's nervous impulses has been increased, and his senses have been honed and refined to perceive and respond more quickly to gunfire. This makes him far more able to avoid being shot, so long as he is able to perceive the attacker clearly—if he is not aware of the attack beforehand, this Implant has no effect. Against any ranged attack that he can perceive, he gains two bonus Momentum on Dodge Response Actions.

STIGMATA: The Implant's trigger mechanism often fires when it should be inactive, or incorrectly reads the environment. This means that sometimes the character twitches or speedily sidesteps as if someone had fired a gun at him. This is only active when he is still, in a social situation, or not concentrating intensely, so it will not affect his overall performance, or put him in physical danger. However, it is very noticeable, and it is obvious that there is something very wrong with him.

CONTROL NODE

A spidery mass of tumorous tissue and black synthetic nerves has been implanted into the character's hypothalamus, and the black nerves spread through his entire brain. This Implant allows him to communicate with other Heretics who also have this Implant, or who are using a necrobionic helmet. This communication is silent, instantaneous, and telepathic, with a maximum range of two kilometres. When communicating with a Heretic of lower rank than himself, he may attempt a Command test, resisted by the recipient's Willpower test in order to give them an order; he gains two bonus Momentum on this test. Similarly, higher-ranking Heretics may use this Implant to try to compel him. A compelled Heretic must carry out whatever order they are given. Alternately, instead of giving an order, a Heretic may choose to cause a fatal brain aneurism instead, killing the recipient instantly.

STIGMATA: Even when no one is transmitting to him, there are dark voices in the character's head. From time to time, he cannot help repeating some of what they say. Reciting the Allegiance of Algeroth is frowned upon in most social circles, to say the least....



NECROBIONIC IMPLANTS

Necrobionic systems differ from biotechnology ones. Biotechnology is primarily based on manipulated genetic structures that, for the most part, are at least semi-natural to the human body. Biotech is implanted and merged with the human body whereas, most of the time, necrobionics replace parts of the body. Due to this, they do not have the same adverse effect on the body in the form of Stigmata. Any ill effects are usually much more subtle, and do not participate in the process of Degeneration.

While biotechnology is mostly powered and developed within an understandable and scientific frame, necrobionics are much more esoteric in nature. Necrobionics are powered by the Dark Symmetry and the tortured spirits of the twisted dead. They contain very strange systems that cannot be related to normal human science.

When a Heretic is endowed with necrobionic Implants by rolling 38 or 39 on the Implant Table, he then rolls 1d20 on the Necrobionics Table. If he is given necrobionic Implants as a result of a roll of 40 on the Implant Table, he is free to choose from the Necrobionics Table.

NECROBIOTICS TABLE

D20 ROLL	NECROBIONIC IMPLANT
1-2	Necrobionic Limb (Arm)
3-4	Necrobionic Limb (Leg)
5-6	Necrobionic Respiratory System
7-8	Necrobionic Organ Replacement
9-10	Host Implant
11-12	Necrobionic Wrist Socket
13-14	Necrobionic Targeting System
15-16	Neural Conduit
17-18	Necro-Homonculus
19-20	Necrobionic Restructuring

APPEARANCE

Necrobionic Implants are usually covered with a layer of synthetic flesh and skin, which mask the vile technology beneath. When damaged, these innards are revealed for all to see, making it obvious that the person in question is something other than human. The systems vary in appearance; some look like intestine-sized fleshy, twitching worms, while others seem to have been formed of

otherworldly metals tied together with tubes and wires. Necrobionics need to be repaired by a Tekron, Technomancer, or someone that has the knowledge and equipment to do so. It usually takes one hour per wound. This requires the Mechanics or Science skills, and training from a Tekron or Technomancer.

NECROBIONIC LIMB

All necrobionic limbs replace the character's normal number of Light Wound boxes on the limb replaced—a normal necrobionic arm has eight Light Wound boxes, while a necrobionic leg has nine Light Wound boxes. In all other ways, the default necrobionic limb functions exactly as the character's original limb did, providing no additional benefits, and replacing the original organic limb's function in all ways. However, wounds suffered to a necrobionic limb do not heal naturally—rather, they must be repaired manually. This takes a Daunting D3 Mechanics test, or a Challenging D2 Science test, and restores one Light Wound box, plus one per Momentum spent.

STIGMATA: The muscle fibres are thick, slimy, and quivering, and beneath that, they look like perverted robotics constructed out of putrefied flesh and bones, and connected with gleaming metal tubes and wires.

NECROBIONIC RESPIRATORY SYSTEM

The character's respiratory system has been replaced with a more efficient system. The character is immune to the effects of all harmful gases (such as poisons and diseases). Further, he needs only take a Resistance test to resist drowning, suffocation, or vacuum exposure once every hour, rather than once every round.

STIGMATA: The lungs are black, vein-streaked undulating sacks, glistening with a vile mucus. The surface and innards constantly roil, as they are covered by minute insectile necro-organisms.

NECROBIONIC ORGAN REPLACEMENT

The character's internal organs—heart, stomach, intestines, liver, and kidneys—have been reinforced, upgraded, or entirely replaced, to make them more efficient. The character reduces the difficulty of Resistance tests against Starvation and Thirst by two, which may remove the need for a test. The base difficulty of these tests should be calculated before applying this reduction. Further, he reduces the difficulty of all Resistance tests against poisons and diseases by two, which may remove the need for a test.

STIGMATA: All the organs are black and purple vein-streaked, undulating globs of tissue, which glisten with mucus. They are interconnected via quivering blood red tubes and pipes. The surface and innards constantly roil, as they are covered by minute insectile necro-organisms.

HOST IMPLANT

The character is granted a necrobionic equivalent to a biotechnology Implant of his choice. This necrobionic functions exactly as the Implant it replicates, but it does not suffer the normal Stigmata associated with it.

STIGMATA: The GM decides which body part is to be affected. Otherwise, it works as most necrobionic Stigmata: the vile truth is revealed when the system is damaged.

NECROBIONIC WRIST SOCKET

The character's hand and forearm have been replaced with a necrobionic equivalent. The hand can be detached and replaced with a weapon or tool created by Dark Technology. Weapons and tools designed to fit this socket must be crafted specifically for him by a Tekron or Technomancer. Each additional time he obtains this necrobionic, he is granted one additional tool or weapon.

STIGMATA: The tissues and bones beneath are weirdly translucent. Black fluids can be seen flowing from tissue to tissue.

NECROBIONIC TARGETING SYSTEM

One of the character's eyes has been replaced by a necrobionic version, which is imbued with an aggressive nature that aids him greatly when using a firearm. A character fitted with a Necrobionic Targeting System reduces the difficulty of ranged attacks by one step, to a minimum of Average D1. As an Implant, rather than being attached to a weapon, it is exempt from the normal limit of one scope or sight on a weapon.

STIGMATA: The character's eye is red and without any visible sclera, and is filled with infrared sensors that look like black speckles. The eye looks normal until it is damaged, or in use.

NEURAL CONDUIT

A Necrobionic Conduit has replaced the main nerve clusters running from the character's arm to his neck. This will allow him to interface with Dark Technology directly, including the Brain Pool within a citadel.

STIGMATA: The nerve cord is thick and can be seen pulsating beneath the skin from time to time, looking swollen and infected.

NECRO-HOMONCULUS

A tiny, disgusting necrobionic homunculus has been implanted into the character's abdominal cavity. It is about as large as a small house cat when outside of his body, but when stowed within

his abdomen, it compresses into a mass no larger than a tennis ball. It can enter and exit his body through a carefully-disguised flap beneath his navel. The homunculus is covered in a foul-smelling mucous and moves on all-fours, though each limb ends in dextrous hands with prehensile fingers, akin to the limbs of a monkey. It is extremely agile, dextrous, and stealthy, but it has little intelligence or self-determination, and its small size means that it is not particularly strong. It is controlled by a psychic link, and commanding it requires a degree of concentration to get it to do anything. While concentrating upon it, the character can perceive reality via the homunculus' senses so long as it is within ten kilometres. He can automatically sense how far the homunculus is. If it ever strays beyond this range or spends more than twenty four hours away from him, it dies instantly. If it dies, he immediately suffers one Serious Wound from the symbiotic trauma.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
4	4	14 (+2)	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	3	6	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	2	2	1	1	-	-	-	-

WOUNDS: 2

SOAK: None

ATTACKS:

◀ **Tiny Claws (melee):** 1+ \uparrow 2, 1H

STIGMATA: The character has a slit in his stomach, beneath your navel. It is mostly hidden, but can be seen. If he loses half the wounds in his torso, rounded down, the creature is expelled. It will fall screeching and quivering to the ground and die within seconds.

NECROBIONIC RESTRUCTURING

The character's entire central nervous system has been rebuilt and augmented with highly efficient vat-grown nerve fibres. This leads to improvements in sensory perception, physical response, and hand-eye coordination. Choose one of Agility, Awareness, or Coordination. The character increases the chosen attribute by one, to a maximum of sixteen. This change is permanent—the changes can never be undone—and affects any stats that derive from that attribute.

STIGMATA: The complete restructuring requires the replacement of the character's blood with an alternate necrobionic fluid. This viscous, dark green fluid smells vile, and is visible to all when he bleeds.

SYMMETRY PATTERN OF ALGEROTH

As the Apostle of War, Algeroth's pattern is very destructive. Most of his Dark Gifts focus on giving his Heretics boosted combat prowess, or the ability to cause massive damage to individuals and objects. Some powers even have the ability to boost a large group of combatants, turning mediocre fighters into a true force to be reckoned with.

AURA OF ABSORPTION

DIFFICULTY: D1+

DURATION: Concentration

TARGET: One creature, touched

EFFECT: This Gift is a defensive one, in a sense, in that it responds to the attacks of an enemy. However, it suits Algeroth's aggression and savagery in that it gathers the power of enemy attacks and turns them into power for the Heretic. The creature touched is wreathed in a flickering aura of energy, which saps power from attacks. This aura grants the creature \uparrow X Cover Soak, where X is equal to the Gift's difficulty. For each Dark Symmetry Icon generated by these Soak dice, the creature gains one bonus Momentum on his next attack action.

BLEED: For one or more Momentum, the absorbed force the Heretic wields bolsters his own attacks even more. Whenever the Heretic uses bonus Momentum gained from this Gift, he may also add one of the following qualities to that attack for each Momentum spent: Armour Piercing 1, Knockdown, or Vicious 1.

FLOW OF DEATH

DIFFICULTY: D1+

DURATION: A number of minutes/rounds equal to the Difficulty

TARGET: One zone within Close range

EFFECT: The Heretic channels the raw power of the Dark Symmetry into an invisible orb of energy, which is an anathema to the presence of life. Algeroth's Heretics frequently use this Gift to slay wounded soldiers without damaging their bodies further, so that their remains can be used as raw materials. This orb fills a single zone, and siphons away the life of all living creatures in the area. The sphere's presence can only be discerned by the unsettling whispers that can be heard by those nearby. All living creatures within the affected zone—other than the Heretic, who is immune—suffer $1+\uparrow$ 3 damage with the Dreadful and Stun qualities at the start of each of their turns, which ignores all Soak. This damage leaves no marks or discernible physical injuries.

BLEED: For two Momentum, the area affected is filled with shrieking wraiths rather than unsettling whispers. Any creature within the zone must attempt a Challenging D2 Willpower test or suffer a mental assault. Creatures in adjacent zones must attempt an Average D1 Willpower test or suffer a mental assault.

GLYPHS OF SUFFERING

DIFFICULTY: D2+

DURATION: Instant

TARGET: One zone within Close range.

EFFECT: Through the weaving of agonising glyphs and secret rune-words of torment, the Heretic can protect an area, or turn it into a weapon. The Heretic performs a brief ritual—taking ten minutes—which marks the chosen area with glyphs, sigils, and dark runes that become invisible after a few moments. These symbols reappear when the wards are triggered by any individual attempting to enter the warded area without permission. The warded area can be expanded beyond the basic size listed above, adding one additional zone adjacent to the initial target for each additional rank of difficulty. The Heretic can grant or revoke permission to any individual he chooses, with a simple touch and a Free Action. Any creature attempting to enter a warded area without permission from the ward's creator (or Algeroth, who can grant permission for any creature he chooses) is immediately wracked with horrific, indescribable pain, and must attempt a Dire D4 Willpower test or immediately fall prone and be unable to act. Those who succeed on the test will still suffer one Dread and the Dazed status effect, as they struggle through the pain. While a character is within the warded area without permission, he must test to resist the pain at the start of every turn. The Heretic can maintain a number of these warded areas at any one time equal to his Heretic Rank plus his number of ranks of Willpower Expertise.

INVINCIBLE ARMY

DIFFICULTY: D3+

DURATION: 1 hour/1 combat

TARGET: Any number of creatures within Close range

EFFECT: This Gift is a greater form of Heightened Prowess, which is used to enhance the combat prowess of a group of soldiers. The Heretic may choose which individuals within range he targets, granting the effects to some but not others, at the moment he uses the Gift—he may, for example, grant the benefits only to allies but not enemies within range. He must be able to see all those who are to be affected by the Gift. The Heretic gains no bonuses from using this Gift—the benefits are granted purely to other creatures in the area. Those affected gain a bonus d20 on Strength, Close Combat, and Physique tests for the next hour, or until the end of the next combat encounter, whichever is sooner. For each additional rank of difficulty above D3, the number of bonus d20s increases by one, to a maximum of D5 granting 3d20.



INVOCATION OF ALGEROTH

DIFFICULTY: D5

DURATION: One hour/one combat

TARGET: Self

EFFECT: This Gift is the greatest power that Algoth can bestow, and only Algoth bestows it. The greatest servants of Algoth are granted this Gift, and it is considered to be the highest honour. It turns the Heretic into a living vessel for Algoth's raw power and fury, and transforms him into a terrifying engine of destruction. In a gruesome shower of gore and viscera, devices of Dark Technology spontaneously erupt from the Heretic's flesh and grow around him, rebuilding him into a monstrous form. His height increases by as much as fifty percent, and he more than doubles in mass. His flesh grows necrobionic armour and claws of ensorcelled black iron erupt from one hand, while a steaming, growling chain cannon replaces the other arm. The Heretic no longer appears human, but rather is a living weapon wrought from Dark Technology. While this Gift remains in effect, the Heretic gains a long list of benefits:

- ◆ The Heretic gains the following special abilities, described in the Adversaries chapter of the *Mutant Chronicles* core rulebook: Fast Healing (4), Fear (2), Feed Upon Fear, Inured to Pain, Monstrous Creature, Supernatural Coordination (1), Supernatural Physique (1), and Supernatural Strength (1). If he already has any of those special abilities, he increases their ratings by +1.
- ◆ The Heretic gains 6 armour Soak to all hit locations, unless his Soak was already higher.
- ◆ The Heretic's Strength and Physique attributes are both increased to 14, unless either one is already higher. This does not affect the Heretic's wounds (but see below).
- ◆ The Heretic's number of wounds on all hit locations and all injury levels are doubled.
- ◆ The Heretic increases his ranks in Close Combat, Heavy Weapons, Ranged Weapons, and Unarmed Combat to Expertise 5 and Focus 5. For NPCs, this increases the Heretic's Combat Field of Expertise to Expertise 5 and Focus 5.
- ◆ The Heretic's left arm is replaced by a massive chain-gun loaded with ten Reloads of dark ammunition. This is a Heavy Weapon with the following profile: Range M, 2+**T**6, Automatic, 1H, Ammo (Torrent, Vile), Armour Piercing 1, Spread 1, Vicious 2. This does not include the bonus damage from a high Awareness attribute.
- ◆ The fingers on the Heretic's left hand are replaced by massive ensorcelled black iron talons, with the following profile (which includes the effects of his new strength): 2+**T**7, 1H, Armour Piercing 1, Gruesome, Spread 1, Vicious 1.

After an hour, or until the next combat encounter has ended, this mass of dark implants and weapons crumbles to dust, and the Heretic collapses to the ground, naked, smouldering and unconscious.

RAIN OF DESTRUCTION

DIFFICULTY: D3+

DURATION: Concentration

TARGET: One or more zones within Medium range

EFFECT: Used to spread blessed destruction across a battlefield, this Gift is a particularly potent one. It is one of the few Gifts that Algoth's Heretics have access to, that opens a gate to another realm. It is said that Algoth stole the secrets of this power from Ilian, and warped it to his own destructive ends. The gate opens to a point in space where minute meteors are constantly hurtling through the darkness. Multiple small portals open all around the target area, and a devastating rain of burning stones fall to the ground. When attempting to use this Gift, select a single zone within range, and one additional zone for each additional difficulty rank above the minimum. When this Gift is successfully used, and at the end of each turn the Heretic concentrates upon it, the rain of destruction inflicts 1+**T**5 damage with the Incendiary 4, Spread 1, and Vicious 1 qualities to all creatures and objects in the target zones.

BLEED: The thunderous, destructive impacts create a terrifying din and kick up clouds of dense dust and sulphurous smoke. For each Momentum spent, nominate one of the target zones: all Observation and Insight tests made within, into, or out of that zone increase in difficulty by one step, as do all ranged attacks. More than one Momentum may be spent on each zone.

SPHERE OF RAGE

DIFFICULTY: D1+

DURATION: Five minutes

TARGET: All living creatures within Close range

EFFECT: Algoth is the physical embodiment of all rage and violence, the dark intent behind war and bloodshed. This Gift channels that uncontrollable fury into those nearby, rendering them incapable of resisting their most violent impulses. When this Gift is used, a dark cloud gathers over the area, and then vanishes as quickly as it arrived. By that point, however, the damage is done. All living creatures within range must attempt a Willpower test with a difficulty equal to this Gift's difficulty; any that fail must immediately attempt to attack the nearest creature in close combat, using whatever melee weapons are at hand (or lacking any alternative, their bare hands).

BLEED: The spirit of Algoth lingers in the minds of those affected, creating a seething resentment and pent-up rage in those who feel this Gift's touch. For every two Momentum spent, one target which failed the Willpower test is also subject to a Corruption Roll, with a number of **T** equal to the Gift's difficulty.

SWIFT SHADOWS OF UNREST

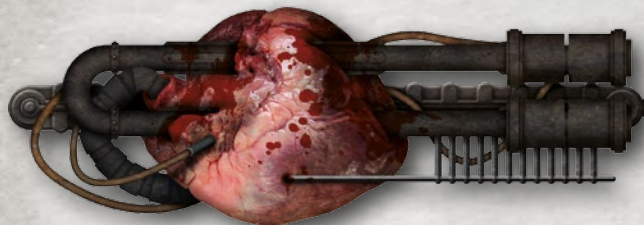
DIFFICULTY: D1+

DURATION: Concentration

TARGET: Self

EFFECT: This is one of the few Gifts in Algeroth's pattern that is not directly martial in nature. It was given by Muawijhe, as a way of spreading discord, though Algeroth's followers more commonly use it as a distraction before a battle. It produces a cacophony of screeching and terrifying murmurs, followed by a maelstrom of vaguely humanoid shadows. They can be directed to assail any the Heretic wishes to impair, so long as he is able to see them. The shadows are terrifying figments, appearing to claw at their victims, yet while their touch is chilling and uncomfortable, it inflicts no harm. While this Gift remains in effect, the Heretic can spend a Free Action to direct the shadows to assail a living, intelligent creature within Medium range. That creature must attempt a Willpower test with a difficulty equal to this Gift's difficulty or suffer a mental assault.

BLEED: The shadows become restless and belligerent, eager to spread their terror and discord. For every two Momentum spent, the Gift allows the Heretic to assail one additional target each turn the Gift remains in effect. For example, spending four Momentum would allow the Heretic to affect three enemies within Medium range each turn, as a Free Action.



TORRENT OF DESTRUCTION

DIFFICULTY: D1+

DURATION: Concentration

TARGET: One zone within Medium range

EFFECT: The untamed power of the Dark Symmetry is twisted and spun into a tangible destructive force, driven by Algeroth's loathing for all things. The result resembles a shrieking, howling tornado wrought from razorblades and black smoke. Through this horror, leering demonic faces can be glimpsed; these are believed to be fragments of Algeroth's malevolent intent. The Heretic can conjure this torrent of destruction anywhere within range that he can see. Concentrating upon this Gift requires a Standard Action each round, and can only be done so long as the Heretic has a free hand to

direct the destructive force. He may, while concentrating upon this Gift, move the tornado to any zone within Medium range of himself. When this Gift is first used, and at the end of each turn the Heretic concentrates upon it, all creatures within Close range of the tornado must attempt an Acrobatics or Athletics test with a difficulty equal to this Gift's difficulty. Failure means the tornado hurls the creature aside, knocking it prone and inflicting 1+**↑**3 damage with the Dreadful and Stun qualities.

BLEED: The tornado's presence extends beyond its edge. By spending two Momentum, any Acrobatics, Observation, Ranged Weapons, Heavy Weapons, or Gunnery test made within Medium range of the tornado increases in difficulty by one step.

SOULRIPPER TOUCH

DIFFICULTY: D4

DURATION: One round, or until expended (see below)

TARGET: One creature or object, touched

EFFECT: The Heretic focusses the destructive potential of Algeroth's pattern into the tips of his fingers. A single glancing touch becomes able to tear a man apart with explosive force, and even plate armour cannot withstand the Heretic's deadly caress. Unlike most Dark Gifts, Soulripper Touch may be used as a Restricted Action instead of a Standard Action. When used, the Heretic's unarmed strike attack inflicts 2+**↑**6 damage, with the Armour Piercing 3, Vicious 3, and Vile qualities. As it is still a normal melee attack, it benefits from a high Strength attribute (and Supernatural Strength, if present). The target may not use the Dodge or Parry response actions to avoid this attack—even the slightest contact is sufficient for this Gift to function.

AURA OF DARK HEALING

DIFFICULTY: D1+

DURATION: Five minutes per rank of difficulty

TARGET: One creature within Close range

EFFECT: The Heretic invokes the unrelenting force of Algeroth's pattern to sustain those who fight for the Lord of War. The target is suffused with an aura of unlight, a kind of negative radiance that seems to repel light rather than emanate it. This energy infuses the target with new vigour and energy, restoring all lost wounds and healing all injuries and status effects immediately. However, when this Gift's effects end, all damage restored immediately returns to the target—this power is a temporary boost, not a permanent fix. If the target has suffered additional damage while this Gift remained in effect, then the returning damage could lead to death. If this Gift is used by a Nepharite, then the healing effect is permanent instead. If the Gift is used by a Nepharite Magus, then it can also cure Degeneration.

BLEED: The surging vigour and vitality affects multiple targets. For each Momentum spent, the Gift affects one additional creature within Close range.

POWERS OF DEMNOGONIS

Demnogonis is the master of pestilence and infection. He uses disease to kill and crush his enemies, but also to strengthen his minions. His powers come at a price, however. Heretics of Demnogonis are empowered through the use of symmetry augmented viral strains and parasites, which have been engineered by the Biophages. Some of these powers are similar to Dark Gifts and Implants but have unique aspects that distinguish them.

DISEASES

While not strictly powers in their own right, the abilities of Demnogonis and his servants often inflict or influence the diseases common to the worlds of humanity and other realms beyond. This section lists a number of diseases that enterprising Heretics may wish to inflict upon their enemies.

GASSON'S TECHNALGIA

Originally diagnosed during the Fall, this infection seems to have come about as a result of the Dark Symmetry, and thus plagued cities across the solar system for years before treatment methods were developed. The disease seems to transfer from machines to people, normally through electrostatic discharge, after which point it interferes with neuroelectric pulses in the nervous system. The disease is painful and highly contagious, though thankfully short-lived in the vast majority of cases. Around one in a thousand cases are chronic, and about one in a million are progressive. A character can become exposed to Gasson's Technalgia after suffering damage from an electrical discharge, normally from corrupted technology; this costs the GM two Dark Symmetry points. Gasson's Technalgia is a disease with the following effects:

- ◀ **VECTOR:** Injury (electrical)
- ◀ **VIRULENCE:** 2
- ◀ **INCUBATION PERIOD:** One week
- ◀ **SYMPTOMS:** The patient suffers from intermittent, persistent headaches, inflicting \uparrow 2 Dread, with each Dark Symmetry Icon inflicting one Mental Wound. He increases the difficulty of all Intelligence and Willpower tests by one step during the interval. He also develops the risk of contagious electro-discharge: whenever physical contact is made with a person or electrical machine, roll \uparrow , and if a Dark Symmetry Icon is generated, a minor electrical shock inflicting one damage affects whomever or whatever the patient has touched.
- ◀ **INTERVAL:** Days, Acute (2)

The disease is too short-lived to require specialised treatment—doctors recommend isolation and rest for a few days, as well as painkillers to alleviate headaches. Certain drugs for treating epilepsy can be useful for treating chronic cases of Gasson's Technalgia.

SOULBURN

A 'disease' of sorts, which seldom afflicts large numbers of people. It was developed by Demnogonis and Semai as a means of delivering suffering to the Brotherhood. Heretics of these Apostles are often made carriers for this disease before undertaking dangerous missions, when capture is likely. If they are captured and interrogated, they are patient zero for an infection that spreads by telepathic contact. Semai's Heretics may use their own Gifts to spread this power to unsuspecting innocents, spreading pain and confusion. Symptoms are relatively minor to begin with, but grow in magnitude as time passes. Exposing a character who has been in telepathic contact with a carrier to Soulburn costs two Dark Symmetry points. Soulburn is a disease with the following effects:

- ◀ **VECTOR:** Mystic (telepathy)
- ◀ **VIRULENCE:** 1
- ◀ **INCUBATION PERIOD:** One month
- ◀ **SYMPTOMS:** The patient increases the difficulty of all Willpower tests by one step. Once Virulence is 2 or higher, he suffers a mental assault with a difficulty equal to the Virulence. Once the disease reaches Virulence is 3 or higher, he suffers \uparrow 3 Corruption damage. The patient is contagious, and can infect anyone he makes contact with telepathically.
- ◀ **INTERVAL:** Days, Progressive (3)

Treatment of the symptoms can be accomplished with the use of antipsychotics, but treating the disease itself is beyond the means of conventional medicine.

LUNACY

Myths about Lunar cycles affecting psychological state were dismissed centuries before the Fall, at around the same time that humans began living on Luna itself. The evidence was dismissed as correlative, rather than causative, and it became one more superstition discarded by modern progress. However, in spite of this, Persistent Cyclic Affective Disorder—the name given to cases of what might have been dubbed 'moon madness' in older generations—remains a problem for some amongst humanity. Nobody is sure where it comes from, why it comes about, or how to treat it. Since the Fall, superstitions have risen again in the face of a truly supernatural foe, and the fact that fully eighty percent of

cases originate from Luna (Earth's moon) and Mars (which has two moons of its own), rather than Mercury or Venus (which have no natural satellites) has led to a return to old terminology. In truth, this disease has little to do with the moon—it is, in fact, a collaboration between Demnogonis and Muawijhe, inflicted via mystical means. Most colloquially refer to this disorder as Lunacy now. Lunacy is a disease with the following effects:

- ◀ **VECTOR:** Mystical (Dark Gifts and other supernatural powers)
- ◀ **VIRULENCE:** 1
- ◀ **INCUBATION PERIOD:** One month
- ◀ **SYMPTOMS:** The patient suffers $\uparrow X$ mental damage, where X is equal to the disease's current Virulence, and one Dread for each Dark Symmetry Icon generated.
- ◀ **INTERVAL:** Months, Progressive (3)

The symptoms of Lunacy are normally treated with periodic psychotherapy and antipsychotic medication. Long-term sufferers have regular medication to suppress the worst of the effects. Treatment of the disorder itself is impossible by any mundane methods, though the Brotherhood's Healers have had limited success.

BUBONIC PLAGUE/BLACK DEATH

An ancient disease from a darker period of Old Earth's history, Bubonic Plague never truly went away. Demnogonis has a particular fondness for the disease, which is one of the great plagues of human history, having killed millions during its height and caused great terror and upheaval in the process. The disease is bacterial, spread by fleas and mites carried in the fur of certain species of rat. The disease is characterised by a swelling of the lymph nodes as buboes (hence the name) on the neck, armpits, and inner thighs, followed by a fever and vomiting of blood. Most infected die within a week of infection if the disease is not treated.

Exposing a character who has been in filthy conditions—sewers, slums, or other places where diseased rats may exist—to Bubonic Plague costs four Dark Symmetry points. Bubonic Plague is a disease with the following effects:

- ◀ **VECTOR:** Injury
- ◀ **VIRULENCE:** 4
- ◀ **INCUBATION PERIOD:** Two days
- ◀ **SYMPTOMS:** The patient increases the difficulty of all Resistance tests—other than to resist this disease—by one step. He suffers

1 \uparrow 3 Serious Wounds and gains \uparrow 2 Fatigue, counting all Dark Symmetry Icons as rolls of 1.

- ◀ **INTERVAL:** Days, Acute (4)

Antibiotics are the normal form of treatment for Bubonic Plague, and areas suffering from an outbreak are subsequently treated with insecticides to minimise the chance of further cases. However, the disease evolves and adapts, and resistant forms mean that new antibiotics must be developed with regularity to keep the plague in check. Vaccination is an option, allowing a character to reduce the difficulty of Resistance tests against Bubonic Plague by two; this has a Restriction of 2 and a Cost of 4, and can only be performed by a licenced doctor. However, Demnogonis likes to place cultists administering the full disease in clinics providing vaccinations.

DYSENTERY

Rather than a single disease, Dysentery is a collection of diseases that present similar symptoms and are treated in broadly the same way and are characterised as an inflammation or irritation of the bowels, which results in diarrhoea, often mixed with blood. The end result, without treatment, is starvation and dehydration as the body is unable to retain and process food and drink properly, and may be losing fluids through blood loss. While caused by a variety of bacteria, parasites, and other conditions, Dysentery is most commonly encountered in areas where dirty water is prevalent. These diseases have killed millions, and have been the downfall of armies—often slaying more soldiers than battles do.

A character risks contracting Dysentery if he ingests dirty water, voluntarily or otherwise. Exposing him to the disease costs two Dark Symmetry points. Dysentery is a disease with the following effects:

- ◀ **VECTOR:** Ingestion
- ◀ **VIRULENCE:** 2
- ◀ **INCUBATION PERIOD:** Two days
- ◀ **SYMPTOMS:** The patient must test to avoid gaining fatigue from starvation each day, and expels all food eaten within an hour of consumption. He must test to avoid gaining fatigue from thirst after a number of hours equal to his Physique. The patient gains the Dazed status effect.
- ◀ **INTERVAL:** Days, Acute (4)

Treatment of dysentery is hindered by a need to determine the exact cause—antibiotics will do little against a parasite, for example—but is relatively simple once the cause has been established. In most cases, the normal treatment is rehydration—plenty of water, often

with additives to improve absorption—and/or nutrients administered by intravenous drip, to try and keep the patient from dying during and after the disease. Recovery from the disease is often a slow process, as curing the disease does not remove the problems it has already caused.

NECRID INFESTATION

Vile, bio-engineered creatures created using the Dark Symmetry, necrids are less than a hundredth of a millimetre long, yet they are extremely dangerous in spite of their size. They have a particular tendency to seek out nerve tissue, working their way along their host's central nervous system. What begins as a dull ache, and numbness in the extremities, rapidly grows into shooting pain and intermittent paralysis. They enter the body mainly through injection and injury, and their tiny size and defensive instincts make them exceptionally difficult to expel from the body. Exposing a character who has been Seriously Wounded or Critically Wounded to a necrid infestation costs three Dark Symmetry points. Necrid infestation is a disease with the following effects:

- ◀ **VECTOR:** Injury
- ◀ **VIRULENCE:** 2
- ◀ **INCUBATION PERIOD:** One hour
- ◀ **SYMPTOMS:** The patient gains one Dread and increases the difficulty of all Athletics and Acrobatics tests by one step (if the patient is already suffering this from the previous interval, then the difficulty increase is cumulative).
- ◀ **INTERVAL:** Hours, Acute (3)

Due to their colonisation of the nervous system, treatment of a necrid infestation can be complicated. It typically requires that the patient be immobilised while anti-parasitic drugs are administered.

VOICE-THIEF (VIRAL APHASIA)

Aphasia is a collection of neurological disorders whereby the language centre of the brain is impaired, preventing the sufferer from speaking or understanding language. In minor cases, it may only present as occasionally muddled words, but more severe forms can rob a patient of his ability to speak and understand language entirely. Voice-thief—unlike most forms of the disorder, which are the result of brain damage or a side-effect of other conditions, such as strokes—is actually caused by a mutated virus, which infests and interferes with brain activity. While nobody is entirely certain, many believe it to be an artificial creation, intended to impair communication amongst humanity. The virus is transmitted in body fluids and is extremely contagious. Outbreaks can be debilitating to communities, causing

a complete breakdown in the ability to communicate. Exposing a character to Voice-thief costs three Dark Symmetry points. Voice-thief is a disease with the following effects:

- ◀ **VECTOR:** Contact
- ◀ **VIRULENCE:** 1
- ◀ **INCUBATION PERIOD:** One day
- ◀ **SYMPTOMS:** The patient increases the difficulty of all tests reliant on the ability to read, write, speak, or understand language by a number of steps equal to the Virulence; this includes but is not limited to Command, Lifestyle, Linguistics, and Persuade tests, as well as any other test involving research or communication. His bodily fluids contain the disease, making him highly contagious.
- ◀ **INTERVAL:** Weeks, Progressive (3)

Medication exists to treat Voice-thief, and most Brotherhood clinics and large hospitals carry a reasonable supply. Each of the corporations maintain stockpiles of anti-viral medication to treat Voice-thief outbreaks.



NECROTISING FASCIITIS (FLESH EATING VIRUS)

A particularly unpleasant bacterial infection, Necrotising Fasciitis is typically caused by one or more forms of bacteria entering the body and releasing toxins that destroy the skin while leaving the tissue beneath largely untouched. It is a particularly fast-acting infection, and one with such devastating results that surgery to remove infected tissue (up to and including amputation if necessary) and large quantities of powerful antibiotics are the only reliable treatments. Some forms are more troublesome than others, as the bacteria that cause them have become resistant to certain forms of common antibiotic. The bacteria that cause this infection can be found everywhere—some are literally just the same kinds of organism found on the skin, causing severe damage away from their normal environment, while others can be found in raw sewage, and transferred into the body via contaminated meat or dirty water. Exposing a character to Necrotising Fasciitis costs three Dark Symmetry points. Necrotising fasciitis is a disease with the following effects:

- ◀ **VECTOR:** Injury or ingestion
- ◀ **VIRULENCE:** 3
- ◀ **INCUBATION PERIOD:** One day

◆ **SYMPTOMS:** The patient increases the difficulty of all Resistance tests by one. He suffers 1+**T**4 damage with the Dreadful and Gruesome qualities to a random location (all damage from subsequent intervals is inflicted to this hit location).

◆ **INTERVAL:** Hours, Acute (5)

Treatment requires surgery to remove infected tissue, which is not always entirely successful. If one or more Repercussions is generated on a Medicine test made to treat Necrotising Fasciitis, then the disease enters remission—as per a Chronic disease—instead of being cured entirely. Remnants of the diseased tissue remain, allowing the disease to return.

PESTICUS

Pesticus—singular Pesticum—are the special viral strains, cancers, and parasites created by Demnogonis that have beneficial symptoms—they grant the afflicted special powers. Those who are not attuned to the patterns of Demnogonis will gain these powers at a terrible cost, the ‘blessing’ being rejected by their bodies, leaving them violently ill or even dead. Some Pesticum come in the form of vile, crawling parasites, while others are viral strains, exotic bacteria, or even bizarre tumorous masses. As a Heretic of Demnogonis rises through the ranks, he is awarded with access to additional Pesticus.

The biggest advantages of Pesticus, as with other Implants, is that they do not need any particular training or talent to use, and their effects can be combined to produce terrifying results. Pesticus are a way for Demnogonis’ servants to gain access to inhuman abilities without tapping into the patterns of the Dark Symmetry.

Pesticus function similarly to diseases, as described on page 137 of the **Mutant Chronicles** core rulebook, with a number of changes to reflect their weaponised natures. Each Pesticum has two states of being—active, and dormant. The Heretic decides when each of his Pesticus become active or dormant, and can change their state as a Free Action at any point (though any Pesticus can only change from active to dormant or back again once each round). While dormant, the Pesticum enters remission immediately. When made active, the Pesticum relapses immediately.

An active Pesticum immediately inflicts its symptoms on the host. The advantageous benefits sometimes only last for a set amount of time, and these benefits can only be activated relatively infrequently—each benefit requires a certain amount of time to ‘cool down’ after use. Some Pesticus benefits do not have this cool down, as they provide a constant effect while active. The negative symptoms have no such cool down, and remain in effect constantly. The Pesticum can be rendered dormant during this time, and then made active again when the cool down period has passed.

If, for some reason, a character is not a follower of Demnogonis but has obtained a Pesticum, then he is incapable of rendering the Pesticum dormant—it remains active constantly, and while the positive symptoms may require time to cool down, the negative ones (as noted above) do not. Needless to say, this has unpleasant results. Further, they suffer an additional symptom, noted in *italic* in the following entries.

PESTICUM TABLE

D20 ROLL	PESTICUS
1	Acidic
2	Adhesive Slime
3	Brain Invasion
4	Elongate
5	Limb Detachment
6	Liquefy
7	Parasite Swarm
8	Parasitic Healing
9	Sensory Spores
10	Slave Slugs
11	Visceral Expulsion
12-18	Re-Roll
19-20	Choose One

ACIDIC

This parasitic infestation gathers within the host’s bone marrow, allowing him to alter the composition of his blood at a moment’s notice, turning it into a highly corrosive molecular acid. His circulatory system is reinforced by the same parasites, allowing it to withstand the high-pressure acid that may rush through at any moment. Those who have not been properly blessed by Demnogonis do not get full protection from their corrosive blood, and will suffer the effects of having acid in their veins.

◆ **COOL DOWN:** None

◆ **VIRULENCE:** 3

◆ **BENEFICIAL SYMPTOM:** The host’s blood becomes acidic, which will spill upon anyone within Reach when he suffers one or more wounds. This spray of acid inflicts 1+**T**4 damage with the Armour Piercing 3, Gruesome, and Toxic 3 qualities. Given time, this acid can burn through sheet metal.

◆ **NEGATIVE SYMPTOMS:** The host's body becomes slightly bloated, and his skin develops blisters and rashes that suggest chemical burns; this is a form of Stigmata, and may attract suspicion. The host suffers **↑2** Serious wounds from the acid coursing through his veins.

◆ **INTERVAL:** Hours, Chronic (4)

ADHESIVE SLIME

A viral strain causes a mutation in the host's mucous membranes and the glands responsible for saliva production. It also alters his lungs, allowing him to compress their contents. In conjunction, these alterations allow the host to project a goblet of viscous slime over short distances. This slime is adhesive and quick-drying, allowing it to bind or trap adversaries, or even to blind and suffocate if it covers the face.

◆ **COOL DOWN:** One hour

◆ **VIRULENCE:** 3

◆ **BENEFICIAL SYMPTOM:** The host may spend a Standard Action to project a goblet of slime at a single target within Close range. This is a ranged attack, using the Ranged Weapons skill, and can be dodged as a normal ranged attack, but causes no damage. Instead, a target struck by this slime is ensnared, preventing him from moving until he breaks free. If the target was hit on an arm carrying a weapon, then he may not use that weapon until he breaks free. If the target was hit in the face, then he suffers the Blind status effect and begins to suffocate. Breaking free requires a Standard Action and a Challenging D2 Athletics test. Momentum can be spent from the Ranged Weapons test to increase the difficulty of this test by one per Momentum spent.

◆ **NEGATIVE SYMPTOMS:** The host's mouth fills with a greenish sludge—his mutated saliva—and he begins to sweat a viscous, foul-smelling fluid. The host's throat and lungs become increasingly clogged with dried slime, increasing the difficulty of Athletics and Resistance tests by one step, due to difficulty breathing; this difficulty increase is cumulative and will increase with successive failed Resistance tests.

◆ **INTERVAL:** Days, Chronic (5)

BRAIN INVASION

A parasite takes root in the host's brain, and extends its tendrils along his central nervous system, to his hands. These tendrils can extend from the host's fingertips, and by placing his hands upon a victim's head, he can force those tendrils through the victim's skull

and into the brain. The victim is rendered unconscious, and his body goes rigid as his muscles seize up. During this time, the host can read and influence the contents of the victim's mind.

◆ **COOL DOWN:** Two hours

◆ **VIRULENCE:** 4

◆ **BENEFICIAL SYMPTOM:** The host may spend a Standard Action to invade the mind of a creature within Reach. This creature cannot be able to defend itself. While using this ability, the host may not take any other actions except to talk slowly and with difficulty. While connected to the victim's mind, the host can read the victim's mind as if using the Pluck Mind Dark Gift, and alter memories as if using the Muddle the Memory Dark Gift (both of which are on page 154 of the *Mutant Chronicles* core rulebook). These require that the Gifts be used as normal, but the host does not have to know the Gifts in order to use them in this way.

◆ **NEGATIVE SYMPTOMS:** The host's eyes turn black, and writhing black tendrils can clearly be seen beneath the skin of his face and arms. The parasite causes the Host terrible migraines, which inflict **↑2** Dread at the start of each interval; for each Dark Symmetry Icon generated, the Host also suffers one Mental Wound.

◆ **INTERVAL:** Days, Chronic (5)

ELONGATE

A combination of viral strains and engineered parasites allow the host to extend his limbs and neck a considerable distance—over a metre in most cases. The virus causes the host's flesh to mutate, becoming far more flexible and durable, while the parasites augment the host's musculature to maintain strength and control, and extend his nerves along these extendable sections. While elongated, the host retains his full strength and coordination, and can extend and retract his neck and limbs swiftly.

◆ **COOL DOWN:** None

◆ **VIRULENCE:** 4

◆ **BENEFICIAL SYMPTOM:** The host's arms, legs, and neck become extremely flexible and can extend up to a metre and a half. In combat, this permits the host to add the Reach quality to any close combat attack he makes. His flexible neck allows him to re-roll any dice on an Observation test that does not generate a success (the results of this re-roll stand). His greater reach and potential height grants him two bonus Momentum on all Athletics tests to climb, and on all Acrobatics tests.

◀ **NEGATIVE SYMPTOMS:** The host's limbs do not fully return to their original size, remaining slightly too long, their musculature uneven and the host's skin ridden with stretch-marks and lesions. The host's bones are not fully adapted to this change, and dislocate painfully whenever his limbs extend, increasing the Repercussion range of all Acrobatics, Athletics, Close Combat, and Unarmed Combat tests by three due to pain.

◀ **INTERVAL:** Hours, Chronic (2)

LIMB DETACHMENT

A series of mystically-bonded parasites link the host's limbs to his mind, yet allow them to be detached without causing him harm. Arms, legs, and even head can be detached and act independently, controlled telepathically over vast distances. The parasites can perceive their surroundings even if the body parts they inhabit lack sensory organs, while the head can move upon prehensile tendrils projected from the parasites, allowing the host to be in several places at once.

◀ **COOL DOWN:** None

◀ **VIRULENCE:** 5

◀ **BENEFICIAL SYMPTOM:** The host may detach his arms, legs, and head from his body. These parts may move independently, and can perceive their surroundings as well as his head can. It takes a Free Action to detach or reattach a body part in this way. While detached, damage inflicted on a body part can only remove Light Wounds, and if all of that location's Light Wound boxes are crossed off, then that body part is destroyed. If an arm or a leg, the torso will grow a replacement within a month. If the head or torso, the host is slain entirely.

◀ **NEGATIVE SYMPTOMS:** The host's body parts do not seem to quite match, and short lengths of parasitic tendrils writhe at the joints. The host's flesh tears when he detaches a body part, inflicting 1+[†]2 damage to the location being detached.

◀ **INTERVAL:** Hours, Chronic (4)

LIQUEFY

The host's body becomes extremely soft and malleable, able to squeeze through almost any opening. A viral strain makes his body vaguely polymorphic, and while in this state, he is virtually immune to blunt force trauma and falling damage. His joints can contort and twist, and his bones bend and compress unharmed rather than break. This also makes him almost impossible to restrain, and his athletic prowess is vastly increased. He can flatten his body, barring his head, into a broad mass, only a few centimetres thick. While in this form, he can crawl through tight spaces and hide almost anywhere.

◀ **COOL DOWN:** Three hours

◀ **VIRULENCE:** 5

◀ **BENEFICIAL SYMPTOM:** The host can assume a malleable form as a Restricted Action. In this form, he gains two bonus Momentum on all Acrobatics, Athletics, and Stealth tests, and gains an additional 2 Soak on all locations from his malleable form. He can maintain this state for no more than an hour before the strain forces him to revert to normal.

◀ **NEGATIVE SYMPTOMS:** The host's skin becomes rubbery and hangs loosely, like ill-fitting clothes; it feels strange to the touch, and it stretches far more easily than should be humanly possible. The host's organs shift and churn during his malleable state, causing him intense pain and severe internal damage—this inflicts [†]2 Serious Wounds.

◀ **INTERVAL:** Hours, Chronic (5)

PARASITE SWARM

The host's lungs are home to a hive of tiny parasitic insects, which can be expelled at will from the mouth and nose in a great swarm. The host is telepathically linked to the swarm, and can see through their eyes—albeit only in black and white—even in complete darkness. The swarm can only exist outside of his body for a limited time before the creatures die off, after which it takes several hours for the hive to replenish itself. The swarm is typically used for reconnaissance, as it can travel up to five kilometres before it dies.

◀ **COOL DOWN:** Four hours

◀ **VIRULENCE:** 4

◀ **BENEFICIAL SYMPTOM:** The host can expel the swarm as a Standard Action. If the Swarm remains within Close range of the host, it increases the difficulty of all skill tests to attack him by one step. Otherwise, the swarm can fly incredibly quickly—crossing about 250 metres every minute. No matter where the swarm is, the host can choose to see through the insects' eyes, though this requires concentration (a Standard Action each round in combat) and prevents him seeing through his own eyes. If the swarm is attacked, it has 3 Soak (due to being a dispersed mass) and a single wound—if it loses this wound, the swarm disperses and the host suffers one wound to his torso, which ignores Soak.

◀ **NEGATIVE SYMPTOMS:** The host's throat is swollen and distended, as it makes room for the swarm. Some of the insects remain inside, generating a low hum whenever he opens his mouth; occasionally an insect crawls into or out of his mouth or nose. The host's lungs are damaged, and his breath is wheezing

and heavy, causing him to suffer a level of Fatigue whenever he generates a Repercussion on an Athletics or Acrobatics test.

◀ **INTERVAL:** Hours, Chronic (5)

PARASITIC HEALING

A parasite has latched onto the host's spine, and spread itself throughout his body. This parasite is bound inextricably with his circulatory system, and it exerts absolute control over his metabolism. This gives the host the ability to restore his own physical health by drawing upon the vitality of others. When activated, the parasite extends dozens of prehensile, foot-long tendrils, which whip around his body. When the host finds a living victim, these tendrils can burrow into the victim's flesh, drawing upon his bodily fluids and vital energies to restore the host.

◀ **COOL DOWN:** Three hours

◀ **VIRULENCE:** 4

◀ **BENEFICIAL SYMPTOM:** The host can spend a Free Action to cause the parasitic tendrils to erupt from his body. The tendrils can be forced into the flesh of a living, immobile victim within Reach. These tendrils can pierce through ordinary clothing, but not armour of any kind (this includes the host's own armour, which may prevent him using this Pesticum). For every ten minutes the tendrils are connected to the victim, the victim suffers one Serious Wound, and the host counts as having rested for a full day, recovering wounds, removing Fatigue and Dread, testing against the effects of diseases (other than this Pesticum), and so forth. This connection can be sustained for an hour at most, before the tendrils withdraw by themselves.

◀ **NEGATIVE SYMPTOMS:** The tendrils leave weeping sores where they emerge, from which seep a viscous yellow pus. The host's metabolism is heightened, but out of control. He has developed an array of tumours and unnatural growths within his organs, which inflicts two levels of Fatigue (which cannot be removed until this pestium is removed or goes into remission), and 1+ \uparrow 4 damage with the Vile quality to a random location.

◀ **INTERVAL:** Weeks, Chronic (4)

SENSORY SPORES

The host can spew forth a foul cloud of crimson spores, which are generated by a fungal colony within his throat. These spores hang in the air for a few minutes if exhaled, or can be deposited in saliva (directly, or in food or drink). Regardless of whether they are inhaled or ingested, they swiftly travel to the sensory centres of the victim's brain, allowing the host to perceive the world through the victim's senses.

◀ **COOL DOWN:** Three hours

◀ **VIRULENCE:** 3

◀ **BENEFICIAL SYMPTOM:** The host can spend a Standard Action to expel the spores—either as an aerosol cloud, or in a goblet of saliva—to any point within Reach. The spores can persist outside of a body for five minutes. If a creature inhales or ingests the spores—regardless of how it happens—then the host can concentrate to experience the creature's senses fully. The spores in the creature linger for ten days, or as soon as the creature moves more than ten kilometres from the host, whichever comes first.

◀ **NEGATIVE SYMPTOMS:** The presence of the spores discolours the face, teeth, and eyes of the host, and occasionally cause tiny red puffs of spores when he speaks or exhales. The host's throat is clogged with fungal growth, and his breath is wheezing and heavy, causing him to suffer a level of Fatigue whenever he generates a Repercussion on an Athletics or Acrobatics test.

◀ **INTERVAL:** Hours, Chronic (5)

SLAVE SLUGS

A nest of parasitic slugs, engineered by Demnogonis' Biophages, has been grafted beneath the host's skin. At his command, the slugs can erupt through his skin, clinging to nearby creatures. They quickly slither across flesh to the back of the neck, and fasten themselves there. Once attached, they secrete a powerful substance that renders the victim almost catatonic, his mind inactive but to respond to the host's verbal commands. The victim retains his skills and capabilities, and is still governed by his subconscious and sense of self-preservation, but is otherwise a puppet for the host's will.

◀ **COOL DOWN:** Four hours

◀ **VIRULENCE:** 5

◀ **BENEFICIAL SYMPTOM:** The host may expel the slugs as a Standard Action, affecting all creatures within Close range. A creature may attempt a Daunting D3 Acrobatics test as a Response Action to avoid being struck, but any creature struck is enslaved, and rendered completely helpless. Enslaved creatures will take no actions without command, though they can be given any complex command that they would normally be able to understand, and retain all their knowledge and skills. They are devoid of personality and emotion in this state, and they will carry out all orders in the most literal, least imaginative way possible. The host must be within Close range when he issues orders, but the enslaved creatures will carry out those commands over any distance. The Pesticum must be active for the host to

issue commands. The cool down only applies to expelling a new batch of slugs. After being expelled, the slugs die after thirty days, turning into sludge.

◀ **NEGATIVE SYMPTOMS:** Suppurating sores mark the host's body and face where the slugs have erupted from his flesh, which weep pus intermittently. The connection to the slugs causes the Host terrible migraines, which inflict $\uparrow X$ Dread at the start of each interval, where X is the number of creatures enslaved; for each Dark Symmetry Icon generated, the Host also suffers one Mental Wound.

◀ **INTERVAL:** Hours, Chronic (8)



VISCERAL EXPULSION

Another combination of viral strain and parasite, this Pesticum drastically reshape the host's internal organs and chest cavity. His ribcage is partially fused to a network of musculature and viscera that used to be his guts. In a vile and explosive display, he can force his ribcage open and reveal a mass of prehensile tentacles studded with shards of jagged bone, which can be used to attack or to aid movement.

◀ **COOL DOWN:** Six hours

◀ **VIRULENCE:** 5

◀ **BENEFICIAL SYMPTOM:** As a Standard Action, the host can cause his chest to erupt in a gruesome display, which forces all creatures within Medium range and line of sight to make a Daunting D3 Willpower test or suffer a mental assault. Once erupted in this way, the host can use these tendrils as additional limbs that provide one bonus Momentum on all Athletics tests to climb, but cannot perform fine manipulation. Further, the jagged shards of bone and lashing tendrils of muscle allow the tentacles to be used as weapons, which inflict $1 + \uparrow 3$ damage with the Knockback and Spread 1 qualities. The cool down only applies to the initial expulsion.

◀ **NEGATIVE SYMPTOMS:** The host's torso becomes swollen and deformed, and the flesh takes on a ragged, mangled appearance, as if it had been shredded and scarred over repeatedly. The host suffers $1 + \uparrow 4$ damage with the Vicious 2 and Vile qualities, ignoring all Soak, whenever he causes his chest to erupt.

◀ **INTERVAL:** Hours, Chronic (3)

SYMMETRY PATTERN OF DEMNOGONIS

Demnogonis uses the symmetry to control and create disease and infection. His followers are able to create astonishing and disturbing effects by combining illness and biology with the infusion of the Dark Symmetry. They can turn the very body of an enemy against him, or amplify the ambient bacterial fauna into a destructive force. None of Demnogonis' gifts look as spectacular those of Ilian or Algeroth, for example, but the effects they produce are powerful indeed.

BLOOD BOIL

DIFFICULTY: D3+

DURATION: Instant

TARGET: One living creature within Close range

EFFECT: The Heretic weaves the Dark Symmetry to make the target's body rebel against itself, by fooling it into thinking that it is suffering from a disease. The target's blood reacts violently to this fictitious assault, and boils in his veins, causing his blood pressure to spike dangerously. In moments, the target suffers from multiple haemorrhages as blood vessels rupture, and his heart struggles to handle the roaring tide of high-pressure blood. When this Gift is used, the target must attempt a Resistance test with a difficulty equal to the Gift's difficulty. If this fails, then the target immediately suffers $1 + \uparrow 4$ damage with the Gruesome and Vile qualities to the torso, ignoring armour Soak. He must attempt this test at the start of each of his turns, until he dies or passes three Resistance tests, whichever comes first.

FUNGAL RIPTIDE

DIFFICULTY: D2+

DURATION: One hour

TARGET: Any creature or object, touched.

EFFECT: The Heretic introduces a symmetry-touched fungal strain into the world, which spreads and grows across the target in moments. If the target is an object—which must be made of organic matter, such as wood—the object is completely covered in a thick layer of highly durable fungal growth, which may impede the object's function or prevent it from taking damage. If the target is a creature, the fungus swiftly grows to imprison it, increasing the difficulty of all physical actions (including, but not limited to, movement) by a number of steps equal to the Gift's difficulty (if no test is required for those actions normally, increase the difficulty from zero). However, the fungal crust also provides additional protection, increasing the creature's Soak by a value equal to twice this Gift's difficulty. After an hour, the lifespan of this fungus will have passed, causing the growth to wither and die as quickly as it spread.

BLEED: The fungal strain is accompanied by all manner of buzzing and crawling things. The Heretic inflicts one Dread per Momentum spent, divided as he sees fit amongst the enemies within Medium range.



Rip to shreds or destroy by dark gifts? Even the Zenetihan Soulslayer can tap into the symmetry.

INFESTATION

DIFFICULTY: D3+

DURATION: One hour

TARGET: All zones within Medium range

EFFECT: Compelled by the pestilence they spread, the vermin that dwell on human worlds can be bent to the will of Demnogonis. Heretics of the Filthbringer are often blessed with this Gift, in order to spread mayhem and vileness. When using this Gift, the Heretic summons every fly, cockroach, rat, and any other verminous creatures within a kilometre, towards the target area. Their arrival alone is disturbing, as the air will be thick with buzzing creatures, and the floor and walls obscured by things that crawl, squeezing through the tiniest gaps and welling up from sewers to reach their destination. While this Gift remains in effect, all affected zones are difficult terrain, requiring a Challenging D2 Willpower test to enter, leave, or move through—it is less a physical challenge, and more a struggle against revulsion. Any creature that suffers one or more Repercussions from this Willpower test gains one Dread for each Repercussion—the clouds of flies and the carpet of rats and roaches is decidedly unnerving. Any creature that is Seriously or Critically Injured, and begins its turn within an affected zone, must pass a Challenging D2 Resistance test or suffer Infected Wounds (page 312 of the *Mutant Chronicles* core rulebook).

AURA OF DARK PESTILENCE

DIFFICULTY: D2+

DURATION: Concentration

TARGET: All living creatures within Close range.

EFFECT: The worlds of man are full of bacteria and viruses, and this Gift allows a Heretic to harness their power. When this Gift is used, those nearby are assailed and assaulted by a host of aggressive, persistent diseases, spawned from the airborne filth around the Heretic. This disease is Acute 2, has a Vector of Airborne, and Virulence of D1, an incubation period of one minute, and an Interval of minutes. For every rank of difficulty beyond the first, the Acute value or Virulence may be increased by one. The disease has two symptoms: the first causes a creature to suffer $\uparrow 3$ damage with the Spread 1 and Gruesome qualities to a random location, ignoring all Soak, while the second causes the creature to suffer the Dazed status effect. Concentrating on this Gift requires that the Heretic use a Standard Action each round, rather than the normal Free Action. The Heretic cannot become exposed to this disease.

BLEED: The Heretic's blood becomes a seething, toxic mass of pestilential fluid, if he spends two Momentum. Any Close Combat attack against him inflicts $1 + \uparrow 4$ damage with the Toxic 4 quality to the attacker. This effect ends as soon as the Gift's effects end.

FLAY

DIFFICULTY: D2+

DURATION: Instant

TARGET: One living creature within Medium range

EFFECT: This horrific Gift conjures a specific and voracious form of flesh-eating bacteria, which destroys only the victim's skin and the connective tissue between it and muscle, causing great lesions and tears to appear. As the Gift's name may suggest, it creates the appearance that the victim has been flayed. When this Gift is used, determine a random location. The target must attempt a Resistance test with a difficulty equal to the difficulty of this Gift, or immediately suffer 2+**T**4 damage with the Dreadful, Gruesome, and Vile qualities to that location, ignoring all armour Soak. The target must attempt an additional Resistance test at this difficulty at the start of each successive turn, or suffer the damage again, to the same location. This damage continues until the Gift inflicts critical damage, or until the target passes three Resistance tests against the Gift, whichever comes first.

PANDEMIC NEXUS

DIFFICULTY: D5

DURATION: Instant

TARGET: Every creature within one kilometre

EFFECT: This Gift is terrifyingly powerful, yet insidiously subtle. It spontaneously produces and spreads a severe strain of viral influenza (see page 312 of the *Mutant Chronicles* core rulebook) across a huge area—a full kilometre in every direction. The disease typically spreads far further than this, owing to its contagious nature, allowing whole cities to be weakened by this disease, leaving them vulnerable to attacks both physical and pestilential. There is no sure way to know how many people will be affected. The illness is seldom deadly, but has a sufficiently deleterious effect that most who contract it will stay in bed rather than going to work. It may not seem like a powerful gift—most who imagine Demnogonis' power think of plagues like the Black Rot, and fast-acting pestilences that slay in minutes—yet being able to make potentially thousands of people feverish, disoriented, and generally unwell is an extremely potent tool. It can disable cities and render armies ineffective, and those fighting the flu are often more vulnerable to other, more deadly diseases. The Heretic himself, as well as all creatures within a Temple of Demnogonis at the moment this Gift is used, are immune to the effects of the Gift, though there is nothing to prevent them from catching the flu the normal way.

BLEED: The disease mutates, becoming more virulent. For each Momentum spent, increase the Virulence by one, or add one to the diseases Acute value. For three Momentum, the disease gains another symptom—a Repercussion can cause a savage coughing fit, inflicting 1+**T**2 damage with the Stun quality to the character's Torso, ignoring all Soak.

RABID SEIZURES

DIFFICULTY: D1+

DURATION: Instant

TARGET: One living creature within Medium range

EFFECT: This Gift inflicts a symmetry-touched form of rabies in the victim, which emphasises the agitation, paranoia, and terrifying hallucinations to produce a fit of virtually uncontrollable rage. The victim's higher brain functions are overwhelmed by the disease, leaving the instinctive part of his brain to lash out in terror and fury at anything and everything nearby. When this Gift is first used, and each turn thereafter, the character must attempt a Resistance test with a difficulty equal to the difficulty of this Gift, or fall prey to this rabid fury: attacking the nearest creature, whether friend or foe, in melee, using any means necessary. The afflicted is entirely immune to pain, and while this Gift remains in effect, he cannot be Dazed or Staggered, suffers no penalty from serious injury or pain-related effects, and cannot gain Dread. This effect lasts until the character succeeds on three Resistance tests, or until ten minutes have passed, whichever comes first. When the Gift's effects end, the target gains one Fatigue for each failed Resistance test, which may cause the creature to collapse from exhaustion.

BLEED: The target's fevered aggression grows; his attacks are deadlier, but they also leave him overstrained, even injured by the fury of his attacks. The target's melee attacks gain the Backlash X and Vicious X qualities, where X is the number of Momentum spent.



POWERS OF MUAWIJHE AND SEMAI

Muawijhe's followers control madness, and are capable of drawing power from it. They can turn damage of the flesh into powers of the mind and vice versa. They twist the minds of their victims, and extract everything from raw power to energy from the fragments left behind. Muawijhe grants Dark Ink tattoos to his Heretics, as does Semai.

Semai is the Lord of Spite, and works using subtle means that culminate in destructive chaos. His followers corrupt, lead astray, and rip the very self from humans. He is a master of foresight, and knows how his victims will act before they do. His gifts focus on manipulating the morale, drive, and core of the human soul. His Heretics are capable of turning the most altruistic intentions into horribly destructive and selfish impulses. Beyond the Dark Gifts, his Heretics make use of Dark Ink.

SYMMETRY PATTERN OF MUAWIJHE

The corruption and fragmentation of minds is the purview of the Lord of Visions. His followers walk in dreams, steal and change memories, and twist the souls of those they touch. Like Semai, his powers are not particularly martial in nature, but their impact and effect on their victims is devastating. When one of his Heretics is around, it is impossible to trust anything you see, hear, or feel.

BLOOD OF INSANITY

DIFFICULTY: D3+

DURATION: Instant

TARGET: One intelligent living creature within Close range

EFFECT: The Heretic reaches into the mind of an enemy, and tears into it with reckless abandon. So ferocious is this assault that the fallout coalesces into a bloody, crimson mist that suffuses the Heretic and reinvigorates him. If successfully used, the target must immediately attempt a Willpower test with a difficulty equal to the Gift's difficulty or suffer a mental assault. However, when rolling the **T** to determine the mental damage inflicted, each Dark Symmetry Icon adds two additional Mental Wounds to the total. Finally, for each Mental Wound inflicted, the Heretic immediately regains one lost wound (physical or mental), starting with the most severe.

DARK INFLUENCE

DIFFICULTY: D2 or D4

DURATION: Concentration

TARGET: One intelligent living creature within Close range

EFFECT: The Heretic unleashes a wave of the Dark Symmetry, which reveals to the target the innumerable horrors of the universe. So overwhelming is this barrage of visions, that the target is plunged into a state of utter despair so severe that he attempts to harm himself. At the basic difficulty (D2), the target will beat himself senseless—punching himself in the face, or slamming his head into a wall or the floor—inflicting 1+**T**2 damage to the head each round. At the D4 level, the target's hopelessness means he will attempt to end his own life, using whatever means are at hand—a gun, a blade, a long fall, a hazardous environment, or a dangerous enemy.

DREAM REAPER

DIFFICULTY: D2+

DURATION: Concentration

TARGET: One intelligent living creature who is asleep and visible to the Heretic

EFFECT: The Heretic reaches into the mind of a sleeping victim, turning a dream into a nightmare. The Heretic has no control over the details of the dream, but rather inserts himself into it as a horrifying, faceless shadow. While in the dream, the Heretic can harm, or even

kill, the victim, the injuries inflicted within the dream manifesting as psychosomatic wounds. For these purposes, the Heretic's 'dream form' has all his normal skills and stats, and he is armed according to the difficulty of the Gift. The victim is able to fight back, but is unarmed and unarmoured during this dream conflict (it is, after all, a nightmare). If the Heretic is injured, he suffers similar psychosomatic injuries (that is, the injuries in the dream are real, and reflected upon his body in the real world), and he must attempt a Challenging D2 Willpower test to remain in the dream. At the base difficulty (D2), the Heretic's dream form is armed with an ephemeral blade inflicting 1+**T**3 damage with the Dreadful quality. This weapon's damage increases by +**T**1 for each level of Difficulty above D2.

BLEED: The Heretic's dream form is armed with increasingly deadly weapons. Each Momentum will add the Gruesome, Spread 1, or Vicious 1 qualities to the Heretic's ephemeral blade.

HAUNTED

DIFFICULTY: D1+

DURATION: Instant

TARGET: One intelligent creature, and see below

EFFECT: This Gift allows the Heretic to torment his target with a creature of purest nightmares. He must have touched his intended target at some point in the past, and he must possess some small personal item belonging to the target to act as a focus for this Gift. The Heretic summons a Fright Wraith, which proceeds to hunt down the target. The Fright Wraith has a number of wounds equal to twice the difficulty of this Gift. The effect of this Gift is not cumulative—once a target has a Fright Wraith haunting him, a second one cannot be summoned. Instead, the Gift will add a number of wounds to the existing Fright Wraith equal to twice the Gift's difficulty.

BLEED: The Fright Wraith grows in power, becoming harder to eliminate. The Fright Wraith gains the Fast Healing (X) quality, where X is the number of Momentum spent.

MIND FOR MIND

DIFFICULTY: D3+

DURATION: One Hour (D3), One Day (D4), One Week (D5)

TARGET: Two living, intelligent creatures, touched

EFFECT: This Dark Gift allows the Heretic to exchange the minds of two beings—one of which may be himself. The targets must be either willing or unconscious, and the Heretic must be able to touch their bare skin. The swap lasts for a period of time determined by the difficulty (the Gift lasts for an hour if the Gift is D3, a day if the Gift is D4, or a week if the Gift is D5). When the effect ends, the minds of those involved are sent back to their respective bodies, no matter the distance. While swapped, the individuals retain all their mental attributes (Awareness, Intelligence, Mental Strength, and Personality) and skills, but their physical attributes (Agility, Coordination, Physique, and Strength) are those of their new body. Dark Gifts and the Art are transferred during a swap, as they are

connected to the mind and the spirit, but physical alterations—such as Implants—are not. If one of the two people swapped is killed while the Gift remains in effect, then the one remaining alive will stay in his current body (his original body being dead), which immediately suffers the first stage of Degeneration—the body rebels against a foreign mind, much as it rejects foreign organs. Only secret dark rituals, or the attentions of Tekrons, can reverse this.

REALM OF FEAR

DIFFICULTY: D1+

DURATION: A number of hours equal to the Gift's difficulty

TARGET: One intelligent living creature within Medium range

EFFECT: The Heretic fills the target's senses with impressions of horror, tainting his perceptions with dread and despair. This power is not as sudden and intense as Waking Nightmare (page 154 of the *Mutant Chronicles* core rulebook), but its effects are far more long-lasting. Its power waxes and wanes; one moment, everything seems normal, then in the blink of an eye a person can suddenly resemble a flayed monstrosity, or walls can become covered in gnashing maws or torrents of bloody pus. There is no rhyme or reason to these visions, and their uncertainty can drive victims mad with paranoia. While this Gift is in effect, whenever the target suffers a Repercussion on any test, he must immediately attempt a Willpower test or suffer a mental assault. The difficulty of this Willpower test starts at Average D1 for the first test, and increased by one step for each successive test, pass or fail.

BLEED: The Heretic becomes an island of normality in a storm of madness, appearing entirely unchanged regardless of the terrifying visions. By spending two Momentum, he may gain two bonus Momentum on all Persuade tests when dealing with the Gift's target.

STORM OF CHAOS

DIFFICULTY: D5

DURATION: Special (see below)

TARGET: All creatures the Heretic can see within one kilometre

EFFECT: This colossally powerful Gift allows the Heretic to blanket a wide area with the symmetry pattern of Muawijhe. This Gift requires ten minutes to use, during which time the Heretic must concentrate fully and watch over the area he is preparing to influence—a high vantage point is valuable for this. All those within the area, barring those protected within warded structures such as cathedrals and other Brotherhood structures, increase the difficulty of all Willpower-based tests by three steps, and will gain one Dread on each failed test of any kind, as they become irritable, irrational, and aggressive.

SURGE OF FEAR

DIFFICULTY: D2+

DURATION: Instant

TARGET: One intelligent creature within Close range

EFFECT: Crude and straightforward, this Gift is brutally effective. It triggers a primal, atavistic fear response in the victim so intense that it triggers major cardiovascular trauma—the victim's heart thunders with terror, often with such force that it ruptures blood vessels. The most common signs of this Gift's use are bleeding from the ears, nose, and mouth, and severe bruising across the torso. The target must immediately attempt a Willpower test, with a difficulty equal to the difficulty of this Gift, or suffer a mental assault. Further, if the target fails this test, it suffers 1+**↑**4 damage with the Vicious 2 quality, plus a number of additional **↑** equal to the Gift's difficulty. This damage is inflicted to the Torso, and it ignores all Soak.

BLEED: For two Momentum, the target's collapse and agony is particularly disturbing to his allies; any of the target's allies within Medium range must attempt a Challenging D2 Willpower test or suffer a mental assault.

WALK AMONG YOU

DIFFICULTY: D3

DURATION: Concentration

TARGET: Self

EFFECT: The Heretic wreathes himself in a cloak of psychic background noise, hiding his presence in the subconscious quirks and underlying neuroses of those around him. So long as he does not draw undue attention to himself—moving at a normal walking pace, never raising his voice above a whisper, and so forth—he can move entirely unnoticed. People may acknowledge his presence in an unconscious way—they move to avoid his path, as they would any obstacle—but they will otherwise ignore him entirely, and they will not remember his passage. He could even walk past armed guards into a secure installation without ID, and the guards would not notice him unless he spoke loudly, ran, was brandishing a weapon, or otherwise drew attention to himself. If it becomes relevant, this Gift grants the Heretic four bonus Momentum on all Stealth tests to pass unseen, though this is only likely to apply if people are actively looking for him.

BLEED: For two Momentum, the Heretic's presence does not merely go unnoticed, but allows him to spread discord and misery as he passes. While this Gift remains in effect, the Heretic may touch a single creature within Reach during each of his turns. Each creature touched gains 1+**↑**1 Dread. If a Dark Symmetry Icon is rolled, the creature additionally becomes suddenly angry at a single other character in Close range. This anger is entirely irrational and lasts only a moment, but makes perfect sense to the affected creature at the time.



SYMMETRY PATTERN OF SEMAI

BIND THE GIFT

DIFFICULTY: See Below

DURATION: Instant

TARGET: One inanimate object no larger than Encumbrance 4, touched

EFFECT: Dark Gifts—and the Dark Symmetry they stem from—are a form of corruption, an oily taint upon the universe itself, and exploiting corruption is a practice in which Semai's minions have a particular talent. This Gift allows a Heretic to weave the power of the Symmetry into an object, no larger than a small suitcase, in order to bind a single use of a Dark Gift within the object's structure. To use this Gift, the Heretic chooses another Dark Gift he knows, and tests to use that Gift instead, without regard for the second Gift's normal target requirements. That Gift does not take effect normally; instead, its effects are 'saved' within the object. At any point in the future, as long as the Heretic is able to touch the object with his bare skin, the Heretic may expend the 'saved' effects of the Gift, exactly as if he had used the Gift there and then. This 'saved' use requires no new test—a test to use the Gift has already been made—but it must be able to fulfil the normal target requirements. An object can only hold a single 'saved' Gift at a time, which may only be used once, though a Heretic may carry multiple objects with Gifts 'saved' into them. Heretics that master this power often bind Gifts into rings, necklaces, watches, and other objects they routinely carry on their person.

CHAINS OF THE FALSE HEART

DIFFICULTY: D3+

DURATION: One Day (D3), One Week (D4), One Month (D5)

TARGET: Two living, intelligent creatures, touched (see below)

EFFECT: With this Gift, the Heretic may create a false bond of lust and obsession—something approximating love, seen through the eyes of Semai—between two individuals. The bond overcomes bigotry, hatred, and general aesthetic preferences, though the targets' sexual orientation may cause them to be more resistant if the other target does not match their preferences. The Heretic must have touched both intended targets no more than ten minutes before attempting to use the Gift. The targets must both attempt a Daunting D3 Willpower test, though each target gains one bonus Momentum if sexual orientation and the gender of the other target do not match. Those who fail will be overcome with inexplicable, irresistible feelings of lust and an obsessive, almost dangerous infatuation towards the other target. If both are affected, the end result is obvious—they will spend their time together consumed with passion, and their time apart pining for and talking about their 'partner', to the detriment of all other aspects of their lives. If only one target is affected, it becomes a dangerous obsession, with the

affected target becoming distraught and unreasonably angry when their 'love' goes unrequited, often resorting to stalking or worse. The Heretic can choose to end this Gift's effects at any point before its normal duration is ended. Used carefully, it can put important people in precarious or compromising situations, or spread chaos by shattering relationships.

CULLING THE HERD

DIFFICULTY: D2

DURATION: Ten Minutes

TARGET: All living, intelligent creatures within line of sight

EFFECT: At a glance, the Heretic can discern specific types of corruption, literally perceiving the stain upon their souls caused by certain deeds. Upon using this Gift, the Heretic may ask a single question, which must be answerable 'yes' or 'no', and which must enquire whether or not any individual in the crowd possesses a particular type of corruption: asking if someone is a killer, a sexual predator, a heretic, or a thief, for example. However, this Gift does not provide any details as to the specific nature of that corruption—someone who steals bread to survive is as much a thief as a con artist who has stolen billions of Crowns is, and a soldier is as much a killer as a ritual murderer is. The Heretic sees this taint as an aura of purple light around each person, and while this information is not particularly detailed, it can provide a useful starting point to the assessment of an individual. If nothing else, this Gift can make for an interesting walk down a busy street.

BLEED: For two Momentum, the Heretic also picks up a random secondary detail about each character marked with the aura. This detail has nothing to do with the target's 'sin', but a creative Heretic can use any detail, no matter how seemingly inconsequential, as a way in.

ENGINEER OF CHAOS

DIFFICULTY: D1+

DURATION: Concentration

TARGET: Self

EFFECT: Semai's servants are manipulators and schemers, perpetually working to undermine others, and to sow discord and dissent in the world around them. This powerful, subtle Gift is a means to that end, and a paradox in its own right. Through a limited form of precognition, the Heretic is able to foretell the immediate future with considerable accuracy, giving him a degree of control over situations. This control is used almost exclusively to spread chaos, to produce a distinct lack of control in everyone else. When this Gift is used, roll three d20 for each rank of difficulty. While this Gift remains in effect, each of these dice may be used to replace any d20 in any dice pool that directly affects the Heretic—any roll he makes, or any roll made to assist, help, hinder, or harm him. Each die may only be used once in this way, and the Gift's effects end immediately when all the dice have been used.

BLEED: The Heretic gains an assortment of other strange insights, seemingly-unconnected glimpses of the world that may form a larger pattern. Spend up to three Momentum, and roll one **↑** for each Momentum spent. If one or more Dark Symmetry Icons is rolled, then the character immediately gains a Chronicle point as the insights come together. This Bleed cannot be used by NPCs.

FLOW OF ASYMMETRY

DIFFICULTY: D1+

DURATION: Concentration

TARGET: One zone within Medium range

EFFECT: This Gift permits a Heretic of Semai to tangle and twist the flows of mystical energy in an area, blocking them with snarls of corruption and knots of discordant power. So desecrated is the target area that even the powers of the other Apostles may struggle to exert their normal influence. This Gift is normally employed to establish 'black holes', which hinder the Brotherhood's use of the Art. When this Gift is used, the Heretic may choose to affect the Art, Dark Gifts, Ki powers, or any combination of the three. The difficulty of skill tests to use powers of that type within the zone, or directed at a target within that zone, increase by one for each level of difficulty of this Gift. The Heretic must maintain line of sight to the zone in order to concentrate on this Gift. Note that, if Dark Gifts are chosen as one of the affected types, this applies indiscriminately—even the Heretic's own Gifts are affected if he happens to be within the zone.

BLEED: For three Momentum, the area becomes actively hostile to those wielding supernatural powers. If one or more Repercussions are generated by a test to use a 'blocked' form of supernatural power, the character immediately suffers 1+**↑**3 mental wounds, and one Dread for each Dark Symmetry Icon rolled.

OMINOUS FORESIGHT

DIFFICULTY: D3

DURATION: Concentration

TARGET: Self

EFFECT: Heretics of Semai seldom engage in violence themselves. They usually plan such deeds, pulling at strings like puppeteers. Sometimes, however, they are drawn to violent situations, and if they have a choice, they seek to extricate themselves from such instances as quickly as possible. It seems that many who follow Semai have an uncanny, even unnatural, ability to escape unscathed from even the most violent of situations. This Gift allows a Heretic to see a moment into the future, giving him an immediate warning about anything that may cause him harm, wiring his instincts so that he reacts reflexively to peril. Though highly effective, this purely defensive Gift dominates the Heretic's attention, leaving him with little focus beyond immediate self-preservation. While this Gift remains in effect, the Heretic cannot use his Standard Action each turn for anything other than movement (using any other Standard Action will end this Gift's effect immediately), but he may attempt an unlimited number



Caught in the Flow of Asymmetry, bullets is the only choice.

of Response Actions each round, and does not have to pay any Dark Symmetry points in order to use those Response Actions. Further, the Heretic gains three bonus Momentum on all tests made as part of a Response Action while this Gift remains in effect, and on any tests to cross difficult or dangerous terrain, or to navigate away from danger.

HUNTED SOUL

DIFFICULTY: D1+

DURATION: Instant

TARGET: One intelligent living creature, touched

EFFECT: In a work of dark collaboration, Muawijhe conferred the secrets of madness to Semai for this Gift. It is tinged with insanity, and it taints the mind of the victim with insidious delusions. Once this Gift is used, the target must attempt an Average D1 Willpower test. Each hour thereafter, he must attempt another Willpower test, increasing the Difficulty by one each time the test is failed. A successful test resets the difficulty back to Average D1 for the next test. A failed test inflicts the Rattled status effect on the character, starting at Rank 1, and increasing the rank each time he fails another test. If the character would increase his Rattled rank above 3, then he gains the Terrified status effect instead, counting everything (literally everything—this is absolute crippling paranoia) as the source of his fear. The character must pass a number of consecutive Willpower tests equal to Gift's difficulty in order to shake off the effects.

BLEED: The Heretic becomes an island of normality in a storm of madness, appearing entirely unchanged regardless of the terrifying visions. By spending two Momentum, he may gain two bonus Momentum on all Persuade tests when dealing with the Gift's target.

ONSLAUGHT OF DOMINATION

DIFFICULTY: D4

DURATION: Concentration

TARGET: All creatures within Close range

EFFECT: Power corrupts, and corruption can bring power. This is something this Dark Gift takes to heart. The one who wields this power is capable of exerting authority over almost any situation, but it has to be an active situation and the Heretic needs to move fast. Handing out orders as he is passing through a military unit in the middle of combat, a bustling stock market trading floor, or a busy kitchen in a popular restaurant would be quite possible. It would also work in an angry and purposeful mob. The Heretic harnesses the insecurities, stress, and fear of these places and instances, and mixes them with the ambient Dark Symmetry, forming it into the pattern of Semai. The gift cannot be used if the people are obviously hostile to the Heretic in particular, but with some effort even some of these situations can be turned to his favour. If a security team is searching for the Heretic, and has his description, it would be impossible for him to use this power. However, if he manages to slip into a disguise, the power would work. The Onslaught of Dominion will allow the Heretic to be believed and obeyed for a short while, as long as he gives

orders and behaves in a way that makes some semblance of sense in the routine or state of mind of the group he is trying to influence.

Even the leader of the group will conform. The Heretic could walk in to a military squad in the field while dressed in a suit and say that the intelligence community sent him. With a quick "follow me", he could get the squad to tag along, and take up position somewhere else. He cannot get anyone to put themselves in harm's way in if it would be illogical for them to do so, or put them in too strange of a situation—but as long as what he orders has some kind of logic to it, the victims will obey. The Heretic cannot linger, and must extract himself from the situation very quickly, lest those afflicted will begin to question what was said. The effect lasts for several hours, or until something radical to the situation shows the afflicted that something is very wrong. This gift can be used for simple things such as escaping capture, repositioning squads of soldiers, or causing economic havoc by walking into a corporate board meeting and giving some business advice. Targeted creatures may attempt a Dire D4 Willpower test to resist the effects of this ability, and the GM may grant them bonus Momentum on this test if the Heretic's orders are particularly contradictory to the targets' natures. Failure means that they regard the Heretic as having authority over them, as if he were their leader. If the normal leader of the group fails this test, then he will command his followers on the Heretic's behalf.

WELL OF DESPAIR

DIFFICULTY: D2+

DURATION: Instant

TARGET: One zone within Close range.

EFFECT: The Heretic suffuses an area with the powers of despair and doubt. He performs a brief ritual—taking ten minutes—which marks the chosen area with unholy symbols and terrifying glyphs that fade from sight after a few moments. These symbols reappear when the wards are triggered by any individual attempting to enter the warded area without permission. The warded area can be expanded beyond the basic size listed above, adding one additional zone adjacent to the initial target for each additional rank of difficulty. The Heretic can grant or revoke permission to any individual he chooses, with a simple touch and a Free Action. Any creature attempting to enter a warded area without permission from the ward's creator (or Semai, who can grant permission for any creature he chooses) is immediately overcome with absolute, unrelenting despair, and the Heretic is immediately notified of their trespass. The despair requires that the trespassing creature immediately attempt a Dire D4 Willpower test or be plunged into a catatonic state. This renders the creature entirely incapable of movement or action for an hour, and they will only snap out of this state if they suffer damage or are placed in immediate danger, though they gain the Dazed status effect, and must test to resist the effects of this Gift again if they are still within the area when the danger ends. The Heretic can maintain a number of these warded areas at any one time equal to his Heretic Rank plus his number of ranks of Willpower Expertise.



As Heretics gain power, they may receive gifts from their Apostle.

DARK INK

Corruption and madness go hand in hand, and this is something that Semai and Muawijhe have used to their advantage. They lack the insight and control over raw symmetry that Ilian has, the power to manipulate disease like Demnogonis, and do not have access to all the technology Algeroth has. Together, they have devised a method to harness different powers. Some are unique, but most are an emulation of different Implants and Pesticus. This has been dubbed the Dark Ink.

The Dark Ink is distilled from corrupted souls and twisted minds. They are applied to deserving Heretics in the Inner Sanctum. Dark Ink is bound to the Heretic through the application of small tattoos in the form of glyphs. Ceremonial tattoo needles made of human bone are dipped in the black fluid and applied to the Heretic. The tattoos are small, no more than one square centimetre, and are placed in hard to see places, such as the inside of the thigh, between the toes, or even the roof of the mouth or the inside of the lip. Each tattoo holds the essence of a power, and when used the tattoo grows, slithers, and covers the entire body within the blink of an eye. It stays that way for a while, like a sort of Stigmata, though these obvious effects fade after a few minutes. However, there is also a chance that the Stigmata of the power being emulated will manifest and become permanent, risking Degeneration. This chance much smaller than with actual Implants. On the upside, tattoos covering the body somewhat obscure the facial features of the Heretic—but the glyphs tell of the glory of Semai and Muawijhe, so those with any knowledge of the Dark Legion will know what the Heretic is.

DANIEL MIKAELSSON, PROTO-NEPHARITE



Standing just under two metres tall, with dark blond hair and ocean blue eyes, Daniel Mikaelsson was the poster-boy of the Doomtroopers and of Bauhaus alike. He fought to defend his two children and humanity, fierce and unrelenting in the face of danger. But these details serve only to make his fall into darkness ever more tragic. During one of his trademark daring raids, deep into Dark Legion territory, Mikaelsson was captured. He was tortured by Valpurgius for weeks on end and when he finally realised that his so-called friends were not going to come for him, something snapped inside. Sensing the power in this former foe, Valpurgius sent him to Alakhai on Venus for training to become a true weapon of Algeroth. Mikaelsson willingly traded his humanity—his very soul—for more power and the chance for revenge against those who had left him to die. The pure fury in his heart has placed him on the road to eventual metamorphosis into a full Nepharite, and indeed the transformation has begun

as he has grown to almost three metres and doubled in mass, though perhaps more terrifyingly, Algeroth has blessed him to retain his original eyes—now stripped of their humanity. Should the transformation be completed, he will be a terrifying addition to the ranks of the Nepharites.



ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
14 (+1)		12		9		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
9		9		13		11	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	3	2	2	1	2	1	1	1	1	1

Even those without direct knowledge will see that something is obviously wrong, as the skin of the Heretic is filled with crawling and slithering tattoos.

TEMPORARY AND PERMANENT STIGMATA

When the power is in use, the tattoos cover the body of the Heretic, including his face. Often, they will extend from the body; turning into physical objects weaved from symmetry patterns. The temporary Stigmata will begin to fade immediately, and within a rather short period it will be no more. Heretics must be careful as to when they decide to use their Dark Ink; it is not a good idea to use a power and then walk out into busy, well-lit street. Only the temporary Stigmata of the last used tattoo will be in effect. All look virtually the same, a tight web of ominous, crawling glyph tattoos.

Permanent Stigmata can only take hold when the Heretic acquires a new Dark Ink power, and they are accrued and function as Stigmata in all senses. These are physical, similar to those of Implants and Pesticus. Dark Ink aims to create physical effects that are channelled through the Heretic's body without changing it. However, sometimes a change does occur, and this is when permanent Stigmata manifest. These are only removed if the Heretic is considered too valuable an asset to lose, and if the Stigmata is interfering with his duties. Only the most high-ranking ritual masters, with long standing service are given the secret of Stigmata removal by a Nepharite Overlord. This ritual is performed in the Inner Sanctum.

WOUNDS:

- ◀▶ **Head 6** ▶◀ **Torso 11**
- ◀▶ **Arms 7** ▶◀ **Legs 9**
- ◀▶ **Serious Wounds 9** ▶◀ **Critical Wounds 6**
- ◀▶ **Mental Wounds 13**

SOAK: Salvaged plate armour: (Torso 3, Arms 2, Legs 2)

ATTACKS:

- ◀▶ **Unarmed Strike (melee):** 2+**T**7
- ◀▶ **Nazgaroth (ranged):** Long, 2+**T**7, Automatic, Unwieldy, Ammo (Armour Piercing 3), Spread 1
- ◀▶ **Zweihander (melee):** 3+**T**9, 2H, Parry 2

SPECIAL ABILITIES

- ◀▶ **Fast Healing 2**
- ◀▶ **Inured to Pain**
- ◀▶ **Monstrous Creature**
- ◀▶ **Personal Dark Symmetry (3)**
- ◀▶ **Supernatural Strength (1)**

DARK INK POWERS

Though the followers of Semai and Muawijhe usually act in the shadows, using subtle means to weave a fabric of chaos, the need for physical prowess does occur. It is, after all, a violent world and it would not do for them to be completely dependent on their siblings for protection, even in the cities. Roll 1d20 for every new Dark Ink you gain. If you already have the power, reroll.

DARK INK TABLE

D20 ROLL	DARK INK POWER
1-2	Dark Blade
3-4	Thorn Whip
5-6	Hooked Web
7-8	Weave of Protection
9-10	Threads of Paralysis
11-12	Destructive Strength
13-14	Crushing Density
15-16	Bane of Gravity
17-18	Edged Storm
19-20	Torrent of Inked Glyphs

DARK BLADE

The ink penetrates the skin of one of the forearms, and forms an organic-looking, wicked black blade. The blade is as hard as diamond, and can be used as a devastating weapon. It can be semi-retracted so it does not hinder the Heretic from grabbing on to objects when necessary. It takes a Free Action to use this power and manifest this blade. The blade is considered to be a melee weapon with the following profile: 1+**T**4 damage, 1H, Armour Piercing 1, Unforgiving 2

TEMPORARY STIGMATA: This power's temporary Stigmata remains for 3d6+10 minutes.

PERMANENT STIGMATA: The blade becomes visible under the skin of the forearm, and the hard material can be seen poking against the skin, stretching it. The area becomes red and enflamed.

THORN WHIP

A tattoo slithers out and forms a long, black whip. It is lined with barbs and thorns, and can be extended or retracted to whatever length the Heretic wishes, to a maximum of five metres. It is much

more mobile than a mundane whip, and the Heretic can make it crack with little room to swing it, as it seems to possess semi-prehensile motor skills of its own. It can serve as a grappling hook, but in most cases, it is used as a weapon. It is extremely hardy, near impossible to sever using mundane means. It takes a Free Action to use this power and manifest this whip. The whip is considered to be a melee weapon with the following profile: 1+ \uparrow 3 damage, 1H, Reach, Spread 1, Vicious 1. Further, it grants the wielder one bonus Momentum on all Athletics tests to climb and Acrobatics tests to avoid falling.

TEMPORARY STIGMATA: This power's temporary Stigmata remains for 3d6+10 minutes.

PERMANENT STIGMATA: The whip manifests beneath the skin, and forms what looks like a fat, pulsating vein beneath the skin that loops around the arm from the shoulder to the hand.

HOOKED WEB

A webbed tattoo forms in the Heretic's palm, and can be shot out against whomever he wishes to snare. The web has a short range and can envelope a human sized creature, or stick it to the wall. While encased in the web, the victim is either severely hampered or more or less immobilised, depending on how large a part of their body was struck. The Heretic uses the Ranged Weapons skill to hit his mark with this power. This is considered to be a ranged weapon, with the following profile: Range C, \uparrow 4 damage, Munition, 1H, Dreadful, Knockdown, Nonlethal. Further, if one or more Dark Symmetry Icons generated when rolling for damage with this attack, then the target is ensnared and cannot move. Ensnared characters must attempt an Athletics test with a difficulty equal to the number of Dark Symmetry Icons generated. This attack does not use conventional ammunition, instead drawing on the Heretic's own life-force; each Reload the Heretic wishes to use for the attack causes him to suffer a single wound, ignoring all Soak, to the arm making the attack.

TEMPORARY STIGMATA: This power's temporary Stigmata remains for 1d6 minutes; however each time this ability is used, add 1d6 minutes to the end of the current duration for temporary Stigmata—using this ability repeatedly in a short time prolongs the Stigmata.

PERMANENT STIGMATA: A fine weave of small black veins in a webbed pattern appears all over the Heretic's arms and hands. They are too aligned and uniformed to be natural, but it is also clear that they are not tattoos—rather something strange beneath the skin.



WEAVE OF PROTECTION

The tattoos expand and form a tight black pattern all over the body. This mesh protrudes a couple of millimetres from the skin, and is cool to the touch. As it even covers the face, it makes the Heretic look unnatural and frightening. It grants protection against physical attacks. This ability may be used as a Restricted Action, and grants the character an additional two armour Soak on all locations for as long as the temporary Stigmata last.

TEMPORARY STIGMATA: This power's temporary Stigmata remains for 2d6+2 minutes. As a Restricted Action, the Heretic may extend the duration of this ability (and thus the temporary stigmata) by 1d6+1 minutes.

PERMANENT STIGMATA: The skin of the Heretic becomes darkened, coarse, and slightly striated. His appearance is unsettling, but not necessarily to a point that it is obviously unnatural.

THREADS OF PARALYSIS

Myriads of tiny threads shoot out from the body of the Heretic and retract just as quickly. They extend five metres in all directions, and can penetrate the skin of all those in their way. They cause no harm, however, rather short circuiting the nervous system of the victims. Those afflicted risk becoming temporarily paralysed or dazed. This ability is used as a Standard Action, whereupon all creatures within Reach of the Heretic must immediately attempt a Challenging D2 Resistance test or become Staggered.

TEMPORARY STIGMATA: This power's temporary Stigmata remains for 1d6 minutes.

PERMANENT STIGMATA: Patches of small black bumps appear on the Heretic's arms and torso. Not unnatural looking per se, they might be explained as some form of rare acne.

DESTRUCTIVE STRENGTH

The tattoos infiltrate the musculature, forming threads that add to the muscle fibre. This increases the Heretic's physical strength for a short amount of time. This ability requires a Restricted Action to use, and grants the character the Unnatural Strength (1) special ability, granting him one automatic success on all Strength-based tests, and increasing his melee damage by +1. Due to the temporary nature of this ability, it does not affect the Heretic's number of wounds. This ability lasts for as long as the temporary Stigmata last.

TEMPORARY STIGMATA: This power's temporary Stigmata remains for 3d6 minutes. As a Restricted Action, the Heretic may extend the duration of this ability (and thus the temporary stigmata) by 1d6 minutes.

PERMANENT STIGMATA: The skin covering the biceps, legs, and torso muscles becomes nearly translucent when these muscles are flexed, showing off muscle tissue woven with black threads.

CRUSHING DENSITY

The density of the Heretic's body increases considerably, tripling his body weight as bone, musculature, and skin all become more robust. Further, his skin, cartilage, and musculature become highly reactive, hardening for a few fractions of a second when subjected to sudden external forces and impacts. This allows him to withstand massive blunt force trauma, and to turn his own forward motion into an irresistible crushing force. With this Dark Ink, a Heretic could literally survive having a ton of bricks dropped on his head, or charge through a concrete wall. The Heretic may activate this ability as a Restricted Action, and it will last for as long as the temporary Stigmata lasts. While this ability remains in effect, the Heretic increases his Soak against all attacks, and against falling damage, by a number of **↑** equal to half the number of **↑** in the damage roll, rounding up (so an attack inflicting 1+**↑**5 damage would grant the Heretic an additional **↑**3 Soak). Further, when trying to use brute force to overcome a barrier or obstacle, the Heretic gains two bonus Momentum on any Athletics tests, and adds +**↑**2 damage to any Unarmed Strike attacks made if he makes a Movement Restricted Action before he attacks.

TEMPORARY STIGMATA: The powers' temporary Stigmata remains for 1d6+2 minutes.

PERMANENT STIGMATA: The Heretic's weight permanently increases by fifty percent, and his skin feels oddly stiff and cold to the touch.

BANE OF GRAVITY

When activated, this power forms a dense wriggling black-threaded cloud whenever the Heretic is about to suffer falling damage. If the Heretic jumps or falls, and is about to suffer damage as a result, this cloud forms at his feet and slows the fall to a degree that he lands unharmed. There is no glide effect, and the landing is still quite rough and fast, but no worse than jumping off a two meter ledge. If the Heretic lands very badly, he will still suffer some damage, but it will be much milder. If, however, he lands on a sharp object, he will probably become impaled and risk death. This power only lasts a short while, but can be a life saver. This ability is activated as a Response Action, and it grants the character three bonus Momentum on all Acrobatics tests made to resist falling damage.

COOL DOWN STIGMATA: 2d6 minutes

PERMANENT STIGMATA: Often when the Heretics uses a pair of stairs, jumps, or even sits down, he seems strangely light. People

seldom realise that gravity seems to have less effect on the Heretic when they first notice the oddity, and brush it off. Given time, however, they will be able to identify what is wrong, and at that point, they will understand that there is something unnatural about the Heretic.

EDGED STORM

A high-speed volley of sharp fragments comes hurling out from the Heretic's palm. They can target any creature or object within a relatively short distance. Though the damage is not stellar, those struck run a large risk of being disoriented by the volley. The kinetic force is quite powerful, and human-sized creatures also risk being knocked down. This is a ranged attack using the Ranged Weapon skill, with the following profile: Range C, 1+**↑**3 damage, Semi-Automatic, 1H, Knockdown, Spread 1, Stun. This attack does not use conventional ammunition, instead drawing on the Heretic's own life-force; each Reload the Heretic wishes to use for the attack causes him to suffer a single wound, ignoring all Soak, to the arm making the attack.

TEMPORARY STIGMATA: This power's temporary Stigmata remains for 1d6 minutes; however each time this ability is used, add 1d6 minutes to the end of the current duration for temporary Stigmata—using this ability repeatedly in a short time prolongs the Stigmata.

PERMANENT STIGMATA: A bizarre black pattern covers both hands and forearms of the Heretic. They change each time the Heretic sleeps, but the patterns are always sinister in nature, awakening a feeling of dread in those who look upon them.

TORRENT OF INKED GLYPHS

This is an offensive power employed to get out of harm's way. A whirlwind of thick, swirling black fragments form a myriad of minute glyphs. A cloud engulfs the Heretic, obscuring vision and giving off an unsettling wailing sound. While the power is active the Heretic can do little else than run, swim, climb, or take any other action that moves him in any direction with some speed. All attacks aimed at him will increase in difficulty by two steps, but he cannot make any Standard Actions other than Pass, Sprint, or Withdraw. This power's effects end the moment the Heretic takes any actions other than the ones listed above, if he stops moving for more than two rounds, or if he chooses to end the effects. Its sole purpose is to allow the Heretic to avoid attacks while fleeing a dangerous situation.

TEMPORARY STIGMATA: This power's temporary Stigmata remains in effect for as long as the effects remain, plus an additional 1d6 minutes afterwards.

PERMANENT STIGMATA: The cloud takes hold within the Heretic. This darkens his teeth, lips, and the whites of his eyes, making him look rather off-putting.

POLITICS OF DARKNESS

The Dark Legion work as one to torture, and ultimately destroy, mankind. But the more powerful and cunning beings, from Tekrons, Centurions, and high ranking Heretics, to Nepharites and the Apostles themselves, are individuals with their own goals and desires. There is internal rivalry, animosity, and even the odd confrontation with deadly outcome. The politics most worth mentioning are those of the Nepharites.

THE POLITICS OF THE NEPHARITES

Nepharites are competitive creatures. This is not so strange, as their immortality and chance to be resurrected in the unlikely event that they should die, is in the hands of their masters, the Apostles. Their powers, and the likelihood that they will be granted a clone body, are directly linked to how well they perform their duties.

One thing that has to be understood when it comes to Nepharites, is the fact that they are as much a creation of the Dark Symmetry and the Dark Soul as the Apostles. Most Nepharites begin as incorporeal beings of pure malice and evil, that exist between known space and time in the void. They are summoned forth by the Apostles, and given a artificially created host Nepharite body, and with it a chance to indulge in their penchant for causing pain and suffering in the physical world. Others were human Heretics who, through years of sacrifice and commitment, have been given a chance to become immortal. Simply put, Nepharites will fight tooth and nail to remain in their physical forms, and their very natures are intrinsically cut-throat.

The Overlords are the top dogs. Beneath them are the other Nepharites, such as Warlords, advisors, generals and magi. Overlords are granted new Dark Gifts and Endowments by their Apostle, while Nepharite underlings are given these rewards by their Overlord. Granting rewards to an underling can be dangerous, as this will make him stronger, allowing him to compete for the position of Overlord. Not granting any rewards will fill the underling with spite and make him less effective, which will hamper the performance of the Overlord's own operation, putting him in a bad light. There are always conflicting issues. As a general rule, Overlords are reluctant to grant promotions and rewards, but will do so if his Nepharite underling has done an extraordinary thing that simply cannot be ignored. However, if an underling seems to be extremely proficient, constantly being able to perform masterfully, that underling will soon find himself being given near impossible missions of a suicidal nature.

ADVANCEMENT AS A NEPHARITE

If you play a game where you are allowed to become a Nepharite during character creation, and manage to roll the result on the Special Events Table, you will only be able to gain new Dark Gifts and Endowments as a result of the Special Events Table during the continuation of your character creation. This reflects your Overlord's reluctance to allow you to progress. It maintains power by controlling all systems related to it, unimpeded by rivals and challengers.

POLITICS OF THE APOSTLES

The most relentlessly power hungry of all the Apostles is Algoth. It is inherent in his nature as the physical manifestation of war. He does not like the fact that Ilian is considered to be the leader of the Apostles, but there are two things that stop him from locking horns with her. For one, he serves the Dark Soul, and it would not approve. Secondly, Ilian and her cohorts are extremely powerful. Her Nepharites might not be as physically endowed as his, but they have access to every mystical power the Dark Symmetry has to offer, including his own. This is even true for her heretics, and it infuriates him as much as it fills him with mixed feelings of awe and disgust. Ilian is capable of granting humans a vast amount of abilities of the Dark Symmetry that he will never be able to master. This, and the fact that she frowns upon the use of implants, makes it hard for him to be in any sort of bargaining position on those rare occasions where he needs something from her. Even though she is incapable of controlling technology as he does, she can still reshape existing technology, and hurl it through time and space to transport it to wherever she wants, or pull myriads of alien minions from worlds beyond even Algoth's understanding. In truth, the great Apostle of War is quite uncertain that he would survive an open confrontation with his sister, and this is the closest to fear he has ever come.

Algoth has the quiet support of Semai. Semai thrives on corrupting souls and taking advantage of despair, which war is a breeding ground for. He does not understand the ways of Ilian, finding them too esoteric and indirect. Algoth is physical and direct, quickly spreading fear and chaos that Semai can use in his subtle schemes of corruption. However, Semai only supports Algoth in ways that

keep him out of Ilian's crosshairs. He tries to stay out of her way, but obeys her commands whenever they are issued. However, he does so using his minimal effort, just barely carrying out what she asks of him. He knows that in a direct confrontation, she would be able to utterly crush him.

Muawihje and Demnogonis live to manipulate, and cause madness and disease. To them, it matters little who is in charge and they obey both Ilian and Algeroth, not choosing sides as they understand that an open conflict would be detrimental to their mission and call down the wrath of the Dark Soul. They do have a contingency plan in case Algeroth and Ilian ever come to blows. The side that wins would surely be weakened, and in that instance Semai and Demnogonis plan to come together and declare themselves leaders of the Apostles. They reason that if Ilian and Algeroth come into conflict, it would show that they and their methods are flawed, which would require new leadership. Until then, they are loyal to all of their siblings.

While not privy to all the details and inner thoughts of her brothers, Ilian is very aware of who is against her, and that she can only count on Semai and Demnogonis to lend their support as long as she stays in power. Ancient and wise, she is prepared. If Algeroth ever attacks her openly, she will unleash the Army of Immortal Templars—a vast army that she has stowed away in another dimension. She has managed to combine the powers of raw symmetry with the Templar race, creating a physically strong and hardy creature, with the ability to wield powers of the Dark Symmetry. No one, except the Dark Soul, knows about this army. It can be teleported to any of her citadels at her whim, as she keeps it suspended between the worlds. There is no need to summon it until Algeroth chooses to act, or until the final days of mankind. But there is one other reason she holds on to them. Ilian remembers the Ancient Enemy of the Dark Symmetry....



The Dark Soul corrupts us all.

THE DARK SOUL

The Dark Soul is a sentient force. It is eternal—it always has, and always will exist. The only way it could disappear is if existence itself ceases to be. The Apostles are not only an extension of the Dark Soul, they are part of it, while still being completely independent creatures. Though not a fully accurate way to describe them in relation to the Dark Soul,

the word children fits relatively well. The Apostles seem to look upon themselves and the Dark Soul as some sort of family, as they refer to each other as siblings and Ilian is often called the First Born. However, the Dark Soul is not paternal in any sense, and the Apostles do not treat him as a father. They serve him partly because it is hardwired into their very core, and partly because they are well aware that he created them at a whim, and could yank them out of existence just as easily.

Though eternal, the Dark Soul can be weakened and contained. He leads a cyclical existence, pushing forward when he has found life and is strong enough, attacking it by bringing forth the Apostles in their different incarnations. Even though he has been capable of quickly destroying an entire race, he seems to prolong it, savouring its inevitable demise. If ever defeated and pushed back, or after he has annihilated a race, he retreats into a form of cosmic slumber, only to do it all over again eons later with a new race. Why this is so is beyond mere human comprehension.

This time, however, the Dark Soul has not entered a voluntary slumber. A millennia ago, for the first time in its existence, it was defeated and forced back during a battle with the Ancient Enemy of the Dark Legion in the solar system of man. The Ancient Enemy created a powerful seal and trapped the Dark Soul. It can still command the Apostles, and share some of its power with its children, but it can only reach out and use an iota of its power. It is true that the Apostles take great pleasure in torturing mankind, and it might seem that they are powerful enough to defeat it, but it seems they are hesitant to make that final push. In truth, they are. During the last war, they were defeated, and this was with the help of the Dark Soul. Now, with their dark father still trapped, they are careful. Tirelessly, they search for the seal that has trapped the Dark Soul. They are also searching for answers regarding how they were so utterly defeated by the Ancient Enemy.

POWER STRUCTURES

Each Apostle, and their cult, does what they can to infiltrate different human organisations and institutions. Most Apostles focus on those areas that are most in line with their tactics and interests, while some, like Ilian, are quite diverse. Some organisations have spies placed within their ranks, while others are more or less completely under the control of a specific cult. These assets are known as Spheres of Influence.

A Sphere is a good way for a cult to utilise its resources with a minimum amount of work, since all its contacts and so on are in place. These companies and organisations do have their restrictions, however, and can only work within their specific industry. For example, a corrupt law firm will not be able to provide armed mercenaries, but would be able to provide research, some private investigators, and legal or possibly political pressure.

Infiltrated groups are also bound by limitations such as manpower, geography, and the scrutiny of others. Though effective tools, it takes time to clandestinely gain control over an organisation. In order to maintain control, and be able to hide the fact that the organisation has been infiltrated, requires the maintenance of the cover. The hypothetical law firm cannot just begin to wield its power in order to help the cult, it needs some sort of official reason to do the things it does.

Some infiltrated groups believe that they are working for someone else entirely. While they recognise that they are working on the down low, they might believe they have been infiltrated by a rival organisation that has nothing to do with the Dark Legion. How an infiltrated organisation looks upon its situation varies, but in most cases the cults have Heretics in key positions who can pull the strings and keep the truth hidden.



The tendrils of darkness stretches from boardroom to the battlefield

ILIAN'S SPHERES OF INFLUENCE

When it comes to corrupting mankind, Ilian is the most diverse of the Apostles. Her cult is often interested in organisations that can provide it with information, as knowledge is power. The Cult of Ilian uses everything from gangs, to private security firms in order to obtain the information and resources it needs.

DORLO SHIPPING

Dorlo Shipping is a large import and export company that works all over the solar system. It is a freelance corporation that handles a large number of non-corporate imports and shipping on a planetary and interplanetary scale. It is well trusted, with a wide assortment of wares ranging from weapons to important industrial parts and mining supplies. With the employees numbering in the hundreds, and with access to a dozen or so spaceships and dozens of delivery trucks, it is a valuable asset to the cult. Many of the pilots, drivers, and warehouse foremen are Heretics. This allows them to smuggle, sabotage, and gather information. A lot of prototypes and industrial secrets are shipped across the reaches, and the influence the Cult of Ilian wields over Dorlo allows it access to these secrets. If a company is suddenly shipping mining equipment to a desolate asteroid, the cult will know about it and will investigate. If there is something going on worth its while, it will infiltrate.

WURTZ TRAFFIC DIVISION

With all the serious crimes, the various planetary police departments cannot manage all the motor vehicle traffic. They outsource ticketing and similar services to privately owned traffic divisions. Wurtz is one of the mid-sized traffic divisions working in the larger cities on Venus. Its employees patrol the streets, noting down licence plate numbers of wrongly parked cars, hailing speeders, and writing up tickets. This might not seem like a powerful tool, but the Cult of Ilian has paid off a large number of employees to keep it updated and track certain plate numbers. These plate numbers belong to people of interest, whose movements they want to track. The cult often puts out secret bulletins to the people it has paid off when it needs to get hold of someone it is looking for.

SHYMAL & SMITH

The law firm Shymal & Smith is located in the corporate centre of San Dorado, and is known to specialise in high-profile civil and corporate law suits. It has a small, but very skilful, criminal law department on retainer for its most prestigious clients. Shymal & Smith has made a name for itself representing celebrities, movie studios, and the misbehaved adolescent children of prominent political figures. Several of the senior members are Heretics, and so are some of the lawyers on the floor. The obvious benefits are all the connections

and information the Cult of Ilian gains through rubbing shoulders with the rich and famous. These can be used to put pressure on important people without having to resort to Dark Gifts. Shymal & Smith acts like a gateway to the entire political powerhouse of San Dorado. This asset has made the Cult of Ilian extremely powerful in the city. Its ability to wield power without drawing the attention of the Brotherhood gives it a lot of leeway. Being able to make or break a politician's or celebrity's career affords the cult an enormous amount of options and opportunities.



ALGEROTH'S SPHERES OF INFLUENCE

Algeroth's cults mostly focus on infiltrating radical violent organisations and arms dealers, with the occasional army squad or intelligence branch. Though they can never take over a corporate army in its entirety, they have been known to corrupt people in key positions, enabling them to gain access to information and secret strategies.

LONGSHORE TRUE BLADES

Though not very large in the scheme of things, with some 200 members, the True Blades has become a force the feudal lords of Mercury detest and fear. It was born out of samurai bloodlines whose ancestors had been accused of treason, and disgraced by the Daimyos. For decades these bloodlines have been doomed to a life of disgrace, the taint of dishonour passed from generation to generation. The relatives of those originally accused of the crime insist that the charges were false. The most prominent families within the True Blades are Hitoza, Saji, Morinaga, and Jumonji. They have now gone underground and are conducting raids, sabotaging the industries of prominent Mishima families, carrying out assassinations, and using blackmail to manipulate their enemies, pitting them against one another. Worryingly for the ruling families, many bloodlines who feel they have suffered far too long in disgrace are now expressing a desire to join the group. It has only existed for a couple of years, but the True Blades has already made a name for itself.

Algeroth has a few Heretics in its midst, and they are close to the ruling council of the group. Using its members' anger and lust for revenge, these Heretics are able to manipulate the group to take on assassinations and sabotage jobs as long as they can convince the leaders these actions will be, at the very least, embarrassing to the ruling families.

LOXLEY ARMS

Loxley Arms is a relatively small Imperial arms manufacturer that focuses on manufacturing weapon components rather than complete arms. It has managed to become quite wealthy, as it is able to produce high-quality components that are compatible with the most popular firearms, but sold at almost half the price. The company has workshops and factories with about fifty employees on Luna, Mars, Venus, and Victoria. Loxley has been in business for approximately thirty years, and has been in the Loxley family since its start-up. The Loxley family has been around for generations, and has done quite well for itself as crafters and merchants. However, it has never been given the status of a clan, and has been forced to live on the fringe of the Imperial elite. Tired of being the underdog, Hartford Loxley, the patriarch of the family, made a deal with a shady individual fifteen years ago. He suspected that the woman, who referred to herself only as Nadia, had some dealings with the Dark Legion, but he did not care. She wanted favours from time to time, and in exchange offered to make his business blossom. Soon the competition ran into trouble, and Loxley began to thrive. Though still not an official clan, the family is given the respect and opportunities that wealth and extraordinary success grant.

KOPFLER SECURITY

Kopfler Security is a well respected private security agency used by celebrities, private businessmen, and other wealthy non-corporation personnel. Kopfler was founded ten years ago by Ingud Kopfler, a former Bauhaus Dragoon. Its main office is located in the corporate sector of Heimbürg, but it also has a branch in Luna City's Old Town. Kopfler employs 100 people in Heimbürg and another fifty on Luna. It is a leading name in the fields of surveillance and personal security and has an unblemished reputation. Ingud created the agency after she was honourably discharged from the Dragoons due to a wound sustained in battle. What no one knows, however, is that she only survived because she was given a biotechnology heart by the Cult of Algeroth. The cult found out that her injury was slowly killing her, and decided to step in, save her life, and keep her alive and pain free in exchange for her service. In the beginning, she resisted, but she wanted to live so eventually gave in. During the years she has become twisted and corrupted, and is now a high-ranking member of the cult. Kopfler Security is a very important resource that has done the cult great service during the years.

DEMNOGONIS' SPHERES OF INFLUENCE

The main focus of Demnogonis is to control the healthcare system, laboratories engaged in medical research, and groups concerned with the downtrodden in the slums. The slums are of interest to him as disease can be spread here without being noticed until it is too late, when it begins to affect the more affluent parts of society.

Having an ear to the ground in the back alleys can be just as effective as the infiltration of any spy network.

FAMBLER PHARMACEUTICALS

For several decades this freelance pharmaceutical company has specialised in the manufacturing of pain relief pills, cough medicine, and other simple but effective remedies for minor ailments. Fambler is ranked as the thirty third most successful pharmaceutical company in the human systems. Demnogonis uses Fambler to collect medical data and gain access to information. It can even be used as tool for smuggling, as it sends out shipments of supplies to all corners of the solar system, and has a large factory and branch office on every populated planet and the asteroid belt. The company has thousands of employees. The Cult of Demnogonis does not have direct control of the company, but has dozens of Heretics in key positions. When they coordinate their efforts, it is almost as if they had control over the entire organisation. Though it would seem effective to spread disease through the company, this is something that has never been done, at least not up to this point. It would surely be devastating for humanity, but after such an act Fambler would go out of business, and this extremely valuable asset, which has taken decades to infiltrate, would go to waste.



LANTERNS OF MERCY

There are many downtrodden and poor people, and while the Brotherhood does its best to feed and take care of them, there is never enough to go around. Lanterns of Mercy is a volunteer charity organisation that tries to make things better by helping to set up shelters, soup kitchens, and free clinics. It is based on Luna, but is looking to branch out to Mars where the social and healthcare systems of Capitol have led to a rather large number of homeless. The Cult of Demnogonis has infiltrated the organisation at every level. It uses its contacts within Fambler Pharmaceuticals to provide the Lanterns of Mercy with additional charity money and medical supplies for its free clinics, allowing the organisation to grow. The Lanterns of Mercy is used as a sort of information network, and a way to spread disease. Heretics keep close tabs on homeless that might become useful as spies or potential recruits. There are many war veterans that have ended up wounded and on the streets and some of these are glad for the opportunity to serve and gain a purpose again. In the end, the Lanterns of Mercy serves as a sort of chaotic, infectious spy organisation for the Cult of Demnogonis. It has eyes and ears all over the slums in Luna City, and soon in San Dorado as well.

MAKOTO PRIVATE HOSPITAL

Makoto Private Hospital, or MPH, is a privately owned line of hospitals in Longshore owned by the small but prestigious clan Makoto. The family has five separate hospitals, and provides all levels of care to both those who are highly insured and those who are very low in the insurance scale. MPH is on the cutting edge of surgical procedures. A large number of the head doctors and nurses, as well as some of the EMTs, are Heretics. This gives them the opportunity to gather information on prominent members of society, strategically infect people they want to blackmail, or experiment on the poorer patients in a controlled environment. The hospitals also give Heretics a place to come when they have been severely wounded. They are treated off the books, ensuring that word of suspicious injuries or bizarre implants does not get back to the police or the Brotherhood.

SEMAI'S SPHERES OF INFLUENCE

Any organisations that is, by its very nature, corrupt, will supply the tools to spread the rot and decay of the soul. Semai's cult coaxes, snares, and cajoles its victims and potential allies. It uses the very longings and desires already present in its mark, enhancing and nurturing them.

EXCLUSIVE BRAND

This extremely high-end escort service is located in Vega on Mars. It is one of the most lucrative agencies, and serves all genders and sexual preferences. With several dozen escorts, its client list is very long and includes everyone from Capitol senators and celebrities to curious tourists. Though not fully controlled by the Cult of Semai, several of its escorts are Heretics and Enablers. They are capable of finding out vast amounts of information on their clients and using it to influence them. Exclusive Brand has given the cult a powerful hold on Mars, as many high-profile individuals travel to Vega in order to be naughty. But when you are dealing with an escort service that has been infiltrated by the Cult of Semai, what happens in Vega does not necessarily stay there. However, it never uses blackmail that can be traced to Exclusive Brand, as this would jeopardise the operation. Instead, it makes use of the information in ways that make it seem as though it comes from other sources. Exclusive Brand is owned and operated by Christy Lace, real name Sandra Polk. She is a savvy businesswoman who wants the best for her employees and her clients. She is totally unaware of the sinister evil hiding within her organisation.

TSU-KAHN SYNDICATE

Drugs and gambling are the main sources of income for this small but effective and ruthless Triad affiliated gang. It provides folks

from all walks of life with drugs and illegal gambling houses in Longshore. Loan sharking is a secondary source of revenue for the Tsu-Kahn. The way the Cult of Semai uses this is pretty cut and dry; it gets people into debt, addiction, or both and then uses them to its own ends. The services it asks for varies widely, and can be anything from committing a murder to providing it with access to certain documents. By using this method, the cult can carry out all manner of unsavoury activities without drawing the attention of the Brotherhood. Some of the lieutenants, as well as several low level dealers and enforcers, are Heretics. As in most cases, the leaders are oblivious to the truth.

FENWICK, SLATE & PARTNERS

The Cult of Semai seems to be drawn to law firms, which is not so strange given that many make a living defending corrupt people and companies. Fenwick, Slate & Partners is a very prestigious law firm located in Luna City. Its main focus is the defence of wealthy individuals who have been accused of committing serious crimes, such as murder. It is also the go-to law firm for the larger crime syndicates in the city. Whenever a especially heinous serial killer has been arrested, it always sends one of its lawyers hurrying down to the station in order to take on the case pro-bono. There is no such thing as bad publicity. Heretics, Corrupters, and Enablers walk the halls of this large firm. They use it as a place to forge new allegiances and recruit members. As the firm aims to set free as many vile humans as possible, its very nature goes hand in hand with the goal of the cult. Though it is owned and operated by non-heretical humans, some of the senior partners are Heretics.

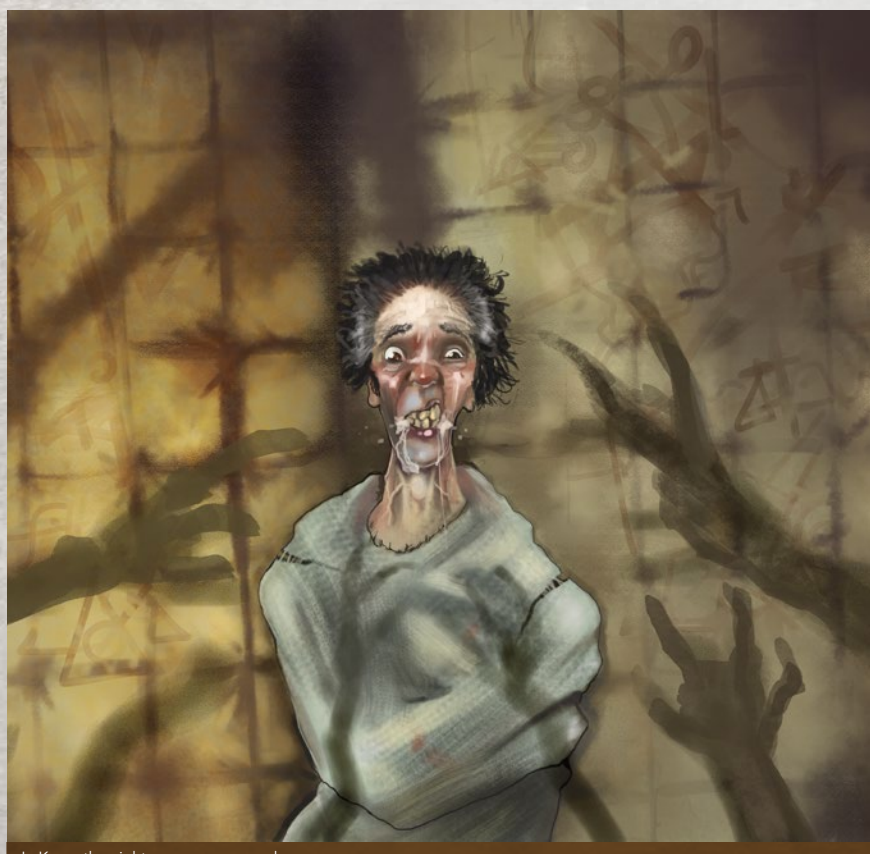
MUAWIJHE'S SPHERES OF INFLUENCE

Muawijhe's cult focuses on influencing the homeless, mental health care system, and education system. It does have other interests, but Muawijhe plans long term and wishes to erode mankind from the foundation. The education system allows the cult to plant seeds of doubt, madness, and darkness while its targets are still young. Like Demnogonis, the Lord of Visions uses them as a sort of low-key spy network. Controlling the mental healthcare system allows the cult to create new, vile beings from the torn minds of the patients, and perform secret experiments.

KAGE MENTAL ASYLUM

Large, imposing, and designed for high capacity, this old asylum is located in the outskirts of Longshore. It sits among the industrial buildings, hidden away from the world. The honour system of Mishima leaves little room for the mentally ill or challenged, and many see them as a burden best stowed away. Many are taken to Kage Mental Asylum. The care is rather poor, and it is mostly a storage facility for those whose families have deemed them

unwanted. Most of the cells are made out of cold stone, and the howls and wild chatter of the inmates echo through the halls. The staff are those who graduated at the bottom of their class; they too hidden in their own way. The atmosphere is heavy with angst, mental anguish, and misplaced shame. The Cult of Muawijhe uses this dark place to conduct horrific experiments on the patients, and to conceal people it wishes to keep hidden. Some of the middle management staff and orderlies are Heretics. These infiltrators, in combination with payoffs, give the cult a strong influence. Every once in a while the patients come from affluent and influential families. These families often tell others that their relative has gone to another planet to study. Some go so far as to say that they have died, as they want to bury the truth and save face. These discarded humans are a great resource to the Cult of Muawijhe. They know all the family secrets, and this can open the way to blackmail and recruitment opportunities. Though the Kage Mental Asylum is somewhat off the grid, it is still part of the official mental healthcare system. Although it is difficult, it can sometimes have orders issued to commit low ranking members of the Mishima society.



In Kage, the nightmares are very real.

THE RAT PEOPLE

Deep beneath the slums of Luna City lives a group of loosely affiliated homeless dubbed the Rat People. There are about 400 of them all in all, and they live in small enclaves ranging from ten to twenty individuals. They have bonded together as there is safety in numbers, and their homes are quite elaborate. They siphon gas, steam, and electricity from the city, so in most cases have some form of heating and lighting system. The Rat People beg on the streets, and take on day jobs, before retreating to the realm below before nightfall. Sometimes they have larger meetings, where they share information and resources. The Cult of Muawijhe has

several Heretics within this group. Slowly but surely, they are spreading the influence of the Lord of Visions to the others. The Rat People is an extremely useful group, whose members know the sewers and dark corners of the city like the back of their hands. They can come and go unseen, and be used to gather information. This also gives the cult some insight into many of the other cults, as they often learn of any new temples being established in the sewers. Beyond this, the tunnel network and the Rat People can be used to hide for long periods of time if the Brotherhood ever comes close to hunting a Heretic down. Many of the homeless are also willing to commit acts of violence in return for rewards, so in some cases they have been used to snatch important people off the street. The more a cult can get done without invoking the Dark Gifts, the less chance is there that the Brotherhood will come calling.

COLQUHOUN AMBULANCE SERVICE

Due to the extremely large population on Victoria, the Imperial healthcare system has some trouble keeping up with all the emergency calls. Where there is a demand, someone will always find a way meet the need and turn a profit. Colquhoun is one of many private ambulance services. Those who can afford it, may sign up and get an extremely good response time should they ever need an ambulance. Colquhoun is a one of the larger ambulance services, with several dozen cars. The Cult of Muawijhe has bribed several responders and drivers, and also has some Heretics among the staff. The cult use this service for various purposes. It can be used to quickly take a group of Heretics from point A to B in a densely populated area, without drawing any undue attention. It is also used to pick up and treat severely wounded Heretics. Kidnappings under the guise of picking up a patient have also proven effective. All ambulance services coordinate and communicate with the police department, allowing the cult to keep some limited tabs on the police when things heat up.

DARK TECHNOLOGY

As described in the *Mutant Chronicles* core rulebook, Dark Technology is divided into three general groups.

- ◆ **BLACK TECHNOLOGY:** Mundane technology mixed with the Dark Symmetry and unholy science of the Dark Legion.
- ◆ **BIOTECHNOLOGY:** Living tissue and organisms that have been genetically changed, or infused with alien DNA and the Dark Symmetry. This technology has a tendency to merge with the user.
- ◆ **NECROTECHNOLOGY:** Spirits of the dead forced into technological devices, relics, or biological systems, granting them unnatural powers and functions.

Most of the technology has been created by Algoth, the master of Dark Technology, but his siblings do experiment with their own methods, and have created several weapons, artefacts, and implants using their own techniques. Objects, vehicles, and other types of gear that have been created or manipulated by the Dark Legion are often very powerful, and able to produce effects and results that mundane human technology is incapable of. Human weapons and gear manipulated by Black Technology are, in most cases, much more powerful, but tend to be somewhat unreliable. Those not already loyal to, or tainted by, the Dark Legion risk being corrupted when using any type of Dark Technology.

CORRUPTION

All types of Black Technology have the ability to corrupt the untainted. Even those that are pure and innocent of heart, and those of the strongest will, can be twisted by it. Tendrils of dark corruption can slither their way into any human soul, putting it in peril, if the individual touches and wields such a foul object for any length of time. The exact time needed for a device to corrupt an individual depends on the power of the device, how it is used, and the strength of will he possesses.

The rules presented here replace and expand upon those found on page 212 of the *Mutant Chronicles* core rulebook, but all items created from some form of Dark Technology can defile and pervert the minds of ordinary people. The more powerful the item, the more swiftly this will occur, and the longer the character has the item in his possession, the more pronounced the effect. Further, this corruption will take hold more swiftly in those who wield an object with ill-intent—the desire to cause harm, or with personal gain in mind. As

with all corruption, Heretics and other creatures of Darkness are immune to the effect—they are fully corrupted already.

Upon first touching the item, and once every twenty four hours it remains in the character's possession thereafter, the item inflicts a Corruption roll on the character. If the item has a specific use that must be activated, such as firing a gun, then each time it is used with ill-intent (causing harm needlessly, or for immediate personal gain), it inflicts an additional Corruption roll. The number of ⚡ used for this Corruption roll is determined by the individual item's Corruption Factor. For items without a defined Corruption Factor, the GM should determine one, based on how tainted and defiled the item is.

Regardless of the number of dice rolled, these Corruption rolls follow all the normal rules for corrupting people, found in **Chapter 15: Corruption & Falling to Darkness**, in the *Mutant Chronicles* core rulebook.



Not all Heretics are subtle.

CREATING NEW DEVICES

Those who have reached certain levels of mastery with the Dark Technology can design and create their own devices. Journeymen can create only the simplest of designs, but Masters can devise almost anything, although whether it will work is another matter.

A character who wishes to craft new devices using Dark Technology must have been initiated into the secrets of Algeroth's works (a benefit of certain Heretic careers). Training in the Mechanics, Mysticism, and Sciences skills is useful to ensure that a design comes to fruition. At the GM's discretion, this method could be used by servants of other Apostles to create other works—a Heretic of Ilian may seek to create new rituals, while a Heretic of Demnogonis is likely to try to create virulent new plagues. The skills used for these creations will naturally differ—sorcery should use Mysticism, while making diseases would require Medicine.

To create a new device, the player and GM should use the following procedure:

1: DESIGN SUBMISSION

The player submits the design to the GM. This should be as specific as possible. It should give all the details—range, damage, size, encumbrance, qualities, and so forth—of any weapon to be created, or list the powers and Stigmata of any biotechnological Gift. This should be within his means and ability to design. A Journeyman is capable of relatively simplistic work, modifying existing designs and items. A Master can create pretty much anything, within reason.

2: GM CONSIDERATION

The GM should decide whether such a device would fit into the campaign. If the creation is so unspeakably gross as to unbalance the entire campaign, simply reject it out of hand. This part of the process should be done in secret, and even if the GM does not allow the character to create the device, the rest of the process should be followed, allowing the character to discover the impossibility themselves, and to see what consequences come about as a result of their experimentation.

3: ASSIGN COMPLEXITY RATING

If the GM decides that the design is feasible, he should assign a Complexity Rating: Simple (1-15), Hard (16-30), or Very Hard (31+). Simple projects are typically those that involve modifying existing devices and creatures. Hard ones involve designing entirely new devices, organisms, or weapons. Very Hard projects are those that involve creating vast and complex new machines, organisms, or devices. At this stage, the GM should also set a difficulty for any and all skill tests made to complete the task, ranging from Average

D1 for the most basic tasks, to Epic D5 for the most complex and arduous. A task's difficulty does not have to line up with the Complexity Rating—a Very Hard design may only require Average skill tests if the task is straightforward but long-winded and arduous, for example, while a Simple task may have a difficulty of Epic if the project is short but complicated.

4: ASSIGN PROJECT LENGTH

Next, the GM should assign a Project Length. This is the duration each stage of the project will take, if successful. This can range from a day for very simple tasks, such as modifying an existing gun, to a year or more for complex tasks such as designing a new Necrochamber system to mass-produce a new and complex organism. At this stage, the GM may also determine the Corruption Factor of the device. This is more a matter of taste than of strict design, and should normally be a value no greater than ten. Compare the device to an existing one in this book to give you a starting point. Once the Complexity Rating and Project Length are known, the project is put back into the player character's hands. At the GM's discretion, the players may reduce the Project Length by increasing the Difficulty of the associated skill tests, representing a rushed project.

5: DESIGN AND DEVELOPMENT

Having been given the Complexity Rating and Project Length, the player character must now decide whether to proceed. If so, the Design and Development phase of the project begins. The character must spend time doing research, discussing the details of the project with fellow Tekrons and Technomancers, and working out the details of the project.

When designing a project, he is required to pass several skill tests relating to the device being created. The GM will choose whether this requires Mechanics tests, Mysticism tests, or Sciences tests. Broadly speaking, only the most esoteric and unusual of creations will require Mysticism, as that deals more with Ilian's sorcery than Dark Technology. Most simple, straightforward creations will use Mechanics, while Sciences is used for stranger inventions, often those involving biotechnology and the creation of new monsters. The difficulty of these skill tests was determined by the GM at the same time as the Complexity Rating, described above.

Each skill test takes an amount of time equal to the Project Length defined by the GM. A successful skill test permits the character to roll **↑** equal to his Intelligence characteristic, plus an additional **↑** per Momentum spent. Supernatural Intelligence ranks add a flat +1 to this total. The total rolled is compared to the Complexity Rating; if the total is equal or higher, then the development process is complete. If the total did not equal or beat the Complexity Rating, note down the total rolled; the task is not yet complete, but this total is added to the total rolled from any future successful skill tests.

Once this cumulative total equals or beats the Complexity Rating, the task is complete. Each Repercussion generated on these skill tests increase the difficulty of all subsequent skill tests on this project by one step, as the character uncovers an unforeseen complication or problem. If this would increase the difficulty above Epic D5, then the task cannot be completed; it is beyond the character's ability.

A character must keep doing research and development until the task is completed; stopping for more than a few hours at a time (enough to get a night's rest, eat, and so forth) wastes all effort and causes the project to fail.

Once the development process is complete, the GM reveals whether or not the device can actually be constructed. If the answer is yes, then proceed to the next stage. If the answer is no, then all that time has been wasted.

6: BUILD PROTOTYPE

Once the design has been completed and approved, the character may begin building the prototype. This requires a skill test—using the skill already determined, with a difficulty one lower than that required for the final skill test during development—each of which takes a fraction of the Project Length, as explained on the table below.

PROJECT LENGTH, MEASURED IN...	PROTOTYPE TAKES AN EQUIVALENT NUMBER OF...
Days	Minutes
Weeks	Hours
Months	Days
Years	Weeks

If this test succeeds, the character has created a fully-functional prototype. If the test fails, the character can make another attempt, taking the same amount of time. If this second attempt fails, then the design is revealed to have several flaws that make it impossible to produce. This requires a return to development, with this new development phase having a Complexity Rating of half (rounding up) that of the original determined by the GM.

7: TOOLING FOR MASS PRODUCTION

Once the character has built a working prototype, he can begin to prepare factories to create it in large quantities. This takes a period equal to five times the Complexity Rating in days, but does not require any tests. At this stage, the GM is perfectly at liberty to reveal that the item created is a Custom Device, requiring that each

individual item be hand-crafted. Each Custom Device takes as long to create as the prototype did.

8: MASS PRODUCTION BEGINS

So long as the item is not a Custom Device, and the previous stage is completed, the item can be put into full production. It takes a number of minutes equal to the square of the Complexity Rating in minutes to produce each copy of the item in the factory; simple items, like guns, roll off the production line swiftly, while complex items take much longer. The character may use Momentum from the skill test to make the prototype to reduce the Complexity Rating of the item by one per Momentum spent for the purposes of mass production only.

USING BRAINPOOLS IN DESIGN

Brainpools are one of the greatest assets to those working with Dark Technology. They greatly magnify a Tekron's skills and will even provide a working prototype of a device. Using a Brainpool reduces the time taken during the design and development phase by one step (days become hours, weeks become days, months become weeks, and years become months). The Brainpool will also instantly create a prototype, requiring no time and no skill tests (though the time taken should still be calculated to determine how long a Custom Device takes to produce), so long as it is possible to create a prototype. Because Brainpools are directly connected to a citadel's factory systems, they can retool the factory to maximum efficiency (taking hours, rather than days), and reduce the time it takes to mass-produce an item (divide the time per item by ten). Even if a device has not been designed using a Brainpool, the design can simply be fed into it, and the Brainpool will optimise factory production in that citadel.

For example Lazurash, a Technomancer with Intelligence 11 and the skills Mechanics Expertise 3 and Mechanics Focus 3, submits a design for an improved Kratach with a higher rate of fire and improved damage (represented by the Spread 1 and Vicious 1 qualities). The GM decides this is a simple task—improving an existing assault rifle is not particularly complex. However, since Kratachs have been in use for a long time, he also decides that there must be reasons why they have not been improved. He gives the project a Complexity Level of 10, a Project Length of one month, and a basic difficulty of Daunting D3. The project will also use the Mechanics skill.

Lazurash connects himself to a Brainpool and attempts the first test. He rolls a 2 and a 13, for three successes in total. He then gathers up **↑** equal to his Intelligence—**↑**11 in total. He rolls 1, 1, 2, 2, 3, 3, 5, 5, 6, 6, and 6, for a total of 6... he has not completed the task yet, after a week of work. He attempts his second test, buying two extra d20s to boost his chances of success. He rolls 2, 3, 5, and 16, scoring five successes in total. He grabs up **↑**13,

including the two bonus for his Momentum, and rolls a total of 8. This, added to the 6 he rolled before, beats the Complexity Level, so the development is complete, and in two weeks (because of the Brainpool). The Brainpool produces the prototype automatically, and it rises glistening from a pool of necroplasm. Putting this design into production with the Brainpool takes fifty hours, and in a little over two days' time, the factory is producing these improved Kratachs at a rate of one every ten minutes.

Without the Brainpool, Lazurash would have taken two months to design this improved Kratach, a further day to create the prototype, fifty days to tool up for production, and it would produce a new, improved Kratach every hour and forty minutes.

WEAPONS

Many weapons are remodelled and corrupted versions of human technology, while some are built from scratch, use alien technology, or are crafted using necrotechnology or biotechnology. As with most Dark Technology equipment, Algeroth has spawned the most weapons.



The Dark Legion are well equipped—usually by the fallen.

ASHNAGAROTH (SCREAMER) — ALGEROTH

This is a standard heavy infantry support weapon. The frame is usually a HMG such as an Imperial Charger or other type of Gatling gun. It is fitted with a bipod, but is carried by units strong enough to wield it, or set up in fortifications. Instead of using an external ammunition belt, it uses a massive drum of ammunition. The notches and striations on the rotating barrels produce a terrible whistling and wailing as it spins during firing, hence the name. The Ashnagaroth uses the Heavy Weapons skill rather than the Ranged Weapons skill.

ASHNAGAROTH

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 6	Automatic	8	2H	3
QUALITIES Spread 1, Ammo (Armour Piercing 1)					

ASHREKETH (HOWLING BLADES)

CREATOR: ALGEROTH

Horrible in every way, these weapons are the hallmark of the elite close combat soldiers of Algeroth. They are created using necrotechnology, and are forged from long pieces of bone that have been hardened and manipulated in the symmetric furnaces. Each one of these weapons holds a tortured and angry soul. It howls and wails as the weapon is swung, and it is the power of the soul's hatred that allows these weapons to cut through just about any type of armour. The most usual model of Ashreketh is the sword, but they can come in the form of daggers, bladed whips, or whatever other weapon fits the soldier's fighting style.

ASHREKETH (SWORD)

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 5	-	3	1H	7
QUALITIES Armour Piercing 1, Dreadful, Parry 1, Vicious 2					

ASHREKETH (DAGGER)

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 4	-	3	1H	7
QUALITIES Armour Piercing 2, Dreadful, Vicious 2					

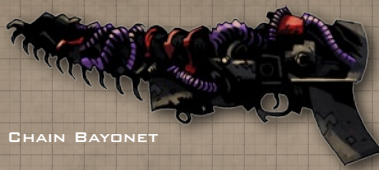
ASHREKETH (AXE)

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 6	-	3	Unbalanced	7
QUALITIES Armour Piercing 1, Dreadful, Vicious 3					

ASHREKETH (WHIP)

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 4	-	3	1H	7
QUALITIES Armour Piercing 1, Dreadful, Reach, Vicious 2					

CHAIN BAYONET



ASHREKTH (SWORD)
SCREAMING BLADES



NECRO CLAW



FIST OF MALICE



SKALAK



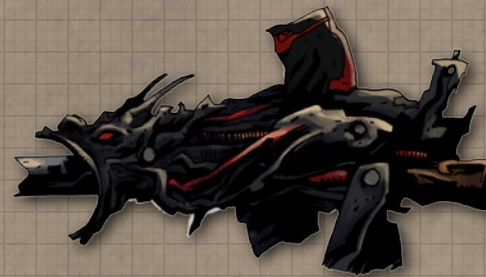
SECTIONER



AZOGAR



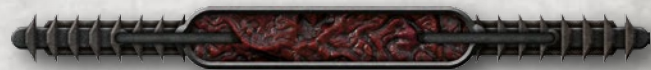
NAZGAROTH



HELLBLASTER

AZOGAR – ALGEROTH

The Azogar is basically a gigantic chainsaw at the end of a long and heavy metal rod. The symmetry powered motor is immensely powerful, but not in the least refined, and the weapon stutters and jerks uncontrollably when active. It is worse than a jackhammer, and as a result of this, and the size and weight of the weapon, only extremely strong creatures are capable of wielding it. Nepharites, Ezoghoul, and Razides are those that usually wield this weapon, but unusually strong and large Centurions have also been seen using it. The power and weight of this weapon allows it to cut through armour just as easily as it cuts through flesh.



AZOGAR

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+ \uparrow 6	Automatic	10	Monstrous	3
QUALITIES	Reach, Gruesome, Vicious 3				

MONSTROUS: An Azogar is so heavy and cumbersome that only creatures with the Monstrous Creature special rule can effectively wield one.

BELZARACH

Based on the Capitolian M50 Assault Rifle, this twisted heavy infantry weapon is favoured by the Necromutants. It is equipped with a Sectioner bayonet, and has a special magazine designed for quick reloads. The weapon can be loaded with any type of dark ammunition, as well as all human assault rifle ammunition. Necromutants often carry various types of ammunition, which gives them the ability to adapt to different situations. The Belzarach is seldom issued to Undead Legionnaires, as it is often too heavy, and they lack the mental capacity to change ammo types in order to optimise their performance.

BELZARACH

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
M	1+ \uparrow 6	Burst	5	2H	2
QUALITIES -					

SECTIONER BAYONET

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 4	-	-	2H	2
QUALITIES Armour Piercing 1, Reach, Vile					

BLADE OF ILIAN

These huge double edged swords are only used by Nepharites and Templars. The core is carved from a red stone taken from another world and the edges are forged from a translucent symmetry crystal. As the blade is swung, the runes on the core glow and a blazing symmetry mist crackles within the crystal edges. It fumes with icy cold, and whispers from other dark worlds echo from it. The blade contains a small gateway that connects it to the emptiness of the void. Beyond merely cutting flesh, anyone struck will also feel the intense cold of the void, which can petrify the limbs and induce flashes of its vast emptiness into the mind of the victim. The experience is utterly painful and terrifying.

This sword has a much smaller and sleeker counterpart. Looking the same, it is less than half the size and is called the Dagger of Ilian. This is carried by the Eternal Zealots.

BLADE OF ILIAN

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
M	2+ \uparrow 5	-	4	2H	10
QUALITIES Dreadful, Parry 2					

DAGGERS OF ILIAN

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 4	-	1	1H	10
QUALITIES Armour Piercing 1, Dreadful					

BLUTARCH HAND CANNON

The Blutarch is a weapon from the Ezoghoul's native dimension. They are grafted upon the fiendish beings' arms, and are capable of unleashing salvos of black bullets into the bodies of the Ezoghoul's foes. A Blutarch Hand Cannon is often fitted with an underslung Carcass Grenade Launcher.

BLUTARCH

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 4	Semi-Automatic	3	1H	6
QUALITIES Ammo (Vile)					

CENARATH

Cenarath is a horrible weapon that has two uses. It comes in the form of a long, twisted whip almost four meters long. It is made out of symmetry-infused gnarled human skin and bones, ripped from the most insane victims. When used against human enemies it tears flesh and sanity from whomever it strikes. It even has the capacity to rip through armour. As it hits, it causes mental damage as well as physical damage. When used against Screaming Legionnaires by a Nepharite or Zenithian Soulslayers it does not cause damage but instead bolsters the Legionnaires. The Cenarath is the favourite weapon of the Zenithian Soulslayers.

CENARATH

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 3	-	1	1H	7
QUALITIES Reach, Mind Breaker					

MASTER'S LASH: A creature with a Cenarath may spend two Dark Symmetry points to use the lash on a group of Screaming Legionnaires within reach. For the remainder of the encounter, that group of Screaming Legionnaires gains an additional Standard Action each turn.

CHAIN BAYONETS – ALGEROTH

Many of the heavier weapons of the Dark Legion, such as assault rifles, often have these monstrous close combat weapons attached. They resemble a sort of chainsaw, but upon closer examination, one can see that they are organic. The teeth of the chain are created from bones hardened by the symmetry, which cut better than steel. The chain is made out of sinew, and powered by some alien musculature that lets out a screech like that of an infant suffering some god-awful torture when in motion. A red glow can be seen within it as it is used, and it belches heavy smoke. In all likelihood, this is the result of some form of alien power source, which the weapon draws its energy from. Chain Bayonets are a combination of necrotechnology

and biotechnology, and graft themselves to the weapons they are attached to.

CHAIN BAYONET

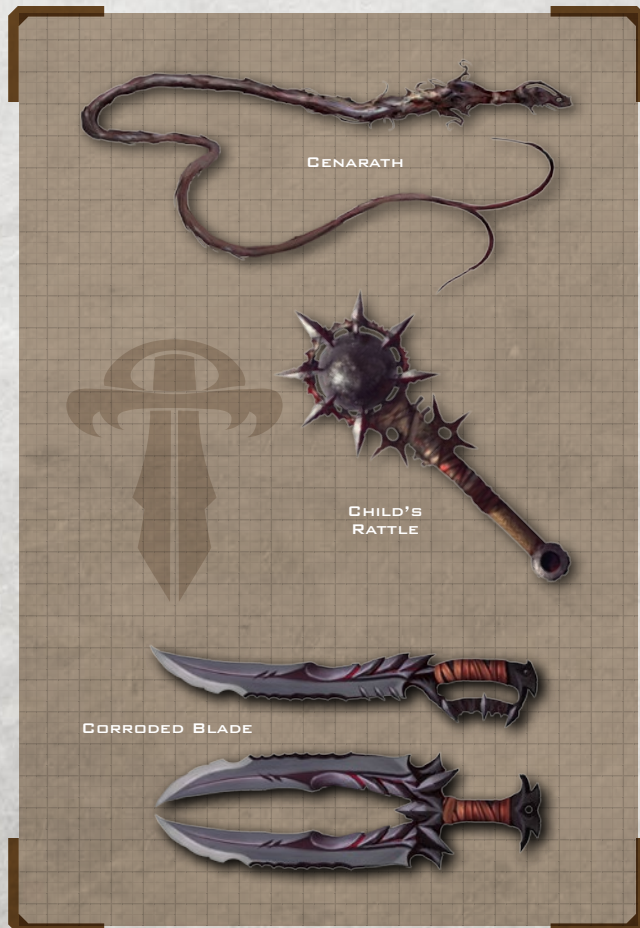
RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 5	-	3	As main weapon	4
QUALITIES Vicious 2					

CHILD'S RATTLE

This strange device is used as a weapon by Children of Ilian. It resembles a baby's rattle wrought from necrotechnology, hence the name. When shaken, it hurls tiny needle-like darts that inflict little harm but can easily slip through armour.

CHILD'S RATTLE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 2	Semi-Automatic	1	1H	3
QUALITIES Armour Piercing 2					



CORRODED BLADE

Long daggers and short swords corrupted and defiled by the Dark Symmetry are commonly employed by creatures of the Dark Legion. Collected from battlefields and reforged with Dark Technology, the wounds they inflict are slow to heal.

CORRODED BLADE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 3	-	1	1H	2
QUALITIES Armour Piercing 1, Vile					

CURATOR SWORD

All Curators carry this wicked blade. It has an infamous reputation, and many are those in the ranks of the human army who tremble at the mere sight of it. Standing in the frontlines watching a group of Curators in full charge swinging this terrible weapon can send grown men running, pleading for their lives.

A curator sword is shaped as a large and oddly proportioned scalpel. It has a long handle with a grooved grip and a broad thin blade, and it is just as sharp as its smaller counterpart. The blade is etched with symbols that invoke the infectious symmetry pattern of Demnogonis. The sword produces an infectious secretion that enters the bloodstream of a victim the second the blade breaks the skin. Wounds inflicted by this weapon will never heal unless they are treated with the Art of Exorcism. Those who fall as a result of being killed are likely to rise as a Kadaver, as the blade is infused with the Black Rot.

CURATOR SWORD

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 5	-	2	1H	5
QUALITIES Parry 1, Vile					



DARELECH – ALGEROTH

These weapons are the standard sniper rifle used by the Dark Legion and other forces loyal to the Dark Soul, such as Callistonian Intruders. These weapons contain a malign spirit, which makes the weapon brutally effective, even against armoured foes. Most of these weapons are loaded with unusual ammunition, to better inflict suffering on those who survive the initial shot.

The necrobionic scope fitted to the weapon counts as a night vision scope, as described on page 264 of the *Mutant Chronicles* core rulebook.

DARELECH

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
L	2+ \uparrow 5	Semi-Automatic	6	2H	5
QUALITIES	Armour Piercing 1, Unforgiving 2				

DESOVACH AUTO-SHOTGUN – ALGEROTH

These 12-gauge shotguns fire shells filled with shards of corrupted bone and necrotechnology-infused metal. Created by Algeroth's Tekrons, they are favoured by Immaculate Furies.

DESOVACH AUTO-SHOTGUN

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 6	Burst	6	2H	4
QUALITIES	Knockdown, Spread 1, Vile				

DOOMSDAY SHOTGUN

These 14-gauge shotguns fill the air with twisted shrapnel and tainted shot.

DOOMSDAY SHOTGUN

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 4	Semi-Automatic	3	2H	5
QUALITIES	Spread 2				

FIST OF MALICE HMG

These mighty and frightening weapons are a status symbol amongst Nepharites of Algeroth. They are hand-crafted weapons of the highest quality, each as much an icon of Algeroth's savage might as they are potent tools of indiscriminate slaughter. They are capable of unleashing not only salvos of solid shells that can reduce a grown man to crimson mist, but also explosive shells that hurl shrapnel like grenades.

The Fist of Malice uses the Heavy Weapons skill rather than the Ranged Weapons skill.



FIST OF MALICE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
M	2+ \uparrow 6	Automatic	18	Unwieldy	10
QUALITIES	Ammo (Vicious 3), Spread 1				

UNHOLY FLECHETTE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	2+ \uparrow 4	Munition	-	Unwieldy	10
QUALITIES	Knockdown, Spread 2				

FLAMERS – ALGEROTH

There are many different designs of Flamers, but the basic principle is always the same. Two hoses transport foul chemicals to a muzzle, where they mix and hit a flame, spewing forth a thick gust of fire. The muzzle is usually carved to resemble some demonic creature. Those who operate these weapons must wear special gear in order to withstand the heat and possible blowback.

PLAGUEDEALER

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 4	Munition	8	2H	3
QUALITIES	Incendiary 2, Torrent				

HEAVY PLAGUEDEALER

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	2+ \uparrow 6	Munition	-	2H	3
QUALITIES	Incendiary 3, Torrent, Vicious 1				

HELLBLASTER – ALGEROTH

These are massive vehicle-mounted mortar units, around four metres long. They usually have a 300 millimetre calibre, and are designed so the thick barrel protrudes through the mouth of a demonic head carved from the darkest of metals. Massive entities, such as Bio-Giants, have been seen to carry these weapons. Hellblasters use a belt feed system, so their ammunition capacity varies, as it is directly linked to the storage space of the vehicle they are mounted on.

The Hellblaster uses the Gunnery skill rather than the Ranged Weapons skill.

HELLBLASTER

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
L	3+ \uparrow 8	Munition	100	Mounted	3
QUALITIES Armour Piercing 3, Splash 4, Vicious 3					

MOUNTED: The weapon is always mounted on a weapon platform or vehicle, and cannot be fired until one action has been spent to set it up. Any movement renders the weapon inoperable.

SPLASH: The weapon's shots inflict collateral damage on the vicinity. For each Dark Symmetry Icon generated on the damage roll, one additional target within Close range (starting with the closest) is hit, suffering 1+ \uparrow X damage, where X is the rating of this quality.

JAHKT – SEMAI

These cruel throwing blades are a favoured weapon of many of Semai's murderers and assassins, particularly Callistonian Intruders. They can be used in melee, but are most effective when thrown, for their flight is aided by the Dark Symmetry. The malign spirit within each Jahkt hungers for blood, and must be fed each day in order to function.

JAHKT

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 4	Munition	1	1H	5
QUALITIES Armour Piercing 2, Vicious 2					

PREY-SEEKING: One d20 rolled on an attack roll with a Jahkt may be re-rolled.

KRATACH – ALGEROTH

A basic weapon made from corporate assault rifles, the Kratach is a corrupt device, but it is otherwise quite unremarkable. Its durability and simplicity mean that it is commonly used by Undead Legionnaires, who cannot easily use complex firearms.

KRATACH

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
M	1+ \uparrow 5	Burst	4	2H	3
QUALITIES Ammo (Vile)					



META CANNON



SOULSHEARER



SINARACK



BLADE OF ILLIAN



DAGGERS OF ILLIAN



META CANNONS – ILIAN

These come in the form of large auto-cannons. The frame is created using regular gun manufacturing methods. This material is then transported to the symmetry furnaces, where they are worked on by the Children of Ilian. Black meteor shards from an alien world are grafted onto the weapon, which is then inscribed with glyphs of Ilian. The final stage of the process is grafting a hard translucent orb to the base, within which is a twisted living foetus, arrested in development. This is a foetus of a Child of Ilian, taken from whatever world these wretched beings come from. It hangs suspended in a revolting fluid of nutrients. It is believed that the energy of the alien meteor shards somehow feeds this foetus, allowing it to continue its vile existence.

The foetus acts as a sort of intelligence and conduit through which bolts of pure Dark Symmetry can be fired. The meta cannon is extremely powerful, and is often carried by Eternal Zealots serving as heavy infantry, or Templars.. The sight is also connected to this entity, and functions as a bioscope. Meta cannons do not require ammunition, and thus never need to be reloaded. The only way to disable the weapon is to destroy the orb, which is near impossible as the alien glass is hardened by the Dark Symmetry. Algeroth is jealous of this weapon.

The Meta Cannon uses the Heavy Weapons skill rather than the Ranged Weapons skill.

META CANNON

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
M	2+ \uparrow 6	Munition	25	Unwieldy	7
QUALITIES Blast (Close), Dreadful, Vicious 3					

INTELLIGENT WEAPON: The Meta Cannon is fitted with an Evaluator (see page 214). Further, it is treated as a Thinking Machine, with an Intelligence of 8, a Mental Strength of 6, and a Personality of 4.

MIKATCH (SLINGSHOT)

The Mikatch is a fork of necrotised metal with a band of sinew and cartilage stretched between the two tines. Placing a special 'bullet' in the band and drawing back, the user—typically a Child of Ilian—can assail a target. These bullets are impregnated and coated with all manner of poisons, making them far more dangerous than their childish appearance makes them seem.

MIKATCH

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 3	Semi-Automatic	1	2H	2
QUALITIES Toxic 2					

NAZGAROTH (THE FIST OF ALGEROTH) – ALGEROTH

This is a massive and extremely heavy machine gun, based on a Capitolian M606 frame. It has a rather slow rate of fire, but is very powerful. Many Black Technology weapons are capable of firing different types of dark ammunition, but the Nazgaroth is only able to fire shells specifically designed for it. Each shell has been engraved with a dark rune, given to Algeroth by Ilian in exchange for other technological secrets. These bullets are immensely powerful; they hit like a freight train and are capable of shredding most types of armour as if it were tissue paper. They are even capable of damaging tanks and armoured aircrafts. Luckily, these weapons are hard to manufacture, as is the ammunition they use. They are mostly given to Razides, Nepharites, or Ezoghoul, or mounted to vehicles driven by special forces units.

These weapons are individually handcrafted, and as a result, all of them look slightly different. However, all are huge, with long cannon-sized barrels. The clips are enormous, and the bullets are as large as small mortar shells. Strategically placed razor-sharp black thorns and barbs cover the weapon. These are capable of inflicting a great deal of damage in close combat. Most are equipped with bipods.

The Nazgaroth uses the Heavy Weapons skill rather than the Ranged Weapons skill.

NAZGAROTH

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
L	2+ \uparrow 6	Automatic	20	Unwieldy	5
QUALITIES Ammo (Armour Piercing 3), Spread 1					

NECRO-CLAW – ALGEROTH

The frame of this weapon resembles a medieval gauntlet, fused with modern technology and crafted from iron. To this chassis, utterly vile, glistening, dark purple muscles and sinews have been grafted. When worn, it is a formidable weapon. It augments the grip strength of the wearer immensely, allowing him to cause crushing damage. It covers the entire lower arm and hand, and is very sturdy allowing it to be used as armour and to block melee attacks. With but a thought, the wearer can deploy a five centimetre long, symmetry-hardened bone claw from each finger. These are very sharp, and can tear through flesh and light armour alike.

NECRO-BIONIC CLAW

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+ \uparrow 4	-	3	1H	3
QUALITIES Armour Piercing 2, Backlash 1, Vicious 2					

UNARMED: Necro-Bionic Claws use the Unarmed Combat skill instead of the Close Combat skill.



PLAGUEBRINGERS – DEMNOGONIS

Demnogonis is the master of the foul and putrid, and this weapon is a testament to this. The weapon resembles some kind of twisted assault rifle, with a barrel wider than that of a grenade launcher. It is covered in a slimy, pulsating mass of tissue and skin, riddled with warts and cankers. The weapon is connected to what looks like a giant, semi-translucent cauldron via a living, quivering tube; and to the operator via a Weapon Graft umbilical cord. When fully filled, the tank weighs near 100 kilos. It has two handles at the back, and one handle on each side. The weapon is either carried by a very strong Centurion or Necromutant, who also acts as the operator, or by two Undead Legionnaires, one on each handle.

The ammunition is extremely vile: body parts, organs, and viscera from fallen humans. These are mixed with a greenish, putrid soup of extremely dangerous bacteria and viral strains. When put together, it forms sludge that stinks of rotten flesh. This is pumped into the weapon, where it is spun into a sort of organic cocoon. This is then fired, bursting open upon impact and spreading its vile content within a ten meter radius. This is extremely demoralising for those hit, as the rotten remains of their fallen comrades are splattered all over them. The physical damage is rather negligible, as it is caused by minute bone splinters, but the disease it carries is extremely dangerous.

Demnogonis refers to this as the Plague of Rage. The only way to be fully protected from it is to wear a hermetically sealed protective suit, as any inhalation of, or skin contact with, the noxious fluid will lead to the risk of infection. The pathogen is short lived and does not survive beyond the point of impact. All those affected will enter melee combat with anyone close to them, friend or foe, using bare hands or teeth. If there are no enemies left, those affected will attack themselves, tearing off chunks of their own flesh with their teeth, clawing out their eyes, and swallowing their tongue while screaming incoherently and frothing at the mouth.

PLAGUE GUN – DEMNOGONIS

These compact weapons are commonplace amongst Demnogonis' most intelligent creatures and worshippers, spewing plague-impregnated bullets. These weapons are hardy and durable devices, so that they can withstand the rust and decay that follows the servants of Demnogonis. Those struck by the weapon's bullets, or stuck by the needle-like bayonet, are likely to suffer Infected Wounds or other diseases.

PLAGUEDEALER

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 4	Burst	3	Unbalanced	6
QUALITIES Infection, Toxic 3					

NEEDLE BAYONET

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 4	-	-	Unbalanced	6
QUALITIES Infection, Toxic 3					

INFECTION: The bullets and bayonet of a plague gun are impregnated with vile toxins and deadly bacteria. If one or more Dark Symmetry Icons are generated when rolling for damage with a Plague Gun, the target suffers Infected Wounds.

PLAGUEBRINGER CANNON

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	2+ \uparrow 6	Munition	20	Unwieldy	9
QUALITIES Dreadful, Torrent, Toxic 3					

REAPER OF SEMAI

Designed for Praetorian Stalkers, Reapers of Semai have blades longer than a man is tall, and few things can withstand their touch. These massive blades are forged in necrotic furnaces, quenched in the absolute-zero chill of frigid alien dimensions, and then honed by Tekrons to an edge that never dulls and can shear through steel armour plate.

REAPER OF SEMAI

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+ \uparrow 4	-	10	Monstrous	8
QUALITIES Parry 2					

MONSTROUS: A Reaper of Semai is so heavy and cumbersome that only creatures with the Monstrous Creature special rule can effectively wield them, and then only in two hands.

RHAGRIIN SHREDDER SHOTGUN

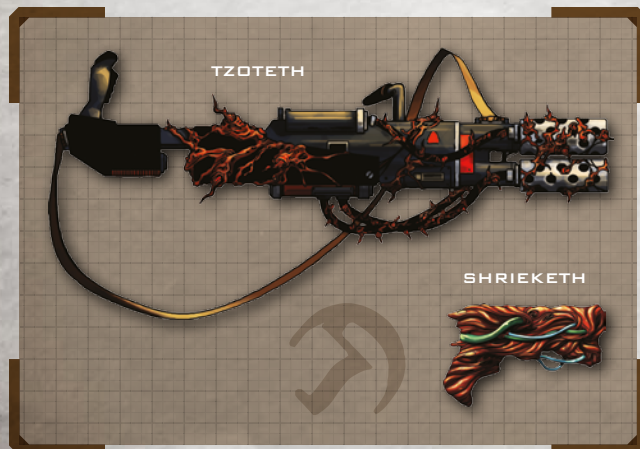
These monstrous, massive weapons can only be handled by the mightiest creatures, such as Brass Apocalypsts. The weapons can shred through modern combat armour with ease, and are described by survivors as more akin to cannons than conventional weapons.

RHAGRIIN SHREDDER

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	2+ \uparrow 5	Semi-Automatic	10	Unwieldy	4
QUALITIES Armour-Piercing 1, Knockdown, Spread 1					

SCYTHE OF SEMAI – ALGEROTH

It is unknown why this Algoth-fashioned weapon is called the Scythe of Semai, but it is rumoured that it was a result of a friendly bet waged between the two brothers. Algoth bet that he could destroy a settlement quicker and far more efficient than his brother Semai could. Semai took the bet. Algoth made short work of it, annihilating the human settlement within days. He laughed as he saw that Semai's settlement was unharmed. However, Semai smiled, as he had managed to corrupt his chosen settlement and made everyone within it Heretics two days before Algoth had succeeded in destroying his. Impressed with his brother's efficiency and subtle tactics, Algoth built a formidable weapon in his honour, one that would reflect spiritual destruction with physical prowess.



This terrible weapon is almost exclusively used by Pretorian Stalkers and a handful of Nepharites. It is colossal, and capable of unleashing a destructive hail of high-calibre bullets. It is also fitted with a one metre long bayonet, or chain bayonet. Most are mounted with a Hindenburger Incinerator or Carcass Launcher. The Scythe of Semai is one of the most formidable weapons in Algoth's arsenal, and if the story of how it got its name is true, it displays Algoth's trust in Semai's abilities.

The Scythe of Semai uses the Heavy Weapons skill rather than the Ranged Weapons skill.

SCYTHE OF SEMAI

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
L	2+ \uparrow 6	Automatic	20	Unwieldy	6
QUALITIES Spread 1					

BAYONET

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 4	-	-	2H	6
QUALITIES Armour Piercing 1, Reach					

SECTIONERS – ALGEROTH

In the Dark Tongue these are called Magozoth Datack (man cleaver), Sectioner is the name given to them by Imperial Special Forces, as the blades have the ability to quickly cut a man into neat sections. This is the huge sword-like bayonet that is attached to the weapons of Necromutants and Centurions. Hammered to perfection in the symmetric furnaces, and forged in human blood, these razor sharp blade never lose their edge and are virtually indestructible. They can be detached and used as a one handed sword, but this is not ideal and the damage is somewhat reduced.

SECTIONER

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 4	-	2	2H	1
QUALITIES Armour Piercing 1, Reach					

SHRIEKETH – MUAWIJHE

These nightmarish firearms vaguely resemble ordinary guns, but their effect is as much psychological as physical. A volley of the cruel spikes that a Shrieketh is loaded with can inflict deep mental trauma as much as it inflicts bleeding wounds.

SHRIEKETH

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 4	Burst	3	Unbalanced	5
QUALITIES Armour Piercing 1, Mind Breaker					

SINARACK – ILIAN

These weapons are bound with the power of Ilian, and infused with the dreadful chill of the void. Few who experience these weapons' wrath are liable to forget the numbing cold and the harrowing feeling of despair that accompanies each bullet.

TSINARACK

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 4	Burst	3	Unbalanced	5
QUALITIES Corrupting 3, Dreadful					



SKALAK – ALGEROTH

Imperial troops call these massive one-handed cutlasses Skull Openers. The Skalak is the honour blade of the Centurions. Each sword is handcrafted by a single blacksmith in the symmetric furnaces, and the name of the Centurion who wields it is engraved upon the blade. During a short ritual, it is given to the Centurion by a Nepharite. The Centurion has to cut himself with the blade and then impale a still screaming human sacrifice with it. These blades are hung unsheathed in the belts, and to lose one is a grievous offence. Its owner must either retrieve it, or die. These blades are virtually unbreakable, and never lose their edge, just like the Sectioners.

SKALAK

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 5	-	3	Unbalanced	9
QUALITIES Armour Piercing 1, Parry 1					

SOULSCYTHES – SEMAI

Soulscythes are exclusively used by Reapers, the master assassins of Semai. These weapons resemble large scythes, with broad curved blades adorned with the runes of Semai. The blade is attached to a telescopic pole. With a simple move, the haft can be shortened to the length of a sword hilt and the blade folded out, effectively transforming the weapon into a curved sabre. It can also be lengthened and folded, then serving as a sort of polearm. Part of the pole can be detached and used as a powerful blowgun capable of firing a poisoned dart. The weapon can be split in half, and connected with a chain to be used as a garrotte or chain linked

bladed weapon. A trained Reaper can switch seamlessly between these configurations during combat, making them extremely versatile and dangerous in close combat.

The Soulscythe derives its name from its capacity to draw out and devour the soul of its victim.

SOULSCYTHE – POLEARM

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	2+ \uparrow 4	-	3	2H	9
QUALITIES Mind Breaker, Reach					

SOULSCYTHE – FLAIL

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 4	-	3	2H	9
QUALITIES Mind Breaker, Reach, Vicious 2					

SOULSCYTHE – SWORD

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 4	-	3	2H	9
QUALITIES Mind Breaker, Parry 1					

SOULSCYTHE – STAFF

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 2	-	2	2H	9
QUALITIES Mind Breaker, Parry 3					

SOULSCYTHE – THROWN

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	2+ \uparrow 3	Munition	1	1H	9
QUALITIES Mind Breaker					

SOULSCYTHE – BLOWPIPE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	\uparrow 3	Semi-Automatic	1	1H	9
QUALITIES Armour Piercing 1, Toxic 3					

MULTIPLE FORMS: It takes a Standard Action to change the Soulscythe from one form to another. When the weapon is turned into the Thrown form, the haft becomes a Staff. If the blade has been thrown, it must be retrieved before it can be re-attached and the weapon turned into any other form.


SOULSHEARER – ILIAN

Ilian is crafty when it comes to creating weapons, craftier than Algeroth is comfortable with. This heavy antipersonnel weapon is one of the most feared among the enemies of the Dark Legion. It shoots forth a specially woven bolt of Ilian's symmetry pattern. When it strikes the body it will either have no effect, or instantly kill its victim, ripping his soul out of him.

The spirits of those killed with this weapon linger, hovering above their body for a couple of seconds as screaming, ectoplasmic entities. This strikes fear into all those who see it. Armour does not protect against this weapon, as the damage is not physical.

The Soulshearer uses the Heavy Weapons skill rather than the Ranged Weapons skill.

SOULSHEARER

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
M	2+  4	Munition	18	Unwieldy	9
QUALITIES Soul-Killer					

SOUL-KILLER: The effects of a Soul-Killer are terrible to behold, but leave no mark upon the material world. A target struck by the weapon takes Mental Wounds. If the target has all his Mental Wound boxes crossed off, then he dies immediately. Anyone who is not a Heretic or creature of


the Dark Legion within Close range of someone killed by a Soulshearer, must pass a Daunting (D3) Willpower test or suffer mental assault.

TZOTETH – MUAWIJHE

A bizarre flamer-like weapon, the Tzoteth unleashes great clouds of symmetry-tainted energy. Black tendrils of flame and insanity creep out from this cloud, and to be bathed in this energy is to have body and mind seared by madness.

The Tzoteth uses the Heavy Weapons skill rather than the Ranged Weapons skill.

TZOTETH

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	2+  6	Munition	18	Unwieldy	7
QUALITIES Incendiary 3, Mind Breaker, Torrent					



Unholy Carronades fire fearsome Symmetry bolts.

UNHOLY CARRONADES

These are gigantic artillery pieces resembling huge carriage-drawn Howitzers. The metal frames of the cannon and wagon are covered by necrotechnology. This acts as a catalyst for the Dark Symmetry, and as an engine for the wagon. The cannon fires off huge blasts of incinerating symmetry bolts, which burn everything in their path. They are so massive and explosive that they are capable of inflicting multiple hits on anything within five metres of the blast radius. Armour affords its usual protection, as this is no normal heat or fire damage.

The whole contraption is linked to the operator, usually an Undead Legionnaire, via an umbilical cord. These usually carry an extra load of ammunition on their back, with even more rounds stored on the wagon. Legionnaires who have this attached are usually under the direct and well supervised command of an artillery master Nepharite. As a Nepharite can mentally control thousands of Legionnaires, he can convey his firing orders directly into the Carronades via the umbilical cords. This allows him to coordinate short range artillery fire with surgical precision.

The Unholy Carronade uses the Gunnery skill rather than the Ranged Weapons skill.

UNHOLY CARRONADE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
L	2+ \uparrow 6	Munition	100	Mounted	7
QUALITIES Blast (Close), Dreadful, Incendiary 4, Spread 2, Vicious 3					

MOUNTED: The weapon is always mounted on a weapon platform or vehicle, and cannot be fired until one action has been spent to set it up. Any movement renders the weapon inoperable.

VALCHECK

Corrupted and reverse-engineered from the machine guns of humanity, the Valcheck is a lightweight, easy-to-use squad support weapon. The ammunition drum, mounted flat above the weapon, is swift to change in the heat of combat, allowing it to lay down a sustained volley even in the hands of mindless warriors like Undead Legionnaires.

The Valcheck uses the Heavy Weapons skill rather than the Ranged Weapons skill.

VALCHECK

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
M	1+ \uparrow 6	Automatic	6	2H	4
QUALITIES Spread 1					

VASSHT

The Vassht is a melee weapon resembling a short sword or long dagger. They can be thrown with considerable accuracy, and they always return to the owner's hand. The Vassht requires a small amount of blood each day to bind it to the user, and it will respond to none but the one whose blood it has been fed.

VASSHT

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 4	-	2	1H	6
QUALITIES Parry 1, Vicious 2					

THROWN: The Vassht may be used for ranged attacks as if it had a Range of Close and a Mode of Munition.

VILIHAK

These evil whip-blades are favoured by many creatures of Semai, particularly Callistonian Intruders. At a moment's notice, with only a thought, these short swords extend into long, hooked whips. A skilled welder can use the dagger-like tip to pierce armour plate, and some of these weapons have even been used as grappling hooks and snares.

VILIHAK

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
-	1+ \uparrow 5	-	2	Unbalanced	3
QUALITIES Armour Piercing 2, Reach or Parry 2					

VARIABLE FORM: At the start of an attack action with the Vilihak, choose either blade or whip form. It remains in that form until a different form is chosen. Blade form grants the weapon Parry 2. Whip form grants the weapon Reach.

VORICHE – ALGEROTH

This huge automatic pistol is usually based on the design of Capitol's Bolter or Imperial's Aggressor. Black Technology has been used to enhance its capabilities, increasing its kinetic energy so it hits harder over greater distances. It is characterised by the large, bright red muzzle flash it emits when fired, which creates a flamed silhouette of Nepharite spikes. It is the favoured sidearm of the Centurions.

VORICHE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 5	Semi-Automatic	4	Unbalanced	3
QUALITIES Close Quarters					

AMMUNITION

BLACK BULLETS

The standard ammunition of the Dark Legion, these are basically normal bullets coated in a necro material. This material deposits itself within the cellular structure of its target if it breaks the skin. The risk of this happening is one in ten. The stamina of the afflicted is the only thing standing in the way of this infectious deposit. If the necro-particles are deposited, they will remain in the body for the duration of his life. This might be avoided if the wound is cleaned and cauterised within ten minutes. The particles invade the victim's cells, reprogramming them using the Dark Symmetry. Ultimately, he risks becoming loyal to the Dark Legion.

A weapon loaded with Black Bullets has the Ammo (Vile) quality. Dark Legion Weapons that already have this quality, such as the Kratach, are loaded with Black Bullets already. Further, if a character suffers a Vile wound from Black Bullets, then he suffers a risk of corruption while that wound remains, as fragments of necrotechnology linger within his flesh. The character is considered to be in contact with Dark Technology until that Vile wound is cured, and is subjected to a Corruption Roll ten minutes after the battle (enough time for someone to try to cure the wound) and once every twenty four hours after that. Black Bullets, regardless of the weapon that fired them, have a Corruption Factor of 3. If the character suffers multiple Vile wounds from Black Bullets, then each Vile wound after the first adds +1 to the Corruption Factor.



MAGGOTS

Though this ammunition causes only minimal damage, it is what comes after the initial impact that is truly horrifying. This ammunition was invented as part of a joint effort between Demnogonis' Biophages and Algeroth's Tekrons. After the initial impact, if the ammunition has broken the skin, a fat worm burrows its way into the body, ferociously eating away at the flesh. As it eats, it instantly converts the flesh into a new worm. This process is exponential, and within a matter of seconds a victim can be eaten alive from within, screaming in agony. The only way to halt the process is to hack off the limb or part of body that is afflicted immediately. As soon as the worms have finished with one part of the body, they move on to the next.

The screams of someone being afflicted with this terrible fate are harrowing, and all non-Heretic humans that hear it risk being paralysed, and suffer mental damage.

A weapon loaded with Maggot ammunition inflicts only one point of damage, after all reductions for Soak. However, if one or more Dark Symmetry Icons are generated when rolling for damage with Maggot ammunition, the target's flesh becomes infested with mutant maggots in the location struck. These maggots inflict $\uparrow 3$ damage, with the Spread 1, Stun, and Vicious 1 qualities, to the location infested at the start of each of the creature's turns. This damage ignores all Soak.

Each turn that the infested creature suffers damage, its agonised screams haunt the ears of its comrades. All of that creature's allies must attempt a Challenging D2 Willpower test at the start of the creature's turns, or suffer a mental assault. The difficulty for this test is reduced by one step for each range category they are distant from the infested creature, which may reduce the test's difficulty to zero.

SLIME

This ammunition inflicts the same amount of damage as the original, but fares worse against armour. When it impacts, a large patch of slime splays out over the area. If it hits a target's joints or hands, it can have an immobilizing effect, as it hardens instantly. If it hits the face, and the victim survives the initial damage, he will be blinded by the slime and begin to suffocate as the substance covers his airways. It is extremely hard to remove the slime, and as it is drawn to the bacterial flora found in the oesophagus and nostrils of humans, it will slither into these places, choking the victim to death.

A weapon loaded with Slime ammunition inflicts damage normally, and is entirely unremarkable unless it strikes the target's head. If Slime ammunition hits the head—whether on the initial hit, or from a secondary hit (from the Devastating Strike Momentum spend, or the Spread X quality), the target must attempt an Average

D1 Resistance test or begin to suffocate. While suffocating, the target can only attempt one Standard Action: an Athletics test, with the same difficulty as the most recent Resistance test (remembering that the difficulty of a test to resist suffocation increases by one step each round) to scrape away the slime. Characters wearing equipment that protects against suffocation (respirators, rebreathers, Vac Suits, and anything else that utilises Oxygen Loads), are immune to the suffocation effects of Slime ammunition—their faces are sufficiently protected. They still take the weapon's normal damage, however.

GRENADES

These are simply the grenade version of the ammunition types already detailed. See page 230 of the *Mutant Chronicles* core rulebook for more information on grenades.

BLACK GRENADE

Black Grenades are fragmentation grenades which contain the same necrotechnological matter as Black Bullets.

BLACK GRENADE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	2+ \uparrow 4	Munition	1	1H	3
QUALITIES	Blast (Close), Vile				

MAGGOT GRENADE

Maggot grenades contain several dozen writhing maggots, all of which are hungry for human flesh. A single well-placed Maggot grenade can disable an entire squad of warriors.

MAGGOT GRENADE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	1+ \uparrow 4	Munition	1	1H	3
QUALITIES	Blast (Close), Dreadful				

A creature hit by a Maggot grenade suffers exactly as if he had been hit by Maggot ammunition.

PLAGUE GRENADE – DEMNOGONIS

Plague grenades contain sludge that infects wounds caused by shrapnel. The shrapnel retains its infectious properties when it misses a body and poses a danger to anyone who steps on it or handles it.

PLAGUE GRENADE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	2+ \uparrow 4	Munition	1	1H	3
QUALITIES	Blast (Close), Dreadful, Toxic 3				

SLIME GRENADE

Slime grenades hurl the same mucous as is contained within Slime ammunition, but propelled by a pressurised gas. The detonation of one of these grenades is disorienting rather than dangerous, but it serves primarily to hurl the deadly slime across a wide area.

SLIME GRENADE

RANGE	DAMAGE	MODE	ENC	SIZE	CORRUPTION FACTOR
C	\uparrow 4	Munition	1	1H	3
QUALITIES	Blast (Close), Stun				

A creature hit in the head by a Slime grenade suffers exactly as if he had been hit by Slime ammunition.



Many of Demnogonis legion have semi-alive weapons.

WEAPON ACCESSORIES

These are all products of Dark Technology. This equipment is designed to enhance the functions of any weapons it is attached to.

BIOSCOPE

CORRUPTION FACTOR: 1

This fleshy symbiote grafts itself to a weapon, covering large parts of it. It is an amalgamation of black technology and biotechnology. The end the shooter uses has a sheet of crystal he looks through, functioning as a scope. The end pointed at the target looks like a bloodshot eye. The scope makes it possible to see the aura of all living things in the vicinity, regardless of light conditions, and it is capable of measuring the distance to them.

A bioscope functions as a laser sight (page 263 of the *Mutant Chronicles* core rulebook). In addition, by looking through the scope as a Restricted Action, the wielder may attempt an Average D1 Observation test in order to spot every living creature within line of sight, regardless of lightning conditions, smoke, or anything else that might obscure vision.

NEURAL LINK

CORRUPTION FACTOR: 3

A neural link looks like a cable of nerves and muscle fibres connected to a small, quivering symbiote. This symbiote envelops the weapon and merges with it. Only those who possess a Neural Conduit implant may take advantage of this attachment. Through the link, the user feels the weapon as an extension of himself. As a result, he can change the rate of fire of a weapon with a thought, always feel the number of bullets in the clip, or change the speed of a chain bayonet if the attachment is hooked up to one. If a weapon is equipped with a bioscope, the user can now see through it without putting his eye to the crystal. This will enable him to aim around corners without sticking his head out. Those hooked up to their weapon very rarely suffers any jams, as they can feel every part of the weapon. Their aim is also vastly improved.

A character using a weapon with a Neural Link generates one additional success making a Ranged Weapons, Heavy Weapons, or Gunnery test (as appropriate for the weapon), so long as he rolls at least one success. Further, he may ignore the first Repercussion rolled on a Ranged Weapons, Heavy Weapons, or Gunnery test (again, as appropriate for the weapon). Finally, whenever a weapon connected by Neural Link (other than a Munition weapon) spends or loses one or more Reloads, roll **↑** for each Reload. For each Dark Symmetry Icon generated, one Reload is not spent.



WEAPON GRAFT

CORRUPTION FACTOR: 3

The Tekrons sometimes skip using Neural Conduits and links. Instead, they simply replace the better part of the lower arm with a weapon. The weapon works as if it had a neural link. However, it is attached to the user through a sort of symbiosis, sharing bodily fluids and nerve impulses. These weapons look twisted and revolting, as they use a mesh of necro and biotechnology.

A character fitted with a Weapon Graft treats the grafted weapon—which must be a weapon the character can wield in one hand—as if it was fitted with a Neural Link. A character using a Weapon Graft cannot be disarmed, nor can he drop or discard the weapon. The arm fitted with the weapon does not have its normal number of wounds; instead, it has a number of wounds determined by the size of the weapon implanted. One-handed weapons have 6 wounds, unbalanced weapons have 7, two-handed weapons have 8, and Unwieldy or Monstrous weapons have 10 wounds.

ADJUSTER

CORRUPTION FACTOR: 1

This is a small, fleshy biomass, glistening with slime that covers the tightly knit bundles of nerves. It covers most of the weapon, and makes small adjustments when something has become unaligned. This has the effect of clearing ammo jams.

A weapon fitted with an Adjuster can recover from a jam as a Free Action instead of a Restricted Action.

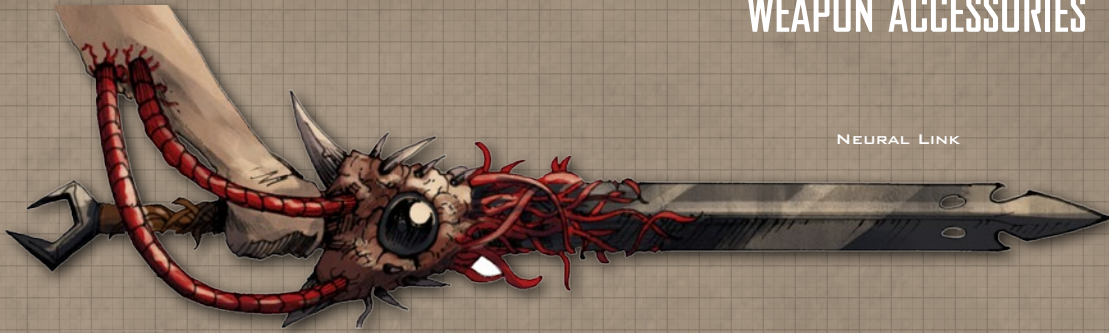
EVALUATOR

CORRUPTION FACTOR: 4

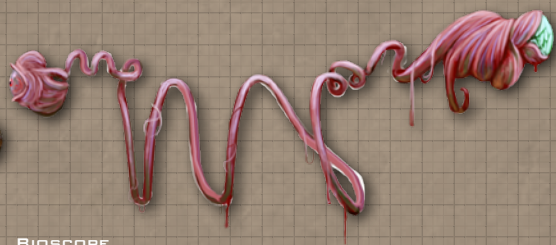
Evaluators are rare and effective devices. In most cases, they are found on powerful weapons in the possession of influential creatures and Heretics. Evaluators are tiny symbiotes attached to bioscopes, and thus require a bioscope to fully function. It will constantly monitor the surroundings, even when the user is not looking through the scope, heightening his sense of awareness. It communicates by sending bioelectric impulses into the palm of the user's hand. It also has the ability to identify the proper user, locking the weapon for all others if the user so wishes. The weapon even has an intelligence and memory of its own, being able to snap up and convey sensory information to the user even if these have been experienced hours, days, or even weeks earlier. The Evaluator is a sort of black box.

An Evaluator controls and directs the weapon's use, granting the wielder three bonus Momentum on all Ranged Weapons, Heavy Weapons, or Gunnery tests (as appropriate for the weapon) he makes, as well as one bonus Momentum on Observation tests, and on Acrobatics tests made during Dodge Response Actions. Further,

WEAPON ACCESSORIES



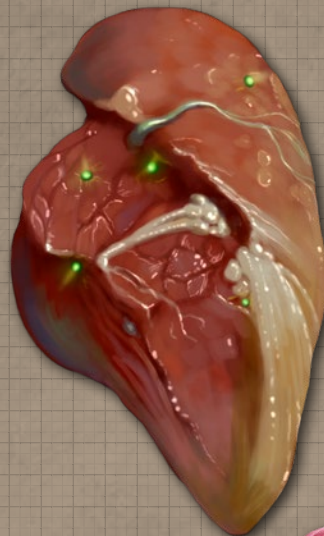
NEURAL LINK



BIOSCOPE



WEAPON GRAFT



ADJUSTER



the weapon can make Ranged Weapons/Heavy Weapons/Gunnery tests (as applicable) to operate the weapon independently of its wielder, using a Target Number of 12. Finally, an Evaluator can choose to prevent its weapon being fired, if it does not recognise the wielder as a follower of Algeroth.

ARMOUR

Armour comes in all shapes, forms, and sizes, from simple temporary necroweave enhancements to advanced living symbiotic armour that merges with the wearer, adding to his physical prowess. A lot of the simple armour used by the Dark Legion is created using human armour that has been treated in the symmetric furnaces.

TYPE	SOAK				ENC	CORRUPTION FACTOR
	HEAD	TORSO	ARMS	LEGS		
Necroweave	-	2	2	-	1	2
Light Armour	2	3	2	1	3	3
Dark Armour	3	4	3	2	6	5
Exoskeleton	4	6	5	5	9	8
Necrobionic Helmet	5	-	-	-	3	8

NECROWEAVE

This comes in a device that looks similar to a rusted and deformed flame thrower. The Necroweave is sprayed on captured human armour and vehicles. It attaches itself, hardens, and forms spikes and blades on the outside of the material. This extra effect only lasts for a day or two. Necroweave is used on less important troops, such as Undead Legionnaires, or on the armour of captured frontline vehicles. It is easier than actually building new armour, or waiting for human armour to be twisted in the citadels. Necroweave can be mass produced, and is a very common sight in the front lines.

The spikes on Necroweave count as knives for the wearer. Further, if any creature makes a melee attack against the wearer and misses, it immediately suffers 1+ \uparrow 3 damage from the spikes.

LIGHT ARMOUR

This is the standard type of armour, and is the most common among Undead Legionnaires, Necromutants, and other low ranking infantry troops. This is simple human armour that has been treated in the symmetric furnaces. Even though it can be rusty, riddled with dents from bullets, and seem structurally weak, it is quite hardy due to the dark arts used to harden it.

DARK ARMOUR

This armour is created from scratch in the symmetric furnaces and moulded to fit individual users. It is inscribed with protective dark runes; the more runes it has, the higher the protection. All the Apostle's citadels are capable of producing this armour, and the individual weapons masters take great pride in it. Each Apostle's armour has a different style. Algeroth's Tekrons create imposing, spiked armour, while Ilian's Children forge sleek, stylish armour with thinner plating but much more runes. The longer the process of creation, the more formidable the armour. High ranking Necromutants and many Eternal Zealots wear this type of armour.



Necroweave

EXOSKELETON

Those wearing this armour look like muscled humans who have been flayed and then patched up using strategically placed plates of armour. Veins, muscles, and bundles of nerves are mixed with metal tubes, necrotechnological servo systems, and armour. As the wearer moves, the muscles swell and nutrients and fluids flow through the translucent tubes. These suits of armour are living symbiotes, which are grafted to the user's body and cover everything except the head. Beyond granting substantial protection, rivalling the most powerful suits ever conceived by man, they add a massive amount to the wearer's Strength and Physique. The exoskeleton also has the ability to heal all damage dealt to it, and grants 1d6 Biological Endowments from Algeroth. Once attached, this armour stays on forever, as it fuses with the body. Only through lengthy and advanced surgery in combination with exorcism can it be removed.

A character fitted into an Exoskeleton gains the Supernatural Physique (1) and Supernatural Strength (1) special abilities, as described on page 273 of the **Mutant Chronicles** core rulebook. If the character already has these Supernatural Attributes, increase their ranks by one.

NECROBIONIC HELMET

This large, vile helmet has been forged to resemble the face of Algeroth. It is covered by pulsating and gurgling tubes that flow with unnatural nutrients. It grants a high grade of ballistic protection, and renders the wearer immune to all types of gas attack. The wearer can telepathically communicate with all Heretics within a two kilometre radius using channels in the Dark Symmetry. If these Heretics possess a command implant and are of a lower rank, the wearer can command them directly.

TALISMANS AND ARTEFACTS

These come in many kinds of variations and their properties, manufacturing process, and appearance depend on the Apostle behind them. Algeroth's Tekrons usually use necrobionics with trapped spirits from the netherworlds; Semai's ritual masters often create talismans out of mundane objects, by binding corrupted souls to them. Ilian carves artefacts out of alien stones and crystals from Nero, inscribing them with glyphs of power that enable them to manipulate micro-gateways. Muawijhe's minions make use of seemingly random mundane, and often odd, objects, such as teddy bears, books, and flashlights, infusing them with madness. Demnogonis combines bizarre parasitic and symbiotic creations with his symmetry patterns and various fitting objects.

Talismans and Artefacts can be created by Technomancers, Tekrons, Children of Ilian, Biophages, and Heretics possessing the proper skill.



Exoskeleton

The process is often time consuming, and the more power that the object will possess, the harder it is to create and the more time and skill it will require. These objects must be crafted in Inner Sanctums or by a Nexus. Talismans and Artefacts can grant everything from small bonuses, to a skill, to several Dark Gifts.

RUNIC TALISMAN

A powerful and skilled creature of Darkness, possessing both the ability to wield one or more Dark Gifts and the secrets of their patron Apostle may engrave the secret of one of the Gifts it knows upon an amulet, talisman, or other small item. This enables anyone wearing or holding the item to use that Gift even if they had not been granted it. This still requires the person using the talisman to attempt a Willpower test as normal—the talisman is a focal object for the Gift, but it requires power and intent to manifest.

The talisman does not confer knowledge of the Gift upon the user—if the user loses the talisman, he will no longer possess the ability to use the Gift. A runic talisman almost never contains more than one Gift, but they may be used any number of times so long as the user is willing to try.

A runic talisman has a Corruption Factor equal to three plus the Difficulty of the Gift contained within, and it forces a Corruption roll whenever someone attempts to use the Gift. If the Gift has a variable Difficulty, the Corruption Factor is determined by the Difficulty of the Gift the last time the talisman was used, or one, whichever is higher. Therefore, if a talisman was last used to produce a Gift at a Difficulty of Daunting D3, then the Corruption Factor would be 6 until the talisman was used again at a different difficulty.



Brass Apocalypsts are ideal bodyguards for Tekrons.

DARK ARTEFACTS

Dark Artefacts are created by some of the most powerful and cunning servants of the Dark Soul. They use the sorcerous and scientific techniques favoured by their Apostle to imprison an otherworldly soul within a runic talisman. As with any runic talisman, one transformed into a Dark Artefact contains the patterns and secrets of a single Dark Gift, but the spirit within each Artefact provides power and intent for the Gift, freeing the owner from taking their own risks.

The spirit within the Artefact has a Mental Strength of 14, Willpower Expertise of 3, and Willpower Focus of 3, and Personal Dark Symmetry (10). It requires a Standard Action to invoke the spirit within an Artefact to use its Dark Gift, at which point the spirit attempts to use the Gift in the normal way. When buying additional d20s for its Willpower test, it may only draw from its Personal Dark Symmetry pool, rather than adding to the GM's pool. If the spirit's Personal Dark Symmetry pool is reduced to zero, then the artefact shatters and is rendered useless. Otherwise, that pool is refreshed every day as normal.

A Dark Artefact has a Corruption Factor of 10, regardless of the potency of the Gift bound within—the spirit's presence is corrupting in its own right.

CREATING TALISMANS AND ARTEFACTS

To create a runic talisman takes time. Each must be individually crafted. They are tangible manifestations of the Dark Symmetry, and as such, they are unholy relics. It would be blasphemous for a Heretic to mass-produce them. Each item must be consecrated in a Sanctum, which takes a full day, and during this process the creator must sacrifice a portion of his personal power. In a player character's case, this requires an expenditure of 300 experience points. Finally, the creator must make an Epic D5 Willpower test, requiring three days. Certain powerful

servants of Darkness, granted secrets of the Dark Symmetry—such as Technomancers and Tekrons in Algoth's service—may use a different skill, reducing the difficulty to Dire D4. Servants of Algoth using secrets of Dark Technology may use Sciences, servants of Ilian using void-lore and sorcery may use Mysticism, and servants of Demnogonis using fleshcraft and plaguesinging may use Medicine. Muawijhe and Semai's secrets are not so developed.

If this test is successful, the Gift is bound into the item. If it fails, the item prepared is flawed in some way, and crumbles to dust. If one or more Repercussions are generated, then the creator's patron Apostle is angered, and the creator is stripped of the Dark Gift they were attempting to bind into the talisman.

Creating an Artefact follows a similar process, but with an additional step to bind an otherworldly spirit into the item. To do this, the creator performs a ritual that demands a further sacrifice of power—an additional 500 experience points. At the end of this ritual, the spirit appears. Next, the creator must bind the spirit to the item, requiring an opposed Willpower test (the creator's against the spirit's). If the creator wins, the spirit is imprisoned into the talisman, creating the Dark Artefact. If the spirit wins, then it breaks free and

returns to the void-between-worlds, the talisman is ruined, and the creator's time, effort, and sacrifice are all wasted.



VEHICLE ENHANCEMENTS

Algoth's factory units in the citadels spew forth Necrotanks. These are created from the rusted and burnt out wreckages of human tanks salvaged from the battlefield. These have been combined with an assortment of necrotechnological materials and have been animated by the Dark Symmetry. These vehicles look bizarre, stink of rotting organic matter, and spew forth dark gusts of noxious smoke. Other than their monstrous appearance and ability to run basically forever without the need for fuel, they work like the original vehicle, retrofitted with weapons of the Dark Legion. In many cases, enhancements are added to them, but sometimes the end result leaves the vehicle in worse off. Many Necrotanks (or aircraft) possess a number of enhancements. Roll 1d20 an appropriate number of times on the Vehicle Enhancements Table.

VEHICLE ENHANCEMENTS TABLE

D20 ROLL RESULT

1	Sentient: This vehicle is connected to a internal, disembodied brain suspended in necroplasmic nutrients. If the crew is killed or disabled, the vehicle is capable of carrying on the battle and mission by its own volition, and can make decisions on its own if need be. If a crew member is driving or shooting, the vehicle will override him if his skill rating is less than that of the vehicle, but will do exactly what the driver or gunner in question wants to do.
2	This brain is treated as a Thinking Machine (page 208 of the <i>Mutant Chronicles</i> core rulebook) with an Intelligence of 15, a Mental Strength of 7, and a Personality of 5, with the Unliving special rule. Further, it has a Coordination attribute of 10 and the following skills with Expertise 2 and Focus 2: Gunnery, Heavy Weapons, Ranged Weapons, and Pilot. Under normal circumstances, it will assist any test for a skill it has training in, but if the crew is incapacitated (or not acting in the desired manner), the sentience will take command of the vehicle and fulfil all of the crew roles itself.
3	Fatally Flawed: There is a terrible weakness present in the structure. All damage that penetrates the armour will have its damaged increased.
4	Whenever the vehicle is hit by an attack, roll \uparrow ; the attack gains a number of bonus Momentum equal to the total rolled, which must be spent on the Penetration Momentum Spend.
5	Massive: Additional chambers have been added using biotechnology and black technology. This doubles the number of passengers and the amount of encumbrance that the vehicle is able to carry.
6	Bristling with Weapons: The vehicle has been fitted with additional weapon pods, each containing a Nazgaroth Heavy Machine Gun. Roll \uparrow for each gunner's position, the total rolled is the number of Nazgaroths that position gains (Dark Symmetry Icons count as rolls of 1). If a position gains two Nazgaroths, the weapons are linked, firing as a single weapon but adding Spread +1 to its qualities.
7	Powerful Weapon: The main weapon of the vehicle has been enhanced using biotechnological symbiotes that are wrapped around the muzzles and ammunition feeds. The weapon gains the Vicious 1 and Spread 1 qualities. If it already had those qualities, increase their ratings by +1.

D20 ROLL RESULT

- 6** **Internal Armour:** The armour of the vehicle has been enhanced using an internal biotechnological liquid kinetic dampener. Damaging hits against the vehicle ooze a vile slime. On each hit location, add +3 to Soak while the vehicle still has Surface Damage remaining.
- 7** **Rune of Fear:** The vehicle has been inscribed with fear-inducing runes. This makes it harder for enemies to hit the vehicle, as their fear causes them to hesitate. Even a moment's hesitation can spoil a soldier's aim; this rune increases the difficulty of all attacks made against the vehicle by one step.
- 8** **Warper:** Using a powerful and heinous symmetry pattern, the vehicle can instantly teleport 300 metres on the command of a Centurion or Nepharite (or other fitting creature) who is connected to the vehicle through a neural conduit. The target must be within line of sight. Any number of warps can be executed and they are instantaneous. However, the warp is disorienting to all those aboard. As a Standard Action on the part of the vehicle's Commander (who must be at least a Centurion), the vehicle immediately moves to any location within Long range and line of sight, regardless of terrain, obstacles, or any other factors. However, all of the crew, including the Commander, are Perplexed immediately after this movement. At the GM's discretion, this may be used to enter a fight the vehicle is not currently in, or to disengage from battle if the Commander can move them to somewhere away from the fighting.
- 9** **Crew Interface:** A special interface has been installed in the vehicle, which allows the crew to interact with it through a neural conduit. This allows each crewmember to re-roll a single d20 on each skill test it takes to operate the vehicle or its weapons.
- 10** **Partially Reinforced Hull:** One of the target areas of the vehicles has been significantly enhanced, increasing the armour. Roll or choose a single one of the vehicle's hit locations. The Soak on that location is increased by +2.
- 11** **Entire Hull Reinforced:** All the target areas have been reinforced, but the speed of the vehicle is decreased by ten percent. Increase the Soak on all of the vehicle's hit locations by +1. However, reduce the vehicle's Cruising Speed by ten percent, and reduce its Combat Manoeuvrability by one (to a minimum of zero).
- 12** **Powerful Engine:** The engine has been amplified by the use of the Dark Symmetry. It hums disturbingly, and its internal mechanisms glow when the extra power is used. This increases its speed by ten percent, and gives it much better torque. Increase the vehicle's Cruising Speed by ten percent, and add one to its Combat Manoeuvrability (to a maximum of +3).
- 13** **Stealth Capacity:** Weird and twisted bristles and thorns have been added to the outer hull of the vehicle. This makes it completely undetectable by any electronic devices such as radars and infrared scanners, and even normal eyesight may refuse to see the vehicle at times. A crew operating a vehicle with this enhancement gains one bonus Momentum on all Stealth tests attempted to avoid being detected, which increases to three bonus Momentum at night. The crew may use Stealth skills instead of Pilot skills when making an Evasive Action Response Action.
- 14** **Escape Pods/Ejector Seats:** The vehicle, depending on whether it is an aircraft or ground vehicle, has been equipped with escape pods or ejector seats. Those seated in these can survive a catastrophic failure or explosion. Each crew position has an ejector seat (if a ground vehicle) or an escape pod (if an aircraft), which removes the crew safely away from the vehicle if it is destroyed. Passengers are not so fortunate: if the vehicle can carry passengers, roll 1d20. This number, or the number of passengers that the vehicle can carry, if lower, is the number of seats or pods that the passengers have access to.
- 14** The ejector seats/escape pods activate instantly as soon as the vehicle's Hull has been disabled, the vehicle detonates from overkill damage, or (if an aircraft) the vehicle's motive system has been disabled. When this happens, roll **↑** for each pod or seat. On a result of a 1 or a Dark Symmetry Icon, the pod/seat is hurled safely anywhere in Medium range of the vehicle. On a result of a 2, the pod/seat is hurled anywhere within Long range of the vehicle. On any other result, the pod is ejected within Close range of the vehicle. If the vehicle was an aircraft, the pods will descend straight down to the first zone containing solid ground.
- 15** **Spiked Hull:** The spikes on this vehicle have been strategically placed and can be extended. They are linked to a special detector. This combination makes them extend when missiles are incoming, forcing the missiles to detonate on the spikes rather than the hull. This makes the vehicle almost impervious to missiles. Against any attack with the Blast quality, or any other missile or grenade, the vehicle gains an additional **↑4** Soak on all locations, as the spines prevent missiles and grenades from getting too close.

D20 ROLL RESULT

Slime Spewer: This enhancement takes on very different forms for aircraft and ground vehicles, but both emit vast quantities of a viscous necroplasm that binds and suffocates foes. In either case, the slime tank contains enough material for 20 Reloads.

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If the vehicle is a ground vehicle, it gains one additional weapon (in the turret, if it has one) which sprays streams of this slime across a wide area. This slimethrower has the following profile: Range M, \uparrow 4, Automatic, Mounted, Dreadful, Nonlethal, Torrent. Further, when rolling for damage with the slimethrower, if one or more Dark Symmetry Icons are rolled, the target must attempt a Resistance test with a difficulty equal to the number of Dark Symmetry Icons rolled or begin to suffocate.

If the vehicle is an aircraft, it gains a slime projector that can spew a dense aerosol form of the slime that floats to the ground, gathering in trenches and other gaps. This slime projector can only be used against targets below the aircraft, and it functions as a Smoke Grenade (page 230 of the *Mutant Chronicles* core rulebook), except that every living creature within that zone while the smoke persists must attempt a Daunting D3 Resistance test or begin to suffocate.

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Decoy of Death: The vehicle resembles a normal vehicle of its type (inasmuch as any Dark Legion vehicle could have a 'normal type'), but it is in fact a cunningly-prepared decoy loaded with explosives, putrid corpses, incendiaries, and foul alchemical compounds. It has no weapons, and only a single crewman, normally an expendable Heretic or Undead Legionnaire. The vehicle has only Surface Damage boxes on its Hull, and when it crosses off the last of those boxes or performs the Ramming Speed action, then the vehicle's internal fuse is triggered.

When the fuse is triggered, the vehicle explodes, inflicting its Impact Damage plus an additional \uparrow 3, with the Dreadful, Incendiary, Vicious 2, and Vile qualities. All creatures and objects within Close range of the vehicle are hit by this blast, though they may attempt a Challenging D2 Acrobatics test as a Response Action to avoid the explosion. Needless to say, the vehicle is destroyed completely and utterly by this explosion.

18-20 Reroll and ignore a result of 18-20 or any duplicates.

NECROTANKS

ANNIHILATOR

During all the encounters man has had with the Dark Legion, only one Annihilator has ever been seen. Very much like the Nighthammer, it is believed that it is built using alien technology. These vehicles are humongous, and resemble dark, armed oil tankers bristling with gun turrets and armour. They move forward on tire threads, crushing everything that comes in its way. Along the sides, and all around the lower outer regions, gun turrets cling to the armour like barnacles. The Annihilator has dozens of helipads, and it is so large that it can house around 1,000 troops. The armour is so thick that most weapons, even explosive ones, just bounce right off.

It was during Saladin's first incursion on Mars that an Annihilator was seen. It mowed down and, as the name suggest, annihilated the opposition. A suicide squad of Free Marines managed to place Destructor charges on its threads. While this did stop it in its tracks, it did not put it out of commission. Nowadays it sits eight kilometres from the McCraig line on Mars, constantly in a heated fire exchange with Capitol border patrols. The Dark Legion utilises the vehicle as a fort, and with quite some efficiency. Every so often Tekrons and Heretic engineers emerge from it and attempt to make repairs to the tracks. Capitol snipers are always vigilant, making sure that they fail. If the Dark Legion succeeded in repairing the

machine, the Dark Legion would, in all likelihood, be able to breach the line.

QUALITIES	Enclosed, Tracked			
CRUISING SPEED	8 kph	COMBAT MANOEUVRABILITY		Special
CREW	1 commander (Nepharite) 31 gunners (5 Crew each)		CARRYING CAPACITY	1,000 passengers, 25,000 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	30	75	30	40
MOTIVE SYSTEM	28	60	40	20
WEAPON	25	30	20	10
IMPACT DAMAGE	4+ \uparrow 6			
ARMAMENTS	<p>Each listed weapon is operated by a single Gunner and his attendant Crew, unless otherwise noted. Rules for Crew Support are not normally used for vehicles, but the Annihilator's size makes it necessary.</p> <ul style="list-style-type: none"> • 13x Hellblasters (3x Roof, 2x Left, 2x Right, 4x Front, 2x Rear): Range L, 3+\uparrow8, Munition, Armour Piercing 3, Splash 4, Vicious 3. • 18x Nazgaroth Batteries (6x Front, 4x Left, 4x Right, 4x Rear): Range L, 2+\uparrow6, Automatic, Ammo (Armour Piercing 3), Spread 1 • 8x Automated Surface-to-Air Launchers (use a Target Number of 12, may only target flying creatures and vehicles, requires no Gunner): Range L, 2+\uparrow7, Munitions, Armour Piercing 2, Vicious 1. 			

Acceptable Losses: Continual shelling, and the work of Capitolian marksmen, from the edge of the McCraig line keeps the Annihilator from becoming an even greater threat. However, this often imperils the few missions to get even closer to this infernal engine. Each round, when the Annihilator is present in a scene, roll \uparrow for each zone. If a Dark Symmetry Icon is rolled, then that zone is hit by a shell, inflicting $2+\uparrow 4$ damage to any creature or object in that zone. Creatures may attempt a Challenging D2 Acrobatics test as a Restricted Action to avoid this damage; vehicles may do the same, but using Pilot instead of Acrobatics.

Dark Legion Onslaught: There are huge numbers of Dark Legion troops stationed in the Annihilator, and many more using it to resupply before raids and assaults. Consequently, when spending Dark Symmetry points for reinforcements in a scene including the Annihilator, roll \uparrow for each Dark Symmetry point spent. For each Dark Symmetry Icon rolled, one Dark Symmetry point is returned to the pool.

Gargantuan Vehicle: The Annihilator does not occupy a zone on the battlefield—it is one. Any action scene involving the Annihilator will be fought around this colossal abomination, with the vehicle itself taking up a single zone on the battlefield. It cannot move—even when it was capable of movement, it did not move very fast—and it is impossible to draw line of sight through it. Creatures inside the Annihilator's zone are considered to be on top of or inside the vehicle itself, and the vehicle easily contains an entire Kohort of Dark Legion troops. Fighting inside the Annihilator would arguably be an entirely distinct battle, with its own map and zones.

Impenetrable Barrier: As a Free Action, by spending a Dark Symmetry point, the Nephrite Commander may activate a shield of pure Symmetry energies, repelling all harm for the next hour. Nobody has ever discovered the limits of this shield's protective capabilities, so assume it has no limits unless the GM says otherwise—any weapon likely to breach the shield is also likely to obliterate anything within a mile or more of the Annihilator.

Symbol of Destruction: The Annihilator is well-named, and has a grim reputation. The vehicle has the Fear (3) special ability.

Vast Supply of Ammunition: The vast quantities of ammunition stored within the Annihilator means that the weapons can be fired with reckless abandon, without meaningfully depleting its supply. When spending a Reload for a personal weapon carried by a creature within the Annihilator, roll \uparrow . For each Dark Symmetry Icon rolled, one Reload is not expended. Each weapon mounted on the Annihilator has 50 Reloads as standard, but this is really just a formality—they can manufacture more given time, and the vehicle is well-supplied from nearby citadels, so the total number of Reloads is largely irrelevant.

DEATH-HEAD MISSILE LAUNCHERS

The Death-Head Launchers can be fixed to nearly any vehicle chassis that can bear their weight. Normally, they are mounted to Reavers, but any of the vehicles in this section can be equipped with one.

The missiles are contained in distinctive and massive multiple tubes. They can replace the main turret of any tank with four missiles, with an additional four being added for every other major weapon system that is replaced.

The top of each missile warhead takes on the appearance of a grinning skull. The eyes glow as the missile is activated, as it contains a imprisoned dark spirit from the netherworld, giving it a sort of intelligence that acts as a guidance system. As the missile is fired, it extrudes a pair of membranous wings. Death-Heads never miss their intended target unless shot down in flight. They have a range of forty kilometres if fired directly, or the horizon if fired indirectly. Indirect missiles can only be aimed at coordinates, which means they can only be trained on stationary targets. Directly fired missiles, where the gunner can actually see the target using his eyes or high powered binoculars, can be aimed at anything from tanks or aircraft to a single soldier. The blast radius is fifteen metres, and all within this area risk being hit in multiple hit locations. Death-Heads can be fitted with different loads.

High Explosive warheads are essentially scaled-up versions of Black Grenades, though far more potent and with a much greater lethal range.

Maggot warheads are a refinement of the ammunition. They work in the same way, but are more effective at burrowing their way through armour. These enhanced maggots are suffused with the Black Rot, meaning that those slain by the weapon rise soon after in the service of Darkness.

Gas warheads expel a potent necrotoxin, which hangs in the air for several minutes after detonation. Creatures caught in this area seldom survive for long.

Soulshearer warheads are ritually-inscribed shells that detonate with a wave of spirit-searing power. They cause no physical destruction, but the sight of a group of warriors cut down by an invisible force is a harrowing one.

INDIRECT FIRE: A Death-Head Launcher is able to lob shells over intervening terrain. So long as there are no obstacles that would interfere with the shell's arc (roofs and ceilings, etc) attacks from the Death-Head can be targeted at enemies who are not in direct line of sight. These attacks have a basic difficulty of Daunting D3, which is reduced to Challenging D2 if an ally has line of sight to a character's target and some way of signalling him (such as a radio, or telepathy).

LINGERING: A Lingering weapon produces an effect that persists for a few minutes after the attack. The zones affected by the weapon's blast are all filled with an effect that lingers for 1d6 rounds. Any creature that begins its turn within one of these zones is automatically

DEATH-HEAD MISSILE LAUNCHERS

WEAPON	RANGE	DAMAGE	MODE	ENC	SIZE	QUALITIES
Death-Head Launcher	L	As Warhead	Munition	100	Mounted	Indirect Fire
High Explosive Warhead	–	2+7	–	10	–	Blast (Medium), Knockback, Vile
Maggot Warhead	–	1+7	–	10	–	Blast (Close), Dreadful
Gas Warhead	–	1+5	–	10	–	Blast (Medium), Lingering, Toxic 5
Soulshearer Warhead	–	2+4	–	10	–	Blast (Close), Soul-Killer

hit by the weapon, using its normal damage and qualities (other than Blast or Lingering, which have already taken effect).

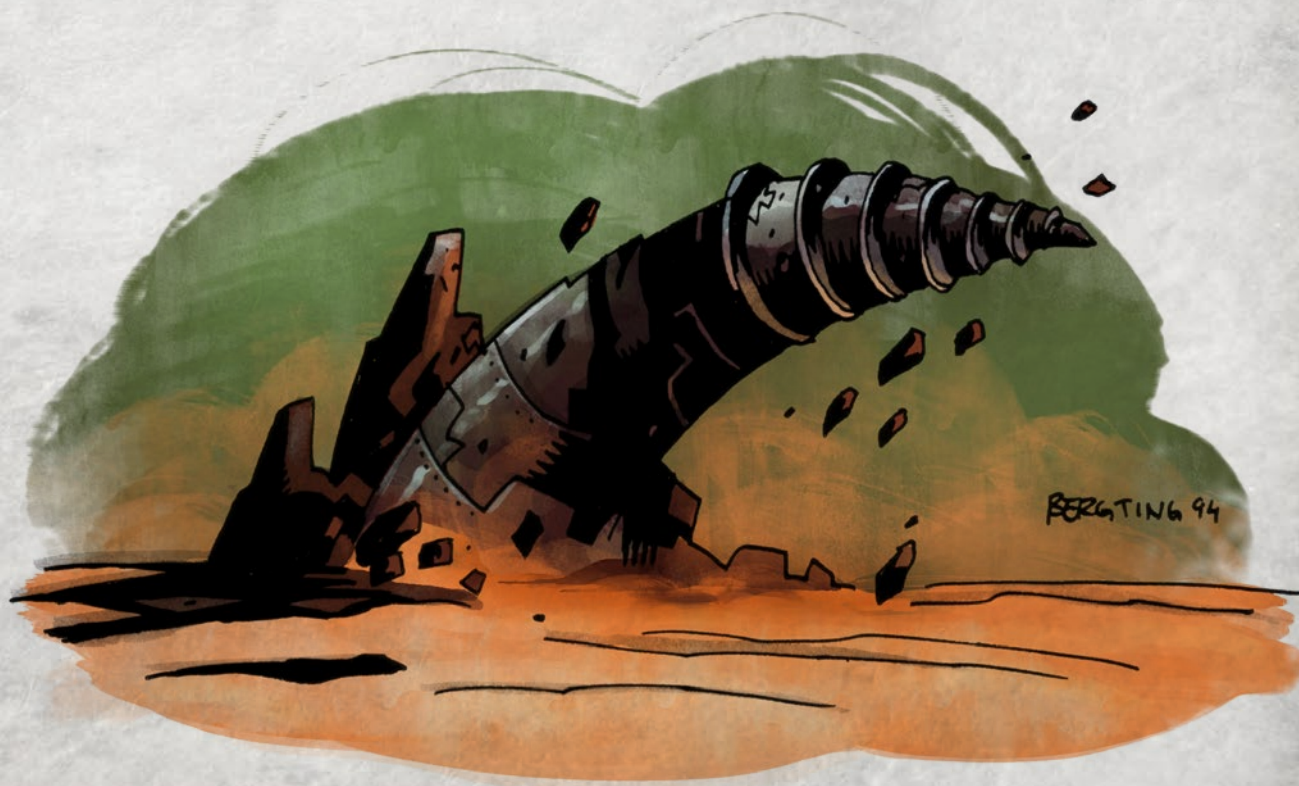
MAGGOT WARHEAD: A creature hit by a Maggot Warhead suffers exactly as if he had been hit by Maggot ammunition. Those who are slain by a Maggot warhead rise again moments later as a Kadaver.

SOUL-KILLER: The effects of a Soul-Killer weapon are terrible to behold, but leave no mark upon the material world. A target struck by the weapon suffers damage not to physical wounds, but to mental wounds. If the target has all his mental wound boxes crossed off, then he dies immediately. Anyone—who is not a Heretic or creature of the Dark Legion—within Close range of someone killed

by a Soulshearer must pass a Daunting (D3) Willpower test or suffer mental assault.

DEATHWORMS

These huge drilling machines slowly burrow through the earth, towing long rows of carriages carrying troops. When they reach their destination, they violently break through the ground with a great rumble, knocking down nearby troops. Deathworms can only be tracked by seismic sensors. It is lucky for humanity that they are quite slow. The most usual way to deal with them is to track their progression and place explosive charges where they are to emerge. This is a method that has served Capitol well on Mars.



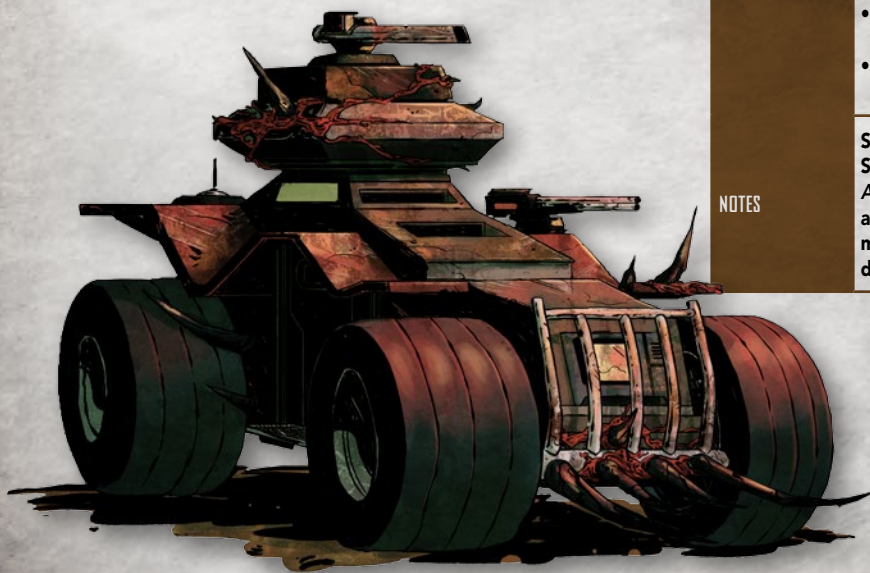
QUALITIES	Enclosed, Tracked			
CRUISING SPEED	3 kph	COMBAT MANOEUVRABILITY		special
CREW	1 commander (Nepharite)		CARRYING CAPACITY	1,000 passengers, 25,000 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	15	50	30	20
MOTIVE SYSTEM	12	35	20	15
IMPACT DAMAGE	3+ [↑] 6			
ARMAMENTS	None			
NOTES	<p>Churned Earth: The zone around a Deathworm is churned up earth and shattered rock. Entering, leaving, or moving through the zone requires a Daunting D3 Acrobatics or Athletics test. Troops disembarking from the Deathworm are exempt from this, as they have been trained (or enchanted) to emerge from the vehicle swiftly and efficiently in spite of the terrain.</p> <p>Dark Legion Onslaught: There are huge numbers of Dark Legion troops transported in a Deathworm. Consequently, when spending Dark Symmetry points for reinforcements in a scene including a Deathworm, roll [↑] for each Dark Symmetry point spent. For each Dark Symmetry Icon rolled, one Dark Symmetry point is returned to the pool.</p> <p>Tunnelling Vehicle: A Deathworm moves extremely slowly across, either across the ground or below it. It may not take normal movement actions. The only movement action a Deathworm can make is to emerge from beneath the ground, entering a single ground-level zone from below. All creatures in that zone must attempt an Average D1 Acrobatics or Athletics test to avoid the emerging Deathworm; those who fail immediately suffer the Deathworm's Impact Damage as they are clipped by the drill or caught in a shower of rock and dirt. Once it has emerged, it cannot move further during that scene, and it remains in the scene only to disgorge troops.</p>			

HELLHOUNDS

These are re-engineered from light reconnaissance vehicles such as Bauhaus' Wolfclaw JBT or Imperial's Broadsword class light tanks. Hellhounds are used as infantry support and scout units. They are small and fast, able to traverse very harsh terrain speedily with their huge tires and adjustable suspension. When not sporting a short barrelled Hellblaster anti-tank weapon in their main turret, they often have a super heavy flamer. Above the main weapon on the turret they have a gimbal-mounted Nazgaroth, which the Centurion commander or Necromutant gunner uses to mow down any enemy troops that come too close for comfort.

The sight of these damnable machines coming roaring down the field, blasting red hot flame, has scattered many armies. They are common among the infantry and reconnaissance troops of Saladin's armies in the Doughpits of Mars. When a roaring cloud of red sand burning bright with fire comes over the horizon, it's a sign to run.

QUALITIES	Enclosed, Rugged, Wheeled			
CRUISING SPEED	80 kph	COMBAT MANOEUVRABILITY		0
CREW	1 commander 1 pilot 1 gunner		CARRYING CAPACITY	40 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	6	12	8	6
MOTIVE SYSTEM	5	8	6	4
WEAPON	4	6	4	2
IMPACT DAMAGE	3+ [↑] 4			
ARMAMENTS	<ul style="list-style-type: none"> Gimbal-mounted Nazgaroth (Commander-operated): Range L, 2+[↑]6, Automatic, Ammo (Armour Piercing 3), Spread 1 Main Turret (Gunner-operated) with one of the following: <ul style="list-style-type: none"> Hellblaster Cannon: Range L, 3+[↑]8, Munition, Armour Piercing 3, Splash 4, Vicious 3. Brimstone Heavy Necroflamer: Range C, 2+[↑]8, Munition, Incendiary 6, Torrent, Vicious 2, Vile 			
NOTES	<p>Six Reloads for Nazgaroth. Six Reloads for Turret weapon.</p> <p>All-Terrain Vehicle: The Hellhound's gigantic wheels allow it to move at speed across most obstacles. It may re-roll a single d20 on all Pilot tests made to cross difficult terrain.</p>			

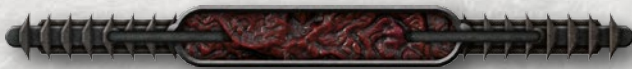


Hellhound

IRONCLADS

Slow, large and powerful, these are built around the frames of battle-tanks such as Capitol's Montana AFV, Bauhaus' Jaeger, or Imperial's Bully. They are usually equipped with a long-barrelled Hellblaster anti-tank gun, and an assortment of Nazgaroth turrets.

QUALITIES	Enclosed, Ponderous, Rugged, Tracked			
CRUISING SPEED	48 kph	COMBAT MANOEUVRABILITY	0	
CREW	1 commander 1 pilot 5 gunners		CARRYING CAPACITY	60 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	10	14	9	7
MOTIVE SYSTEM	9	11	8	4
WEAPON	6	9	7	4
IMPACT DAMAGE	3+^T4			
ARMAMENTS	<ul style="list-style-type: none"> • Hellblaster Cannon: Range L, 3+^T8, Munition, Armour Piercing 3, Splash 4, Vicious 3. • 4x Nazgaroths: Range L, 2+^T6, Automatic, Ammo (Armour Piercing 3), Spread 1 			
NOTES	<p>Eight Reloads for Hellblaster Cannon. Six Reloads each for Nazgaroths. <i>Long-Barrelled Weapon:</i> The Hellblaster on an Ironclad has an extended barrel. It cannot attack targets at Close range. However, attacks with the Ironclad's Hellblaster may re-roll a single d20 against targets at Long or Extreme range.</p>			



REAYER TROOP CARRIER

Modelled around the frames of Corporate APCs, these serve as the main transporters for the Dark Legion's ground troops. They move around using tank treads created from cartilage and bone hardened by the Dark Symmetry. Reavers are covered by fleshy necrotechnological armour, and sport the colour of the units they are carrying. Here and there are odd growths on the hull, which a closer inspection reveals form the insignia of the troops onboard the vehicle. They are often attached to towing wagons, or used to haul corpses back to the citadels for reanimation.

QUALITIES	Enclosed, Rugged, Tracked			
CRUISING SPEED	65 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 commander 1 driver		CARRYING CAPACITY	20 passengers 500 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	8	12	8	6
MOTIVE SYSTEM	7	8	6	4
WEAPON	5	6	4	2
IMPACT DAMAGE	3+^T4			
ARMAMENTS	<ul style="list-style-type: none"> • Nazgaroth: Range L, 2+^T6, Automatic, Ammo (Armour Piercing 3), Spread 1 			
NOTES	<p>Nazgaroth has nine Reloads. Passengers may disembark as a Restricted Action. <i>Necrotechnology:</i> The grisly, semi-organic construction of the Reaver serves a purpose beyond inspiring revulsion—the blend of corrupted metal and necrotechnology-infused flesh allows the vehicle to heal from superficial damage. A Reaver Trooper Carrier regains one point of Surface damage to each location at the start of each of its Commander's turns.</p>			



Ironclads are built from tanks 'obtained' from the Corporations.

NECROMEKS

These giant humanoid horrors stand between ten and fifteen metres tall. They are built around a necrotechnological skeleton, clad in biotechnological muscles. To this, thick gleaming armour plates have been fastened. Their huge heads have yellow gleaming eyes, which tracks back and forth, seeking new targets to lock onto. Their arms end in massive weapons, often a Hellblaster anti-tank weapon. Others have one entire arm replaced by a gigantic chainsaw, larger than some vehicles.

Necromeks are, in essence, very large exo-skeletal suits and their pilots, often skilled Centurions, Heretics, or Necromutants, can be found in their chests. Here they steer the behemoth through neural conduits.

QUALITIES	Enclosed, Ponderous, Walker			
CRUISING SPEED	48 kph	COMBAT MANOEUVRABILITY		2
CREW	1 commander	CARRYING CAPACITY		30 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	9	12	9	6
MOTIVE SYSTEM	8	9	6	4
WEAPON	6	8	6	4
IMPACT DAMAGE	3+ ⚡5			
ARMAMENTS	<ul style="list-style-type: none"> Hellblaster Cannon: Range L, 3+ ⚡8, Munition, Armour Piercing 3, Splash 4, Vicious 3. Godslayer Macroripper (melee): 5+ ⚡9, Dreadful, Knockback, Reach, Spread 2, Vicious 3 			
NOTES	<p>Ten Reloads for Hellblaster. The Commander for a Necromek requires a Neural Conduit implant to operate the vehicle.</p> <p><i>Towering Skeletal Form:</i> A Necromek has the Fear (2) special ability.</p>			

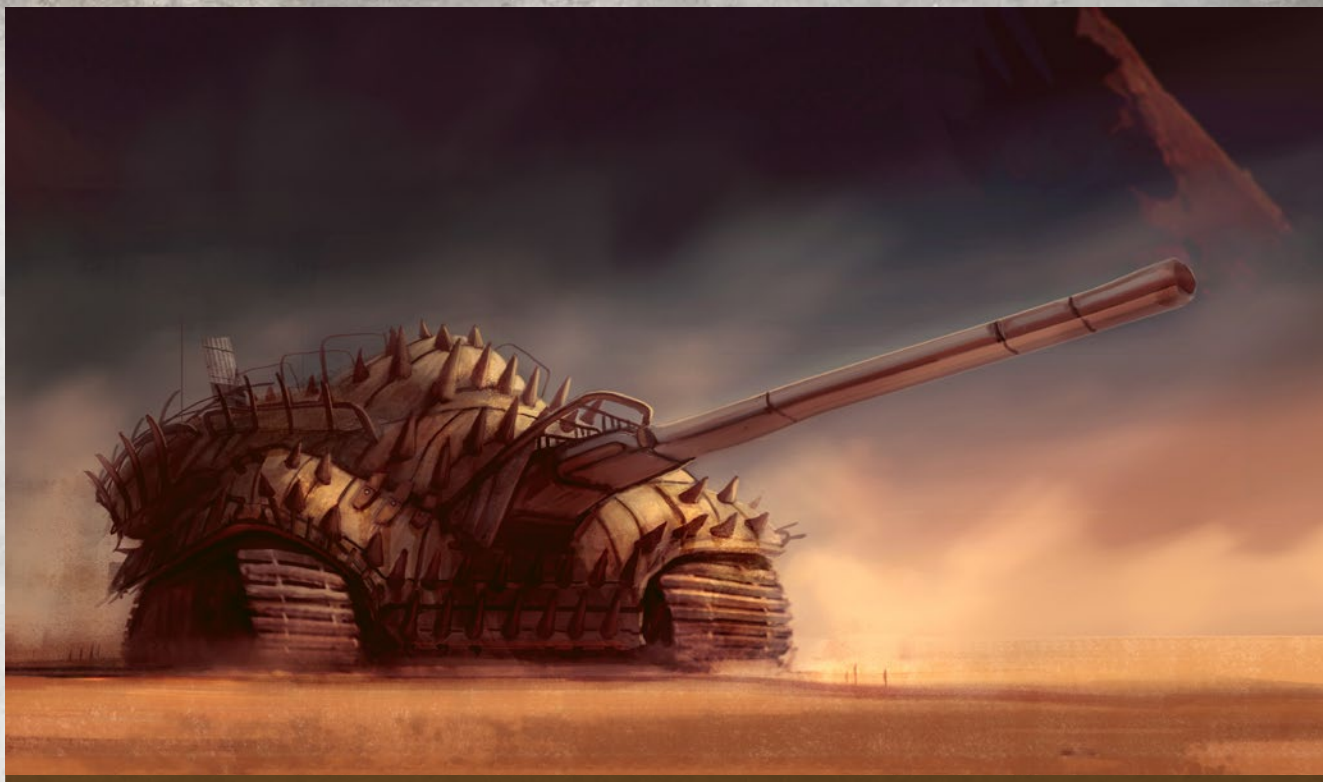
NIGHTHAMMER MOBILE FIELDGUNS

Described by witnesses as resembling monstrous and gargantuan mutated turtles, with spiked crab shells. No one outside the Dark Legion knows what chassis these are built on, and many speculate that they are based on some war machine from a lost and forgotten alien world. In essence, the Nighthammer is one giant artillery piece, which crawls slowly across the terrain on its giant threads. It has one cannon of about ten meters long, with a barrel that is about a meter across. The cannon is encrusted with runes of destruction, and fires off super heavy artillery shells. When fired, a giant ball of red flame shoots out of the muzzle, singing the terrain around it. However, before it can be fired, it has to be anchored to the ground. It is capable of hitting targets thousands of kilometres away, creating craters with a radius of fifty meters, and laying waste to all that lies within.



CHAPTER 09

QUALITIES	Enclosed, Ponderous, Tracked			
CRUISING SPEED	16 kph	COMBAT MANOEUVRABILITY		Special
CREW	1 Commander (Nepharite) 1 Driver 3 Gunners	CARRYING CAPACITY		15 passengers 375 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	16	22	16	10
MOTIVE SYSTEM	15	16	11	8
WEAPON	12	16	10	8
IMPACT DAMAGE	4+ ⚡6			
ARMAMENTS	<ul style="list-style-type: none"> Nighthammer Artillery Gun: Special 			
NOTES	<p><i>Field Artillery:</i> The Nighthammer is designed for long-range fire support of Dark Legion forces. It is almost entirely defenceless at close range, but for the dozen Necromutant menials who help load and maintain the gun, and who rally to defend it if enemies stray too near. The Nighthammer cannot fire at any target at Long range or closer—its targets are exclusively those at Extreme range. Typically, if a Nighthammer is physically present in an encounter, it is because someone has got close enough to attack it. Targets being attacked by a Nighthammer are seldom on the same map.</p> <p><i>Nighthammer Artillery Gun:</i> The gun of the Nighthammer is a rune-etched weapon more than thirty metres in length, capable of firing shells up to twenty five kilometres away. These shells detonate with terrifying force. The Nighthammer vehicle must be completely stationary and anchored in place before firing. The weapon is fired at a target zone, rather than an object or creature. Firing the weapon requires five Dark Symmetry points, the Standard Actions of all three Gunners, and an Epic D5 Gunnery test on behalf of one of the Gunners, which is reduced to Dire D4 if the target area is in line of sight of a spotter (who must be able to communicate this information somehow). If this test fails, then the shell is off-target; roll a number of ⚡ equal to the number of successes needed to pass the test, treating all Dark Symmetry Icons as rolls of 1. The total rolled is the number of zones off-target the shell was. Roll 1d6 to determine which direction—on a 1 or 2, away from the weapon, on a 3, to the left, on a 4, to the right, and on a 5 or 6, back towards the weapon. If this deviation would take the attack completely off the map, disregard it entirely—the shell landed, but it landed elsewhere. The shell's detonation inflicts 3+ ⚡8 damage, with the Dreadful, Knockdown, Spread 2, and Stun qualities to all creatures, vehicles, and objects within the target zone, and 2+ ⚡4 damage, with the Dreadful, Knockdown, and Spread 1 qualities to all creatures, vehicles, and objects within the zones adjacent. Creatures may attempt an Average D1 Acrobatics test as a Response Action to take shelter from the blast; this grants them ⚡2 Cover Soak, plus an additional ⚡1 for each Momentum spent, which stacks with any existing Cover Soak they benefit from. Creatures and Vehicles may not attempt normal Response Actions against this attack. Once the Nighthammer has fired, it takes three Standard Actions from each Gunner to reload. The Nighthammer contains a hundred Reloads, sufficient for many hours of protracted bombardment.</p>			



Nighthammer Fieldgun: big gun and bad attitude.

NECROFLYERS

Very much like necrotanks, these aircraft and spaceships are built around the frames of corporate crafts. However, the necroflyers have even more necro-organic features and components. The wings and steer flaps are often membranous, fleshy, or chitinous. Many are covered in wrinkled skin streaked with black veins, and their main guns and missile turrets are fastened by pulsating tumorous bulges. Those components that are still mundane, are blackened by soot, rusted, and cracked. All the windscreens are overgrown with fungi, making it impossible to get a glimpse of the interior.

Necroflyers are silent, gliding through the night skies and space like deadly sharks in the darkest of waters. All are capable of hovering on the spot, making much tighter turns than human crafts, and reversing direction, flying in ways that seems to defy the laws of physics. This is made possible by their Dark Symmetry engines, and makes them deadly in dogfights. These also possess vehicle enhancements. You should roll 1d6/2 times on the Vehicle Enhancement Table to determine which. Many of these are also capable of space flight. Those that are can be recognized by fleshy growths around their main engines that act as boosters. These ships are capable of achieving a much greater speed when in zero gravity. Some, often the larger ones such as Vampires and Sky Battleships, can jump through rifts using the Dark Symmetry.

AIRCRAFT MUNITIONS

The aircraft in this section are listed with 'Weapon Pylons'. These multi-role mounting points are used by aircraft crews to adapt their payloads to different targets and different circumstances. All weapons mounted on Weapon Pylons are Munitions, and each Pylon mounts a single Reload – a single use of that weapon, in the form of a single bomb or missile.

BOMBS: Bombs come in a variety of forms, and use the same basic rules as Grenades and Missiles. Due to their larger size, bombs increase the grenade's damage by 1+**T**2, and add +1 to the rating of any traits with a numerical rating (such as Armour Piercing, Vicious, Incendiary, or Toxic). Bombs all have a range of Long, but they can only be used against targets that are in zones below the aircraft and on a solid surface (the ground, floors, roofs, etc).

MISSILES: Missiles similarly come in a variety of forms, and use the same basic rules as Grenades and Missiles. Due to their larger size, missiles increase the grenade's damage by +**T**3, and gain the Unforgiving 3 quality.

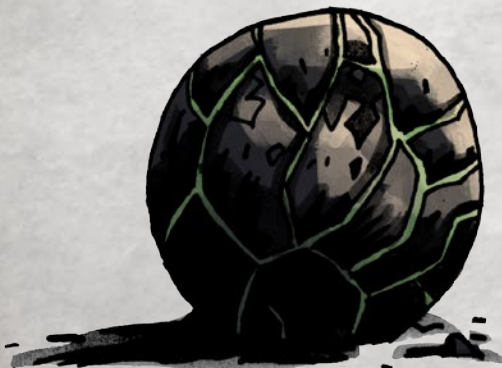
DROP PODS

Pods are used for quick, airborne assaults and are dropped from aircraft into the field of battle. They vary in size. Some can carry up to three Razides or Praetorian Stalkers, or a dozen man-sized units, while others can carry no more than one man-sized unit. The outer shell is a hardened leathery brown crust, while the inside is filled with an extremely shock absorbent gel. The pods flash with the power of the Dark Symmetry from time to time as they make course adjustments. They hit hard, and tumble across the ground. When they come to a stop, they crack open and the troops emerge unharmed from inside, glistening with the vile green protective gel. Nepharites never use pods, and arrive at the battlefield using their own mysterious ways.

Not being conventional vehicles, Drop Pods do not follow the normal vehicle rules—they are more like troop-carrying ammunition than vehicles in most regards. Larger aircraft, like Vampires and War Zeppelins, commonly carry Drop Pods as a means of deploying troops quickly without needing to land or employ parachutes. Each Pod contains approximately twelve human-sized creatures, such as Necromutants, Undead Legionnaires, etc. Creatures with the Monstrous Creature special ability, such as Razides or Praetorian Stalkers, count as four human-sized creatures for the purposes of deployment by Drop Pod. Some Drop Pods are a single shell, while others are composed of a collection of smaller pods bound together, each containing a single creature.

When a Drop Pod lands, the impact is impressive. It inflicts 2+ \uparrow 5 damage, with the Knockdown and Stun qualities, on any creature within Close range of the Pod when it lands. Creatures may attempt a Challenging D2 Acrobatics test as a Response action to leap out of the way of the impact and avoid this damage. Once this damage has been resolved, the creatures contained within the pod are unleashed, and able to act as normal during that round.

If the GM is deploying Dark Legion creatures by Drop Pod, each Drop Pod costs two Dark Symmetry points, in addition to the cost of any creatures within the Pod—this reflects the increased effectiveness



of this kind of airborne assault for deploying reinforcements. The presence of a vehicle carrying Drop Pods removes this cost—the Pods are a part of the vehicle's payload in this instance, rather than a means of adding new troops to a fight.

NIGHTGAUNT

Nightgaunts are the most common combat helicopters used by the Dark Legion. They have a very streamlined and chitinous appearance, and bubbled cockpits that resemble large, compound eyes, making them look like giant deadly insects that come buzzing through the air. They are quite common in the jungles of Venus, and are popular among special elite forces.

QUALITIES	Agile, Aircraft (VTOL), Enclosed			
CRUISING SPEED	385 kph	COMBAT MANOEUVRABILITY		2
CREW	1 commander		CARRYING CAPACITY	10 passengers
	1 gunner			
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	7	4	3
MOTIVE SYSTEM	3	5	3	2
WEAPON	3	4	2	1
IMPACT DAMAGE	2+\uparrow5			
ARMAMENTS	<ul style="list-style-type: none"> • Nose Turret with Twin Greater Nazgaroths: Range L, 2+\uparrow8, Automatic, Ammo (Armour Piercing 3), Spread 2, Vicious 1 • 2x Wing-mounted Nazgaroths: Range L, 2+\uparrow6, Automatic, Ammo (Armour Piercing 3), Spread 1 			
	NOTES	Twin Greater Nazgaroths have twelve Reloads Each Wing-Mounted Nazgaroth has nine Reloads		



Nightgiant



VAMPIRE

These are massive, heavy bombers, capable of carrying huge payloads of bombs and delivering hundreds of pods to a destination. They are built around large corporate flyers, such as Capitol's Aerofortress. They derive their name from their huge, curved, bat-like wings. Vampires are quite slow and cumbersome, but they are heavily armoured. The amount of Dark Symmetry energy needed to keep them in the air leaks out and they exude an ominous air of menace that can instil fear in human enemies as a result.

QUALITIES	Aircraft, Enclosed			
CRUISING SPEED	725 kph	COMBAT MANOEUVRABILITY		0
CREW	1 commander, 1 pilot 7 gunners		CARRYING CAPACITY	None
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	13	9	5
MOTIVE SYSTEM	7	9	6	4
WEAPON	6	5	3	2
IMPACT DAMAGE	3+↑6			
ARMAMENTS	<ul style="list-style-type: none"> • 6x Twin Nazgaroth Turrets: Range L, 2+↑6, Automatic, Ammo (Armour Piercing 3), Spread 2. • Bomb Bay Weapon Pylons: Stats as weapon. 			
NOTES	Six Reloads for each Nazgaroth Turret. No more than two Nazgaroth turrets can attack a single target. Twelve Reloads for Weapon Pylons. The Vampire may exchange its Bomb Bay weapons for two Drop Pods. <i>Aura of Menace:</i> A Vampire Bomber has the Fear (2) special ability.			

REVENANT

The revenant is the most common of the Dark Legion aircrafts. They are built using the burnt out and shattered fuselage of any medium-sized fighter aircraft. They are burned until soot-black in giant symmetric furnaces, repaired with necrotechnology, and tossed back out in the fray. Among human forces, they are known as corpse flyers. This is due to the fact that they are riddled with old bullet holes, and that their wings are so torn and bent that they should not be able to fly. They are, however, agile and deadly dogfighters.

QUALITIES	Agile, Aircraft, Enclosed			
CRUISING SPEED	1210 kph	COMBAT MANOEUVRABILITY		0
CREW	1 commander		CARRYING CAPACITY	None
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	6	4	3
MOTIVE SYSTEM	4	5	3	2
WEAPON	3	4	2	1
IMPACT DAMAGE	2+↑5			
ARMAMENTS	<ul style="list-style-type: none"> • Quad Nazgaroths: Range L, 2+↑6, Automatic, Ammo (Armour Piercing 3), Spread 3. • Weapon Pylons: Stats as weapon. 			
NOTES	Twelve Reloads for Nazgaroths. Two Reloads for Weapon Pylons. <i>Deathhowl Engines:</i> The Revenant has the Fear (1) special ability.			





WAR ZEPPELINS

These enormous dirigibles are known as Sky Battleships by human forces, and are seemingly built from scratch. Their massive oblong hulls are formed of thousands of self-sealing leathery gas cells. These spheres have been created using a combination of necro and biotechnology. The gas inside is non-flammable. Three large fuselages hang below the main gas filled hull. The biggest is in the centre, and has one attached to each side connected by pylons. These fuselages absolutely bristle with gun turrets. The main gondola is so large that it can hold several aircraft, which it can deploy over the battlefield. Mishima air troops are the only ones that have successfully been able to deal with War Zeppelins, but the cost is high: they use suicide bombers flying planes loaded with 3,000 kilos of explosives right into the main hulls.

QUALITIES	Aircraft, Enclosed, Ponderous			
CRUISING SPEED	161 kph	COMBAT MANOEUVRABILITY		0
CREW	1 Commander (Nepharite)		CARRYING CAPACITY	200/ 5,000 enc
	1 Pilot			
	17 gunners			
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	9	21	14	7
MOTIVE SYSTEM	8	15	10	5
WEAPON	6	12	8	4
IMPACT DAMAGE	4+↑10			
ARMAMENTS	<ul style="list-style-type: none"> • 16x Twin Nazgaroth Turrets: Range L, 2+↑6, Automatic, Ammo (Armour Piercing 3), Spread 2. • Bomb Bay Weapon Pylons: Stats as weapon. 			
NOTES	<p>Fifteen Reloads for each Nazgaroth Turret. No more than four Nazgaroth turrets can attack a single target. Ten Reloads for Weapon Pylons.</p> <p><i>Aircraft Carrier:</i> A War Zeppelin can carry three smaller aircraft, which may be either Nightgaunts or Revenants. Alternatively, it may carry ten Drop Pods.</p> <p><i>Block Out The Sun:</i> A War Zeppelin has the Fear (3) special ability.</p>			



Despite their fragile appearance, Zeppelins are flying fortresses.

SPACECRAFT

Only two of the Apostles truly make use of dedicated spacecraft. The insidious methods of Demnogonis, Semai, and Muawijhe lend themselves better to the infiltration of human vessels than to the construction of their own craft. Ilian commands hundreds of small, swift crystalline spacecraft, which ply the darkness of the void for some dark purpose. These, however, are seldom encountered by humans, and they are not what most spacefarers think of when they imagine the spacecraft of the Dark Legion.

It is Algeroth's fleet, monstrous in aspect, which ships' crews fear. They fear the twisted, cadaverous Destroyers, made from the defiled wreckage of corporate Frigates. They fear the jagged edge of the Black Hooks. They fear the unholy presence of Black Ships.

BLACK HOOKS OF DEATH

The Black Hooks of Death, generally just referred to as Black Hooks or Death Hooks, are small, but extremely deadly, aerial offensive ships. Algeroth brought near indestructible meteorites from another dark plane of existence. Using the symmetry, he and his Tekrons managed to carve these ships directly from those meteors.

The Death Hooks are near pyramid shaped, the thin front end formed into a jagged and extremely sharp spike. The wider back end has four front-facing spikes, which can extend forward. There are no seams, discernible openings, or moving parts. When it opens, or when the spikes extend, the red-streaked obsidian material rapidly reshapes itself, as if it was an intelligent form of clay. These ships have no pilots in the traditional sense. Specifically chosen Centurions sacrifice themselves for the cause and through a ritualistic process Algeroth's Tekrons slice away all but the brain and spine of the Centurion, inserting them into a necrotechnological bio-link, which is then installed into the ship. In effect, this makes the Death Hook sentient machines. Their propulsion system is a mix of traditional combustion engines and symmetry energy, producing a sickening reddish glow as it streaks across the skies or through the blackness of space.

While these ships do have access to some weaponry in the form of powerful chain guns of dark technology, they are a form of personnel and payload carrier. They were created to ram larger enemy ships, penetrating the hull and tightening their grip using their rear extending spikes. After a successful breach, the front spike reshapes itself into a passageway, letting loose its troops and specific payload. They then detach, pick up their next shipment, and ram another ship. Though these are the creation of Algeroth, every Apostle has access to them. Each Apostle generally use specific troops and symmetry-augmented payloads.

QUALITIES	Agile, Light Craft, Rugged		
INTERPLANETARY RANGE	1 day	COMBAT MANOEUVRABILITY	1
CREW	1 commander	PASSENGERS	24
DAMAGE	SOAK		DAMAGE
	3		4
IMPACT DAMAGE	2+↑3	FUEL LOAD	2
ARMAMENTS	<ul style="list-style-type: none"> Chain Cannons (Range C, 1+↑3, Burst, Vicious 1, Close Quarters) <p>Six Reloads for Chain Cannons. Disembodied Crew: The crew of a Black Hook is a Centurion whose brain and spine have been grafted directly into the craft. The crew cannot disembark from this vessel, or be removed or slain in any way, and no other creature can replace the existing crew without extensive effort from a Tekron.</p> <p>Boarding Spike: When a Black Hook makes a Ramming Speed action against a Ship, it counts its Soak as two higher than normal. Further, it may then treat itself as 'embedded'. Once embedded, the Commander may attempt a Standard Action to send the Hook's passengers—two dozen Dark Legion creatures—into the enemy vessel. This inflicts 1+↑4 damage with the Armour Piercing 2, Incendiary 3, Spread 1, and Vicious 1 qualities.</p>		
NOTES			



Black Hooks of Death

REPEL BOARDERS!

There may be times when, because all the player characters are aboard one vessel, you wish to deal with a boarding action as a distinct combat encounter within the ship. It's inadvisable to 'zoom in' for this sort of combat encounter if the player characters are aboard different ships—it would leave players unable to contribute for long stretches of time, and hold up the resolution of the space battle. Too much time spent resolving a single boarding action may allow the game's pace to stagnate—boarding is one part of a larger space battle, and that space battle is what you are trying to resolve. If the player characters are passengers aboard a ship, then things change a little—the boarding action becomes their chance to shine, with the space battle happening in the background.

Fighting aboard a spaceship is little different to fighting in a building—long lines of sight along corridors, cramped rooms, and brutal close-quarters fighting. The defenders have the advantage of knowing the layout of their vessel, and being able to take advantage of internal defensive features like lockable bulkheads, arms lockers, fall-back positions, emplaced weapons, and so forth. However, the attackers may not care about the state of the ship they are boarding, and are likely to use high-powered weapons able to do a lot of damage to internal systems, which can tip the balance further. Dark Legion creatures bring with them the risk of corruption and ravaging monsters honed for melee combat—a boarding action consisting of nothing but Kadavers or Malignants could be problematic, even before the ship's systems start succumbing to Darkness.

SPACECRAFT WEAPON QUALITIES

The following weapon qualities apply specifically to spacecraft weapons.

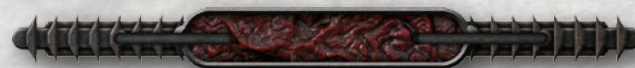
ANTI-SHIP: The weapon is ponderous and heavy, designed to slay massive spacecraft rather than smaller targets. Increase the difficulty of all attacks made by this weapon against Light Craft or other small targets by one step.

SLOW LOADING X: The weapon is difficult to reload quickly, because of a complex firing mechanism, massive ammunition, or some other factor. It takes the weapon's gunner X Standard Actions, where X is the rating of this quality, to reload this weapon between uses.

CADAVER NECROFIGHTER

These twin-seater voidfighters, like the Revenant and Vampire aircraft, are built from the remains of corporate voidfighters like the Capitolian Meteor or the Mishiman Suzumebachi. They still strongly resemble the spacecraft they once were, and their Necromutant crew typically use this resemblance to ambush unsuspecting vessels. Due to the nature of their pilots and the craft themselves, they can remain dormant for weeks or even months without requiring support, only activating when another vessel passes near.

QUALITIES	Agile, Light Craft		
INTERPLANETARY RANGE	1 month	COMBAT MANOEUVRABILITY	2
CREW	1 commander 1 gunner	PASSENGERS	None
DAMAGE	SOAK		DAMAGE
	2		5
IMPACT DAMAGE	2+↑2	FUEL LOAD	1
ARMAMENTS	<ul style="list-style-type: none"> • Flayer Autocannons (Range C, 1+↑3, Burst, Close Quarters, Unforgiving 2) • Harrower Missiles (Range M, 2+↑4, Munition, Incendiary 3, Unforgiving 2) 		
NOTES	<p>Six Reloads for Flayer Autocannons. Four Reloads for Missiles</p> <p><i>Ambush Tactics:</i> A Cadaver is particularly effective when attacking from surprise. The first time during a scene when a Cadaver attacks an unaware target, all attacks gain a free Firing Solution action.</p> <p><i>Play Dead:</i> Before a Cadaver Necrofighter takes any actions during a scene, it cannot be distinguished from a wrecked voidfighter of its original type—even an active sensor pulse will see the craft as wreckage rather than an active spacecraft. If someone has reason to be suspicious, they may attempt a Challenging D2 Insight test, increasing in difficulty by one step for every range category beyond Close, in order to discern that the Cadaver is not a wreck.</p>		



DESTROYER CORPSE CRAFT

Straightforward in name, these vessels are complex in form, pieced together from the shattered remains of destroyed corporate frigates. These vessels' twisted, horrific nature is appalling to behold for anyone who has ever served aboard a spaceship, and they inspire nothing but revulsion and dread. Each Destroyer seethes with the energies of the Dark Symmetry and with the foul emissions of the Necrotechnology that holds the disparate shards of ruined ship together. They are far from the most subtle spacecraft, but that is not their purpose—their purpose is to break other ships, creating the wreckage and ruin that allow the Tekrons to create more corpse-ships like them.

QUALITIES INTERPLANETARY RANGE	Rugged, Ship				
	30 Days	COMBAT MANOEUVRABILITY			1
CREW	1 commander (Crew 3) 1 pilot 4 gunners (Crew 4) 1 engineer (Crew 3)			PASSENGERS	200
	LOCATION	SOAK	SURFACE DAMAGE		
DAMAGE	ENGINE	6	7	6	4
	HULL	4	5	4	3
	WEAPON	4	4	4	3
IMPACT DAMAGE	3+ \uparrow 6		FUEL LOADS	4	
ARMAMENTS	<ul style="list-style-type: none"> • 3x Mauler defence batteries: Range C, 1+\uparrow4, Burst, Close Quarters, Spread 1, Point Defence • 2x Hellspitter turbocannon batteries: Range M, 1+\uparrow6, Automatic, Armour Piercing 1, Vicious 2 • Corpsemaker missile launcher: Range M, 2+\uparrow6, Burst, Anti-Ship, Incendiary 3, Vicious 1 • Appolyon Symmetry Projector: Range L, 3+\uparrow6, Munition, Anti-Ship, Slow Loading 2, Spread 1, Unforgiving 3 				
	<p>Mauler defence batteries have twelve Reloads each Hellspitter turbocannon batteries have nine Reloads each. Corpsemaker missile launcher has six Reloads Appolyon Symmetry Projector has one Reload.</p> <p>Launch Bays: A Destroyer Corpsecraft has a launch bay containing two squadrons of four Cadaver Necrofighters. A single squadron may launch or land in any one turn.</p> <p>Revels in Ruination: Whenever a Destroyer Corpsecraft inflicts overkill damage on another Ship, it immediately gains one Reload for the Appolyon Symmetry Projector.</p>				
	NOTES				

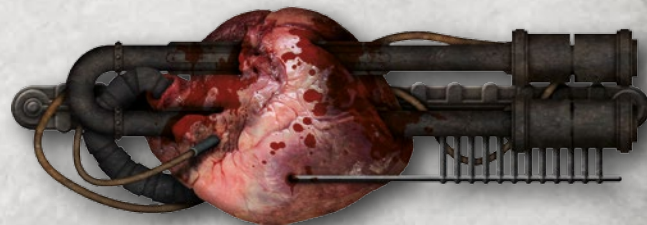
BLACK SHIPS

Colossal, utterly devastating, and blessedly rare, a Black Ship is perhaps the deadliest and most dreadful of the Dark Legion's many weapons. The largest amongst them are nearly two kilometres in length, and their hulls are carved from extradimensional asteroids. They have no engines as human science can discern, for they are propelled by malice and the vile power of the Dark Symmetry. They are citadels floating in space, literal bastions of darkness that do not merely contain legions of warriors and their horrid weapons, but create them as well. Sightings of Black Ships are uncommon, but the very idea of facing one sends a chill of terror down the spine of even the most stalwart spacefarer. Brotherhood Archons, Mishiman Void Wasps, and Capitolian Top Guns all boast of their prowess and excellence above other space-borne warriors... but even they find their bravado stolen away by the thought of a Black Ship.

Black Ships, as already noted above, are citadels in space, and should they make planetfall, they will become citadels proper. Even before they have landed and taken root, all the structures and features that define a citadel are present within a Black Ship. Details

on what the inside of a Citadel is like can be found in **Chapter 04: Citadels.**

QUALITIES INTERPLANETARY RANGE	Ponderous, Rugged, Ship				
	Unlimited	COMBAT MANOEUVRABILITY			0
CREW	1 commander (Nepharite Overlord) 1 pilot Countless gunners (Crew 5) Countless engineers (Crew 5)			PASSENGERS	70,000+ troops
	LOCATION	SOAK	SURFACE DAMAGE		
DAMAGE	ENGINE	15	40	30	20
	HULL	14	30	20	10
	WEAPON	12	15	10	5
IMPACT DAMAGE	5+ \uparrow 10		FUEL LOADS	Unlimited	
ARMAMENTS	<ul style="list-style-type: none"> • Mauler defence batteries: Range C, 1+\uparrow4, Burst, Close Quarters, Spread 1, Point Defence • Hellspitter turbocannon batteries: Range M, 1+\uparrow6, Automatic, Armour Piercing 1, Vicious 2 • Corpsemaker missile launchers: Range M, 2+\uparrow6, Burst, Anti-Ship, Incendiary 3, Vicious 1 <p>No quantities are given to any individual weapon system; a Black Ship contains far too many of each weapon to count. Due to the Black Ship's size, no more than three of each weapon system may fire at a single target.</p>				
	<p><i>Dark Legion Onslaught:</i> There are huge numbers of Dark Legion troops stationed within a Black Ship—fifty full Legions—and it has a vast capacity to produce more when required. A Black Ship has launch bays with a functionally limitless supply of Cadaver Necrofighters and Black Hooks. It costs one Dark Symmetry point for each Light Craft in a squadron to launch that squadron.</p> <p><i>Symbol of Destruction:</i> Black Ships are terrifying to behold, and even the rumour of them can silence crews. A Black Ship increases the Repercussion range of all tests made by humans against it by two.</p> <p><i>Vast Supply of Ammunition:</i> The quantity of ammunition contained and manufactured within a Black Ship means that it will essentially never run out of ammunition for its many weapons. Assume that each weapon has enough Reloads to fire to full effect—spending the maximum number of Reloads on each attack—every turn.</p>				
NOTES					



DARK UNITS

REGULAR UNITS

These are special units that distinguish themselves from others in certain ways. They can be Undead Legionnaires that have been augmented somehow, or units specially trained for certain missions.

THE RED GUARD OF SALADIN

The Red Guard of Saladin consists of several cohorts. These members are instrumental in the defence of his citadel, fending off the attacks of Capitol. Its Undead Legionnaires have been specifically created and augmented by the Tekron according to the exact instructions of Saladin. This has made them far superior to other Undead Legionnaires in a number of ways.

They are capable of acting independently of their leaders and taking actions of their own volition, they can respond effectively to most tactical situations, and Saladin can possess them using the Throne of Saladin. This enables him to see through their eyes, speak through them, and employ his Dark Gifts using a possessed Legionnaire as a proxy.

The Red Guard is extremely well armed and equipped. They are clad in shining red metal armour, and on their shoulder pads they sport the infamous eye-shaped rune of Saladin. The Necromutants and Centurions leading them wear the same colour and markings.

RED GUARD OF SALADIN LEGIONNAIRE

ATTRIBUTES

STRENGTH		PHYSIQUE		ABILITY		AWARENESS	
13		10		10		6	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
10		6		3		3	


FIELDS OF EXPERTISE


COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	1	-	-	-	-	-	-	-	-

WOUNDS: 4

SOAK: Heavy Plate Armour: (Head 3, Torso 5, Arms 4, Legs 4)

ATTACKS:

◀ **Belzarach Rifle (ranged):** Range M, 1+6, Burst, 2H

◀ **Sectioner Bayonet (melee):** 1+7, 2H, Armour Piercing 1, Reach, Vile

SPECIAL ABILITIES


◀ **Fast Healing (1)**


◀ **Slave to Symmetry (3)**

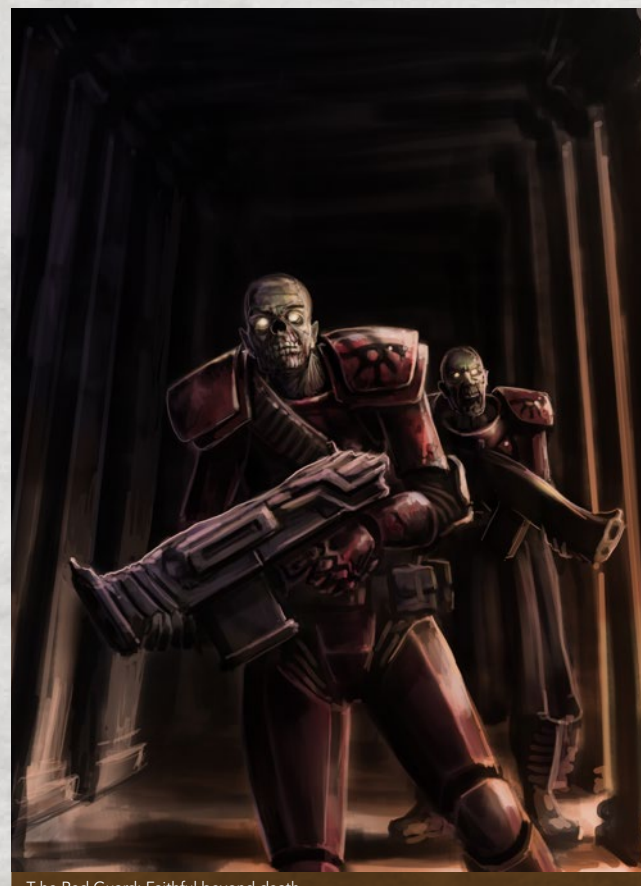
◀ **Unliving**

DARK SYMMETRY SPEND

◀ **Special Weapon:** A horde or squad of Red Guard Legionnaires can include a Valcheck Machine Gun or Plaguedealer Flamer as a special weapon at the GM's discretion. It costs one Dark Symmetry point to use one of these weapons.

◀ **Valcheck Machine Gun (ranged):** Range M, 1+6, Automatic, Spread

◀ **Plaguedealer Flamer (ranged):** Range C, 1+4, Munition, Burning 2, Torrent



The Red Guard: Faithful beyond death

THE TEN THOUSAND

The name is derived from the exact number of minions in this unit. These Undead Legionnaires are the personal guard of Alakhai, and any minion lost is immediately replaced, keeping the number at a constant 10,000. The Legionnaires are divided into groups of four, each one lead by a Centurion. Though regular Legionnaires, they are extremely well armed and equipped. They wear full helmets that cover the entire face with the exception of a T-slit. They dress in long, white robes decorated with a large red cross on the front. This is a mockery to the Knights Templars of old historical Earth; and the Ten Thousand are the Dark Legion's version of the Order of the Knights Templar.

TEN THOUSAND LEGIONNAIRE



ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
13	10	10	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	3	3	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	1	-	-	-	-	-	-	-	-

WOUNDS: 4

SOAK: Heavy Plate Armour: (Head 3, Torso 5, Arms 4, Legs 4)



ATTACKS:

- ◀ **Kratlach Rifle (ranged):** Range M, 1+5, Burst, 2H, Ammo (Vile)
- ◀ **Corroded Blade (melee):** 1+6, 1H, Armour Piercing 1, Vile

SPECIAL ABILITIES

- ◀ **Braindead**
- ◀ **Fast Healing (1)**
- ◀ **Slave to Symmetry (3)**
- ◀ **Unliving**

DARK SYMMETRY SPEND

- ◀ **Special Weapon:** A horde or squad of Ten Thousand Legionnaires can include a Valcheck Machine Gun or Plagudealer Flamer as a special weapon at the GM's discretion. It costs one Dark Symmetry point to use one of these weapons.
 - ◀ **Valcheck Machine Gun (ranged):** Range M, 1+6, Automatic, Spread
 - ◀ **Plagudealer Flamer (ranged):** Range C, 1+4, Munition, Burning 2, Torrent

TEN THOUSAND CENTURION



ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
14	14 (+1)	13	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13	11	8	16

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	2	1	-	1	-	1	-	-	-

WOUNDS: 10

SOAK: Heavy Plate Armour: (Head 3, Torso 5, Arms 4, Legs 4)

ATTACKS:

- ◀ **Skalak (melee):** 1+9 Dam, Unbalanced, Armour Piercing 1, Parry 1
- ◀ **Voriche Handgun (ranged):** Range C, 1+8 Dam, Semi-Automatic, Unbalanced, Close Quarters

SPECIAL ABILITIES

- ◀ **Barking Orders:** A Necromutant Leader (Elite) leading a squad gains an additional Focus rank in Combat and Movement skills, due to the better-coordinated support it receives.
- ◀ **Fast Healing (1)**
- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Physique (1)**

ELITE UNITS

Elite units are generally made up of no more than 1,000 minions broken up into independent squads of three to ten Necromutants, led by a Centurion. The jungles on Venus are well suited for these small, mobile units.

VENUSIAN REAPERS

This unit has spearheaded many of Alakhai's offensive operations. During the New Bocca campaign, it caused more Imperial casualties than any other unit. The Reapers are quite unique in that they once were led by a heretic named Aemon. He was a Reaper, and it is said that he trained his men so well that they could move quickly and undetected through a mine field. He was killed during the New Bocca campaign, and the name the unit now bears is in honour of its fallen leader.

The Necromutants wear green shoulder pads, and the back end of their weapons are painted red to symbolise the blood they are going to shed. The Centurions wear orange body armour and green hip and shoulder pads.

VENUSIAN REAPER NECROMUTANT OR




ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	13 (+1)	11	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	8	8	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	2	2	2	-	-	-	-	-	-


WOUNDS: 6 (Trooper) or 9 (Elite)

SOAK: Crude Metal Armour: (Torso 3, Arms 1, Legs 1)


ATTACKS:

- ◀ **Belzarach Rifle (ranged):** Range M, 1+6, Burst, 2H
- ◀ **Sectioner Bayonet (melee):** 1+7, 2H, Armour Piercing 1, Reach, Vile
- ◀ **Grenade of Flies (ranged):** Range C, 4, 1H, Munition, Blast (Close), Dreadful

SPECIAL ABILITIES

- ◀ **Death in the Dark:** The Venusian Reapers are skilled at striking swiftly and suddenly with no warning. When ambushing an enemy, a Venusian Reaper gains the Stun and Unforgiving 1 qualities on all their attacks during that combat.
- ◀ **Fast Healing (1)**
- ◀ **Insalubrious Bodily Fluids:** A Necromutant's blood and bile are highly toxic and corrosive. When a Necromutant loses its last wound, it immediately inflicts 3 damage to all creatures within Reach.
- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Physique (1)**

DARK SYMMETRY SPEND

- ◀ **Special Weapon:** A squad of Necromutants can include a Darelech Sniper Rifle as a special weapon at the GM's discretion. It costs one Dark Symmetry point to use this weapon.
 - ◀ **Darelech Sniper Rifle (ranged):** Range L, 2+5, Semi-Automatic, 2H, Armour Piercing 1, Unforgiving 2

VENUSIAN REAPER CENTURION



ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14	14 (+1)	13	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13	11	8	16

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	2	3	3	1	-	1	-	-	-

WOUNDS: 10

SOAK: Corrupted Armour: (Torso 3, Arms 2, Legs 2)

ATTACKS:

- ◀ **Skalak (melee):** 1+9 Dam, Unbalanced, Armour Piercing 1, Parry 1
- ◀ **Voriche Handgun (ranged):** Range C, 1+8 Dam, Semi-Automatic, Unbalanced, Close Quarters

SPECIAL ABILITIES

- ◀ **Death in the Dark:** The Venusian Reapers are skilled at striking swiftly and suddenly with no warning. When ambushing an enemy, a Venusian Reaper gains the Stun and Unforgiving 1 qualities on all their attacks during that combat.
- ◀ **Fast Healing (1)**
- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Physique (1)**

ALAKHAI'S ELITE GUARD

Each member has been handpicked from the Centurions of the Ten Thousand. Only those that have proven their skill, loyalty, and devotion several times over are allowed to join. The Elite Guards are privileged as they stand by their master's side in the midst of the most heated battles. A Centurion named Orkel from the Elite Guard killed twenty five Imperial soldiers singlehandedly, before being slain in single combat with the famous Sean Gallagher during the New Bocca campaign. This shows the kind of dedication and skill it takes to join the Elite Guard.

Alakhai's Elite Guard are distinguished by their pitch black armour. Their insignia is crimson red circle surrounding a torn and broken mockery of the Brotherhood's symbol. On their left shoulder pad, they wear Alakhai's symbol.

ELITE GUARD NECROMUTANT OR

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	13 (+1)	11	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	8	8	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	2	1	-	-	-	-	-	-	-



In the end, there's only two absolutes: death and superior firepower.

WOUNDS: 6 (Trooper) or 9 (Elite)

SOAK: Heavy Plate Armour: (Head 3, Torso 5, Arms 4, Legs 4)

ATTACKS:

- ▶ **Belzarach Rifle (ranged):** Range M, 1+T6, Burst, 2H
- ▶ **Sectioner Bayonet (melee):** 1+T7, 2H, Armour Piercing 1, Reach, Vile
- ▶ **Grenade of Flies (ranged):** Range C, T4, 1H, Munition, Blast (Close), Dreadful

SPECIAL ABILITIES

- ▶ **Fast Healing (2)**
- ▶ **Insalubrious Bodily Fluids:** A Necromutant's blood and bile are highly toxic and corrosive. When a Necromutant loses its last wound, it immediately inflicts T3 damage to all creatures within Reach.

- ▶ **Loyalty Unto Death:** Alakhai's Elite Guard are utterly, unwaveringly loyal to their monstrous master, and will not falter in their duties. A member of Alakhai's Elite Guard rolls one additional d20 on all tests attempted while within Medium range of Alakhai himself. Further, each Elite Guard may take a single turn after it dies, representing a last-gasp attempt to serve before death claims it entirely.

- ▶ **Slave to Symmetry (2)**
- ▶ **Supernatural Physique (1)**

DARK SYMMETRY SPEND

- ▶ **Special Weapon:** A squad of Necromutants can include a Heavy Plaguedealer Flamer as a special weapon at the GM's discretion. It costs one Dark Symmetry point to use this weapon.
- ▶ **Heavy Plaguedealer Flamer (ranged):** Range C, 2+T6, Munition, 2H, Incendiary 3, Torrent, Vicious 1.

ELITE GUARD CENTURION ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14	14 (+1)	13	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13	11	8	16

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	2	1	-	1	-	1	-	-	-

WOUNDS: 10

SOAK: Heavy Plate Armour: (Head 3, Torso 5, Arms 4, Legs 4)

ATTACKS:

- ◄ **Skalak (melee):** 1+**T**9 Dam, Unbalanced, Armour Piercing 1, Parry 1
- ◄ **Voriche Handgun (ranged):** Range C, 1+**T**8 Dam, Semi-Automatic, Unbalanced, Close Quarters

SPECIAL ABILITIES

- ◄ **Fast Healing (2)**
- ◄ **Loyalty Unto Death:** Alakhai's Elite Guard are utterly, unwaveringly loyal to their monstrous master, and will not falter in their duties. A member of Alakhai's Elite Guard rolls one additional d20 on all tests attempted while within Medium range of Alakhai himself. Further, each Elite Guard may take a single turn after it dies, representing a last-gasp attempt to serve before death claims it entirely.
- ◄ **Slave to Symmetry (2)**
- ◄ **Supernatural Physique (1)**

THE BLOOD FISTS

This abominable and terrifying unit suffers from the Black Hunger, but through some dark art Alakhai has found a way to partially control and modify their insatiable appetites. For the most part they are able to keep it in check, but whenever they kill an enemy they rip its heart out using their bare hands and devour it. It is this behaviour that has spawned their name. However, at times a member loses control and digs in to a slain foe, compulsively feasting on it. This behaviour can be contagious and affect the other members. When this happens, they are taken by the Black Hunger, and refuse to be separated from their prey even if threatened with certain death. While this is a drawback, their infamy and ferocious reputation has caused inexperienced human soldiers to flee at the mere mention of them; and this is something that Alakhai finds most useful.

The Necromutants of the group wear red shoulder pads and belts, while the Centurions wear red full body armour. Some even sport claws, and all have red coloured teeth they have filed into fine points.

BLOOD FIST NECROMUTANT ▲ OR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	13 (+1)	11	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	8	8	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	2	1	-	-	-	-	-	-	-

WOUNDS: 6 (Trooper) or 9 (Elite)

SOAK: Crude Metal Armour: (Torso 3, Arms 1, Legs 1)

ATTACKS:

- ◄ **Belzarach Rifle (ranged):** Range M, 1+**T**6, Burst, 2H
- ◄ **Sectioner Bayonet (melee):** 1+**T**7, 2H, Armour Piercing 1, Reach, Vile
- ◄ **Grenade of Flies (ranged):** Range C, **T**4, 1H, Munition, Blast (Close), Dreadful
- ◄ **Clawed Gauntlets (melee):** 1+**T**5, 1H, Vicious 1

SPECIAL ABILITIES

- ◄ **Black Hunger:** After suffering a Repercussion in combat, a member of the Blood Fists enters a berserk, cannibalistic fury, gaining the Braindead special ability. In this state, it gains one bonus Momentum on all Close Combat and Unarmed Combat skill tests, but all attacks against it gain one bonus Momentum as well. When in this berserk state, it must devour its foes as well, as described below.
- ◄ **Devour:** After killing a creature, a member of the Blood Fists may stop to feed. It can feed for up to three turns, regaining **T**3 wounds at the end of each turn. Under normal circumstances, this is voluntary, but if it has succumbed to the Hunger, it must feed as often as possible, for as long as possible, and it will only stop feeding if it is attacked—at which point, it will attack the creature that interrupted its feeding.
- ◄ **Fast Healing (1)**
- ◄ **Fear (1)**
- ◄ **Insalubrious Bodily Fluids:** A Necromutant's blood and bile are highly toxic and corrosive. When a Necromutant loses its last wound, it immediately inflicts **T**3 damage to all creatures within Reach.
- ◄ **Slave to Symmetry (2)**
- ◄ **Supernatural Physique (1)**

DARK SYMMETRY SPEND

- ◆ **Special Weapon:** A squad of Necromutants can include a Heavy Plaguedealer Flamer as a special weapon at the GM's discretion. It costs one Dark Symmetry point to use this weapon.
- ◆ **Heavy Plaguedealer Flamer (ranged):** Range C, 2+**T**6, Munition, 2H, Incendiary 3, Torrent, Vicious 1.

BLOOD FIST CENTURION ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14	14 (+1)	13	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13	11	8	16

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	2	1	-	1	-	1	-	-	-

WOUNDS: 10

SOAK: **Corrupted Armour:** (Torso 3, Arms 2, Legs 2)

ATTACKS:

- ◆ **Skalak (melee):** 1+**T**9 Dam, Unbalanced, Armour Piercing 1, Parry 1
- ◆ **Voriche Handgun (ranged):** Range C, 1+**T**8 Dam, Semi-Automatic, Unbalanced, Close Quarters
- ◆ **Clawed Gauntlets (melee):** 1+**T**6, 1H, Vicious 1

SPECIAL ABILITIES

- ◆ **Black Hunger:** After suffering a Repercussion in combat, a member of the Blood Fists enters a berserk, cannibalistic fury, gaining the Braindead special ability. In this state, it gains one bonus Momentum on all Close Combat and Unarmed Combat skill tests, but all attacks against it gain one bonus Momentum as well. When in this berserk state, it must devour their foes as well, as described below.
- ◆ **Devour:** After killing a creature, a member of the Blood Fists may stop to feed. It can feed for up to three turns, regaining **T**3 wounds at the end of each turn. Under normal circumstances, this is voluntary, but if it has succumbed to the Hunger, it must feed as often as possible, for as long as possible, and it will only stop feeding if it is attacked—at which point, it will attack the creature that interrupted its feeding.
- ◆ **Fast Healing (1)**
- ◆ **Fear (1)**
- ◆ **Slave to Symmetry (2)**
- ◆ **Supernatural Physique (1)**



THE BURNING SUNS

This is a space-faring elite unit under the personal command of the Nepharite Warlord Abazar. The Burning Suns serve as Abazar's personal guard, as well as a raiding party specialising in piracy and blitz attacks. This group was first encountered on Mercury in the domain of Mishima, but since then has been spotted in the Venusian jungles and has also been responsible for several mid-space raids. Its members are exceptionally disciplined, and are expert marksmen and close combat experts. Many are formidable pilots. Abazar and his Burning Suns use a large, specially designed ship as a base of operations.

The Necromutants wear orange and yellow shoulder pads and have iron gray weapon handles, while the Centurions wear orange body armour and wrist bands and black hip pads. And of course, they wear Abazar's Burning Sun emblem.

BURNING SUNS NECROMUTANT ▲ OR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	13 (+1)	11	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	8	8	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	1	2	1	-	-	-	-	-	-	-

WOUNDS: 6 (Trooper) or 9 (Elite)

SOAK: **Crude Metal Armour:** (Torso 3, Arms 1, Legs 1)

ATTACKS:

- ◆ **Belzarach Rifle (ranged):** Range M, 1+**T**7, Burst, 2H
- ◆ **Sectioner Bayonet (melee):** 1+**T**7, 2H, Armour Piercing 1, Reach, Vile
- ◆ **Grenade of Flies (ranged):** Range C, **T**5, 1H, Munition, Blast (Close), Dreadful

SPECIAL ABILITIES

- ◆ **Fast Healing (1)**
- ◆ **Insalubrious Bodily Fluids:** A Necromutant's blood and bile are highly toxic and corrosive. When a Necromutant loses its last wound, it immediately inflicts **T**3 damage to all creatures within Reach.
- ◆ **Lightning Assault:** The Burning Suns epitomise brutal efficiency, and their discipline is matched only by their savagery. When they attack, most of their victims are slain in the opening moments. When making an attack during the first round of a



Facing the Blood Fists is a challenge, even for the Best of the Best.

CHAPTER 10

combat, a member of the Burning Suns may re-roll any d20 that does not generate any successes (the second result stands), and adds the Vicious 1 quality to all their attacks.

- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Physique (1)**

DARK SYMMETRY SPEND

- ◀ **Special Weapon:** A squad of Necromutants can include a Heavy Plaguedealer Flamer as a special weapon at the GM's discretion. It costs one Dark Symmetry point to use this weapon.
 - ◀ **Heavy Plaguedealer Flamer (ranged):** Range C, 2+**↑**6, Munition, 2H, Incendiary 3, Torrent, Vicious 1.

BURNING SUNS CENTURION

ATTRIBUTES											
STRENGTH			PHYSIQUE			AGILITY			AWARENESS		
14			14 (+1)			13			12		
COORDINATION			INTELLIGENCE			MENTAL STRENGTH			PERSONALITY		
13			11			8			16		

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	2	1	-	1	-	1	-	-	-

WOUNDS: 10

SOAK: Corrupted Armour: (Torso 3, Arms 2, Legs 2)

ATTACKS:

- ◀ **Skalak (melee):** 1+**↑**9 Dam, Unbalanced, Armour Piercing 1, Parry 1
- ◀ **Voriche Handgun (ranged):** Range C, 1+**↑**8 Dam, Semi-Automatic, Unbalanced, Close Quarters

SPECIAL ABILITIES

- ◀ **Fast Healing (2)**
- ◀ **Lightning Assault:** The Burning Suns epitomise brutal efficiency, and their discipline is matched only by their savagery. When they attack, most of their victims are slain in the opening moments. When making an attack during the first round of a combat, a member of the Burning Suns may re-roll any d20 that does not generate any successes (the second result stands), and adds the Vicious 1 quality to all their attacks.
- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Physique (1)**

DEATH COMMANDOS

Led by Saladin's most trusted warlord, Nepharite Jezerai, this group operates out of Saladin's citadel on Mars. A large number of the

Centurions have been granted several necrobionic implants, while many of the Necromutants have been augmented with neural conduits and wrist sockets. The Death Commandos are a spearhead unit, and are sent out on the most vital missions behind enemy lines, conducting sabotage and recon before major offensive operations. These minions are fearless, and are experts at infiltrating human facilities. The truly horrifying aspect is that one can even encounter them in the middle of human cities, as they often work closely with different cults to move about unseen.

Death Commandos have no special crest or colour, and use whatever clothing and camouflage appropriate for the situation. They have one distinguishing mark, and that is a tattoo of Algeroth's rune on their forehead in a mockery of Capitol's special forces. These Necromutants and Centurions have been drilled and augmented to be smarter, tougher, and stronger than most.

DEATH COMMANDOS NECROMUTANT OR

ATTRIBUTES											
STRENGTH			PHYSIQUE			AGILITY			AWARENESS		
12 (+!)			13 (+1)			11			9		
COORDINATION			INTELLIGENCE			MENTAL STRENGTH			PERSONALITY		
11			9			10			8		

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	1	2	2	1	-	-	1	-	1	1

WOUNDS: 7 (Trooper) or **10** (Elite)

SOAK: Crude Metal Armour: (Torso 3, Arms 1, Legs 1)

ATTACKS:

- ◀ **Belzarach Rifle (ranged):** Range M, 1+**↑**7, Burst, 2H, Ammo (Vile)
- ◀ **Sectioner Bayonet (melee):** 2+**↑**7, 2H, Armour Piercing 1, Reach, Gruesome, Vile
- ◀ **Black Grenades (ranged):** Range C, 2+**↑**5, 1H, Munition, Blast (Close), Vile

SPECIAL ABILITIES

- ◀ **Fast Healing (2)**
- ◀ **Insalubrious Bodily Fluids:** A Necromutant's blood and bile are highly toxic and corrosive. When a Necromutant loses its last wound, it immediately inflicts **↑**3 damage to all creatures within Reach.
- ◀ **Necrobionics:** A Death Commando Necromutant has been fitted with a Necro-bionic Wrist Socket and a Neural Conduit (see page 214).
- ◀ **Slave to Symmetry (2)**

- ◆ **Supernatural Physique (1)**
- ◆ **Supernatural Strength (1)**
- ◆ **Upgraded Armaments:** Death Commandos carry more advanced, more effective versions of the weaponry carried by ordinary creatures of their kind. Their firearms are fitted with Bioscopes and Neural Links (see page 214), and they are loaded with Black Bullets (see page 212, effects included above). Their blades are sharp and cruelly-serrated, gaining the Gruesome quality.

DARK SYMMETRY SPEND

- ◆ **Special Weapon:** A squad of Death Commando Necromutants can include an Ashnagaroth Machine Gun as a special weapon at the GM's discretion. It costs one Dark Symmetry point to use this weapon.
 - ◆ **Ashnagaroth Machine Gun (ranged):** Range L, 1+**T**6, Automatic, 2H, Spread 1, Ammo (Armour Piercing 1, Vile)

DEATH COMMANDOS CENTURION ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14 (+2)	14 (+2)	13	12
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13	11	10	16

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	2	2	1	1	-	2	-	1	1

WOUNDS: 13

SOAK: Exo-Skeleton: (Head 4, Torso 6, Arms 5, Legs 5)

ATTACKS:

- ◆ **Skalak (melee):** 3+**T**9 Dam, Unbalanced, Armour Piercing 1, Gruesome, Parry 1
- ◆ **Voriche Handgun (ranged):** Range C, 1+**T**8 Dam, Semi-Automatic, Unbalanced, Close Quarters, Ammo (Vile)

SPECIAL ABILITIES

- ◆ **Fast Healing (2)**
- ◆ **Exoskeleton:** A Death Commando Centurion has been grafted into a suit of Exo-Skeleton armour (see page 217). The benefits of this armour have been included in the attributes above.
- ◆ **Inured to Disease**
- ◆ **Inured to Poison**
- ◆ **Inured to Pain**
- ◆ **Necrobionics:** Death Commando Centurions have been implanted with numerous Necrobionic Implants, the effects of most of which are already included in the creature's other special

abilities. In addition to these abilities, a Death Commando Centurion may have two of the following Necrobionics (see page 166 for effects): Reflexive Firing, Subdermal Armour, Reflex Enhancement, Bloodhound, Threat Perception, Structural Awareness, or Projectile Perception.

- ◆ **Night Vision**
- ◆ **Slave to Symmetry (2)**
- ◆ **Supernatural Physique (1)**
- ◆ **Supernatural Strength (1)**
- ◆ **Upgraded Armaments:** Death Commandos carry more advanced, more effective versions of the weaponry carried by ordinary creatures of their kind. Their firearms are fitted with Bioscopes and Neural Links (see page 214), and they are loaded with Black Bullets (see page 212, effects included above). Their blades are sharp and cruelly-serrated, gaining the Gruesome quality.

LEGION OF THE DAMNED

The Legion of the Damned is the most feared of all Algoth's special forces units. It is unknown where it is based but it is speculated that it operates out of Nero. It is under the command of the Nephrite Magus Maledrach. Operating using a small and stealthy armada of ships, it infiltrates human bases and settlements, slaughtering the military and capturing the civilians, plundering as it goes along. The civilians are taken away and given to the Tekrons. Maledrach is known to use the vilest of torture on his prisoners. He once crucified every man, woman, and child in the city of Fuberg on Venus because the Burgomeister had taunted him before the battle. The reanimated corpse of the Burgomeister now serves as Maledrach's personal standard bearer, and still wears its full civic regalia.

The Legion of the Damned's members wear black breastplates and helmets, and their tunics are a chequered pattern of black, yellow, and red.

LEGION OF THE DAMNED NECROMUTANT ▲ OR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	13 (+1)	11	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	8	8	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	1	2	1	-	1	1	-	-	-	-

WOUNDS: 6 (Trooper) or 9 (Elite)

SOAK: Plate Armour: (Head 3, Torso 3, Arms 2, Legs 2)

ATTACKS:

- ▶ **Belzarach Rifle (ranged):** Range M, 1+ \uparrow 7, Burst, 2H
- ▶ **Sectioner Bayonet (melee):** 1+ \uparrow 7, 2H, Armour Piercing 1, Reach, Vile
- ▶ **Grenade of Flies (ranged):** Range C, \uparrow 5, 1H, Munition, Blast (Close), Dreadful

SPECIAL ABILITIES

- ▶ **Eclectic Arsenal:** The Legion of the Damned are armed with a wide range of weapons, and their diversity of armament is unmatched by any other unit in the Dark Legion. Some detachments may be armed entirely for melee, carrying cruel swords and axes, while others are equipped solely with powerful machine guns. The GM is encouraged to vary the weaponry of each individual, mob, or squad of Legion of the Damned, using whatever Dark Legion weapons from the *Mutant Chronicles* rulebook or **Chapter 09: Dark Technology** in this book (page 197) he wishes. Legion of the Damned Necromutants have a ranged damage bonus of + \uparrow 1, and a melee damage bonus of + \uparrow 3.
- ▶ **Fast Healing (1)**
- ▶ **Fear (1)**
- ▶ **Insalubrious Bodily Fluids:** A Necromutant's blood and bile are highly toxic and corrosive. When a Necromutant loses its last wound, it immediately inflicts \uparrow 3 damage to all creatures within Reach.
- ▶ **Slave to Symmetry (2)**
- ▶ **Supernatural Physique (1)**

DARK SYMMETRY SPEND

- ▶ **Special Weapon:** A squad of Necromutants can include a Heavy Plaguedealer Flamer as a special weapon at the GM's discretion. It costs one Dark Symmetry point to use this weapon.
- ▶ **Heavy Plaguedealer Flamer (ranged):** Range C, 2+ \uparrow 6, Munition, 2H, Incendiary 3, Torrent, Vicious 1.

LEGION OF THE DAMNED CENTURION \star

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
14		14 (+1)		13		12	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
13		11		8		16	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	2	1	-	1	-	1	-	-	-

WOUNDS: 10

SOAK: Plate Armour: (Head 3, Torso 3, Arms 2, Legs 2)



The Legion of the Damned are fearsome - who knows where they will strike next?

ATTACKS:

- ▶ **Skalak (melee):** 1+ \uparrow 9 Dam, Unbalanced, Armour Piercing 1, Parry 1
- ▶ **Voriche Handgun (ranged):** Range C, 1+ \uparrow 8 Dam, Semi-Automatic, Unbalanced, Close Quarters

SPECIAL ABILITIES

- ▶ **Eclectic Arsenal:** The Legion of the Damned are armed with a wide range of weapons, and their diversity of armament is unmatched by any other unit in the Dark Legion. Some detachments may be armed entirely for melee, carrying cruel swords and axes, while others are equipped solely with powerful machine guns. The GM is encouraged to vary the weaponry of each individual, mob, or squad of the Legion of the Damned, using whatever Dark Legion weapons from the *Mutant Chronicles* core rulebook or **Chapter 09: Dark Technology** in this book (page 197) he wishes. Legion of the Damned Necromutants have a ranged damage bonus of + \uparrow 3, and a melee damage bonus of + \uparrow 4.
- ▶ **Fast Healing (2)**
- ▶ **Fear (1)**
- ▶ **Slave to Symmetry (2)**
- ▶ **Supernatural Physique (1)**

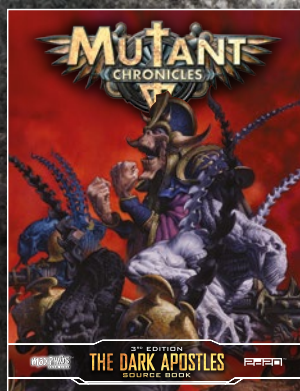
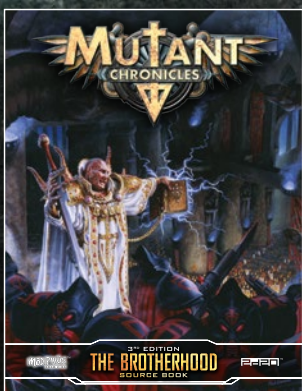
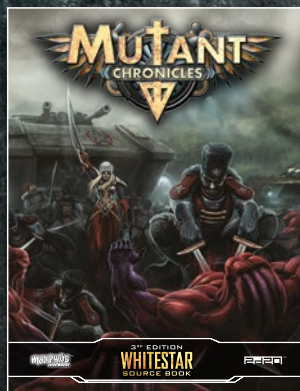
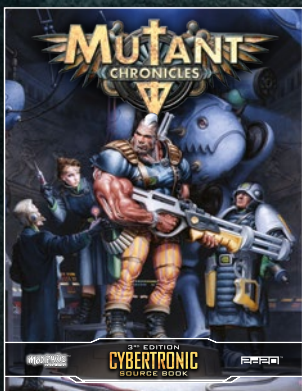
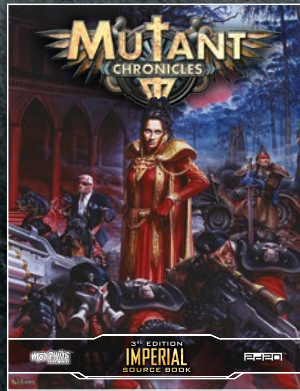
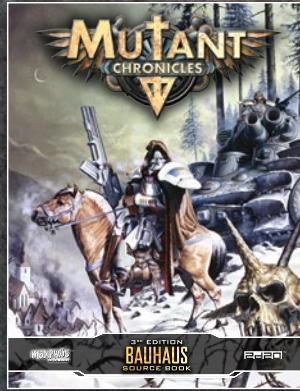
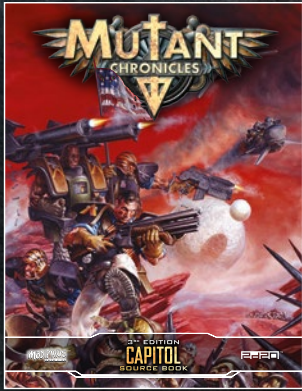
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