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# The Heart of Symmetry

**Setup:** Dale Bartson, a elderly Brotherhood Mystic, who tells the players that Marcon Primus, a dedicated inquisitor, was ordered to the Shoa Brotherhood Department. Shoa is located within Mishima Terretory , twenty miles from Bauhaus coastal City, connected by a causeway. Since the Mishiman doesn't go to church very often, Marcon Primus got bored pretty soon. He decided to do some action in the nearby Jungles, which was not regular patrolled by Mishima. After taking a group of Inquisitors to the Jungle he didn't come back. All are presumed dead. The Cell of Intelligence has gathered Reports that this is not so. At least Primus is alive and he obviously changed sides. He is the leader of a „tribe“ of Heretic Legionaires who camped 300 miles upriver from Shoa and he directed them to build a dark cathedral. Since everybody knows that there is little worse than a Inquisitor gone bad the mission is to find Primus and have him removed, kill him. Make him dead.

The players will be transported to Heimbürg and then to Shoa where they will meet Nigel Shueston a young Brotherhood Administrator in the Brotherhood Church. Nigel will tell the players everything he knows about Primus: Inquisitor Marcon Primus was a promising young apprentice who became an even more promising Inquisitor. He need to be where the action was to be able to do any good. He asked to be transfered where the most action was: to venus. He was then orderd to the church of Shoa. He turned his attention to the Mishiman, but since Mishima doesn't wont to handle its Dark Legion affairs from outsiders, Primus became bored pretty son. He took a group of Inquisitors and began to search for evil in the jungles. Apparently he found what he was looking for.

The Next Day Nigel Shueston will meet the players at Breakfast and answer their last questions. They will be introduced to Missionary Martin Dikeembe, the ships pilot. He is a short, dark skinned man, who loves his boat the Lightbringer. Dikembe knows the river best and is the only chance for the players to get to the expected location of Primus. The Lightbringer is a small ship with an AC-41 Purifier (MBL 750, FUNC A, RANGE 600, RT 3, JF 7, 1d6+4)

**The Rio Morte:** The first day passes uneventfully. At the rate they are going they should reach the dark cathedral in three days. In the Afternoon they pass a Brotherhood control point. After this point they are in Dark Legion area. The Control Point Leader is the Sacred Warrior „Ace“ Kowalski. Since Kowalski is not there at the moment the players a given a hut to stay and wait for Kowalski.

**Action:** Before Kowalski arrives **2 Ezoghoul**s rush out of the Jungle and attack the Players. They have to fight them for 1d5+5 Combat Rounds before help is there. After this encounter Kowalski arrives. Ace Kowalski is a beautiful young woman. She grins at the PC's handiwork before offering her hand to the players. She introduces herself and tells the players that they are a little early. Since the last raid was successful the river should be clear for at least the next four hours. While talking she takes off her armor and prepares herself for a bath in the river. She asks the players to join. She takes a towel and her Purifer when going to the river. While at the river she takes a short look at the rivers edge, fires into the bushes where 3 Necromutants catch fire and scream. She dispatches them with short bursts and takes her bath „Just like bath water!“

**Shore leave:** While getting deeper into dark legion area the players can hear stange noises from the junge. When going offboard there is a 10% chance to meet a Razide. When darkness falls Dikembe begins to yawn a lot. He tells he can go on and don't want to pause but after a while he falls asleep. The Players have to rest. In the night the players will be visited by **5 Necromutants**. The players should notice them since they aren't very silent.

**Ambush:** Afternoon next day **10 Undead Legionaires** will ambush the players. Dikembe will push through them leaving only 3 Combat rounds for exchange of fire. Dikembe is armored within the pilots seat with AV 6 except the head. Anybody manning the Purifier is protected in the Chest, Stomach and arms with AV 6.

**Second Night** Sometime toward midnight they reach a Bauhaus camp under heavy fire. Fortunately the Camps center at the river is pretty calm. Private Albrecht, armed with an MG-80, will wellcome them and ask what they are doing here. He will lead the players do a dark Bunker. When inside it is a bright illuminated command bunker where they will be welcomed by Seargent Klemmer who offers them a small room in the bunker for the night. Seargent Klemmer is the highest Ranking officer around since all others have been killed. Klemmer expected backup this night but since the players are not the backup they will abandon the camp within the next 24hrs. Next day the players will be waken up by Albrecht who tells them it is time to leave. 15 min. after leaving the camp a big explosion can be heard. Apparently, if the Rangers can't have the camp, they made sure that the Dark Legion couldn't either

**The Dark Cathedral:** Just after noon the players will arrive at the Cathedral just after a bend in the river. The Cathedral is made of bamboo and other wood. Heretic Legionaires are everywhere building the Cathedral. After noticing the players they stop working, creating a unbeleavable silence. Suddenly a woman in tattered Inquisitor robes come jogging down the shore waiving at the Players „It's all OK“. Her name is Amanda Bearley, one of Primus Inquisitors. Primus was expecting them. Bearley will lead the players through the Gate into the Great Chamber. Sourrounded by armed Legionaired Primus is awaiting them. After disarming the Players he explains himself. He only talks to Brotherhood characters. He tells the players that he was blind. He had been blinded by the Cardinal's light, just as the Cardinal had told him he would be lost in the Darkness. But once he got away from the Cardinal, first at the desolate Church later in the Venusian Jungles, then he entered the areas in which Light and Darkness intermixed in shades of gray. For the first time in he life he could finally see. It was all lies, The Cardinal was a lie. Even Darkness was a lie. They were extremes that blinded you to the horror of the reality around you, neither allowing you to see things as they really were. After finding the abandoned Legionaires he decided to build a cathedral to show how hollow the Brotherhood has become. He transformed the Legionaires into the dark Brotherhood to show everyone how close light and darkness are, just like 2 sides of a coin. Primus had realized that most of humans existence wasn't spent simply on one side or the other. Most people lived on the edge. But since light and darkness get closer everyday it is impossible for people to live on the edge they have to decide, and this makes him mad.

At this moment he calls in the legionaires and takes the PC's to bamboo cages near the rivers edge. They are guarded by **two legionaires** with Vasshts (1d6+ 1 Sword)

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**Ezoghoul**

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- Huge „Centaur“ body with wings
- Can't breath without „Illitachk“

STR	[34]	<u>Area</u>	<u>BPs</u>	<u>AV</u>
INT	[15]	Head	4	4
COR	[22]	Arm	8	4
PHY	[29]	Stomach	8	5
MST	[26]	Leg	9	4
PER	[24]	Chest	9	5

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Movement: 6/ 400

O.B.: +5

Act./ C.R.: 4

Avoid/ Parry: 8

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Attacks: Melee weapon or heavy  
firearm, Kick (1d6)

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Skills: Combat 17, Firearms 16,  
Comm. 17, Movement 20,  
Technical 14

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BioTek: Nightvision only

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Dark: Invoke Terror, Flow of fire

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Special: The Illitachk symbiote makes  
the Ezoghoul immune to poi-  
son gases. About 75% have  
flying ability, the movement  
rate is the same as on the  
ground.

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**Necromutants**

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- Commanders of Legionaires
- Leather-like Skin

STR	[10]	<u>Area</u>	<u>BPs</u>	<u>AV</u>
INT	[09]	Head	3	1
COR	[14]	Arm	6	4
PHY	[15]	Stomach	6	7
MST	[10]	Leg	7	4
PER	[21]	Chest	7	7

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Movement: 3/ 225

O.B.: +2

Act./ C.R.: 3

Avoid/ Parry: 6

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Attacks: Melee weapon or firearm,  
Belzarach (1d6+3 CF 4)

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Skills: Combat 13, Firearms 12,  
Comm. 9, Movement 6,  
Technical 7

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BioTek: Nightvision, May have Wrist  
Sockets or Neural Conduit

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Dark: Resist Pain

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Special: Some Necromutants may  
possess Neural Conduits.  
Others may have Wrist  
Sockets, enabling them to  
plug weapons and equipment  
directly into their wrist. The-  
se Creatures are rare.

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**Undead Legionaire**

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- Human Zombies
- May have grotesque cybernetics

STR	[16]	<u>Area</u>	<u>BPs</u>	<u>AV</u>
INT	[03]	Head	3	6
COR	[11]	Arm	5	1
PHY	[12]	Stomach	5	3
MST	[04]	Leg	6	3
PER	[04]	Chest	7	3

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Movement: 3/ 225

O.B.: +1

Act./ C.R.: 3

Avoid/ Parry: 4

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Attacks: Melee weapon or firearm,  
Usually Kratach (1d6+1 CF 5)

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Skills: Combat 9, Firearms 10,  
Comm. 3, Movement 5,  
Technical 2

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BioTek: Nightvision

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Dark: none

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Special: none

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**Inquisitor Marcon Primus**

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- Renegade Inquisitor
- gone mad

STR	[17]	<u>Area</u>	<u>BPs</u>	<u>AV</u>
INT	[18]	Head	4	10
COR	[16]	Arm	8	8
PHY	[15]	Stomach	8	8
MST	[35]	Leg	9	8
PER	[43]	Chest	9	8

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Movement: 3/ 225

O.B.: +1

Act./ C.R.: 6

Avoid/ Parry: 5

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Attacks: Art, Punisher (1d6+2),  
Sword (1d6)

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Skills: Combat 19, Firearms 14,  
Comm. 18, Movement 3,  
Technical 0

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BioTek: none

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Dark: none

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Special: Art of Mentalism (Perf. 10),  
Proficiency, Speed, Invulne-  
rable, Exorcise, Self, Improve  
Self, Fly

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**The Art of Mentalism**

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<i>Spell</i>	<i>standard effect</i>	<i>additional magnitudes</i>
<b>Proficiency</b>	boost skill +1	+1, dur +1 min, dur +5 min
Dur C		
<b>Speed</b>	+1 CR	+1, dur +5 min
Dur 1 min		
<b>Invulnerability</b>	+1 AV	+1 AV, +5 min
Dur 1 min		
<b>Exorcise Self</b>	1d6 BP heal	+1d6
Dur 1 min		
<b>Improve Self</b>	boost ability +1	+1, dur +5 min
Dur 1 min		
<b>Fly</b>	Fly 15m/CR	+1 min without con., dur +5 min
Dur C		