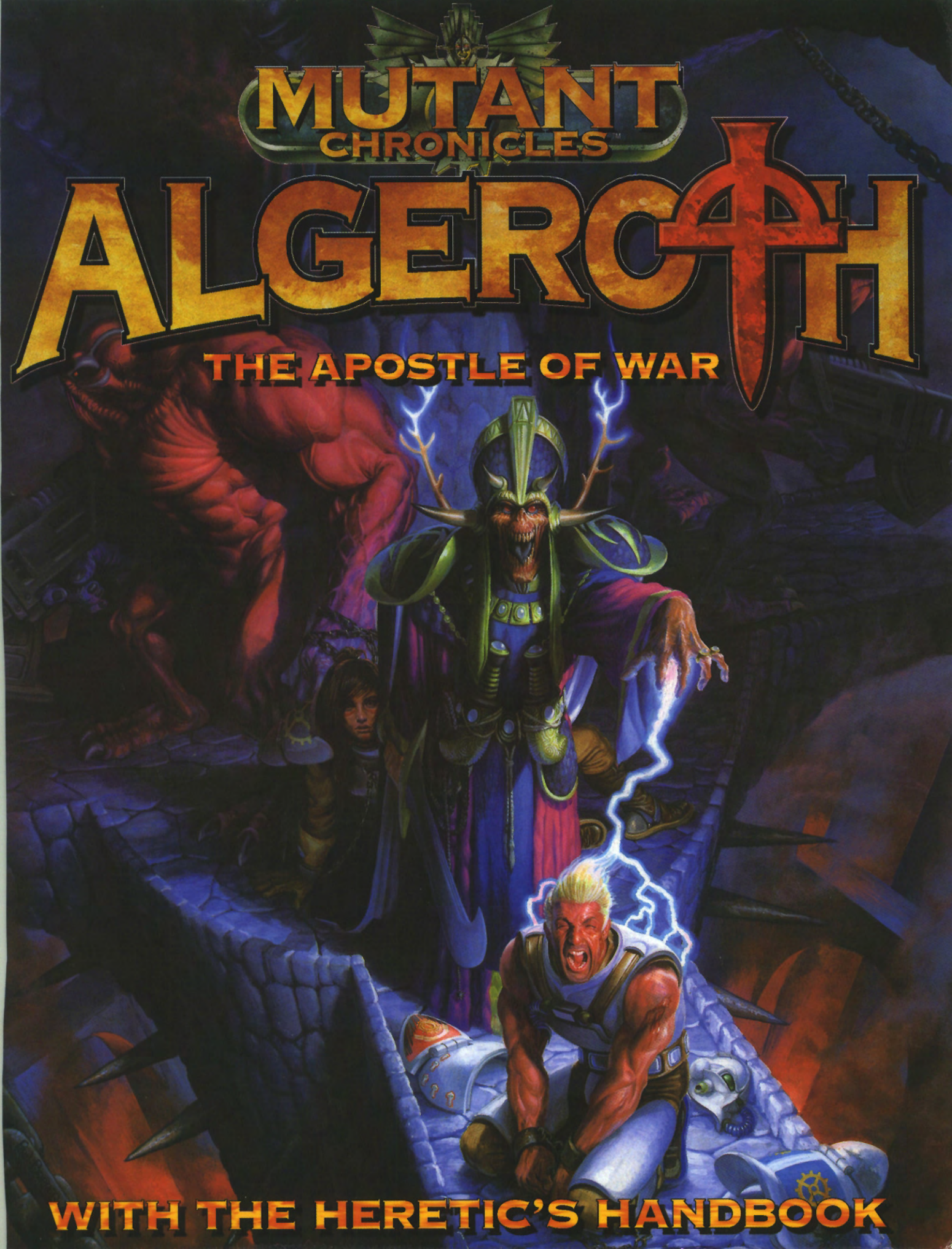
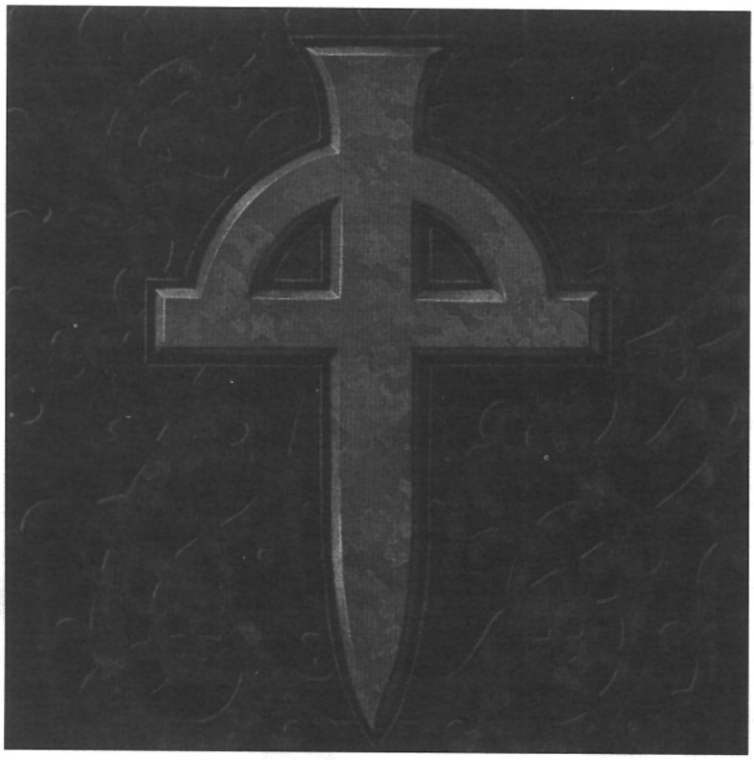

MUTANT
CHRONICLES
ALGERATH
THE APOSTLE OF WAR
WITH THE HERETIC'S HANDBOOK

ALGEROTH™

THE APOSTLE OF WAR™



AUTHOR: BILL KING
DEVELOPMENT: HENRIK STRANDBERG, NILS GULLIKSSON
EDITING: HENRIK STRANDBERG, MATT FORBECK
ART DIRECTION: STEFAN THULIN, NILS GULLIKSSON
ORIGINALS: ÅSA GRANLUND, HÅKAN ACKEGÅRD
COVER ARTWORK: PAUL BONNER
INTERIOR ARTWORK: PETER BERGTING, NILS GULLIKSSON, PAOLO PARENTE, PAUL BONNER, TONY BAGGE, HÅKAN ACKEGÅRD
MAPS: HÅKAN ACKEGÅRD
CONTRIBUTIONS: JERKER SOJDELIUS, FREDRIK MALMBERG

FOR MORE INFORMATION, CONTACT:

HEARTBREAKER
P.O. BOX 105
FOLSOM, PA 19033
U.S.A.

OR

GAMECRAFT
A16 GARNDER'S ROW
LIVERPOOL, L36JT
ENGLAND

COPYRIGHT © 1994 TARGET GAMES AB. ALL RIGHTS RESERVED. MUTANT CHRONICLES, MUTANT CHRONICLES THE TECHNO-FANTASY ROLE-PLAYING GAME, ALGEROTH, AND ALL CHARACTER NAMES AND LIKENESS(ES) THEREOF ARE TRADEMARKS OF TARGET GAMES AB.
PRINTED IN U. S. A.
MINIATURES AVAILABLE FROM HEARTBREAKER™


PETER BERTING
1994

NB: The Liber Hereticus is one of the Forbidden Books available only to Inquisitors and Mystics. It was written by Brother Lucretius Kane, one of the most successful and respected Inquisitors in history. It deals specifically with the Cults of the Dark Apostles. Each Cathedral has its own volume, kept in a sealed vault, guarded night and day by faithful troopers, and it can be studied only by specific permission of that Cathedral's Cardinal.

Each chapter of the Liber is commented by Inquisitor Kane himself, and these Circumspections still today serve as cornerstones for Missionaries and Faithful all over the worlds of humankind.

THE LIBER HERETICUS—LESSON THE FIRST

«Greetings, Brothers-in-Darkness, and welcome. You are gathered here tonight to enter the fold. By your own free will, you have chosen to enter the service of our Kohort. Let the door be sealed, and let all present know that the way is barred by powers greater than mortal ken. None may pass beyond that door again, without committing yourself body and soul to the service of our Lord.

Secrets will be revealed to you tonight that are so dreadful that no one who has not sworn to keep them utterly may live. Know now that, by your very presence, you have taken an oath to preserve those secrets unto death. Beware, for the penalty for betrayal will be swift and terrible beyond measure. Compared to the punishment meted out to such renegades, death is a mercy.

I will speak no more of such things, for you are not such as will betray secrets. You are the chosen. You are men and women who have seen the true path. You have looked beyond the glittering facades of the starscrapers and seen those who rule over us for the corrupt vermin that they are. You have witnessed the Brotherhood grow fat on the tithes you pay, and you have seen the Megacorporations grow bloated on the sweat of your brow, and you are sick at heart.

I know this, for once I was like you. I watched my blameless sister dragged away to the blood-stained cells of the Inquisition, and I saw two stalwart brothers slain in the endless, senseless wars of the Corporations. I toiled and sweated far from the light of day, to earn a crust while my children starved, and my family eked out its days in poverty. Till the day, the glorious day, when I, like you, was chosen.

Yes, chosen, I say. You have all been selected for this great honor by a power far greater than you can yet know. Trusted members of our great Kohort have watched each of you for months, nay, for years. Since the very first day when you muttered under your breaths against the tyranny of the Corporations, ears have listened to your every word. Since the very first day when you clenched your fists in frustrated rage against the so-called missionaries of the Brotherhood, eyes have watched your every deed. Even in your dreams, you have been tested, by powers the like of which you cannot yet begin to imagine. You have passed all those tests, and the final one was that you came here tonight. You need not hesitate about your devotion, because I know you are truly devoted.

You are the Chosen. You are worthy recipients of true knowledge. Some did not have the courage to attend. They will trouble us no longer. Some were spies, worthless scum in the service of the corrupt Brotherhood. Their tongues will wag no more. Throw back your cowls and reveal your faces. Speak your names. Do so without fear. Rest assured that all now present are trustworthy. You can, and must, trust each other with your very lives, for many and powerful are those who wish to destroy you, and only in the faith and trust of your comrades will you find a shield.

So who are we? You must suspect the answer to that by now. You are all clever and wise, and you must have some suspicions in this matter. If you did not, you would not be amongst us tonight. We have no use for fools.

I will tell you. We are the ones whose names you have heard uttered in secret. We are the ones you have been warned against since you were old enough to understand words.

Some of you will have heard us called Heretics. These are the words of the Brotherhood. They smack of the folly and superstition of those who call their ignorance knowledge, and their cant, the truth. Pay no heed to such words. They are the utterances of fools.

Some of you will have heard us called rebels. A half-truth. We serve a higher power and a greater law. Yes, we are rebels, rebels against a society grown sick and unjust and corrupt. We seek to overthrow that society and set up a new order in its place, an order where the brave will be rewarded and the worthy will rule. And you are all worthy to rule.

Search your hearts and find truth. Do you not all know that the edifice of our society is built upon lies? All the Brotherhood's teachings and all the Corporation's works have created that edifice to keep us crushed in the dirt. The laws of our society are designed to keep the foolish ignorant and the weak in chains. You are not weak, and you are not ignorant. You can see the great lies that we have been told, and you have, all of you, every man and woman present, rejected them.

The Brotherhood has told you to honor the Cardinal. Why should you? Why listen to the mad rantings of a senile old man who holds his every crazed utterance to be the revealed and only truth. Cast aside such delusions!

The Brotherhood has told you to shun the Darkness. That is laughable! It is the Brotherhood that defines what is dark as suits its own cynical purposes. The Darkness is anything that defies their insane Cult. Their light is the light of mad folly. Their Chronicles are a collection of half-truths and outright lies, chiseled in stone, to justify their own power. See them for the malicious and self-serving banalities that they are.

The Corporations have told you to obey them, for they will make you prosperous and protect you from harm. This, too, is a lie. The Corporations enrich only themselves and profligately spend the lives of their subjects to achieve their own dominance. And in the end, the Corporations cannot even protect themselves from the coming storm. They are too caught up in their quest for gain and in their own petty squabbling to see the pit that has been prepared for them. Spurn such folly!

No, you must forget all the lies that you have been told. You have always suspected the dogma of our rulers was false, and I am here to tell you that your suspicions were true. The truth is not to be found in the mindless litanies of the Brotherhood or in the endless propaganda of the Corporations. I am here to tell you the truth, the only truth.

Our society teeters on the verge of oblivion. It is besieged from within by greed and corruption, and from without by powers greater than mortals can imagine. Soon it will be swept away by the coming of our Lord. Men will die screaming. Women will weep. Worlds will burn. Such is the way. All must be cleansed with fire and the sword. Only then can there be a new beginning.

You are being given a choice. You, the Chosen, must choose. You can side with the old corrupt order and be swept away when our Lord comes in all his glory. You can wail and die with all the other sheep who have chosen to believe the old lies. On the last day, you can look on the face of our Lord and know terror and misery. For you will face him, rest assured. Even death will be no escape from his judgment, for your souls will be gathered to him.

You can choose folly and damnation. Or you can choose endless life and ultimate power. You can become like gods yourselves, and all the reborn worlds will be your playthings. You can choose victory or death, endless life or endless torture. The choice is yours, and you must make it *now!*

Good. We are all agreed. You have chosen wisely and well. I will not lie to you. The path ahead is long and hard. Some of you will fail. Some of you will prove unworthy for ultimate power. Some of you will fall into the hands of the Brotherhood and face death. These are the risks you take. Know them!

For those of you who succeed, the rewards will be beyond price. Riches, eternal life, transcendent knowledge, and mastery of a power beyond the insect dreams of most of humanity. Before we adjourn, join me now in swearing the Blood Oath and hear the name of your final and ultimate Lord: Algeroth, Lord of Destruction, Master of War.

Here endeth the First Lesson.»

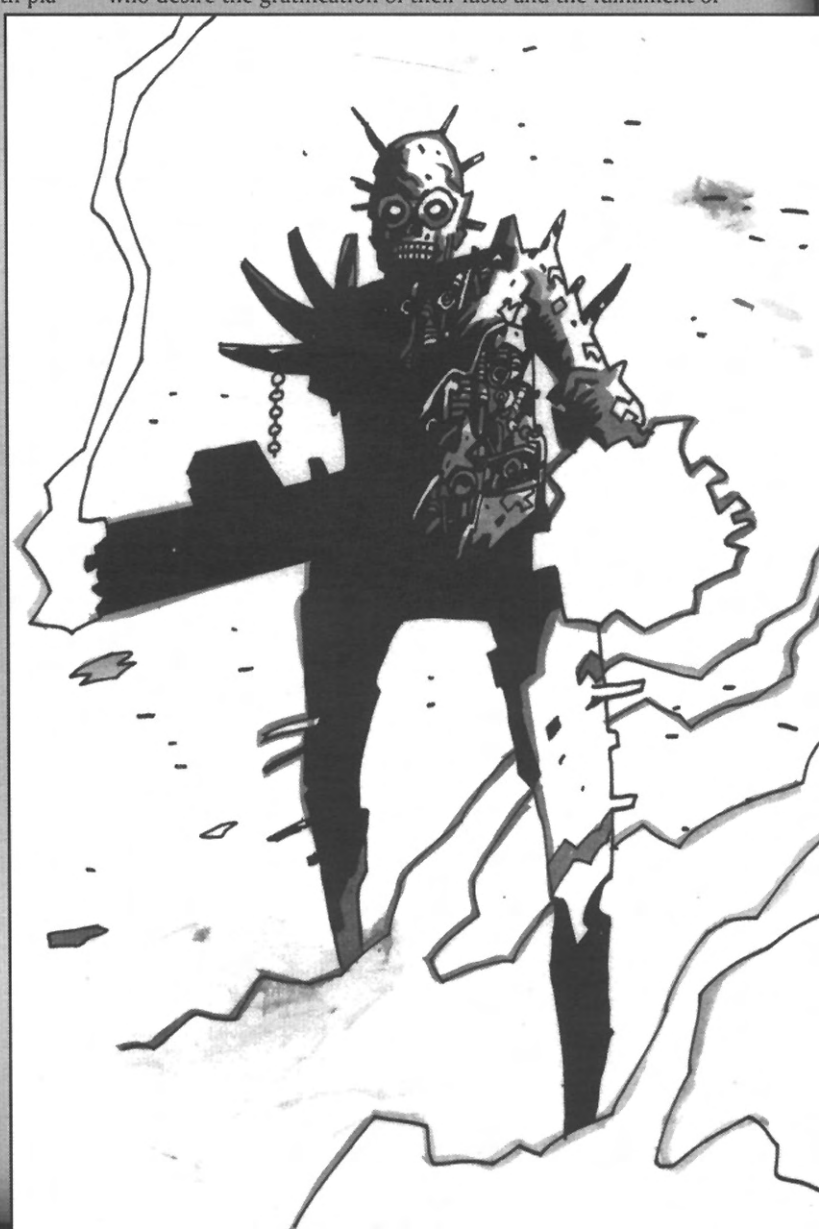
THE FIRST CIRCUMSPECTION

The greatest threat to humanity today is the threat of the Dark Apostles and their followers. We know nothing of the origins of these beings, save that they were stirred to wakefulness when the Conquistadors of Imperial set foot on the tenth planet, Nero, and disturbed that which should not have been disturbed. Since that terrible day, the Legions of the Dark Apostles have swept like a tide of blood and filth and corruption across the worlds of humans, and only the valor of our warriors and the teachings of our glorious Brotherhood have kept our civilization from falling into the Abyss.

Hear now the names of the Dark Apostles and tremble, for they are the foes of all we believe and the enemies of all that is good in our society. They are Ilian, Mistress of the Void, Eldest of the Apostles. They are Algeroth, Lord of Destruction, Master of the Dark Technology. They are Muawijhe, Lord of Madness, and Semai, Lord of Spite. They are Demnogonis, Master of Disease and Corruption.

We know nothing of the Apostles' origins save one thing, they are the creations of the Great Darkness, the heart of all evil, which our Brotherhood is sworn to oppose. Each Apostle is mighty beyond measure and is lord over beings nearly as mighty, the demonic Nepharites. Each Apostle is served also by countless hordes of lesser creatures, the whispered names of which are a terror to all true defenders of the Light. The mighty Razides, the dreadful Ezoghouls, the ferocious Necromutants and Centurions and Legionnaires make up the armies of our foes. It is true that the armies of the Dark Apostles are numerous and strong, but they are not the only threat. There is another one, darker, more sinister and just as deadly. Growing like tumors in the body of our society are the many Cults that follow the Apostles. Against these we must be ever vigilant.

It seems odd to all sane people that any might want to follow beings so obviously evil, and yet there are countless misguided souls who do. For people ever lust after power and wealth and glory and all the things that these can bring, and this hunger is the worst sign of the presence of the Great Darkness. We all know the attraction of sin and have all felt the lure of the forbidden. Those who follow the Dark Apostles are, in the main, those who have chosen to give in to their darker sides, who desire the gratification of their lusts and the fulfillment of



their darkest desires. These people are the ones who tend to rise in the Cults, or so the researches of our Inquisitors tells us.

But not all of those who join the Cults start out evil, even if they inevitably become so. People join the Cults of the Dark Apostles for many reasons. Some are fools. Some are mad. Some are lost souls looking to believe in something greater than themselves. Some are idealists sickened by what they see as corruption in our society. All, in the end, choose to enlist with a force that they think has the strength to overcome the present order and fulfill their desires, whatever those may be. In this book, I will deal with those who follow Algeroth, for they are the most obviously active and dangerous of those whom our loyal brethren will face.

The Cults of Algeroth are many and are spread across our worlds. They call themselves by many names: the Chosen, the Elect, the Ever-Victorious Ones. Whatever name they give themselves, their goals are the same, the destruction of our armies, the killing of the innocent, the spreading of fear and destruction.

The Cults themselves are numerous and have infiltrated the very core of our society. They have eyes and ears everywhere, and they seek out promising recruits, drawing the foolish and unwary into their net with a web of hints and promises and lies. Prospective candidates are watched for months, sometimes even years before being approached by a recruiter—usually someone they know or are at least aware of—and invited to attend a meeting. If they balk, they will be persuaded. If they grow frightened, they will be terrorized. If they seek to report the contact to the authorities, they will be liquidated.

At that meeting, or so our Inquisitors believe, they meet the leader of their group, which they call a Company or sometimes a Kohort. The leader is a charismatic individual, a powerful speaker who has already received many gifts from their dark master and who has advanced far in his service. The first meetings they attend are full of promises and threats. The promises are of unspecified power and glory. The threats are of retribution too terrible to imagine. The newcomers are then cowed into revealing their names and faces to the others present. This creates a bond between them and also serves as a threat, for their names are known to others, and who knows if they might be betrayed? They now live in fear and hope. *Fear* because the Inquisition is not merciful and their very presence at such a meeting is enough to have them condemned as Heretics. *Hope* because now that they have committed themselves, they have the promise of power and wealth that might put them beyond even the Inquisition's grasp. In this, they are deluded, but who is going to tell them that?

THE LIBER HERETICUS—LESSON THE SECOND

«Welcome, Brothers-in-Darkness. You all now know the name of our Lord, and you have all sworn to serve him. I can see by your faces that you thirst for knowledge. Be patient. In time, knowledge will come, and with that knowledge will come the power to change our world. First you must know whom you serve. I will speak to you now of mighty Algeroth, Lord of Destruction, Master of the Dark Technology.

Our Lord walks the road of fire and despair. His way is Victory Through Conquest. Huge are his armies, and terrifying are his weapons. He is the Conqueror personified. He shows neither mercy nor scruple. He exists to dominate and subdue all things to his will. He will not rest till every living thing is beneath his iron heel. If you would serve him well, learn to be like him. Be ruthless, for our foes deserve no mercy. Be stern, shun the Brotherhood's concept of morality, for it is but a lie designed to make us servile and obedient. Free yourselves from the shackles of your past, and learn wisdom.

Our Lord seeks to conquer the worlds of humanity and turn them into huge battlefields where all will fight and die for his amusement and greater glory. I see some of you shudder. Be not like sheep. It is the destiny of all things to fight for survival and dominance. The universe is a battlefield. All living things are engaged in the struggle, to survive, to prosper, to rule. Victory belongs to the strong, and our Lord will grant you strength. Without strife, there is no glory. Without the struggle, you could not prove yourselves and earn our Lord's rewards. Be glad then that you have been chosen and that you know what you fight for. It is not given to all to know these things.

Our Lord's goals are easily understood: the destruction of his enemies and conquest of all the worlds. Our Lord has mighty armies that lie waiting in his Citadels for the day of his final assault and ultimate victory. Some of you here have served in the armies of the Corporations. You have looked upon their forces and thought them mighty. Well, know you this: those armies are but a shadow of our Lord's, pale reflections which shall be swept from the field when our Lord puts forth his real strength. Till that day, let the Corporations trumpet their petty victories, let the Brotherhood proclaim its false triumphs. Such victories are fleeting. Such triumphs are illusory. What cares our Lord if one small Citadel falls or one small army is destroyed? He has a hundred more. And every moment of every day, his Legions grow. In the end, victory will be his.

And we, all of us, will have parts to play in that victory. We must organize Kohorts of like-minded people. We must sow dissension among our enemies and terror among their followers. We must destroy from within what our Lord will destroy from without. We are the vanguard of his host. We are the spearhead already lodged within the body of his enemies. To us falls the glorious duty of preparing his way. In days to come, you will all be given many duties to perform.

You must show iron discipline and stern strength of will. You will be tested as you never have been tested before. Your days will be full of fear, and your nights will ring with the imagined footsteps of your enemies. Be strong. Keep faith. Perform your assigned tasks no matter what obstacles are placed in your way. Be thankful that you are being tested as only the Chosen are, and remember the great destiny that awaits you. Rest assured that success will be rewarded and failure punished.

Now I will grant each of you a task. Perform it well, for it is but the first footstep on your path to glory. Those of you who succeed, I will see again. Those of you who fail…

Here endeth the Second Lesson.»

THE SECOND CIRCUMSPECTION

Algeroth is the Master of War. His greatest strength is on the battlefield. His legions are numerous as flies on a carcass, and his Citadels are many and well-protected. They serve as bases from which his Legions set forth on missions of destruction and conquest.

So far, Algeroth has not proven successful in his goal of ultimate conquest. The armies of the Brotherhood and of the Corporations are mighty and numerous, and all of Algeroth's many offensives have ground to a standstill in the face of their tenacious opposition. That is not to say that Algeroth's Legions have not made gains. On Mars, the mighty Citadel of Saladin resists all efforts to cast it down, and in the warzones of Venus, there are countless other huge Citadels constantly under siege by the forces of humanity. It is all too possible that one day the Legions will sally forth and conquer. We can only pray that the defenders of humanity remain strong and unified in the face of this terrible threat.

More insidious by far, and just as frightening, are the threats posed by Algeroth's followers among the teeming throngs of humanity. They wear no uniforms and are not easily rooted out. These Secret Kohorts, as they are called, are numerous, and they engage in many acts of sabotage and espionage on behalf of their evil master. They scout out the fortresses of humanity, and they report on the strengths of the defenders' weapons. They assassinate prominent leaders, and they commit random terrorist acts of atrocity designed to undermine faith in central authority and sap humanity's will to fight. They are clever and deadly, and there seems no end to them. They are like the mythical Hydra: you can cut off one head, but two more spring forth to take its place. Still, in such thoughts lie despair, and despair is one of the enemies' greatest weapons.

THE LIBER HERETICUS—LESSON THE THIRD

«Greetings, Brothers-in-Darkness, and welcome. My heart is gladdened to see that all of you have returned safe to the fold. In the past month, each of you has, in your own way, contributed to the triumph of our cause. You should know that your efforts have not gone unnoticed by our superiors in this great work. In time, each of you will receive your allotted reward.

Now I must speak a warning to each and every one of you. Beware of those who claim to be our comrades in the great work. Beware of those who follow the other, lesser Apostles. Remember your oaths. You are sworn to the service of Algeroth alone. Do not be tempted to stray from his path by the false promises of others. Do not be tempted to aid the struggles of others. Your only duty is to your comrades here and to our great Lord himself.

I see a look of surprise on some of your faces. This is only to be expected. Some of you have no doubt heard of the other Apostles and their works. Some of you, particularly those who have served the accursed Brotherhood or in the armies of the Corporations, have seen evidence of the existence of other Apostles. Such beings do exist, and I will now speak of them.

Our enemies talk as if all the Apostles are talons of one vast claw. They portray those who serve our master as being one with those who serve Ilian, Muawijhe, Semai and Demnogonis. As always, their words contain a mixture of half-truths and outright lies. It is true that all of the Apostles are children of the Great Darkness, That Which Is Not To Be Named. It is true that they all serve its purposes in different ways. But that it is the end of the matter.

Our Lord's is the true way, and that will be proven before the end of all things. In the days to come, he will achieve his rightful supremacy over his siblings as over all others. It is his destiny to rule all things, just as it is our destiny to rule under him. Bear that thought ever in mind when you have dealings with those who serve the Others.

I will speak first of Ilian, the Weaver and Schemer. Mighty is she in the ways of Power. She is the Opener of the Ways, the Mistress of Gates and Portals. She controls the flows of the Dark Symmetry, and she and her servants can shape it to her will. In her arrogance, she claims the right as first-born to direct the campaign against our enemies. Her servants share her arrogance and may try to daunt and dominate you with their powers. Do not permit this. Faith in our Lord is shield enough against her. Remember always who you serve and who is the ultimate general and leader of our cause, and you will not stray.

Shun the servants of Muawijhe, for they are the Mad and seek only to spread Chaos and Disorder wherever they be. They act without rhyme or reason and seem to follow no plan. Powerful allies are they, but fickle. In a moment, they can turn from aiding you to destroying you. In this, they reflect their master, whose insane whims change from moment to moment. Pay no heed to their madness lest you be swept away.

Heed not the servants of Semai, Lord of Spite, for they are the Liars. Their honeyed words sound ever reasonable, but words are their tools. Like their lord, the Liars serve only their own interests. Believe not their promises, and heed not their words.

Foul Demnogonis prowls ever on our trail. He seeks to bring corruption and filth to all things. Look always behind you for his followers, for they will be there, seeking to use the opportunities we create to better serve their master's ends. Where their works will help us, encourage them. Otherwise, shun their presence lest you be contaminated by the great Contagion.

All this is not to say that such creatures do not have their uses. There will be times when you must work beside them to serve our great Lord's ends. At such times do your utmost to see that the work succeeds, but never trust such allies even an inch, and speak not of our plans to them, lest we all be betrayed. For, like their rulers, the servants of the Others are jealous of our great Lord and work to his undoing. They do not acknowledge our right to rule, or our Lord's supremacy. Fear not, the day will come when they, like all others, will be made to bend the knee.

Here endeth the Third Lesson.»

THE THIRD CIRCUMSPECTION

Algeroth is hated, feared and despised by his fellow Apostles. All of them know that one day he will turn on them. And all of them know that in terms of raw power and sheer numbers, his legions are the mightiest.

While the other Apostles respect the cleverness and ingenuity his minions show in devising new weapons, they despise Algeroth for his brutal directness. They hate him all the more so, because he is often successful. Indeed, we can speculate that one of the reasons Algeroth has not met with more success is because of the interference of his siblings. They seek to delay the terrible day when he will stand triumphant and realize that they are the only enemies left worth fighting. The other Apostles believe that it is better to delay their inevitable victory over humanity and gather strength while weakening Algeroth.

We believe that Algeroth sees his fellow Apostles as potential competitors for dominance. He constantly seeks to measure their strength and challenge their authority. I enclose here what our Seers have divined by studying the currents of Symmetry. Readers should be aware that this knowledge is sketchy at best, for too close a study of the Dark corrupts the soul of the viewer. Brave people have risked their all to gather this information, and not all of them have returned with their sanity or their spirits intact. Pray for them as you read.

ALGEROTH AND ILIAN

Relations between Algeroth and the Mistress of the Void seem strained. Algeroth sees himself as the natural leader in the struggle for dominion over humanity. He is jealous of Ilian's position of favor with the Dark Soul and, if he fears anything, it is her unrivaled mastery of the Dark Symmetry. In turn, she fears his huge military might and his ferocious, unquenchable ambition. Ilian is careful never to openly oppose Algeroth, but she does little to help him either. The Lord of Destruction suspects that many of his operations that have been compromised have been so because of her secret machinations.

ALGEROTH AND SEMAI

Cunning Semai poses as Algeroth's ally and appears ever ready to aid the Lord of Destruction. In a way, they are natural allies. Algeroth is strong in those areas where Semai is weak, and vice



versa. Semai's agents can be found everywhere in the Solar System and can feed information to Algeroth's captains and generals. Semai believes himself to be far cleverer than his mighty sibling, and he believes that the more brutal and direct Apostle can be controlled by his eloquence and intelligence. Whether this is the case remains to be seen.

The Prince of Liars may be playing a dangerous double game, spying on Algeroth for Ilian and hoping to play the two off against each other so that he might eventually triumph. These intrigues suit his style. It is certain that in any eventual struggle between the two, Semai will make sure that he comes out on the victorious side.

ALGEROTH AND MUAWIJHE

No one understands Muawijhe, Lord of Madness, not even his fellow Apostles. The lunatic logic of his plans baffles Algeroth, and enigmatic Muawijhe follows his own strange paths. The two rarely have dealings, but when they do, things are fairly cordial. Algeroth does not fear Muawijhe, and what Muawijhe thinks is known to no one but himself.

ALGEROTH AND DEMNOGONIS

Demnogonis is almost parasitical upon Algeroth. Where war goes, plague follows. Algeroth creates an environment in which Demnogonis can thrive. In turn, the coming of disease weakens Algeroth's enemies, so he tolerates the presence of Demnogonis's minions. Demnogonis knows that, in the end, corruption overwhelms all things, so he waits patiently for the time when even mighty Algeroth will be dragged down.

THE POLITICS OF THE APOSTLES

It may seem from what is written above that the Dark Apostles spend more time plotting against each other than against humanity. This is a dangerous and false assumption. All of them are answerable to a higher power, the Dark Soul, and all strive in their own way to carry out his wishes. This means that they have certain common aims and goals and will often work with each other to achieve these. They are like five great princes, each seeking to curry favor with their king. Anything that makes another look bad in the king's eyes is fine, just so long as it does not work to the detriment of them all. There are certain boundaries that cannot be crossed at the moment. While humanity remains free, all-out, open warfare will not happen between the Apostles. What happens after humanity falls is a different matter.

It may well be that this is all part of the Dark Soul's scheme and that it will amuse the Great Darkness to watch his pawns destroy each other after they have wrought the downfall of humanity. No sane person can speculate on the motives of the Dark Soul, though, without putting his or her own immortal essence at risk. Let us shun this line of reasoning and put our faith in the Cardinal.

THE LIBER HERETICUS—LESSON THE FOURTH

«Greetings, Brothers-in-Darkness. You are perhaps wondering why we have been brought blindfolded to this new location. Let me tell you: you are honored. You stand now within the Sanctum of a Temple of Destruction, the most sacred of all ground till that day you stand within a Citadel itself.

Before you stands the towering and majestic form of our Lord. Look upon his face and tremble. For you look upon the visage of the most powerful being in the Universe, excepting only the Dark Soul itself. Burn this moment into your memory. Let it remain with you for the rest of your lives, for when you look back you will see this day as the true beginning of your rise to power.

Look around you. You can see those who have come far in the service of our Lord and who have been greatly rewarded. No, do not shudder if some of them seem deformed. This is the mark of our Lord's favor, the sign that they have walked a long way down his road and have been rewarded with great power. Pray that one day you will share in their glory and power. Fear not.

You have all progressed far enough along the path of our Master to be rewarded with his Gifts. These are a great blessing and will aid you in your tasks. Before bestowing these gifts, I must explain to you the ways of the Dark Symmetry.

The Symmetry is everywhere and encompasses all things. It is a flow of power that comes directly from the Great Darkness itself. By opening your mind and soul to it, you will achieve power beyond measure. For the Dark Symmetry is power, pure and simple, and when you learn to wield it, you learn to wield the greatest of all energies.

Some of you may have heard of the Age of Catastrophe, when the Old Technology failed, when the thinking machines ceased to function and the Corporations themselves faltered. I can reveal to you that this happened through the agency of the Dark Symmetry. When Ilian the Weaver awoke, her power reached into the hearts of the old machines and caused them to fail. It caused the thinking machines to go mad and run amok. It caused the generators to melt down. Such is the power of the Dark Symmetry. It toppled the Old Civilization, the mightiest there has ever been. The Corporations now are but shadows of what they once were, and they know it not, for the records were destroyed and the proudest works of humanity are now but half-remembered memories.

Each of the Apostles, even the Others, has been given dominion over some aspect of the Symmetry. It is in their natures, for they are products of it and wielders of it. Each is mighty in their own area. I will not speak of the others, for down that road lies temptation. I will say only that to our Lord was given dominion of the powers that destroy and slay and maim, and the powers which can protect from those things.

Each of you now stands on the verge of gaining a fraction of that power. Before you do, meditate on this. What you learn and what you are given here and now is but a fraction of what you might be granted if you are successful in our Lord's service. At the end of the path lies immortality, transfiguration and might beyond imagining. Think of that for a moment, and dwell on it each time you use your new gifts.

Now close your eyes and hear the chant of your comrades. Let your minds empty. Feel the presence of the Symmetry. Feel the presence of Algeroth within you. His power is like a seed. As I speak, that seed will begin to flower. It will take root in your

mind and touch your soul. You must feed that seed. You must nourish it with ruthless deeds in our Lord's service. You must fertilize it with the blood and bones of our enemies.

Feel the Gift awaken. You can all feel it now. Can you not? You can all sense the presence of the Symmetry in this chamber. You can all feel it begin to enter your mind.

No! Do not scream! Do not resist! That way lies madness. You must accept the Gift, for it is part of you now. You can no more deny it than you can deny yourself. There, it is done. Each of you now has the gift. Each of you knows what it is. I see you smile. Good. There is nothing to fear. No longer need you fear falling into the hands of the Inquisition. Each of you has an escape now.

Now I will teach you how to use your gifts…

Here endeth the Fourth Lesson.»

THE FOURTH CIRCUMSPECTION

There are similarities between the Dark Apostles' gifts and our own Brotherhood's Art. Each grants the user powers far beyond those of ordinary mortals. Each seems to grant the user paranormal abilities. There are many similarities, but there are just as many differences.

Acquiring the Art requires years of meditation, study and denial. The Art has to be learned. It is never granted as a gift. Those of us who study the Art are mostly left to our own devices, to tap our inner resources. Our teachers can show us the path, but they cannot walk it for us. We must learn all that for ourselves.

The Dark Gifts, on the other hand, can be granted to those who have barely studied the use of power at all. Indeed, it seems those who grant the gifts prefer their dupes to be kept purposefully ignorant. Perhaps this is so they will dare more and go further in a short space of time. Certainly the devotees of the Apostles are taught none of the safeguards that keep us from madness and corruption. This is understandable; their masters prefer their servants to be both mad and corrupt. Indeed, they reward it. Thus the poor fools who follow them are set on a vicious downward spiral which imperils their souls and leads them on to damnation.

Still, for those of us who have studied the Art with all its difficulties, the temptation to take the easy route is, perhaps, understandable. To wield the power without making the sacrifice must be a temptation indeed. I will write no more on this subject. Truthfully, it is written, to study the ways of the Darkness is to set your foot in its snares.

It seems that such Gifts are granted only to the boldest and most successful of Heretics, to those who have performed some great service to Algeroth's minions. Only a small fraction of his followers receive them, praise the Light, those who are destined to become leaders of his cause. These are the most dangerous enemies of all the Cultists you will face, and as they sink deeper into the cesspit of evil, they become more dangerous still. The power of the Dark Symmetry may come steeped in evil, but it is awesome. Never underestimate it.

THE LIBER HERETICUS—LESSON THE FIFTH

«Greetings, Brothers-in-Darkness, and congratulations. You have progressed far in the service of our Lord, and your last mission was a complete success. Some of you, I see, are worried. You have been granted the Bio-technological Gifts of our Lord and have since undergone changes. Be reassured.

These changes are signs of our Lord's favor. They mark you as belonging to his chosen. You are his children. Some of you are worried that those outside our ranks will mark these changes in you and report you to the Inquisition. Fear not. All such marks are easily concealed, and few people will pay as much attention to you as you fear. Simply shun the servants of the Brotherhood when possible, and you will have no cause for fear.

Indeed, you should rejoice, for you have taken another step along the long path that will separate you from the herd of common humanity. These changes mark the beginning of an evolution towards a higher path in life and, if you prove worthy, will eventually grant you power beyond your wildest dreams. Let me whisper this secret.

There are forms of life greater than Homo Sapiens: Centurions, Dark Huntsmen, Pretorian Stalkers, even the ever-glorious Nepharites. One day, you may become one of them. Do not ask me how. At the moment, just bear the thought in mind.

Now, let us discuss our task of the moment. It is a worthy one…

Here endeth the Fifth Lesson.»

THE FIFTH CIRCUMSPECTION

«By their stigmata shall ye know them.» Eventually the evil within overflows and begins to reveal itself on the outside. In the end, all those Heretics who progress too far down the path of damnation begin to show the marks of their corruption. These can take many forms. They may show vestigial horns or fangs or claws. They may give off a foul and putrid stink. Surely, though, there will be a sign, and when you perceive this sign, you will know you are in the presence of one who is evil to the core. Show such individuals no mercy.

Heretics are cunning as well as wicked, and do their best to conceal these tokens of their foulness. For this reason, be alert whenever you see something out of the ordinary. If a man is wearing a muffling cloak, even though the day is warm, be suspicious. If a man wears dark glasses so that his eyes are never revealed, be wary. Any deviation from the norm is to be suspected. Do not hesitate to act upon your suspicions. Better an innocent should suffer a moment's embarrassment than a malefactor should go free.

In the end, Heretics pay the price for their folly. Their bodies rebel against their sins and begin to slowly Degenerate until they become like unto walking corpses. By then, they are too deep in their sin to know or care the fate that has befallen them. We should care. Slay such monsters out of hand.

THE LIBER HERETICUS—LESSON THE SIXTH

«Greetings, Brother-in-Darkness. I am proud of you. You have covered yourselves in glory and served our master well. Of all those who started with you, nine-tenths have fallen by the wayside. You have proven to be the strongest. You have been rewarded with many Gifts and been marked with the sign of our Lord's favor. Now, you are to be granted a still greater reward. I will reveal unto you the location of our Temple.

This knowledge is not granted without reason. You are to be given your own command. Our seekers have found more potential siblings, and you must lead them as I once led you. You must speak to them and encourage them and show them the true path of Algeroth. When they are found worthy, you must bring them to the Temple to be rewarded.

First, a warning. The knowledge I am about to impart to you is one of the greatest secrets with which you can be entrusted. Do not betray it. You will be hunted down, and your fate will be worse than death. I have known you long and know your worthiness. I know I do not need to tell you this, but I am required by our laws to do so, just as one day, you will be required to tell your favored pupil this.

Now some advice. You will be given charge of a section of ten. Commit their names and details to your memory. Place nothing on paper that might be found and incriminate you or them. Do not tell them your name. Choose a meeting place that is secure, and change it regularly.

A good meeting place is one with many exits, at least one of which is known to you alone. Abandoned factories, catacombs beneath the city, even apartments in isolated buildings are good. The prime requirements are secrecy and quiet. You must not be overheard. All of your section must be able to approach unnoticed. When instructing them about a meeting, do so by phone or by messenger. Leave no notes. Tell them all to come at different times and make sure they are not followed. Now that you are section leader, you will be granted the services of our Temple. We will investigate your section at your request, and we will provide a watcher for your meetings. Notify us when you have need. Here is a number that you may call. Here is a street corner where you may whisper your desire to a beggar. Be assured that messages dispatched through these channels will reach us. Visit the Temple only when summoned or when the need is great, and take precautions lest you be followed.

Watch your section. See if any are suspicious. Some slip through our vigilance. Beware of anyone who asks too many questions or shows too many qualms about your missions. If anyone falls under your suspicions, notify us. The Reaper of Souls has a long reach.

Carry out any orders to the best of your ability. Slay your wounded rather than leave them behind to talk to the Inquisition. If you believe your section has been betrayed, go to ground. Contact no member of your cell. Remember, you are your cell's only contact with the Temple. Even should your entire section be captured, they can tell the Inquisitors nothing worthwhile. When you are certain you are safe, contact us. We will take care of what happens next. If it looks like you will be captured, slay yourself. Our Lord will protect your soul.

Remember also that the Inquisition will show you no mercy. The only thing you can gain by falling into their hands is many days of torture and an agonizing death followed by an eternity of torment if you betray our cause. Best to die swiftly and mercifully and know bliss.

I know this is a heavy yoke that we place on your shoulders, but doubt not, we would not have done this were we not completely assured you are able to carry your task out. Sheath no hesitation within you, and fear not the responsibility—you are able, and your eventual reward will be beyond your imaginations. Our Perpetual Lord has many ways of elevating those who are devoted to his cause.

Here endeth the Sixth Lesson.»

THE SIXTH CIRCUMSPECTION

The Cult of Algeroth is organized in the classic cell structure. All Heretics are members of a cell of up to ten people. This cell meets regularly and performs its missions as a unit. Everything is kept on a need-to-know basis. No one in a cell is told anything unless it's absolutely essential for them to know it. The members of each individual cell know each other's names, but they do not know how to contact each other. Only the leader of the cell knows this information. They do not even know the leader's name. The leader of the cell takes instruction from a superior, usually the leader of his or her original cell. This is a long chain that leads back eventually to the person who founded the Temple of Destruction, or that person's immediate circle.

Temples of Destruction are the nerve centers of the Cult. They stand in the center of great webs of conspiracy, all of which eventually report back to them. We do not know to whom the Masters of a Temple report, but we suspect it must be to a Nepharite.

When Heretics reaches a certain rank, they are given charge of their own cell which consists of potential recruits spotted by the Seekers of the Temple. They may also choose to recruit people of their own acquaintance who they deem worthy, although these must be vetted by the Temple. This structure lets the Cult spread like a cancer through our society and makes it very difficult to burn out. It is also its greatest weakness, for if we can uncover the Temple of Destruction, we can cut off the beast's head and leave all the attached cells leaderless. Make it your task, then, to seek out the Temples and destroy them.

THE LIBER HERETICUS—GM'S SECTION

There are several ways of using this book in a *Mutant Chronicles* Campaign. The way you choose to use the information contained within this volume will greatly shape the tone and nature of your campaign.

FOES

The first and easiest way is simply to use this book as a sourcebook, detailing the minions of Algeroth. As you can see, they make formidable foes. If you intend to use the book in this way, it's best not to let your players read it. That way, all the information about new Gifts and the structure of the Cult will come as a nasty surprise to them. This is probably the best way of using this book in an ongoing campaign which involves noble heroes and Brotherhood Characters.

CORRUPTED BY THE DARK

If you're already running a *Mutant Chronicles* campaign, you may want to give your players a chance to go over to the forces of Darkness. This is a decision you should talk over with your players. After all, they might not be too happy about finding their heroic characters suddenly becoming pawns of the Dark Apostles. However, if they agree, there are numerous ways of turning their characters to the dark. They can be captured and put in a distortion chamber or hit by Black Bullets, or if they are already bad sorts, they can simply decide to go all the way.

If some of your players want to go over to the Darkness and others don't, it's best to split your campaign into two groups. Create one «good group» consisting of those who want to stay good, plus new characters for those who don't. Create one «bad group» for those who want to convert, plus new «bad» characters for those who want to keep their heroes pure of heart. One interesting situation is to have those characters who have stayed «pure» assigned to hunt down their former comrades.

SERVING THE DARK APOSTLE

You can also start a new campaign using completely new characters created using the rules in this book. All your players will be Heretics, and all of them will be plotting the overthrow of the existing order of society. You should be warned that this will greatly differ in tone and style from a normal *Mutant Chronicles* campaign. Your players may see themselves as heroic rebels against a corrupt system, but society certainly won't. The Brotherhood's mighty propaganda machine has most people convinced that they are murderous scum, pure and simple. And, of course, it's perfectly possible that this is what they are. Heretics don't tend to be the most balanced of people.

For all this, a purely Heretical campaign can be very exciting. Your players' backs will constantly be against the wall. They will have to watch their every step and suspect everybody, for virtually everyone is a potential enemy. They will never be short of missions either. The Secret Kohorts are constantly at work, sabotaging factories and bases, assassinating people and doing their best to undermine the Brotherhood and established authority.

At first glance, a Heretical campaign is best suited to player characters who like violence and lots of it, and who don't care too much about the morality of their actions. If your players are people who like being heroic, this is not for them.

On the other hand, maybe the Brotherhood *is* not telling you everything. Maybe *they are* the bad guys, keeping humanity fettered in ignorance. See it that way and review your situation as a «Heretic» trying to spread the truth. You could always try to tread softly—by preaching against the Brotherhood—well...good luck. The Brotherhood literally kills all resistance, and your only way to survive to further the good means is to fight back.

So see it from «the Bad Guys'» point of view. There's a corrupt, evil humanity which must be saved. How? The Apostles do it by eliminating all those who strive to uphold and preserve the old, to be able to raise humanity from the cleansing flames like the Phoenix. The means of fighting the conservative are unimportant—when all is over, the truth will be revealed.

RENEGADES

Let's face it. Heretics have lots of neat powers, and excellent special abilities. These appeal to most people. However, lots of people like to play heroic characters, fighting against the Darkness too. Playing a Heretic is not the most attractive of option for them. Fortunately there's a solution that will let them get their hands on all of those great Gifts and still let them be heroes. They can be Renegades.

Renegades are those who have, for their own reasons, left the Secret Kohorts. They may have had a crisis of conscience or seen the error of their ways or simply have come out on the wrong end of a political power play within their Temple of Destruction. Whatever the reason, they are no longer numbered among the Chosen of Algeroth, but among their bitterest enemies. The Secret Kohorts are no more forgiving of Apostates than the Brotherhood, and now the players are caught between the hammer and the anvil, the Light of the Brotherhood and the Fist of Algeroth.

This is not a campaign style suited to the faint of heart. Two of the most powerful organizations in the worlds of humanity are now actively hunting the players down, and they will get no help from anyone except themselves. They face a thankless struggle against the Secret Kohorts while trying to avoid falling into the hands of the Inquisition. This is a doomed struggle if ever there was one, but gives a wonderful feeling of danger and gloom to a campaign. The truly masochistic should, of course, play a Renegade Apostate Inquisitor.

Even more than Heretics, Renegades can trust no one. Even their fellow adventurers may be secretly in league with their enemies. This gives the Renegade campaign a really paranoid atmosphere.

You may think it unlikely that a group of adventurers may all go Renegade at once. Given the secretive nature and cellular structure of the Secret Kohorts, this is not necessarily so. All it takes is for the leader of a cell to go Renegade. He can tell all the others that he is following new and secret orders from «above». By the time his fellows find out that he's lying, it's too late. They are all tarred with the same brush as him.

Of course, once you go Renegade, you will never again receive Gifts from the Temples of Destruction. Still, that's life.

CREATING A HERETIC

FIRST MEETING

Fear filled Kinsey. Not for the first time, he wondered why he'd come to this isolated spot. Maybe it was a robbery. Maybe it was a trap. Maybe he'd step through that door into the old abandoned warehouse and a couple of Inquisitors would be waiting for him. He hated that thought. He hated nothing more than the Inquisition, just as he'd done ever since he was five years old and they'd dragged his father away to a confession cell. He'd never seen his old man again after that.

Maybe that was why he'd listened so eagerly to Gibbons's talk of rebellion and Heresy. Maybe that's why he'd allowed himself to listen on that first drunken night, when Gibbons had first started to hint about forbidden things. He'd listened, and he hadn't reported Gibbons to the Brotherhood. Looking back on it now, Kinsey thought that Gibbons must have been pretty sure of him to talk even as much as he had. A good citizen would have reported him at once. Maybe Gibbons knew about his dad. Maybe Gibbons had checked him out pretty thoroughly.

Kinsey took a deep breath and gave the knock that Gibbons had taught him. His heartbeat raced. He was committed now. The door opened quickly, and Kinsey looked down the barrel of a Bolter. «Kinsey,» he said. Strong arms grabbed him and pulled him inside. He was quickly and professionally patted down. Checking for wires or concea-

Heretics are everywhere in the world of *Mutant Chronicles*. They hold many positions of trust and power in the Megacorporations and even the Brotherhood. They pose as Freelancers and even the unemployed, seeking opportunities to proceed with their nefarious work. They are a cancer within the body of society which has defied the best efforts of the Inquisition to excise it. In the section that follows, you will learn how to create these infamous characters for use in the *Mutant Chronicles* RPG.

Heretics are created in exactly the same way as ordinary characters, with a few exceptions. They may choose to follow virtually any career given in the *Mutant Chronicles* RPG or any of the sourcebooks, or they may follow the specialist careers given here. Your GM may, if he or she sees fit, prevent you from following certain careers, such as a Mystic in the Brotherhood, if they would be inappropriate to the campaign.

If you wish to create a Heretic, you should proceed as normal during character creation. You roll your Basic Capabilities and Adolescence Events and choose your Adolescence Skills as given in the RPG. You may then enter any background that you qualify for and proceed through the character generation process as normal.

The difference comes in the Special Event tables. Heretics use the tables in this book when rolling for Special Events, rather than the Special Events tables in the RPG or any other sourcebook. They also follow the new procedures for gaining Gifts and abilities and may choose from the new skills given in this volume. They must also follow the procedures to check for Discovery, Stigmata and Degeneration as outlined below.

BECOMING A HERETIC

You may choose for your character to become a Heretic at any time during character creation. This means that you may follow as many Background repetitions as you like using the normal character generation system and then choose to become a Heretic. You can then continue in your present career background or move to another, following the normal rules. The difference is that from this point on you use the Heretic Special Events Table rather than the normal one. You must also check at the end of every background repetition to see whether you have been discovered.

DISCOVERY

Once you become a Heretic, your career proceeds as normal, with one exception. If you roll less than or equal to your level as a Heretic when attempting to re-enlist in your present career, then your position as a Heretic has been uncovered and you are now on the run from the Inquisition. If you qualify, you can enter a Temple Career, otherwise you must begin your adventuring career at once, and you are on the Inquisition's records. Acquiring Stigmata (see below) increases your chance of discovery. Every Stigmata you acquire increases your chance of discovery by +1, unless you are following a Temple Career. If you ever start to Degenerate (see below), you will automatically be discovered.

If you are following a Temple Career, you don't need to roll to re-enlist, but you must still check to see if you are discovered. If you ever roll beneath your level as a Heretic, your Temple has been discovered by the Inquisition and destroyed. You are now on the run from the Inquisition and must start your adventuring career immediately.

THE BROTHERHOOD

Incredible as it may seem, not even the Brotherhood is proof against penetration by Heretics. Despite every precaution and any number of rigorous checks, countless Brothers have fallen into error and many devious Cultists have joined to uncover the Brotherhood's secrets. All Brothers are subject to random checks for Stigmata and are constantly watched by their superiors. However, so great are the numbers of the Brotherhood's personnel and so cunning are the Heretics that many remain undiscovered for years. If you belong to any Directorate except the Inquisition or the Mystics, these random checks simply increase your chance of Discovery by +1.

All Inquisitors and Mystics are checked for Stigmata on a yearly basis, and anyone promoted to the upper echelons of the Brotherhood's hierarchy is subjected to a similar investigation by the Inquisition. Any Heretic who is also a Mystic, an Inquisitor or a highly placed member of the Administration will automatically be discovered if he or she possesses any Stigmata.

APOSTASY

The Brotherhood does not take kindly to having Heretics in its midst. If you are a Brother and you are

discovered to be a Heretic, you will be declared Apostate. This means that your name and description will be circulated to all Inquisitors, and they will be under orders to slay you without delay. As an Inquisitor or Mystic who becomes Apostate, you are subject to even harsher sanctions. An Inquisitor will be assigned to your case, and it will be his or her personal duty to visit the Brotherhood wrath upon you. The Inquisitor will be given whatever resources are necessary for the task, and the services of a team of Mortificators will be placed at the Inquisitor's disposal. You have acquired a powerful fanatic enemy whose only task in life will be to hunt you down and slay you. He or she will never rest until you are dead. If that Inquisitor is slain, another, more powerful Inquisitor will be assigned the task.

REWARDS OF ALGEROTH

Heretics who follow Algeroth gain many benefits as well as many disadvantages for forfeiting their souls to the Lord of Destruction. Algeroth rewards his faithful well, and those who carry out their tasks to his satisfaction can gain powers far beyond those of ordinary folk. As a player character, you are assumed to be among the elite of those who serve Algeroth. You seek out quests which will result in you receiving rewards, and you perform them well. You are destined, if you survive, to become one of the leaders of the Cult.

Once you become a Heretic, at the end of each two year background repetition, before you check for reenlistment and possible discovery, you advance one level as a Heretic and gain 1d3 Bio-technological Gifts.

TRANSFIGURATION

During the course of your career, you may be given the option of Transfiguration. This can come about because of a roll on the Heretic Special Event Table. This means you have done something so spectacularly evil that your masters have decided to reward you with something even greater than Gifts. You are chosen for the process of transfiguration. This involves being sent to one of the Citadels of Algeroth and being worked on by the Tekrons. You will eventually emerge from this process transformed utterly into something both greater and less than human.

There are certain minimum requirements for Transfiguration, but a player may be transfigured into a Centurion at any time in a career. These will be covered in greater detail later.

HERETIC SPECIAL EVENTS

2 **DISCOVERED!** • You have been uncovered as a Heretic and reported to the Inquisition. You are now on the run. Your name is on the Inquisition Files, and they will hound you relentlessly. If you are following a Temple Career, then your Temple has been discovered and destroyed. Begin your adventuring career at once.

3 **DEGENERATION.** You have proven uniquely susceptible to the warping influence of the Dark Technology. The hideous process of Degeneration (see below) has begun. This occurs even if you have acquired no Dark Gifts! Progress to the next stage of Degeneration.

4 **STIGMATA.** Your body has reacted strongly to the presence of the Dark Technology and a Stigmata (see below) has appeared. This will happen even if you have acquired no Bio-technological Gifts. The form this Stigmata takes is entirely up to your GM.

5 **SERIAL KILLER•.** Constant exposure to the doctrines of Algeroth and the power of the Dark Symmetry has warped your mind. Your twisted devotion to your Lord means that you are now compelled to slay at least one person a month in a fit of uncontrollable bloodlust.

6 **THE BLACK HUNGER.** Your brain has become warped, and you suffer from an unholy lust to consume human flesh. There are four levels of Black Hunger. Each time you reroll this event, increase the level of it you suffer from. If you suffer from Degeneration, then each level of Degeneration you suffer from will increase the level of Black Hunger as well. Suggestion: Roll a new character.

1—You must consume human flesh at least once a month. You prefer to stalk your own victims, but any flesh will do.
2—You crave human flesh at least once a week, and are driven to hunt down and slay your victims.
3—You must consume human flesh at least once a day. The Hunt is now your life. You live to kill and eat your victims.
4—As above and also when in combat, if you kill someone, you will pause to feast for 1d6 Combat Rounds unless you roll under your MST. You will ignore everything going on around you and will not defend yourself unless attacked in close combat.

7 **RED RAGE•.** Your warped brain is consumed by terrible berserk rages which some regard as the mark of the Chosen of Algeroth. At the start of every combat, you must roll under your MST or be consumed by Red Rage. This means that you will not retreat or leave combat until all your opponents are slain or fled, even if the odds against you are overwhelming. While consumed by the Red Rage, you feel no pain and ignore any non-critical hits. You lash out at anything, friend or foe, who comes between you and your targets. May Algeroth protect those on your own side who try to drag you from the fray.

8 **REPULSIVE•.** Exposure to the Dark Technology, or perhaps just the endless pollutants that saturate the environment, has resulted in a non-incapacitating Physical defect. You may have suppurating abscesses all over or a spectacularly ugly face or give out a particularly pungent odor. This makes you immediately recognizable and distinct. Negotiate the exact nature of your defect with the GM. Under any circumstances, you should be repulsive.



led weapons, Kinsey realized.

A rough, black robe was thrust into his hands.

«Put it on,» said a hard voice, he barely recognized as Gibbons's.

Kinsey pulled the robe on and fumbled with the toggled buttons at the front. A rough hand jerked the cowl of the robe forward to cover his face, then pushed him toward another door. Sweat was running down Kinsey's back now. He felt foolish, embarrassed and afraid. He stepped into another chamber. The lighting was dim. The place smelled of incense. Memories of his first visit to a Cathedral came flooding back to him.

Half a dozen cowled heads turned to look at him. He scanned the room, quickly taking in the heavy drapes, the makeshift dais and the flickering candles. In niches in the walls, he thought he saw armed figures, but he couldn't be sure. By the Light, this was frightening.

Suddenly the lights dimmed. Kinsey was sure he heard a woman's voice shriek. Others gasped. He struggled to gain control of himself.

A calm, resonant voice began to speak. Kinsey found his eyes irresistibly drawn to the dais. On it stood a cowled figure, his face covered by some kind of horrible metal mask.

«Brother-in-Darkness, welcome!» said the voice, echoing strangely from within the mask. Kinsey shuddered. He knew he had passed the point of no return.

9 **CRIMINAL RECORD.** You have unfortunately acquired a criminal record, one that will follow you around for the rest of your life unless you acquire a new identity.

10 **POWERFUL FANATIC ENEMY•.** You have enraged one of your superiors in the service of Algeroth. You can now look forward to a choice selection of the most difficult and dangerous missions, as well as having your own plans blocked and thwarted.

11 **PART OF UNEMPLOYMENT PROGRAM•.** Should you ever become unemployed, you may automatically choose the Student background instead, regardless of entrance requirements. You do not have to make an INT/PER roll to get in.

12 **GOOD NEGOTIATOR.** You always have +2 on your Social Standing rolls.

13 **GLAMOROUS EMPLOYMENT•.** You have a particularly high profile in your line of work. Add +1 to your PER modifier for your current employment.

14 **RECRUIT WITHIN A MEGACORPORATION.** You have a contact within one of the other Megacorporations. (Roll 1d6. 1=Bauhaus, 2=Mishima, 3=Cybertronic, 4=Imperial, 5=Capitol, 6=The Cartel. Reroll if you roll your own corp). The GM decides exactly how this contact works but it should be a considerable advantage whenever the character wants information about that organization's doings, to get an entrance pass to one of the organization's official buildings, bailed out when arrested by one of the Corporation's security agents, etc.

15 **SELF-DEFENSE TRAINING.** You can have 1 free pick in the Firearms and Combat Fields of Expertise.

16 **TECHNICAL CRASH COURSE.** You may have 2 free picks from the Technical Field of Expertise.

17 **ADMINISTRATION COURSE.** You may make 2 free picks from the Communications Field of Expertise.

18 **GYMNASTICS CLASSES.** You may make 2 free picks from the Movement Field of Expertise.

19 **EVENING CLASSES.** You may make one free skill pick.

20 **INTERESTING CHARACTER.** You always seem to fascinate people. Add +1 to your PER value.

21 **INTENSE PHYSICAL TRAINING.** Add +1 to your STR value.

22 **STRONG WILL.** Constantly overcoming challenges has toughened your mind. Add +1 to your MST value.



23 **HEALTH CARE.** Add +1 to your PHY value.

24 **HOBBY GYMNAST.** Add +1 to your COR value.

25 **GOOD IMMUNE DEFENSE•.** Your body is extremely resistant to alien organic substances. Add +5 to your PHY every time you have to make a roll against disease, parasites, etc. Also subtract 1 from the number of Gifts you possess when checking for Stigmata.

26 **EXTRAORDINARY CHEMICAL RESISTANCE•.** Your body is extremely resistant to artificial substances. Add +5 to your PHY every time you have to roll to resist poisons, drugs or gas.

27 **GIFTED CHILDHOOD.** You get two free picks, but not in the Special Field of Expertise.

28 **WEALTHY BOY/GIRLFRIEND.** Your chosen partner of the moment is both extremely wealthy and extremely generous. Add +1 to your Social Standing. As always, 10 is still the maximum.

29 **HOBBY ATHLETE•.** Add +2 to your STR and PHY. Should your Social Standing ever drop beneath 4 (or its current value if that is less than 4), then you must remove these bonuses.

30 **CONTACT IN POLICE DEPARTMENT•.** This can be very useful, as you may be tipped off about upcoming raids, which areas will be heavily patrolled, etc. Also, you will never, ever have a criminal record unless you are discovered to be a Heretic, in which case your contact is probably now enjoying the accommodations of an Inquisition Torture Cell. If not, he or she will certainly never, ever talk to you again.

31 **CONTACT WITH CULTISTS OF ANOTHER APOSTLE.** On a combined mission, you have made the acquaintance of a high ranking Heretic within the Cult of another Apostle. They will provide you with all sorts of information regarding the doings of that Cult. Beware! This is a two-edged sword. The information may be false, or they may even be trying to recruit you. (1d4: 1=Ilian, 2=Semai, 3=Muawijhe, 4=Demnogonis.)

32 **SUCCESS.** Your success in your missions has been noted. You may roll once on the Bio-technological Gifts Table. Don't forget to check for Stigmata.

33 **HOLD ON EMPLOYER•.** You have found a way of blackmailing your boss. You will never be sacked from your current job, but you should make the re-enlistment roll anyway to see if you are discovered. If you are, no amount of blackmailing your boss is going to save you from the Second Directorate.

34 **BACKUP IDENTITY•.** You are given a prepared cover by the Cult. This provides all the documentation, background, and even elective surgery to grant you a new life. If you are ever discovered, you can simply disappear and begin again in a new job with a new identity.

35 **FINANCIAL GAIN.** The Dark Company's influence has led you to greater prosperity. Increase your social standing by 3. 10 is still the maximum.

36 **REWARDED!** As a reward for your services you may choose one of the Bio-technological Gifts, rather than rolling for it.

37 **FAVORED BY YOUR TUTOR.** You have been studying the use of the Dark Symmetry intensively. Choose one of the Dark Gifts.

38 **GREATLY REWARDED!** Because of your enormous success in fulfilling your missions, you have been rewarded with 1d3 Bio-technological Gifts. Don't forget to check for Stigmata. Alternatively you may choose one Gift.

39 **EXTENSIVE TRAINING IN THE DARK SYMMETRY.** You have been blessed with intensive instruction. You may choose 1d3 Dark Gifts.

40 **TRANSFIGURATION.** You have been Chosen. You may if you wish, and you meet all the requirements, choose to be Transfigured into a Centurion, a Dark Huntsman, a Tekron or even a Nepharite. Truly, you are one of the chosen of Algeroth! For more details, see below. If you choose not to accept Transfiguration, roll again 1d3 times.

BIO-TECHNOLOGICAL GIFTS

In every Citadel and every Temple of Destruction, there are Necrochambers where Tekrons and Technomancers labor to produce the fruits of the Dark Technology. Among the many duties they perform, they implant the Bio-technological Gifts into the bodies of chosen Heretics—Gifts that transform their recipients into awesome engines of destruction.

The Gifts most often take the form of host-implants. Small tumors of necro-biological matter are implanted into the host-bodies. There they rapidly metastasize and spread through the host, restructuring cells, muscles and bone, transforming the recipient in the intended way. This is a process fraught with peril and requires constant supervision by a Tekron or Technomancer, and even then, it sometimes goes wrong. Even so, Heretics submit themselves to this process willingly, for the power that the Gifts grant is great.

When a Gift is granted, unless you've been told to choose the Gift, roll on the Bio-technological Gifts table.

It takes 1d3 days of constant supervision to implant a Gift. The number of recipients a Technomancer or Tekron can supervise at once is equal to the creature's SV in Dark Technology.

Where a Gift is marked with a ‹•›, it can be acquired only a single time. The recipient should reroll this result if gotten more than once.

STIGMATA

Normally all Bio-technological Gifts are concealable to enable a Heretic to go about undetected. Claws retract, and most implants are concealed within the body itself. However, the human body was not meant to receive the Bio-technological Gifts, and despite the best of efforts of Tekrons and Technomancers, sometimes things go wrong and Stigmata appear.

Stigmata are noticeable and quite horrible manifestations of the Gift that you have received. If you possess them and are examined closely, it will be obvious that you are a Heretic.

CHECKING FOR STIGMATA. The more Gifts a body receives, the more likely it is to develop Stigmata. Whenever you receive a Gift, you should immediately check for Stigmata. Roll 2d6. If the result is less than or equal to the number of Bio-technological Gifts you have received in total up until now, then you develop the Stigmata associated with the gift you have just received.



NOTE: it is the number of times you receive the Gifts that is important. If you repeat the same Gift twice it counts as two Gifts.

After each Gift, you will find one or more suggested Stigmata associated with that Gift. These are not the only Stigmata possible, so if you or your GM can think of a more appropriate one for your character, do not hesitate to use it. As with everything in the *Mutant Chronicles* RPG, this is subject to your GM's approval.

Stigmata are noticeable and can give away the presence of a Gift if not concealed in some way. This always requires some effort. A terrible stench can be concealed by drenching yourself in perfume; claws can be concealed by wearing thick gloves; glowing eyes can be concealed by wearing sunglasses. Use your imagination. However, beneath the concealment, the Stigmata will always be there, ready to give you away to the Inquisition.

SPONTANEOUS STIGMATA. Maybe it's because of the incredible number of industrial pollutants in the environment, or maybe it's because of constant exposure to the Dark Technology, but sometimes Cultists develop Stigmata without even receiving Dark Gifts. (See the Heretic Special Events table.) If this happens, roll on the Dark Gifts table and take the Stigmata. You don't get the associated Gift

PRONOUNCED STIGMATA. Some Gifts can be taken more than once. If you acquire Stigmata with the Gift more than once, then that Stigmata will become more and more pronounced. For example, if you choose Brain Enhancement three times and on each acquisition you acquired Stigmata, then your forehead and skull would become increasingly swollen and egg-like until you were no longer even remotely normal looking. Generally speaking, if you acquire the same Stigmata twice or more, you will cease to look normal and your Stigmata will be unconcealable. You will automatically be discovered, just as if you had begun to Degenerate.

OTHER EFFECTS OF STIGMATA. During Character Creation, every Stigmata you acquire increases your chance of discovery by 1 unless you are following a Temple Career.

If you roll 2 («snake eyes») when you check for Stigmata, you automatically Degenerate (see below) to the next level. This can be potentially fatal if you are already well advanced in that terrible process.

DEGENERATION

Acquiring Stigmata is only the first stage in the Degeneration that eventually occurs to nearly all Cultists. Eventually the Bio-technological Gifts begin to consume their host's body, spreading like a cancer till they infect everything. From that point, the Heretic's appearance and sanity go into spectacular decline.

Every time you acquire a Stigmata you should also check for Degeneration. Roll 2d10. If the result is GREATER THAN the number of Stigmata you possess, then everything is fine. If the result is LESS THAN OR EQUAL TO the number of Stigmata you possess, then you have failed your Degeneration roll and have begun to Degenerate. (NOTE that «Necrobionic Stigmata» don't count.)

There are several cumulative stages of Degeneration which you will pass through. The first time you

fail your Degeneration roll, you reach the first stage of Degeneration. The next time you fail your roll, you will reach the second stage of Degeneration. The third time you fail the Degeneration roll, you will achieve the third and final stage of Degeneration.

RECOVERING FROM DEGENERATION. Once you have begun to Degenerate, you can only recover by getting advanced help from an extremely skilled master of the Dark Symmetry—and since the followers of the Lord of Dark Technology are legion, why would their masters pity a Degenerate outcast? The GM must come up with a very, VERY good reason! The Degenerate must have proved himself to be someone far above the standard Degenerate Heretic—at least a potential Nepharite.

Anyway, a Portal of Dark Healing, if created by a Nepharite Magus, will restore you to your original shape, no matter your current state. Other Apostles might have simpler means, so you could always convert to one of them, cross your fingers and hope they find you valuable enough.

STAGES OF DEGENERATION

STAGE ONE. You can no longer pass for human. Your hair begins to fall out. Your canine teeth begin to lengthen into fangs. Your skin cracks and flakes away, leaving exposed patches of dried-out muscle and vein. Any Gift you possess will gain a Stigmata, and any Gift you acquire from now on will automatically come with a Stigmata. You can no longer continue with a non-Temple Career. If you qualify for one, then join now. If you do not, then begin your adventuring career at once.

STAGE TWO. You look and smell like a walking corpse. Large areas of your body have putrefied. All of your Stigmata become increasingly obvious to the point of deformity. Claws become great talons, skeletal modifications leave you hunchbacked, etc. Your appearance becomes incredibly monstrous. You can acquire no further Gifts. The strain would be too much for your system. You have walked the Path of Bio-technological Gifts as far as you may go without Transfiguration. It's probably time to begin your adventuring career.

STAGE THREE. Your brain has so Degenerated that you are incapable of independent thought. You are now a Kadaver or a Karnophage, an NPC under control of the GM. It's time to create a new character.

BIO-TECHNOLOGICAL GIFTS TABLE (2D20)

2 **SYMBIOTIC LINK•.** You and your chosen partner have been given brain implants that let you communicate telepathically along a thread of the Dark Symmetry. This enables you to communicate without speech, see through each other's eyes and to know the approximate state of each other's health. If one of you dies, the other will know, and must roll under his or her PHY on 1d20 to avoid passing out from shock. Choose another player or NPC (who must also be a Heretic), and if he or she or the GM agrees, the link is established.

STIGMATA: Both participants in the link will begin to echo each other's movements and body language. Sometimes they will finish each other's sentences or talk as if they were one person.

3 **CLONE BODY (•).** Like a Nepharite, you have a previously prepared clone body ready to receive you. You are linked with this clone body, and should you die, your soul and knowledge will automatically be transferred to it. This clone body must be stored in a specially prepared sarcophagus in your Temple of Destruction, awaiting animation by your essence. All your skills, knowledge, and Gifts of Dark Symmetry will be preserved, but the clone body will possess only those Bio-tech Gifts and Stigmata that you possessed at the time of its creation. If you acquire new Gifts and Stigmata after this date, then it will not have them. Make a note of your current Gifts in case you ever have to use this clone. If at a future date, you roll this result again, you may choose to either have your clone body updated to include any new Gifts, or you may roll again.

STIGMATA: You become indifferent to death and the presence of death. There is something eerie and inhuman about you that causes others to shudder. Subtract 1 from all Communication SVs.

4 **STIGMATA REMOVAL.** By careful necrosurgery, your Technomancer removes any one Stigmata you may possess. This will not work after Degeneration has set in. If that is the case, roll again.

STIGMATA: None. If you roll this result when checking for Stigmata due to a Special Event, roll again.

5 **IMMUNITY TO AGING•.** You are now effectively immortal and frozen physically at your current age. You will not age physically or show any signs of aging. You will suffer no debilitating effects because of aging. Of course, you are not totally immortal—a Claymore splitting your skull will take your living daylights out anytime.

STIGMATA: Your skin becomes babyish and soft-looking. You look overly youthful. Sometimes your voice breaks. You begin to look like an adolescent.

6 **REGENERATION•.** Your body is saturated with complex self-repair systems. After a combat, you will not need medical attention, even to Critically wounded areas. You will regain 1 BP per minute as the damaged areas knit together and heal with incredible rapidity. Note, however, that Regeneration will not work if you are dead. A Critical wound to the head, chest or abdomen will kill you just the same as



GIFTS

Kinsey floated in a universe of pain. He could remember nothing. He knew only that he existed, and he existed only to feel pain. Slowly the pain started to subside, and facts, ideas and memories began to flicker back into his brain.

First came his name. Kinsey. Then he remembered the man, the strange man with the bulging, bald, venous head who had strapped him to the blood-stained table. He remembered the strange machines that had rolled into place, seemingly of their own accord, all around him. He remembered their long, metal arms, their fleshy joints and, most of all, he remembered their sharp, sharp knives. The last thing he remembered was looking at the strange man's wrists and being surprised to see a long glistening cable of flesh running from it to the machine. That was the last thing he remembered before the knives descended and started cutting.

Knives cutting. The thought of it made him want to scream. This wasn't what they had promised him. They told him if he killed that man he would be rewarded, that they would give him Gifts. All they had given him was pain. Kinsey opened his eyes. The room looked strange. The machines were all back in their places around the wall. He was still strapped to the table. He could smell blood, and something damp and sticky lay between his back and the operating table. He tried to move, but he was still restrained by the straps. He flexed



his arms, and the straps tore. He sat upright.

Slowly, wonder filled him as he realized what he'd done. He'd torn thick leather straps designed to restrain strong men thrashing in agony. That was impossible. All his life, he'd been weak and feeble. He flexed his fingers and looked at his arms. They were different! Yes, his old skin was still there. He recognized the freckles, but the whole structure was subtly altered. By the Light, they must have flayed his old arm and grafted the skin back. He'd say this for them. They were thorough.

He tried to sit up, and he felt a snapping at his shoulder. Looking down, he saw that a nutrient pipe had become detached and was pumping some kind of green slime onto the not-too-clean floor. Suddenly he felt week and dizzy. He struggled to remain upright.

The door to the chamber opened. The bald man entered. His grubby white lab coat flapped as he raced towards Kinsey. Kinsey noticed as for the first time, that his head was larger than any man's should be. It was as almost egg-shaped. As Kinsey watched, the thick veins running across the top of the man's head pulsed. He looked at Kinsey and scratched the

anyone else. (NOTE also that Regeneration does not affect diseases or poisons.)

STIGMATA: Lesions and melanomas appear on your skin. It becomes blotched with tumors as the repair systems multiply out of control.

7 DEATH SIMULATION•. You are able to shut down all physical functions and appear dead. You are in fact in a state of suspended animation, although you are fully aware of all that is going on round about you and can terminate the state at any time. In this state of death simulation, you do not need to eat or drink for a period of up to one month and your breathing becomes so slow that you need take a breath only every 20 minutes. Your breathing is so shallow as to be imperceptible, and your heartbeat is so faint and slow as to be undetectable.

STIGMATA: You have no perceptible heartbeat and your breathing becomes so light and shallow as to be undetectable. These things are only noticeable after a close medical examination.

8 SELF-REPAIR•. Your body is capable of self-repair, even in combat. Cells will flow together, and flesh will reknit. Any area except your head will self-repair 1 BP per CR. However, the self-repair systems will overload if an area takes a Critical wound. Critically wounded areas will not self-repair.

STIGMATA: Any area that must self-repair itself will grow back crooked and malformed. This will not affect the usability of the area but will be noticeable. After many attempts at self-repair, your body will be a crooked parody of what it once was.

9 POISON SECRETION. A set of poison-secreting glands have been implanted with your palms. At will, you can cause the skin there to ooze a powerful toxin which will affect anyone whose exposed flesh you touch. A common way of using this is by shaking hands. This poison is DL 10 and may have one of the following effects. The effects last for about one hour per point by which the victim fails the Resistance Roll. It takes 1d6 minutes before the poison has its full effect. The poison can not be chemically traced to reveal Heretical origin. Roll 1d6 to determine the type of poison:

1 **EUPHORIC POISON.** This will make the victim extremely elated and suggestible. They will obey any suggestions or answer any questions put to them.
2 **SOPORIFIC POISON.** This powerful narcotic will reduce the victim to a state of unconsciousness.
3 **ULTRATOXIN.** Paralyzing the autonomous neural system, this poison is a killer. Period.
4 **MUSCLE POISON.** This poison will block the victim's neural system to make him or her totally paralyzed. The victim is still conscious, but cannot move as much as a finger.
5 **RABID POISON.** This will make the victim extremely aggressive, and unless held back by someone else, he or she will try to kill those nearby.
6 **SENSE-BLOCKER.** This poison will completely block any sense of the Heretic's choice—vision, hearing, taste, smell or feeling. In the last case, the victim will act as under the effects of Pain Control (Gift #18). The Heretic can use any of the five different versions of this poison.

Each time this Gift is rerolled, you may choose to be able to secrete an extra type of poison, or you may increase the potency (DL) of all your poisons by +1.

NOTE: The contact poison produced will not penetrate through armor or clothing. It must touch exposed flesh. However, if you also possess the Gift of Claws (#26), the two may be linked, and the toxin will then be injected into any wound caused by the claws. If you have Squid Sacs (#32), it can be linked to the cloud and may be breathed by all who come into contact with the cloud.

STIGMATA: Your hands constantly ooze a moist, slimy, noxious substance. Traces of this are left on anything you touch unless you wear rubber gloves.

10 IMMUNITY TO POISON•. A new gland has been added in your chest which monitors your blood flow and the natural balance of your body. If any toxin enters your system, it will automatically be analyzed and then neutralized. You are completely immune to all forms of poison, truth drugs, tear gas, etc.

STIGMATA: Your skin gradually takes on a pallid and unnatural coloring. Glands swell on your chest and neck, and your face takes on a puffed and unnatural look.

11 DISEASE NEUTRALIZATION•. Clusters of specially created white cells patrol your blood stream. Your immune system has been reinforced beyond imagining. You are immune to all diseases.

STIGMATA: You constantly snuffle and sneeze, and you show symptoms of all the diseases you have been exposed to. This causes you no discomfort and doesn't impede you in any way.

12 PHEROMONE ENHANCEMENT•. Your body produces an swirl of specially engineered pheromones, making you particularly attractive to the opposite sex. Increase your SVs by 5 in any attempts at persuasion or seduction. NOTE: This will not work if you have begun Degenerating. You will simply seem like a particularly attractive ambulatory corpse.

STIGMATA: You constantly emit a pleasant, but noticeable musky odor that is slightly sickly to people of the same sex. Subtract 2 from all Communications SVs with them.

13 SYMMETRIC NODES. You have been implanted with brain-nodes which give you an instinctive understanding of one part of Algeroth's pattern. These enable you to use one Gift of the Dark Symmetry of your choice from the Dark Symmetry section of this book.

STIGMATA: Small, knobby horns emerge from your forehead. These can be concealed by wearing a cap, scarf, cowl, hat or helmet. When you use the Gift of Symmetry, a strange glow emerges from the horns. This cannot be concealed.

14 GILLS•. On the side of your neck are a set of cunningly concealed gills. These enable you to breathe under water.

STIGMATA: Your neck is stretched out to measure exactly one foot, and the gills are large, juicy and exposed, constantly pulsing.

15 ARMORED SKIN. One specific section of your skin has been replaced with a Necro-tech substitute which is harder than steel. Increase the AV on that chosen location by +4. If you reroll this result, you may choose a new area to be armored or increase the protection by an additional +1.

STIGMATA: The armored area becomes tough and horny and ridged. It comes to bear a resemblance to the leather of a battered old suitcase. The area is also cold to the touch and insensitive to pain.

16 SUBDERMAL ARMOR•. Areas beneath the skin have been reinforced with small plates of restructured bone. Increase the AV of your arms, chest, legs and abdomen by +1.

STIGMATA: Your skin becomes ridged and ribbed and most unnatural looking in the affected areas. It takes on a lumpy texture and look, and is cold and stiff to the touch.

17 BONE RESTRUCTURING•. Your ribs and skull have been remolded and hardened to provide greater protection. The ribs have been flattened and overlapped to provide armor over the heart and lungs. The skull has been reinforced to provide greater protection for your brain. Increase the AV of your chest and head by +1.

STIGMATA: Your chest looks massive, and your skull takes on a heavy-boned look, Your jaw becomes jutting and huge, and your eyes sink deep into their sockets. It's easier to take you for an Attila unit than a human.

18 PAIN CONTROL•. Implants enable you to disconnect the pain centers of your brain. You can endure torture without flinching, surgery without anesthetic, and the effects of any non-Critical wound.

STIGMATA: You have become insensitive to pain. You are constantly covered in minor bruises and cuts from where you have knocked into things and not noticed.

19 BRAIN ENHANCEMENT. Necro-tech implants greatly augment your brain's ability to process information. Your intelligence skyrockets by +2d6. This will cause the recalculation of B-SVs and any skill values based on them.

STIGMATA: Your forehead swells, and your hair falls out. Veins become visible all across your bald skull. If you acquire this gift more than once, you will become eggheaded and inhuman looking.

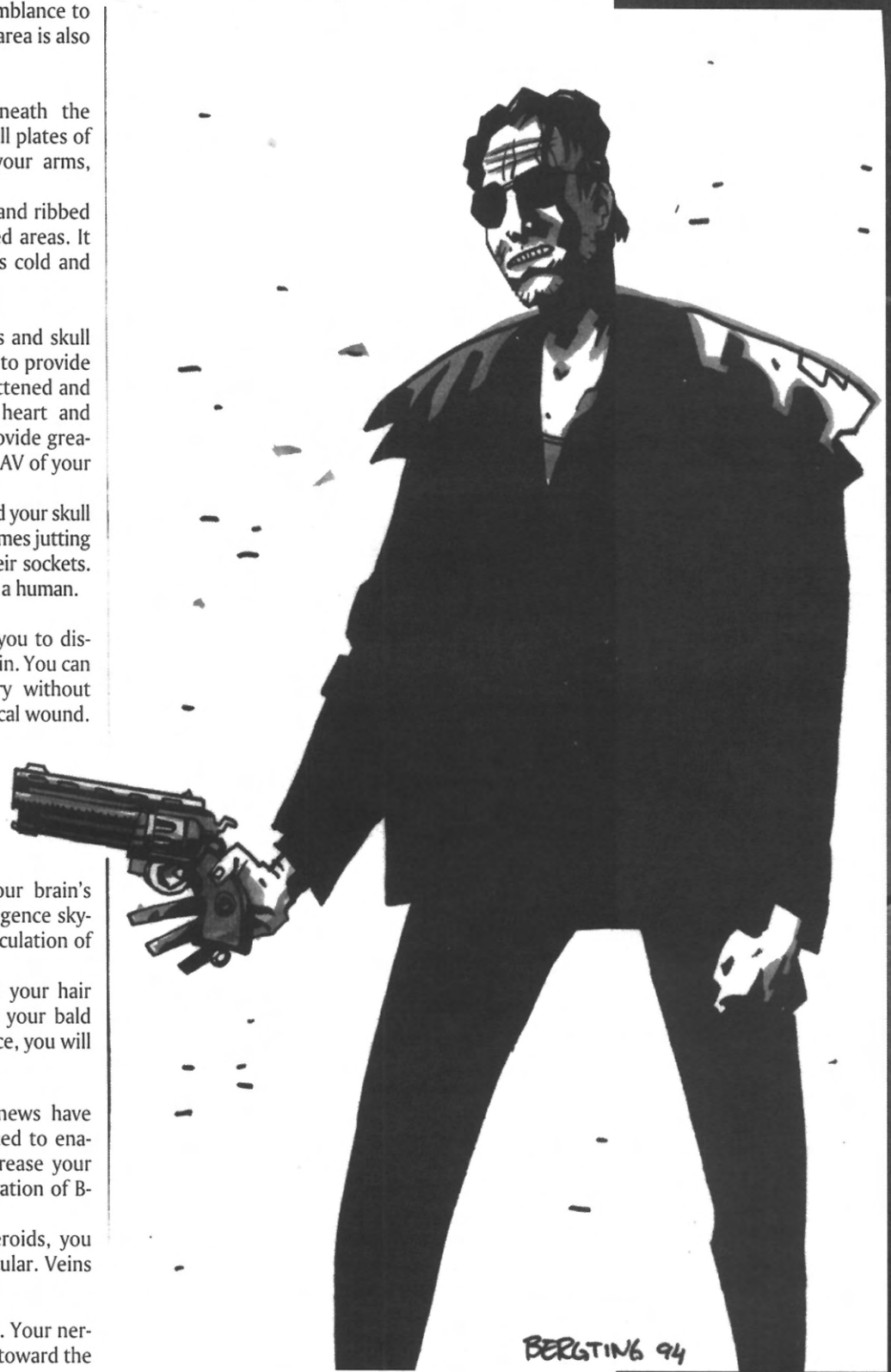
20 MUSCLE ENHANCEMENT. Your sinews have been thickened and joints reinforced to enable you to exert enormous leverage. Increase your STR by +2d6. This will cause the recalculation of B-SVs and any skill values based on them.

STIGMATA: Like a bodybuilder on steroids, you become immensely and grotesquely muscular. Veins protrude noticeably all over your body.

21 MOTOR CONTROL ENHANCEMENT. Your nervous system has been restructured toward the peak of optimum efficiency. Increase your COR score by +2d6. This will cause the recalculation of B-SVs and any skill values based on them.

STIGMATA: You look inhumanely graceful, and all your movements become noticeably too fluid and controlled for your own good.

22 BODY REINFORCEMENT. The general ruggedness of your body has been increased. Increase your PHY score by +2d6. This will cause the recalculation of B-SVs and any skill values based on them.



sword-shaped tattoo in the middle of his forehead.

«You shouldn't be up yet,» he said, «there were a few complications with the operation.»

Kinsey believed him. The man picked up the nutrient cable and pushed it back into place. Watching its needle point slide home, Kinsey was surprised that he felt no pain.

«Rest,» said the bald man commandingly. A nimbus of black light played round his head. Sleepiness swept over Kinsey.

«Yes, Technomancer,» he mumbled, and then consciousness left him.

STIGMATA: Your skin takes on a coarse, thick, oily look. Your hair thickens and becomes greasier. You become progressively more ape-like in appearance the more repetitions you take of this gift.

23 **WILL ENHANCEMENT.** The primitive areas of your brain that control survival responses and aggression have been stimulated. Increase your MST by +2d6. This will cause the recalculation of B-SVs and any skill values based on them.

STIGMATA: Your eyes become wild and spacey, and your general manner becomes more and more aggressive. You send out bad signals to other people. Subtract 1 from all Communication SVs.

24 **REFLEX ENHANCEMENT.** The information processing areas of your brain have been augmented by a complex series of Necro-technological implants, enabling you to act faster and decide more quickly than normal mortals. Read your Actions per CR score from the line below the one you normally would on the Combat Statistics Table. This Gift can be taken more than once.

STIGMATA: Two small orbs appear on either side of your forehead where these implants have been



placed. These look like eggs and distort and alter your appearance.

25 **KNOWLEDGE PODS.** Little pods of information, extracted from the brains of dead experts, have been implanted into your skull. You gain 1d6 skill picks in one skill of your choice.

STIGMATA: Small bumps appear on your skull. These bulges pulse and swell as you think.

26 **CLAWS•.** You have been implanted with retractable claws, housed within sheaths below your fingernails. When extruded, they can inflict +1d6 damage in close combat. They can be linked with Poison secretion (see Gift #9). These claws also enable you to climb sheer surfaces without effort.

STIGMATA: The claws cease to be retractable and become more pronounced. Your hands have talons which can be concealed only by wearing gloves.

27 **SLEEPLESS•.** Your body no longer requires sleep. You can stand sentry duty forever without impairing your efficiency.

STIGMATA: Your face becomes lined, and there are bags under your eyes. You look unnaturally gaunt and listless.

28 **NIGHT VISION•.** Your retinas have been restructured, and your brain's visual processing areas enhanced, until you can see in the dark better than any cat. You can see normally even in pitch darkness. Things that interfere with vision, such as smoke and gas, will still interfere with your sight, though.

STIGMATA: Your eyes alter strangely. In some cases, they may acquire slit pupils like a cat's. In others, they take on a ruddy internal glow. The choice is yours.

29 **BLOODHOUND•.** You have been given greatly enhanced olfactory capabilities, comparable to any bloodhound's. By rolling under your INT, you can follow trails, identify people by scent, notice the presence of other persons or creatures within 100 feet, etc.

STIGMATA: Your eyes stream, and your nose runs. You seem to have a constant allergy to something, but the real cause is your unnatural sensitivity to olfactory stimuli.

30 **PUTTYFACE•.** Your facial muscles and skin have been replaced by a malleable layer of Necro-tech tissue. By applying chemical agents, this can be restructured and molded until it becomes a perfect replica of another person's features. This adds +5 to any disguise rolls and is obviously very useful when working undercover.

STIGMATA: The flesh of your face seems to have melted and run. It will hold any position you mold it into for 1d6 hours before returning to this state.

31 **VOICEBOX•.** Implanted in your throat are a cluster of necropods. These enable you to duplicate exactly the voice of any person you have ever heard. They also enable you to speak with an eerie resonance that is very useful in frightening lesser Cultists and the superstitious. Add +5 to all Communication SVs when you use this ability.

STIGMATA: Your voice is eerie and inhuman, instantly noticeable whenever you speak, unless you make a very conscious and noticeable effort to control it. If you do, you will always speak very slowly, and the concentration it takes to do this will be noticed by your listeners.

32 **SQUID SACS•.** Under your armpits are a clutch of sacs containing strange chemical secretions. These enable you to emit a cloud of blinding gas that covers the entire area in a 5 meter radius. These clouds interfere with vision, as well as infrared and ultraviolet targeting systems. They can be combined with Poison secretion (Gift #9) to enable you to emit a toxic cloud of gas.

STIGMATA: The area under your armpits is always dyed and stained black with inky sweat rings. You give out a constant odor of rot that can only be concealed with lots of perfume.

33 BONE REINFORCEMENT. Your entire bone structure has been strengthened, enabling you to absorb large amounts of structural damage. Increase your BPs in all locations by +1.

STIGMATA: Your bones thicken, and your entire body takes on a bulky, blocky look. All joints such as elbows, knees and knuckles swell and look arthritic. This won't affect your performance in any way, but it is noticeable.

34 THREAT PERCEPTION. Your natural sensitivity to danger has been greatly increased. Add +2 to your PB.

STIGMATA: You acquire the constant nervous habits of scanning the area, fidgeting and staring at things. Your eyes flicker as you watch any moving thing. You lick your lips all the time. You are always nervous and watchful, and it shows.

35 AUGMENTED STRUCTURAL AWARENESS. You are now able to naturally perceive points of weakness in any structure. Add +2 to your OB.

STIGMATA: You can't avoid always going around shadowboxing and aiming blows at persons in your vicinity (much less without knocking them all out). Any person you meet will soon ask what's your problem. You can only behave yourself decently by succeeding with Normal MST-rolls every fifteen minutes, but even then, your moves become noticeably restrained.

36 SIXTH SENSE. The primitive intuitive areas of your brain have been reinforced, enabling you to avoid any threat much more efficiently. Add +2 to your DB.

STIGMATA: You have a feral look about you. Your nails are long and claw-like. Your canine teeth resemble fangs.

37 CONTROL IMPLANT. You have received a Control implant, which will enable any higher ranking Heretic with a similar implant or wearing a Necro-bionic Helmet to give you orders. You must obey these orders immediately. Control implants can also produce lethal poisons in your brain, killing you instantly. This is very useful if you ever fall into the hands of the Inquisition. It can be triggered by you or your superiors. The range of these implants is about one mile.

STIGMATA: You hear voices even though no one talks to you. And sometimes you can't help repeating what they say. And in some companies, reciting the Black Book of Astaroth is not appreciated.

38 NECRO-BIONICS. Roll once on the Necro-bionics Table.

39 NECRO-BIONICS. Roll twice on the Necro-bionics Table.

40 NECRO-BIONICS. You have been given the Necro-bionic implant of your choice. See the section on Necro-bionics below.





HUNTSMAN

«Johnie, I'm hurt. Let me in!» The piteous voice of the wounded man could be heard even through the thick, reinforced concrete door of the bunker. Listening to him, Johnie could hear the pain and suffering his comrade had undergone.

«By the Light,» he said, moving towards the door, «it's Rhys.»

A strong hand on his shoulder restrained him. «Don't be an idiot,» said Sergeant Wilson. «It can't be Rhys. He went down with a Legion bullet in him ten days ago. It's got to be some damned Dark Legion trick.»

«Johnie. I'm hurt. Let me in.» There was a note of terrible pain in the voice now.

Johnie shrugged off Wilson's hand. It couldn't be a trick. He knew that voice. He and Rhys had gone through boot camp together at Burroughs before being sent to the Doughpits six weeks ago. Rhys was from Johnie's old neighborhood in San Dorado. They had known each other all their lives. They had stolen food together in Capitol's slums. They had watched each other's backs in the street fights, and they had egged each other on to join the Armed Forces of Capitol. He KNEW Rhys, and this was him.

NECRO-BIONICS

Algeroth's Tekrons and Technomancers are experts at implanting Necro-bionic systems. These replace normal limbs and body parts with creations of the Dark Technology. Necro-bionic limbs contain muscle tissue and reinforced bone extracted from the corpses of the dead and powered by the Dark Symmetry. They amplify the user's strength and resilience many times over.

Necro-bionic internal organs contain many strange systems that protect their users and enhance their body functions. Because they are created using the Dark Technology, all Necro-bionic systems can work together with Bio-tech Gifts. They graft themselves to their user and fuse with the body, effectively becoming part of it.

When you are given the Gift of Necro-bionics (either by rolling #38 and #39 on the Bio-technological Gifts Table, or in any special cases), you roll 1d10 on the Necro-bionics Table. If you are allowed to choose your Gift of Necro-bionics (#40 on the Bio-technological Gifts Table), you may choose which implant you wish to receive. Certain Necro-bionic Gifts increase characteristics, and like other Gifts, they increase B-SVs and combat statistics as usual. Each Gift may be acquired only once.

APPEARANCE. Normally, all Necro-bionic limbs are covered in a layer of synthetic flesh. As the systems are damaged, their innards are revealed for all to see, and it is obvious that the user is something other than human. Some systems appear to consist of crawling, pink, fat worms; others look like metal pipes, plastic tubes and violet guts interlinked in a strange, non-logical way; other systems yet just appear as black, wobbly jelly, oozing with slime and pus, while some Necro-bionics are just rotted flesh and moldy bones.

STIGMATA. All Necro-bionic Gifts automatically come with the given Stigmata. These do NOT count when checking for Degeneration.

NECRO-BIONICS TABLE (1D10)

1 NECRO-BIONIC ARMS •. These greatly increase the strength of the user's arms. They add +10 to STR when calculating OB and in other situations where arm strength is crucial, such as when checking for weapons' STR requirements. Increase the basic damage for a punch to 1d6.

STIGMATA: When damaged, the disgusting Bio-mechanical innards of the limbs become obvious for all to see.

2 NECRO-BIONIC LEGS •. These greatly increase the power of their host's legs. Read the Movement Allowance from the line below the usual one on the Combat Statistics Table. Kick damage goes up to 1d6+1.

STIGMATA: When damaged, the disgusting Bio-mechanical innards of the limbs become obvious for all to see.

3 LUNG IMPLANTS •. Your lungs have been replaced by Necro-technological sacs. These increase your lung capacity greatly, enabling you to hold your breath for up to 60 minutes. The also contain micro-filters which make you immune to gas.

STIGMATA: When your chest is damaged, the disgusting Bio-mechanical innards of the limbs become obvious for all to see.

4 NECRO-BIONIC SKELETON •. This replaces the user's normal skeleton with a reinforced system created using the Dark Technology. It adds +5 to the user's STR and PHY and +1 BP in each hit location.

STIGMATA: When your body is damaged, the disgusting Bio-mechanical innards become obvious for all to see.

5 NECRO-BIONIC INNARDS •. The recipient's heart, stomach, intestines, liver and kidneys have all been replaced with Necro-bionic implants. These make the user immune to poison, gas and disease and also add +10 to PHY. The recipient can function without food or drink for one month.

STIGMATA: When your chest is damaged, the disgusting Bio-mechanical innards of your body become obvious for all to see.

6 NECRO-BIONIC WRIST SOCKET •. Your hand has been cut off at the wrist and replaced with a Necro-bionic one. You can unscrew this and fix various tools or weapon into the socket. Weapons attached to a wrist socket behave like Weapon Grafts (see the section on the Dark Technology). Weapons attached in this way must be specially created for you by a Tekron or Technomancer. You gain one of these weapons every time you take this gift.

STIGMATA: If your hand is damaged, its revolting innards instantly give you away.

7 NECRO-BIONIC TARGETER •. Within this eye implant is a complex biological targeting system. This adds +3 to any Firearms SVs and lets the user see into the infrared spectrum, which enables you to shoot in the dark.

STIGMATA: One of your eyes is blood red and evil looking. You may increase or decrease your PER or an SV in a PER-based skill by up to 5 points any time you decide to make use of it.

8 NEURAL CONDUIT •. You have a conduit concealed in the flesh of your arm or neck that enables you to directly interface with weapons and equip-

ment produced by the Dark Technology. This greatly enhances your efficiency. Neural Conduits are also the only way of interacting with the Brainpool. For more details on this, see the section on Citadels and the Dark Technology.

STIGMATA: The area around the conduit becomes swollen and pestilent, like a great unlanced boil the size of an orange.

9 GHOST IMPLANT •. You are surgically implanted with a device which duplicates any Bio-technological Gift of your choice.

STIGMATA: The same as the Bio-technological Gift in question.

10 NECRO-BIONIC RESTRUCTURING •. Your entire nervous system has been rewired using Necro-bionic implants. Performance has been optimized to the max. Read all statistics on the Combat Statistics Table from the line below the normal one.

STIGMATA: When your body is damaged, the disgusting Bio-mechanical innards of your body become obvious for all to see.

SIDE EFFECTS OF NECRO-BIONICS

When you take a wound in an area that has been replaced with Necro-bionics (in the case of Restructuring and Skeleton, this means your whole body), it will not heal normally unless you have the Bio-technological Gifts of Self Repair (#8) or Regeneration (#6).

You must return to a Citadel or Temple of Destruction and submit yourself to a Tekron or Technomancer (or anyone else with SV 15+ in Bio-technology; the equipment necessary is only available in a Citadel or Temple of Destruction, though). These will patch you up as good as new in one hour per point of damage you have suffered. While you are wounded, the strange undead nature of your modifications will be on display for all to see.

TRANSFIGURATION

Eventually, the time will come when you are offered Transfiguration. If you choose to accept, you will be sent upon a Pilgrimage to the nearest Citadel. There you will be judged by the Tekrons and the Citadel's Nepharite Overlord. If you are found worthy, you will be taken to the Distortion Chambers and the process will begin. If you are judged unworthy, you will be dispatched to the Necrochambers and will spend the rest of eternity as a Legionnaire or Necromutant. Your career is over. Once you have undergone the process of Transfiguration, you will emerge in your new form, ready once more to go about Algeroth's business.

The options open to you are to become a Centurion, a Dark Huntsman, a Pretorian Stalker, a Tekron, or even a Nepharite.

MINIMUM REQUIREMENTS. Even if you are offered the option of Transfiguration, you must possess certain minimum requirements. These may consist of possessing certain Gifts, of having skills or characteristics at a certain level or of something more esoteric. In any case, should you trouble a Nepharite for Transfiguration and not possess these requirements, you are looking at a swift trip to the Necrochambers.

TESTS. In addition, you may be called upon to perform certain tests. The penalties for failure can be steep.

BENEFITS. These will tell you the benefits that your Transfiguration will give you, should you survive the process.



CENTURION

Centurions are the leaders and special forces of the Dark Legion. Choosing to become one commits you to a Temple Career, since you will no longer be able to walk freely among common folk.

MINIMUM REQUIREMENTS: None

TESTS: None

BENEFITS: Increase your STR and PHY by +2d6. Increase your INT and COR by +1d6. Decrease your MST by +1d6. You also acquire the Gift of Nightvision (#28). You are immune to Degeneration unless you acquire more than 10 Bio-tech Gifts. Since you will not be granted more than 10 Gifts, you are safe. You will also be given a Skalak as a token of your new position within the Dark Legion.

DARK HUNTSMAN

Dark Huntsmen are the Necro-bionic 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 Gifts of the Bio-technology, these preserve their sanity far more easily and are often used as commandos and assassins in the megacities. They often become Reapers of Souls.

MINIMUM REQUIREMENTS: Three Bio-tech Gifts, none of which can be Necro-bionic. No Stigmata. This proves that your body has some chance of surviving the complex grafting process needed to create a Dark Huntsman.



And it sounded like his old friend was in terrible pain.

«It's him! I tell you,» said Johnie, making to throw the safety bolts. «He's hurt and he needs our help.»

The Sergeant pulled Johnie away from the door. «Don't be stupid son. You've only been here six weeks. You've no idea the tricks the Legion's capable of.»

Johnie was sick of being patronized by the older men. Sure he'd heard all the stories they told sitting in the dimly lit bunker at night. He'd heard all about the strange monsters, the Ezoghouls and the Razides and the Necromutants and all the other things they were so afraid of. Heck, he'd even seen some of them in the big offensive two weeks ago. But this wasn't a monster—it was his old friend Rhys.

The voice outside the door gave a terrible whimper of pain. It was too much for Johnie. He turned, pivoting from the hip, and hit Wilson in the stomach with his elbow, just as he'd been taught in basic training. Wilson doubled over, gasping for breath.

«Stop him,» Wilson gurgled. As Johnie threw the massive deadbolts, he heard the sound of cocking guns behind him. The door swung open. In that brief half-second as the door moved, Johnie felt a sick feel-

ing of fear in the pit of his stomach. What if he was wrong? What if it wasn't Rhys?

A burly figure stood there in the gathering gloom. Johnie smiled. Light be praised, it was Rhys.

«Hello, Johnie!» said Rhys, his voice strangely altered. Suddenly, there was no pain in it. A swift glance told Johnie that was not the only thing different about Rhys. His Capitolian uniform had holes blown in it, and so had Rhys' arms. The strange bio-mechanical innards lay revealed. The sight turned Johnie's stomach. He tried to leap back, but Rhys was already raising a huge gun.

Black flames flickered in its muzzle. Pain seared through Johnie's chest.

«Huntsman!!!» he heard someone scream just before the darkness closed in forever.

TESTS: After the Necro-bionic implants have all been given, you must roll under your MST with 1d20. If you fail then, you will be driven mad. This will make you a great Dark Huntsman but a useless player character. You become an NPC controlled by the GM.

BENEFITS: You acquire the following Gifts: Necro-bionic arms (#1), Necro-bionic legs (#2), Lung implants (#3), Necro-bionic skeleton (#4), Necro-bionic innards (#5), Necro-bionic restructuring (#10), Control implant (Bio-tech #37). Because of the carefully controlled nature of this process, you do not need to roll for Degeneration. You will return to normal society, looking much as you left it. You may keep any previous Bio-tech Gifts you have acquired. However, you will be granted no further Bio-tech Gifts, as this might disrupt the careful balance of your systems.

PRETORIAN STALKER

Pretorian Stalkers are shaped according to Algeroth's vision of the ultimate front-line soldier. When Transfigured into a Stalker, your brain is removed entirely from its body and placed into a humanoid battlemachine created using the ultimate refinements of the Dark Technology. If you are chosen for Transfiguration into a Stalker, you may ask another player who possesses the minimum requirements to test with you. You both may become Stalkers. (Otherwise, the GM will assign an NPC to be your «Twin».)

MINIMUM REQUIREMENTS: Skill Value of at least 18 in two Firearm and two Combat skills. SV of at least 10 in Avoid and Perception.

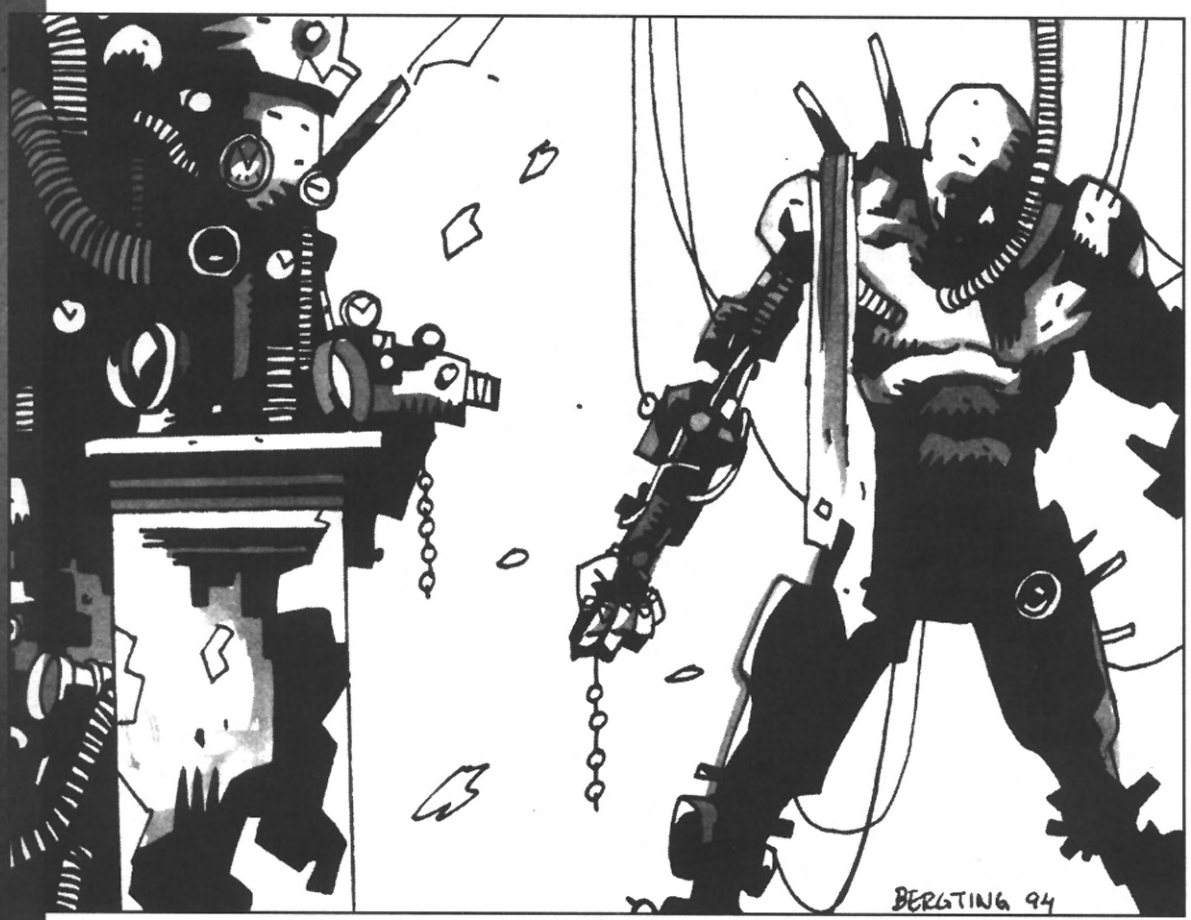
TESTS: You must make a Normal PHY-roll to survive the transition, otherwise you are dead, killed in the fire pits where you undergo the first part of the ritual of Transfiguration.

BENEFITS: You acquire the body and all the abilities of a Pretorian Stalker (see the section on Creatures). You will be paired with an NPC Stalker if you cannot find another PC willing or able to make the test with you. You will have a Symbiotic Link (Bio-tech Gift #2) to your partner. In play, you control both Stalkers if your partner is an NPC.

However, all Bio-tech Gifts you acquired in your old body are lost, even those directly implanted into your brain. This is because your new body and senses are so alien that those Gifts need to be removed to enable you to control your brain's new housing. You can begin to acquire new Gifts, though, and you will never suffer from Stigmata or Degeneration.

TEKRON

Tekrons are the masters of the Dark Technology and the ultimate creators and users of all its Arts. Tekrons are taken away to a Citadel and placed within distortion cocoons. Once within these cocoons, they are



bombarded constantly by information concerning 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 full-fledged Tekron. If they fail, they will become a mindless component of the Brainpool, suitable only for braincoring and running semi-automatic factory systems.

MINIMUM REQUIREMENTS: Brain Enhancement. INT of at least 20. Three of the Dark Technology Skills at SV 15+.

TESTS: You must undergo connection to the Brainpool. Your brain is filled with knowledge from the Brainpool at an incredible rate. Roll 3d10—if the result is under your MST you can absorb it, and all is well and good. If you fail, you may well become a mindless gibbering thing. Roll 1d6 and consult the table below. Assuming your sanity is still intact, you can return to your normal career and try again another time.

1 **CRITICAL HANGOVER.** The impact of all that swirling unholy knowledge causes your head to explode. You are dead. End of story.
2 **TURNED INTO MINDLESS VEGETABLE.** Your brain is left as mush, suitable only for braincoring. Your body is consigned to the life vats. You are well and truly gone.
3 **MIND CRUMBLE.** The sudden influx of Dark knowledge causes your mind to crumble. You lose 2d6 MST and 2d6 INT permanently. Reduce all your B-SVs accordingly. (If any of the stats fall below zero, see result #1 on this table.)
4 **INFORMATION OVERLOAD.** You cannot handle the sheer volume of new information. In self-defense, your mind shuts itself off. Afterward, you suffer from partial amnesia as your mind attempts to protect itself. Reduce any two skills by 1d6 picks each. If this reduces that skill to zero picks, then you forget it forever and can never relearn it.
5 **BRAIN WARPED.** You acquire a new, minor insanity. Negotiate this one with your GM. It can be as simple as a phobia or as complex as a megalomaniac desire to rule the world. Whatever it is, you are stuck with it. Roleplay it.
6 **RELATIVELY UNSCATHED.** You emerge from the whole process with your mind and insanity relatively intact. All you have done is acquired a minor and annoying quirk or tick. This can be as simple as always referring to yourself in the third person or compulsively collecting new torture instruments. Negotiate something that suits your character with your GM, and go for it.

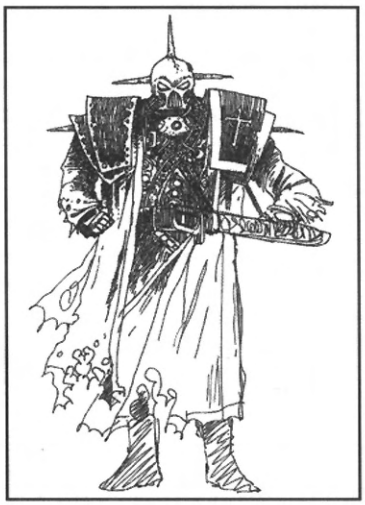
BENEFITS: You take on the appearance of a full-fledged Tekron. You gain the same implanted armor as they do. (See the Creatures section.) Your Intelligence is raised by +5d6. You can recalculate all B-SVs based on INT in line with your new value. You have also gained a Neural Conduit (Necro-bionic #8), enabling you to interface with the Brainpool at any future date. For more information, see the section on Tekrons.

NEPHARITE

This is the ultimate honor that can be granted to a Heretic, and the ultimate goal of all Heretics. When you become a Nepharite, you become one of the commanders of the Dark Legion, an immortal being second in power only to the Dark Apostles themselves (and, which constantly bothers you, a bunch of other Nepharites).

MINIMUM REQUIREMENTS: Must be at least a Level 10 Heretic.

TESTS: First of all you must undergo a series of Tests which challenge very aspect of your being. Roll below each of your Basic capabilities with 1d20—failure means death. Then, you must survive having your spirit separated from your body.



You are sacrificed on the great Altar in a Citadel's sanctum, all your blood is left to slowly drain out onto the altar, and then your body is cast into the lava pits. Your spirit must survive this ordeal—to do so, roll under your level as a Heretic with 1d20. If you succeed, you are worthy. If you fail, your spirit is devoured by Algeroth (which in itself is an honor matched by few other).

BENEFITS: You get to design a new Nepharite body (see the Nepharite section for details). The new body will have your original INT and MST and all your original Dark Gifts. The rest of its Basic Capabilities will be as given for a Nepharite of Algeroth, modified by any Bio-tech Gifts you choose for it. All your previous Bio-tech Gifts are lost.

A NOTE FOR THE GM

We don't recommend that you let people become Nepharites during Character Creation. This is the ultimate reward the Dark Apostles can grant. If your players wish to become Nepharites, we suggest that you devise a series of six incredibly difficult and challenging quests for them. Make them play these out as adventures before allowing them to be sacrificed on the Black Altar.



«Huntsman!!!» he heard someone scream just before the darkness closed in forever.

HERETIC BACKGROUNDS

Most Heretics work at it only part-time. They follow other careers which provide them with a cover story and a means of making a living. There are five new FULL-TIME careers available to Heretics—Temple Careers. If you follow a Temple Career, you are based in a Temple of Destruction and spend most of your time there studying the ways of Algeroth.

Within the Temple, you are partially sheltered from being discovered as a Heretic, since you emerge only to perform selected missions. The real danger you face is that your Temple may be located by the Inquisition and destroyed. If this happens, begin your adventuring career at once.

ENTERING A TEMPLE CAREER

You may choose to enter a Temple Career at any time during character creation. If you meet the requirements, the Temple will take you. You do not need to roll. Once you have embarked on a Temple Career, you are committed utterly to the Cult. You may not change career without express permission from your Temple's Supreme Necromagus (see below). All you can do is choose to start your career as an adventurer at once.

CHANGING TEMPLE CAREERS

Once you have begun a Temple Career, you are committed to it. It is utterly forbidden for you to enter a normal career, lest you be taken by the Inquisition and betray your Temple's location. You may only enter another Temple Career with the express permission of your Supreme Necromagus. To gain this permission, you must first meet the requirements for your new Temple Career. You must then petition the Supreme Necromagus. To do this, you must roll under your PER B-SV (not your basic capability) with 1d20. It takes a lot to convince a Supreme Necromagus that you are needed more in a new field than the one the Cult has invested so much time training you for. The only exceptions to this are Sacristans, who may move to a new Temple Career as soon as they qualify for it. After that, they are bound by the same rules as everybody else.

DISCOVERY AND RE-ENLISTMENT

If you are following a Temple Career, you don't need to roll to re-enlist, but you must still check to see if you are discovered. If you ever roll below your level as a Heretic, your Temple has been discovered by the Inquisition and destroyed. You are now on the run from the Inquisition and must start your adventuring career immediately.

SOCIAL STANDING

For most Temple Careers, Social Standing is irrelevant. The Temple provides all needs. Assume that all Temple characters have wealth equal to Social Standing 5 stashed away in case they need to flee their Temple's destruction.

TEMPLE CAREERS

SEEKER

REQUIREMENTS:
LEVEL 5 HERETIC. NO STIGMATA.
NO DEGENERATION.

COMBAT	1
FIREARMS	2
COMMUNICATIONS	3
MOVEMENT	2
TECHNICAL	—
FREE	3
SOCIAL STANDING	7+
PER-MODIFIER	+2
MST-MODIFIER	+1D6

You are a spy and recruiter for the Secret Kohorts. It is your job to find people who are disaffected with the state of the world and seem prepared to turn to the way of Algeroth. You carefully observe potential recruits for long periods to see whether they are infiltrators from the Inquisition or potential Heretics. Usually the Temple provides you with sufficient funds to maintain a wealthy lifestyle that lets you travel freely and talk to people. Your task requires patience, charm and good nerves, for the penalties for failure are great.

DARK SYMMETRY: You may gain one level as a Heretic per background repetition.

OTHER BENEFITS: As a Seeker, the Cult provides you with all necessary funds. Your Social Standing is always at least 7, perhaps more depending on your cover story. This is up to your Supreme Necromagus (as played by the GM).

BIO-TECH GIFTS: You may acquire no Bio-tech Gifts while a Seeker, lest you develop Stigmata that give away your position.

DESTROYER

You are committed to becoming the ultimate warrior. Day in, day out, you spend most of your time in the Temple, practicing your Martial Skills. You are one of the deadliest killing machines around. You do nothing save learn how to deal death. When you are sent forth from the Temple, you are given plenty of opportunities to use those skills.

REQUIREMENTS:
STR 11. PHY 11. COR 13. 3 FIREARMS OR COMBAT SKILLS AT SV 15+. LEVEL 3 HERETIC.

COMBAT	4
FIREARMS	4
COMMUNICATIONS	—
MOVEMENT	—
TECHNICAL	—
FREE	2
SOCIAL STANDING	—
PER-MODIFIER	+2
MST-MODIFIER	+1D6

DARK SYMMETRY: You may gain one level as a Heretic per background repetition.

BIO-TECH GIFTS: Destroyers may choose 1 Gift of the Bio-technology every background repetition.

OTHER BENEFITS: As a Destroyer, you may increase your skills in Combat and Firearms beyond the normal maximum. Once you have reached 8 Skill Picks in one of these skills, you may train to perfection. Every 2 Skill picks you apply to that skill will increase the SV by 1. You can continue to do this as long as the SV is less than the characteristic it is based upon.

REAPER OF SOULS

You are one of the assassins of Algeroth. You are trained to work alone, to infiltrate even the most secure locations and to slay your chosen target. Once committed to slaying in Algeroth's name, not even considerations of your own death will stop you. Success in your mission is everything. Your own death is nothing.

REQUIREMENTS:
LEVEL 3 HERETIC. NO STIGMATA. STR 9. PHY 9. COR 13. 3 MOVEMENT SKILLS AT SV 13+.

COMBAT	2
FIREARMS	2
COMMUNICATIONS	1
MOVEMENT	3
TECHNICAL	—
FREE	2
SOCIAL STANDING	—
PER-MODIFIER	+2
MST-MODIFIER	+1D6

DARK SYMMETRY: Reapers of Souls may gain one level as a Heretic per background repetition.

BIO-TECH GIFTS: You may roll 1 Gift of the Bio-technology per background repetition. However, these will be so carefully implanted and checked that you need not check for Stigmata.

OTHER BENEFITS: You also gain the use of a Soul-scythe (see the section on Weapons).

SACRISTAN

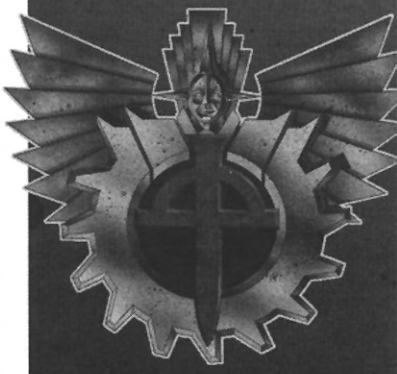
You are one of those who have begun to Degenerate. Although this marks you as one of Algeroth's most favored, you lack the qualifications for any other background, so you study the ways of the Lord of Destruction and hope to attain greater status in his service. Until that time, you spend your time learning, performing routine tasks around the Temple and acting as a Temple Guardian.

REQUIREMENTS:
YOU MUST HAVE BEGUN TO DEGENERATE.

COMBAT	2
FIREARMS	2
COMMUNICATIONS	1
MOVEMENT	1
TECHNICAL	1
FREE	2
SOCIAL STANDING	—
PER-MODIFIER	+1
MST-MODIFIER	+1D6

DARK SYMMETRY: You may gain one level as a Heretic per background repetition.

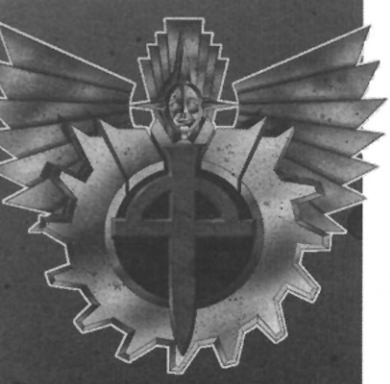
BIO-TECH GIFTS: You will not be given any more Gifts of the Bio-technology while a Sacristan.



REAPER OF SOULS

He was a small man of nondescript appearance. That's what the survivors said. He walked into the office of Intercorp, one of our Cybertronic subsidiaries, and claimed he had an appointment to see Mr. Blake. When the secretary looked down at her computer screen, he reached across and seemed to stroke her neck. It's all there on the video replay. Her neck was broken instantly.

He walked out of the foyer, into the vestibule, and then he vanished. The cameras picked him up two floors higher and fifty-one seconds later. At least we assume it was him. He was now dressed differently, in a billowing, black cloak and a strange iron mask. In one hand, he held a scythe. He moved through an open-plan office, killing everyone he met with a CAW2000 he must have taken from a security guard. Someone had tagged him, because he was wounded. Through the hole in his chest, the cameras clearly show traces of alien technology.



TECHNOMANCER

You are a student of the Dark Technology. You work in the Necrochambers implanting gifts, designing and maintaining weapons, and supervising the creation of new creatures. You are mastering the insane science that gives the followers of Algeroth their strength, and one day, if your dark master smiles upon you, you will place your frail humanity behind you and become a Tekron.

REQUIREMENTS:
INT 15 OR MORE. BRAIN ENHANCEMENT GIFT (#19). NO DEGENERATION.

COMBAT	1
FIREARMS	1
COMMUNICATIONS	1
MOVEMENT	1
TECHNICAL	5
FREE	2
SOCIAL STANDING	—
PER-MODIFIER	+1
MST-MODIFIER	+1D6

DARK SYMMETRY: You may gain one level as a Heretic per background repetition.

BIO-TECH GIFTS: Every background repetition, you will be given 1 Brain Enhancement Gift (#19). This will continue until you cease to be a Technomancer or you begin to Degenerate. You may choose one further Bio-tech Gift per repetition.

OTHER BENEFITS: As a Technomancer, you will automatically be given a Neural Conduit (Necro-bionic #8).

By this time, the guards had arrived, Cuirassiers in full combat order. Observe how he disappears and appears on the far side of the guards. Watch the scythe. Two strokes. One for each of the guards. Both killed instantly. This guy was good. The whole combat took four seconds.

Exactly thirty-two seconds later, he was in Blake's office. We have the conversation on record. Listen.

Blake: No. Don't kill me.

Intruder: You should have done what you were told, Blake.

Blake: I promise you. I'll do better.

Intruder: Too late. We don't permit failure.

Then Blake is dead. Twelve seconds later, the intruder had left the building. We don't know how. What conclusions can we draw? One: some external force had gotten to Blake. Two: that force possesses technological capabilities significantly in advance of our own. Three: the intruder matches the profile of a Dark Legion operative.

Recommendations: we should capture and examine one of these agents with a view to acquiring their technology and learning to duplicate or neutralize it.



NEW SKILLS

INTRUDER: You should have done what you were told, Blake.

BLAKE: I promise you. I'll do better.

INTRUDER: Too late. We don't permit failure.

COMBAT

MARTIAL ARTS

BASIC CAPABILITY: (STR+COR)/2

Algeroth is the Apostle of War, and his followers must be skilled in all forms of combat, including using their bare hands. This is an area in which they excel. Indeed, some of the Destroyers are among the finest unarmed killers in history. With this skill, you can do 2d3+OB damage with your bare hands, and 2d4+OB damage with a kick. You can also parry close combat attacks with your bare hands using this skill. It costs twice as many picks as normal to advance with Martial Arts.

Naturally, Legionnaires and other «stupid» creatures normally connected to Algeroth are rarely adept in such a skill as this—you're lucky if Undead Legionnaires can tell their hands from their feet.

ASSASSINATE

BASIC CAPABILITY: COR

This is the primary skill taught to Reapers of Souls. It allows you to kill with a single, well-placed blow. If you can approach someone unnoticed and strike them with your bare hands or with a melee weapon, then you can do triple damage, providing you can roll under your Assassinate SV.

TECHNICAL SKILLS

EXCRUCIATION

BASIC CAPABILITY: INT

This dreadful skill is taught to the interrogators of Algeroth's Kohorts. It involves extensive teaching about the pain centers and nerve clusters of the human body, plus a great deal of study about how to cause the maximum pain in the most frightful manner. In addition to this, it teaches a knowledge of how to use flaying knives, electrodes, dental tools, scalpels, etc., in ways that most people wouldn't care to think about. It also involves basic medical training about how to staunch the flow of blood, how to avoid cutting major arteries, etc.

When conducting an excruciation, roll 1d20 and add your Excruciation SV. Your victim rolls 1d20 and adds his or her MST. If your result is greater, the victim will tell you everything you want to know. Otherwise, the victim resists you for a day. You can only make one Excruciation attempt per day without your victim dying. In addition, you may, if you wish and are short of time, invoke the Unspeakable Torture Rule. When you do this, you are subjecting your victim to the vilest, cruelest and most painful fate you can imagine. You can subtract between 1 and 20 (your choice) from your victim's MST. However, you must instantly, BEFORE the Excruciation is carried out, roll 1d20. If the result is less than the chosen number, your victim dies of agony without telling you anything.

DARK TECHNOLOGY SKILLS

The skills given below involve the secrets of the Dark Technology which, because of their esoteric nature and their use of concepts incomprehensible to human scientists, can only be mastered by those who possess the Brain Enhancement Bio-tech Gift (#19). Even then, mere humans struggle to understand their use. Only Tekrons understand these arcane sciences fully.

For more details on how to design things using these skills, see the section on the Dark Technology.

LEVELS OF UNDERSTANDING

There are certain levels of understanding that possessing these skills implies:

SV 10 OR LESS: APPRENTICE. You are a mere student, fit only to watch your masters at work and learn from them. You cannot supervise machinery. You cannot design anything. You are a mere student.



SV 11-15: JOURNEYMAN. You are well on your way to mastering your skills. You still must work under the supervision of a Master, but you can conduct research and build prototypes of simple devices.

SV 16-19: MASTER. You have learned your skills as well as any human can. You can design and build complex devices and work without the supervision of anyone else. You are probably highly respected among your peers. If you learn Bio-technology, you can implant Gifts.

SV 20+ TEKRON. To learn Dark Technology Skills at this level, you must be a Tekron. You can do all the things a Master can, and you can do them better.

BLACK TECHNOLOGY

BASIC CAPABILITY: INT

The Black Technology is used to provide the hordes of Legionnaires and Necromutants with weapons and other equipment. It is used on weapons as well as vehicles, and the result is a piece of equipment with better performance than the original.

You are learning the art of twisting and corrupting existing human devices into something far worse. With this skill, you can supervise the factory production of Citadels, design new weapons and gear based on existing human technology and create warped, new mechanical devices.

NECRO-TECHNOLOGY

BASIC CAPABILITY: INT

Necro-technology uses dead organic material which is animated or bestowed with a controlling spirit from the netherworlds. It also involves channeling the power of the Dark Symmetry through a variety of such devices.

Using this skill, you will be able to devise machines to focus the power of the Dark Symmetry.

BIO-TECHNOLOGY

BASIC CAPABILITY: INT

You have studied the mysterious art of Bio-technology, the warped science of twisting living things into new and unnatural forms which can perform many of the functions of machines. As a Bio-technician, you can design new symbiotes, new creatures and new Bio-technological Gifts, as well as oversee the manufacturing of already existing ones. You may also bestow any Bio-technological Gifts you possess on other people.

ACQUIRING NEW PROMOTION AND GIFTS DURING PLAY

Once in play, it is still possible for a Heretic to advance. Heretics can acquire Hero Points in the same way as anyone else. They also acquire Heretic Advancement Points equal to the number of Hero Points they gain. Once they have, in the GM's opinion, completed a suitable quest, usually an incredibly dangerous mission undertaken in the service of the Cult, they may cash in these Advancement Points and receive rewards.

It takes 10 points to acquire a new Dark Gift. It takes 5 points to acquire a new Bio-tech Gift. To gain a new rank, the number of points equals 5 times the Rank to be achieved (i.e., to achieve Rank 3 requires 15 points, to achieve rank 5 requires 25 points, to achieve rank 10 requires 50 points, and so on).

Transfiguration: It takes 10 points to become a Centurion, 20 points to become a Dark Huntsman, 30 points to become a Pretorian Stalker, 40 points to become a Tekron and 50 points to become a Nepharite. You still must meet all the requirements and take all the tests.

A NOTE TO THE GM. The main requirement for Heretics advancement during play is not the number of points they accumulate, but whether or not they satisfy you that they have fulfilled their quests. These quests should become more dangerous and difficult the greater the reward the player is seeking to achieve. A player is not going to be selected to become a Pretorian Stalker by mugging two grannies and donating the proceeds to the Cult. Transfiguration into such a mighty being is only to be achieved by the greatest of Cultists. This promise of advancement is one of the main lures to drag players into difficult missions. You should use it as a carrot, with the threat of the player's superior's displeasure as a stick.

ARCHETYPES

The following archetypes are given to act as guidelines when you are playing a Heretic. They are here to give you some ideas of what your character's personality, background and motivation could be like. They are by no means exhaustive, and you should not consider yourself bound by them.

The Archetypes are also an aid for the GM when creating NPCs.

REBEL AGAINST THE SYSTEM

You are a revolutionary. You have seen through the glittering facade of the system. You know society is corrupt and the Brotherhood exists only to extend the Cardinal's tyrannical rule. You've seen (or at least heard of) innocents tortured and good men slain. You

hate this, and you want to see it smashed. You will do anything that is necessary to bring about the downfall of society.

GRUDGE BEARER

You have a grudge. You want revenge on some people. Unfortunately, they're highly placed with many friends and powerful allies. They thought you were a nobody. They thought they could get away with insulting you, hurting your family, cheating you out of your invention, whatever. They were wrong. You have joined the Cult to get the power to take your revenge. Now you, too, have powerful friends and allies. Soon your enemies will pay.

POWER-HUNGRY MANIAC

Throughout history, there have always been people like you. You want power, and you don't care how you get it. You are a ruthless manipulator, determined to achieve your goal. Nothing is going to stand in your way. The reasons why you want power are known only to yourself. Maybe you want riches. Maybe you want glory. Maybe you simply want control. The Cult provides you with the fasted and easiest path to your goal.

DOOMED INNOCENT

It's all a mistake. You were in the wrong place at the wrong time. You stopped a Black Bullet, or you read the wrong book. Yes, you admit it. You were strangely drawn to the Cult, but you never intended for things to go so far. Now you're in too deep to pull out, way over your head. You don't like what you're doing, but what can you do? They'll kill you if you don't go along with it. And, of course, in your secret heart of hearts, you know you are still strangely drawn to the Cult.

PSYCHOPATH

You like to kill—it's that simple. You love destruction and death and causing pain and harm. As soon as you heard about the way of Algeroth, you knew it was for you. Now, the Cult provides a way for you to indulge in what you want to do anyway, as well as protection against the law and the Brotherhood and even greater powers. You love it.

DABBLER IN THE FORBIDDEN

Sure, the Brotherhood says the Cult is bad. Your parents told you that about a lot of other good stuff, too. The only way you ever learn the truth about these things is by finding it out for yourself. So far, so good. A lot of what your superiors tell you about society makes sense. And the Gifts that you've been given are kind of neat. And it's great being part of something that nobody else knows about. It's really cool. And it makes you feel cool. That's why you're hanging in there.

ETERNAL UNDERDOG

It began earlier than you can remember, but your big brother told you the Old Man used to beat you every time you opened your mouth. In school, you were constantly the target of bullying and discipline. No one understood you, you had no friends, your parents hated you, your brothers and sisters never had time for you, and everyone told you that you were a bit different from all the others.

But then one day at the library, this guy walks up to you. He's kind, witty, he helps you out when your «classmates» gang up on you, and he introduces you to HIS pals. «You're strong,» they keep telling you, «trust yourself.» After a couple of months, you feel so confident you return your father's insults for the first time in your life, and you spend the next three weeks in the Venusian Vet Memorial Hospital.

When you meet your friends again, they give you the Choice—join their secret society and get back at your hard-shell father, or go back home and be an eternal underdog. Not much of a choice, was it? Now, two years later, you feel stronger than ever. You are POWERFUL. And it is only because of Algeroth, without him, you would still be the Eternal Underdog.

SUPREME NECROMAGUS. Supreme Necromagi are the highest ranking of all Algeroth's Heretics. They rank second only to Nepharites in his service. Only they can consecrate Temples of Destruction, and only they can intercede with Algeroth to grant the Dark Gifts to his followers. There can be more than one Supreme Necromagus in a Temple but there cannot be a Temple without a Supreme Necromagus. This person is the intelligence that guides the Temple's policies. The success of a Temple is often dependent on the intelligence and diligence of its Supreme Necromagus.



When there is more than one level 10+ Heretic in a Temple, the one with the highest rank is the Supreme Necromagus. If they are both of the same rank, then the one with most Bio-tech Gifts is supreme. If the both have the same number of Bio-tech Gifts, then the one with the greatest MST is leader. Usually when there is more than one level 10+ Heretic present in a Temple, the lowest ranking will be sent of forthwith to found his own Temple.

ADDITIONAL DARK GIFTS

You may also be granted new Dark Gifts by the Heretic Special Events table. These will not increase your rank or MST. However, when it comes to questions of rank and seniority, these Gifts may prove important. If two Heretics are of the same rank, the one with the most Dark Gifts is the superior, for that person has a greater understanding of Algeroth's pattern.

THE GRANTING OF DARK GIFTS

Algeroth's Dark Gifts may only be granted in the Sanctum of a Citadel or a Temple of Destruction. The recipients must be purified with fire and pain and fasting for a period in days equal to their rank, and then the Supreme Necromagus must invoke the presence of Algeroth. The recipients feel the presence of the Apostle in their minds, they sense the vast majesty of Algeroth, their hearts swell, strange anger tugs at their minds. At this point, they must roll 1d20 greater than their current rank to comprehend the new part of the pattern that is revealed to them. If they do, they advance in rank and gain a new gift. If they fail, then they have either failed to understand the vision or only partially understood it.

THE LIGHT OF THE INQUISITION

(NOTE: These rules replace the equivalent rules on page 128 in the RPG—at least if the players are Heretics. If they are Brotherhood characters, you can use the rules in the RPG. Since all rolls are made at the discretion of the GM, it doesn't really matter—if the GM wants someone discovered, he WILL be discovered anyway. During character generation, all the below is covered by the normal rules for Discovery.)

The Dark Powers of the Heretics do not go without notice from the Inquisition. Each time a Heretic is elevated in rank or uses his Dark Powers, the GM should roll 1d20. If the result is lower than the Heretic's rank, the Brotherhood Seers have had a prophetic vision of the Heretic and his or her deeds. Roll another 1d20, add the Heretic's Rank, and read the result in the Detection Table. If the act that causes the roll is performed inside a Citadel or a Temple of Destruction, subtract 10 from the roll. If the Heretic is on Luna, add +5. If the Heretic's in a city with a Cathedral (other than Luna), add +3. The result of the roll should be kept secret.

DETECTION TABLE

≤5 The Seers' visions are so blurred that they can't make anything useful out of it.



for what was euphemistically called a freelance security agency. This meant that we went around collecting unpaid debts by threat of violence, bodyguarding the rich and doing other, less mentionable things. My dreams were haunted by visions of the battlefields. I had terrible nightmares, and I took to drink when I was not amusing myself at my work.

One night in a dimly lit bar, in the sleazier part of the undercity, I talked with a stranger, another veteran of the wars against the Dark Legion, and recounted my experiences on the battlefield. I must have been very drunk, for I told him that I believed that humanity could not win the war against the Apostles. This was the sort of thing that could buy me a one-way ticket to an Inquisition torture cell, and in those days, I still feared that.

The stranger licked his lips, bought me another drink and asked me more questions. He seemed interested. We parted that night like long-lost brothers. I felt I had found someone who understood. After that, I visited the bar often, and I talked with my new-found friend. I became aware that I was being tested. He asked me lots of questions. I drank less and listened more. Often I was aware of being followed, of being under investigation. I did not know by whom or why. I took to going everywhere armed. I was not afraid. Just wary. I stopped drinking all together.

One day, my friend began to tell me of his experiences. He hinted at other things, about

ALGEROTH'S PATTERN

THE HERETIC'S TALE

I think I first saw the truth in the Doughpits of Mars. I was a soldier then, serving Capitol. It was during one of mighty Saladin's great offensives. I took several hits and was abandoned by my comrades. I wandered over the battlefield for several days, wounded and delirious, before I somehow staggered into a field medical station where my wounds were treated by a Mishiman nurse.

During my fever, I was troubled by many strange visions. I raved and shouted in my sleep, and the Doctor said something about sending for an Inquisitor, but then the tent was hit by a stray shell. Algeroth spared me, for I was the only survivor, and my mind was clear.

I returned to my unit but my heart was no longer in the struggle. I had seen the truth: that the Dark Apostles were too strong to defeat, that it was pointless to make war upon Algeroth, who was war itself. In the end, there could be only one victor. I stayed in the army another two years, perfecting my skills and seeing more and more battles. I learned to enjoy the slaughter. There was a thrill to combat that was like a drug. I was truly disappointed when I was dishonorably discharged for striking an officer when drunk.

I returned to my home town of San Dorado. Times were hard in the teeming megacity. Swarms of people were unemployed during one of the periodic depressions in the trade cycle. I found work where I could. Fortunately, it was not difficult for a man with my skills. People who enjoy violence are always needed. I worked

This section shows you how Algeroth's minions use the Dark Symmetry and advance in its use. It supersedes the information given in the *Mutant Chronicles* RPG as far as his followers are concerned. Heretic characters created under the old system should be «re-created» using the new rules. The old system can still be used for creating followers of the other Dark Apostles. Of course, if you prefer the old system, you are perfectly at liberty to ignore the new one. You can still use all the Gifts given in the RPG.

DARK GIFTS

The ability to manipulate Algeroth's pattern comes in the form of Dark Gifts. These Gifts enable the user to channel the power of the Dark Symmetry in such a way as to perform actions and create effects that seem magical to those who do not understand the Dark Symmetry. Each of these abilities is called a Dark Gift.

RANKS AND PROFICIENCY

Algeroth rewards his devoted followers well. Heretics advance through ranks, and with every increase in rank comes greater understanding and new Dark Gifts. Because of the military structure of Algeroth's Cult, they also gain dominance over those Heretics below them. For example, a rank 5 Heretic may command any Heretic of lesser rank, and must obey any Heretic in his temple of Rank 6 or more. All Acolytes must obey any Heretic. They are the officer corps of Algeroth's Secret Kohorts.

No follower of Algeroth really starts as a Heretic in the true sense of the word, and advancing in proficiency is not easy. Algeroth grants his rewards only to those who have proven devotion in his service by performing epic quests. These quests usually involve causing great acts of destruction or defeating the most potent of Algeroth's enemies. Quests become progressively more difficult and hard to complete. Actions that were sufficient to earn a reward at an early stage of a Heretic's career are taken as routine in later stages.

GAINING RANKS. Most Cultists never advance beyond being Acolytes, but player characters are assumed to be highly motivated individuals, capable of mighty feats in the service of their Apostle. Thus, as long as they are going through character creation, they may keep advancing one rank automatically every background repetition. Don't forget the discovery rolls, though.

OTHER REQUIREMENTS. There is one other requirement that has to be met before being able to advance in rank as a Heretic of Algeroth—the skill of Administration. Since your skills as a Heretic will eventually make you a commander over other Heretics and administrator of a cell, you will never be regarded fit for promotion unless you have the necessary administrative skills.

Your SV in Administration must be at least equal to the Rank you are about to be elevated to, otherwise you will not gain that Rank. Therefore, you MUST spend skill picks in Administration so that you meet this requirement, otherwise your last two years are lost.

The Ranks and their titles are:

1 Acolyte
2 Initiate of the First Rank
3 Initiate of the Second Rank
4 Initiate of the Third Rank
5 Commander
6 High Commander
7 Magister
8 High Magister
9 Necromagus
10 Supreme Necromagus

Each time you increase in rank, you gain one new Dark Gift of your choice. These can be any of the 25 new Gifts described in this book, or one of the 10 Gifts in the *Mutant Chronicles* RPG that are available to followers of Algeroth (pages 175, 177–178).

There are other benefits—at rank 5 you are given command of your own cell and the location of your temple is revealed to you. You have now established a position in the chain of command. At level 7, you will probably have several cells below you, and at level 10 you will be sent off to found your own Temple.



the Apostles, about Algeroth. I did not stop him. I did not report him to the Brotherhood. I listened, and night after night, he gradually told me more and more. Seeing my interest, he invited me to a meeting. He told me to be cautious and to tell no one, that if I did, things could go very badly for me. I believed him, but I went to that meeting. So began my real life.

I went to a meeting of the Secret Kohorts. It was like coming home. I learned of Algeroth and his ways. I attended more meetings and was given missions. These were simple at first. Deliver this package here. Go to this man and speak these words. Steal this package from my employer. I realize now that these were tests to see if I was loyal, to see if I could be trusted, to see if I would obey. I passed those tests and moved on.

When the leader of my section asked me to kill a man, I did so without question. I walked into his office, and I filled him full of bullets, and I walked out again. I do not know why I killed him, and I do not care. I know it was all part of the great struggle, and that was all I needed to know. I killed the secretary who walked in, just for the fun of it, though. After that, things became exciting.

The section performed many missions. All were well planned and executed with military precision. We planted bombs in railway stations. We raided munitions plants and stole guns. We assassinated business rivals of our friends in high places. There were those who thought us useful to

6-10 Minor disturbance in the Light detected. «Spottings» like this occur in thousands every day—at least in Luna—and not even the Brotherhood has the resources to deal with them all.

11-15 Minor disturbance spotted, but not serious enough to motivate detachment of valuable resources to eliminate the annoyance.

16-20 Major disturbance in the Light is discovered. A cell of Seers will spend their next two weeks to locate and identify the source.

21-25 Potential Dark Legion intrusion! One Inquisitor will, from now on, work full-time to track the Heretic down, and if the hunt succeeds within six months, the threat will gain the full attention of the Second Directorate. The Inquisitor is assisted by a cell of Seers (see result «16-20») for these six months.

26-30 Serious Dark Legion infiltration is noticed! 1d4 Inquisitors are put on the Heretic's case and will spend night and day to track down and take him or her to their cells to save his or her immortal soul from Darkness. They have almost unlimited resources for one year (also, see result «16-20»).

31+ All-out Dark Legion infiltration suspected! 2d4+2 Inquisitors and 1d4 Mortificators will, from now on, devote their full time to tracking down the Heretic and cleansing him or her from the evil of the Dark Symmetry. The Hunt is on, and they have unlimited resources until the threat has been eliminated! Of course, Seers will assist them (see result «16-20»).

LOCATING THE HERETIC

The bad news is that the Brotherhood has thousands of Seers of the First Directorate that are completely devoted to detecting, locating and identifying users of the Dark Symmetry. The good news—there are millions of Heretics to detect. The risk exists, but it is not great enough to leave the trail of Algeroth to repent.

If a Heretic has been spotted (according to the Detection Table) and Seers have been detached to locate him, roll 1d20 on the Hunting Table every week, plus once every time the Heretic uses a Dark Gift. Add +1 for each Inquisitor that participates in the search, add the Heretic's Rank, and finally, add the Corruption Factors of all evil devices the Heretic carries about. (See the section on «Corrutpion« in the Dark Technology chapter.)

An unmodified roll of «1» always means the Inquisitors lose the track—maybe they find another, more powerful Heretic or they stumble across an Artifact that can't be ignored or someone just makes a fatal blunder. It happens, you know, even in the Brotherhood.

HUNTING TABLE

When you are instructed to make a new roll, keep rolling until you get a result of either «≤10», «31+» or an unmodified «1». All modifiers are cumulative!

>10 Zip. The search is fruitless, this time… The hunt ends for now.

11-15 Get a good hunch. They know you're out there, and they know the general direction, but not the distance. Immediately make a new roll, subtracting 3.

16-20 Close, but no cigar. Your person is located to the correct part of the city. Make a new roll immediately, without any more modifications.

21-25 You are located with an accuracy of ±1 mile. They know your height, hair color and what clothes you wear. Make a new roll immediately, and add another +2 to the roll.

26-30 Now you've had it! They know who you are, and your face is cabled across the Solar System. They know with an accuracy of ±250 meters where you are. If you are of Rank 10+, this area will be surrounded by Inquisitors within one hour. Otherwise it will take two hours. Make a new roll immediately, and add another +5 to the roll.

31+ They know who you are. They know where you live. They know where your Temple is located. Now, it's all a matter of time (to be more exact, 1d4 hours), before «appropriate resources» arrive. If they miss you this time, you can be sure Inquisitor heads will roll.

Of course, the Heretic notices nothing of all this feverish Brotherhood activity unless alerted or he or she has some kind of sentries, warning devices or Dark Gifts that register this.

RED-HANDED DETECTION

The Brotherhood likes to put it about that all Inquisitors have the ability to sense the presence of the Dark Symmetry when they are close to it, and if an Inquisitor is within 50 meters of a Heretic, they can sniff him out (see *Mutant Chronicles*, page 128).

This is not actually the case. An Inquisitor can sense a Heretic only IF HE IS USING HIS GIFTS within 75 meters or if he is carrying any device with a Corruption Factor (see the section on the Dark Technology). And even then, the Heretic will be spotted ONLY if the Inquisitor rolls beneath the Heretic's rank with 1d20 (or beneath the device's Corruption Factor). If successfully, the Inquisitor will most probably use the Presence spell from the Art of Premonition (*Mutant Chronicles*, page 170) to pinpoint the Heretic.

It is possible that the Brotherhood puts about this rumor about its Inquisitor's ability because it does not want the public to know the real extent to which it's infiltrated. If Inquisitors really were as good at sensing the Darkness as the Brotherhood claims, then there could be no Heretics within the Inquisition.

HOW TO LOSE CHASERS

There are two «Apostate Tricks» to lose followers of the Brotherhood. The first is the simplest—it always works, but it could be expensive.

It says in the Book of Law, in the section on Cleansing, expressly that «...items of unknown origin or powers must in all situations be sealed off to public and isolated swiftly with aid from the Cell of Relics. Task of sealing overrides any other instructions until Cell Chief of Relics gives other instructions...»

Piece of cake. When you spot the peacock, just take out a lighter or whatever, draw an Algeroth symbol on it, drop it on the ground, and unleash an Object Distortion on it. When the Inquisitor comes up, the silly tubes on his back still vibrating, you're long gone. He notices the «Artifact-lighter» and senses the distortion in the Symmetry and mustn't pursue, according to regulations. And the best part is, most of the time, it's really as simple as that.

The second trick is a bit more hazardous, but more sophisticated, entertaining and amusing. First, locate a subway entrance, bus station, or similar. A mall will do in emergency cases. Keep your head down and run into the crowds, shouting anything (this will make people you run into step aside rather than grabbing hold of you). During your sprint, use a Gift on someone you run into—a subtle gift of minimum power, just to load the target with Symmetry. Mind Distortion will usually do the trick. However, it won't work on everyone, and that's the catch. If worse comes to worst, you've spent your powers laying out mines that won't detonate, and you are exhausted when you finally face the peacocks.

If it works, however, your victim will twitch around, and when the peacocks get there, the poor sap will be as innocent as ever, even though «Dark Symmetry» is written all over his or her face. And the Inquisitors, wise from their experiences, know the story. They know playing innocent is by far the most common trick that Heretics use to avoid being dragged to the Cells. But once there, the «truth» is always revealed.

Now, these were two useful methods of distracting pursuing Brotherhood characters—I'm sure you can come up with plenty yourself. Just remember—they're human, and they don't want to lose face.

ALGEROTH'S DARK PATTERNS

Algeroth is the Lord of Destruction. His pattern is the pattern of war, chaos and devastation. Those who study his part in the greater pattern of the Dark Symmetry study those areas in depth. They learn to use the Dark Symmetry in its most raw and destructive form. They gain tremendous potency from this and, unsurprisingly, are among the most formidable of all wielders of the Dark Symmetry on the battlefield. Understanding Algeroth's pattern within the Dark Symmetry grants the Heretic access to its powers.

There are five different basic patterns—Circles—within Algeroth's pattern of the Dark Symmetry: Corporeal Portals, Warps of Algeroth, Distortions, Dark Flows and Invocations. A user of the Dark Symmetry may choose to specialize in one or more of the Circles. When you decide to begin your path to Dark Salvation, treading the footsteps of Algeroth, you pick one of the five Circles as your first specialty.

Picking the second and consecutive Circles as specialties demands that you sacrifice one point from your MST, permanently.

You can only learn and use Dark Gifts from Circles that you have picked as specialties, plus you can also learn and use Gifts that draw power from the Dark Soul itself—the Dark Symmetry Gifts (*Mutant Chronicles*, page 175).

CORPOREAL PORTALS

All of these Gifts open small portals within the target's body and let the power of the Dark Symmetry flow through it. These portals can have many different effects. Using portals fully demands some grasp of the true multi-dimensional nature of the universe. Only Nepharites have a true understanding of their real potential, and for them, there are special, enhanced versions of most of these Gifts.

INDIGESTION

See *Mutant Chronicles* RPG, page 177.

NECROVISUAL LINK

LEVEL: 2
RANGE: 10 squares/15 m
This Gift creates a small invisible flaw in the fabric of space-time, just over the target's eyes. A small globular distortion hovers before the invoker. Within it, the invoker of the Gift can see whatever the target is seeing and hear whatever the target is hearing. Due to the way the flaw works, this information traffic is entirely one-way (the target cannot see or hear whatever the invoker is experiencing). The range given is used whenever the link is first established. After that,



them. They were fools. Little did they realize that they would prove more useful to us.

This then was my apprenticeship, and I loved it. Being part of the section recalled the camaraderie of my army days. The missions provided the excitement I had missed. By day, I worked for my employer, making useful contacts, looking for potential recruits. By night, I was part of a secret army plotting the overthrow of all humanity.

I performed my tasks well, and I came to the attention of my superiors. They told me I was to be rewarded. I was blindfolded and put in the back of a car and taken I knew not where. When we arrived, I was given a ritual mask and robe and taken to the sanctum of the temple. There, in a magnificent and awesome ritual, I was granted my first glimpse of the true nature of the Dark Symmetry. I was granted a Gift that let me call the fires of Hell upon my opponents, and I was pleased. Over the next few months, I was returned to the Temple twice. I attended no rituals, but was strapped to the tables in a Necrochamber and was implanted with different types of Gifts. My eyes were altered so that I could see in the dark, and something was done to my muscles that made me so strong I could bend iron bars with my hands.

The leader of my cell started choosing me for special missions, ones that needed to be entrusted to someone of courage, resolution and trustworthiness. I slew an Inquisitor. I tracked him for days as he investigated a member of our cell, and I shot him through

the head in a dark alley near the Imperial War Museum. I followed one of the members of our cell that our Leader was convinced was going to betray us to the Brotherhood, and sure enough, I saw him enter the Cathedral. On his way home, he fell under a train. I made sure of it. We changed our meeting place often after that, for we knew the Inquisition was aware of us, and we had no idea of what our renegade comrade had told them. To be honest, I was shocked by his betrayal. I could not imagine ever foreswearing my comrades in the Secret Kohorts.

the link moves with the invoker and the target, and range becomes immaterial for as long as the duration of the casting.

If cast by a Nepharite, this link will enable the Nepharite to use his own Dark Gifts through the portal. When this happens, a glowing nimbus will play around the head of the target, as the flows of Dark Symmetry surge through the portal.

The portal is open as long as the invoker concentrates, i.e., doesn't stop watching the invoker's end of the gate. However, it demands one MST point every 10 minutes.

PORTAL OF DARK HEALING

LEVEL: 1+
RANGE: 10 squares/15 m
When this Gift is used, the invoker opens up a portal to a different plane of reality that completely encompasses the body of the target, surrounding it with a strange black glow. This energy infuses the target with new vigor and energy, temporarily healing any wounds. After the duration of the Gift expires, the wounds return. The damage healed is added to any damage since taken by the target. This may well prove fatal, and thus it is very unwise to use this Gift more than once on a target who has received serious wounds (unless, of course, you don't care whether the target lives or dies once he or she has served your purposes.)

If cast by a Nepharite, the healing is permanent. Basic duration is 1 minute. After that, increase the duration by 1 minute for every two levels. If cast by a Nepharite Magus of Level 20+, this Gift can restore Degeneration.

PORTAL OF UNDEATH

LEVEL: 10+
RANGE: 10 squares/15 m
This portal opens a gateway to a plane of mindless, bodiless malevolent spirits. When cast over a humanoid corpse, the spirit will flow through it, wrapping the target in an ectoplasmic cloud which will slowly flow into the corpse through the mouth, nostrils and other orifices. Once this has happened (it takes one CR), the corpse will animate. The invoker has, to all intents and purposes, created an Undead Legionnaire. The difference between this animated corpse and a true Legionnaire is that the animating spirit cannot long remain in this world without dissipating, and thus the corpse will cease to be animated once the Gift's duration expires. While thus animated, it will obey the invoker. The body has the same characteristics and skills as an Undead Legionnaire.

Not even a Nepharite may bind one of these spirits longer than the normal duration. Basic duration is 10 CRs, which can be increased by 1 CR per additional level. ALSO, each additional level can raise one more corpse (i.e., a level 20 Portal will raise 11 corpses which will fight for 21 CRs). It requires the invoker's full concentration to control the Undead Legionnaires.



PORTAL OF DREAD

LEVEL: 13+
RANGE: 10 squares/15 m
This Gift creates a portal to a realm of darkness and fear. When cast, a great shimmering arch appears floating near the invoker (it appears gradually over 5 CRs). Looking through the archway, a viewer will see a shadowy evil realm of great ruined starscraper towers linked by cobwebs. The sky flickers, and evil shapes flit from shadow to shadow. An endless, high-pitched wailing sounds, as of a hundred million damned souls pleading for a mercy that never comes. Anyone hearing the sound must make a Resistance roll with his or her MST against the Level of the Gift. If the roll is failed, the listener will be reduced to a terrified, panicked wretch for 1d6 CRs. While in this state, the victim may do nothing except cringe in terror or flee as fast as possible. This portal cannot be entered or passed through except by a Nepharite.

The Nepharite can step through the portal and enter this dread realm. What happens there is unknown, but time flows strangely and distortedly there. In 1d6+1 days, the Nepharite can pass out through another portal and emerge in his or her own Citadel or before the Throne of Algeroth himself. If his Citadel has been destroyed, then the Nepharite may only return to the Throne of the Apostle. There, the Nepharite will be asked to explain the situation and will most likely be forced to suffer a terrible punishment. If a Nepharite uses the Portal in this way, it will immediately close behind him or her and disappear. Duration is for 3 CRs after it is completed. It can be increased by 1 CR per additional level.

PORTAL OF THE GREAT CONQUEROR

LEVEL: 25
RANGE: None
This Gift may only be cast by a Nepharite or a Supreme Necromagus, and it may only be cast in the Sanctum of a Temple of Destruction or a Citadel. It demands a great ritual culminating in a blood sacrifice. Once this has taken place, a great chill fills the Sanctum, a shimmering gateway appears over the Altar of Destruction, and all present must avert their faces for they will sense the majestic presence of Algeroth himself.

The entire Sanctum will be filled with the ebb and flow of his pattern, so strong as to be visible as dark swirling patches flowing out from the portal. These shadow scraps will flow over those chosen as recipients of Algeroth's Dark Gifts, and if those recipients are worthy, the shadows will blaze through the recipients' minds embedding themselves there. Casting this Portal is especially dangerous in Temples of Destruction because it causes such a surge of energy that all Inquisitors and Mystics within miles will feel it. Still, it must be attempted, for this is the only way Algeroth's Dark Gifts may be obtained.

On extremely rare occasions, Algeroth may choose to manifest himself physically. Should this cataclysmic event occur, then every Mystic and Inquisitor on the planet will immediately KNOW when and where it has occurred.

While it may take a human an hour to invoke this Gift, a Nepharite can do it in as little time as it takes to make the sacrifice.

WARPS OF ALGEROTH

These Gifts rely on the power of Algeroth to teleport the invoker or others. They utilize the awesome power of the Dark Symmetry to transport things through space nearly instantaneously. All the secrets of the Warps are known only to the followers of Ilian. Algeroth's followers have been granted limited knowledge in exchange for the use of Dark Technology. None of these gifts can be used in Cathedrals or other areas consecrated by the Brotherhood, such as Memoritaphs.

DIMENSIONAL WARP

See *Mutant Chronicles* RPG, page 177.

TELEPORT

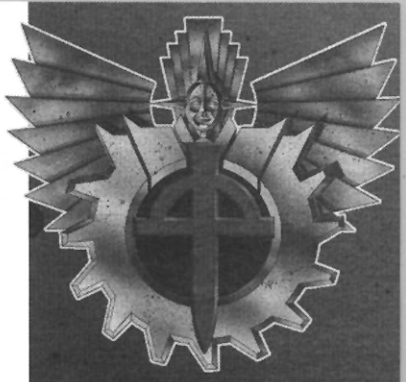
LEVEL: 10+
RANGE: Self. Basic teleport distance is 70 squares/105 meters.
This gift enables the user to shift through space and appear near instantaneously at a different point, regardless of intervening objects or people. Only the clothes the user is wearing (this includes armor) and any carried objects (this includes weapons) are shifted, too. It is not given to followers of Algeroth to teleport others in this manner.

When this Gift is used, the invoker shimmers and then fades, leaving behind a black outline which dissipates after a few seconds. The process is reversed at the point of arrival. The whole process takes 1 CR, during which the user is vulnerable—he may not make any Avoid-rolls. Algeroth's followers can teleport only to points they can see. Each additional level adds 100 meters to the distance the Heretic can travel.

SUMMON

LEVEL: 5+
RANGE: Touch (when cast). Infinite when summoning an object.
This Gift allows the user to summon one weapon, small device or piece of armor regardless of the distance between the caster and the object. If the object is a weapon or device, it will appear in your hand. If it's armor, it will appear around your body. In effect, the user will be wearing it.

To prepare an object for summoning takes an hour-long ritual which can only be performed within the Sanctum of a Citadel or Temple of Destruction. This Gift is favored by Reapers of Souls, as it enables them to enter places unarmed and unarmored, and then to be fully ready for combat instantly. Although



More missions came and went. I was sent to Burroughs to retrieve some secret documents that a comrade had stolen. I killed a family of four because the father, a businessman, would not do what we requested and give us the schematics of the weapons his firm was making for Capitol. I hunted down three brothers, all freelancers who had sworn an oath to destroy our organization. They were hard men and wary, but they still died. Rewards came thick and fast. I mastered many more Dark Gifts, and with each one, my understanding of Algeroth's way became clearer, and I saw the truth of it. I learned to walk through walls and summon weapons to my hand across any distance. I learned all these things and more. My body was riddled with gifts of the Bio-technology. I became so fast, I could pick a fly out of the air unharmed. I acquired claws that glistened with poison and which could retract into finger sheathes. My bones were hardened and my frame toughened so that I could withstand incredible punishment.

All was going well, but then one terrible day I saw that something was wrong. My fingertips swelled, and when I extruded my claws, they would not retract, no matter how hard I tried. At the next meeting of my section, I talked with my Leader. He explained to me about stigmata. I was reassured, but from that day, I kept my hands muffled in thick gloves. On my next visit to the Temple, the stigmata was removed by a Technomancer and did not return.

Time passed. I advanced. I learned the name of my section leader and his identity. It came as no surprise to learn it was my employer in the security agency, for, by this time, I suspected. He had been far too lenient about my leaves of absence, and he never asked awkward questions about my late nights or mysterious disappearances. I left his business and started my own freelance agency. I gained control of my own cell, recruited from among my acquaintances in the security business and from those the Cult chose for me. My cell was a mixture of experienced people from my old cell and these newcomers.

I do not know who betrayed me, but one of them did. I was fortunate. I was in my office, and I happened to glance out the window. I saw the cowled figures getting out of the dark vans.

I had long expected this day, but now that it had arrived, I was momentarily paralyzed. I stood there watching doom approach. At the last second, I invoked my Gifts and fled. I dropped into the sewers, but they had expected this, there were people there. I summoned my weapon and shot three of them. I took two wounds as I fought my way clear. Even now, I can remember the blood of my victims mingling with the unclean waters of the sewer. It was a nightmare flight through the darkness. Many times I was cornered and escaped only through the use of my Gifts. Fortunately, I could see in the gloom, and that was what saved me. In the end, exhausted, at the limits of my strength, I crawled from

each ritual must be performed separately, all prepared objects can be summoned at the same time if the user so wishes (each additional object requires one extra level). When an object is summoned, its blank, black outline appears, then a shimmering light, then the object itself. It takes less than a heartbeat.

IMPRISON

LEVEL: 7+
RANGE: 10 squares/15 m
This extremely powerful Gift enables the invoker to banish the target to another dimension. This dimension is a dreadful place of foul air and evil stenches, where the screams of the damned echo through the chill gloom and where strange lights flicker in the sunless sky. The target is imprisoned there until the invoker frees him. When freed, the victim reappears before the invoker anywhere within the range of the Gift.



When this gift is used, a swirling vortex of purple and black energy spirals outward from the invoker's hand and races towards the intended target. If the target can roll below his or her COR, he or she can escape. Even if hit, the target can still resist in the usual manner, by rolling on the Resistance table with his or her MST against the level of the Gift. An unconscious person cannot resist in this manner. Thus this Gift is actually more useful for secretly kidnapping or transporting people who have already been captured than it is as an offensive power.

DARK GATEWAY

LEVEL: 2+
RANGE: Touch
This Gift enables the user to create a portal that emerges directly on the other side of a wall, a floor or obstacle. This portal is roughly the size of a normal doorway (max 1 x 2 m). It in no way weakens the structure it is cast upon; it simply creates a shimmering, mirrorlike surface within the boundaries determined by the user. When the user or those nearby step through, they emerge immediately on the opposite side of the obstacle. This is obviously very useful for infiltrating places, and so it is another Gift favored by Reapers of Souls. The maximum thickness of an obstacle that can be passed through is 1 foot per level of the Gift. The user of the Gift will not know how much MST is required until he invokes the Gift (unless of course he has studied schematics of the obstacle), so using this on a wall whose thickness you do not know can prove fatal—trying to enter a Dark Gateway with an unsufficient level is like trying to enter a normal concrete wall...

The Gateway remains open for 10 CRs or until closed by the Invoker. Closing a Dark Gateway takes one action.

WARP OF THE JESTERS

LEVEL: 1+
RANGE: 2 squares/3 m
This is a simple, subtle Warp, usually taught to novices, since it is relatively harmless, yet fascinating. It opens a very small, local portal through which the flows of the Dark Symmetry distorts normal gravity with a very limited effect. For example, the Gift can be used to move an object from one spot within the range to another, such as a pencil out of reach to your hand. The maximum weight of the object is around half a pound.

The Gift is also useful, for example, when picking pockets, when bringing an opponent's knife out of its sheath to your hand, when retrieving keys to your prison through the bars, etc. In its most advanced form, on level 5, up to ten items can be moved freely through the air (only within the range, though), for example to create the impression of an invisible juggler.

Finally, as all subtle things, the Gift can be used offensively as well. The Gift CANNOT make an object move fast enough to, e.g., enable a knife to penetrate plain clothes. But imagine yourself face to face with an enemy—«pick up» any small object and let it tap the opponent's shoulder and finish the sucker off as he or she turns around. That's just one way.

DISTORTIONS

Distortions rely on the flow of power from Algeroth's part of the Dark Pattern and, as such, are among the most powerful abilities available to his Heretics and other users of the Dark Symmetry.

DISTORT

See *Mutant Chronicles* RPG, page 177.

DISTORT FOE

LEVEL: 4+
RANGE: 10 squares/15 m
By invoking this Gift, the invoker sends a blast of awesome destructive energy at the chosen target. This blast ruptures through internal organs and disrupts cell walls and bone tissue, turning the victim into a melting mass of protoplasm. Flesh melts and runs; blood boils in its veins; nerves, sinews and muscles fuse together. Even if the victim survives, he or she can be left a maimed and hideous wreck.

The blast ignores inorganic material, and thus has no effect on non-organic structures. This also means it bypasses any armor. Damage done is 1d4 per 4 levels invoked. If any body part takes critical damage, it melts and runs, leaving it useless forever afterwards. It can be replaced with bionics or transplants, but that's it. This Gift is truly dreadful. Anyone who takes damage from it will be marked for life. Any area reduced to less than 1 BP by this Gift will look melted and hideously distorted.

Non-critical damage will heal normally, but at a third of the normal rate.

DISTORT MIND

LEVEL: 4+
RANGE: Touch
This is a most subtle Gift. It uses the power of the Dark Symmetry to warp the mind and soul of the intended victim, turning the person to the way of Algeroth. It is often used to subvert captives to the path of the Lord of Destruction. When cast upon a target, the victim's mind will be subtly turned unless he or she makes a Resistance roll (MST vs. Gift's level). Every time the victim fails this roll, he or she will descend one level of corruption (see the section on the Dark Technology). A victim sent from level 1 to 2 will gain a +5 bonus to MST; 2 to 3 +10; 3 to 4 +15.

If used on sleeping or unconscious victims, or those who are rendered near mindless by extreme pain such as torture or auto-excruciation, the victim does not get a Resistance roll. This Gift cannot be used more than once per day on the same victim.

DISTORT OBJECT

LEVEL: 8+
RANGE: 10 squares/15 m
This unleashes a wave of destructive power that attacks all inorganic material, melting it, fusing it or even disintegrating it utterly. It can inflict a maximum of 1d4 points of damage to a target. Every four extra levels used do an additional 1d4 damage. This Gift does not affect organic material, and so cannot be used on living targets. The target's exact location must be known.

Recommended uses are to have joints in suits of armor locked, to have pieces of neck-protections shrunk, to jam a weapon muzzle (making the weapon explode when fired), to secretly pull safeties out of opponents' hand-grenades, to blow a tire or a brake line of a pursuer's car, etc.

EARTHSHOCK

LEVEL: 10+
RANGE: 50 miles
This awesome Gift uses the tectonic flaws of the land itself to create earthquakes, landslides and similar natural disasters. Every additional level intensifies the level of the shock and causes greater destruction.

- At level 10, the Gift will simply cause windows to rattle, people to trip and make animals feel uneasy. It's mostly used for creating effects.
- At level 20, the shock will cause the earth to shake, make flimsy structures topple and disrupt electricity, telephones and other fragile systems.
- At level 30, it will cause houses to collapse, bridges to fall, trees to topple, fires to break out and huge property damage.
- At level 40, it will cause gigantic fissures to rip the earth. Starscrapers will topple, tsunami waves will devastate everything in their way, property damage will be immense. If the area is densely populated, loss of life will be tremendous.

This Gift requires at least a Supreme Necromagus in a Temple of Destruction or a Citadel, and it takes the presence of at least a hundred Cultists ritually invoking the power of Algeroth. The ritual takes 24 hours to finish, and requires that the invoker can invoke the Gift three times with successful results. Each «Failure» result reduces the level by 10.

It cannot be invoked in within 100 miles of a true Cathedral, i.e., Luna, Heimburg, Longshore, San Dorado, Burroughs, Volksburg, Gibson, Fukido. The countervailing forces are just too great. If used, this Gift will inevitably give away the location of the Temple to any Inquisitor or Mystic within one hundred miles. The area affected is approximately 1 mile square per level.

DISTORT SELF

LEVEL: 2+
RANGE: Self

This Gift enables the invoker to use the power of Algeroth's pattern to protect him- or herself in many ways. When used, a glittering wave of energy flows over the user's body. This can harden into armor, giving an AV bonus of +1 per 2 levels over the whole body. Alternatively, the energy will seep into damaged locations, permanently repairing 1 BP of damage in one location per 2 levels invoked.



the sewer and made my way to the hideout prepared for me.

I made emergency contact. The Temple picked me up. I was rushed to the Temple and interviewed by the Supreme Necromagus. It was a difficult interview, but I convinced him that I had nothing to do with the compromising of my cell. I was allowed to remain in the Temple and apprenticed to the Reapers of Souls. In the Temple, I learned new skills. I learned how to walk silently and how to wield a Soulscythe and how to subvert a security system. I was granted a new mission. To seek out the survivors of my cell, find out who had betrayed us, and slay them. I accepted my task with relish and emerged from the Temple by night to conduct my investigation.

Eventually I traced the leak to one of the newcomers. I had chosen him myself, but he had been cleared by the Seekers. He was a greedy man, an ex-veteran of the Venusian Wars who had betrayed us to ISC-4, and thus to the Brotherhood, for money. I ensured that he took a long time to die. My work now became exciting and fulfilling. I left the Temple only to perform assassinations of the most difficult sort.

I traveled to Venus and slew the President of a Bauhaus subsidiary in his own Heimburg Apartment while he was surrounded by his guards. I left his head in a brown paper bag in the confessionals of the Heimburg Cathedral. It made the news. I hunted down Revisor agents in San Dorado and failed to kill Sean Gallagher at the Imperial Ambassador's Ball. (One of my few failures, I



might add.) I freed one of our comrades from the torture cells of the Inquisition, dressed in the robes of an Inquisitor I had slain.

My advance became meteoric. I was chosen to make the pilgrimage to Saladin's Citadel with two of my comrades who were chosen to become Pretorian Stalkers. The trip there was long and hard, for we had to make our way across the Doughpits disguised as Capitolian soldiers and then not be killed by our own side when we arrived. We did it, though. I was privileged to stand in the Sanctum of that great place while they were lowered into the fire pits, and I was there to applaud them when they were granted their Scythes of Semai. While I was within the



These Gifts open small portals in the fabric of reality that enable the invoker to draw matter, power or Dark Symmetric energy from other dimensions. These portals appear just before the invoker, and the summoned materials rush towards the target, covering the entire area between the invoker and the target. The flow is considered to be one square (1.5 m) wide.

DURATION: All flows can be maintained as long as the invoker keeps the targets in sight and concentrates upon them.

RANGE: All ranges are doubled by invoking one extra level in the Gift.

OTHER: By DOUBLING the number of levels, THREE flows are invoked. They can be directed against any three targets not more than 90° apart and within caster's field of vision.

FLOW OF ACID

See *Mutant Chronicles* RPG, page 177.

FLOW OF FIRE

LEVEL: 10+
RANGE: 10 squares/15 m
This opens a portal to an infernal area of constant flame, causing huge jets of fire to blast the victim. Anything flammable will be set alight. Everyone in the area or passing through the area will take 1d4 damage to every body area plus 1d4 per extra level invoked. Armor will protect as normal. As long as the user concentrates and maintains the flow, the flames will remain. Even after the invoker ceases to concentrate, the fire will stay in place for 1d4 CRs, and anything burning will remain alight until totally consumed or extinguished by some external agency.

The physical impact of the Flow of Fire is so great that a target must make a Normal STR-roll, or fall flat to the ground.

FLOW OF COLD

LEVEL: 10+
RANGE: 10 squares/15 m
This Gift opens up portals to an area of eternal chill. All heat in the area will be leeched out. All fires will be instantly extinguished. The ground will become icy and slippery and anyone trying to pass through the area must make a COR roll to avoid slipping and falling. Anyone within the area will take 1d2 damage to every body area plus 1d2 per extra level invoked. Armor will have only half value against this, unless it is well insulated. The chill will vanish instantly as soon as the invoker ceases to concentrate. The affected area will remain slippery for the next 5 CRs, however.

Remember that hardened metals become very fragile at very low temperatures. A Flow of Cold and a sledgehammer is therefore enough to break almost any prison bars.

FLOW OF MADNESS

LEVEL: 10+
RANGE: 10 squares/15 m
This Gift opens up portals to a dimension where Muawijhe rules and whose very existence drives any human insane. It affects an area with a diameter of 7 squares (10.5 m), with the invoker's chosen target square in the center. Anyone inside or passing through an area affected by a Flow of Madness experiences strange and dreadful hallucinations and feelings of anguish and paranoia. Their worst fears seem to materialize all around them. Long dead friends and foes appear to menace them. Every CR they spend within the Flow of Madness, they must make an MST roll to resist this. If they fail this roll, they must roll 1d4 and apply the result. Even after the invoker ceases to concentrate, the targets will remain completely stunned for 1d4 CRs, unable to do anything rational.

1 **PARANOIA.** The victim is surrounded by angry foes. He or she will attack the nearest person with whatever weapons or powers at hand.

2 **FROTHING MADNESS.** The victim howls and screams and is rendered completely immobile by the force of madness. He or will cast away any weapons and roll on the ground and writhe. He or she may do nothing while the Flow of Madness remains in force.

3 **TERROR.** The victim will turn and flee the zone of madness. He or she will not fight except to claw past any obstacle. He or she will not move towards the invoker but away. Nothing will stop this headlong flight. If this takes him or her over a cliff or under the tracks of a tank, so be it.

4 **ECSTATIC.** Driven over the edge by the lunacy of it all, the victim retreats from reality. He or she stops dead with a happy smile upon his or her face. He or she gazes beatifically into space filled with contemplation of the wonder of it all. If the invoker makes any suggestion, he or she will obey it happily. Non-human or non-living creatures such as Undead Legionnaires, Razides, Ezoghouls, etc., are completely unaffected by Flows of Madness.

FLOW OF ASYMMETRY

LEVEL: 10+
RANGE: 10 squares/15 m
This flow opens up an area of 10x10x10 meters (7x7x7 squares) to the full negative affects of the Dark Symmetry. While within such an area, any person attempting to use the Art must make a MST Resistance roll versus the level of the Gift to be able to focus the powers to do so.

This Flow can also be used to set up a dead zone round the invoker that will interfere with any use of the Art directed into it. When used in this manner, subtract the level of the Gift from the magnitude of the Art spell being used against it. If the result is negative, the use of the Art has no affect at all. If any

spell successfully penetrates the zone, i.e., has a positive value, the flow will collapse into itself and vanish. This zone will remain while the invoker can see it and concentrate upon it.

FLOW OF DEATH

LEVEL: 10+
RANGE: 10 squares/15 m
This flow opens up portals to an area of anti-life, the very presence of which drains the life-force of all who step within the zone. They must make a Resistance roll (MST versus the level of the Gift) or suffer 1d4 points of damage to all body parts, +1 per every additional two levels. Armor does not protect. Limbs critically damaged by this flow will never be usable again. A critically damaged head, chest or stomach means death.

Anyone killed within this flow will die without a mark on them. The main purpose of this flow is to leave unmaimed bodies suitable for use in the creation of Undead Legionnaires and other such creatures. This flow does not affect Undead Legionnaires or other unliving creatures.

Damage inflicted by a Flow of Death does not heal normally; it remains for the rest of the victim's life. They can only be healed with Exorcise Wound and Exorcise Dark Influences (will allow the wounds to heal at a third the normal rate).

INVOCATIONS

These Gifts directly invoke the power of Algeroth in such a way as to warp the minds of his followers or their victims. They directly affect the appropriate areas of the brain, and the results can be astonishing.

INVOKE FRENZY

See *Mutant Chronicles* RPG, page 178.

INVOKE PAIN

LEVEL: 5+
RANGE: 10 squares/15 m
This Gift stimulates the pain centers and causes excruciating agony. Flayed by the blinding pain, the victim will answer any question or agree to any act to cause it to stop, unless he or she makes a Resistance roll (MST versus the Gift's level). Once the pain stops, the victim is not bound to perform the command, although the memory of the pain will cause compliance unless the victim makes another resistance roll.

If used in combat, the agony paralyzes an opponent for 1d6 CRs rendering the person incapable of doing anything but writhing and howling unless he makes a Resistance roll. He may make a Resistance roll at the start of each CR until he or she overcomes the effect of the pain or the duration expires. The duration can be extended by 1 CR per extra level invoked.

INVOKE DEATH

LEVEL: 10+
RANGE: 10 squares/15 m
This invocation brings the full power of Algeroth's pattern into focus on the target's soul, rending at it and destroying it. Unless he or she makes a Resistance roll (MST versus the Gift's level), the Target will die. It is as simple as that. There will be not a mark on the body either.

INVOKE APATHY

LEVEL: 10+
RANGE: 10 squares/15 m
This invocation causes the target to become listless, uncaring and apathetic unless he or she makes a Resistance roll (MST versus the Gift's level). Sentries will simply not care that enemies are approaching. Soldiers will not fire their weapons. Any action will seem too much to bother carrying out. An extra victim can be included for every extra level invoked, and the range is increased by 10 squares/15 m (a level 20 invocation will affect 11 victims within 110 squares/165 meters).

INVOKE TERROR

LEVEL: 10+
RANGE: 10 squares/15 m
This invocation causes the target to overwhelmed by fear unless he or she makes a Resistance roll (MST versus the Gift's level). Victims will throw away their weapons, turn and flee, totally certain of defeat and imminent death. If there is no possibility of flight, they will surrender without a struggle. If not allowed to surrender, they will fight on in berserk rage. The effects of this are exactly the same as of Invoke Frenzy (see the RPG, page 178.) An extra victim can be included for every extra level invoked, and the range is doubled (a level 20 invocation will affect 11 victims within 110 squares/165 meters).

INVOKE LOYALTY

LEVEL: 10+
RANGE: 10 squares/15 m
For the duration of its use, anyone failing a Resistance roll (MST versus the Gift's level) will regard the invoker as the greatest and most trustworthy leader in the world. To victims, the invoker will be a being worthy of the utmost respect and instant obedience. Where the invoker leads, they will follow. What the invoker says is true, and the targets will believe. If the invoker passes out of sight of the victims, the effect will instantly be broken. An extra victim can be included for every extra level invoked, and the range is doubled (a level 20 invocation will affect 11 victims within 110 squares/165 meters).



Citadel, Saladin himself did me the honor of instructing his Tekrons to grant me the Gift of Necro-bionic Skeleton.

Now I stand on the verge of my greatest challenge. The Supreme Necromagus of my Temple tells me I am ready to be sent forth to found my own Temple. He has instructed me on how to consecrate the altar, and he has chosen a group of followers from the best of his own followers to stand by me in the enterprise. And he has whispered to me the great secret: that if I am persistent and bold and worthy, I may eventually achieve immortality as a Nepharite. I will do this. I am resolved. I am ready now, to set forth and work for the greater glory of Algeroth.





CITADELS OF ALGEROTH

MCBRIDE

Why me? thought McBride, racing across the churned Venusian soil. Why is it always me who gets picked for these stupid missions? He vaulted the trench in front of him and, by instinct, snapped off a shot at the figures he saw moving to his right. They went down without screaming. Undead Legionnaires always did.

Because Carrington hates you, he answered his own question as he threw himself flat on his belly and wriggled beneath the barbed wire. He hates you because you saw him when his nerve broke that day at Valley Forge, when he turned and ran from those Free Marines like a scared rabbit, leaving you and your troops to cover his sorry backside.

He pulled himself up onto his feet again. Ahead of him, the gigantic Citadel of Alakhai was visible, its five great spires rising from the scorched earth like spears piercing the belly of the sky. Killing ground, thought McBride looking across the miles and miles of fortifications. Not a tree to be seen. They hit the whole zone with defoliant when they raised that Citadel. Or maybe not even the wild Venusian jungle would grow near that awful place.

There are many Citadels of Algeroth scattered across the Solar system. These range from the gigantic Citadels of Alakhai and Saladin on Venus and Mars, each the focus of military campaigns for control of a planet, to much smaller outposts containing a single Legion. Regardless of their size, all Citadels have certain things in common. They are all fortresses of great strength, armed camps of great size and factory complexes of great power. They all serve as bases for the Legions of Algeroth, the mightiest and most feared of all the military forces serving the Dark Soul.

Legend has it that these Citadels are raised in a single night. This is true—in a way. At the core of each stands the shell of a Black Ship serving as a seed, a sibling of the Dark Soul itself. These ships sweep in across the cold gulf of space and descend into the planetary atmosphere leaving a glowing contrail of fire behind them. As they crash down through the atmosphere, small pieces break off, and meteor showers scorch the earth below them. By these signs, all on the planet are made to know of the arrival of a new Citadel. Such events cause waves of superstitious terror among the most ignorant sections of the populace. The stock markets plummet, and from each Cathedral can be heard endless, terrified chanting and prayers. Each Citadel comes to rest at a place marked out by Tekrons, usually at some mighty confluence of the Dark Symmetry where the power of evil is strong.

Usually the Citadels end up partially buried in the earth, their great spires jutting into the skies, their outer skins glowing cherry red from the heat of atmospheric entry. Within a day, once the outer skin of the Citadel has cooled, the forces of the Dark Legion emerge and swiftly fortify the surrounding area. The spire of the Citadel becomes the center of a great defensive ring. Sometimes several Citadels descend at once, creating a huge complex of interlocking fortifications. Always the largest Citadel is at the center, with the smaller ones forming outposts and watchtowers along the defensive perimeter. This is the way the great multi-spired complex of Saladin's Citadel on Mars was born.

RULING. Citadels are invariably ruled by a Nepharite, either a Warlord or an Overlord, depending on the size and importance of the Citadel. The greatest Citadels—the Ataracts—are ruled by an Overlord and can contain up to 1d6 x 10 Legions. «Normal» Citadels are ruled by a Warlord and usually hold 1d10+1d6 Legions. Citadels ruled by a simple Nepharite are called Outposts and usually hold only one Legion. Even smaller structures—Rooks—are often only observation posts holding up to one Kohort led by a Centurion or Necromagus. If you run into one, you can be sure that either you're close to a larger base, or it will soon come down from the skies.

CASTRUMS. The Castrums are as rare as they are feared. Best described as underground Citadels, these can spread and grow for months, yes, even years before even being detected. And then, of course, it's too late. They have so far only been located on Venus, and only a few of them are in Algeroth's control—Semai and Ilian seem to favor them more, as subtlety is their way.

EXTRACT FROM THE JOURNAL OF BROTHER AMBROSIUS

NB: This document is from the Inquisition's secret files. Ambrosius was the Inquisitor who led the attack on the Citadel of Kaleb and who later became an Apostate. It is believed that what he saw within the Citadel turned his mind to the Darkness. It should therefore be read only with the utmost of caution.

Located at the center of an immense ring of fortifications, the Citadel rises like a gigantic mountain studded with weapons and surrounded by impregnable walls. Huge flames are vented from the sides, lighting the whole scene with infernal light. Vast pollutant clouds flow from thousands of chimneys and send a thick, choking smog crawling out over the surrounding minefields and breeding farms. Strange bat-winged aircraft circle overhead, and the tramp of thousands of iron-shod feet overcomes even the great industrial roar from the factories.

In hundreds of emplacements and turrets, the warriors of the Dark Legions await orders. Sometimes huge gates slide open and the Kohorts surge forth to assault the lands of humanity.

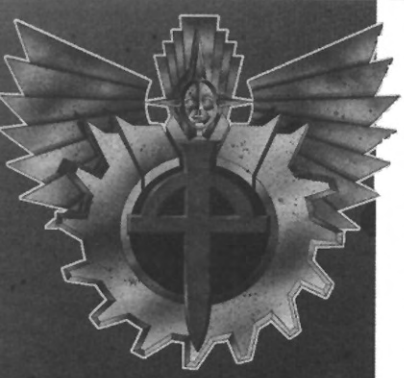
Passing within one of these gates, you enter a maze of corridors and bulkheads, carved from the strange stone. There seems to be no plan or logic to the place. You can pass through miles of empty corridor, then come to huge chasms or enormous barracks or hatching chambers. Along the walls snake miles of meter-thick, living pipes which gurgle with the necroplasmic fluids of the Brainpool system. Eerie witch lights flicker and provide dim illumination. The overpowering smell of rotting flesh and corruption fills your nostrils. Sometimes, in the distance, you can hear insane laughter or orders being bellowed in a voice not even remotely human. You can walk for miles without any sign that your presence has been noted and then suddenly, for no apparent reason, be assaulted by the hordes of Darkness. Just as suddenly, the attack can break off, for no sensible reason.

Sometimes horrid traps spring. Pits open in the floor. Beams of energy flicker from the walls. Great cobweb nets drop to enfold you. Clouds of gas hiss from vents in the walls. As you pass beyond the outer defenses, you enter the barracks regions where the warriors of the Legions lie on their cold slabs when they are not performing their appointed duties.

If you survive this, you come closer to the Citadel's cold, dark core. Clammy moistness surrounds you. A sense of overwhelming dread fills your mind. Soon you come to the Necrochambers. Here are miles and miles of huge, cavernous hallways, filled with demented laboratories and gigantic factory machines. The din from the machines is deafening and never, ever ceases. It pounds at your ears and threatens your sanity even as you push deeper into



Huge explosions ripped the earth as Imperial airstrikes hit the fortified bunkers. Thousands of Legionnaires raced across the tortured earth. It was like watching an ant nest stir after you'd poked it with a stick. McBride tried to judge how the Imperial advance was going, but it was too difficult. Attacking Citadels was always a tricky business. One minute, you'd think everything was going fine, next stop Alakhai's Necrochambers, and the next minute some nasty surprise would spring out at you. Like those minefields that scattered those huge, white, carnivorous grubs or those pits full of quicklime that killed poor old Smith. Suddenly he was uncomfortably aware of just how far out in front of his section of the Imperial advance he was. He crouched down and adjusted the Blood Beret at a more rakish angle on his head; then he fumbled for the demolition charge for the hundredth time. Yes, it was still there, still strapped to his back. And there, off to his right, was the pillbox. He'd flanked it, just as he'd intended. He'd managed to avoid the killing ground where those awful heavy machine guns cut down everything that moved. Now all he had to do was sneak forward and swing the charge in through the slot in



the bunker's front. Piece of cake, really.

Suddenly a group of Necromutants erupted from the open ground ahead of him. He had a brief moment to recognize their insignia before their huge guns spat death. Venusian Reapers, McBride thought as he dove forward into the trench in front of him. They were lying there on the open ground, in shallow trenches. Must have covered themselves with earth so they wouldn't be seen. Cunning devils.

The sound of their heavy footfalls rang out as the Necromutants raced forward to his position. Must be at least three of them, McBride thought. Doesn't look good. Oh well, the best form of defense was attack. He sprang up, ignoring the hail of black bullets churning the earth all around him. The Intruder kicked as he squeezed its trigger.

If I live through this, Carrington, I'm going to make you pay.

the Citadel and gaze with a mixture of wonder and horror on what you find there.

Some chambers hold vats as big as lakes, and if you look into the greenish fluid, you will see thousands of thousands of monsters taking form. In other chambers, hideous creatures struggle to break free of egglike sacs that cling to the walls. The screams of victims fill the air as the Tekrons experiment; in still other chambers you will find partially flayed remains and the screaming victims of the Excruciators, and you'll hear the insane laughter of those driven mad in the Distortion Chambers.

Beyond even these hellish regions lies the Citadel's heart. Here are those antechambers where the Nepharites sleep in their great sarcophagi. In the very center, in the Citadel's exact heart, you will find the Sanctum, an enormous Cathedral-like space within which stands the great Statue of Algeroth, the Apostle of War, in all his dark and radiant glory.

LAYOUT

All Citadels contain the following chambers, structures and devices. Their exact size will vary according the size of the Citadel, and there may well be more than one of everything, except the great central Sanctum.

SANCTUM

Citadels only ever have one of these. The Sanctum is a mighty arched-roofed chamber in the exact center of which stands a life-sized statue of Algeroth. The statue is always flanked by two lava pits and illuminated by great, flickering jets of flame. The Statue is always composed of rock mingled with the bones of a sacrificial victim. Anyone entering this chamber can feel themselves to be in the presence of something sacred to one of the Dark Apostles. A brooding atmosphere of malevolent evil fills the air. From niches all around the walls, statues of the Citadel's Nepharites glare down into the chamber. These are always much larger than life and carved with evil artistry.

Cowled figures flit back and forth through the many exits, and occasionally a screaming victim is brought in to be sacrificed on the great altar of black marble which lies at Algeroth's feet. Sometimes, a favored Cultist is brought here and lowered in chains into the lava pits on the first stage of his journey to becoming a Pretorian Stalker. Sometimes the Citadel's ruling Nepharite will assemble troops here to whip them into a frenzy or to grant them Dark Gifts.

THE ANTECHAMBERS

Just off the Sanctum lie the Antechambers, which contain the private apartments of the Nepharites. The largest of these is the throne room of the Citadel's ruler. In each of these rooms is a gigantic sarcophagus in which the Nepharite rests when not about the Apostle's work, or where a clone body is stored when the Nepharite's spirit is at work elsewhere. These chambers are usually sumptuously appointed and full of works of the Dark Technology. The walls are covered in custom weapons, within easy reach. Hordes of servile lackeys and courtiers wait on their Nepharite masters' orders. These chambers bustle with Centurions and Tekrons coming and going in search of orders from their masters.

NECROCHAMBERS

These are the great factory levels where the products of the Dark Technology are created. Here are huge lifevats in which monsters are borne. Here are the vast, living machines which assemble the weapons of the Dark Technology. Here are the Distortion Chambers where people are driven mad, the Excruciatoriums where prisoners are tortured, and the vast laboratories where Heretics are implanted with Bio-technological Gifts and insane experiments are conducted in the name of a twisted science.

THE BRAINPOOL

Brainpools sit swirling at the heart of every Citadel's Necrochambers. They are huge lakes of bubbling multi-colored plasma into which are dumped technological items, books, computers, machines, brains, corpses and every other tangible form that knowledge can take. By some strange mystical process, the Brainpool assimilates this knowledge and adds understanding of it to its own Dark Pattern. This is only the beginning of the long process that will eventually result in the creation of new items.

Tekrons are connected to the Brainpools through a Necroplasmic tube system. They sit hunched like gargoyles at the edges of the pool. Long snaking cables full of necroplasm plug directly into their neural conduits, enabling them to connect with all the knowledge in the pool and to utilize it. Their thoughts, too, swirl out into the system, letting the Tekrons communicate directly with each other's minds and, if both are willing, share each other's knowledge.

Connecting with a Brainpool this way is a strange sensation for the Tekron or Technomancer. He or she sees all knowledge the pool contains as part of one great, constantly shifting, geometric pattern, and he or she can manipulate or access any part of that pattern. He or she sees also the other Tekrons as smaller patterns within the greater one.

When items are dropped into the Brainpool, the Tekron can begin to shift their pattern, altering the item into a device of the Dark Technology. When this process is complete, the item will emerge from the churning surface of the Brainpool, a finished prototype that can then be mass-produced in the factories of the Citadel. Using the Brainpool, you can create anything: new monsters, new guns, new Bio-technological Gifts or even new vehicles. For more details on the creation of such items, see the chapter on the Dark Technology.

Necroplasmic Conduits also run from the Brainpool to the Necrochambers and Factory machines,

allowing the Tekrons to monitor and adjust all stages of production within the Citadel. Or to plug directly into the Brainpool from any part of the Citadel.

POOL DOMINATION. When interfaced with the Brainpool, Tekrons and Technomancers can engage in a form of mental combat in an attempt to dominate any others linked to the system. To do this, they both roll their MST+1d20. The one with the lowest score has his or her MST temporarily reduced by 1d10+1. When the score is reduced below zero, the loser is under the dominance of the winner. A new attempt may be made every minute. Each attempt also draws 1 MST-point temporarily from the winner. Lost MST-points are regained in the usual way (resting).

If one or more people are trying to dominate another group, then only the two highest MST scores are compared when rolling the 1d20 but one group's TOTAL MST must be reduced to less than 0 for the other side to dominate the Pool.

Once you have defeated the other Tekrons, you are in total control of the Brainpool and all its related systems. You can use it to create whatever you like. In theory, a suitably equipped interloper could even create monsters with which to attack the Citadel or to completely sabotage all factory production.

EXAMPLE: *Lukizar, a Tekron with MST 40, is trying to dominate three other Tekrons with MSTs of 28, 30 and 31. He rolls 1d20 and adds 40. The other side rolls 1d20 and adds 31 (their highest score). Lukizar wins, and he rolls 1d10 and subtracts it from 89, the total score of all his three opponents. However, the group's MST for the competitive roll will not go below 31 until their TOTAL MST goes below 31. So even though Lukizar rolls 10 on the 1d10 and reduces their combined MST to 78, next round they will still roll 1d20+31 against his 1d20+39 (40 reduced by one). If they had beaten Lukizar and inflicted 10 MST damage, then next round he would roll 1d20+29 but they would still roll 1d20+31.*

NECROMAKINA

The Necromakinas are extremely rare devices, only mentioned twice in the history of the Dark Legion, and then only in the hugest of Ataracts. From the outside, they appear like the cut-off aft of a medieval galleon. The entire structure seems to have been cut out of a single piece of a black, glassy mineral. The galleries on the sides and rear are adorned with statues, gargoyles, colored glass windows, filigree works and bas-reliefs of incredible craftsmanship. From each side and the stern, a huge spike protrudes to resemble a Nepharite's head. All railings and supports end in curved, vicious thorns. The Necromakina stands more than two hundred meters high, including a seventy-meter, totally smooth socket.

Standing like an island, the Necromakina is completely surrounded by scores of hundred-meter-long, metal conveyor belts carrying a horrifying load into and out of the Necromakina. There is only one access, a high-arched stone bridge guarded by two Nocturnal Sentinels, five-meter-tall war-giants apparently made of stone. Once you approach without approval, though, you'll soon find out they are anything but stone. No one gets past them without approval from inside.

Once past the Nocturnal Sentinels, you stand in a huge circular opening looking into a long, pillared hallway of immense height and space. Winding stairs lead up and out on each side of the hallway, which ends in a wide, steep marble stair. If you go up, you come to the Heart of the Necromakina, the Patriarch, a circular, black, steel bas-relief in the ceiling. The relief depicts an androgynous person with a rim on the top of the skull, a kind face and multiple arms. Ask not what it is—no one has beheld the Patriarch of the Necromakina and remained sane.

The purpose of the Necromakinas is obvious for anyone to see, however. The conveyor belts can bring thousands of coffinlike lead containers, each containing a human corpse, into it every minute—and bring them out just as rapidly as Undead Legionnaires! Truly the greatest invention of the Dark Technology ever, one Necromakina can produce more than one hundred thousand troops in twenty-four hours—if supplied with enough «crude material».

The reason why more Necromakinas have not been constructed is both a mystery and a relief to humanity. The best theory is that they can only be built on Nero or Brutus with the assistance of the Dark Soul itself, and that Ilian is the only one powerful enough to open the portal required to bring one to the inner Solar System.

FACTORY MACHINES

These huge machines are spread out through the Necrochambers. Each is a sentient production line, connected to the Brainpool and supervised by the Tekrons. Many are as vast as Corporate Factories. Each Factory Machine is different. Some are huge assembly lines where spider-like limbs put together the pieces of weapons and vehicles. Others are great vats out of which new machines emerge all slimy and glistening. Still others contain enormous pupa pods in which new organisms lie gestating. All are massive, complex and beyond human comprehension.

DISTORTION CHAMBERS

These are sealed isolation cells with Symmetric Nodes embedded in the walls. These nodes constantly emit a stream of Dark Symmetric energy which eats away at the victim's psyche and infuses his or her body with the energies of the Dark Symmetry. These serve the twin purposes of corrupting innocent victims and preparing their bodies for transfiguration into some foul servant of Algeroth. They are found round the edges of every Necrochamber, filled with ragged victims in various stages of madness and corruption.

BRAINCORER

These huge and complex machines can be found in the Necrochambers of the largest of Ataracts. They resemble great scanning machines covered in cables and screens and control systems. The business end consists of a huge helmet which completely encases the victim's head and from which are extruded razor sharp probes which cleave through



NECROMUTANT

Borzac looked down from the window. The street was full of Bauhaus troopers. They advanced with the drilled precision that he could almost remember. Maybe once he had belonged to Bauhaus as he now belonged to Algeroth. It was so difficult to remember.

He raised his Belzarach and sighted at the nearest of them. The killing lust filled his mind. He hated the humans. He hated their soft look. He hated their soft voices. He hated their stupid, arrogant certainty. Most of all, he hated them because they reminded him he had once been like them.

Centurion Urko gestured for him to hold his fire. Borzac nodded. He respected Centurion Urko. Urko was clever. He knew his business. He knew how to kill. Borzac remembered that once he had been smart like Centurion Urko, maybe smarter. He had read books, passed exams. People had called him Herr Professor. That had been a long time ago. Before he'd been put in the small room. Before he'd learned to worship Algeroth out of awe and fear. Before he'd learned hate. Before he was Borzac.

Urko gestured again, and silently the squad moved out of the room. The ruined stairwell was empty. Borzac liked that. He liked the ruins. He liked destruction. He liked anything that spoke of the fall of humanity. This whole town was in ruins. The Legion of the Damned, the Legion to which Borzac was proud to belong, had ripped through it. They had captured the citizens and killed the soldiers, and they

the skull and embed themselves in a victim's brain. Using the power of the Dark Symmetry, they burn out certain areas of a target's brain and extract knowledge from them. This knowledge is simultaneously encoded into a Knowledge Pod for implantation into the brain of a willing Heretic or into the Brainpool itself. As the process continues, the Pod attached to the helmet will grow from a small collection of cells to a tumor the size of a pea.

Unfortunately, the process of braincoring is invariably detrimental to the victim. Synapses short out, and neural networks overload.

FOR THE GM: A Braincorer can be used to extract skill picks from a victim's head. As the knowledge is taken, the victim loses it permanently. Loss of more than 20 Skill Picks will invariably leave the victim a mewling idiot, suitable only for transformation into a Legionnaire. Up to one Skill Pick per day can be removed from a victim's brain. This requires a successful Bio-technology skill roll from the user of the machine. If the user fails, the mapping has failed and the machine cannot be used to remove that particular Skill again. Braincoring is useful for removing specialized knowledge such as the layouts of buildings, the names of all Corporate personnel in a department, etc. Treat each of these things as 1 pick. Knowledge gained this way can be added to the Brainpool. Braincorers can be used on corpses that have been dead up to 24 hours.



SYMMETRIC FURNACES

The Necrochambers are lit by the hellish flare of the Symmetric Furnaces. These are huge pits of flame heated by the power of the Dark Symmetry itself. Tekrons and their lackeys stand over them, protected from the infernal heat by massive protective suits, holding artifacts they wish heated in enormous pairs of tongs. Here and there, huge cranes lower devices too heavy for a Tekron to lift into the fire pits. Anything placed in a Symmetric Furnace is not only heated swiftly, it is infused with the power of the Dark Symmetry. Most Necro-tech items pass through a Symmetric Furnace at some stage in their creation.

Weapons that are exposed to the flames of a Symmetric Furnace have their Corruption Factor increased by +5. Close combat weapons have their damage increased by +1; shoot weapons have their JF increased by +3 (max: 9).

EXCRUCIATORIUMS

Excruciatoriums are places of terrible pain and the most dreadful evil. They resemble great field surgeries, but anesthetic is never used, and the doctors are inflicting wounds upon their patients rather than curing them. Everywhere Torturers in leather masks and aprons hold down screaming victims as they carefully remove a flap of skin with a scalpel. Towering Justifiers raise torture to a high art and smiling Centurions and Necromutants watch events like spectators enjoying a pleasant diversion. These places are filled with every instrument of torture conceivable, the worst of which is the auto-excruciator.

AUTO-EXCRUCIATOR

This dreadful machine resembles a cross between an operating table, a dentist's chair and a chamber of horrors. The padded couch is usually stained with blood. There are thick, reinforced leather straps to hold the victim in place. Long, telescoping arms hold a terrible array of chain saws, pliers, scalpels, flaying knives and electrodes. There are pain-inducing induction coils, bright lights to be shined into victim's eyes, and all sorts of other things too dreadful to mention. This is the ultimate instrument of torture, found only in Citadels and Temples of Destruction.

Once a victim is strapped into an auto-excruciator, the torturer decides what level of pain is to be applied. This can be any level between 1 and 20, between a mild, nagging headache and

soul-destroying agony. This is added to the torturer's Excruciation skill when an interrogation is being carried out. Unfortunately, despite all the medical sensors and cut-out systems that an auto-excruciator possesses, the human body has its limits. At the end of each excruciation attempt, if the victim rolls under the Pain level on 1d20, then he or she dies of pain.

BARRACKS

Within the outer walls of all Citadels are found the barracks. These are massive chambers full of stone slabs on which Necromutants and Centurions take their rest and eat their unhealthy meals. There are sealed chambers providing strange alien environments in which the Ezoghouls and Razides dwell when not about their duties, as well as more normally furnished rooms in which human visitors may dwell when within the Citadel. There are no barracks for Undead Legionnaires, for these never rest and are always on guard, staffing the Citadel's defenses. Also within the barracks are the Citadel's training rooms, vast chambers where the warriors of the Dark Legion hone their skills in preparation for their next battles.

DEFENSES

All Citadels are protected by their enormously thick walls and surrounded by defenses. Their walls bristle with huge turrets and gun emplacements, and they are surrounded by minefields, smoking lava pits and killing grounds covered by hundreds of machine gun nests and pillboxes. These defenses usually radiate outward for miles. On some parts of Mars, it is difficult to tell where they end and the fortifications and trenchworks of the folk attacking the Citadel begin.

TEMPLES OF DESTRUCTION

Temples of Destruction are the bases of Algeroth's Cultists within the cities of humanity. They are usually to be found in abandoned factory complexes or deep below the city in hidden chambers in the sewers. Sometimes Cultists will take over the entire floor of a partially abandoned apartment block. At all times, the location of a Temple is a closely guarded secret. Very few, even of those who are brought there, will know its real location. Cultists who are not yet cleared to know the location are brought there blindfolded. The approaches to these temples are constantly watched by Cultists and other, worse things.

Temples of Destruction perform many of a Citadel's functions. Each has a Sanctum where Algeroth is worshipped, and a small Necrochamber complex—nothing like the size and scale of a Citadel's, though. They contain no Brainpools or Factory Machines or Symmetric Furnaces. Usually, they only have sufficient equipment to implant Bio-technological Gifts and perhaps a single Distortion Chamber where prisoners are held, and Heretics prepared for implantation. Temples also have chambers where the Necromagi, Destroyers and others dwell, and a small barracks where any Centurions and Necromutants can rest. Near these is a practice area where the Destroyers and other troops can hone their skills.

The Supreme Necromagus dwells in an apartment next to the Sanctum. All Temples also have an arsenal next to their barracks where weapons created using the Dark Technology are kept, ready to be broken out to Heretics on missions where they might be needed. At the entrance to all Temples is a robing room full of Cult garments, where newcomers can put on their masks and cowls before entering the Temple proper.

COMMAND. Whereas Citadels are commanded by Nepharites, Temples are commanded by Necromagi. Indeed, it is often the first duty of a Heretic who has risen to the level of Supreme Necromagus to be sent forth to consecrate a new Temple. To achieve this, the Heretic will be given a portion of his or her previous Temple's forces and whatever material aid that his or her former Temple can provide by way of machines, etc. This process is constant and ongoing, for Temples are often discovered by the Brotherhood and destroyed, so new Temples must be founded as quickly as possible.

The best defense of a temple is secrecy; none of them can withstand a determined attack by Brotherhood troopers. This is why their locations are known to but a few. Most will have only a few Necromutants and Centurions and, in rural areas, maybe 10 times that number of Undead Legionnaires. They may also have a Tekron in residence teaching the local Technomancers. Most Temples will have at least one Dark Golem and a dozen Sacristans as well. If you need to randomly generate who will be present in a Temple, use the following stats.

- 1 Supreme Necromagus
- 1d3 Reapers of Souls
- 1d6 Destroyers
- 1d6 Heretics of Rank 5 or greater
- 1d3 Centurions
- 2d6 Necromutants
- [Total of Necromutants and Centurions] x10 Undead Legionnaires (rural Temples only)
- 1 Dark Golem
- 50% chance of a Tekron

Temples lie at the heart of the great webs of conspiracy surrounding the Secret Kohorts, the hidden Cult of Algeroth. Only within these Temples can Gifts be granted, and all heads of Cult cells report ultimately to the local Supreme Necromagus. Sometimes, the Necromagus receives orders to start a general uprising in the neighborhood. When this happens, he or she can call upon 1d100 Heretic cells, each with 1d6+4 members, in addition to whatever troops are within the Temple.



had dragged them all back to the Ships. They had been just about to pull out when the Bauhaus reinforcements arrived. The Commander, the most worshipped Nepharite that it was a joy and a terror to obey, had decided to remain and claim these new prizes.

The dim daylight made Borzac blink. He squinted along the line of his Sectioner bayonet. The Bauhaus troops were there. They sensed something was wrong. They were nervous. They held their weapons ready. They looked capable. Borzac tried to remember his instructions. Capture humans alive if possible, but make them dead if necessary. Alive was better. That way they could become Necromutants or breed or be used in lots of ways by the Tekrons. Borzac allowed a smile to play across his twisted lips. Hot hatred filled his heart. He wanted them dead. He pulled the trigger. Black bullets tore into the nearest soldier. He fell screaming.

Borzac raced out into the street and leveled his bayonet at the Bauhaus officer. The man fired at him, but his bullets bounced of Borzac's shoulder pad, glancing hits that didn't even slow him down. Borzac snarled with pleasure as he buried his Sectioner in the man's guts and twisted. Steaming entrails flopped out onto the ground. With his usual cruelty, Borzac lifted the impaled man right off the ground. All around now, bullets whined and warriors shouted and screamed. Borzac was pleased. Only in the joy of combat could he truly forget what he once had been and become totally and utterly a Necromutant.



THE DARK TECHNOLOGY

Algeroth's minions are the total masters of the Dark Technology, a weird hybrid of sorcery and technology that is all but impenetrable to human scholars. The Dark Technology fuses a science so advanced as to be incomprehensible with the awesome might of the Dark Symmetry to create weapons, vehicles and devices of tremendous power. This twisted knowledge is the source of much of Algeroth's prestige and influence among his fellow Apostles, for only his followers understand it, and the other Apostles must barter souls or knowledge for its use.

The Dark Technology can be divided into three main disciplines: Black Technology, Necro-technology and Bio-technology.

THE BLACK TECHNOLOGY

The Black Technology is the process of twisting and corrupting existing human devices into something far worse. Weapons and other equipment captured from the Megacorporations and the Brotherhood are transformed by the engineers of the Dark Legion, the Tekrons. The resulting gear looks like melted machinery. The mechanisms are warped into new and strange shapes. This process gives the equipment sharp edges, easily capable of slicing an arm off or piercing battle armor, letting the user cause even more damage and pain. These sharp edges allow all weapons created by the Black Technology to do at least 1d4+1 damage in close combat.

In spite of appearances, the Black Technology creates equipment capable of performing better than many human-built counterparts. It is all but impossible for humans to use these twisted creations without dreadful risks to their souls.

The Black Technology is used to provide the hordes of Legionnaires and Necromutants with weapons and other equipment. It is used on weapons as well as vehicles, and the result is a piece of equipment with better performance than the original. The major drawback is that the Black Technology tends to be less reliable than human equipment. Also, it is often used in tandem with Bio-technology so that the weapons created become fused with twisted organisms that guide and improve their performance.

NECRO-TECHNOLOGY

Necro-technology uses dead, organic material which is animated or bestowed with a controlling spirit from the netherworlds.

These weapons carry corrupt souls captured inside. These souls have demonic natures and will slowly corrupt their owners. They have their own minds and draw the energy they need from the Dark Symmetry. This same terrible psychic force is also responsible for the strange aura that many of these weapons possess, which eventually turns those who carry them to long to the way of Algeroth. This is why the Brotherhood has ordered all Dark Legion weapons to be destroyed as soon as they are captured. Those who defy this instruction do so at their soul's peril.

BIO-TECHNOLOGY

The basis of Bio-technology is the living organism. Using embryos and living creatures, new shapes and forms are bred. From simple genetic material, Bio-technology can create hideous and extremely complicated beings, such as the Bio-giants. It is used to implant Bio-technological Gifts, and finally and most horrifyingly, it is the Bio-technology that is used to turn humans into Necromutants, Undead Legionnaires or even worse.

Tekron Bio-technicians often work with embryos that have been removed from their natural environment and placed in an artificial womb. This is a part of a larger organism, often a gigantic Bio-technological design. This organism is only a tool for the Tekrons, a mindless machine whose sole purpose is to create new life and to twist the shapes into new, grotesque forms. Endless numbers of chambers, all varying in size, can be part of the gigantic Bio-organism. The most common design is a regular Necrochamber construction, but the Necromakina is also such a design (even if the Necromakina indeed has a mind of its own).

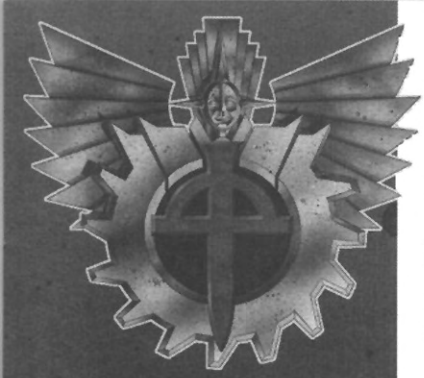
THE BIRTH OF A BIO-TECH DEVICE. Inside the separate chambers, the embryo is attached to the host being through a complex system of organic tubes and neural connections. The DNA code of the embryo is erased and manipulated, creating a new being ready to shape. The Tekrons then reprogram the code according to the wishes of their masters. Nutrients and proteins are added, and the new life rapidly goes through several stages of development. In the end, the new being is born, often fully grown and developed and ready to do battle against the enemies of Algeroth. The creature's lack of true experience is to a certain extent compensated through artificial processes added to the living brain or neural



system by the Tekrons. The range of the Bio-technology allows the Dark Legions to create anything from small personal equipment to the Bio-Giants—huge, living battle machines.

The Tekrons also work with viral agents, mutated carcinoma and unicellular organisms to create the Bio-technological Gifts bestowed upon Algeroth's human followers. These Gifts are among the most sophisticated products of Bio-technology and completely defy the understanding of human scientists.

MELDED BIO-TECH. Bio-tech designs often have a tendency to meld with their owners and create a symbiotic relationship. This is one explanation to the bizarre outgrowths found on the Razides and Ezoghouls which form part of their impressive weaponry. Such Bio-tech designs share bodily fluids and nervous systems with their host, although they are separate entities. Human scientists have so far found it impossible to separate a Bio-tech device from its host without destroying both.



WORTHY FOES

Mazlo took careful aim with his Voriche and shot the Imperial soldier right through the head. Good shot, he thought. Algeroth be praised. He bellowed an order to his Necromutants to follow him, and then he charged ahead. A Blood Beret swiveled, trying to bring his Intruder to bear. Mazlo took his head off with one sweep of his Skalak. Blood fountained, spurting all over the Centurion's uniform.

The roar of Belzarach fire filled Mazlo's ears as his squad covered him. «I don't want cover,» he screamed. «I want you to charge!»

The Necromutants heard the rage in his voice and raced forward across the rubble. Soon the whole, ruined town square was a swirling melee. Imperial troops fought desperately, clubbing out with the butts of their assault rifles, but these proved no match for the Sectioner bayonets wielded by Mazlo's warriors.

Soon all was silent. Mazlo saw that only his Necromutants remained standing. The Blood Berets had fought to the last soldier, even though they were outnumbered. It was only what he had expected from them. He raised his Skalak's blade in salute. They were worthy foes. It was a pity their corpses could only be used to create Legionnaires. They would make truly mighty Necromutants.

All products of the Dark echnology corrupt those exposed to them in one way or the other. Even the purest-hearted persons will find their soul in peril if they voluntarily touch or wield one of these foul things for any length of time. The exact length of time needed depends on the nature of the device and the user's strength of will. In the end, though, it is a certainty that even the purest will fall under their spell.

There are four levels of corruption:

1 DOUBTING. The victim becomes much more amenable to listening to those who serve the Dark Apostles. He begins to see their point of view. Even if a devout warrior, he will begin to have doubts about fighting against the Dark Legion. These doubts can take many forms. The victim may simply think that the Dark Apostles are too strong to be overcome, or he or she may start to have doubts in the righteousness of his own cause. After all, there are two sides to every issue. Whatever form these doubts take, they will become a chink in the victim's soul's armor, a weakness that the minions of the Great Darkness can exploit.

This is usually regarded as harmless, but your surrounding people will doubtlessly notice your change of attitude toward the Dark Legion. Hopefully, the signs are clear enough for your friends to notice—it's still easy to talk you out of it.

2 OBSESSED. At the second level of corruption, the victim begins to dwell on the ways of Algeroth. His or her sleep is disturbed by dreams and nightmares of committing acts of destruction. He or she is intrigued by the ways of the Dark Apostles and becomes ashamed and disturbed by this. Friends may notice that the victim is becoming sullen or secretive or prone to fits of absent-minded reverie. The victim will become unhealthily interested in the Darkness and its ways.

By now, perceptive friends will definitely notice something is wrong. Very wrong. If they care for you, they will arrange a discrete meeting with a trusted member of the Brotherhood pronto. There's still a chance to save your soul.

3 CORRUPTED. At the third level, the victim begins to enjoy these dreams and thoughts, and actively tries to learn about the darker side and the ways of destruction. He or she seeks out knowledge of the Dark Apostles. The victim may well be ashamed of this, but he or she also revels in it. The victim feels free of the shackles of conventional morality. He or she may still be saved from himself at this point, but it will be difficult. At this point, the victim may still have a few doubts about the correctness of what he or she is doing, but that is all. The victim is well on the way to becoming a full-fledged Heretic.

You're on the edge. You're so indoctrinated you don't listen to any alerts about your mental status; you just throw them aside as nonsense gibbering from foolish ex-friends. Force is a must to save you now.

4 DAMNED. At this level, the Brotherhood would call the victim's soul almost irrevocably lost. the victim has become insane, a willing convert to the way of the Dark Apostles. The followers of Algeroth will of course see it differently.

The victim will join a Cult as soon as possible and will be a willing and active participant in it. He or she glories in the Darkness and considers all who do not submit to it to be fools.

THE PROCESS OF CORRUPTION

All items of the Dark Technology have a Corruption Factor. You must make one Resistance roll (MST versus Corruption Factor) every day that you carry on you an article created by the Dark Technology. This may be because you possess the item and won't let go of it or because you are carrying a bullet inside your body or for special reasons listed in the item description.

If you fail this roll, you will progress to the next level of corruption. Of course, Heretics and followers of the Apostles don't need to make these rolls, as they are already corrupted enough.

Corruption is not a steady state. It is an ongoing process. Once a person has reached the first level of corruption, he or she must roll under his or her MST each month, or proceed to the next level. Most people will not actively seek help to counter this process. They are too scared of the Inquisition to admit to Heretical thoughts. This is a sad state of affairs, for the only way of countering the process of corruption is through Repentance.

REPENTANCE

At any time up to the fourth level of corruption, the victim can still be deprogrammed by friends or sympathetic characters. This process is called Repentance. It can only be undertaken by a skilled Brotherhood Inquisitor, a trained counselor, or a truly close friend.

At the end of each week of deprogramming, the victim can make a MST roll – [twice the level of corruption currently at]. If it succeeds, the victim's level of corruption is reduced by 1. If the roll fail, the victim's level of corruption increases by 1. This may conceivably push the victim over the edge and make him or her unsavable. It should be noted that few Inquisitors will bother to aid a person seeking to repent, unless there is a very good reason to do so. It is far easier to cleanse a person of heresy by death. After all, if a person is weak enough to fall into Heresy, he or she may do so again once beyond the Inquisitor's influence. Most feel it's best not to take that risk.

The Exorcise Evil Thoughts and Exorcise Dark Influences spells of the Art of Exorcism (see *The Brotherhood*, pages 33–34), and the Exorcise spell of the Art of Changeling (see *Mutant Chronicles*, page 171) will also completely cure the victim of Corruption.

EXAMPLE: *Konrad has been rescued by his buddies from the Excruciatorium of a Temple of Destruction. Konrad was being prepared to become a Cultist by a program of torture and exposure to the Dark Symmetry. Fortunately, his friends got there in time. Although Konrad is at the third level of corruption, teetering on the brink of being unsavable, he can still be helped. Despite Konrad's mad rantings and his attempts to convince them that Algeroth is the true master of the universe, his friends drag Konrad away to an isolation cell and begin the long and torturous process of trying to bring him to himself.*

At the end of the first week, Konrad makes an MST roll. His MST is 16, but he is at the 3rd level of Heresy, so he must subtract twice that from his MST. Six from sixteen is ten, so this is what Konrad needs to begin to be saved. He rolls ‹10›—almost the failure needed to pitch him over the edge. His level of corruption is reduced, and he begins to repent. His friends shake their heads and continue their attempts. At the end of the second week, Konrad rolls again, and this time gets a ‹5›. At the end of the third week, he must roll his MST, minus twice his level of corruption (16–2; he needs 14). This process continues until Konrad is either saved or irrevocably damned.

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. (See the New Skills chapter for more details.)

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 of any weapon to be created or list the powers and Stigmata of any Bio-technological Gift. This should be within his powers to design. A Journeyman is capable of very simple work, liking modifying an already existing design or Gift. A Master can create pretty much anything within reason.

2 HMMM... The GM should decide whether such a device will fit into the campaign. If the creation is so unspeakably gross as to unbalance the entire campaign, simply reject it out of hand. Don't tell the player, though. Let the power-mad swine run through the research process and personally discover the impossibility of creating the device.

3 ASSIGN COMPLEXITY RATING. If the GM decides that the design is feasible, he or she then assigns a Complexity Level: Simple (1–6), Hard (7–15) or Very Hard (16+). Simple projects are such ones as involve modifying already existing devices and creatures. Hard ones involve designing entirely new devices, organisms or weapons. Very Hard projects are those that involve creating vastly complex new machines, organisms or devices.

4 ASSIGN PROJECT LENGTH. Next, the GM should assign a Project Length (often equal or almost equal to the CL). Thus, this can range from 1 for very simple tasks, such as modifying an already existing gun, to 20 for complex tasks, such as designing a new Necrochamber system to mass-produce a new and complex organism. You can also decide on the Corruption Factor of the device. This is mostly a matter of taste. Compare the device to an already existing one in this book to give you a ball-park figure. Once the Complexity Level and Project Length are known, the project is back in the player's hands.

5 THINK ABOUT IT. Knowing these ratings, the Player must now decide whether to proceed. If so, you're now at the Design and Development Phase of the project. The character must actually spend time doing research, discussing the details of the project with his fellow Tekrons and Technomancers and actually working out all the details of the project. All of this takes time.

6 DESIGN AND DEVELOPMENT. You must make a Research roll once a day to get going with the Design and Development of your device. The roll is made on the Resistance table with your SV in the appropriate skill on «Basic Capability Value» and the CL at «DL». Make the roll, even if the table gives an «Automatic XXX» result.

You spend all this time uninterruptedly pursuing your design in order to be allowed to make your roll. You cannot work for two days, go adventuring for two days and then come back and work for five days—you must put in all the time needed, then make your roll. If you don't, the time you spent is wasted. Once you've made the roll, you can put the project aside and go adventuring and then pick up where you left off.

You must keep doing your research until you've managed to make [the Project Length] number of Research Rolls. If you fail any roll, the time you've put in to making that roll is wasted, but that's all. If you make a Perfect Success (unmodified ‹1›), you have gained 1d3 weeks. If you fumble (unmodified ‹20›), you must start all over again. If you fumble at the very start of a project or twice in a row, then designing this device is beyond your ability. It's time to quit. The GM is also at liberty to assign any penalty to your SV roll in order to reflect the difficulty of your task.

Once you've successfully completed this, the GM will reveal to you whether the device can in fact be made. If the answer is yes, then proceed to the next stage. If the answer is no, weep for all that wasted effort.

7 BUILD PROTOTYPE. Once the design is approved, you may build a prototype. This

takes [the Project Length] in days to do. At the end of this period, make two skill rolls in the appropriate Dark Technology skill. If either of them succeeds, you have successfully built the prototype. If both fail, it's time to try and build another prototype. If either is a fumble, your design is revealed to be so badly flawed that it will never be produceable.

8 MASS PRODUCTION PHASE. Once you have built a working prototype, you can begin to retool the factories to create it (if it's the sort of thing that's mass-produceable). This takes a period equal to 1d3+3 times [the Project Length] in days. Now you're ready to go. At this point, the GM is perfectly at liberty to reveal that what you have created is a «Custom device». Every single item must be hand crafted. You can do this in the same time that it took you to create the prototype. Most incredibly powerful devices are of this sort.

9 LET'S ROCK! Once a device is actually ready for mass-production, it can be produced in [the Complexity Factor squared] minutes. This means that large, complex, powerful objects still take a lot of time to produce. Simple things, like guns, roll of the production line relatively quickly. The GM is perfectly at liberty to alter any of these factors. If the GM thinks a device is easy to mass-produce, then it might run of the production lines at the rate of one a second or faster. This would certainly be sensible for items like ammunition. If the GM thinks the mass-production time is too short, this, too, can be altered to be more reasonable.

USING BRAINPOOLS IN DESIGN

Brainpools are one of the greatest adjuncts to the Dark Technology. They greatly enhance a Tekron's powers and will even provide a working prototype of a device. Using a Brainpool will let you roll once an hour instead of once a day. The Brainpool will also automatically, instantly, create a prototype for you, if this is possible. Because Brainpools are directly connected to the Citadel's factory systems, they can retool the factory to maximum efficiency (change days to hours) and reduce the time it takes to mass-produce a device (divide time by ten). Even if a device has not been designed using a Brainpool, the design can simply be fed in to it, and the Brainpool will optimize factory production in the Citadel.

EXAMPLE. *Lazurash, a Tekron of Skill 18 in all his Dark Technology skills, submits a design to his Gamemaster for a new improved Kratach with a 10% greater range and a slightly improved damage rating. The GM decides that this is a simple task—improving a gun is not complex. However, since Kratachs have been in service for a long time, he also decides that there must be reasons why they haven't been improved. He gives the Complexity Level as 4 and the Project Length as 15.*

Lazurash connects himself to a Brainpool and checks the Resistance table. His Skill Value in Black Technology (18) versus the CL (4) is an «Automatic Success», but he must make the rolls anyway, to check for fumbles and perfect successes. After 10 attempts, Lazurash rolls a ‹20› and must start again. He continues with the process, and in another 15 die rolls, he has completed the design. The total Design Time is thus 25 hours. The Brainpool has completed the prototype for him, and it rises glistening out of the Necroplasm. To put this new design into production using the Brainpool, it would take Lazurash 1d3+3 x 15 hours to retool the factory, and then it would take about a minute and a half (96 seconds) to create each new gun, using mass production.

Without the use of the Brainpool, Lazurash would have taken 25 days to Design his new gun. It would have taken 15 days to Create a Prototype, 15 x 1d3+3 days to Retool the necessary Machines, and it would still only spit a new, improved Kratach out every 16 minutes.

WEAPONS

The weapons used by the forces of the Dark Legion are twisted abominations created by the hideous Dark Technology, the profane Necro-technology or the blasphemous Bio-technology—or some combination of them. All the weapons of Algeroth's Legions have the following things in common:

- All of these weapons cause the minds of normal people who carry them for any length of time to turn towards the Darkness. The more powerful the weapon, the quicker this will happen. The longer the weapon is carried, the more pronounced the effect will be. At first voluntary touch, plus once every twenty-four hours one of these foul weapons is carried, the wielder must make a successful Resistance roll or move down to the next level of Corruption. (You don't need to roll if you're just hit by a weapon, but rolls WILL be required if some part of the weapon remains in your body.)

- Many weapons have «the look» of Dark Technology—a strange mixture of modified human design and techno-organic parts. These weapons are easily recognized at a glance to be a product of Dark Technology. However, some Dark Technology weapons are almost entirely human in design, for a reason—the evil aura of the weapon can be felt by anyone handling it. Many times, this has been enough to corrupt unwary victims eternally.

- All Dark Technology weapons (except close combat weapons) can use the different sorts of ammunition given below, except where it is stated to the contrary.

HOLD-OUT FIRE ARMS



KRATACH

The Kratach is a bulky weapon with a curved, underslung magazine. It is what might be called the «standard weapon» of the Dark Legion, and they are seen among the Legionnaire Kohorts of all the Apostles. They don't have any special abilities deriving from the Dark Technology, but they do have the capability of firing many different kinds of ammunition without any modifications.

CORRUPTION FACTOR: 5

W	L	MC	FUNC	RANGE	STR	RT	JF	DAMAGE
5	70	40	A	300/450	17	1	2	1d6+1

VORICHE

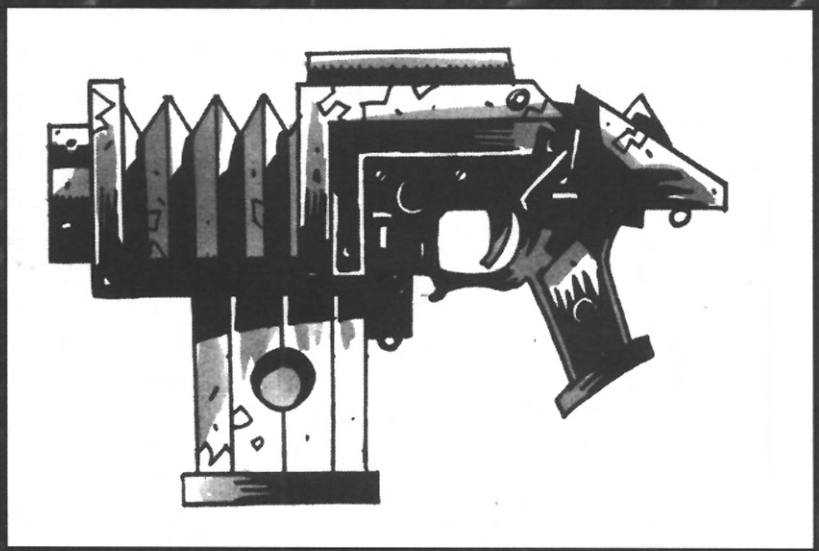
This is a huge pistol, based on Capitol's Bolter, but greatly modified by the Black Technology so that it hits harder over a longer range. This weapon is characterized by its distinctive red muzzle flash as it fires. This weapon is commonly carried by Centurions as a sidearm or used by close combat troops in combination with a blade weapon.

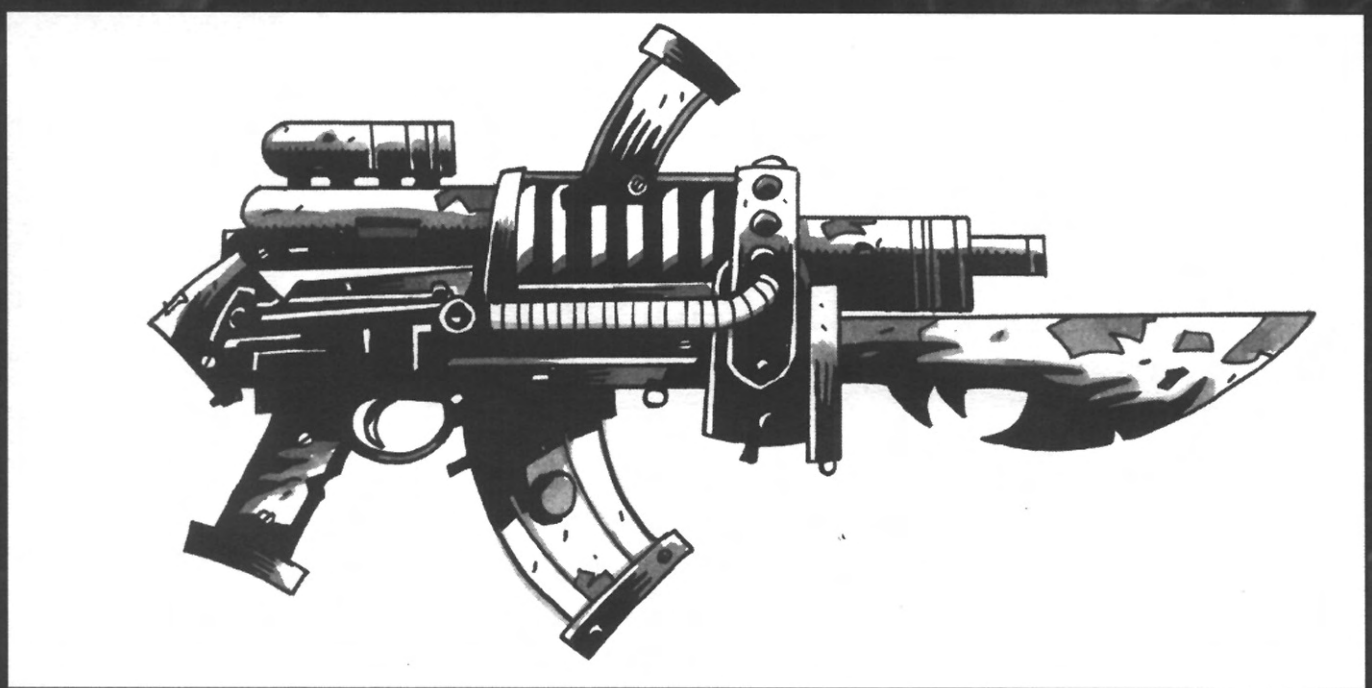
CORRUPTION FACTOR: 6

W	L	MC	FUNC
2.5	40	18	A

RANGE	STR	RT	JF
40/60	15	1	1

DAMAGE
1d6+1



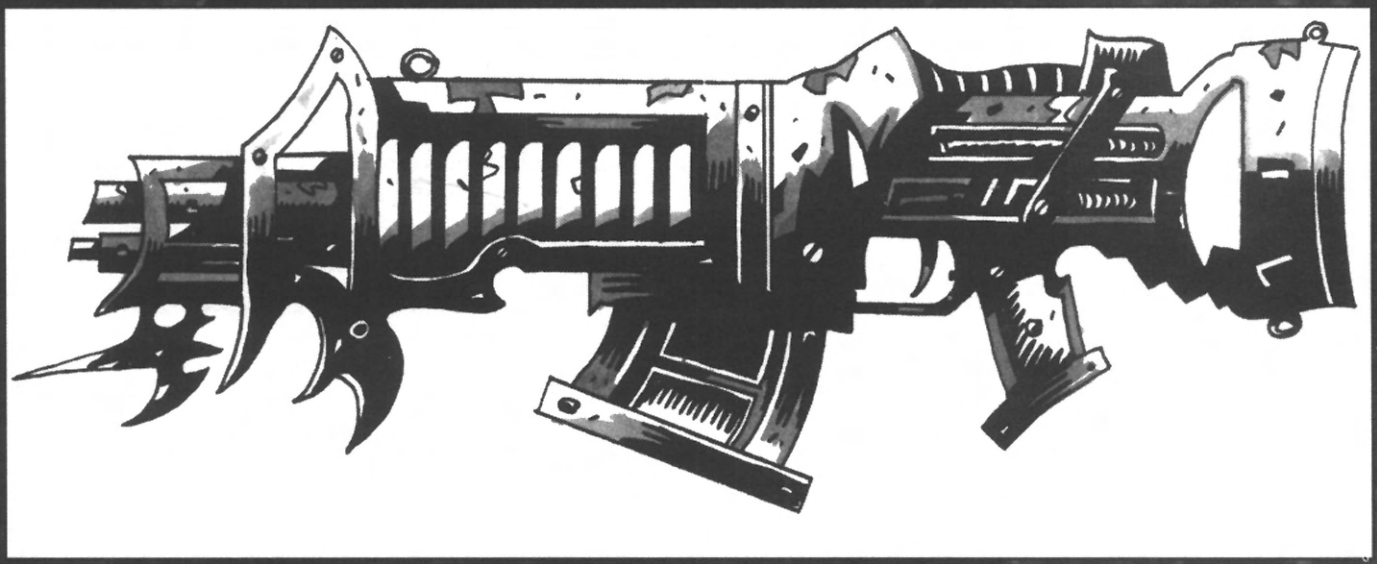


BELZARACH

The Belzarach is the favored weapon of Necromutants. It is based on the Capitolian M50 Assault Rifle, warped by the Black Technology. It has a special magazine holder mechanism designed to let the user change clips quickly. This enables it to fire all of the different types of ammunition below. Users are normally equipped with different magazines so that they can swap ammunition types easily. These weapons are usually not issued to Undead Legionnaires, since those creatures lack the manual dexterity and mental initiative to swap ammo types. Rather than being fitted with a grenade launcher, it usually has the dreaded Sectioner bayonet attached.

CORRUPTION FACTOR: 4

W	L	MC	FUNC	RANGE	STR	RT	JF	DAMAGE
7	100	30	A	300/450	30	1	1	1d6+3



NAZGAROTH (THE FIST OF ALGEROTH)

This is an extremely heavy machine gun based around the frame of the Capitolian M606. It fires huge caliber bullets, three per second, but unlike most Dark Tech weapons, it cannot fire various sorts of ammunition. The shells it uses are made only for it. Each shell is engraved with its own individual Dark Rune and hits like an express train. Bullets fired from a Nazgaroth are capable of shredding most armor like paper and even harming tanks. Fortunately, these terrible weapons are rare. They are normally issued to Razides and to Nepharites. They are also quite commonly mounted on all sorts of vehicles.

Each Nazgaroth is individually made, and all of them look slightly different. All are huge, with long, thick barrels and massive ammunition clips. Most have bipod mounts. All have been modified so that they bristle with razor-edged spikes capable of doing 1d6+1 damage in Close Combat.

CORRUPTION FACTOR: 9

W	L	MBL	FUNC	RANGE	STR	RT	JF	DAMAGE
42	160	400	A	1000	40	2	2	1d10+4



SCYTHE OF SEMAI

This terrible weapon is issued almost exclusively to Pretorian Stalkers, although it is also favored by a select few Nepharites. Few other creatures have the strength to wield one. It is capable of discharging a hail of heavy caliber bullets at any target and is also mounted with a two-and-a-half-foot bayonet upon which to spit the foe. Most Scythes of Semai also come equipped with either a Hindenburger Incinerator or have a Carcass Launcher grenade thrower attached. These are one of the most formidable weapons in the Dark Legion's entire Arsenal.

CORRUPTION FACTOR: 16

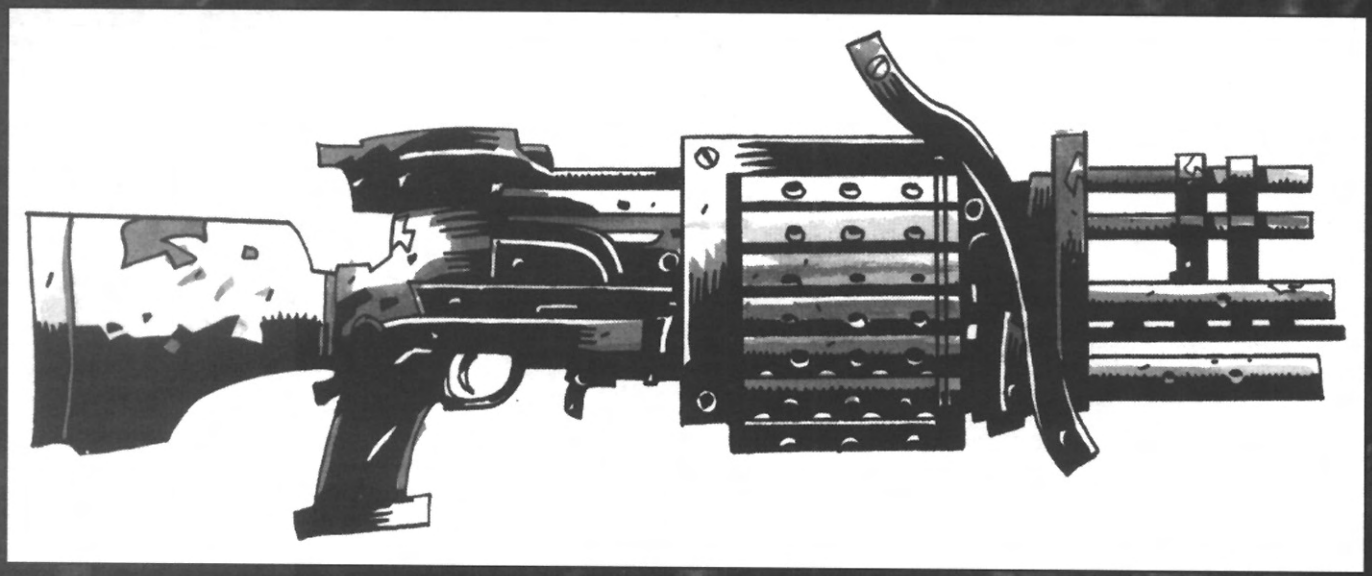
W	L	MBL	FUNC	RANGE	STR	RT	JF	DAMAGE
35	150	1000	A	750	45	2	3	1d10+6

HINDENBURGER INCINERATOR

SW	L	MC	FUNC	RANGE	STR	RT	JF	DAMAGE
—	—	10	M	35/53	45	2	5	1d10+25

CARCASS LAUNCHER

SW	L	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAMAGE
—	—	9	M	60/90	45	3	2	1d6	2	1d6+3



ASHNAGAROTH (SCREAMER)

This is the standard squad support weapon of Algeroth's Legions. It is basically a modified HMG (usually an Imperial Charger) with a bipod mount, a longer range and a greater rate of fire. It has a huge, spinning ammunition drum slung under the barrel. This drum contains many notches which whistle and whine as it rotates during firing, producing the distinctive screaming sound.

CORRUPTION FACTOR: 5

W	L	MBL	FUNC	RANGE	STR	RT	JF	DAMAGE
9	110	500	A	900	30	2	2	1d6+4

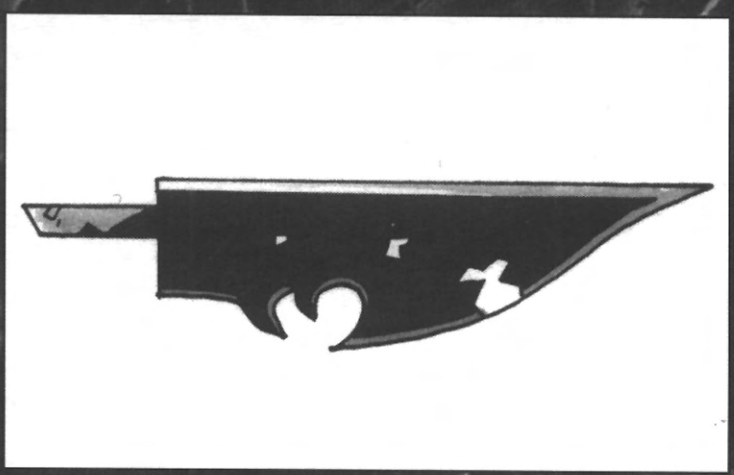
CLOSE COMBAT WEAPONS

SECTIONERS

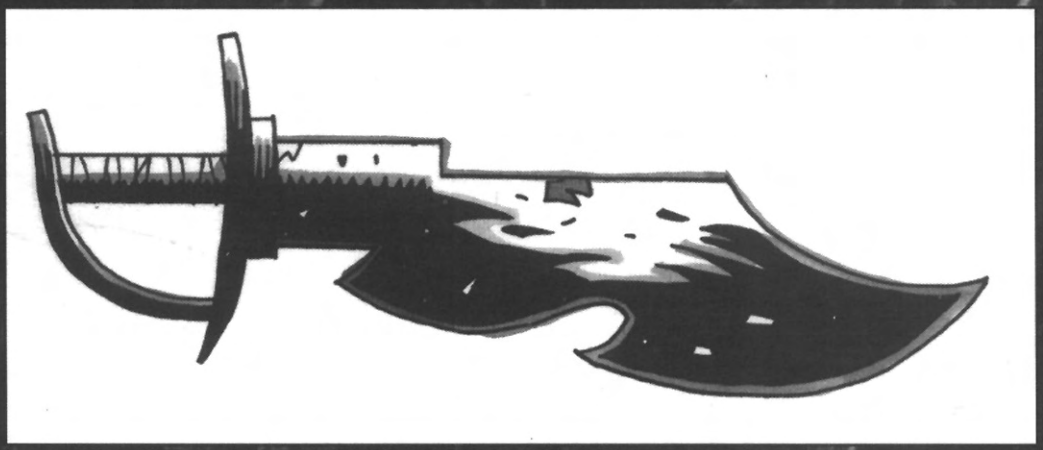
This is the Imperial Special Forces' name for the blade attached to the Necromutants' weapons. It is created in the Black Forges, then quenched in human blood. It is massive, bearing more resemblance to a sword than a bayonet, and it's perfectly capable of gutting a man the way a knife guts a fish. Like a Skalak, they never lose their edge.

CORRUPTION FACTOR: +2

WEIGHT:	2
LENGTH:	50
STR:	10
Damage (1H):	—
Damage (2H):	1d6+1



SKALAK



Imperial troops call these huge, killing swords Skull-Openers, and it's an appropriate title. They are presented to the Centurions of the Dark Legion upon their Transfiguration. These blades are individually crafted by specially trained Technomancers and have so fine an edge that they may cut through steel. They never lose their edge and are always carried unsheathed.

Each blade is issued to a Centurion at a special ritual before the statue of Algeroth in the Sanctum of a Citadel or Temple of Destruction. During this ritual, the Centurion must cut him- or herself with the blade and let some of the blood run down the blade's central channel and then run it through the body of a screaming sacrificial victim. No Centurion will ever touch another's blade, and losing your Skalak is considered the greatest disgrace a Centurion can endure. He or she must either reclaim it or die.

CORRUPTION FACTOR: 18

WEIGHT:	2
LENGTH:	100
STR:	10
DAMAGE (1H):	1d6
DAMAGE (2H):	1d6+2

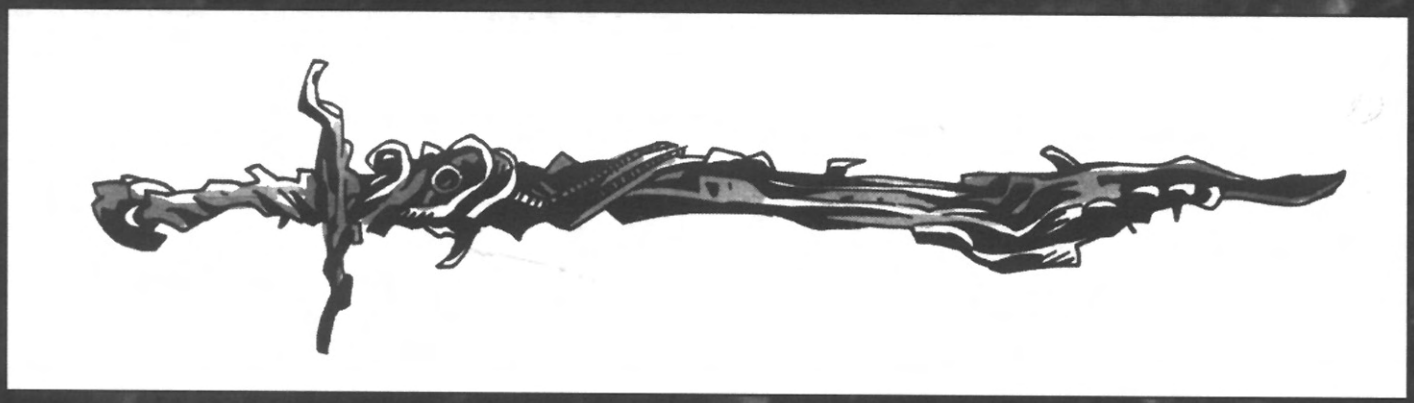
CHAIN BAYONETS

These dreadful things are often attached to the barrels of Dark Legion firearms. Although they resemble great chain saws with whirling, ripping teeth, they are actually products of Bio-technology. The saw-edged blades are formed from hardened bone and are moved by the pulsing muscles of some strange creature with an infernal whine, resembling the shrieks of an infant being branded with a glowing iron. This creature also grafts itself to the weapon it's attached to.



CORRUPTION FACTOR: +8

WEIGHT:	2.2
LENGTH:	55
STR:	10
DAMAGE (1H):	—
DAMAGE (2H):	2d4+1

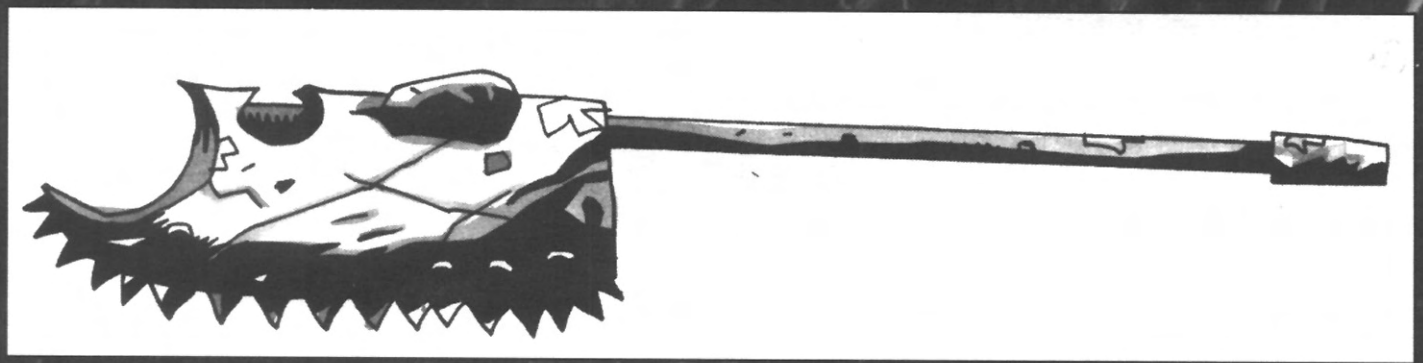


ASHREKETH (HOWLING BLADES)

These abominable weapons are the hallmarks of Algeroth's elite close combat troops. They are products of Necro-technology and are usually carved from long pieces of bone hardened and blackened in the Symmetric Furnaces of Algeroth before being inscribed with deadly runes. Each blade holds an imprisoned soul whose shrieks and moans terrify the enemy. The runes give the blade the power to pierce most armor and to do terrible harm once in the body of their victim. Howling blades can come in any shape. They can look like swords, axes or even bladed whips. The sword is the most common form.

CORRUPTION FACTOR: 14

	SWORD	AX	DAGGER	WHIP
WEIGHT:	2	2.5	0.5	1.5
LENGTH:	100	115	25	215
STR:	10	16	5	7
DAMAGE (1H):	1d6	1d6	1d4	1d6
DAMAGE (2H):	1d6+1	1d6+3	—	—



AZOGAR

This resembles a great buzz saw at the end of a pike. It shudders uncontrollably as it moves and can only be wielded by the strongest of beings such as Nepharites and Razides. Its whirling, serrated teeth can open armor as easily as flesh. Few creatures can stand in the way of a warrior bearing an Azogar.

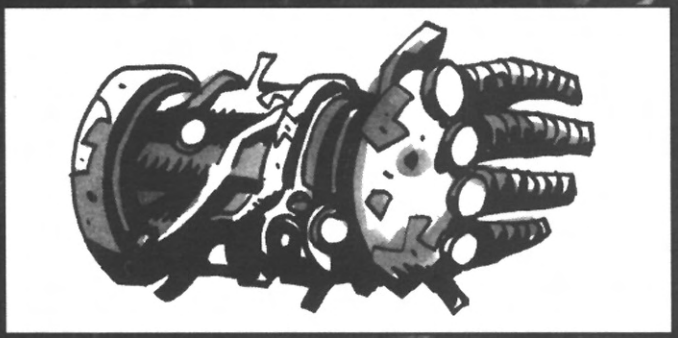
CORRUPTION FACTOR: 15

WEIGHT:	12
LENGTH:	200
STR:	25
DAMAGE (1H):	—
DAMAGE (2H):	1d10+1

NECRO-BIONIC CLAW

This resembles a huge gauntlet of bone and muscle which grafts itself onto the recipient's hand. It enables the user to do 1d10 damage by crushing a victim in its grip. It also adds 1 to the BP of whichever arm it is grafted on to.

CORRUPTION FACTOR: 5



SOULSCYTHES

These are the ritual killing weapons used by Reapers of Souls. As their name would suggest, they resemble great curved scythes. Their blades glitter with inimical runes. The edges are always razor sharp. The blade is attached to a telescoping pole. With one twist, this can be shortened to the length of a sword hilt or lengthened till it's as long as a spear. It can be disassembled to provide a blow gun for firing poison darts, or it can even be reassembled in two parts connected with a chain. This can be used with equal facility to garrote a foe or to entangle any hand-held weapons. A Reaper of Souls can assemble a Soulscythe in any of these configurations in one action.

The Soulscythe takes its name from the fact that it really does draw out its victim's soul as it kills. If anyone takes a hit from a Soulscythe, the victim also loses 1d6 MST temporarily. If the victim's MST is reduced to zero or below, the victim's soul is lost and he or she is dead. If the victim is not killed in the combat, MST will return at the normal rate. Anyone killed with a Soulscythe will automatically have his or her soul devoured by the weapon and cannot be resurrected in any manner.

CORRUPTION FACTOR: 18

POLEARM. This is the standard configuration in which the weapon resembles a great scythe. In this form, it can only be used with two hands.

WEIGHT:	4
LENGTH:	200
STR:	10
Damage (2H):	1d8+1

BATON, SCYTHE AND CHAIN. In this configuration the Soulscythe has been reassembled into a 25 cm, weighted baton connected to the blade by a 100 cm length of chain. It can be used to entangle a foe's weapon. (Roll to hit the weapon, and then roll 1d20 and add your STR; your target does the same. If your score is greater, you can pull the weapon out of the target's hand.) It can also be used to garrote a foe from behind. To do this, you must score a hit to loop the chain around your target's neck. Once in position, you inflict 1d4 hits per CR to the head location. Most armor will not protect against this strangulation damage.

WEIGHT:	4
LENGTH:	150
STR:	10
DAMAGE (2H):	1d4+1

SWORD. In this configuration, the handle has been shortened and moved into position to provide a short scimitar-like sword. This is the optimum configuration for one-handed use in tight spaces.

WEIGHT:	4
LENGTH:	100
STR:	10
DAMAGE (1H):	1d6+1
DAMAGE (2H):	1d6+2

THROWING KNIFE. The scythe blade at the top is unclipped to provide a throwing knife. This is usually a desperation move, since it leaves the user only with the quarterstaff attachment.

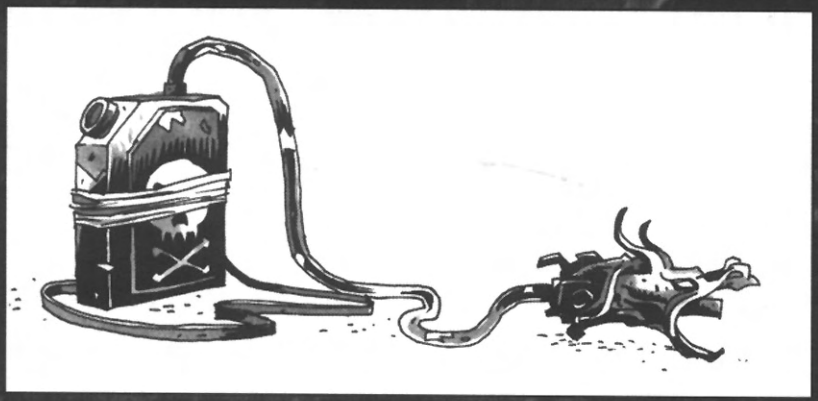
WEIGHT:	1.5
LENGTH:	40
STR:	10
RANGE:	STR squares
DAMAGE (1H):	1d4+1

QUARTERSTAFF. This consists of the telescopic remains of the weapon after the scythe blade has been detached. It is a useful parrying weapon, but not as effective offensively as the full weapon.

WEIGHT:	2.5
LENGTH:	200
STR:	10
DAMAGE (2H):	1d4+1

BLOWPIPE. One of the hollow sections of the Soulscythe has been unclipped to provide a blowpipe. A skilled user can send a poison dart skimming accurately up to 25 m away. When used in this mode, the dart does not cause soul-destroying damage.

WEIGHT:	1.25
LENGTH:	100
STR:	10
RANGE:	16/24
DAMAGE:	Dart does 1d3 plus poison

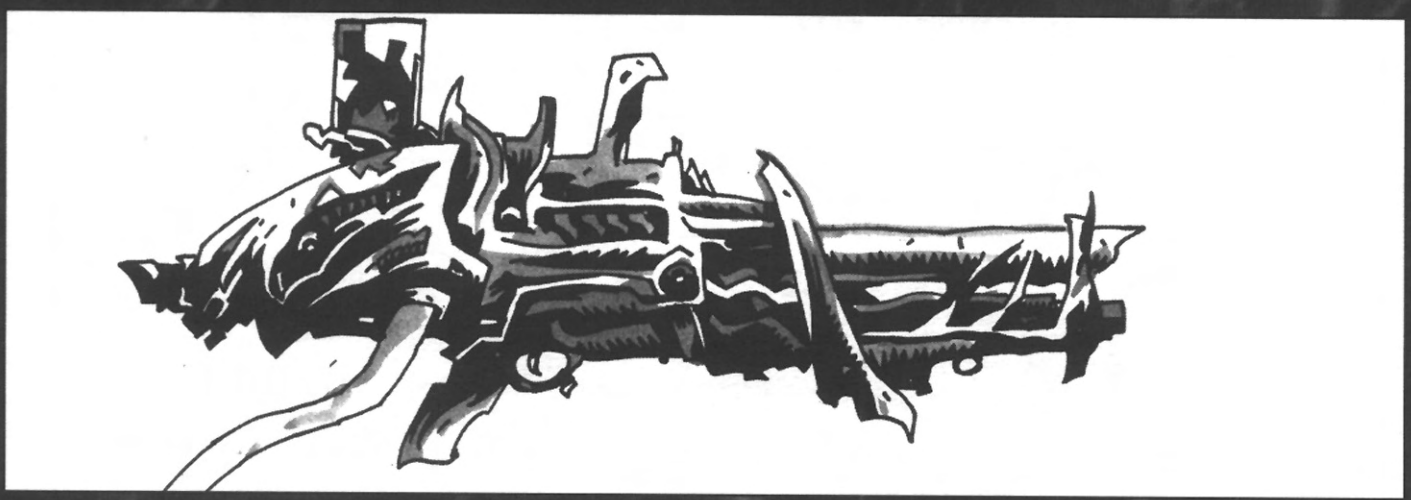


FLAMERS

These come in various ornate forms, but the basic design is always the same. The user has a tank strapped to his back, from which runs a long hose. The tank contains some foul brew which ignites on contact with air. The user guides the flame by pointing the nozzle of the hose. This is usually carved to resemble some demonic head. Those who use flamers must wear special protective gear to protect them from heat and backblast. This gear includes thick, leathery armor, intricately carved face masks and heavy protective gauntlets.

CORRUPTION FACTOR: 5

W	L	MC	FUNC	RANGE	STR	RT	JF	DAMAGE
10	110	10	M	20/30	20	2	5	1d10+4



PLAGUEBRINGERS

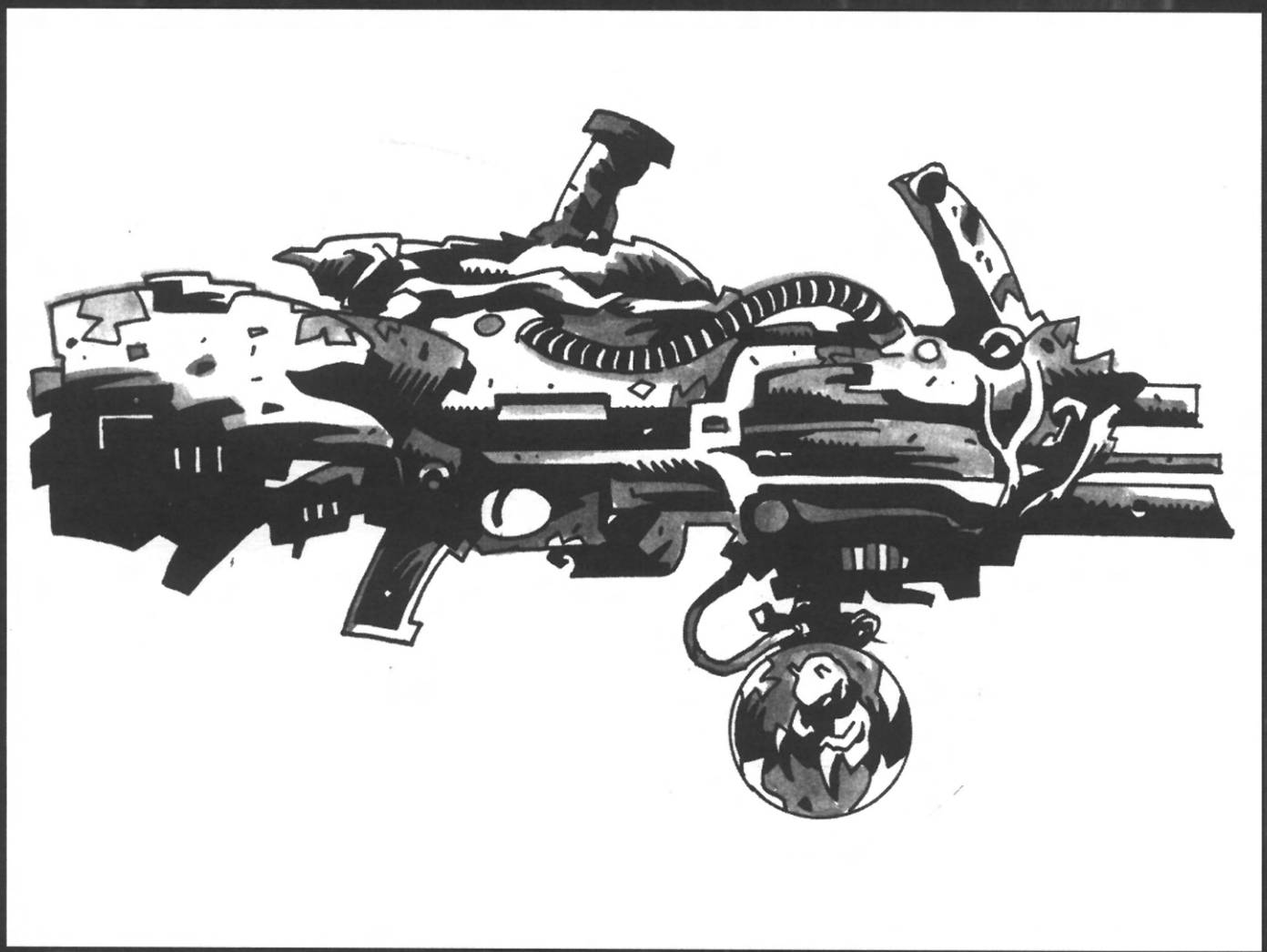
A Plaguebringer resembles a huge, foul-looking machine gun. The stock and barrel look as if they are sheathed in slime-dripping, wart-covered flesh. A huge tank of boiling, foul liquid is carried on the back by a Necromutant or by handles between two Undead Legionnaires. The weapon is operated by a Necromutant or Centurion linked to it by the long umbilical cords of a Weapon Graft (see below). Between the carrier(s) and the operator is a nine-foot, living hose. The ammunition is peculiarly foul and disgusting and owes much to Algeroth's occasional alliances with Demnogonis. Plaguebringers fire the rotting liquefying remains of human body parts. These can be arms, legs, rotting heads and even the innards of those too badly mutilated to be turned into Legionnaires.

These land splattering into disgusting slimy jelly that emits a stink like corpses left to rot for months on end. This has a terrible effect on the morale of those who come under bombardment, and there is worse. The decomposing parts let off a shower of dreadful germs which swiftly infect all of those within ten meters of the point of impact. Those affected go into an insane rage and start lashing out at their comrades. They will go for each other with their bare hands and, when there are no victims left, will rend their own flesh with their teeth, pluck out their own eyes and swallow their tongues as green froth billows from their mouths. Anyone within 10 meters of the point of impact must make a roll against a DL 10 poison or go insane as described above. Anyone hit with the stream of corrupting fluid must add the damage taken to the DL.

The tank weighs 175 pounds and looks like a black iron cauldron, constantly boiling with a greenish, glowing substance. Attached on it is a large handle on each side, plus two leather straps so that it can be carried on the back of a very broad-shouldered person.

CORRUPTION FACTOR: 17

W	L	MC	FUNC	RANGE	STR	RT	JF	DAMAGE
10	100	40	M	20/30	15	2	5	1d6

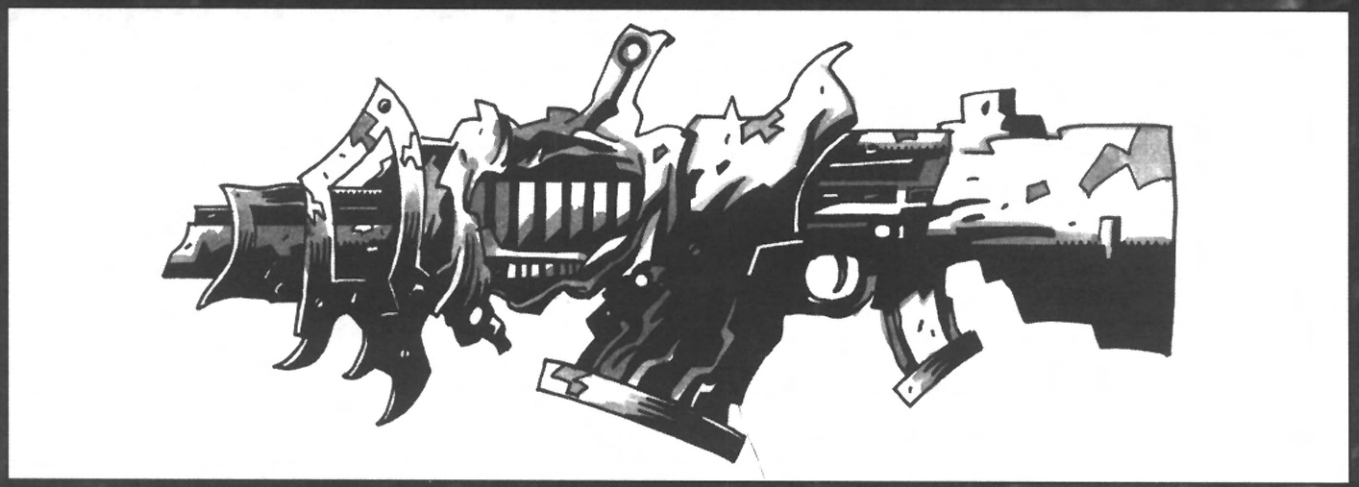


META CANNONS

On the base of each of these huge guns is a glass sphere, within which is an unborn fetus produced in the life vats of the Citadels. The fetus is in fact a homunculi, living in a loathsome broth of nutrient slime. It provides the rudimentary intelligence which controls this weapon and focuses huge bolts of pure Dark Energy at the enemy. These weapons can only be disabled by smashing the nutrient sphere and killing the unliving entity within. The homunculi operates as an Evaluator (see below) with an INT of 18. All Meta Cannons have a Bioscope. Meta Cannons do not need ammunition and so do not require reloading.

CORRUPTION FACTOR: 13

W	L	MC	FUNC	RANGE	STR	RT	JF	DAMAGE
5	100	—	S	300/450	20	—	9	1d10+1



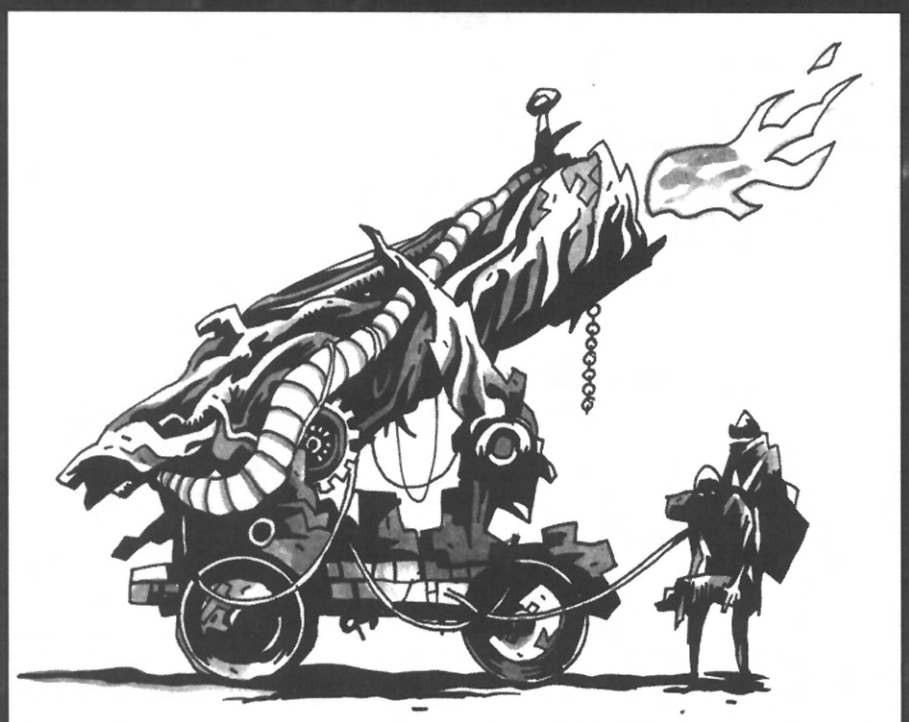
SOULSHEARER

This is another large weapon which bears some resemblance to a Nazgaroth. However, instead of firing bullets, it emits a concentrated bolt of dark power which shears the very spirit from the victim's body and turns the poor sap into a shambling, mindless husk. The spirits of those thus divorced from their bodies hover around their earthly remains for long moments as a gaseous, gibbering cloud of ectoplasm whose spectral screams inspire terror in all living creatures who hear them.

CORRUPTION FACTOR: 18

W	L	MC	FUNC	RANGE	STR	RT	JF	DAMAGE
10	100	10	S	90/135	20	1	5	

When hit by a bolt from a Soulshearer, the victim must make a Hard Resistance roll vs. Dark Symmetry (MST). If the roll fails, the soul has been parted from its body (a state usually called «Death»). Armor does not protect against a Soulshearer.



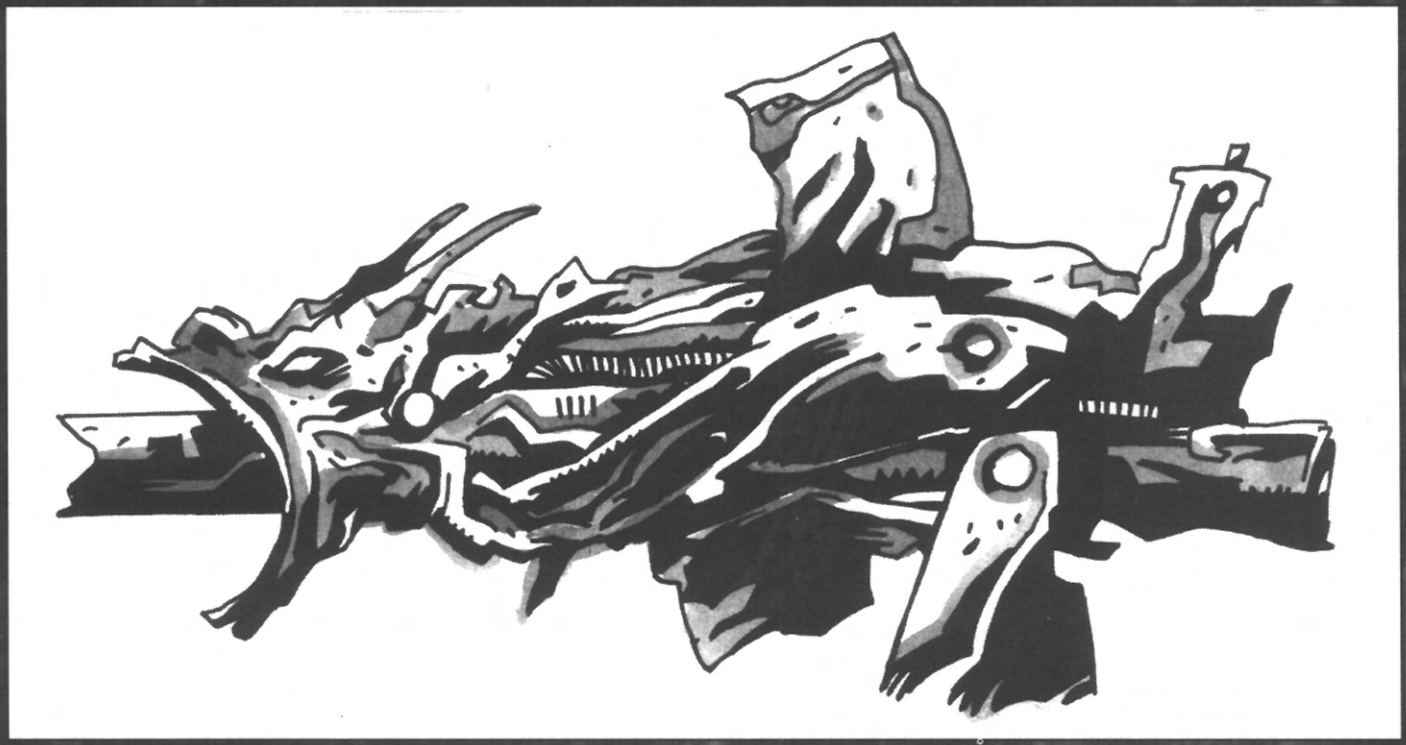
UNHOLY CARRONADES

These huge guns are used as artillery pieces by the Dark Legion. They resemble nothing so much as massive, symbiote-encrusted cannons. They are dragged around by Undead Legionnaires who are linked to them by dripping umbilical cords. Each Legionnaire also carries a reload charge on his or her back. Each Gun team is led by a Necromutant or Centurion who directs them. These weapons focus the Dark Symmetry into enormous blasts of pure power, which flicker out like snakes' tongues, destroying everything in their path.

Unholy Carronades act like huge incinerators. They inflict 1d4 hits on anything that gets in the way of their blast. This damage is not heat damage, so armor protects against it normally, and fireproof armor confers no benefits.

CORRUPTION FACTOR: 13. No one except the gun crew can use it, so the CF is simply for touching the thing.

W	L	MC	FUNC	RANGE	STR	RT	JF	DAMAGE
215	240	10	M	200/300	—	1d6	5	1d10



HELLBLASTER

The Hellblaster is a Necro-technological cannon used for anti-tank purposes. It is 13 feet or longer, and despite the caliber of around 6 inches, the barrel itself can be up to two foot in diameter. The muzzle is often designed to look like a monster's jaws, taking the shape of a dragon, snake, lizard, leopard or a horrifying demon. The Hellblaster is solely used vehicle mountedor by EXTREMELY strong creatures like Bio-Giants. Magazine capacity varies due to the vehicles' storage space. The first damage statistic is for direct-hit damage; the second is for the shrapnel that shoots out as a result of a hit.

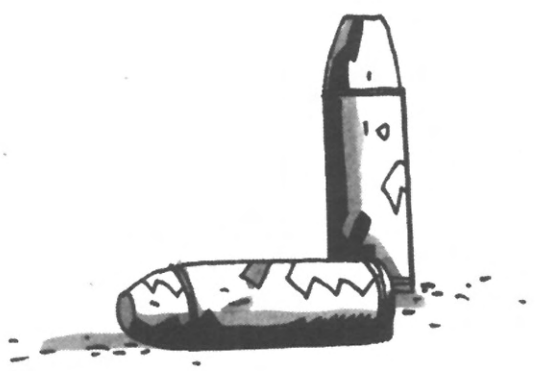
CORRUPTION FACTOR: 6. No one except the gun crew can use it, so the CF is simply for touching the thing.

W	L	MC	FUNC	RANGE	STR	RT	JF	SR	#TA	DAMAGE
—	400+	10+	M	4000 m	—	5	8	3	1d4	1d10+8/1d6

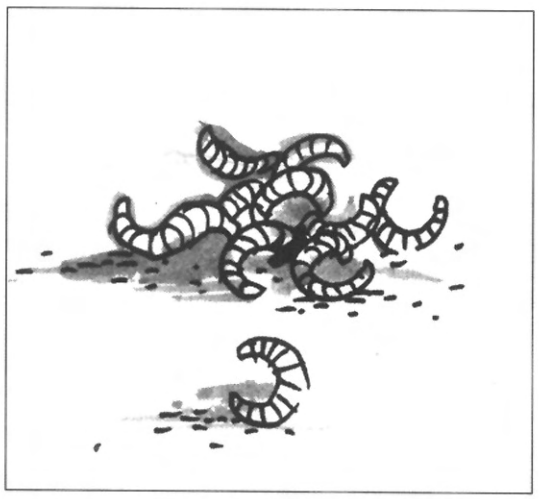
AMMUNITION

BLACK BULLETS. This is the standard ammunition of the Dark Legions. Black Bullets do the basic damage given for each weapon. They differ from normal bullets in one important respect. Each contains a small amount of Necro-tech material which can stay in any wound not thoroughly cleaned and cauterized. This material spreads like a virus, reprogramming normal cells and subverting them. Eventually these cells spread to the victim's brain, and start to concentrate the power of the Dark Symmetry. At this point, the victim must make a Corruption Roll once every month for the rest of his or her life. If the victim fumbles this roll, he or she will start to Degenerate, exactly like a Cultist. To avoid this dreadful fate, anyone hit by a Black Bullet should seek First Aid within 10 minutes. About 1 in 10 Black Bullets deposits sufficient Necro-tech material in a wound for the corruption process to take place. After a fire-fight, the GM should secretly roll 1d10 for each player who takes a wound. If the result is less than or equal to the number of wounds taken by the player, the corruption process will begin, unless, of course, the player has taken the precautions outlined above.

DAMAGE: as per weapon type.



MAGGOT. Originally developed by the Tekrons of the Nepharite Overlord Alakhai from one of the many vicious grubs to be found in the Venusian jungles, this terrible weapon infects the victim with a fast-multiplying swarm of mutated maggots. These fat,



pulpy white creatures gorge themselves and reproduce by fission, swiftly eating through their target's flesh and following the nerves until they hit the brain. To anyone watching, the effect is particularly disgusting and terrifying. The victim is eaten alive and swiftly crumbles into a lifeless corpse. The victim's screams of agony cause intense fear in anyone hearing them.

Anyone taking a wound from a Maggot bullet is in trouble. Unless the maggots are dug out IMMEDIATELY (i.e., within one CR), the maggots will gorge and spread. The wounded area will begin to take 1 BP damage per CR. When it is reduced to 0 BP, the maggots will spread to all adjacent body areas. There, too, they will inflict 1 BP damage per turn until that area reaches 0 BP. They will keep spreading until the victim's entire body is consumed. The maggots will keep inflicting damage after a location reaches 0 BP; this is simply the point that they spread. If shot in a limb, the victim can be saved even after the maggots start gorging—if the limb is hacked clean off. This must be done before the maggots spread to another area. Anyone listening to the victim's screams of agony must roll under his or her MST or be paralyzed by fear for this CR.

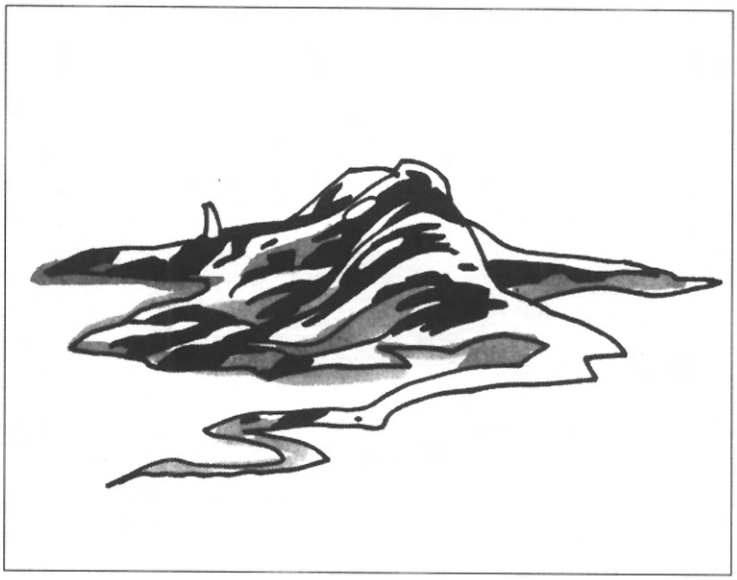
Fortunately, because they take a long time to manufacture, Maggot Bullets are fairly rare. They are most commonly used by the servants of the Nepharite Alakhai in the Venusian jungles.

DAMAGE: 1d6

SLIME. This enfolds the victim's head in a fast-expanding sheet of greenish mucous which fills the poor person's mouth and nostrils, choking him or her to death while leaving the body intact for reanimation. The sticky, green, bacterial slime multiplies on contact with air and can cover a person's head inside a CR. Anyone hit by a Slime Bullet takes normal damage. If the hit is to the head, the victim must make a COR roll to scrape off the slime before it enters the mouth and nostrils. If the roll is failed, the victim will choke to death within 10 CR. There is nothing that can be done about this.

Wearing a gas mask is the only way to protect yourself against the slime.

DAMAGE: As per weapon type.



GRENADES

There are grenade versions of all the above ammunition types. These work in exactly the same way as normal grenades. (See *Mutant Chronicles* RPG, page 159).

BLACK GRENADE

SR:	1
#TA:	1d4
DAMAGE:	1d6+1

MAGGOT GRENADE

SR:	1
#TA:	1d3
DAMAGE:	1d6

SLIME GRENADE

SR:	1
#TA:	1d4
DAMAGE:	1d6

WEAPON ENHANCERS

These are all products of the Dark Technology, designed to make a weapon more deadly and effective. They normally take the form of symbiotes, Bio-technological constructions grafted to the weapon, giving it a strange quasi-organic look. Like all forms of Bio-technology, they have a tendency to fuse together into strange new forms if two or more enhancers are used together.

BIOSCOPE. This symbiote grafts itself to the body of a gun. It is a targeting system which normally takes the form of a glowing, green gem at the end of a sighting device. The sighting device is attached to a pad of grayish flesh which enfolds the weapon.

A bioscope is capable of spotting the aura of all living things and instantly alerting anyone looking through the sight. It also can give an accurate estimate of the range between the bioscope's user and the target. Bioscopes make it possible to spot all living creatures in the area by rolling under the user's INT. This will work regardless of lighting conditions. Bioscopes also work as red-point sights (see *Mutant Chronicles* RPG, page 157), allowing aimed attacks in a single action.

NEURAL LINK. Neural Links can only be used by people equipped with Neural Conduits. They take the form of ropy cables of nerves which run from the symbiote to the conduit. Neural Links enable the user to directly interface with the weapon and any attached symbiotes, allowing much greater control and accuracy. Neural Links also enable the user to see directly through bioscopes if they should so wish. The user can regulate a gun's rate of fire or the speed of rotation of a chain bayonet by an act of will alone.

Since the host can feel the weapon as part of his or her body, the wielder will sense any strain on the weapon, just like on a muscle. This sensitivity and control greatly reduces the chance of a fumble or a misfire. Anyone using a close combat weapon with a Neural Link will never fumble. Anyone using a ranged weapon with a Neural Link increases the weapon's JF by +5. If this takes it over 10, the weapon will never jam. The user can also add +3 to his or her skill with the weapon.

WEAPON GRAFTS. Some of Algeroth's servants don't bother with Neural Links or Conduits; they simply have the weapon grafted directly to their arm. This usually replaces a hand with the appropriate weapon, although the weapon can simply be linked to the body with an umbilical cable. Once in place, the weapon and its symbiotes fuse with the owner's flesh and begin to share body fluids, and their nervous systems will link and grow attached.

Grafted weapons act exactly like weapons connected through a Neural Link, except, of course, for the fact that they can't be detached. Small weapons such as one-handed swords, pistols, etc., have 8 BP. Larger weapons have 10 BP. All these weapons have an AV of 6. If a target has a weapon grafted to an arm, treat any hits to the arm as damage to the weapon. If the weapon is connected by an umbilical, any hits to the head, chest or stomach may be treated as hits to the weapon at the ATTACKER'S discretion.

COMPENSATOR. This small, fleshy symbiote actually infiltrates its way into all parts of a gun, giving the whole thing a disgusting, pulpy, moist and slimy look. However, it is also very useful, because it will automatically compensate for any small malfunction. Compensators will clear any jam in only one CR.

EVALUATOR. This tiny symbiote actually turns the whole weapon into a sentient, self-aware entity capable of assessing any threats contained in its surroundings, prioritizing targets and even informing the weapon's user of any pertinent information. It is only used in combination with other symbiotes. Attached to a Bioscope, it will constantly monitor the surroundings, and even when the wielder is not looking through it, it will inform the user if it perceives anything unusual.

The game effects of this is that the user recieves +1d6 to Perception and Avoid CSs in any given situation.

An Evaluator gives a weapon an INT of 3d6. It also possesses a skill with the weapon equal to its INT. This skill can be used instead of the wielder's, if it is higher. A weapon with an evaluator will also recognize whether its wielder is authorized to use it. It will simply refuse to fire for anyone it does not recognize as a follower of Algeroth. Evaluators are fairly rare and are usually found only on powerful weapons.

ARMOR

The Legions of Algeroth are protected by many types of armor. This usually takes the form of chestplates, body armor and helmets scavenged from the battlefield and worn in all their battered glory by Undead Legionnaires. However, there are other sorts as well.

Cultists may be equipped with ordinary body armor of the sort that can be purchased in any reputable store. This is certainly easier to conceal and explain away than armor produced by the Tekrons. Indeed, the body armor worn by most Cultists as part of their ritual garb is of this sort. However, even if the Lord of Dark Technology has an uncountable number of troops and therefore doesn't find defensive precautions imperative, there are other sorts of armor which the Dark Legion uses.

CORRUPTION FACTOR is usually 2 per point of AV.



LIGHT ARMOR (AV 1D6). This is the sort of armor usually worn by Legionnaires, Necromutants and Centurions. It has been scavenged from the battlefield and hastily patched up by Tekrons and Technomancers. Then it undergoes a process called «burnishing», in which it is placed in a huge furnace powered by the Dark Symmetry and infused with power, giving it an unnatural strength and resilience even if rusty, full of bullet-holes or appearing structurally weak.

PLATE ARMOR (AV 1D6+6). Plate armor is the pride and joy of the Tekrons. It is created in a Symmetric Furnace and molded to the shape of its individual wearer. Then it is inscribed with protective runes to ward off the attacks of the enemy. The more runes inscribed, the tougher the armor becomes, up to a maximum of AV 12. Naturally, the tougher the armor, the longer the process takes, so only those who are truly high up within the Legions have really excellent plate.

EXO-SKELETONS (AV 1D6+8). A Cultist wearing an exo-skeleton looks like a person whose skin has been ripped away and replaced by metal plates. Here and there, muscles, veins and nerves are revealed. Great sinews swell visibly every time the cultist moves. Tubes containing gurgling nutrient fluids run from the metal plates to the fleshy areas.

Exo-skeletons are suits of Plate armor which have been enhanced by the use of Bio-technology. Huge, muscle-graft symbiotes have been attached to the armor, symbiotes which greatly enhance the wielder's strength. Exoskeletons add +20 to their user's STR and PHY, and grant 1d6 Bio-technological Gifts as well.

Once put on, an Exo-skeleton cannot be removed except with advanced surgery and exorcising spells.

CORRUPTION FACTOR: AVx2, +3 per Gift.

NECRO-BIONIC HELM. This is a huge helmet carved into the shape of Algeroth's features and covered with gurgling tubes and pipes containing various nutrient fluids. The helmet gives an AV of 8 and protects the wearer from all gas attacks. It also enables the user to telepathically communicate with other Heretics in a 1 mile radius, using channels in the Dark Symmetry. If those Heretics have a Command Implant, the wearer of this helmet can command them directly.

CORRUPTION FACTOR: 15

NECRO-TECH EQUIPMENT

Necro-tech equipment is (naturally) produced using Necro-technology. It deals with the summoning and binding of otherworldly spirits and with the direct manipulation of the Dark Symmetry itself. Necro-tech equipment is always created using dead organic tissue. Amulets are made from carved bone ivory. Swords or daggers are created from sharpened bone splinters fused and hardened in Symmetric Furnaces. A mummified hand makes a superb talisman, and a human brain preserved in a spirituous liquid will serve perfectly as crude material for almost any piece of equipment. Needless to say, possession of Necro-tech Equipment is taken as a sure sign of Heresy by the Brotherhood.

RUNIC TALISMAN. A Technomancer or Tekron who possesses a Dark Gift and a knowledge of Necro-technology may engrave the secret of the Gift in runes upon an amulet, talisman or other item. This will enable anyone picking it up to use the Gift even if he has not been granted it. However, this still requires the person using the talisman to expend his own MST in the normal way—the talisman is merely a focusing device for the Gift. It does not confer knowledge of the Gift upon the user, so if the user loses the talisman, he or she no longer possesses the Gift. A runic talisman almost never contains more than one Gift. The rune may be used any number of times.

CORRUPTION FACTOR: Equal to Gift's level. In addition, a non-Heretic must make a Corruption Roll every time he or she uses the Gift.

NECRO-TECH ARTIFACTS. Necro-tech artifacts are created by Tekrons or Technomancers. They use Necro-technology to imprison an otherworldly soul within a runic talisman. The device is covered in Dark Runes that grant the artifact a Dark Gift. The runes enable the spirit to channel its own energy into using the Dark Gift, which in turn enables the person carrying the artifact to use the Dark Gift without tapping personal MST—the spirit's is used instead.

The spirit invoked as the artifact is created has an initial MST of 2d10+10. If the spirit's MST is ever reduced to below 0, the artifact shatters and is completely useless. Otherwise, the entrapped spirit regains MST at the normal rate.

CORRUPTION FACTOR: Same as the spirit's MST. In addition, a non-Heretic must make a Corruption Roll every time the Gift is used, just as with a Runic Talisman.

CREATING NECRO-TECH TALISMANS AND ARTIFACTS

To create a Necro-tech talisman takes time. Each must be individually crafted, and they can never be mass-produced. These are tangible manifestations of Algeroth's pattern and, as such, are unholy relics. It would be almost blasphemous for a Technomancer to mass-produce them. Each item must be consecrated in a Sanctum, which takes one day, and in this process, the creator must sacrifice one point of MST, permanently. Finally, the creator must make a Necro-technology skill roll to instill the pattern within the creation (this takes another 1d3 days).

If this is successful, the Gift is in place, but if it fails, the housing is useless and a new one must be created. If the creator fumbles, Algeroth's wrath is aroused and the creator is stripped permanently of

the Gift he or she was trying to place in the item. Obviously, a creator can only place a Dark Gift that he or she possesses within an item.

CREATING ARTIFACTS. When trying to create an artifact, the above-described procedure for instilling runes is followed, but the skill roll is instead required to bind the otherworldly spirit. To do this, the creator summons the being in a ritual which demands one permanent, MST point sacrifice. If the roll is less than the Necro-tech SV, the spirit appears. (Roll 2d10+10 for the MST of the spirit.) Next, the creator must bind it to the artifact. The creator rolls 1d20 and adds his or her MST, and the Spirit does the same. If the creator wins, the spirit is imprisoned, but if the spirit wins, it breaks free and returns to the netherworld, the artifact is ruined, and the creator must start the whole process over again.



VEHICLES

VEHICLE ENHANCEMENT

Necrotanks are created by Factory Machines from the rusting wreckage of normal human tanks. These are combined with Necro-technological materials, and the whole thing is animated by the Dark Symmetry. They reek of corrupting flesh and unwholesome body fluids.

Modifications are often made to Necrotanks. Some have a multitude of turrets clinging like barnacles to their sides so that their basic design is obscured by masses of new hardware. Others are gutted and hollowed out to enable them to carry troops and equipment. Still others have new and deadly weapons attached to them. All Necrotanks are different. They share a basic structure but are customized by the use of the Dark Technology. If you wish to simulate this, roll 1d3 times on the Vehicle Enhancement Table below.

VEHICLE ENHANCEMENT TABLE (2D10)

2 **SENTIENT.** The vehicle is guided by a disembodied brain set within a container of Necroplasmic fluids. This intelligence guides the vehicle even if all the crew are slain or disabled. Roll 3d6 for the Brain's INT. It has driving and shooting skills values equal to its INT. If a crewmember has greater skills, these can be used. Otherwise the vehicle will over-ride outside judgment and use its own skill rating.

3 **FATALLY FLAWED.** There is a terrible weakness in the structure of the vehicle. Increase the damage of any weapon that scores a penetrating hit by +1d4.

4 **MASSIVE.** This vehicle has been hugely enlarged by the use of the Dark Technology. New organic chambers have been added to its hull. Pods have been added to its sides. Double the number of troops it can carry.

5 **BRISTLING WITH WEAPONS.** 1d6 new turrets stud the hull of this vehicle. They contain a selection of Nazgaroth HMGs. (RANGE: 1000; MC: 500; Damage: 1d6+6.)

6 **POWERFUL WEAPON.** The vehicle mounts a specially enhanced version of its main armament. Huge symbiotes cluster round the weapon mount, greatly increasing performance. Add +10% to the range and +1d4 to the damage of the main weapon.

7 **INTERNAL ARMOR.** The vehicle has a specially reinforced internal structure designed to crumple and absorb impact. When this happens, the hull cracks and oozes a noxious green pus. Halve the damage of the first successful shot that penetrates the vehicle's armor.

8 **EVIL SYMBOL INSCRIBED.** The hull of the vehicle has been inscribed with a rune that radiates terror and fear into anyone seeing it. Modify any «To Hit» rolls against this vehicle by –3.

9 **CREW INTERFACES.** The crew communicates directly with the vehicle along Neural Conduits. Add 3 to all skill values for driving and aiming the vehicle's weapons.

10 **PARTIALLY REINFORCED HULL.** Add 3 to the AV of one target area.

11 **ENTIRE HULL REINFORCED.** Add 2 to the AVs of all target areas. Reduce speed by 10%.

12 **POWERFUL ENGINE.** This vehicle has an especially powerful drive system installed. It fairly thrums with the power of the Dark Symmetry. Increase speed by +10%

13 **STEALTH FEATURES.** Before the knowledge of the Dark Symmetry, stealth features meant a slim, streamlined design. Algeroth's stealthy vehicles are the absolute opposite; bristling with spiky protrusions, sail-like fins and bony, curved ridges, this vehicle is entirely invisible to any electronic detection devices.

14 **REINFORCED HULL.** Great plates of cartilage hardened in the Symmetric Furnaces of a Citadel have been added to the vehicle. Increase AV by +4. Reduce speed by 10%.

15 **ESCAPE PODS.** The vehicle has 1d20 escape pods (flying vehicles) or ejector seats (ground vehicles) which can save anyone inside in case of complete failure.

16 **SPIKED FUSELAGE.** Even though most of Algeroth's vehicles are covered with protruding spikes and ridges in a seemingly haphazard pattern, this vehicle has been adorned with a reason—the spikes are carefully arranged and prepared as to prevent any incoming missiles from hitting the fuselage itself; they detonate on the spikes instead. The vehicle cannot be harmed by any missiles.

17 **SLIME PESTICIDER.** If a flying vehicle, it is equipped with a large tank containing thousands of gallons of slime (see «Ammunitions» above) which can be spread in a cloud measuring 100 x 500 squares (150 x 750 m). Anyone within this area is automatically «hit in the head» by slime. The slime hits you within 1d20 CRs and stays in the area 1d20 CRs, depending on weather conditions. The slime is in a gaseous form that's heavier than air, so it easily gets down into the trenches. If a ground vehicle, it has a special cannon able to squirt a ray of slime up to 400 squares (600 m), and anyone within 20 squares (30 m) of the target is

affected immediately. The cannon can fire up to 20 shots before it has to be reloaded. Fully automatic fire covers a 45° arc from the vehicle.

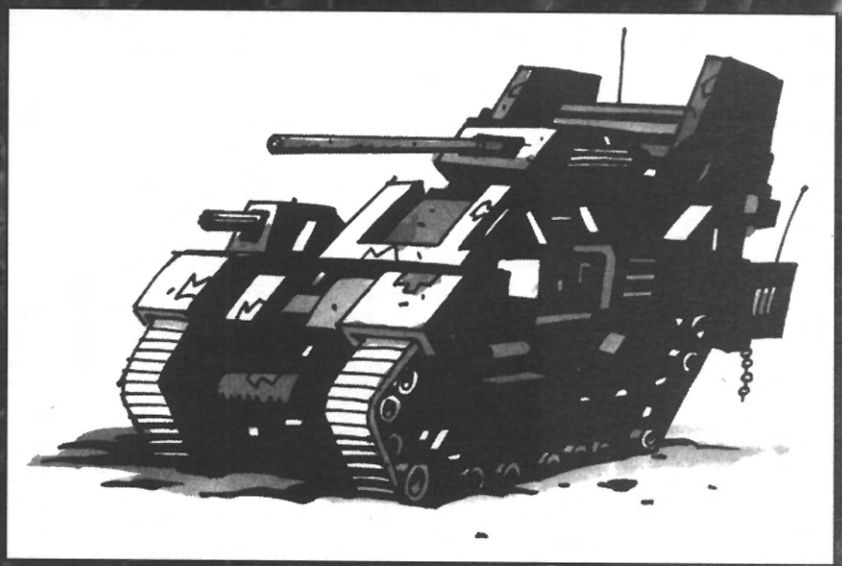
18 **DECOY OF DEATH.** These vehicles resemble the real thing in every aspect, but in fact, they are cunningly prepared dummies loaded with explosives, rotted human corpses, foul liquids, incendiaries, etc. When hit, they explode immediately and spread their deadly cargo in a 100 square (150 m) radius. Anyone within this area is exposed to the 50% risk of being hit by a Black Bullet (damage: 1d6).

19 **WARPER.** Using a fiendish pattern of the Circle of Warps, this vehicle has the ability to warp up to 1000 feet at the command of the Centurion or Nepharite in charge (has to have a Neural Conduit with the craft). The target destination must be within sight. Any number of warps can be executed, and even though the warp is instantaneous, crew and gunners need 1d4 CRs to reorient themselves.

20 **ROLL AGAIN TWICE.** Ignore any results of «20».

NECROTANKS

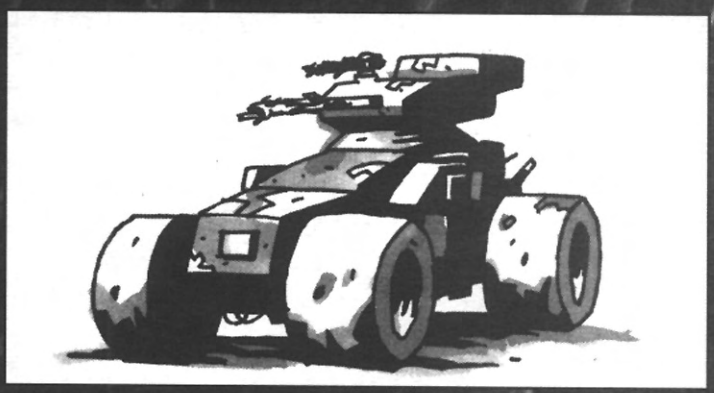
IRONCLADS



These are based around the giant bodies of main battletanks, such as Capitol's Montana AFV, Bauhaus' Jaeger or Imperial's Bauhaus Bully. They are slow moving, powerful and very heavily armored. The Ironclad is normally equipped with the long-barreled Hellblaster anti-tank gun.

LENGTH/HEIGHT/WIDTH: 15 m/5 m/8 m.
CREW: 1 Centurion Commander, 8 Necromutant Crew.
ARMAMENT: 1 Hellblaster AT-gun; 1 Nazgaroth in main turret; 2 Nazgaroths in side turrets; 1 Nazgaroth in front turret.
ROAD SPEED: 30 mph/48 kmh.
AMMO CAPACITY: Hellblaster: 50; Nazgaroth: 500.
FUNCTIONS: Hellblaster: S; Nazgaroth: A.
RANGES: Hellblaster: 4000 m; Nazgaroth: 1000 m.
DAMAGE: Hellblaster: 1d10+8; Nazgaroth: 1d6+6.
ARMOR: Symmetrically forged plate: front: 18, back: 12, sides: 15, top: 15.

HELLHOUND



The Hellhound is a light, streamlined vehicle capable of great speed. It is usually built from the remains of light reconnaissance vehicles such as Bauhaus' Wolfclaw JBT or Imperial's Broadsword-class light tanks. They roar around on huge balloon-like tires designed to let them traverse difficult terrain at speed. In its turret is usually mounted a Hellblaster anti-tank weapon, although many Hellhounds have been spotted with a super-heavy flamer. The Hellhounds are particularly common among Saladin's Legions in the Doughpits of Mars.

The sight of Hellhounds rumbling forward over the tortured land to unleash huge jets of purple flame against their targets is enough to fill even the most stalwart soldier with fear. On top of the turret is a gimbal-mounted Nazgaroth used by the Commander to mow down any enemy troops.

LENGTH/HEIGHT/WIDTH: 8 m/3.5 m/4.5 m.
CREW: 1 Centurion Commander. 3 Necromutant Crew.
ARMAMENT: 1 Hellblaster AT or 1 Brimstone heavy flamer; 1 Nazgaroth in main turret.
ROAD SPEED: 50 mph/80 kmh.
AMMO CAPACITY: Hellblaster: 50; Brimstone: 20; Nazgaroth: 500.
FUNCTIONS: Hellblaster: S; Brimstone: M; Nazgaroth: A.
RANGES: Hellblaster: 4000 m; Brimstone: 70/105; Nazgaroth: 1000 m.
DAMAGE: Hellblaster: 1d10+8; Brimstone: 1d10+8 flame damage; Nazgaroth: 1d6+6.
ARMOR: Symmetrically forged plate: front: 14; back: 10; sides: 12; top: 12.

REAVER TROOP CARRIER



These are the hulks of Corporate APCs modified to Algeroth's own purpose. They move around on tracks made of cartilage, driven by wheels of bone. Within them, there is space for up to 20 Legionnaires and all their gear. The vehicles are always painted in the colors of their unit, and many sport strange tumorlike growths that, on close inspection, turn out to resemble the insignia of those units. Most mount only light anti-personnel weapons in their small turrets. Many have been seen towing smaller trailers onto which the corpses of the dead are thrown after battle, to be taken back to the Citadels for reanimation.

LENGTH/HEIGHT/WIDTH: 8 m/3.5 m/4.5 m
CREW: 1 Centurion Commander.
1 Necromutant Driver. These are probably also unit commanders.
ARMAMENT: 1 Nazgaroth turret mounted in Commander's hatch.
ROAD SPEED: 40 mph/64 kmh.
AMMO CAPACITY: Nazgaroth: 500.
FUNCTIONS: Nazgaroth: A.
RANGES: Nazgaroth: 1000 m.
DAMAGE: Nazgaroth: 1d6+6.
ARMOR: Symmetrically forged plate: front: 12; back: 10; sides: 12; top: 12.

DEATH-HEAD MISSILE LAUNCHERS

These make use of virtually any vehicle chassis. Although they are usually mounted on a Reaver, you can use any of those given above. They are distinguished by the massive multiple tubes of their Death-Head missile launchers in place of a top turret. Each vehicle is equipped with 4 of these strange, hooked and bristling weapons plus one extra group of 4 for every major weapon system.

These mighty missiles have a strange and fearsome appearance. The warhead of each missile looks like a massive, grinning skull. This skull contains an imprisoned intelligence which makes the eyes glow as the missile is activated. As the missiles are launched, they extrude two huge, membranous wings. The demonic intelligence guides them towards their target. Unless shot down in flight, they never miss. Range is 25 miles fired indirectly, or to the horizon if fired directly. Indirectly fired missiles can be aimed only at an area of ground. Direct fire missiles can be shot at a moving vehicle or even a soldier.

The blast radius for each of these is 15 meters. Each target within the blast radius takes 1d4 hits. Each missile can have a choice of warhead. These are:

HIGH EXPLOSIVE: 1d10+4 damage.
MAGGOT WARHEADS: These spread a shower of writhing white grubs over their target. These can eat through the armor of any unfortunate enough to be hit and swiftly bury themselves into the target's flesh where they breed and multiply. Within hours, the victim is a walking corpse, waiting only the touch of the Dark Symmetry to turn him or her into a Legionnaire. See «Maggot», under «Ammunition», for more details. 1d6+1 damage.
GAS: DL 10 Gas; failure results in death unless gas mask worn.
SOULSHEARER: Each target must make a Hard MST roll or die, the soul sheared from his or her body.

NIGHTHAMMER MOBILE FIELDGUNS

Nighthammers are used only in the Dark Legion's greatest offensives. No one knows on which chassis they were built; some speculate that these huge, rune-encrusted vehicles were brought here from a different plane and were created by some long-extinct race. They certainly bear no resemblance to any work of the Megacorporations. Rather, as some observers say, they look like huge turtles on tracks, with a crab's spiky shell.

The Nighthammer is a monstrously large artillery piece. It slowly crawls over land on its huge brazen treads. Witchfires flicker along its length. The giant, rune-encrusted snout of its enormous cannon juts out over a 100 feet from the vehicle's front. It is always mounted on tracks and must be anchored in place when it fires. It fires super heavy artillery shells which hit with enormous impact, creating craters hundreds of yards across.

LENGTH/HEIGHT/WIDTH: 50 m/10 m/20 m.
CREW: 1 Nepharite. 4 Centurion Sub-Commanders.
15 Necromutants.
ARMAMENT: Nighthammer.
ROAD SPEED: 10 mph/16 kmh.
AMMO CAPACITY: Nighthammer: 100.
FUNCTION: Nighthammer: S.
RANGE: Nighthammer: 25,000 m.
DAMAGE: Nighthammer: 3d10+6 over a 50 m radius.
ARMOR: Symmetrically forged plate: front: 26; back: 20; sides: 24; top: 24

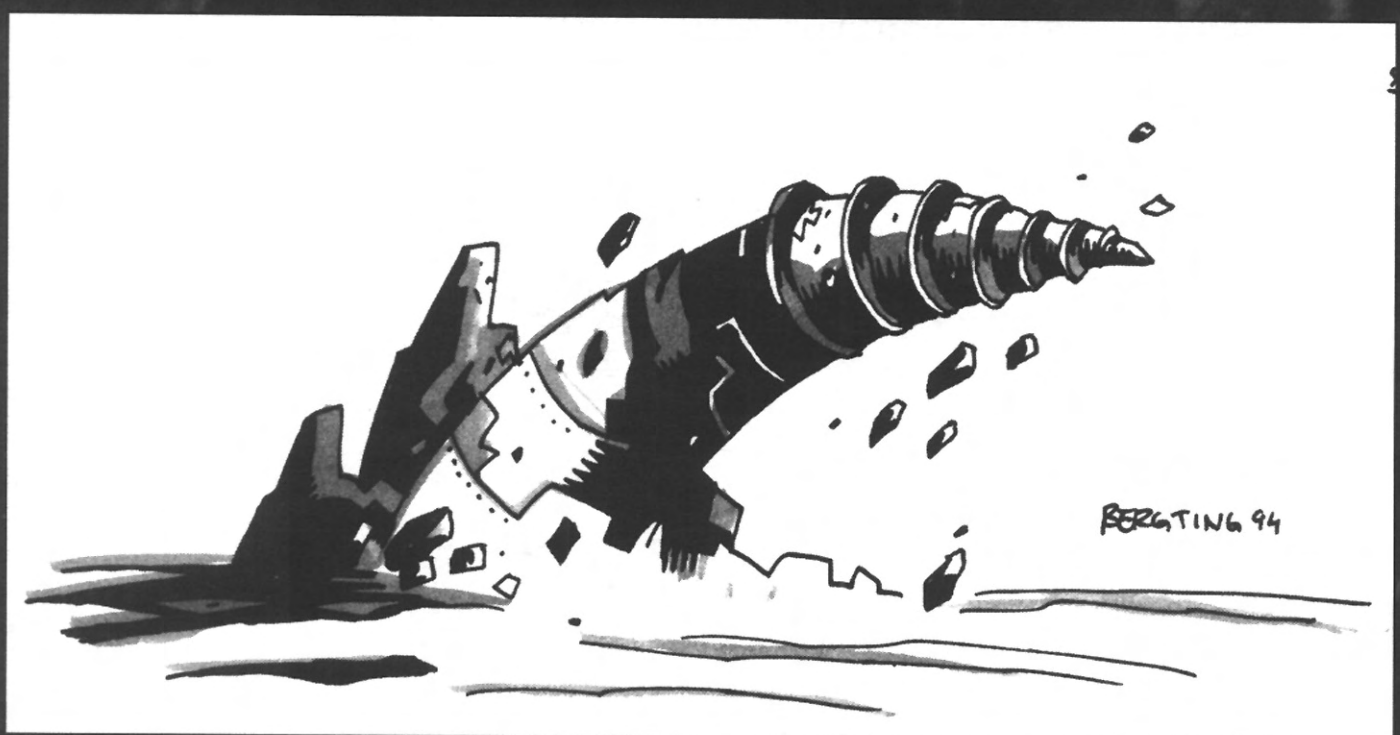

BERGTING '94

ANNIHILATOR

Only one Annihilator has ever been sighted. Like the Nighthammer, it seems to be the product of some alien race. Looking like a battleship on tracks, it stands over a hundred feet high and is nearly 500 feet long. Its sides bristle with enormous guns, and anti-personnel turrets cluster along its sides like barnacles on a ship's bottom. Its top is so broad that helicopters can land on it, and its interior is so capacious that an entire Kohort can be transported in it. It crawls forward on gigantic tracks, crushing everything in its way. Its armor is so thick that virtually everything seems to bounce of its sides.

During Saladin's first incursion on Mars, it was stopped only when a suicide squad of Free Marines succeeded in placing Destructor charges in its tracks. Even then, all this did was bring Annihilator to a grinding halt. Now, Annihilator sits a mere five miles away from the McCraig line on Mars, exchanging shots with Capitol's border forts. It is used as a fortress by the Legion, and every now and again, teams of Tekrons emerge to attempt field repairs. Capitol's troops have orders to prevent this at all costs. Should Annihilator ever start to move again, things will look grim for the bold defenders of the McCraig Line.

LENGTH/HEIGHT/WIDTH: 175 m/35 m/50 m.
CREW: 1 Nepharite. 1 Kohort of troops.
ARMAMENT: 3 Hellblasters in top-mounted turrets; 4 Hellblasters in side-mounted turrets (2 on each side); 4 Hellblasters in front-mounted turrets; 2 Hellblasters in rear mounted turrets; 40 Nazgaroths in side-mounted turrets (20 on each side); 30 Nazgaroth in front-mounted turrets; 20 Nazgaroth on rear-mounted turrets; hundreds of smaller firearms in gun hatches and automated turrets; «AA-guns» which fire «Dark Symmetry SAMs» of incredible accuracy and range.
ROAD SPEED: 5 mph/8 kmh.
AMMO CAPACITY: Hellblasters: 50; Nazgaroths: 500. (These figures don't really count. Annihilator has a huge internal store of ammunition and sufficient crew to keep the guns loaded.)
FUNCTIONS: Hellblasters: S; Nazgaroths: A.
RANGES: Hellblasters: 4000 m; Nazgaroths: 1000 m.
DAMAGE: Hellblasters: 1d10+8; Nazgaroths: 1d6+6.
ARMOR: Symmetrically forged plate; front: 50; back: 40; sides: 45; top: 40; If needed, a Dark Symmetry shield will be activated by the Nepharite, protecting against virtually everything.



DEATHWORMS

Deathworms number among the Tekron's strangest creations. They are huge, drilling machines which burrow along under the earth, towing behind them a string of carriages containing troops. When they reach their objectives, they emerge, great drill bits still throwing off chunks of churned earth, and each segment disgorges its cargo of troops.

Deathworms can be tracked only with seismic sensors. It is fortunate for humanity that they are so slow. The usual method of dealing with them is to track their progress and bomb them as they emerge. This has certainly worked for Capitol on Mars.

LENGTH/HEIGHT/WIDTH: 100 m/5 m/5 m.
CREW: 1 Nepharite. 1 Kohort of troops.
ARMAMENT: None.
BURROWING SPEED: 1 mph/1.6 kmh.
ARMOR: Symmetrically forged plate: front: 15; back: 10; sides: 10; top: 10.

NECROMEKS



These are towering, humanoid war-machines, some of which can reach over 40 feet high. They are built on massive skeletons of bone and gristle, overlaid with muscle and great plates of gleaming white armor.

They stride across battlefields crushing soldiers like insects beneath their massive, taloned feet. Their huge heads, warped to resemble the visage of Algeroth, track from side to side seeking new foes. Their arms end in huge weapons, usually a Hellblaster AT gun and an enormous chainsword, larger than many vehicles.

Necromeks are really enormous exoskeleton suits. Within their chests, protected by the enormous bony breastplate, lie the pilots, connected to their vehicles by a Neural Conduit. Necromeks are so large that they are best treated as vehicles.

LENGTH/HEIGHT/WIDTH: 3 m/10 m/4 m.
CREW: 1 operator equipped with a neural conduit.
ARMAMENT: 1 Hellblaster anti-tank gun; 1 giant Chainsword.
WALKING SPEED: 30 mph.
AMMO CAPACITY: Hellblaster: 50.
FUNCTIONS: Hellblaster: S.
RANGES: Hellblaster: 4000 m; Sword: 4 squares/6 m.
DAMAGE: Hellblaster: 1d10+8; Sword: 2d10+10.
ARMOR: Symmetrically forged plate; front: 15; back: 12; sides: 12; top: 12.

NECROFLYERS

Like Necrotanks, Necroflyers are based around the rusting fuselages of wrecked planes, but unlike the Tanks, Necroflyers have far more techno-organic components in evidence. Their wings are often great, translucent membranes of flesh grafted onto the old wings, giving them a bat-like appearance. Great venous pipes and loathsome pustules erupt from their sides. Their wind screens are cracked and broken and grown over with some strange, mucous-like substance so that no one can see what is within. They fly silently, held aloft by the power of the Dark Symmetry, gliding through the sky like sharks in a strange sea. All Necroflyers can hover on the spot, reverse direction and make far tighter turns than human aircraft, which makes them deadly in a dogfight.

Like Necrotanks, Necroflyers are individually customized. You can roll 1d3 times on the Vehicle Enhancement Table.

REVENANT

This is the most common Dark Legion aircraft. It is based around the shattered fuselage of any fighter aircraft. These broken shells are painted black, repaired with the use of Necro-technology and returned to the skies with new and deadlier weapons. Their hulls are often riddled with the bullet holes that once sent them crashing from the sky. Their wings often looked so cracked and broken that they should not be able to fly. Capitol's fighter pilots call them corpse-planes because they look so battered. Their appearance is deceptive, though, and they are swift and lethal in dogfights.

LENGTH/HEIGHT/WIDTH:
10 m/3 m/8 m and up.



CREW: 1 Necromutant or Centurion.
MAX SPEED: 750 mph/1200 kmh.
ACTION RADIUS: 2000 miles/3200 km.
COMBAT RADIUS: 1000 miles/1600 km.
ARMAMENT: 4 Nazgaroth mounted under the wings. 2 pylons for any kinds of bombs.
RANGE: Nazgaroth: 4000 m.
MC: Nazgaroth: 500.
FUNCTION: Nazgaroth: S.
DAMAGE: Nazgaroth: 1d6+6.
ARMOR: Symmetric Plate (AF 6).

VAMPIRE

Vampires are massive heavy bombers based around the hulls of Capitol's Aerofortress. These huge vehicles have mighty bat-like wings and exude an aura of menace, as the sheer power needed to hold them aloft radiates outward, twisting peoples' minds and filling their hearts with fear. Like Revenants, their hulls are often pocked with bullet holes, and great gaping holes can sometimes be seen in their fuselages and wings. This does not stop them from being able to fly however.

Vampires are slow and cumbersome in flight, but can carry huge payloads of bombs and also deliver hundreds of pods to target areas.

LENGTH/HEIGHT/WIDTH: 50 m/10 m/40 m.
CREW: 1 Centurion. 8 Necromutants.
MAX SPEED: 450 mph.
ACTION RADIUS: 5000 miles/8000 km.
COMBAT RADIUS: 2000 miles/3200 km.
PAYLOAD: 50 tons of munitions. Usually High Explosive.
ARMAMENT: 6 turrets, each containing 2 linked Nazgaroth. Located on the upper fuselage, left side, right side, belly, nose and tail.
ARMOR: Symmetric Plate (AF 10).

NIGHTGAUNT

Nightgaunts are the battlefield helicopters used by the Dark Legion. They have a sleek, chitinous look that makes them look like huge, black insects. From behind the bubble domes of their cockpit, the grinning faces of Necromutants and Centurions can be seen as they guide their craft onward to cause ever greater destruction. Nightgaunts are particularly common in the jungles of Venus. They are also popular with Special Forces Units.

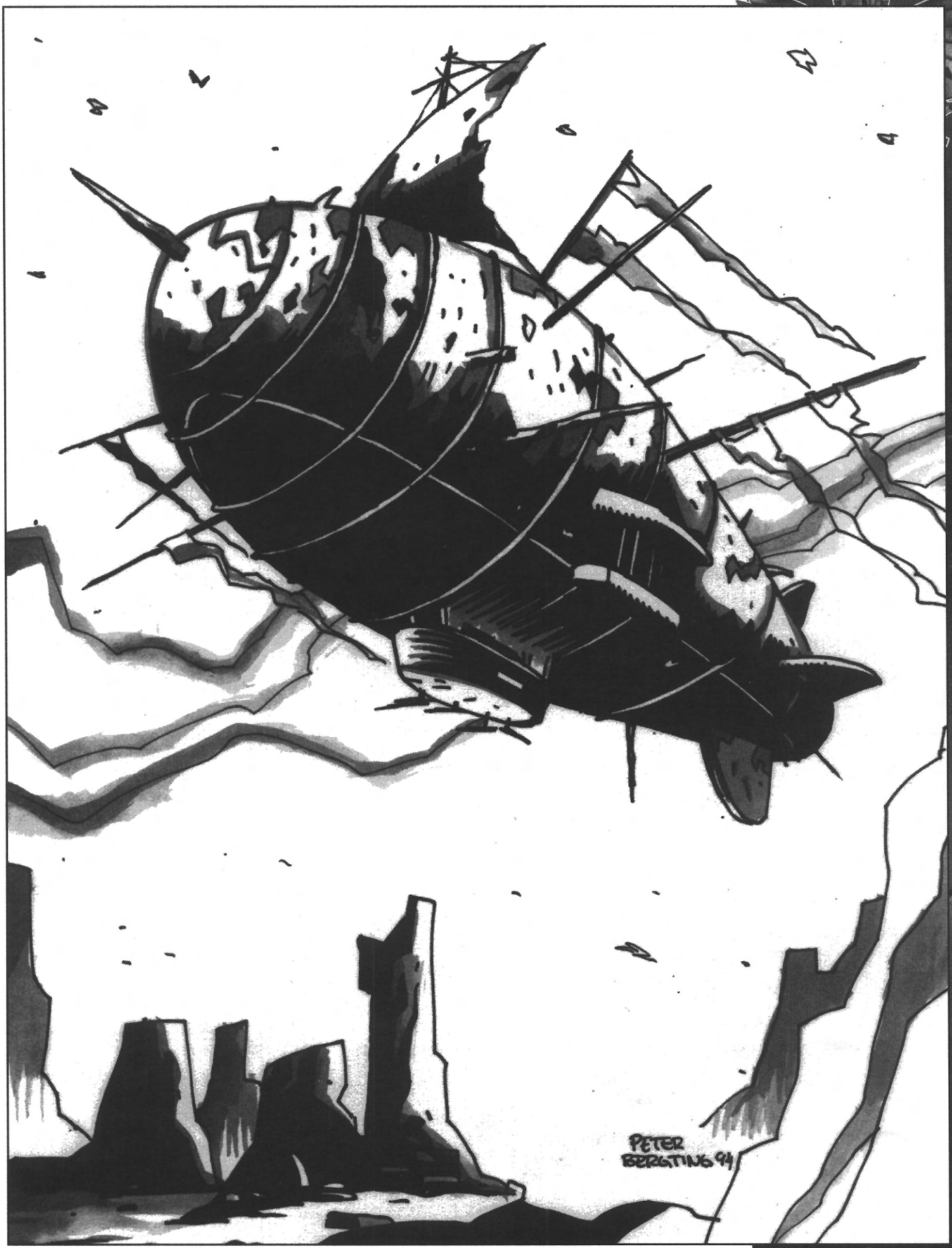


LENGTH/HEIGHT/WIDTH: 10 m/3 m/3 m and up.
CREW: 1 Pilot, usually a Centurion or a Necromutant. 1 Necromutant Gunner.
MAX SPEED: 240 mph/385 kmh.
ACTION RADIUS: 500 miles/800 km.
COMBAT RADIUS: 300 miles/480 km.
ARMAMENT: 1 turret containing 2 linked Heavy Nazgaroth; 2 Nazgaroth mounted on underwing pylons.
CARRYING CAPACITY: 10 troops and all their equipment.
ARMOR: Symmetric Plate (AF 6).

WARZEPPELINS

Warzeppelins are enormous, black dirigibles. Within their long, cigar-shaped hulls are hundreds of self-sealing gas cells which help to keep them aloft. These cells are leathery spheres manufactured using the Dark Technology, and by some process, the gas they contain is rendered totally inert and non-flammable. Below the belly of the dirigible hangs an enormous streamlined gondola which absolutely bristles with weapons. Two smaller gondolas emerge on pylons from each side. These huge vessels are often referred to as Sky Battleships. Some are so large that smaller aircraft can be carried within their gondolas, and unleashed when the time is right for combat. Mishima are the only ones who have managed to deal successfully with the Sky Battleships by making kamikaze dives directly from above. The aircraft used in these suicide attacks must contain at least 6,000 pounds of explosives and hit clean.

LENGTH/HEIGHT/WIDTH: 150 m/30 m/40.
CREW: 1 Nepharite. 5 Centurions. 25 Necromutants. Up to 200 other troops.
MAX SPEED: 100 mph/160 kmh.
ACTION RADIUS: 5000 miles/8000 km.
COMBAT RADIUS: 5000 miles/8000 km.
PAYLOAD: 30 tons of munitions. Usually High Explosive.
ARMAMENT: Bottom Gondola: 8 Turrets, each containing 2 linked Nazgaroth.
Side Gondolas: 4 Turrets, each containing 2 Linked Nazgaroth.
ARMOR: Chobham B (AF 9).


PETER
BERGTING 94



PODS

Pods resemble huge, circular eggs with leathery surfaces threaded with networks of veins. Inside, they are filled with a thick, mucous-like gel which can absorb tremendous impact. It needs to do this, because pods are usually dropped from aircraft, and bounce along the surface of the earth. The pod glows and ripples with the power of the Dark Symmetry, as it is guided towards its target spot. Once they come to rest, the pods rip open, and the Dark Legion troops they contain emerge from their slimy innards, glistening with albumen and ready for battle.

Each pod can holds two Dark Legion troops, usually Pretorian Stalkers, Razides, Legionnaires, Necromutants or Centurions, alternatively one Ezoghoul. Nepharites never use pods, preferring to arrive via their own mysterious means. Pods are usually used during fast, airborne assaults.

SPACECRAFT

BLACK SHIPS

These make up the bulk of Algeroth's Space Fleets. They are huge, needle-shaped craft, sometimes a mile long. Carved from giant rocks found in the Asteroid Belt and the Cometary Halo, they are driven through the cold gulfs of space by the power of the Dark Symmetry. Their sides bristle with turrets and weapon emplacements and are often carved with great gargoyles, leering faces and statues of the Dark Apostle.

Within a Black Ship is everything you would expect to find in a Citadel; Necrochambers, Sanctum, Barracks included. There is a good reason for this—every Black Ship is a potential Citadel waiting to be beached on a planetary surface and used as the core of a new fortress for Algeroth's troops. The Brotherhood has observatories on Luna and in the Asteroid Belt, staffed by hundreds of monks whose sole duty it is to watch through great, brazen telescopes for the appearance of these mighty craft. Any sighting is a sure sign of impending doom.

SIZE: Black Ships can be almost 1 mile long, and one third of a mile broad at the base.
WEIGHT: Up to 1,000,000 tons.
WEAPONS: Uncountable.
CARRYING CAPACITY: Up to 50 Legions or more.



THE NEPHARITES

The mightiest beings serving under the Dark Apostles are the Nepharites, the eternal enemies of humanity. The Nepharites are the most powerful creatures in the ranks of the Dark Legion and act as the officers in the army of Darkness. These evil lieutenants are ranked in a strict hierarchy with the Nepharite Overlords as the supreme rulers. They only answer to their Apostle.

Although every Nepharite is ultimately controlled by their Apostle, each Nepharite has powers and abilities that make it unique. Some Nepharites have a great understanding of the Dark Symmetry and wield its powers in the battle against humanity. Others are mighty warriors. Each is a distinct individual with his own schemes, goals, sympathies and hatreds.

Their strength is reflected in their faces, which are a grotesque mockery of a human's. The blank, staring eyes lack pupils, and the deformed shapes of the faces are macabre, nightmare masks. Sharp spikes or other metallic implements cover their bodies.

Mightiest of all Nepharites are the Overlords, which do not conform to these standards. As they grow in power, they become more twisted and corrupted and are often reborn in other shapes more true to their natures. The appearance of these Nepharites varies greatly from one individual to the other.

The Nepharites who follow Algeroth are devoted to the art of war and act as his dark generals, leading the forces in combat. They gladly participate personally in the wanton destruction being carried out and stalk the battlefields in their search for new victims.

Algeroth's Nepharites are huge, often twice as tall as any man, and clad in shining, dark armor covered with sharp spikes. They carry heavy weapons, both for melee and for firefights. Many of their weapons systems are connected to Bio-technological combat coordinators.

They always radiate calm and lead their armies with cold efficiency and command their forces with mighty battle cries. Algeroth's Nepharites are generally bred for battle. They have enormous physical strength and hardihood. Most are equipped with specialist weapons and devices created for them by the Tekrons. These meet specifications devised by the Nepharites themselves. For Nepharites of Algeroth, this regalia is a source of pride and prestige, and each vies with the others to device ever more powerful weapons, armor and machinery.

In addition to this war gear, Algeroth grants favored Nepharites tokens of his favor; tokens directly imbued with a fraction of the Dark Apostle's power, making them mighty artifacts indeed.

Algeroth's Nepharites are his captains and generals. They lead his armies to war and rule his Citadels in his name. Each Nepharite has his own retinue which reflects his status and position. Some of these retinues consist of many Legions of troops; others consist of a few dozen Tekrons plus a bodyguard of Legionnaires. Some of these Nepharites lead Legions whose names have become feared across the Solar System, such as the Red Guard of Saladin or the Legion of the Damned.

HOST BODIES

Nepharites are as much creations of the Dark Symmetry as their masters, the Apostles. They begin as bodiless spirits of evil and destruction and are granted corporeal form to perform their unspeakable work in the service of Darkness. Algeroth's Nepharites normally inhabit corporeal forms created for them by the Tekrons. These host bodies are preserved in huge sarcophagi, awaiting possession by their master's spirits. Many Nepharites possess more than one host body, making them very difficult to kill. Even Nepharites who have all of their host bodies slain are not destroyed permanently unless they were slain with the Art. Their spirits are consigned to the Great Void to await reincarnation at the whim of Algeroth. This can take a long time. As an object lesson to the rest of his followers, Algeroth has sometimes been known to completely destroy the spirits of those Nepharites that have failed him.

Nepharites are allowed to take the Clone Body Gift more than once, giving them a number of host bodies. They can shift their consciousness between these host bodies without the death of any of them. To do this, though, they must lay their current body to rest in its sarcophagus and then shift their consciousness to their other body's sarcophagus.

NEPHARITES AND BIO-TECHNOLOGICAL GIFTS

All Nepharites may possess up to 20 Bio-technological Gifts, depending on their rank. Their host-bodies are adapted to accept these, and it is entirely up to the Nepharite whether they cause stigmata or not. Some prefer to possess these stigmata to make their appearance even more terrifying. Others prefer the terrible beauty of their unchanged forms.

All Nepharites start with the Bio-technological Gifts Immunity to Aging and Nightvision. These are integral to their forms and do not count toward the total number of their Gifts.

NEPHARITE OVERLORDS

Within the ranks of those Nepharites that serve Algeroth are several divisions. The Overlords are the mightiest of all Nepharites. In certain limited areas, their powers can almost match their master's. These Nepharites are Algeroth's most able lieutenants. They are entrusted with the most exacting and difficult of tasks, such representing Algeroth at the Courts of the other Apostles or guiding the course of entire planetary campaigns during Algeroth's endless wars. Two such Overlords detailed below are Alakhai and Saladin.

ALAKHAI THE CUNNING



Alakhai is Algeroth's supreme general and is unusually cunning for a follower of the Apostle of Destruction. He is Supreme Commander of all of Algeroth's forces on Venus and is justly feared and hated by all of his subordinates. Alakhai is a master of intrigue as well as of military strategy, and he possesses enormous skills with the Dark Symmetry.

Alakhai is ambitious beyond belief. Like his master, he seeks to overcome all who live, and this includes mighty Algeroth. He schemes to displace his master, primarily by manipulating him into war with the other Apostles. It is rumored that he has more than once been a favored guest at the court of Semai.

APPEARANCE. Alakhai stands almost seven and a half feet tall, and his garments are embroidered with runes that tell of the endless atrocities he has committed. He has a horrific visage and is constantly smiling maniacally, running his terrible tongue out and across his row of front teeth. His evil, piercing eyes can make even the boldest warrior cringe in anticipation of the terrors to come.

STATISTICS:

STR	45
INT	40
COR	30
PHY	23
MST	59
PER	29

MOVEMENT: 6/400
OB: +5
ACT/CR: 8

AVOID/PARRY: 8

	BPS	ARMOR (AV)
Head	6	None (4)
Arm	11	None (4)
Stomach	11	Plate (11)
Leg	12	Plate (11)
Chest	12	Plate (11)

ATTACKS: Battlesword (see Special Powers).
FIELDS OF EXPERTISE: Combat 19, Firearms 19, Communication 16, Movement 21, Technical 21.

BIO-TECHNOLOGICAL GIFTS: 16. Brain Enhancement x5. Motor Control Enhancement x2. Claws. Pain Control. Self-Repair. Regeneration. Clone Body x3 (one in his Citadel, one in Court at Nero, and one hidden away in a secret location in case of emergencies). Disease Neutralization. Immunity to Poison. Effects of all these have already been figured into Alakhai's Basic Capabilities.

DARK GIFTS: All of the Portals. All of the Warps. All of the Distortions. All of the Invocations.

SPECIAL POWERS: Alakhai is equipped with his dreaded battlesword—the Meat Wolfer. This is a mighty focus of the Dark Symmetry. It reduces the cost of using any of his Dark Gifts by a half, i.e., using a Gift at level 20 costs Alakhai only 10 MST points when he is carrying his sword. In addition, this awesome weapon does 4d6 damage and halves the value of any armor it hits. Alakhai has used the Summon Gift on his sword and so can call it to hand at a moment's notice. It can be thrown up to 10 squares and then immediately return to Alakhai's hand.

SALADIN

Saladin is another of Algeroth's most successful generals. He led the attack on Mars and succeeded in establishing a beachhead in the teeth of ferocious Capitolian opposition. He is a brilliant and cunning General and vies with Alakhai for the position of Algeroth's favorite. He is totally loyal to Algeroth, and he suspects Alakhai of plotting against his master. This is why he and Alakhai hate each other and constantly seek to destroy and discredit one another. On the battlefield, Saladin is a master of both lightning offense and dogged defense. His own preference is to attack, but he is able to tell that there are situations when restraint is better. For Saladin, war is like a game. It is an exercise of his skill against his opponents. His warriors' lives are like pieces that he will save or sacrifice as the situation calls for. Despite his emotionless appearance, Saladin is utterly relentless and remorseless. When he develops a grudge, he will pursue his vendetta to almost any lengths.

Physically, Saladin is incredibly mighty. Given time, he might even rival Algeroth himself. He has been known to lead many of his greatest offensives personally.

APPEARANCE. Saladin is over 10 feet tall and so muscular he almost looks squat. His face is dominated by a huge jaw and deep-set, glowing red eyes sunk beneath jutting brows. He never smiles or shows any emotion whatsoever, and he speaks in a terrifyingly flat, cold monotone.

STATISTICS:

STR	70
INT	20
COR	35
PHY	50
MST	48
PER	40

MOVEMENT: 8/600

OB: +8
ACT/CR: 8
AVOID/PARRY: +7

	BPS	ARMOR (AV)
Head	7	Rune (12)
Arm	13	Rune (12)
Stomach	13	Rune (12)
Leg	14	Rune (12)
Chest	14	Rune (12)

ATTACKS: Battlespear. Customized Gun (see Special Powers).

FIELDS OF EXPERTISE: Combat 21, Firearms 21, Communication 17, Movement 21, Technical 19.

BIO-TECHNOLOGICAL GIFTS: 20. Muscle Enhancement x5. Bone Reinforcement x5. Clone Body x2 (one in his Citadel, and one at Court on Nero), Disease Neutralization. Immunity to Poison, Regeneration, Self-Repair, Reflex Enhancement x3, Necrobionic Arms. Effects of all these have already been figured into Saladin's Basic Capabilities.

DARK GIFTS: 15. All of the Flows. All of the Invocations. All of Portals.

SPECIAL POWERS: Saladin possesses one of the Great Gifts of Algeroth—the Throne of Saladin. When seated in this enormous sculpted chair, Saladin can see through the eyes of and possess the bodies of any of his troops. This enables him to scan the battlefield all around his Citadel. When Saladin is in possession of one of his followers, he can use all of his Dark Gifts through that follower's body.

- Saladin also has his great Spear, which resembles a chainsword on the end of a shaft, but in reality is much more. Powered by the Dark Symmetry, it can cut through anything. It ignores all armor, and it does terrible damage (5d6 plus Saladin's OB). With this, Saladin can destroy a tank. Saladin's battle harness contains a special rune which provides him with an AV of 12 and which causes all damage inflicted on him to be halved, even if it was a Perfect Hit. In combat, Saladin is terrible.
- On his back, he carries a Black Gun. This is a specially customized version of the Nazgaroth, created by his Tekrons. It does double normal damage, and all enemy AV ratings are halved.

NEPHARITE OVERLORDS

Following below are the statistics of an «average» Nepharite Overlord, even if there really is nothing such as an average Nepharite Overlord. Each one is an individual creature, and their appearances and capabilities vary greatly. But you can use the below stats as a guide when designing your own.

TYPICAL STATISTICS:

STR	45
INT	19
COR	18
PHY	25
MST	30
PER	35

MOVEMENT: 5/325

OB: +5
ACT/CR: 5
AVOID/PARRY: 10

	BPS	ARMOR (AV)
Head	5	None (4)
Arm	9	None (4)
Stomach	9	Plate (12)
Leg	10	Plate (12)
Chest	10	Plate (12)

ATTACKS: Custom weapons.

FIELDS OF EXPERTISE: Combat 20, Firearms 20, Communication 19, Movement 21, Technical 19.

BIO-TECHNOLOGICAL GIFTS: 14+1d6.

DARK GIFTS: 14+1d6. Each Gift over 10 adds 1d6 to the Nepharite's MST. For example, a Nepharite with 15 Dark Gifts would add 5d6 to his MST.

- All Nepharite Overlords have some token of Algeroth's favor which grants them extraordinary powers. Some may be radically restructured physically in an expression of their dominant nature. For example, an Overlord with a taste for human flesh may be incredibly obese, or an Overlord who is particularly fierce may be fanged and clawed with a beastlike visage and an almost feral, stooping posture. When creating your own Nepharite Overlords, you should make each a distinctive and fearsome personality.

NEPHARITE WARLORDS

Beneath the Overlords are the Warlords. These are the field generals and war leaders of Algeroth's Legions. They are usually found in command of a Citadel or an army. While their powers are not comparable to a Nepharite Overlord's, they are greater by far than most mortals can cope with. The business of Warlords is war, pure and simple. They are living engines of destruction, as capable of slaying an enemy in single combat as they are of guiding an army.

ABSALOM. One of the most reputed Nepharite Warlords is Absalom, Alakhai's fourth in command on Venus. He leads the Second Kohort of the Legion of Doom and wields a Gehenna Puker taken from a Bauhaus soldier that he personally killed by impaling him on his top head spike.

Absalom has taken the most common physical shape among Algeroth's Nepharites, a very muscular, strong body with burning red skin. His head has three spikes, plus numerous smaller, curved horns on the back of the head. He is constantly laughing from the joy he finds in killing and slaughtering, thereby displaying his grim, sharp teeth and his black split tongue.

JEZERAI. Jezerai is Nepharite Overlord Saladin's right hand on Mars, a cunning general, cruel opponent and fierce champion. He is often seen leading his forces in person, either defending the bulwarks of the Citadel or heading the ferocious assaults of the Death Kommandos, the elite units of Saladin's Legion. More than once, he has personally challenged forward Capitol's bravest champions, and he has never been defeated.

Jezerai always wears a huge suit of shining battle-armor of his own twisted Bio-technological design. It resembles a full suit of mediaeval plate armor with articulated joints and steel covering the entire body. The armor is entirely covered with inscriptions, runes and patterns, all of which gives it unique abilities such as invisibility, flying and the ability to radiate engulfing rays of all-consuming fire. In combat, he wields an eleven-foot, two-handed sword and a grim face mask.

ABAZAR. As one of Algeroth's most favored Nepharite Warlords, Abazar will only obey a command from Algeroth personally. Leading his soldiers of the Burning Suns, he can appear anywhere in the worlds of humanity to carry out deeds of death and damnation. His forces, counting between nine and thirteen hundred, travel in their own ships to run lighting raids just for the fun of slaying and maiming.

Abazar is very tall for a Nepharite of Algeroth, almost thirteen feet tall, but not as muscular as most of his kindred. His strengths instead lie in his extra-

ordinary skills with the Dark Symmetry, and wielding his Staff of Nethervoid either as a weapon or a Symmetry channel, he can defeat anyone. His dried skin is dark purple, almost black, and together with his slender build and empty eye sockets, Abazar looks like an ancient mummy rid of his wrappings.

TYPICAL STATISTICS:			BPS	ARMOR (AV)
STR	45	Head	4	None (4)
INT	20	Arm	8	None (4)
COR	18	Stomach	8	Plate (10)
PHY	23	Leg	9	Plate (10)
MST	21	Chest	9	Plate (10)
PER	29	ATTACKS: Custom weapons.		
MOVEMENT: 5/325		FIELDS OF EXPERTISE: Combat 20, Firearms 19, Communication 19, Movement 21, Technical 18.		
OB: +5				
ACT/CR: 4		BIO-TECHNOLOGICAL GIFTS: 11+1d6.		
AVOID/PARRY: 9		DARK GIFTS: 11+1d6. Each Gift over 10 adds 1d6 to the Nepharite's MST.		

NEPHARITE MAGUS

These Nepharites are much rarer than Warlords. They are those who serve Algeroth as Masters of the Dark Symmetry. They are seers and magi who specialize in the use of the Dark Gifts. Most are to be found in Algeroth's Court on Nero, but occasionally they are found performing some evil mission in the worlds of humanity, such as preparing a mortal for Transfiguration into a Pretorian Stalker.

VALPURGIUS. The Archmagus of Alakhai, Valpurgius, is as feared as he is needed. There's a love-hate relation between the two, and it is this combination that has made Alakhai the most favored—and successful—of Algeroth's minions. Needless to say, Valpurgius is a master in the use of the Dark Symmetry, and few match his cruelty. He always moves very slowly and intricately; what's the rush?

Valpurgius stands almost ten feet tall, and his height is emphasized by the Crown of Rituals. He wears light purple robes with gold patterns and almost circular shoulder pads adorned with his own insignia. He wields a short scimitar of a black, otherworldly alloy, used for ritual purposes only, and in combat he sometimes plays around with his opponents with the long steel whip he usually uses to inspire the Tekrons in Alakhai's Venusian Citadel. His skin is black and dried as a bog-man's.

MALEDRACH. Maledrach is maybe the most well-known, and therefore the most feared, of all Nepharite Magi. He commands the Legion of the Damned, Algeroth's personal tool for special operations. Although these Legionnaires are almost only known for their cruelty on the battlefield, fighting is never their true objective—instead, they are deployed when something or someone very special needs to be brought before Algeroth's court. These operations require brains rather than muscles.

Maledrach is bat-like in appearance; his skin is black and hairy, his nose wrinkled with numerous nostrils, his teeth narrow and very, very sharp. And when raising his arms, they indeed form a bat's wings—there's thick, black hide between the arms and the chest. When folded, however, they don't show at all under his long, dark-gray cloak. Also, Maledrach possesses the ability to entirely transform into a bat (of normal shape and only slightly larger), and in this shape he spies and assassinates even in the heart of humanity.

TYPICAL STATISTICS:			BPS	ARMOR (AV)
STR	45	Head	5	None (4)
INT	30	Arm	9	None (4)
COR	18	Stomach	9	Plate (10)
PHY	23	Leg	10	Plate (10)
MST	30	Chest	10	Plate (10)
PER	29	ATTACKS: Custom weapons.		
MOVEMENT: 5/325		FIELDS OF EXPERTISE: Combat 18, Firearms 18, Communication 19, Movement 21, Technical 19.		
OB: +5				
ACT/CR: 5		BIO-TECHNOLOGICAL GIFTS: 10+1d4.		
AVOID/PARRY: 8		DARK GIFTS: 14+1d6. Each Gift over 10 adds 1d6 to the Nepharite's MST.		

NEPHARITE OF ALGEROTH

These are the lowest ranking of all Nepharites in Algeroth's chain of command. They are to be found in the forefront of battles, leading the troops and slaughtering the warriors of humanity. Although the least of Nepharites, they are still incomparably mighty by human standards. They are also ambitious and filled with a terrible lust for glory and approval in the eyes of their Apostle. This makes them particularly dangerous, as they have everything to prove. Most Nepharites encountered by adventurers will be from this class.

STATISTICS:			BPS	ARMOR (AV)
STR	45	Head	4	None (4)
INT	19	Arm	8	None (4)
COR	18	Stomach	8	Plate (9)
PHY	23	Leg	9	Plate (9)
MST	21	Chest	9	Plate (9)
PER	29			

MOVEMENT: 5/325
OB: +5
ACT/CR: 5
AVOID/PARRY: 9

ATTACKS: Heavy Weapon (Nazgaroth) with chainbayonet. May also carry a howling blade.
FIELDS OF EXPERTISE: Combat 50, Firearms 50, Communication 19, Movement 21, Technical 50.
BIO-TECHNOLOGICAL GIFTS: 9+1d4.
DARK GIFTS: 9+1d4. Each Gift over 10 adds +1d6 to the Nepharite's MST.

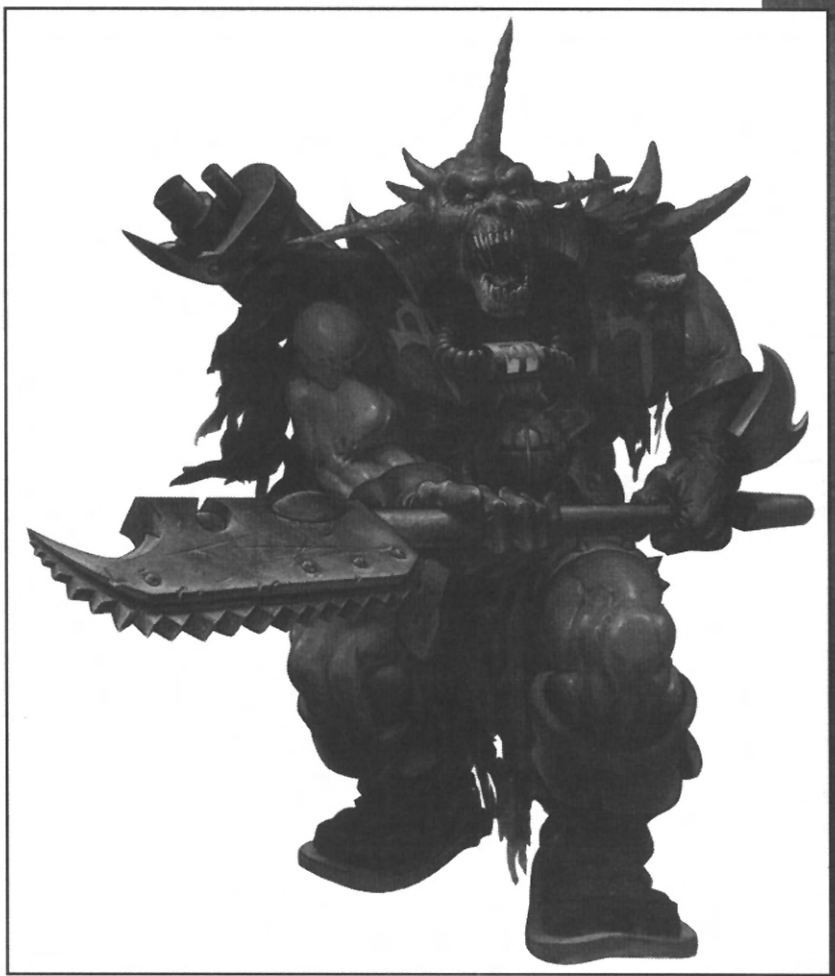
THE HIERARCHY

All Nepharites outrank any other servants of Algeroth. Even the human masters of Temples of Destruction must obey the least of Nepharites without question. They are Algeroth's most trusted servants. However, within the ranks of Nepharites, there are still lines of division.

At the very top are the Overlords. Each of these Nepharites reports directly to Algeroth, and maintains a clone body at his Court. Each Overlord is served by a number of Warlords. The exact number is determined by his or her status and mission. Each Warlord is in turn served by a number of lesser Nepharites to whom commands, edicts and missions are issued.

The Magi stand slightly outside this strict ranking system. They are often sent by Algeroth to aid certain Overlords and to act as «political officers». When this happens, the Overlord is expected to pay attention to their counsel, and normally all the Overlord's retainers will defer to the Magus. However, this doesn't always happen. Most Overlords are secure in their positions of favor with the Dark Apostle and will sometimes ignore the Magus's advice. And, of course, all Nepharites are ambitious and ruthless, and sometimes conflicts of personality will emerge.

An Overlord may hate and despise his Magus advisor. When this happens, most of his or her retinue will follow suit. Factions sometimes develop within these arrangements, and some of an Overlord's retainers may side, openly or secretly, with the Magus. This can lead to friction, intrigue and even open warfare within a Citadel.



THE POLITICS OF NEPHARITES

The granting of Gifts, both of the Dark Symmetry and of Bio-technology, is the province of a Nepharite's immediate superior. This means that such Gifts are granted a lot more rarely to Nepharites. All Nepharites see their fellows as potential rivals. No Overlord wants to foster a potential rival or see one of his servants rise to challenge his position. This naturally inclines them never to reward their servants at all.

However, all Overlords also want the most efficient underlings possible to enable them to carry out their tasks. This means that granting of Gifts is inevitable. The tension comes between these two conflicting imperatives.





If a player is a Nepharite, he or she will be rewarded only after scoring some spectacular success in a mission or after convincing a superior that a Gift is absolutely essential for success in a very important, future mission. However, underlings must strive never to be too successful lest they attract the enmity of their superiors and suddenly find themselves undertaking a host of suicidally dangerous missions.

If the GM has decided on the sort of campaign where a Nepharite can be created during the Character creation stage, it means that the character will be given Bio-technological Gifts ONLY as a result on the Special Events Table. Dark Gifts can still be acquired normally.

NEPHARITE CUSTOM WEAPONS

Although the Dark Legion's weapons are powerful, they are often not powerful enough for the pride of Nepharites. Individual Nepharites often order their Tekrons to create special, custom weapons for them. These weapons are the product of intense labor by the Tekrons and are designed to meet the needs of their master. Such weapons can resemble significantly upgraded versions of the normal Dark Technology weapons, or they may look totally unique. It all depends on what its ultimate user wants.

Some particularly overweening Supreme Necromagi will also order custom weapons from their Technomancers. To do this, they must be very sure of their power, for most Nepharites take such vanity ill.

To create a custom weapon, simply take an already existing weapon and double its damage. You may also want to give these weapons other benefits such as having no range modifiers, increased accuracy or penetration or a limitless supply of ammunition. The more benefits such a weapon has, the longer it will take a Tekron to create and the more prone it will be to malfunction. Increase a gun's JF by 1 for each additional benefit. Every benefit also adds 1 to the weapon's Corruption Factor.

THE LEGIONS OF ALGEROTH



The Legions of Algeroth are the largest and most powerful of all those forces who serve the Dark Apostles. Led by their Nepharite Overlords, based in their great Citadels and armed with the might of the Dark Technology, they are feared by all who must fight against them. Beneath their fluttering red banners, they make war on all who oppose the will of their master, fortified by the certainty of their inevitable victory.

THE LEGION

The basic unit of Algeroth's forces is the Legion, commanded by a Nepharite Warlord or higher. A Legion consists of 50–100 (roll [1d6+4]x10) regular Infantry Kohorts (each of around 1350 troopers) plus a number of special units like Ezoghouls, Pretorian Stalkers, aircraft, support weapon units, death trains, Tekron squads for field repairs, entrenchment units, scouts and so on.

THE KOHORT

Each Infantry Kohort is made up of 1000 Undead Legionnaires, 200 Necromutants, 100 Centurions, 50 Razides, 1 «Regular» Nepharite, plus any «support creatures» detached to it. Each Kohort is broken down into companies, consisting of 100 Legionnaires, 20 Necromutants, 10 Centurions and 5 Razides. Each company can be further broken down into sections. These normally consist of 3–4 Legionnaires led by a Centurion or a Necromutant.

All this is theoretical, of course. On the field of battle, because of casualties, Legions and Kohorts are rarely at full strength. A typical Kohort in the field is likely to have (1d4+6)x100 Legionnaires with 1 Necromutant per 5 Legionnaires, 1 Centurion per 10 Legionnaires, 1 Razide per 20 Legionnaires and 1 Nepharite per Kohort.

SUPPORT UNITS

In addition to all its Infantry Kohorts, every Legion usually has an Armored Kohort of about 10 Tanks or Necromeks attached and one Aerial Kohort of about 10 aircraft. There are also specialized Armored Legions and Aerial Legions which consist of nothing but Kohorts of tanks and aircraft. These are usually used to spearhead massive assaults and attempted breakthroughs.

A Legion regularly ALSO includes the following:

- 1d6+2 pairs of Pretorian Stalkers
- 4 Eaonian Justifiers
- 2d6 Ezoghouls
- 2d4 Tekrons with half as many Brass Apocalypts

The more important the Legion's strategic area of deployment is, the higher the numbers. Also, there's a one in four chance that the Legion will include each of the following:

- 1d6+2 Bio-Giants
- 1d4 Kohorts of Kadavers
- 1d100 Dark Huntsmen
- 1d6 Immaculate Furies
- 1d6x5 Ezoghouls (uncontrollable, but sympathetic)
- A Unit from another Apostle, for example, Curators, Zenithian Soulslayers, Callistonian Intruders or other beings gathered to frolic in the general havoc of war.

All these «extra creatures» are under the direct command of the Nepharite Warlord (except for those from other Apostles; these are generally chaotic), and they are deployed where the Warlord seems most fit. Often, this is: as bodyguard; for special missions requiring stealth, yet extreme strength; to guard and hold very important tactical locations on the battlefield; or as a reserve to be used in decisive moments.

Finally, there's a 25% probability that the Legion will be accompanied by 1d100x10 Karnophages, totally chaotic, controlled by no one, but very hungry.

HERETICS. Algeroth's Cultists rarely fight on the battlefield, save during rebellions in the great cities of humanity. Sometimes, though, they are summoned to war and must make their way as best they can to the battlefields.

TACTICS

The tactics used on the battlefield vary greatly from Nepharite to Nepharite—some are superb leaders that easily anticipate any opponent's moves and direct their forces accordingly. Others are solely interested in shedding human blood personally, without paying any regard to what the rest of their forces are doing.

As with all military leaders of any skill, Nepharite Warlords strive to keep around a third of their total forces as a reserve to be used as a fire brigade to reinforce when unfortunate or as a spearhead to create a decisive victory when successful. If the Warlord is of the kind that always attacks head-on, disregarding

any opposition, HIS commander in turn will keep one or more Legions as a reserve.

In addition, air strikes and artillery carpets are ordered in at a number of different occasions—before a major assault to decimate the enemy; to quickly counter an enemy airdrop; to attack an enemy behind their own lines; to attack an enemy behind one's own lines that is too far away for other forces to counter them; or to eliminate an enemy observation post, artillery unit or AA-unit.

So far, so good. All these tactics could be taken out of any Capitol Regiment Commander Regulations and thus don't really compose surprises to the corporate armies. Most Nepharite Warlords are well aware of this and know the human tactics inside out and therefore always do the unexpected. Remember, the expected sometimes IS the most unexpected.

In the end, it all comes down to knowing your enemy—and the Dark Legion has uncountable ways of knowing theirs.

TACTICS IN RPG ADVENTURES. This is simple—always expect that the enemy will do the unexpected, and always calculate that your foe knows exactly what you're up to. Whichever combat tactics the PCs choose, their opponent will likely have anticipated them.

CREATURES

The creatures of the Dark Legion are described in the following format. Refer to the «Character Generation» section of the *Mutant Chronicles* RPG for further details.

MOVEMENT: Movement ability in squares per action and meters per minute.

OB: The creature's Offensive Bonus.

ACT/CR: The number of actions allowed every CR.

AVOID/PARRY: The creature's SV in Avoid and Parry.

BPs and ARMOR (AV): In this table is given the creature's body points, armor and armor value in each part of the body.

ATTACKS: The creature's natural weapons (use «Combat SV») and their damage (if not mentioned some other place). The order indicates the creature's preference of attack. It will primarily use the first attack type, etc.

FIELDS OF EXPERTISE: The creature's approximate SVs in the different Fields of Expertise. «Combat 15» would normally mean the creature has between 12 and 17 in all relevant Combat skills.

BIO-TECHNOLOGICAL GIFTS: Any Bio-technological Gifts the creature possesses. Where a creature has taken a gift more than once, this is written as «x2» or «x3» and so on.

DARK GIFTS: What Dark Gifts the creature possesses. Where specific gifts are listed, you can substitute others of your choice if you wish.

SPECIAL ABILITIES: Any unique special abilities that the creature has.

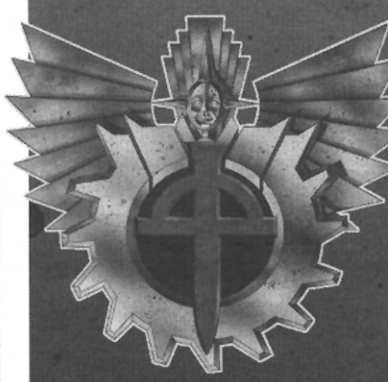
ALGEROTH

Algeroth, Dark Apostle of War, has many titles. He is known as the Lord of Destruction, Demon Lord of the Dark Technology, Inevitable Conqueror of All Worlds, and the Mage of the Twisted Bio-technology. His is the mission of spreading the corrupted sciences of the Darkness across the worlds he tramples under his feet. He is the most powerful Apostle after Ilian and has close ties to Semai, the Apostle of Spite. Together, they carry out complex plans to throw the worlds into war.

Few, save his Nepharites, have looked upon Algeroth and lived to tell the tale, but those who have speak of a towering figure nearly thirty feet high. His face is a mask of brass and steel within which eyes glow like pools of molten lava. When he speaks, his voice is like thunder. His body is massive and covered with tubes and electrical cables, living Bio-technology is attached to his body, and some of it has merged with the flesh of the Apostle, forming a symbiotic relationship with the Dark Lord.

Algeroth dwells in the Black Citadel on Nero, guarded by over 500 Legions. This is the mightiest fortress in all of creation. It towers five miles high into the freezing skies of Nero and is buried ten miles deep below the ground. It is surrounded by hundreds of lesser Citadels and thousands of miles of fortifications. All around it, the planet's surface is scarred by great strip mines and pitted with glowing lava pools. Hundreds of massive breeding farms provide raw material for the Necrochambers. In the heart of this vast Citadel is the Court of Algeroth, where the Dark Apostle himself presides over his minions, reviews his plans and meditates on his inevitable victory.

APPEARANCE. Algeroth is the ultimate living weapon. His form constantly shimmers and shifts. Weapons ranging from spiked clubs to hi-tech missile launchers present themselves within his torso and then sink back in, vanishing like ripples from the surface of a pool. On the field of battle, Algeroth's form constantly mutates to meet whatever threat presents itself and to exploit any opportunities his foes might give. Algeroth's majestic presence causes reverence and fear on all look upon him. There can be no doubt that here stands a Dark Apostle, one of the chosen of the Great Darkness.



STATISTICS:			BPS	ARMOR (AV)
STR	250	Head	27	Appropriate (20+)
INT	200	Arm	53	Appropriate (20+)
COR	45	Stomach	53	Appropriate (20+)
PHY	250	Leg	54	Appropriate (20+)
MST	250	Chest	54	Appropriate (20+)
PER	250			

MOVEMENT: 18/1600
OB: +26
ACT/CR: 18
AVOID/PARRY: 20

ATTACKS: Any melee weapon or firearm (most probably enhanced with Necro– and Bio-technology) at 1d10 times normal damage.

FIELDS OF EXPERTISE: Combat 55, Firearms 50, Communication 19, Movement 21, Technical 50.

BIO-TECHNOLOGICAL GIFTS: Any and all.

DARK GIFTS: Any and all.

SPECIAL POWERS: Aside from his awesome physical prowess, Algeroth's symbiotes are capable of manifesting any Bio-technological Gift he wishes, instantly. And of course, he can use all Dark Gifts that are part of his pattern. He can use any power, anywhere, instantly, even those which normally need to be cast within a Temple of Destruction in the presence of many worshippers. After all, Algeroth is the living presence worshipped in those temples and the sum totality of the will of all those who worship him. Anywhere he is present is a Temple of Destruction, and he has the sheer power to cast any Gift without worshippers.

- Algeroth can shift size at will, appearing as anything from slightly larger than a normal man to 30 foot tall. He prefers to use the larger form, but sometimes this is impractical.
- Algeroth can manifest any weapon that he wants to from within his body. These weapons never jam, never run out of ammunition and do up to ten times their normal damage, as Algeroth wills it. Algeroth literally IS war and violence, and therefore any weapon of any time from human history is part of the Dark Apostle's essence—from ivory clubs to intercontinental ballistic nuclear missiles.
- Algeroth can speak through any of his statues in the Citadels and Temples of Destruction, and by bending his will upon a chosen Nepharite, he can see through that creature's eyes and hear with that creature's ears. He is instinctively aware of all his followers, and if someone does something worthy of his notice, he will know. Algeroth is also capable of possessing the body of anyone whose eyes he looks out of. This invariably proves fatal for any host body so honored. Few things, living or unliving are capable of being the vessel of so great a power

TEKRONS

Tekrons are among the most powerful of all Algeroth's servitors. They are the masters of the Dark Technology and the designers of all the fearful weapons that Algeroth's forces use. They supervise the great factories and breeding farms of his Citadels and rank second only to the Nepharites in importance.

Tekrons are brilliant creatures. Each has a massive understanding of the Dark Technology and its potential uses. Each also has an unnatural ability to understand technology of any sort, just by looking at it and handling it. Yet, despite this brilliance, Tekrons are less than human. They have no sympathy for any living creature, not even their fellows. They are cold and emotionless and deadly. They are not willfully cruel, but they see the universe as a vast laboratory for testing their theories and their designs, and they have no more feeling for living creatures than a scientist has for test animals. They have brilliance without morality, and a genius unrestrained by any human feeling.

Tekrons are silent. They communicate only by gesture or by a strange telepathic use of the Dark Symmetry. They are also immortal, since they can replace body-parts at will.

Each Tekron is ranked strictly according to his or her knowledge. The more they know, the more respected they are. All Tekrons specialize in certain specific areas. One may concentrate on the making of guns, another may concentrate on the manipulating of Bio-technological material, and a third may know all there is to know about poisons. When given a commission by their Nepharite masters, the Tekrons will communicate with each other and pool their knowledge to create the design. In their area of specialization, Tekrons can continue to make skill picks after 8. Each skill pick used will increase an SV by +1, in this specialist area only.

APPEARANCE. Tekrons are a strange mixture of the organic and the inorganic. Their bodies always seem to be partially sheathed in metallic armor and often look like complex machines. Pipes and cables and tubes emerge from their living flesh. Often they have cybernetic limbs and hands. Some choose to have no legs and instead rumble around on wheeled lower bodies. Others spend all their time hooked up to vast mechanical systems. Some have faces like sculpted masks of metal, while others have shaven heads studded with neural conduits.

If a Tekron, during the time since Dark Soul's entrance into our Solar System, has picked up something particularly ingenious in design, he or she will most probably incorporate it into his or her body to constantly feed on its positive vibes. Therefore, seemingly subtle and unimportant human-crafted objects—such as a mousetrap, a cuckoo clock or a parking meter—can be seen within the body.

STATISTICS:			BPS	ARMOR (AV)
STR	15	Head	4	Metal/Flesh (6/1)
INT	30	Arm	7	Metal/Flesh (8/2)
COR	17	Stomach	7	Metal/Flesh (8/2)
PHY	14	Leg	8	Metal/Flesh (8/2)
MST	21	Chest	8	Metal/Flesh (8/2)
PER	13			

MOVEMENT: 3/225
OB: +1
ACT/CR: 4
AVOID/PARRY: 4
ATTACKS: Melee weapon or firearm (most probably enhanced with Necro– and Bio-technology), Gifts.
FIELDS OF EXPERTISE: Combat 12, Firearms 12, Communication 12, Movement 12, Technical 18+.
BIO-TECHNOLOGICAL GIFTS: 1d6+3.
DARK GIFTS: 1d6+3.

SPECIAL ABILITIES: Tekrons may choose whatever Gifts they wish. When a new Tekron is created, that creature may choose to keep the Bio-technological Gifts he or she possesses or to replace them with new ones. These Gifts will never have stigmata and will never cause Degeneration. They also automatically possess the Bio-technological Gift of Immunity to Aging and the Necro-bionic Gift of Neural Conduit.

- Two armor scores for each location have been given. The higher one is for the metallic parts of their body. The lower score is for the organic. At least 50% of all locations must be organic.
- A Tekron can understand the use of any machine simply by handling it and inspecting it for a minute and then rolling under his or her INT. The GM can feel free to apply a penalty to this roll if the device is a particularly complex one.

CENTURIONS

One of the most frightening examples of what can be achieved through the use of the Dark Technology are the Centurions, the captains of Algeroth's Kohorts of malicious creatures. They are culled from Cultists, captives and deserters picked from the ranks of humanity, brought to the Distortion Chambers of the Tekrons and utterly reshaped into beings of pure evil. Centurions are often placed in direct command over small groups of Legionnaires and Necromutants.

APPEARANCE. Centurions are fearsome humanoids standing over two meters tall with bulging muscles and strong builds. Their leathery skin is grayish green and very durable. They are often unarmored. They give out a rank, musty odor, and their voices are loud, harsh and grating.

The Centurions are the most human-like of the Dark Legion's minions. They have thick, black hair and human features.

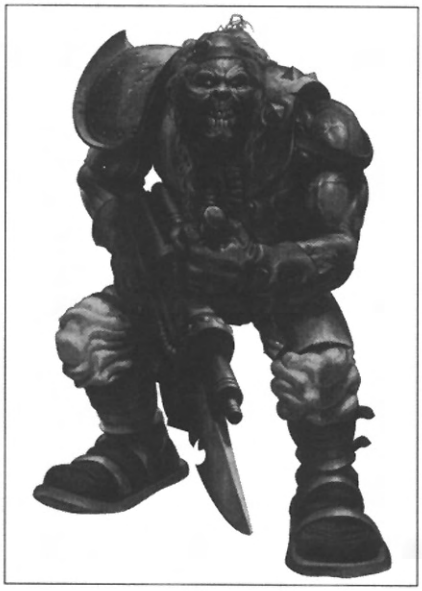
STATISTICS:		MOVEMENT: 3/225		BPS	ARMOR (AV)
STR	18	OB: +2	Head	3	None (0)
INT	14	ACT/CR: 3	Arm	6	Light (4)
COR	15	AVOID/PARRY: 7	Stomach	6	Light (4)
PHY	18		Leg	7	Light (4)
MST	9		Chest	7	Light (4)
PER	20				

ATTACKS: Melee weapon or firearm. Usually Voriche and Skalak.
FIELDS OF EXPERTISE: Combat 10, Firearms 14, Communication 12, Movement 9, Technical 9.
BIO-TECHNOLOGICAL GIFTS: 1d4+Nightvision. Some Centurions drawn from the ranks of the Cult may possess more.
DARK GIFTS: Resist Pain, Invoke Frenzy.
SPECIAL ABILITIES: None.



NECROMUTANTS

From the chambers of Black Technology, the Necromutants march in ever-growing numbers. Living captives are brought into the mechanized Distortion Chambers. Through this process, the structure of the victim's muscles is changed and the basic genetic code reprogrammed. The result is a soldier with nearly perfect combat abilities. The Necromutant still retains some activity in the brain and is capable of taking initiative on its own. It also retains a part of its original personality. The small remains of human creativity in the Necromutants make them perfect commanders of small groups of Legionnaires. They spend this non-life existence with the goal to serve their master to the utmost—nothing else.



APPEARANCE. The skin is the color of soot, and their hair is silvery white or black. The eyes are completely red with a glittering retina which makes them glow crimson red in the dark, like cats' eyes.

In places, the skin is treated to add protection by giving it the texture of leather. The limbs are often reshaped by the Dark Technology and are adapted to accept weapons, tools and so on.

STATISTICS:
STR 10
INT 9
COR 14
PHY 15
MST 10
PER 21
MOVEMENT: 3/225
OB: +2
ACT/CR: 3
AVOID/PARRY: 6

	BPS	ARMOR (AV)
Head	3	None (1)
Arm	6	Light (4)
Stomach	6	Plate (7)
Leg	7	Light (4)
Chest	7	Plate (7)

ATTACKS: Melee weapon or firearm (Belzarach or heavier).
FIELDS OF EXPERTISE: Combat 13, Firearms 12, Communication 9, Movement 6, Technical 7.
BIO-TECHNOLOGICAL GIFTS: Nightvision. May also possess Wrist Sockets or Neural Conduits.
DARK GIFTS: Resist Pain.
SPECIAL ABILITIES: Some Necromutants may possess Neural Conduits enabling them to link up with their weapons. Others may have Wrist Sockets, enabling them to plug weapons and equipment directly into their wrists. These beings are comparatively rare.

UNDEAD LEGIONNAIRE

In silent hordes, the Undead Legionnaires of Algeroth march against the light of humanity. These soldiers are zombies, humans killed in battle and reanimated with the help of the Dark Technology. Their numbers are swollen by those Heretics who fall in Algeroth's service or who fail the tests of Transfiguration.

The Legionnaire forces are the backbone of Algeroth's Dark Legions. The bodies are stolen from the uncountable mass graves that litter the battlefields of the Solar System and from ancient burial grounds on the colonized worlds. This fact gives the Legionnaires a frightening appearance. Their equipment is a mix of modern and ancient technology and their state of decay varies.

The Legionnaires have lost their souls and minds a long time ago. They are mindless slaves under the control of the Nepharites or other higher officers within the Dark Legions, and have no powers to act on their own. A Legionnaire that has lost his commander will stand motionless without performing any actions until another commander regains control. It is unknown how many Legionnaires a Nepharite may control at the same time, and it is unclear as to how this control works. It appears, though, that the commander of the Legionnaires does so with sweeping commands instead of detailed strategies.

APPEARANCE. The Undead Legionnaires are grotesque parodies of the humans they once were. Their eyes are empty and dead, and their faces blank. They carry equipment that has been twisted by the Dark Technology and given new bizarre functions. They are armed with edged weapons which they use to mutilate their opponents. Undead Legionnaires that lose body parts through combat or decay have parts of their bodies replaced with grotesque field cybernetics. This gives them an even more bizarre appearance.

STATISTICS:			BPS	ARMOR (AV)
STR	16	Head	3	Helmet (6)
INT	3	Arm	5	None (1)
COR	11	Stomach	5	Light (3)
PHY	12	Leg	6	Light (3)
MST	4	Chest	7	Light (3)
PER	4			

MOVEMENT: 3/225
OB: +1
ACT/CR: 3
AVOID/PARRY: 4

ATTACKS: Melee weapon or firearm (Kratach).
FIELDS OF EXPERTISE: Combat 9, Firearms 10, Communication 3, Movement 5, Technical 2.
BIO-TECHNOLOGICAL GIFTS: Nightvision.
DARK GIFTS: None.
SPECIAL ABILITIES: None.

EZOGHOUL

The gigantic Ezoghoul is a being whose sole purpose is to do battle. Its soul is devoted to the destruction of other beings and to glory on the battlefield.

The Ezoghouls can be found wherever a battle is fought. They seem to be attracted to combat zones and are always ready to wreak havoc. They most often cooperate with the hordes of Legionnaires, but also act by themselves in smaller groups.

In some battles, large units of Ezoghouls have been formed. Their sweeping charges across the tortured landscape of the Doughpits proved irresistible during the last Cartel assault on Saladin's Citadel. And only desperate resistance by the Imperial Blood Berets prevented the Ezoghouls from breaking the line and sweeping away all before them at Mazachani Island during the Venusian Wars.

APPEARANCE. The body is carried into combat on four powerful legs, and the two strong arms can easily handle any heavy weaponry. From the «shoulders» of the centaur-like body, two bones protrude to resemble wings—even though contemporary scientists are almost certain it is not these that give them the flying ability which most of them have, but the Dark Symmetry. Its body is merged with an external metal skeleton, and half of the Ezoghoul is made of artificial materials.

It can reach a height of four meters and a length of three. It does not seem to be able to communicate verbally but transmits telepathic images. The Ezoghoul can breathe normal atmosphere only through an Illitachk, a Bio-tech design covering the face of the beast.

STATISTICS:			BPS	ARMOR (AV)
STR	34	Head	4	None (4)
INT	15	Arm	8	None (4)
COR	22	Stomach	8	None (5)
PHY	29	Leg (x4)	9	None (4)
MST	16	Chest	9	None (5)
PER	24			

MOVEMENT: 6/400
OB: +5
ACT/CR: 4
AVOID/PARRY: 8

ATTACKS: Melee weapon or heavy firearm, kick (1d6).
FIELDS OF EXPERTISE: Combat 17, Firearms 16, Communication 17, Movement 20, Technical 14.
BIO-TECHNOLOGICAL GIFTS: Nightvision.
DARK GIFTS: Invoke Terror, Flow of Fire.
SPECIAL ABILITIES: The Illitachk symbiote makes the Ezoghoul immune to poison gases. About 75% have flying ability; the movement rate is the same as on the ground.



BIO-GIANT

McBride shivered. Not again, he thought, hefting his Intruder to the firing position. Am I never going to get any sleep? He glared out of his foxhole to see what was causing the disturbance, and his heart almost leapt into his mouth. Something huge was moving across the cratered landscape. It was visible even by the infernal, red light rising from Alakhai's Citadel.

«By the boils on the Cardinal's Blessed Right Buttock,» he swore. «What is that?»

«Don't know, Sarge,» replied Hammer. «But I don't like it.»

McBride was forced to agree. The thing was huge. It looked like a man, but it must have been a good thirty feet high. It had no hands; instead it had two huge machine guns. It was currently using them to mow down the troopers in the foxhole in front of McBride. From a howdah on its back, two Necromutants blasted away with Nazgaroth machine guns. McBride ducked, and the heavy shells ripped the air above his head. He took the memory of the swarm of grinning, skull-faced Legionnaires back down into the foxhole with him.

With his face pressed into the dirt, he could feel the

RAZIDES

The Razides are devoted to the mission of Algeroth and act as enforcers of the Nepharites, leading the Legionnaires and the Necromutants to battle.

They often carry heavy support weapons, either captured from their enemies or Dark Tech supplied by the Tekrons. They don't normally wear armor, but will protect themselves if faced with a truly potent adversary. It seems that not even the Tekrons understand the Razide metabolism, hence the absence of Bio-technological Gifts. Alternatively, it could just be that the Razides are tough enough as it is, and the Tekrons have more productive things to do with their time than making Razides tougher still.



APPEARANCE. The Razides are gigantic creatures, over three meters tall. Conceived by the dark technicians of Algeroth, the bodies of these monsters are made out of metal and black iron, glass and tissue, blood and muscles. Their eyes glow with a sick yellow light. Between the eyes, two holes give the monster the ability to breathe.

The bodily fluids of the Razides flow through tubes and metal pipes, and the creature is held together by a partial outer metal skeleton covered with tissue and muscles.

STATISTICS:			BPS	ARMOR (AV)
STR	45	Head	4	None (5)
INT	12	Arm	8	None (5)
COR	11	Stomach	8	None (7)
PHY	31	Leg	9	None (5)
MST	14	Chest	9	None (7)
PER	26			

MOVEMENT: 5/325
OB: +5
ACT/CR: 3
AVOID/PARRY: 5

ATTACKS: Melee weapon or very heavy firearm.
FIELDS OF EXPERTISE: Combat 14, Firearms 16, Communication 10, Movement 7, Technical 15.
BIO-TECHNOLOGICAL GIFTS: None.
DARK GIFTS: Resist Pain.

PRETORIAN STALKERS

The Stalker is a formidable war machine without equal in the forces of the Dark Symmetry. It was created by Algeroth's Tekrons and shaped after the Dark Lord's visions of the ultimate front-line soldier.

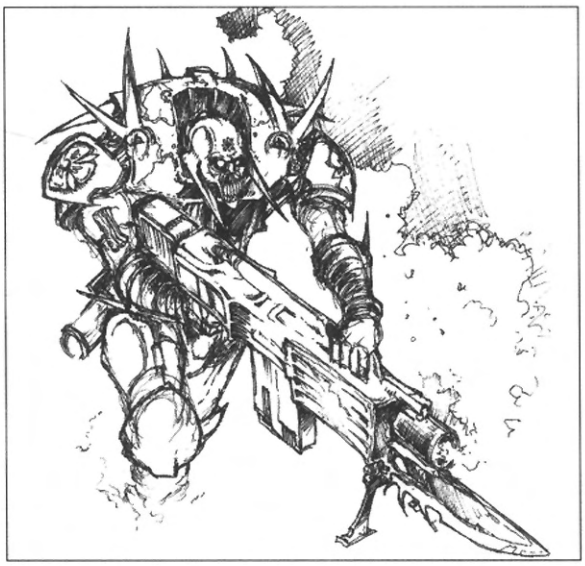
Stalkers are created by a great ritual at which two Nepharites—one Magus and one Warlord—must be present. Heretics who have volunteered are slowly lowered into a pit of bubbling lava, protected only by the Nepharites' power of the Dark Symmetry. Their bodies are reduced to charred husks, and their souls

are tormented by the heat. If a Heretic is unworthy and screams for mercy and relief from pain, it will be granted. The Nepharites will cancel their protective spell, and death will take the unworthy one. If their devotion to Algeroth is true, the Heretics will survive and the Tekrons will begin work implanting what remains of each of their flayed nervous systems within a Stalker's body. After these long and delicate operations are complete, the Stalkers will be introduced to their combat twins, for Pretorian Stalkers always fight in units of two.

This hideous creation was named by Imperial's Blood Berets and is considered one of their sworn enemies.

APPEARANCE. The Stalkers' body is a technological marvel, propelled by motorized limbs and upheld by servo-controlled artificial organs. The Stalker is a machine. The only organic part is the brain, which is encapsulated in the mechanical head of the warrior. The fragile organs and the neural connections are well protected by several layers of armor. The purpose of the machine-like body is to enable the Pretorian Stalker to carry heavy support weapons, such as flamers and grenade launchers, or any other weapon with a capacity for large scale destruction.

Even though the central part of the Stalker is a biological brain, they are completely devoid of feelings and basic instincts.



STATISTICS:

		BPS	ARMOR (AV)
STR 50	Head	4	None (9)
INT 9	Arm	8	None (7)
COR 14	Stomach	8	None (7)
PHY 35	Leg	9	None (7)
MST 10	Chest	9	None (7)
PER 27			

MOVEMENT: 5/325
OB: +6
ACT/CR: 3
AVOID/PARRY: 8

ATTACKS: Scythe of Semai, Carcass Launcher, Hindenburger Incinerator.
FIELDS OF EXPERTISE: Combat 18, Firearms 18, Communication 12, Movement 19, Technical 14.
BIO-TECHNOLOGICAL GIFTS: Pain Control + 1d6 others.
DARK GIFTS: None.
SPECIAL ABILITIES: Immune to fire and gases. Perfect nightvision.

DARK HUNTSMEN

Dark Huntsmen are the ultimate product of Necrobionics, inhuman killing machines that know neither remorse nor pity nor fear. They are created from specially selected Cultists, or from the wounded found on the battlefield.

The Cultists have an easier time of it. They already possess some experience of the Dark Technology and its Gifts, and they are committed to the way of Algeroth. For them, becoming a Dark Huntsman is simply the end of a long series of transmutations. By the time it happens, they are mentally and physically prepared for it, and they are simply returned to their Temple of Destruction to carry out their new duties.

Those captured on the battlefield find the whole process far more difficult and dangerous. They are dragged away to the Citadel and subjected to many secret and unmentionable processes that turn them to the way of Algeroth. They are placed in Distortion Chambers and bombarded with the Dark Symmetry. They are tortured until nearly mindless with pain. Tekrons and Nepharites work on them relentlessly. No human can resist this for long, and eventually the prisoners are worn down and submit. Their knowledge is preserved, but the process drives them mad and warps their minds. They are then sent back out onto the battlefield to hunt down and slay their former comrades.

Since they may still have knowledge of passwords and details of their former units, they can get close to their prey before killing them. Another favorite trick is to lurk out in no man's land and pretend to be wounded. Their cries for aid lure the unwary into

earth shake under the creature's tread. Trust Carrington, he thought, to put me in charge of the position where the worst attacks come. He really doesn't like me, does he?

«What's we going to do, Sarge?» Hammer asked, the chewing tobacco garbling his voice.

«Shoot, son,» McBride replied, «Shoot.» He sprang up and opened fire, full auto. Most of the bullets just bounced off the creature's armor. Those that sank into its blubbery flesh didn't seem to do much damage either. The Necromutants in the howdah jeered at McBride before throwing some more lead his way. He was forced to duck again.

That was it. He'd had enough. No sleep. Two mouthfuls of dirt in one night. And now even Necromutants were tossing insults at him. It was time to put a stop to this.

«Keep me covered, Hammer,» he ordered. The young Blood Beret threw him an astonished look.

«Sure, Sarge. Where you going?»

McBride didn't answer. He dove out of the foxhole and scrambled forward through the hail of Nazgaroth fire. Holding his Intruder one handed, he unclipped a grena-



de from his belt. He let off a burst at the Necromutants just to keep them amused. The recoil from the assault rifle almost broke his wrist. With a crazed, sleep-deprived grin on his face, he rushed forward over the open ground. Blessed Cardinal, that thing sure was big. He felt like a toddler confronting a full-grown man, a big, full-grown man. The thing's bellows almost deafened him. The stench threatened to knock him out.

Up close, he could see how ugly the thing was. Melanoma blotched its skin. It was covered in warts. Its face was bestial and moronic. Drool dribbled from its mouth. Its teeth were the size of beer bottles. It opened its huge maw and bellowed at him as it swiveled its two guns to bear.

Now or never, thought McBride, and lobbed the grenade straight into the thing's mouth. For a moment, it looked like nothing had happened. Then the thing's head seemed to swell, and it exploded, sending a disgusting mixture of brain and bone splinters raining down on him. With some satisfaction, McBride heard the Necromutants' scream and saw the Legionnaires stop their advance. Well, that's that, he thought.

Then, to his horror, he realized the thing was toppling towards him. He turned and raced away as the awful shadow descended on him. Air displaced by the huge mass whipped around him. He dove for the foxhole, not sure if he would make it.

If I live through this, I'll get you, Carrington, he thought.

ambush. This, in and of itself, can demoralize the enemy and prevent them coming to collect their own wounded. Dark Huntsmen sow distrust and fear among Algeroth's enemies and are therefore regarded to have some connection to Semai.

Occasionally they are sent to the cities of humanity to hunt down and kill a particular target. They will pursue this target relentlessly until it is dead or they themselves are killed.

APPEARANCE. Dark Huntsmen look like normal people. Most often they are huge, burly men, but they do not need to be—many Huntsmen detached to the battlefields of the city sewers and alleys are extremely good-looking women. They carry standard weaponry. On the battlefield, they are garbed in the uniform of the appropriate army, but when you shoot them, great chunks of flesh are blown away to reveal their Necro-bionic innards.

STATISTICS:		AVOID/PARRY: 9		
STR	18		BPS	ARMOR (AV)
INT	14	Head	5	as appropriate
COR	18	Arm	9	as appropriate
PHY	28	Stomach	9	as appropriate
MST	18	Leg	10	as appropriate
PER	18	Chest	10	as appropriate

MOVEMENT: 7/500
OB: +5
ACT/CR: 5
ATTACKS: Melee weapon or firearm. Fist 1d6; Kick 1d6+1.
FIELDS OF EXPERTISE: Combat 16, Firearms 16, Communication 13, Movement 13, Technical 13.

BIO-TECHNOLOGICAL GIFTS: Necro-bionic Arms, Necro-bionic Legs, Necro-bionic Skeleton, Necro-bionic Restructuring, Necro-bionic Innards, Lung Implants, Night Vision, Pain Control. The effects of all these Gifts have been worked into the Dark Huntsman's Basic Capabilities.
DARK GIFTS: None if built from captives; 1d6 if taken from Cultists.
SPECIAL ABILITIES: Those Dark Huntsmen drawn from captives will possess all their former knowledge and can and will use it against their former comrades.

BIO-GIANTS

Bio-Giants are hideous, towering creatures of death and destruction. Standing up to 30 feet high, these huge monsters are produced in the vats of the Citadels, molded and stitched together by the Tekrons. They are often used to lead wave assaults against enemy fortifications. The earth shakes beneath their thunderous tread, and their booming voices are so deep that they resonate at sub-audible frequencies. Although slow-seeming and clumsy, the very sight of these towering, undead monsters strikes terror into the hearts of even the boldest.

APPEARANCE. Bio-Giants resemble gigantic, war-like humanoids, their flesh covered in a patchwork of stitches and sutures. Often great spikes protrude from their flesh. They are immensely strong, immensely stupid and immensely tough. Often limbs are hacked away at the elbows and replaced with huge weapons, such as chain saws and heavy machine-guns. Particularly massive Bio-Giants need huge armored exo-skeleton harnesses to enable them to support their own weight. Sometimes they have howdahs on their backs in which they carry troops and mounts for heavy machine gunners.

STATISTICS:			BPS	ARMOR (AV)
STR	100	Head	8	Plate Full Helmet (10)
INT	4	Arm	14	None (0)
COR	9	Stomach	14	Plate (10)
PHY	100	Leg	15	Plate (10)
MST	10	Chest	15	Plate (10)
PER	20			

MOVEMENT: 9/700
OB: +11
ACT/CR: 3
AVOID/PARRY: No.
ATTACKS: Huge clawed hands for 1d10. Alternatively heavy machine guns or other heavy weapons.
FIELDS OF EXPERTISE: Combat 10, Firearms 9, Communication 5, Movement 0, Technical 0.
BIO-TECHNOLOGICAL GIFTS: None.
DARK GIFTS: None.
SPECIAL ABILITIES: The sight of these creatures inspires fear. Everyone viewing one for the first time must roll beneath their MST or flee in terror for 1d6 minutes.

KADAVERS

Kadavers are mindless, lumbering monsters, the ultimate product of the terrible process of Degeneration that so many Cultists suffer. Their brains are so rotted that they can no longer think for themselves. They are capable only of obeying the simplest of commands and of telling friend from foe. If they once understood their Dark Gifts, they do so no longer. They are fit only to work as Guardians in the Temples of Destruction or to act as cannon fodder in the battles of the Dark Legion. Kadavers are immensely strong and tough, but slow in both thought and act.



APPEARANCE. Every Kadaver looks different. Their stigmata are obscenely pronounced and warp their entire appearance. The only thing they have in common is the hideous look of terminal disintegration and the awful reek of corruption that emerges from them. Flies cake the open sores on their bodies and green pus emerges from their cracked skin.

STATISTICS:			BPS	ARMOR (AV)
STR	25	Head	4	None (0)
INT	4	Arm	7	None (0)
COR	7	Stomach	7	None (0)
PHY	25	Leg	8	None (0)
MST	2	Chest	8	None (0)
PER	10			

MOVEMENT: 3/225
OB: +3
ACT/CR: 2
AVOID/PARRY: — (Kadavers never do either)

ATTACKS: Clubs or melee weapons only.
FIELDS OF EXPERTISE: Combat 12, Firearms 0, Communication 0, Movement 0, Technical 0.
BIO-TECHNOLOGICAL GIFTS: 1d6+3, all with horrible and incredibly visible stigmata.
DARK GIFTS: None.
SPECIAL ABILITIES: Kadavers feel no pain and will only stop fighting after a critical hit to the head.

KARNOPHAGES

Karnophages are another possible outcome of the foul process of Degeneration. Those who suffer from the Black Hunger decay into these monstrous creatures rather than into Kadavers. Their hunger drives their bodies down another path of devolution, and the sufferer becomes ever more animalistic. Karnophages hunger only for fresh-killed meat, and they don't care where it comes from. They must eat up to a tenth of their own body weight a day, or their bodies will start to consume themselves, leading to a terrible and excruciating death.

Karnophages are utterly fearless and possessed of animalistic cunning that makes them terrifying hunters. They are almost uncontrollable, even by their fellow Cultists. When one begins to Degenerate into a Karnophage, they are usually driven out from their Temples of Destruction into the sewers. These monsters then prowl the city, slaying at random until caught. Sometimes, they band together into packs and terrorize entire neighborhoods, emerging from their sewer lairs only after dark, to hunt down anyone foolish enough to be abroad in the benighted streets.

Karnophages are often drawn to battlefields in great numbers. If the followers of Algeroth are among the combatants, the creatures remember enough of their former allegiance not to attack them unless no other prey presents itself. Under no circumstances will they attack a Nepharite, but they will instead abase themselves before it and follow any commands it gives that they can understand. They still possess enough of a rudimentary vocabulary to understand simple, verbal instructions.

APPEARANCE. Karnophages are unnaturally lean monstrosities, marked by the most obscene and pronounced of stigmata. Their bodies are hairless and their lips are drawn far back up their faces, revealing an expanse of glistening grayish gums and fang-like teeth. Their movements are marked by a feral quickness, and their eyes glitter with animal cunning and an unnatural lust for human flesh. Sometimes they throw back their heads and emit a blood-curdling howl that holds something of their evil hunger and their terrible dim awareness of their own lost humanity. Their mouths and claws are always stained with the caked blood of previous meals.



KARNOPHAGE

Old Greyson, the wino, stumbled down the back streets of Luna. Good, he'd almost given those cops the slip. Fancy telling him he had to move along. Who'd those Capitol pigs think they were? He was glad he'd socked one with his bottle and then legged it out. Now he was annoyed. During the struggle, Razor, his dog, had gone and ran off, and he'd run out of booze again. He tripped over a piece of trash and fell flat on his face. Damn, he thought, where was that dog?

The gaslights flickered eerily and went out. The rumble of traffic from the street receded. Overhead, the starscrapers towered into the cold, night sky. Directly overhead, the poisoned Earth glared down like the watching eye of an evil god.

«Razor, boy, is that you?» Greyson asked. «Bad dog. Come here.»

He tried to get up, but he found his ankle was twisted and a surge of pain went through him. That's all I need, he thought. No dog. No booze. And now a bum ankle. And no money to pay a sawbones. He whined with self-pity.

A soft, stealthy scuttling came from the end of the alley. It sure didn't sound like a dog. More like a man. Yet not like a man either. Slowly, fear percolated into Greyson's drink-sodden brain. A dark alley in the back streets of Luna was no place for a lone unarmed man, particularly not at night, particularly not in this neighborhood. He tried to get up, but his ankle wouldn't take the weight. He collapsed back down onto his

face again. The scuttling came closer.

Greyson looked up. Something almost human scuttled from shadow to shadow. It vaulted the bins and trash heaps with eye-blurring speed, and it used every scrap of cover so well that it was almost invisible. Worse than a mugger, Greyson thought. Mutant. Heart racing, he tried to crawl back down the alley. He knew he'd never make it. Swearing, he reached out, grabbing for anything that he might use as a weapon. His fumbling fingers found the thing he'd tripped over. It was a human thighbone. Turning swiftly, he brandished it at the oncoming mutant.

He could see the thing clearly now. It was obscenely lean and garbed only in tattered rags. Its long snaky fingers ended in sharp claws, and its eyes glowed with an eerie internal light. A long, slender tongue flickered out, and it licked its lips. Glistening saliva dripped from down its chin. Its teeth were very, very sharp.

As it leapt towards Greyson, he knew he was dead.

Suddenly a shot rang out. The monster clutched its bleeding arm, saw blood on its fingers and licked it off. Then, with an amazingly fast bound, it turned and raced away. Greyson looked up. It was the two Capitol cops. One held a smoking Bolter in his hand.

«The Cardinal be praised, officer. I'm glad to see you,» said Greyson.

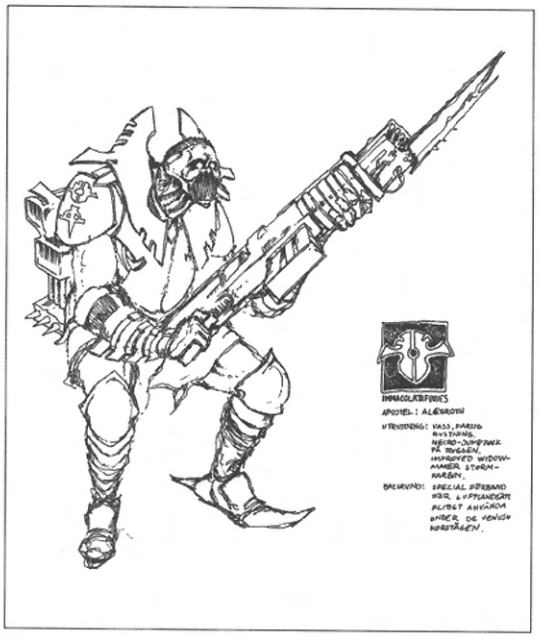
«You're under arrest, old man,» said the cop. «Charge is assaulting a police officer.»

STATISTICS:			BPS	ARMOR (AV)
STR	25	Head	3	None (0)
INT	4	Arm	6	None (0)
COR	20	Stomach	6	None (0)
PHY	15	Leg	7	None (0)
MST	15	Chest	7	None (0)
PER	10			

MOVEMENT: 4/275
OB: +2
ACT/CR: 3
AVOID/PARRY: —/12

ATTACKS: Claws (1d6).
FIELDS OF EXPERTISE: Combat 16, Firearms 0, Communication 0, Movement 15 (Stealth only), Technical 0.
BIO-TECHNOLOGICAL GIFTS: 1d6+3, all with horrible and incredibly visible stigmata.
DARK GIFTS: None.
SPECIAL ABILITIES: Karnophages are in the last stages of the Black Hunger. Once they have killed, they must eat. They will fight only to defend their meal.

IMMACULATE FURIES



Since their first appearance on the battlefield, the Immaculate Furies have been numbered among the most fearsome of all humanity's foes. Warriors of all the Megacorporations have learned to tremble upon hearing their weird ululating cries and to flinch at the sight of their inhuman faces.

Immaculate Furies are the creation of arguably the most brilliant Technomancer and Necromagus the Cult of Algeroth every produced. He designed them to act as his bodyguard and to strike fear into the hearts of his enemies, and to do this he provided them with several unique abilities. Immaculate Furies are created using Bio-technology, but although based on a DNA-manipulated human embryo, they bare little resemblance to humankind any longer.

APPEARANCE. Immaculate Furies are humanoids, roughly 8 feet tall and weigh over 400 pounds. They are hairless, and their skin is tough and leathery. They are incredibly muscular and tough looking. Their most frightening aspects are their faces. These lack a nose, and where the mouth and jaws would normally be placed is a vertical stretch of metal stripes. This marks the location of a complex filtration system which makes the Furies immune to all gases and noxious atmospheres.

STATISTICS:			BPS	ARMOR (AV)
STR	31	Head	4	None (2)
INT	12	Arm	8	Light (4)
COR	16	Stomach	8	Light (4)
PHY	28	Leg	9	Light (4)
MST	19	Chest	9	Light (4)
PER	24			

MOVEMENT: 5/325
OB: +4
ACT/CR: 4
AVOID/PARRY: 10

ATTACKS: Any weapon, usually enhanced with symbiotes and the Necro-technology.
FIELDS OF EXPERTISE: Combat 10, Firearms 14+, Communication 13, Movement 10, Technical 10
BIO-TECHNOLOGICAL GIFTS: None.
DARK GIFTS: None.

SPECIAL ABILITIES: The filter has an additional offensive function. By utilizing its enormous lung capacity and forcing air through the grill, the Fury can emit an ear-piercing shriek. This sound can have various effects. When heard from a distance, its eerie inhuman wail frightens and demoralizes any foe who can hear it. If they fail a Normal MST roll, they will turn and flee for 1d6 minutes. At a range of 5 to 30 meters, it is so loud and deafening that the unfortunate victim will be paralyzed and unable to act for 1d3 CR, unless he or she makes a Hard MST-roll. At a range of 5 meters or less, this great howl can scramble the brain and burst the eardrums of its victims. Unless they make a Hard PHY roll, any listener within this range will take 1d3 damage to the head each CR. Armor does not protect against the mystic power of this shriek.

- The Furies have perfect nightvision and a sense of hearing that enables them to hear a human's breathing at 300 m.

EAONIAN JUSTIFIER

Eaonian Justifiers, or just Justifiers, the torturers and interrogators of Algeroth's forces, are among the foulest products of the Necrochambers. They are a slave race of the Tekrons, created using Bio-technology. The creatures use human DNA, crossed with several other creatures', notably spiders and strange demonic creatures from some extradimensional hell. They emerge fully grown from their artificial wombs, and their brains have already been programmed with all the dreadful knowledge the Tekrons wish them to possess.

As they emerge from the womb, still dripping slime, the Justifiers are garbed in their red ceremonial robes and given a small creature, usually a kitten, a puppy or a human infant to play with. This play consists of subjecting their victim to the foulest tortures imaginable, for Justifiers are creatures of the darkest evil. They live only to obey their masters and to inflict pain. Their brains have been so warped that, to them, cruelty is normal and devising ever more fiendish tortures is their greatest delight. To a Justifier, there is music in screams of pain, and artistry of the highest order in slowly flaying a person alive. To a Justifier, an auto-excruciator is an instrument of high art. Even without such sophisticated equipment, using their own claws and their ability to secrete venom, they can put a human through the most exquisite agonies imaginable.

APPEARANCE. Eaonian Justifiers are tall and slender with thick leathery skin. Their long heads look obscenely insectlike, and four great mandibles jut from their lower jaws. Their hands end in long, curved claws that drip with caustic venom. On the surcoats they wear beneath their robes is the symbol of the balance, a reference to the way in which they weigh the truth of person's life and words.

STR	15
INT	25
COR	18
PHY	15
MST	20
PER	10

MOVEMENT: 3/225
OB: +1
ACT/CR: 4
AVOID/PARRY: 8
BPS

ARMOR (AV)		
Head	4	None (4)
Arm	7	None (4)
Stomach	7	None (4)
Leg	8	None (4)
Chest	8	None (4)

ATTACKS: Claws (1d6+1 plus venom).
FIELDS OF EXPERTISE: Combat 14, Firearms 10, Communication 18, Movement 12, Technical 19 (Excruciation only).
BIO-TECHNOLOGICAL GIFTS: None.
DARK GIFTS: None.

SPECIAL ABILITIES: Eaonian Justifiers can manufacture many types of venom and caustic substances within their bodies and then inject them through their claws or mandibles. These toxins can be of up to DL 20. They include paralysis venom (which renders a victim incapable of movement yet still capable of feeling pain), caustic vitriol (which causes the most excruciating agony and blindness when applied to the eyes), various other forms of agonizing poisons, hallucinogenics and a tranquilizer which also soothes pain. Justifiers know that agony is best served in small doses and that a lull increases the fear of their victims.

- Because of their unique birthing, Justifiers are born knowing more about torture than most humans will ever learn. By lifelong practice they become masters of their foul trade.

GOLEM OF DARKNESS

The Dark Golems are androids created using the Dark Technology. Like the Eaonian Justifiers, they too spring forth fully grown from the artificial wombs. They are born with a knowledge of all forms of combat. Their purpose in life is to train with the Destroyers, providing perfect sparring partners to practice with. They are tireless, feel no pain and learn from their foes' mistakes and victories so that they can never be defeated the same way twice. They instinctively adapt themselves to their opponents' level of proficiency and match it, pushing their foes to the edge of their ability. In times of war, they can be reprogrammed to fight at the peak of their efficiency, and when that happens, they are formidable. It is fortunate indeed for humanity that they take a long time to create, otherwise the human race might well be overcome. Their one great weakness is that they lack all ability to act for themselves and can only follow orders given by their superiors.

APPEARANCE. The Golems are huge humanoids, nearly eight feet tall and weigh over 400 pounds. Their bodies are covered in thin spikes which they can use in close combat and retract and extrude at will. Their pinkish bodies are covered in a web of thin, blue veins. Their muscles bulge with unnatural strength.

STATISTICS:			BPS	ARMOR (AV)
STR	40	Head	5	None (6)
INT	10	Arm	9	None (6)
COR	30	Stomach	9	None (6)
PHY	40	Leg	10	None (6)
MST	10	Chest	10	None (6)
PER	10			

MOVEMENT: 8/600
OB: +6
ACT/CR: 6
AVOID/PARRY: 15

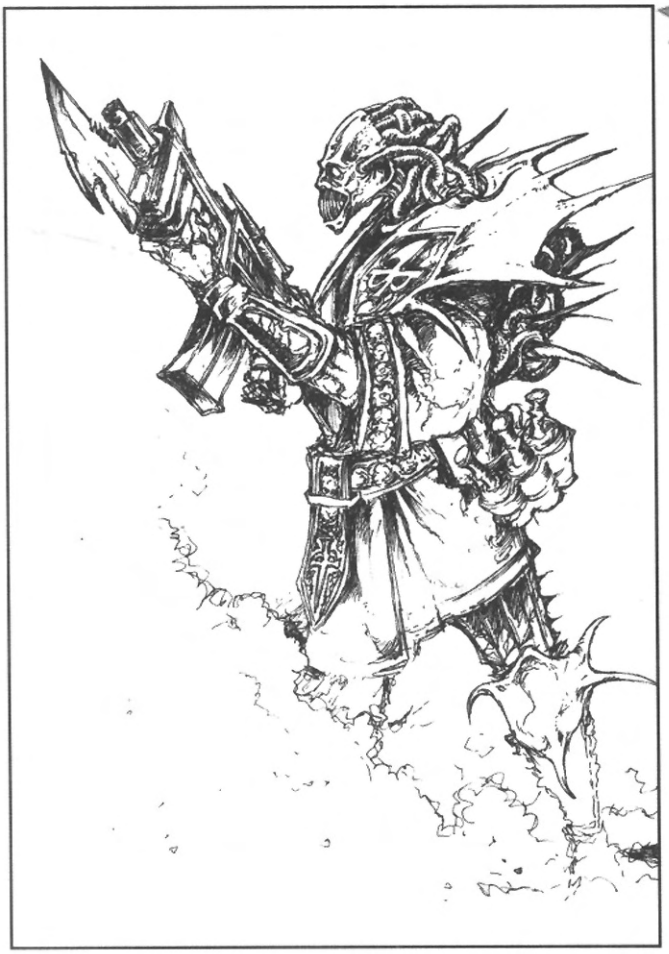
ATTACKS: Any melee weapon or firearm.
FIELDS OF EXPERTISE: Combat 19, Firearms 19, Communication 4, Movement 4, Technical 4.
BIO-TECHNOLOGICAL GIFTS: Nightvision, Pain Control, Necro-bionic Skeleton, Necro-bionic Restructuring.
DARK GIFTS: None.
SPECIAL ABILITIES: The Golem can extrude spikes which do 1d6+OB damage.





BRASS APOCALYPT

The Brass Apocalypts form the bodyguards of many Tekrons and are one of the Tekrons' finest creations. They are a lovingly crafted symbiosis of Bio-technology and machine. Apocalypts are created using the Dark Technology. Their basic forms are created in the life vats and Necrochambers in the same way as the Dark Golems. They are ripped from their artificial wombs and then implanted with the most powerful systems that Necrobionics and Bio-technology can devise. They are to Dark Huntsmen what Dark Huntsmen are to ordinary humans. As with the Dark Golem, their only real weakness is that they are incapable of creative thought and can only follow orders from their Tekron masters. They also take even longer than Golems to create, so most Tekrons will have at most one or two as bodyguards.



APPEARANCE. The Apocalypts are huge humanoids, about 8 feet tall, weighing around 400 pounds. Their faces are crafted from brass and resemble the visage of Algeroth, their ultimate master. Their heads are encased by a flowing serpent-like mass of cables that feeds nutrient fluids and stimulants to their brains. Their torso is covered in spines, and their limbs are sheathed in metal. This armor is actually grafted to their body and forms an exo-skeleton that amplifies their strength.

STATISTICS:

STR	45
INT	10
COR	30
PHY	55
MST	10
PER	18

MOVEMENT: 9/700
OB: +7
ACT/CR: 5
AVOID/PARRY: 14

	BPS	ARMOR (AV)
Head	7	None (7)
Arm	11	None (6)
Stomach	11	None (6)
Leg	12	None (7)
Chest	12	None (7)

ATTACKS: Melee weapon or firearm. Fist 1d6; Kick 1d6+1.
FIELDS OF EXPERTISE: Combat 19, Firearms 19, Communication 4, Movement 4, Technical 4.

BIO-TECHNOLOGICAL GIFTS: Necro-bionic Arms, Necro-bionic Legs, Necro-bionic Skeleton, Necro-bionic Restructuring, Necro-bionic Innards, Lung Implants, Night Vision, Pain Control. (The effects of all these Gifts have been worked into the Brass Apocalypt's Basic Capabilities.)
DARK GIFTS: None.
SPECIAL ABILITIES: Same gas resistance as the Immaculate Furies.

- The Apocalypts have perfect nightvision and a sense of hearing that enables them to hear a human's breathing at 300 m.

THE SECRET KOHORTS

The Secret Kohorts are the names given to those corrupt individuals who follow Algeroth, who carry out his plans in human society and who worship him in Temples of Destruction. They range from newly initiated youths to incredibly powerful Necromagi, and in between cover a whole spectrum of forces such as Reapers of Souls, Destroyers and others. Many are marked by Stigmata and Degeneration, and all are touched by the power of the Apostle of War.

APPEARANCE. When involved in covert operations, the followers of Algeroth dress exactly the same as anyone else and equip themselves with the same weapons. Obviously, using weapons of the Dark Technology would give away their true nature to any observers and hamper the performance of their missions. However, on the battlefield and when performing their rituals in the Temples of Destruction, the Cultists have a distinct garb just like the Brotherhood and the military of the Megacorporations. Only Seekers do not have a distinctive garb. At such times as they must wear ritual vestments, they dress as ordinary Cultists.

At such times, the Cultists wear cowled black tunics with belts of red leather. The buckles of these belts are in the shape of Algeroth's sign. This sign is repeated on their right shoulder pads. Their hands are covered by thick gauntlets of black or red leather. They wear long trousers and high boots with kneepads on which the sign is repeated. Most distinctive of all is that most Cultists wear a mask molded to resemble the face of Algeroth. The richness, intricacy and ornateness of these masks reflects the status of the wearer in the Cult, as does the material they are made from. A High Necromagus's mask will be a gorgeous and finely wrought creation of jewel-studded brass. A neophytes mask will be a simple, unpretentious piece of ironwork. For more details on this, see below. This garb is usually inlaid with lightweight armor of AV 3.

Each individual Cultist's garb will be modified to accommodate whatever gifts or stigmata he or she may possess. If the Cultist possesses claws, the gauntlets will have slits to let them pass. If the Cultist has neural conduits, then an opening will be left for any connections. Possibly the Cultist may even just slit a sleeve and leave the arm bare.

ACOLYTES

These are the lowest ranking members of the Cult. They have joined only recently and as yet possess no gifts of any sort. They are obliged to obey any of the other Cultists. In battle, the Acolytes make up the vast bulk of the Secret Kohorts' troops. The mortality rate is high among Acolytes, as they are often the keenest to prove their loyalty and devotion to their new lord and often take dangerous risks to achieve glory in his eyes.

APPEARANCE. Acolytes wear the standard garb described above. Their masks are plain and unadorned and wrought from simple iron. They do not yet have the right to wear the sign of Algeroth on their shoulder pads or red leather belts.

STATISTICS:			BPS	ARMOR (AV)
STR	11	Head	3	Mask (3)
INT	11	Arm	6	Light (3)
COR	11	Stomach	6	Light (3)
PHY	11	Leg	7	Light (3)
MST	11	Chest	7	Light (3)
PER	11			

MOVEMENT: 3/225
OB: +1
ACT/CR: 3
AVOID/PARRY: 5

ATTACKS: Melee weapon or firearm, usually standard corporate issue.
FIELDS OF EXPERTISE: Combat 10, Firearms 10, Communication 10, Movement 9, Technical 9.
BIO-TECHNOLOGICAL GIFTS: None.
DARK GIFTS: None.
SPECIAL ABILITIES: None.

INITIATES



Initiates have proven their loyalty and worthiness to the Cult many times over. They are usually found leading groups of Acolytes or in small units under the command of a Necromagus, a Destroyer or a Reaper of Souls. They are trusted servants of Algeroth, who aspire to yet greater things. In everyday life, they may be laborers, executives or soldiers, but in reality, they are the chosen warriors of the Lord of Destruction.

APPEARANCE. Initiates wear the standard garb as described above. They are entitled to wear the red leather belts and the mark of Algeroth on their right shoulder pads. On their left shoulder pads are concentric circles equal to their rank.

STATISTICS:

STR	11
INT	11
COR	11
PHY	11
MST	11
PER	12

MOVEMENT: 3/225
OB: +1
ACT/CR: 3
AVOID/PARRY: 6

	BPS	ARMOR (AV)
Head	3	Mask (4)
Arm	6	Light (3)
Stomach	6	Light (3)
Leg	7	Light (3)
Chest	7	Light (3)

ATTACKS: Melee weapon or firearm, usually standard corporate issue.
FIELDS OF EXPERTISE: Combat 13, Firearms 13, Communication 12, Movement 10, Technical 11.
BIO-TECHNOLOGICAL GIFTS: 1d6.
DARK GIFTS: 1d6.
SPECIAL ABILITIES: None.

SACRISTANS

Sacristans are those unfortunates who have begun to Degenerate before they have advanced far enough to follow a Temple Career. They are often most desperate to prove their devotion to their Lord.

APPEARANCE. Sacristans usually wear their full regalia at all times. They wear simple gray tunics with massive cowls that conceal their features. On their right shoulder pad is the sign of Algeroth, as there is also on their belts. Most choose to wear plain iron masks, but a few simply let their terrifying, Degenerated features show.

STATISTICS:

STR	13
INT	11
COR	11
PHY	11
MST	11
PER	14

MOVEMENT: 3/225
OB: +1
ACT/CR: 3
AVOID/PARRY: 6

	BPS	ARMOR (AV)
Head	3	Mask (4)
Arm	6	Light (3)
Stomach	6	Light (3)
Leg	7	Light (3)
Chest	7	Light (3)

ATTACKS: Melee weapon or firearm, usually standard corporate issue.
FIELDS OF EXPERTISE: Combat 13, Firearms 13, Communication 13, Movement 11, Technical 11.
BIO-TECHNOLOGICAL GIFTS: 1d6+2.
DARK GIFTS: 1d6. Each Gift possessed will increase MST by 1d6.
SPECIAL ABILITIES: All Sacristans will have Degenerated. Roll 1d6. If the result is 1–3, then they are at the first level of Degeneration; if the result is 4–6, then they are at the second.

REAPER OF SOULS

Reapers of Souls are the assassins of Algeroth, and as such they are feared by all sane people. They live only to kill and usually perform this task garbed in their distinctive vestments and wielding their Soulscythes (see the «Equipment» section). These have all been linked to the Reaper using the Summon Dark Gift and can be called to the Reaper in an instant.

APPEARANCE. The Reaper of Souls wears a huge, black, cowled cloak which swirls around in great folds. Beneath this, the Reaper wears a mask of black iron and a tunic, trousers, boots of the darkest black. His gauntlets are red. In his hand, the Reaper clutches the dreaded Soulscythe.

STATISTICS:

STR	13
INT	11
COR	13+
PHY	11
MST	11
PER	14

MOVEMENT: 3/225
OB: +1
ACT/CR: 3
AVOID/PARRY: 6

	BPS	ARMOR (AV)
Head	3	Mask (4)
Arm	6	Light (3)
Stomach	6	Light (3)
Leg	7	Light (3)
Chest	7	Light (3)

ATTACKS: Soulscythe, handgun, usually Voriche.
FIELDS OF EXPERTISE: Combat 15, Firearms 13, Communication 13, Movement 13+, Technical 11.
BIO-TECHNOLOGICAL GIFTS: 1d6+2.
DARK GIFTS: 1d6+3. Each Gift possessed will increase MST by 1d6.

SPECIAL ABILITIES: Reapers of Souls will all possess the Summon Gift of the Dark Symmetry. They usually specialize in the Warps of Algeroth Gifts. Bio-technological Gifts are usually things like Nightvision and Puttyface, which will let them infiltrate places.

DESTROYER

Destroyers are the ultimate human warriors of the Cult. They are soldiers who spend every waking moment practicing to improve their weapons skills. On the field of battle, they are normally found leading groups of Initiates toward the most difficult and important of goals.

APPEARANCE. Destroyers wear masks of steel and brass. They normally have short, red cloaks thrown over their left shoulders, and several weapons usually hang holstered on their belts. They wear red gauntlets which usually have built in knuckle-dusters (add 1 to their damage).

STATISTICS:

STR	13
INT	11
COR	13+
PHY	11
MST	11
PER	14

MOVEMENT: 3/225
OB: +1
ACT/CR: 3
AVOID/PARRY: 6

	BPS	ARMOR (AV)
Head	3	Mask (6)
Arm	6	Plate (10)
Stomach	6	Plate (10)
Leg	7	Plate (10)
Chest	7	Plate (10)

ATTACKS: Any weapon, usually the largest and most potent weapon of the Dark Technology they can carry. These will always have as many Symbiotic Enhancers as possible.
FIELDS OF EXPERTISE: Combat 15+, Firearms 15+, Communication 13, Movement 13, Technical 11.

BIO-TECHNOLOGICAL GIFTS: 1d6+3.
DARK GIFTS: 1d6+3. Each Gift possessed will increase MST by 1d6.
SPECIAL ABILITIES: Destroyers will be equipped with the best armor and equipment their Temple can provide.


BERGTING
94



TECHNOMANCER

Technomancers are Algeroth's foremost human technicians, standing on the verge of becoming Tekrons. They are blessed with great knowledge of the Dark Technology. They are rarely to be found on a battlefield, but when they are, they will be found with the best defenses and weapons that the Dark Technology can provide.

APPEARANCE. Technomancers are unusual in that they don't wear masks or cowls. They wear the standard garb of the Cult, but their cowls are thrown back to reveal their shaven heads with the sign of Algeroth tattooed on their forehead. Normally they wear thick leather belts with hoops containing wrenches, pliers and other less recognizable tools.

STATISTICS:

STR	11
INT	19
COR	11
PHY	13
MST	13
PER	17

MOVEMENT: 3/225
OB: +1
ACT/CR: 3
AVOID/PARRY: 6

	BPS	ARMOR (AV)
Head	3	None (0)
Arm	6	Plate (10)
Stomach	6	Plate (10)
Leg	7	Plate (10)
Chest	7	Plate (10)

ATTACKS: Any weapon, usually the largest and most potent weapon of the Dark Technology they can carry. These will always have as many Symbiotic Enhancers as possible.
FIELDS OF EXPERTISE: Combat 12+, Firearms 12+, Communication 13, Movement 13, Technical 16.
BIO-TECHNOLOGICAL GIFTS: 1d6+3.
DARK GIFTS: 1d6+3. Each Gift possessed will increase MST by 1d6.
SPECIAL ABILITIES: Technomancers will always be armed with Dark Technology weapons. They are usually found in the retinue of Tekrons but may be dispatched upon missions unaccompanied.

SUPREME NECROMAGUS

The Supreme Necromagus is the head and presiding officer of a Temple of Destruction. All that Temple's Dark Companies report to this person, and all the worshippers of that Temple are his or hers to command in Algeroth's name. A Supreme Necromagus is one of the deadliest foes anyone can face.

APPEARANCE. Supreme Necromagi wear masks of brass and great cowled red cloaks trimmed with black. Their gauntlets also are of black, as are their boots. Around their necks hangs a sacred amulet in the shape of Algeroth's symbol.

STATISTICS:

STR	13
INT	22
COR	13
PHY	13
MST	18
PER	19

MOVEMENT: 3/225
OB: +1
ACT/CR: 3
AVOID/PARRY: 6

	BPS	ARMOR (AV)
Head	3	Mask (7)
Arm	6	Plate (11)
Stomach	6	Plate (11)
Leg	7	Plate (11)
Chest	7	Plate (11)

ATTACKS: Any weapon, usually the largest and most potent weapon of the Dark Technology they can carry. These will always have as many Symbiotic Enhancers as possible.
FIELDS OF EXPERTISE: Combat 15+, Firearms 15+, Communication 15, Movement 13, Technical 16.
BIO-TECHNOLOGICAL GIFTS: 1d6+3.
DARK GIFTS: 1d6+9. Each Gift possessed will increase MST by 1d6.
SPECIAL ABILITIES: Supreme Necromagi will be equipped with many Necro-tech artifacts and talismans. They will usually be accompanied by a bodyguard of Destroyers.

UNITS

There are certain special units of Undead Legionnaires that vary from the normal ones in certain ways.

THE RED GUARD OF SALADIN

There are actually several Kohorts of Red Guards attached to the Citadel of Saladin on Mars. They have been produced to his specifications by his Tekrons and are very much superior to other Legionnaires. They have been instrumental in defending the Citadel against attacks by the Capitol megacorporation.

They are quite clever and capable of acting independently of their leaders to respond to most tactical situations. They are also extremely well armed and armored. One of their most terrifying aspects is that, by using the power of the Throne of Saladin (see the description of Saladin), the Nepharite himself can possess the body of his followers, letting him guide their movements, see through their eyes and speak using their rotting vocal chords. The possessed Legionnaire can also use all of Saladin's Dark Gifts.

APPEARANCE. As befits an elite unit of a mighty Overlord, the Red Guards have their own uniforms. They are garbed in heavy, shiny, red plate armor. On their right shoulder pads is Saladin's infamous, eye-shaped rune. This uniform is shared by the Necromutants and Centurions who lead them.

STATISTICS. Use the normal Legionnaire profile, except that Red Guards have an INT of 8 and will be equipped with heavy plate armor (AV 8) and armed with Belzarach autorifles. Red Guards are capable of acting independently of guidance from their superiors. They are still comparatively few, since they take almost twice as long to create as other undead Legionnaires, but Saladin's Tekrons are working on this.

THE TEN THOUSAND

Alakhai, too, has an elite guard unit based at his huge Citadel on Venus. These are known as the 10,000, for that is how many of them there are. That number is always maintained, as guard casualties are always the first to be replaced. Although the Ten Thousand are normal Undead Legionnaires, their equipment and leadership is superb. Every section of four Legionnaires is led by a Centurion.

APPEARANCE. The Ten Thousand are easily distinguished by their long, white robes flying in the winds to resemble the ghosts of humanity's nightmares. They are also almost alone in wearing full helmets (AV 5) that cover the entire face, save for a narrow T-shaped opening. The different units adorn their robes with different patterns of crimson red crosses—all in ghastly ridicule of the once-so-proud, human Knight Templars. And truly, the Legion of Ten Thousand is the Order of the Knight Templars of the Dark Legion.

STATISTICS. Use normal Legionnaire and Centurion statistics, but upgrade the armor to heavy plate (AV 8).

SPECIAL FORCES UNITS

The elite, special forces units of Algeroth's armies consist entirely of Centurions and Necromutants. These units are normally only one Kohort strong, but they more than make up for this by their fearsome fighting ability on the battlefield. Each Kohort breaks down into smaller, self-sufficient cells of 3–5 Necromutants led by a Centurion. The Nepharite Alakhai is famed for his use of Special Forces. On Venus, the jungles are particularly suited to these small, highly mobile groups, and Alakhai and his followers have created many of them.

THE VENUSIAN REAPERS

The Venusian Reapers have been the spearhead of many of Alakhai's greatest offensives. During the New Bocca campaign, they inflicted more casualties on Imperial forces than any other unit. Unusually for a Special Forces Unit, they were once led by a Cultist named Aemon, a Reaper of Souls. He trained his force extensively in infiltration and stealth techniques until it was said his followers could walk undetected through a minefield. They take their name in honor of their former leader. He was slain during the New Bocca campaign.

APPEARANCE. The Necromutants wear green shoulder pads, and the back ends of their firearms cartridges are red, symbolizing the blood they will spill. Their Centurions wear orange body armor and wrist bands with green hip pads and a green cup.

STATISTICS. Use the standard profiles, but assume that all Necromutants have Movement Skills of 14 and all Centurions have Movement Skills of 16.

ALAKHAI'S ELITE GUARD

This unit has the privilege of being the Nepharite's personal bodyguard and of accompanying him wherever the fighting is thickest. They are selected from the toughest of all the Ten Thousand and must have proven their bravery, loyalty and initiative a hundred times over. Once selected, they are subjected to a certain secret process known only to the Nepharite himself. This ensures that they would die rather than fail to carry out one of his orders. They dwell deep within his Citadel on Venus and emerge only for the most important of battles.

The Elite Guards distinguished themselves at the battle of New Bocca. One Centurion in particular, Orkal by name, is said to have killed over 25 Imperial troops single-handedly, before being slain in single combat by the famed Sean Gallagher

APPEARANCE. The elite guard of the Ten Thousand are distinguished by their black shoulder pads, black harnesses, black helmets, black thigh protection, etc.—virtually all their armor is solid, pitch black. Their insignia is a crimson red hollow circle around a torn mock-picture of the Brotherhood's cross. On their left shoulder pad they carry Alakhai's own insignia.

STATISTICS. Use the standard profile for Centurions and Necromutants. However, the Elite Guard is equipped with superior plate armor (AV 8). They always fight to the last and never retreat unless ordered to. They are convinced of their leaders' invincibility.

THE BLOOD FISTS

This truly terrifying unit suffers from the Black Hunger. Rather than reconsigning them to the Necrochambers, Alakhai has found a way of controlling and modifying this hunger so that it rarely takes over their thinking, save in one thing. When they kill an opponent, they rip his heart out with their bare hands, hence their name. Occasionally though, a frenzy descends on the Blood Fists, and they must kill and eat. When this happens, the entire unit behaves as if in the last stages of the Black Hunger, rending their prey and refusing to be separated from it even by the threat of inevitable death. Such is the reputation of the Blood Fists that many inexperienced human troops will flee at the rumor of their presence. Needless to say, Alakhai finds this very useful.

APPEARANCE. The Blood Fists Necromutants wear red shoulder pads and gloves. They also have very distinctive, pronounced red teeth. Their Centurions have red body armor and wrist bands.

STATISTICS. Use the Standard profiles. However, in combat, a Killing Frenzy may come upon the Blood Fists. This happens any time one of them fumbles—treat the entire unit as if under the influence of the last stage of the Black Hunger.

THE BURNING SUNS

The Burning Suns are led by Abazar, a Nepharite Warlord, who always leads his bodyguard into combat personally. Abazar's emblem is the blazing sun from which the unit takes its name. They were first sighted in the Mishiman Domains on Mercury, but since then they've been sighted in the Venusian jungles and even on the red sands of Mars. They are formidable warriors, well-disciplined. They are excellent shots and close combat fighters. Abazar seems to be on a roving commission and is said to have his own ship to take him to wherever he has been next assigned. He is reported to have committed several acts of piracy on the spaceways.

APPEARANCE. The Necromutants wear orange-yellow shoulder pads and their gun handles are iron gray. Their Centurions wear orange body armor and wrist-bands and black hip pads and a black cup.

STATISTICS. The Blazing Suns use the Standard Profiles, but increase all of their close combat and firearms skills by +2. For all this, the Suns are still famed for the strength and speed of their lightning raids.

DEATH KOMMANDOS

The Death Kommandos are based in Saladin's Citadel on Mars. They are led by Jezerai, Saladin's trusted Warlord Nepharite lieutenant. Many of the Centurions have Necro-bionics, and many of Necromutants have been modified with neural conduits and wrist sockets. They are always equipped with the best of the Dark Technology. All of the weapons will have symbiotes and Neural Links. Death Kommandos are sent on the most vital of missions, usually penetrating deep behind enemy lines before a major offensive. Sometimes cadres of Death Kommandos are dispatched to the cities of Mars to carry out some particularly important act of sabotage. Thus, the truly horrible thing about Death Kommandos is that you can meet them anywhere, even in the great cities of humanity.

APPEARANCE. Death Kommandos are normally garbed in camouflage colors appropriate to their theater of operation. They are all specially selected to be even larger, tougher and meaner than others of their kind. All have Algeroth's rune tattooed on their forehead in an evil parody of Capitol's Special Forces.

STATISTICS. Death Kommandos usually have one extra BP per location than their fellows. Centurions have the maximum number of Dark Gifts. Necromutants have Wrist Sockets and Neural Conduits. All are armed with upgraded versions of their normal weapons. All weapons have neural links, bioscopes and any other appropriate form of symbiote. Centurions are garbed in exo-skeletal armor. 1 in 4 Necromutants has a weapon graft.

THE LEGION OF THE DAMNED

The Legion of the Damned is the most feared of all the Special Forces Units that serve Algeroth. No one knows where these Legionnaires are based, although some say Nero. The Legion of the Damned strike from space, landing anywhere in human space, plundering the civilian population and slaughtering the military before retreating back to their ships, carrying their plunder of corpses and captives destined for the Necrochambers.

It is said that it is the Legion of the Damned that's been charged with maintaining the great breeding farms on Nero. Wherever they have been, their name is a byword for terror, for they are cruel and merciless and their leader, the Nepharite Magus Maledrach, is infamous for the tortures he perpetrates in captives. He once caused the entire city of Fauberg on Venus to be crucified because the Burgomeister taunted him before battle. The Burgomeister's corpse now serves as Maledrach's personal standard bearer. It still wears its full civic regalia.

APPEARANCE. The Legion of the Damned wear black breastplates and helmets. Their tunics and britches contain a motley mixture of yellow and red check patterns. On their right shoulder pads they have a grinning skull motif.

STATISTICS. Use normal statistics for all troops. The Legion of the Damned are armed with a far greater mixture of weapons than most units. There seems to be no pattern to them. Some sections may be armed entirely with swords, other sections may be armed entirely with Nazgaroth, and many sections seem to be armed with anything they could lay their hands on before the fight.



THE BLACK GATE

«BRIEF: Day D –3, a BLACK SHIP was spotted entering the atmosphere over VENUS. »

This is an adventure for an experienced group of adventurers ready to take on one of the most vital yet dangerous assignments they may ever face: the destruction of a Dark Legion Citadel. This Citadel is still in the early stages of its formation, and if the party can manage to destroy the Black Gate that the Nepharite Baalzacht is attempting to build within it, it may be stopped. But if the gate is completed, Baalzacht will be able to bring nearly unlimited resources in to help him complete the building of the Citadel in record time.

If you plan on playing in this adventure, stop reading now.

As GM, it's up to you to provide a prologue for this adventure. «The Black Gate» starts off in a secret access tunnel that leads deep into the bowels of the Citadel. Once you get the PCs there, start off with the section below.

This adventure is not for the faint of heart. It will test even the toughest, most jaded group of PCs to their limits. Those that survive will count themselves lucky. As for those that fall, hopefully they will die well. Their fellows will certainly struggle to ensure that their sacrifices are not made in vain.

NOTE! SEE TO IT THAT YOUR PLAYERS ARE ADEQUATELY EQUIPPED!

ENTERING THE CITADEL

By now, you should have arranged for all the PCs to meet. None of them have any idea why they've been brought together, as the brass is being extremely tight-lipped about the entire situation. That's not unusual, of course. By this time in their careers, the PCs should be used to the fact that they regularly have very little of the bigger picture, and they often have none of it at all. Like the saying goes, theirs is not to reason why.

Still, security surrounding this mission seems even tighter than ever. Superiors are obviously harried and under a great deal of pressure from those even higher up. No contacts are able to reveal anything about what's going on.

Give the PCs two hours to get their affairs in order before they have to head out. They can requisition any sort of equipment they want, and they'll find that the quartermasters are unusually willing to comply. This atmosphere of secrecy combined with a previously unheard-of amount of respect should put the players on edge.

WHERE IS THE CITADEL?

The descriptions included in the adventure presume that the Citadel is somewhere in the midst of the hotly contested Graveton Archipelago on southern Venus, but this fact doesn't have much of an impact upon the adventure. If the logistics of getting the PCs to Venus are too much, place the Citadel somewhere more convenient. After all, speed is of the essence in this mission, and if the PCs weren't readily available, they'd hardly be the ones tapped for this assignment.

GETTING THERE

Soon enough, a helicopter from the appropriate organization (if the PCs hail from different corporate backgrounds, use a Cartel gunship) takes them to the drop-off point, nearly a mile from the outskirts of the stunted Citadel. From there, their escort points out a secret entrance to a tunnel and orders the PCs into it.

The chopper pilot hands one of the PCs a sealed envelope containing their orders. It is to be opened once the PCs have managed to secure the entrance to the secret cave.

The entrance to the tunnel is a large hatchway in the ground, hidden in a stand of lonely, gnarled trees. The hatch itself lies covered in dirt, and as the grime is cleared away, strange, dark sigils are revealed carved into its metallic surface.

For all the runes inscribed upon it, the hatch is untrapped and perfectly innocuous. Once opened, a small room (large enough for the PCs to congregate in) is revealed. After the PCs have entered and closed the hatch behind them, the PC with the sealed orders should break them out and read them. They say:

TOP SECRET–EYES ONLY–DESTROY AFTER READING
FROM: (A suitable commander).
TO: STRIKE TEAM «C-BUSTERS»
BRIEF: Day D –3, a BLACK SHIP was spotted entering the atmosphere over VENUS. Our spotters managed to locate its landing point, only about ONE MILE from your position. We were able to inflict heavy damage on the landing troops with artillery and airstrikes, but it seems that our efforts were not entirely effective.

A CITADEL has been planted on the Black Ship's

landing point. Currently, it is fairly small, and its rate of growth is much slower than usual. Apparently out bombs did some good after all.

The Brotherhood's Seers have managed to spy on the Nepharite in charge of the place. His name is BAALZACHT, and it seems that our efforts have put a crimp in his plans. Unfortunately, he's now so well dug-in that no amount of ordnance could uproot him. But then that's where you come in.

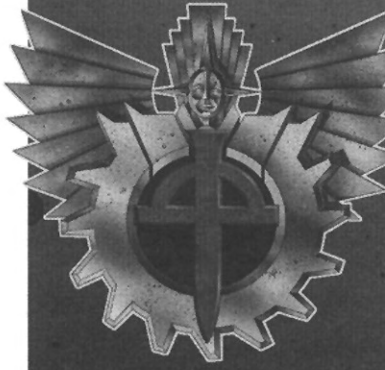
BAALZACHT is having problems getting his Citadel started. He is short on resources and personnel. We've thrown up a net around the Citadel's perimeter to cut him off from any further aid. We were hoping to simply be able to wait him out, but that's not going to happen.

The Seers have learned that the Nepharite is preparing a BLACK GATE which will set up a portal connecting the Citadel directly to NERO. Once this is done, BAALZACHT will be able to bring in new troops and equipment unhindered. We cannot permit this to happen.

The Seers estimate that the GATE will be operational within three days. If it gets up and running, current estimates predict that we'll see a fully grown Citadel within a week.

It's up to you to prevent this. Penetrate the Citadel via the tunnel. It was built by the Heretic cult that called the Black Ship down in the first place. BAALZACHT believes it was sealed off during the initial bombing raids, but this was not so. You should be able to enter the catacombs under the Citadel unmolested.

OBJECTIVE: Destroy the Black Gate. If this can be done, BAALZACHT'S position will becomes unten-



«OBJECTIVE: Destroy the Black Gate.»





«GOOD LUCK, and may the CARDINAL'S LIGHT be your beacon in the Darkness.»

able. Barring that, remove BAALZACHT, as only he has the power to activate the Gate.

GOOD LUCK, and may the CARDINAL'S LIGHT be your beacon in the Darkness.

THE TRUTH

The information provided by the Brotherhood's Seers is essentially correct. The only exception is that Baalzacht has stepped up the construction of the Gate. It will be completed within 24 hours. The presence of the PCs may slow this down, so even if they don't manage to fulfill their mission within the allotted time, they may have at least bought themselves a few more hours.

This Citadel is only a minuscule copy of a finished Citadel. It has all the normal components of a full-scale Citadel, but they are smaller in size. In all, the whole thing is no more than 50 meters in width, length or total height (including the subterranean levels).

The Citadel has eight levels. The ceiling in each level stands about six meters from the floor. However, many of the levels are open to the levels both below and above them, creating great shafts piercing the center of the Citadel. When reading the maps of the Citadel, try to visualize how the levels fit together.



The Symmetrical Furnace runs through the center of each of the underground levels, and it can be seen even from the top level. Keeping track of where the Furnace (or access to it) is located on each level will help you figure out how the levels relate to each other.

The Citadel hosts a wide variety of servants of the Great Darkness, but there are only around a hundred creatures in all. This should be more than enough to provide a great challenge to even the most heavily armed party of PCs. A full frontal assault is likely doomed to fail. Eventually the PCs will be forced to battle the Citadel's residents, but they should, if at all possible, delay that moment as long as they can.

The adventure includes complete floorplans of all areas within the Citadel, as well as random encounter tables for each of the levels. Each square on the map is equal to 1.5 meters (= one square in the RPG rules, *Fury of the Clansmen* and *Siege of the Citadel*).

If you wish, you can transfer the maps to floorplans with 25 x 25 mm squares, and use the *Fury of the Clansmen* rules to play out the combat portions of the scenarios. Full *Fury* statistics are provided for each of the creatures. Full conversion rules for your PCs are found in the *Imperial* sourcebook. Metal miniatures are available in any hobby store from Heartbreaker.

FIGHTING THE GOOD FIGHT

At first it might seems as if the PCs don't have the chance of a snowball in Algeroth's fiery fist. Keep in mind that the denizens of Baalzacht's Citadel are anything but prepared for the PCs' assault. The halls of the Citadel are large and oddly shaped, and they reflect sounds strangely. A noise that seems to be coming from just around the bend might actually be on the next level.

The Citadel's occupants take this into account, along with the fact that gunfire and screams often ring through the halls for seemingly no reason at all. After all, weapon practice goes on at all hours, and the Tekrons apparently never rest—or run out of victims.

Battles that begin on a level will often be confined to that level. The exceptions to this are, of course, fights that take place in areas open to other levels. For instance, gunshots in the main area (on Level 5) will attract the attention of most creatures right up to Level 8. Of course, by then the PCs should be just about ready to destroy the Black Gate, and it'll be time to pull out all the stops anyway.

Remember, even if the PCs manage to blow the Black Gate, they've still got to get out of the Citadel alive. If they choose to leave by the main gate (on Level 5), the Legionnaires will easily track them down and crush them before they get too far. Their best bet is to get out the way they came and bring down the roof of the tunnel behind them as they leave.

Baalzacht will immediately discover any use of the Art inside the citadel. What actions he takes is totally up to the GM, but imagine how a Cardinal would react if he felt someone use the Dark Symmetry inside his Cathedral…

LEVEL 1

The catacombs beneath the Citadel are full of danger for those unaware of the proper path by which they may be negotiated. The only way for the PCs to figure out how to reach the upper levels is by trial and error.

The height of the ceiling in the catacombs depends upon the width of the passageway at that point. If the passage is three squares wide or wider, the ceiling is six meters tall. If the way is only two squares wide, the ceiling is 3 meters tall. Where the path is only one square wide, the ceiling is just two meters tall.

The winding hallways jink around unpredictably, jagged edges projecting from the walls at all angles. The catacombs are, for the most part, unlit. Many of Baalzacht's creatures can actually see in the dark, and the others can usually get around by sense of feel. In some places, sconces for torches are set in the walls, often at heights that no human could hope to reach. The whole place is reminiscent of a volcano about to erupt. It's hot and humid, dark, noisy, no smooth edges or straight angles anywhere. And just about anything could wait around the next bend…

1 ENTRANCE. This is the point at which the long, convoluted tunnel finally lets out into the

catacombs proper. The tunnel is three squares wide throughout and has easily navigable turns. It seems apparent that the Dark Legion had been driving vehicles of some sort through the tunnel until the bombing raids. About half the way back down the tunnel, the ceiling has mostly collapsed. While there is no longer enough room to drive a vehicle through the passageway, there is still plenty of space for an armored human to pass.

2 RAMP TO UPPER LEVEL. The passageway from the tunnel obviously continues off to the left. After skirting the rest of the catacombs, the road turns into a series of ramps. Traveling up these, a vehicle can actually run from the catacombs to the main level (Level 5). Two Kadaver guards are constantly stationed at the landing above this ramp (actually on Level 2).

They stand alert and ready to sound the alarm at the first sign of any that do not offer the password. Cagey PCs may be able to get close enough to take the Kadavers out before they can react. While the gunshots may alert the occupants of Level 2 that something is wrong, this will at least delay the sounding of the general alarm for a few minutes.

Of course, it's rare that any such invaders might ever get that far. PCs that go rampaging up the ramp will entirely miss the trap release button hidden in the wall on the left. When they get about halfway up the ramp, the floor will suddenly give way beneath them and turn into a slide. Those that fail a Very Hard COR roll slip down into the Razides' lair (#12) where they are in for a rather hostile reception.

Of course, triggering the trap automatically alerts the guards that something is going on down below. They will reset the trap door and go to investigate, believing that some innocent animal has set off the slide or that it has simply malfunctioned. Many things within the Citadel have been behaving strangely, as the place is obviously having problems being built.

3 PIT TRAP. When the first PCs walks over this square, the floor falls away to reveal a deep pit, the bottom of which is covered with spikes. To avoid the pit, the PC must make a Hard COR roll. A success means the PC has managed to leap to the other side of the pit before the trap doors fully opened. Failure means the PC has fallen three meters and been impaled on 1d6 spikes on the floor below. In addition to the damage from the fall, each spike does 1d4 damage.

4 SYMMETRIC FURNACE TRAP. As the first PC walks into this square, the northern walls slides aside, exposing the victim to the full force of the Symmetric Furnace. The first round spent basking in the furnace's glow, the PC must make a Normal roll against his or her MST. A successful roll means that the PC is unaffected, otherwise, he or she loses the number of MST points by which the roll was missed (lost MST points are regained the usual way). If this brings the PC to zero MST or less, the PC has then become totally under the influence of Baalzacht, and will immediately turn and attack the others.

To be able to permanently resist the effects of the furnace's glow, three successful Normal MST rolls must be made. Roll every round of exposure. Remember, failed rolls don't count.

Make notes of how many successful rolls each PC has made, since they will most certainly be exposed to the foul glow of the furnace later on, as they reach the upper levels of the Citadel.

5 FIRE TRAP. The first PC that walks onto this square is assaulted by a barrage of flame. Treat this like a point-blank attack from a Gehenna Puker. These flames are powered by the Symmetrical Furnace, so anyone attacked by them must make a Normal MST roll. Results are just like walking into a Symmetric Furnace Trap (see #4).

6 TELEPORTER TRAP. PCs that walk through this square heading east will find themselves yanked forcibly through space and deposited on the square marked *11*. The PC automatically triggers the Symmetric Furnace Trap. Due to the shock of the teleportation, add 10 to the PC's MST roll. All results apply normally.

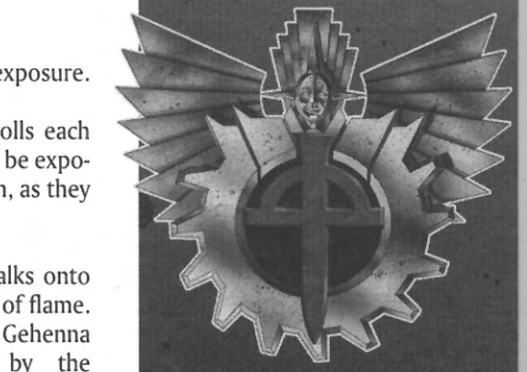
This effect does not occur if the PC crosses the square moving west.

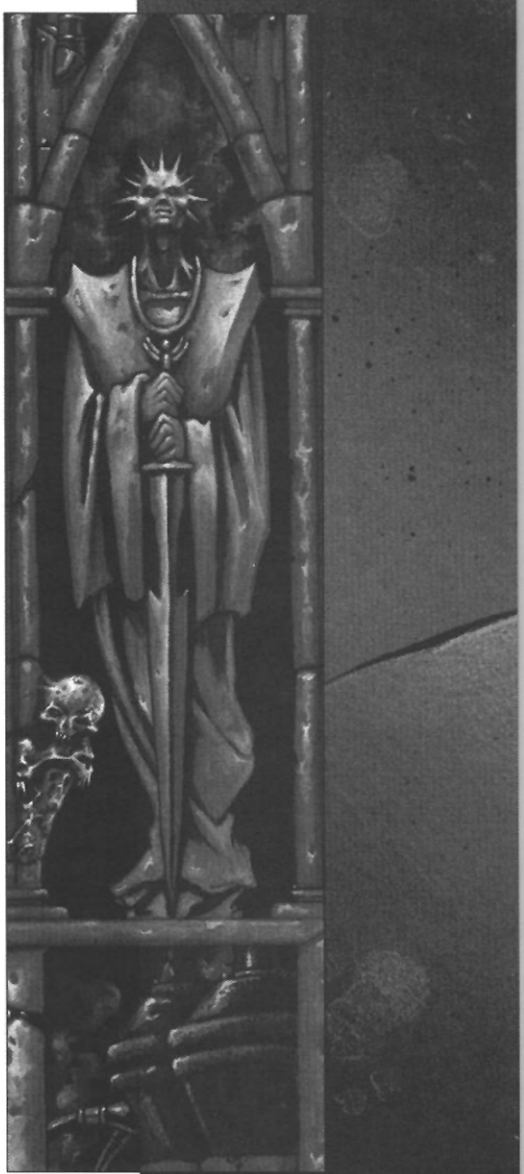
7 KADAVERS' QUARTERS. This room is the living quarters of seven Kadavers. They serve as the guardians of this level of the Citadel. Two of them are constantly stationed at the top of the ramp to Level 2 (see #2). The others often spend their time here. Otherwise, they are patrolling the passageways or pitching the garbage from the waste chute (#9) into the Symmetric Furnaces (#8). Anytime the PCs enter the chamber, there are 1d4 Kadavers here.

8 SYMMETRIC FURNACES. It was on this exact spot that the Black Ship buried itself into the jungle floor. Soon afterward, the ship's hulk was dismantled, and the engine's core was transformed into the Symmetric Furnaces. The doors to the Furnaces usually remain closed, containing their power for use on the upper levels. Twenty percent of the time, though, 1d3 Kadavers are here, fueling the fires with the Citadel's trash carried over from the waste chute (#9).

When the doors are open, anyone standing in the squares between the Symmetric Furnaces and the trash chute is subject to the effects of the Dark Symmetry. See the Symmetric Furnace Trap (#4) for more details about this. The doors can be safely closed by anyone standing to either side of the furnaces' threshold.

9 WASTE CHUTE. This is the point at which all of the Citadel's refuse comes to rest after having been tossed down the chutes on the other levels. It is full of noxious garbage of all sorts. Enterprising PCs may want to try to





climb the chute's walls. For every round they are in there, though, they each have 5% chance of having trash tossed on them. If this happens, the unlucky PC must make a Normal COR roll to hang on.

10 SECRET ROOM. The location of this secret room is known to only Baalzacht and his Tekrons. Herein lies one of his clone bodies. If he is forced to use it, Baalzacht will immediately reassess his situation. If the Black Gate has not been destroyed, Baalzacht will teleport back to the Citadel's upper levels and take the battle back to the PCs.

If the Black Gate has been irreparably broken, Baalzacht will instead open a Portal of Dread and escape into the nether realms. If he manages to survive his lord's wrath, he will surely have engraved the PCs' names and faces in his mind. The day will come soon that he will come searching for revenge

11 SYMMETRIC FURNACE TRAP. This trap is identical to that listed under #4, except that it's the southern wall that slides away.

12 RAZIDES' CHAMBER. This cramped chamber is the home of two Razides. Anytime a PC enters the room (whether voluntarily or via the trap described under #2), there is a 90% chance that each Razide is there. Roll separately for each one. Razides aren't too smart, but they've got standing orders to defend themselves and to kill anything that comes down the slide trap.

13 GAS TRAP. The first PC to step on this square triggers off a burst of gas. This gas has the same effect as the Dark Gift Invoke Frenzy. Unless the affected PC makes a Hard PHY roll to hold his or her breath, the PC will immediately turn upon the others and attack them until one of them is disabled or the PC is subdued.

14 DEAD END. This is simply a cul-de-sac in which the PCs may find themselves trapped. This can be especially disastrous if they are running away from the Razides in #12.

15 STAIRS UP. The stairs up to Level 2 are guarded by a single Kadaver that stands at the bottom of the stairs. The creature will immediately fire at anyone not giving a password.

16 THE PARTS ROOM. This room is full of a number of severely damaged Undead Legionnaires in various states of disrepair. If the PCs wade through the wreckage looking for clues or secret passages, the dismembered limbs and skulls will feebly attempt to attack them. These independent parts have no real ability to damage anyone wearing armor, but a PC so attacked must make a Normal MST roll to remain within the room.

LEVEL 2

The basement level houses the Citadel's prison and Excrutiatorium. The entire area is lit by a slit in the wall surrounding the Symmetric Furnaces in the center of the level. This slit also permits those above to hear particularly anguished screams from those poor souls undergoing torture. Of course, the reverse is also true.

The sound of weapons firing is fairly common on this level and should bring few, if any, to investigate such noises. The Justifier on duty will probably go to check things out, if only out of boredom.

This is the first «finished» level of the Citadel. The walls are cut smooth, but they twist in incredible and strange patterns. Neo-gothic gargoyles jut from every corner, watching over the creatures that tramp to and fro on their mad missions.

1 EXCRUTIATORIUM. It is here that the Citadel's pair of Eaonian Justifiers ply their trade. The floor is littered with all sorts of tools of said trade. The centerpiece is the Auto-Excrutiator, but the Justifiers use it only infrequently. They feel it lacks a certain artistry to rely on its abilities.

The floor is spotted with blood and other bodily fluids. Although the smell can almost become unbearable, the Justifiers find that it adds nicely to the atmosphere of the place. In stark contrast, the Auto-Excrutiator is sparklingly clean.

2 WASTE CHUTE. This chute is the method by which the Justifiers and the level's other residents dispose of their waste. This often includes larger things, like corpses of over-tortured prisoners, as well as daily detritus.

3 CELLS. The bulk of the level is occupied by prison cells. Each cell is a 1.5 meter cube of thick, iron bars suspended in mid-air. The cells are hung in columns of three cells, each attached to the other by a length of heavy chain. The top and bottom cells are nearly two meters from the ceiling and floor, respectively. The middle cell is also just under two meters away from the others.

Life in these cells, short as it may often be, is horrible. The cells aren't wide enough for a prisoner to lie down in without curling up, and they're not tall enough to stand up in either. The rounded bars bite cruelly into the prisoner's flesh, and the only sort of human contact one can expect is a desperate word from a fellow inmate, as the cages are too far apart for the prisoners to even touch. Being in one of the lower cells is even worse, as you can expect to be fouled by the upper prisoners' waste.

Row upon row of these horrific cages hang next to each other, sometimes swaying softly to their inmates' misery. In all, there are only five prisoners scattered throughout the cages. They are all in various



stages of dying. The only one that has any fight left is the Karnophage.

This Karnophage is a beautiful woman named Garcia Prestonet. She was once a wealthy Capitolian before she was seduced by the power of the Dark Soul. She had been a promising Heretic, until she fell victim to the Black Hunger. She has had all of her Stigmata removed by Baalzacht's enterprising Tekrons, and she seems to be simply a lovely (albeit incredibly skinny), young woman.

When the PCs arrive in the cell area, Prestonet feigns sleep until the PCs discover her in her cage. When they «awaken» her, she bursts into tears and mumbles incoherently about all the horrible things the Justifiers have done to her. True, the Justifiers did place her in the cell so she wouldn't eat anyone else in the Citadel, but they've been feeding her, and she's in fine shape.

If the PCs let her out, she will offer to help guide them through the Citadel. She will ask for a weapon to defend herself with as well. But instead of helping the PCs, she'll lead them into the chambers of the Dark Huntsman (see #5). Once inside, she'll attack the PCs, and she'll try to eat the first one she can incapacitate.

4 CHAMBER FOR EAONIAN JUSTIFIERS. This is where the two Eaonian Justifiers stay when they are not busy working in the Excrutiatorium. One of them is always here, while the other is always at work. There are some rare exceptions to this, such as when Baalzacht calls one or both of them to his chambers, but for the most part, this pattern holds true.

5 CHAMBER FOR DARK HUNTSMAN. A Dark Huntsman named Alberto Gionetti lives in these chambers. Alberto appears to be a handsome man with a powerful presence. He oversees the progress of the Eaonian Justifiers and arranges to bring them new subjects for their work as often as he can. Unlike many Huntsmen, Alberto started out as a Heretic. He was once in the same cell as Garcia, the Karnophage currently being kept in one of the cages on this level. As such, if Garcia leads the PCs into his chamber, claiming to be coming to him for help, he will play along until the PCs have let their guard down.

6 CHAMBER FOR INITIATES. This large chamber is a guest room for visiting Initiates. The ones currently living here were part of the cell that called down Baalzacht's Black Ship. These Initiates are cowardly sorts, and they know that their plans have gone awry. When they meet the PCs, they will do one of two things, depending on how powerful the PCs appear.

If they think they can take the PCs, the Initiates

will have at them with all they've got. Otherwise, they will throw themselves at the PCs' mercy, reasoning that people aligned with the Light couldn't possibly kill them in cold blood. If they're wrong, that's the end of that. If the PCs let their good nature get the better of them, they'd better figure out a way to handle the Initiates. Otherwise, the treacherous cultists will betray their trust at the first opportunity.

7 COMBAT TRAINING AREA. Here the Huntsman trains the Heretics in the art of warfare. There is a 20% chance, at any given time, that Alberto is here with the Initiates (from #6) and the Destroyers (from Level 6, #3). If they spot the PCs, they will immediately attack them.

8 SYMMETRIC FURNACES. These are the same Symmetric Furnaces as were found on Level 1. The doors are rarely open, but if they are, anyone standing in the first four squares south of the doors is subject to the affects of bathing in the unfiltered glow of Dark Symmetry. See Level 1, #4.

LEVEL 3

This is where the Tekrons do their work. Often, little can be heard on this level over the cacophony of the constantly thrumming factory machines. They echo through the entire level, most of which stands open to the ceiling of the next level, 6 meters above. Flying buttresses hold up what bits of ceiling do exist, and ladders appear in two places, leading up to the web of catwalks that soar across the open space.

Most of the decorations look as if they are constructed of sheet metal twisted by an insane but mighty child and bolted together with teethlike rivets. Tekrons scurry about here and there, constantly followed about by their Brass Apocalypts. Half-completed projects lie on bloodied gurneys scattered about the floor. All is chaos, but beneath it lies a mad sense of purpose waiting to be fulfilled.

1 CHAMBER FOR BRASS APOCALYPTS. This is where the Brass Apocalypts retire to. They are seldom here, however, as the Tekrons drive them hard, often working for days without a single break. There are two Apocalypts for each Tekron.

2 STORAGE. This is a small room in which the Tekrons store many sundry bits of supplies. Jars of pickled brains stand next to magnets covered by innocent-looking paper clips. Other, less recognizable bits and pieces fill the tiny room from ceiling to floor, apparently organized in a method that only the insanely brilliant mind of a Tekron could possibly appreciate.

3 FACTORY MACHINES. This area is crammed full of a number of factory machines, some churning out products by the second and others standing strangely idle. Currently, one machine is cranking out Voriches at the rate of one every ten minutes. Another is producing Vasshts.

4 SYMMETRIC FURNACES. These are the same Symmetric Furnaces as were found on Level 1. The railing around them stands atop walls ten meters high. The top of the Furnaces is open to the ceilings of the upper levels, although only someone standing directly over the Furnaces is affected by the power of the Dark Symmetry. See Level 1, #4.

5 DISTORTION CHAMBER. The Distortion Chamber stands open to the full fury of the Symmetrical Furnaces. The Tekrons place victims here to soak up the influence of the Dark Symmetry. See Level 1, #4.

The Tekrons are not content with simply perverting a victim to the way of the Dark Soul. Often they leave creatures in the Distortion Chambers for days on end, perverting them until they are unrecognizable as what they once were.

There is currently a single occupant of the Distortion Chamber: a mostly finished Ezoghoul in the final stages of its corruption. It is weakened by its ordeal, however, and cannot put up much of a fight. It can still use its special abilities and Dark Gifts, but it is unarmed and too weak to battle or even to walk.

6 SURGERY. This is where the Tekrons implant the Gifts of Bio-Technology and Necrotechnology. There are currently two Centurions-to-be recovering here. They are unconscious and can be disposed of with little problem.

In the room's southeast corner stands a Braincorer. It is idle, but the corpses in two of its jagged steel couches leave little doubt as to the machine's purpose.

7 LIFE VATS. Here is a trio of Life Vats. They sit evenly spaced throughout the room, bubbling away and frothing green and gray with all sorts of vile and unnatural life. In one is a half-finished Eaonian Justifier, and in another is a fetal Dark Golem. The last lies empty.

8 WASTE CHUTE. This chute is the method by which the level's residents dispose of their waste. This often includes larger things, like unsuccessful attempts at creating new creatures in the Life Vats, as well as daily detritus.

9 BRAINPOOL. This is a small Brainpool, barely begun to accumulate its base of knowledge. It is open to the balcony on the level above. Someday, Tekrons will gather about that balcony and lower their Neural Conduits into the Brainpool's neuroplasmic slime. For now, though, it goes mostly unused.

10 TEKRON WORK AREA. This is where the Tekrons slave away at trying to bring their latest ideas to fruition. The place is scattered with workbenches, and tools of all shapes and sizes, some defying description, litter the floor. Works in progress cover nearly every available inch of table space, some spilling onto the floor. Not all of the projects are inorganic in nature. Some even bleed. The more advanced (or less, depending on one's point of view) can still scream.

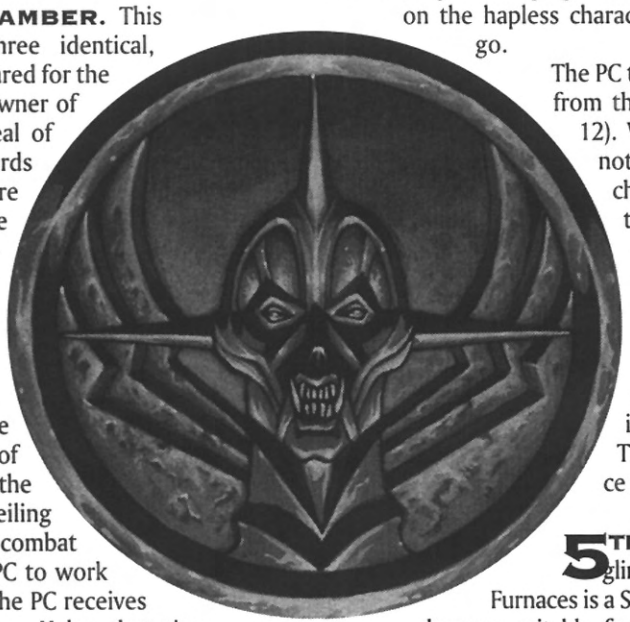
LEVEL 4

In some senses, this level is an extension of Level 3. Most of it simply consists of railed catwalks that overlook the lower level of the Necrochambers.

This entire level is lit by the Symmetric Furnaces. (See Level 1, #4.) It's impossible to escape it, except by entering one of the level's six rooms. Apocalypts and other assistants constantly shuffle about the place, climbing up and down the ladders, occasionally simply lowering themselves from the dozens of chains that dangle from the ceiling in mysterious knots that defy undoing.

1 STORAGE AREA. This is where the Tekrons and the Technomancer store their tools as well as any spare parts they might need. One corner is stuffed with various, rapidly decaying pieces of human and inhuman corpses, raw fodder and spare parts for the factory machines, as well as books, magazines and other bits of accumulated lore waiting to be fed to the Necrochamber's slowly growing Brainpool. Occasionally (25% chance), a Centurion can be found in here, snacking on some of the less-rancid bits of flesh.

2 TEKRON'S CHAMBER. This is one of the three identical, personal chambers prepared for the Citadel's Tekrons. The owner of this one has a great deal of interest in intestines. Yards and yards of the stuff are stretched all over the place, forming disgusting webs of incredibly tough, dried guts. Some of these are fresher, and the stench from them can be overpowering.



Any PC entering the room has a 25% chance of becoming entangled in the stuff hanging from the ceiling and walls. It takes 1d20 combat rounds for an unaided PC to work free. Halve that time if the PC receives help from someone else. Halve that time again if one of the people working on the grotesque entanglement is using a blade of some type.

There is only a 10% chance that the Tekron is here.

3 TEKRON'S CHAMBER. This is one of the three identical, personal chambers prepared for the Citadel's all-important Tekrons. The owner of this one has a real passion for limbs. Disembodied arms and legs and other appendages, some from things definitely not human, jut from the western wall. When a PC gets close enough to the wall, the limbs spring to life and attack.

The PC in question takes 1d10 unarmed melee attacks (CS 12). Roll each of them one at a time. If two of them hit in a row, the PC has been grabbed by an arm or tentacle and will automatically be hit again the next round. Otherwise, the PC can simply fall back and walk away.

To get free, the PC (or anyone else) must deliver a critical wound to the appendage(s) that has him or her. The limbs are unarmored.

There is only a 10% chance that the Tekron is here.

4 TEKRON'S CHAMBER. This is one of the three identical, personal chambers prepared for the Citadel's all-important Tekrons. The owner of this one has a fondness for teeth. Jaws of all sorts hang from the walls and ceilings and are carved in grotesque relief in the room's stone walls. When a PC walks into the center of the room, dozens of jaws hanging from the ceiling drop down on the hapless character, snapping as they go.

The PC takes 1d10 bite attacks from the falling dentures (CS 12). While these will likely not injure a well-armored character, the noise that they make is horrible, chattering in mid-air and shattering on the cold, stone floor, teeth busting out of their jaws and shooting off in all directions.

There is only a 10% chance that the Tekron is here.

5 THE HARNESS. Dangling over the Symmetrical Furnaces is a Symmetry-enforced steel harness suitable for holding a large man. Amid a forest of hooked chains and counterweights, this harness is used to lower candidates for Transfiguration into the Symmetrical Furnaces.

As with the rest of the room, the railing here is only waist high. Fighting atop the catwalk can be dangerous, as there is always the risk of being knocked off to the floor six meters below or, worse yet, into the burning Symmetrical Furnace. PCs that

fall into the Furnaces die horrible agonizing deaths, their souls ripped from them as they plummet to feed the Furnaces' insatiable appetite.

6 PREPARATION CHAMBERS. Here, the Tekrons prepare raw fodder (usually in the form of worthy Heretics) for exposure to the Symmetrical Furnaces. While this is sometimes done for Transfigurations, it can also be used to prepare a Heretic for a particularly invasive Bio-Technological Gift. There is a 20% chance of finding a Tekron here with a unconscious patient at any given time.

7 WASTE CHUTE. This chute is the method by which the level's residents dispose of their waste. This often includes larger things, like unsuccessful attempts at creating new creatures in the Life Vats, as well as daily detritus. This is, in fact, the top of the waste chute. It goes upward no farther.

8 TECHNOMANCER'S CHAMBERS. This is the private chamber of the Citadel's lone Tekron-in-training: the Technomancer. This deviant was one of the leaders of the cell of Heretics that called Baalzacht's Black Ship down, and so she holds a position of prominence in the Citadel. However, she has not been around long enough to establish her identity as a twisted creature of the Darkness. As such, there are no horrible surprises waiting for the PCs in this room, other than, perhaps, the Technomancer herself. As she is still nominally human, there is a 25% chance of her being here.

LEVEL 5

This is the main level of the Citadel. At ground level, it is from here that Baalzacht's hordes rampage forth when called to battle. Many of the creatures housed here simply cannot fit on the other levels, at least not in this mini-Citadel, still in its foul infancy.

This part of the Citadel is designed to impress. The bulk of the level comprises a large, open central chamber, the ceiling of which extends right through the catwalks crisscrossing the upper levels until it terminates in the center of the Nepharite's Sanctum in the Citadel's ragged spire. Flying buttresses and arches soar up into the heavens, often seeming to lend support to absolutely nothing at all.

The center of the main chamber is dominated by four things: a spiral staircase leading up to Baalzacht's Antechambers, a wide main staircase leading up to the Legionnaires' barracks and an open pit directly over the heart of the Symmetric Furnaces. It is from this hole that the unholy light that illuminates the entire chamber comes, reaching all the way up to the top of the Sanctum, 24 meters above. The last bit is the Black Gate.



1 EZOGHOULS' CHAMBER. Being too large to easily navigate the upper levels, the Ezoghouls are housed here. As the PCs enter the room, they'll find an open area in which are stored mysterious devices that speak of the Ezoghouls' home dimension. Among all this are several spare Illitachks.

The entire room is filled with the noxious chemicals that the creatures prefer to breathe. This stuff is poisonous to humans, and unless the PCs make a Normal PHY roll, they will become violently ill (and be unable to anything but move—and that at only half the normal rate) for 1d10 combat rounds.

Unless the alarm has been raised, the three Ezoghouls that live here will be in their stalls in the back of the room. (The empty stall is for the new Ezoghoul on Level 3.) They are not wearing their Illitachks. Smart PCs will grab the devices and throw them into the Symmetric Furnaces, effectively trapping the Ezoghouls in their quarters.

2 PRETORIAN STALKERS' CHAMBER. This is the home of a twinned pair of Pretorian Stalkers. There is a 20% chance that they will be here, meditating. Otherwise, they are likely up in Baalzacht's Antechambers, acting as his personal bodyguard.

This room is entirely bare except for a barrel of lubricant and a set of odd-looking tools scattered about a workbench. As mostly machines, they retire here for only a short period each day to let their brains engage in arcane and inspiring nightmares and to perform routine maintenance on each other.

3 BIO-GIANT'S CHAMBER. Housed inside this chamber is a Bio-Giant. Due to the fact that the Citadel is still so tiny, though, the Bio-Giant is hampered by the fact that it cannot move freely about the place. In fact, it can only exit its chambers by squeezing through the door on its hands and knees. From there, it can easily make its way to the front door and on to the battlefield. Inside the Citadel, though, it's another story.

While in the Citadel, the Bio-Giant cannot stand up unless he crawls into the open area to the north of the Gate. Even then, he barely has enough room to turn around. He can only turn 90° every combat round. Also, he hasn't got enough room to use a weapon. Still, his hands are powerful enough.

4 THE GATE. This is the object of the PCs' mission. It is an arch of ebon stone seeming to rise directly from the Citadel's floor. Mad sigils scar its surface, blazing evil with every flicker of the Symmetric Furnaces directly to the south. Strange, agonized faces swim beneath the stone's pocked surface, surfacing only long enough to emit a silent scream before fading away once again.

The Black Gate cannot be destroyed by flamethrowers or small weapons fire. Only grenades or explosives will have any affect. The Gate has an AV of 10, and it requires 20 points of damage to fell it. It's likely that at least one of the PCs will have been given a set of explosives and a radio trigger that will be able to do the trick.

5 DARK GOLEMS' CHAMBER. This chamber houses three Golems of Darkness. The chamber is entirely bare, as these androids have no personal needs. Any repairs that their automated systems cannot handle are cared for by the Tekrons in the Necrochambers. Unless the alarm has been sounded, the Dark Golems will be here when the PCs arrive, lying absolutely still with eyes open on steel slabs inlaid on the floor.

6 IMMACULATE FURY'S CHAMBER. This is the home of a single Immaculate Fury. The room's walls are canted at insane angles, and fresh blood streams down out of twisted gargoyles stabbing out of each wall. If the alarm has not been raised, the Fury is lying imbedded in its Necropod—an organic, egglike device that encases the creature in its entirety, providing it with a less hostile environment in which to rest. There are blood pools around the Necropod, which is feeding on them. A distinctive suckling sound permeates the air, along with the coppery scent of the red fluid.

7 OPEN PIT. This open pit in the center of the main chamber has no railing and looks down over the Symmetric Furnaces. Looking over the edge and into the fiery darkness below has no effect on the observer. The heart of the Furnace is too far away. Still, there is always the danger of falling into the pit—or being pushed.

LEVEL 6

This is the barracks level where the vast bulk of Baalzacht's forces are kept. The barracks line the outer walls and are in turn lined by a railed balcony looking out over the main chamber of Level 5. Railless catwalks stab across the broad, open space, and a spiral staircase from the main floor continues on upward to the Nepharite's Antechambers.

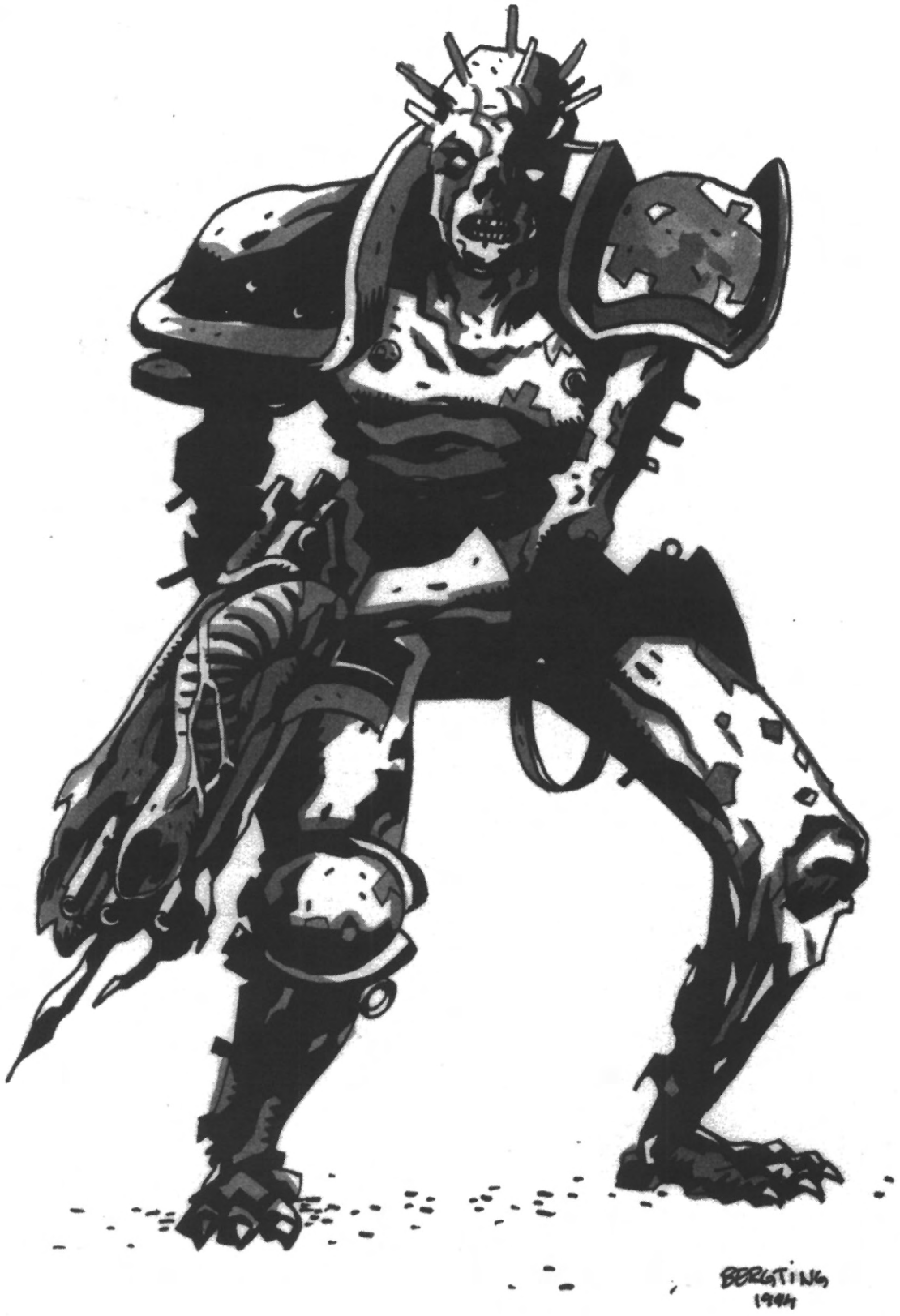
The main way down to the ground level is via the grand staircase off the eastern balcony. It is designed so that the Centurions and Necromutants leave first, followed by the Undead Legionnaires, with the Destroyers bringing up the rear. This level is usually abuzz with activity, as Baalzacht is constantly ordering these lesser creatures about the place on numerous errands, the implications of which only he can comprehend. There is a good chance that if the PCs are in the main chamber on Level 5, they will be spotted by some creature on this level.

1 BARRACKS FOR UNDEAD LEGIONNAIRES. This is where the infantry of Baalzacht's unholy horde stay when they are not actively out pursuing their lord's needs elsewhere. In all, there are 40 Undead Legionnaires in the Citadel, but only about 30 of them are ever in their barracks at once. The others are usually out on missions of some import for the Nepharite. While in their barracks, the Legionnaires occupy themselves with staring at each other, awaiting orders. They will become very uneasy if they spot non-Dark Legion intruders, but they won't automatically attack, not even in self-defense, unless there's a Necromutant or Centurion to command them. Their uneasiness results in there being a 40% chance every round that 1d10 Legionnaires will open fire against the intruders. After the attack, the Legionnaires will resume staring again.

This is a long room, entirely unfurnished. Bas relief sculptures of Algeroth and Baalzacht marching to victory over a cowardly Cardinal and his routing Inquisitorial forces line the walls. Other scenes show incomprehensible battles pitting Undead Legionnaires against horrid, filth-vomiting alien creatures from unknown, distant galaxies. Still others are even more bizarre.

The floor of the room is littered with spare weapons rescued from the battlefield. Mixed in among the Dark Legion weapons are unwarped corporate weapons of all sorts. Most of them are useless, but if the PCs search, there's a 10% chance every round that they discover a useful weapon. There are 2 Chargers, a Southpaw, a Nimrod autocannon, 5 Punisher Shortswords, one Kensai LMG and 2 M50 ARs that are still functional. And since the Legion weapons are often just twisted versions of corporate ones, there is plenty of ammo lying around. Anyone that's running low should stock up now.

2 BALCONY. This balcony skirts the outside of the main chamber. The main stairs down are to the east, but the only easy way up is via the spiral staircase in the center of the chamber. Hooked chains dangle from the waist-high balcony, terminating two and a half meters above the main



floor. These provide an even quicker means of traversing the levels.

When Baalzacht wishes to speak to his troops, they arrange themselves on the balcony, the catwalks and the floor of the main chamber below (Level 5). At such times, he can draw on their collective Dark Symmetrical powers to join with his in unholy ceremonies such as the one to open the Black Gate.

3 BARRACKS FOR DESTROYERS. This is where the four Destroyers are housed. The room is best described as spartan. It looks similar to

the other barracks, except that this room contains chairs and black stone slabs for its occupants. There is a 75% chance the Destroyers will be here. Otherwise, they are likely training with the Dark Huntsman (see Level 2, #7).

4 BARRACKS FOR CENTURIONS. This is the home of the five Centurions that lead much of Baalzacht's army. They are almost always off catering to the Nepharite's whims. They have plenty of room in this place, almost too much. It constantly reminds them of the fact that they are so few.

The room looks a lot like the other barracks but has large, stone altars atop which the Centurions sleep. Many of these altars bear stains of some sort that imply that they have other, less innocuous purposes as well.

5 BARRACKS FOR NECROMUTANTS. Baalzacht's ten Necromutants stay here when they are not carrying out their master's orders. Most of the time, only seven of them are here.

The room is identical in nature to the other barracks. Instead of beds, though, the Necromutants rest on large sacs of some sort of red, gelatinous substance resembling jellied blood. These sacs seem to grow from the walls, and when the Symmetric Furnaces are fired up, they pulsate and glow from within.

6 CATWALKS OVER AREA. Unrailed catwalks pierce the air above the main chamber, providing a means of traversing the area without using the balcony. From the square marked with the number, victims can be ceremoniously hurled into the Symmetric Furnaces far below.

LEVEL 7

This level houses the Nepharite and his chambers, as well as the ceremonial Antechambers. It is similar in construction to Levels 5 and 6, except for the numerous balconies it has which look out on to the Citadel's outer defenses.

1 NEPHARITE'S CHAMBERS. This is Baalzacht's base of operations. In the west wall stands a dark throne upon an ebon dais. The throne is made of living stone. It is warm to the touch, and it automatically conforms itself to the dimensions of whoever (or whatever) is sitting in it, making itself as comfortable yet imposing as possible. If damaged, it will bleed, and it will even form a number of mouths with which to scream. If the person that caused the damage is sitting in the throne, the mouths will begin to bite at the attacker, even as the throne moves to encase the person in a ball of stone.

The throne has an AV of 8, and it takes 14 points of damage to destroy. Of course, if someone is inside a balled throne, that person will take any left over damage from any attack that gets through.

Baalzacht is almost always here, in the Antechamber or the Sanctum (Level 8). The only thing that could draw him away would be a threat to the Black Gate. In such a case, he will immediately make his way to Level 5 to lead the Gate's defense.

Centurions and Tekrons are constantly coming and going from this room, bearing results of their efforts and new orders from their master. Other creatures shamble in and out as Baalzacht desires. It is impossible to fathom his reasoning in this or nearly any other matter.

The Nepharite's chambers are different from most of the Citadel in that portions of them are open to the air. On days when the sun actually manages to break through the haze over the Citadel, the light shines through the cracks in the roof to fall here and there throughout the chambers and even down to the floor of Level 5.

The walls of the chamber are gray and cold. The stone, however, glistens, apparently with sweat, as a good nose may be able to discern. Some parts actually exude white and puffy lard harvested from the corpses of the slain, which Baalzacht enjoys swallowing down in large handfuls. A fountain in the center of the room spews acidic bile into the air, and it is with this that the Nepharite usually washes down his fatty meals.

2 ANTECHAMBER. This is the private apartment of the Nepharite. Against the north wall is a gigantic sarcophagus in which Baalzacht rests. As of yet, the place is fairly bare. Baalzacht has not yet had the time to decorate his quarters to his taste. Still, he has made a few personal touches.

The floors are made slick by some sort of smelly oil that seeps up through its surface. Anyone trying to cross the floor must make a Normal COR roll each round or fall down. Baalzacht ignores this, as the talons on his feet afford him easy purchase.

A hole in the ceiling, six meters above the floor, offers the only means of entering Level 8. Long, greasy chains hang down from the opening. Climbing these requires a Very Hard COR roll. Again, Baalzacht is able to ignore this effect.

Heavy weapons of all sorts hang from the mouths of gargoyles slashed into the walls. These mouths are shut and will open only for Baalzacht. It is impossible for others to pry them open. An attack that does 5 points of damage versus an AV of 8 will break the teeth, but there's a 50% chance that such an attack will break the weapon as well.

Baalzacht's favorite technique when dealing with attackers in his Antechamber is to use a Gehenna Puker to ignite the oil on the floor and chains. As he is immune to the fire, he can laugh off its effects while his foes scramble for cover, beating out the flames in their hair and clothes.

3 FRONT BALCONY. This large balcony is situated in the mouth of a great bust of screaming Baalzacht's head. From here, Baalzacht can see to the edges of the Citadel's outer defenses, but he is still protected by the giant carving from the bombs that hail down regularly.

Baalzacht likes to stand on the interior balcony overlooking the main chamber, directly opposite this

outer balcony. From there, he can address his assembled troops. Then, it's just a short walk to the outer balcony where he can watch his Legionnaires stream forth.

4 CATWALKS. These unrailed catwalks are similar to the ones on the other levels. From here, you can reach the spiral staircase which is the only easy way down from this level. Some of the open areas look down on to Level 6, while others go all the way down to Level 5. From the spot marked with the number, you can actually see into the Symmetric Furnaces.

5 OUTER BALCONIES. These three balconies are simple affairs designed to give Baalzacht a full view of the land around his Citadel in all directions. Each of them is integrated into a grotesque, carved mural of some sort, out of which the balcony projects.

LEVEL 8

1 SANCTUM. The Sanctum is an arched-roofed chamber, the ceiling of which is pierced by dozens of holes that let in the sunlight fouled by the pollution the Citadel puts off. This is where Baalzacht has been spending his time lately, making arrangements for the resources to be funneled through the Black Gate.

While most Sanctums are centers of constant activity, this one is almost always empty. The only way to enter it is via the chains hanging down from the hole in the Sanctum's floor. Baalzacht is loathe to let others into the Sanctum while it is unfinished. His most trusted Centurions are allowed to come and go as they please, but all others must beg for permission or be instantly slain. Being thwarted has put Baalzacht in a petulant mood.

2 THE BRIDGE. The center of this structure, which is composed of railless catwalks arranged in a gigantic symbol of Algeroth, lies directly over the Symmetric Furnaces. For large ceremonies, the Nepharite can actually draw the furnace's flames right up to engulf this area. This is something he plans to do when he casts the special spell to open the Black Gate, but as this is an exhausting power, he will not use this ability while the PCs are in the Citadel unless pressed for his life.

If Baalzacht does call up the fires of the Symmetric Furnace, treat it as if everyone on the catwalks (and in the path of the pyre on the lower levels) is attacked by a Gehenna Puker. Performing this feat costs 10 points of MST per round, so Baalzacht can only keep it up for so long, and afterward, he will be exhausted.

Facing the crossed bridge stands a life-sized statue of Algeroth. It is flanked by two shallow lava pits and illuminated by great, flickering jets of flame on all four sides. A brooding atmosphere of malevolent evil fills the air. From niches all around the walls, large, half-finished statues of Baalzacht engaged in a variety of evil acts glare down into the chamber.

RANDOM ENCOUNTERS

Wandering around Baalzacht's Citadel, the PCs are bound to stumble into all sorts of things. After every combat round, roll on the table for the level the PCs are on to check whether or not they have had a random encounter. If the characters are on more than one level at a time or are wandering about in distinctly separate groups, they should make separate checks. (You can simplify the die-rolling by rolling once per minute instead of once per CR; in that case, multiply the «Chance of an Encounter» by fine.)

If a random encounter occurs, roll on that level's Random Encounter Table. The result tells you what sort of creatures are encountered. Place them just around the nearest corner from the PCs, just out of their line of sight. The next combat round, these new foes can attack.

While the PCs are battling creatures (whether from a random encounter or not), do not roll for random encounters. Remember, though, that nearby creatures may hear the commotion and come to check things out.

If a creature is randomly encountered, remove it from its normal location (if there are several possibilities, choose one at random). Randomly encountered Legionnaires have to come from somewhere after all! Conversely, if all of the type of creature encountered have already been killed, then no encounter occurs.

RANDOM ENCOUNTER TABLE LEVEL 1

Chance of an encounter: 1 in 20.

1D20	ENCOUNTER
1-5	3 Kadavers
6-11	1 Necromutant
12-18	1 Centurion
19-20	1 Razide

RANDOM ENCOUNTER TABLE LEVEL 2

Chance of an encounter: 1 in 20.

1D20	ENCOUNTER
1-2	1 Karnophage (on the loose)
3-4	1 Human Prisoner (on the loose and scared)
5-10	3 Initiates
11-12	2 Destroyers
13-14	1 Eaonian Justifier
15	1 Centurion
16	1 Necromutant
17-20	1 Brass Apocalypt

RANDOM ENCOUNTER TABLE LEVELS 3 AND 4

Chance of an encounter: 3 in 20.

1D20	ENCOUNTER
1-4	1 Tekron
5-8	1 Brass Apocalypt
9-12	4 Undead Legionnaires and 1 Centurion
13-14	1 Centurion
15-16	1 Necromutant
17-18	1 Technomancer
19-20	1 Golem of Darkness

RANDOM ENCOUNTER TABLE LEVEL 5

Chance of an encounter: 3 in 20.

1D20	ENCOUNTER
1-2	1 Ezoghoul
3-4	2 Pretorian Stalkers
5-6	1 Centurion
7-8	2 Necromutants
9-12	5 Undead Legionnaires and 1 Necromutant
13-14	1 Immaculate Fury
15-16	1 Golem of Darkness
17	1 Brass Apocalypt
18	1 Tekron
19-20	2 Destroyers

RANDOM ENCOUNTER TABLE LEVEL 6

Chance of an encounter: 2 in 20.

1D20	ENCOUNTER
1-5	6 Undead Legionnaires
6-10	2 Necromutants
11	1 Brass Apocalypt
12	1 Pretorian Stalker
13	1 Tekron
14-19	1 Centurion
20	3 Destroyers



RANDOM ENCOUNTER TABLE LEVEL 7

Chance of an encounter: 4 in 20.

1D20	ENCOUNTER
1-4	3 Necromutants
5-8	2 Centurions
9-12	6 Undead Legionnaires and 1 Necromutant
13-14	1 Tekron
15	1 Immaculate Fury
16	1 Eaonian Justifier
17	1 Golem of Darkness
18-20	1 Pretorian Stalker

RANDOM ENCOUNTER TABLE LEVEL 8

Chance of an encounter: 3 in 20.

1D20	ENCOUNTER
1-5	2 Centurions
6-10	3 Necromutants
10-15	1 Tekron and 1 Brass Apocalypt
16-20	1 Destroyer

NPC STATS

Full *Mutant Chronicles RPG* statistics for all of the residents of the Citadel are given below, along with all the necessary information for playing this scenario using *Fury of the Clansmen* rules.

BAALZACHT

Baalzacht is a Nepharite who has been granted the honor of founding his own Citadel. He stands nearly nine feet tall and weighs in at over half a ton. He is grotesquely fat, even out to the tips of his horns, with pasty white skin covered with arcane sigils tattooed haphazardly across his bulk. He is always sweating, and even getting out of his throne often seems to be more of an effort to him than it's worth.

Still, he is a silver-tongued devil, as is evinced by the fact that he has managed to convince his superiors to put so much faith in him. He will do anything he has to do to make sure that they never doubt their decision. Despite his weight, he is formidable in combat, and he is to be feared as much as any Nepharite.

STATISTICS:

STR	41
INT	22
COR	17
PHY	23
MST	25
PER	32

MOVEMENT: 5/325
OB: +5
ACT/CR: 5
AVOID/PARRY: 9

	BPs	Armor (AV)
Head	4	None (4)
Arm	8	None (4)
Stomach	8	Plate (9)
Leg	9	Plate (9)
Chest	9	Plate (9)

ATTACKS: Nazgaroth with Chainbayonet.
FIELDS OF EXPERTISE: Combat 25, Firearms 25, Communication 19, Movement 21, Technical 25.
BIO-TECHNOLOGICAL GIFTS: Clone Body (x3), Immunity to Aging, Self-Repair, Pain Control, Sleepless, Threat Perception, Augmented Structural Awareness, Sixth Sense, Night Vision.
DARK GIFTS: Teleport, Necrovisual Link, Portal of Dark Healing, Portal of the Great Conqueror, Portal of Dread, Dimensional Warp, Flow of Asymmetry, Invoke Frenzy, Invoke Loyalty, Distort Foe.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
3 Red	4 Black, 1 Red	4 Black	Dark Gifts, Leadership (1 Command)

Baalzacht is a squad unto himself, or he can act as the head of a squad of Undead Legionnaires. He has five actions per turn and may make five steps per move action. He may issue a Command every time his initiative counter is picked. A Command can be issued to any miniature within six inches, it and works exactly like an extra action from a Leadership roll. If issued to a figure with Leadership, the figure may make a Leadership roll. No figure can be given more than one Command per turn. Figures that can make Commands can also receive Commands, but they cannot use the extra action to issue a Command. Baalzacht can issue the Command to himself and simply take the extra action. For how Dark Gifts work in *Fury of the Clansmen,* see below. Baalzacht also counts as an extremely large creature (see «Additional Rules for *Fury of the Clansmen*» below).

TEKRONS

STATISTICS:
STR 15
INT 30
COR 17
PHY 14
MST 21
PER 13
MOVEMENT: 3/225
OB: +1

ACT/CR: 4

AVOID/PARRY: 4

	BPs	Armor (AV)
Head	4	Metal (6)
Arm	7	Flesh (2)
Stomach	7	Flesh (2)
Leg	8	Flesh (2)
Chest	8	Metal (8)

ATTACKS: Kratach.
FIELDS OF EXPERTISE: Combat 12, Firearms 12, Communication 12, Movement 12, Technical 18.
BIO-TECHNOLOGICAL GIFTS: Immunity to Aging, Neural Conduit (necrotechnological), Poison Secretion (Euphoric), Control Implant, Teleport, Immunity to Poison, Brain Enhancement (x2), Sleepless.
DARK GIFTS: Portal of Undeath, Invoke Pain, Summon (Tools), Imprison, Distort Mind, Distort Foe, Distort Object.
SPECIAL ABILITIES: A Tekron can understand the use of any machine simply by handling it and then rolling under his or her INT.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
2 Red, 1 White	3 Red	3 Red	Dark Gifts

A Tekron squad consists of up to three Tekrons. A Tekron has four actions per turn and can move up to four steps per move action. A Tekron cannot receive extra actions from Leadership rolls, but it can accept Commands. For more about how Dark Gifts work in *Fury of the Clansmen*, see below.

THE TECHNOMANCER

STATISTICS:
STR 11
INT 19
COR 11
PHY 13
MST 34
PER 17
MOVEMENT: 3/225
OB: +1

ACT/CR: 3

AVOID/PARRY: 6

	BPs	Armor (AV)
Head	3	None (0)
Arm	6	Plate (10)
Stomach	6	Plate (10)
Leg	7	Plate (10)
Chest	7	Plate (10)

ATTACKS: Belzarach with Bio-scope and Compensator.
FIELDS OF EXPERTISE: Combat 12+, Firearms 12+, Communication 13, Movement 13, Technical 16.
BIO-TECHNOLOGICAL GIFTS: Immunity to Aging, Neural Conduit (necrotechnological), Poison Secretion (Euphoric), Control Implant, Teleport, Immunity to Poison, Brain Enhancement (x2), Sleepless.
DARK GIFTS: Portal of Undeath, Invoke Pain, Summon (Tools), Imprison, Distort Mind, Distort Foe, Distort Object.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
2 Red, 1 White	2 Red	1 Black, 2 Red	Dark Gifts

A Technomancer squad consists up to three Technomancers. A Technomancer has three actions per turn and can move up to four steps per move action. A Technomancer cannot receive extra actions from Leadership rolls, but it can accept Commands. For more about how Dark Gifts work in *Fury of the Clansmen*, see below.

DESTROYER

STATISTICS:

STR	13
INT	11
COR	13
PHY	11
MST	30
PER	14

MOVEMENT: 3/225
OB: +1

ACT/CR: 3

AVOID/PARRY: 6

	BPs	Armor (AV)
Head	3	Mask (7)
Arm	6	Plate (11)
Stomach	6	Plate (11)
Leg	7	Plate (11)
Chest	7	Plate (11)

ATTACKS: Belzarach with Bio-Scope and Compensator.
FIELDS OF EXPERTISE: Combat 15, Firearms 15, Communication 13, Movement 13, Technical 11.
BIO-TECHNOLOGICAL GIFTS: Night Vision, Sixth Sense, Threat Perception, Blood Hound, Subdermal Armor.
DARK GIFTS: Distort Foe, Distort Self, Invoke Frenzy, Portal of Dark Healing, Dark Gateway.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
2 Red, 2 White	1 Red, 1 White	1 Black, 2 Red	Dark Gifts

A Destroyer squad consists of up to five Destroyers. A Destroyer has three actions per turn and can move up to four steps per move action. A Destroyer cannot receive extra actions from Leadership rolls, but it can accept Commands. For more about how Dark Gifts work in *Fury of the Clansmen*, see below.



INITIATES

STATISTICS:
STR 11
INT 11
COR 11
PHY 11
MST 11
PER 12
MOVEMENT: 3/225
OB: +1

ACT/CR: 3

AVOID/PARRY: 6

	BPs	Armor (AV)
Head	4	Mask (4)
Arm	7	Light (3)
Stomach	7	Light (3)
Leg	8	Light (3)
Chest	8	Light (3)

ATTACKS: Kratach.
FIELDS OF EXPERTISE: Combat 13, Firearms 13, Communication 12, Movement 10, Technical 11.
BIO-TECHNOLOGICAL GIFTS: Regeneration, Night Vision, Bone Reinforcement, Pain Control.
DARK GIFTS: Portal of Dark Healing, Warp of the Jesters, Invoke Pain, Distort Self.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
1 Black	2 Red	1 Black, 2 Red	Dark Gifts

An Initiate squad consists of up to six Initiates. Each Initiate has three actions per turn and can move up to four steps per move action. An Initiate cannot receive extra actions from Leadership rolls, but it can accept Commands. For more about how Dark Gifts work in *Fury of the Clansmen*, see below.

CENTURIONS

STATISTICS:
STR 18
INT 14
COR 15
PHY 18
MST 9
PER 20
MOVEMENT: 3/225
OB: +2

ACT/CR: 3

AVOID/PARRY: 7

	BPs	Armor (AV)
Head	3	None (1)
Arm	6	Light (4)
Stomach	6	Light (4)
Leg	7	Light (4)
Chest	7	Light (4)

ATTACKS: Voriche and Skalak.
FIELDS OF EXPERTISE: Combat 10, Firearms 14, Communication 12, Movement 9, Technical 9.
BIO-TECHNOLOGICAL GIFTS: Nightvision, Armored Skin.
DARK GIFTS: Resist Pain, Invoke Frenzy.
SPECIAL ABILITIES: Centurions are immune to Degeneration.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
3 Red	3 Red	3 Red	Leadership (3 White), Dark Gifts

A Centurion can act alone as a squad or as the leader of a squad of up to three Necromutants or six Undead Legionnaires. It has three actions per turn and can move up to four steps per move action. A Centurion can receive extra actions from its own Leadership rolls, and it can accept Commands. For more about how Dark Gifts work in *Fury of the Clansmen*, see below.

NECROMUTANTS

STATISTICS:		ACT/CR: 3		
STR	10	AVOID/PARRY: 6		
INT	9			
COR	14		BPs	Armor (AV)
PHY	15	Head	3	None (1)
MST	10	Arm	6	Light (4)
PER	21	Stomach	6	Plate (7)
MOVEMENT: 3/225		Leg	7	Light (4)
OB: +2		Chest	7	Plate (7)

ATTACKS: Belzarach with Sectioner.
FIELDS OF EXPERTISE: Combat 13, Firearms 12, Communication 9, Movement 6, Technical 7.
BIO-TECHNOLOGICAL GIFTS: Nightvision.
DARK GIFTS: Resist Pain.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
2 Red	3 White	2 Red	Sectioner Charge

Necromutants are found in squads of up to three, sometimes led by a Centurion or a Nepharite. They can also lead squads of up to six Undead Legionnaires. A Necromutant has three actions per turn and can move up to four steps per move action. It can receive extra actions from Leadership rolls, and it can accept Commands.



UNDEAD LEGIONNAIRE

STATISTICS:		ACT/CR: 3		
STR	16	AVOID/PARRY: 4		
INT	3			
COR	11		BPs	Armor (AV)
PHY	12	Head	3	Helmet (6)
MST	4	Arm	5	None (1)
PER	4	Stomach	5	Light (3)
MOVEMENT: 3/225		Leg	6	Light (3)
OB: +1		Chest	7	Light (3)

ATTACKS: Kratach and Skalak.
FIELDS OF EXPERTISE: Combat 9, Firearms 10, Communication 3, Movement 5, Technical 2.
BIO-TECHNOLOGICAL GIFTS: Nightvision.
DARK GIFTS: None.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
1 Black	1 Red, 1 White	2 Red, 1 White	None

Undead Legionnaires can only be found in squads of up to six led by a Nepharite, Centurion, Necromutant, or other miniature with a Leadership or Command Special Ability. An Undead Legionnaire has three actions per turn and can move up to three steps per move action. It can receive extra actions from Leadership rolls, and it can accept Commands.

Undead Legionnaires must have THEIR OWN squad commander within 4 squares at the beginning of their move. If this is not so, the Legionnaire cannot take any actions that turn.

EZOGHOULS

STATISTICS:

STR	34
INT	15
COR	22
PHY	29
MST	16
PER	24

MOVEMENT: 6/400
OB: +5

ACT/CR: 4

AVOID/PARRY: 8

	BPs	Armor (AV)
Head	4	None (4)
Arm	8	None (4)
Stomach	8	None (5)
Leg (x4)	9	None (4)
Chest	9	None (5)

ATTACKS: Belzarach with Chain Bayonet, kick (1d6).
FIELDS OF EXPERTISE: Combat 17, Firearms 16, Communication 17, Movement 20, Technical 14.
BIO-TECHNOLOGICAL GIFTS: Nightvision.
DARK GIFTS: Terror, Dark Fire.
SPECIAL ABILITIES: The Illitachk symbiote makes the Ezoghoul immune to poison gases. All of these can fly; movement rate is the same as on the ground.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
1 Black, 1 White	3 Black, 1 Red	2 Black, 1 Red	Fly, Immune to Gas, Dark Gifts

Ezoghouls act in squads of up to four. Each Ezoghoul has four actions per turn and can move up to six steps per move action. It cannot receive extra actions from Leadership rolls, but it can accept Commands. For more about how Dark Gifts work in *Fury of the Clansmen*, see below.

The Ezoghoul counts as an extremely large creature (see «Additional Rules for *Fury of the Clansmen*» below).

A flying creature is at one of three levels: ground, treetop or mid-air. At ground level, normal line of sight rules apply. At treetop level, treat the creature as if it's on a rubble pile for line of sight purposes. In mid-air, the creature can see every square on the board (and vice versa). Changing altitude costs one entire action. To enter a rubble square, you must be higher than ground level. To enter a boulder square, you must be in mid-air. Ezoghouls can only be close attacked while at ground level. Their weapons can only be reloaded while at ground level (or at treetop level atop a rubble pile).

RAZIDES

STATISTICS:

STR	45
INT	12
COR	11
PHY	31
MST	14
PER	26

MOVEMENT: 5/325
OB: +5

ACT/CR: 3

AVOID/PARRY: 5

	BPs	Armor (AV)
Head	4	None (5)
Arm	8	None (5)
Stomach	8	None (7)
Leg	9	None (5)
Chest	9	None (7)

ATTACKS: Nazgaroth with Sectioner.
FIELDS OF EXPERTISE: Combat 14, Firearms 16, Communication 10, Movement 7, Technical 15.
BIO-TECHNOLOGICAL GIFTS: None.
DARK GIFTS: Resist Pain.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
2 Red	3 Black, 1 Red	1 Black, 3 Red	Full Auto

Razides act alone. A Razide has three actions per turn and can move up to five steps per move action. It cannot receive extra actions from Leadership rolls, but it can accept Commands. The special ability Full Auto is identical to that of the Charger carrier in *Fury of the Clansmen*.

The Razide counts as an extremely large creature (see «Additional Rules for *Fury of the Clansmen*» below).

PRETORIAN STALKERS

STATISTICS:
STR 50
INT 9
COR 14
PHY 35
MST 10
PER 27
MOVEMENT: 5/325
OB: +6

ACT/CR: 3

AVOID/PARRY: 8

	BPs	Armor (AV)
Head	4	None (9)
Arm	8	None (7)
Stomach	8	None (7)
Leg	9	None (7)
Chest	9	None (7)

ATTACKS: Scythe of Semai, Carcass Launcher, Hindenburger Incinerator.
FIELDS OF EXPERTISE: Combat 18, Firearms 18, Communication 12, Movement 19, Technical 14.
BIO-TECHNOLOGICAL GIFTS: Pain Control, Self-Repair, Control Implant.
DARK GIFTS: None.
SPECIAL ABILITIES: Immune to fire and gases. Perfect night vision.



FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
1 Black, 1 Red	3 Black, 1 White	2 Black, 2 Red	Flamer, Dark Gifts

Pretorian Stalkers act in squads of up to two. They each have three actions per turn and can move up to six steps per move action. A Stalker cannot receive extra actions from Leadership rolls, but it can accept Commands.

The Hindenburger Incinerator is a flamer (see «Additional Rules for *Fury of the Clansmen*» below). When a Pretorian Stalker uses the Hindenburger Incinerator, it attacks with eight (8) Black dice.

Treat the Carcass Launcher ammo as Brainbusters. It has a minimum range of 10 squares, a max range of 200 squares and unlimited ammo. Blind attack accuracy rolls are made with five white dice.

The Pretorian Stalker counts as an extremely large creature (see «Additional Rules for *Fury of the Clansmen*» below).

DARK HUNTSMAN

STATISTICS:
STR 18
INT 14
COR 18
PHY 28
MST 18
PER 18
MOVEMENT: 7/500
OB: +5

ACT/CR: 5

AVOID/PARRY: 9

	BPs	Armor (AV)
Head	5	Mask (6)
Arm	9	Plate (10)
Stomach	9	Plate (10)
Leg	10	Plate (10)
Chest	10	Plate (10)

ATTACKS: Belzarach. Fist 1d6; Kick 1d6+1.
FIELDS OF EXPERTISE: Combat 16, Firearms 16, Communication 13, Movement 13, Technical 13.
BIO-TECHNOLOGICAL GIFTS: Necro-bionic Arms, Necro-bionic Legs, Necro-bionic Skeleton, Necro-bionic Restructuring, Necro-bionic Innards, Lung Implants, Night Vision, Pain Control. The effects of all these Gifts have been worked into the Dark Huntsman's Basic Capabilities.
DARK GIFTS: Invoke Loyalty, Portal of Dark Healing, Necrovisual Link, Dark Gateway.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
3 Red	3 Black 1 Red	1 Black 2 Red	Poser, Dark Gifts

Dark Huntsmen act alone. They each have five actions per turn and can move up to seven steps per move action. A Huntsman cannot receive extra actions from Leadership rolls, but it can accept Commands. For more about how Dark Gifts work in *Fury of the Clansmen*, see below.

The Huntsman poses as a normal, corporate human. To see through its charade, a «good» figure must roll two white dice and get one hit, otherwise it cannot fire. Once the Huntsman is damaged or attacks, no one needs to make this roll again.

Although the same size as a human, due to its unusual nature the Huntsman counts as an extremely large creature (see «Additional Rules for *Fury of the Clansmen*» below).

BIO-GIANT

STATISTICS:

STR	100
INT	4
COR	9
PHY	100
MST	10
PER	20

MOVEMENT: 9/700
OB: +11

ACT/CR: 3
AVOID/PARRY: No.

	BPs	Armor (AV)
Head	8	Plate Full Helmet (10)
Arm	14	None (0)
Stomach	14	Plate (10)
Leg	15	Plate (10)
Chest	15	Plate (10)

ATTACKS: Huge, clawed hands (1d10).
FIELDS OF EXPERTISE: Combat 10, Firearms 9, Communication 5, Movement 0, Technical 0.
BIO-TECHNOLOGICAL GIFTS: None.
DARK GIFTS: None.
SPECIAL ABILITIES: The sight of these creatures inspires fear. Everyone viewing one for the first time must roll beneath their MST or flee in terror for 1d6 minutes.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
3 White	5 Black	—	Inspire Fear

Bio-Giants act alone. They occupy four squares (in a square pattern). They each have three actions per turn and can move up to nine steps per move action (only four when crawling). Inside the Citadel, the Bio-Giant only gets two actions per turn due to the cramped spaces. A Bio-Giant cannot receive extra actions from Leadership rolls, but it can accept Commands.

When a figure sees a Bio-Giant for the first time, the sight inspires fear. All squads must get two hits on two White dice or spend their entire next turn moving as far away from the Bio-Giant as possible. Squads with a figure with Leadership can use the Leadership dice instead. This effect lasts only one turn. Figures with Command ability do not have to make this test.

The Bio-Giant counts as an extremely large creature (see «Additional Rules for *Fury of the Clansmen*» below).

KADAVERS

STATISTICS:

STR	25
INT	4
COR	7
PHY	25
MST	2
PER	10

MOVEMENT: 3/225
OB: +3

ACT/CR: 2

AVOID/PARRY: — (Kadavers never do either)

	BPs	Armor (AV)
Head	4	None (1)
Arm	7	None (0)
Stomach	7	None (0)
Leg	8	None (0)
Chest	8	None (0)

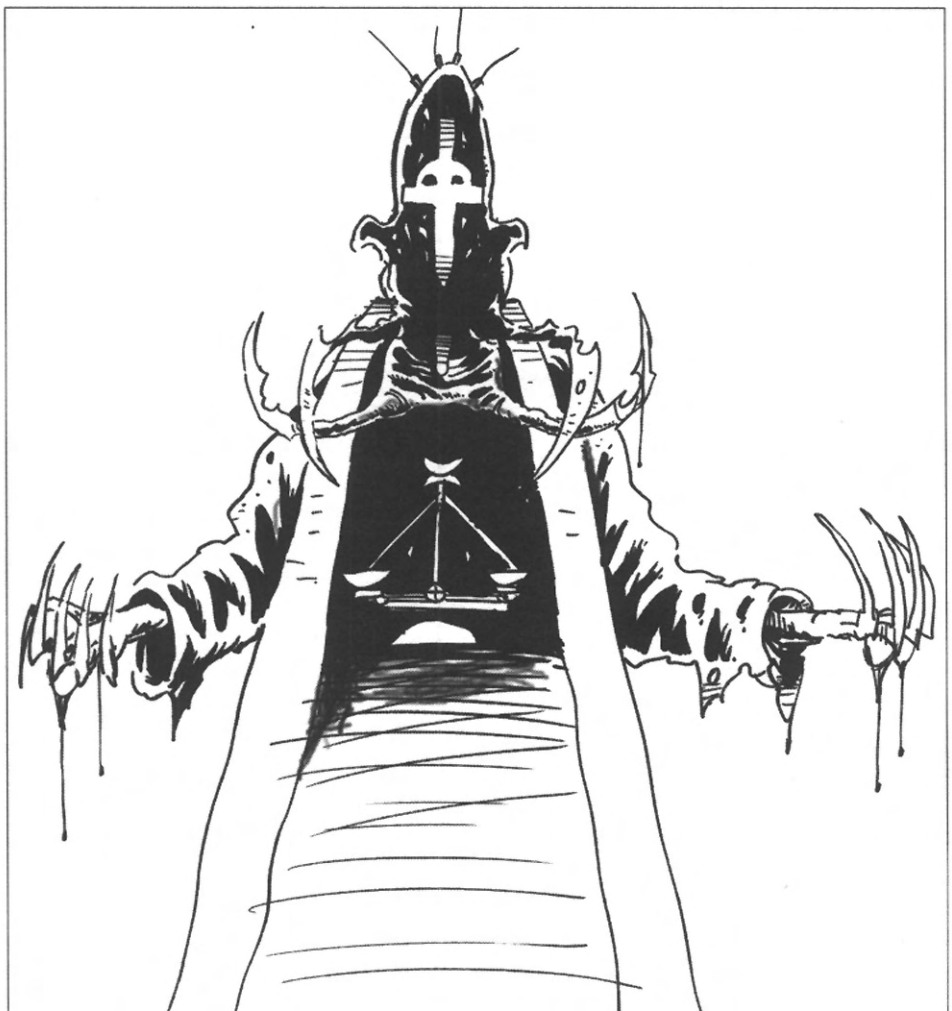
ATTACKS: Club.
FIELDS OF EXPERTISE: Combat 12, Firearms 0, Communication 0, Movement 0, Technical 0.
BIO-TECHNOLOGICAL GIFTS: Self-Repair, Sleepless, Immunity to Aging, Control Implant, Armored Skin.
DARK GIFTS: None.
SPECIAL ABILITIES: Kadavers feel no pain and will only stop fighting after a critical hit to the head.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
Spec.	1 Black 2 Red	–	Special armor

Kadavers act in squads of up to six. They each have two actions per turn and can move up to three steps per move action. A Kadaver cannot receive extra actions from Leadership rolls, but it can accept Commands.

Kadavers have a permanent armor of two hits, i. e., it takes three hits from a single attack to kill one.



KARNOPHAGE

STATISTICS:

STR	25
INT	4
COR	20
PHY	15
MST	15
PER	10

MOVEMENT: 4/275
OB: +2

ACT/CR: 3
AVOID/PARRY: —/12

	BPs	Armor (AV)
Head	3	None (0)
Arm	6	None (0)
Stomach	6	None (0)
Leg	7	None (0)
Chest	7	None (0)

ATTACKS: Claws (1d6).
FIELDS OF EXPERTISE: Combat 16, Firearms 0, Communication 0, Movement 15 (Stealth only), Technical 0.
BIO-TECHNOLOGICAL GIFTS: Self-Repair, Pheromone Enhancement, Reflex Enhancement, Removal of Stigmata (x3).
DARK GIFTS: None.
SPECIAL ABILITIES: Karnophages are in the last stages of the Black Hunger. Once they have killed, they must eat. They will fight only to defend their meal.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
1 White	3 Red	—	Poser

Karnophages act alone. They each have three actions per turn and can move up to four steps per move action. A Karnophage cannot receive extra actions from Leadership rolls, but it can accept Commands.

The Karnophage in this adventure is a special one in that it has no stigmata and is posing as an innocent. To see through its charade, a figure must roll two White dice and get at least one hit, otherwise it cannot fire. Once the Karnophage attacks, no one needs to make this roll again.

Once the Karnophage makes a kill, it must stop to eat. It automatically moves towards the victim and ends its move in the first adjacent square. It must spend any remaining actions and its entire next turn eating.

IMMACULATE FURY

STATISTICS:

STR	31
INT	12
COR	16
PHY	28
MST	19
PER	24

MOVEMENT: 5/325
OB: +4

ACT/CR: 4
AVOID/PARRY: 10

	BPs	Armor (AV)
Head	4	None (2)
Arm	8	Light (4)
Stomach	8	Light (4)
Leg	9	Light (4)
Chest	9	Light (4)

ATTACKS: Nazgaroth with Sectioner, Evaluator and Bioscope.
FIELDS OF EXPERTISE: Combat 10, Firearms 14, Communication 13, Movement 10, Technical 10
BIO-TECHNOLOGICAL GIFTS: None.
DARK GIFTS: None.
SPECIAL ABILITIES: The filter has an additional offensive function. By utilizing its enormous lung capacity and forcing air through the grill, the Fury can emit an ear-piercing shriek. This sound can have various effects. When heard from a distance, its eerie inhuman wail frightens and demoralizes any foe who can hear it. If they fail a Normal MST roll, they will turn and flee for 1d6 minutes. At a range of 5 to 30 meters, it is so loud and deafening that the unfortunate victim will be paralyzed and unable to act for 1d3 CR, unless he or she makes a Hard MST-roll. At a range of 5 meters or less, this great

howl can scramble the brain and burst the eardrums of its victims. Unless they make a Hard PHY roll, any listener within this range will take 1d3 damage to the head each CR. Armor does not protect against the mystic power of this shriek.

- The Furies have perfect night vision and a sense of hearing that enables them to hear a human's breathing at 300 m.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
1 Black 1 Red	3 Black	4 Red	Wail

Immaculate Furies act alone. They each have four actions per turn and can move up to five steps per move action. A Fury cannot receive extra actions from Leadership rolls, but it can accept Commands.

When a Fury wails, any squads on the same level must get at least one hit on two white dice or spend their entire next turn moving as far away from the Fury as possible. Squads with a figure with Leadership can use the Leadership dice instead. This effect lasts only one turn. Figures with Command ability do not have to make this test. Figures within five squares automatically take one hit. Figures within two squares take two hits. Armor rolls are made normally.

The Immaculate Fury counts as an extremely large creature (see «Additional Rules for *Fury of the Clansmen*» below).

EAONIAN JUSTIFIER

STATISTICS:

STR	15
INT	25
COR	18
PHY	15
MST	20
PER	10

MOVEMENT: 3/225
OB: +1

ACT/CR: 4

AVOID/PARRY: 8

	BPs	Armor (AV)
Head	4	None (4)
Arm	7	None (4)
Stomach	7	None (4)
Leg	8	None (4)
Chest	8	None (4)

ATTACKS: Claws (1d6+1 plus venom).
FIELDS OF EXPERTISE: Combat 14, Firearms 10, Communication 18, Movement 12, Technical 19 (Excruciation only).
BIO-TECHNOLOGICAL GIFTS: None.
DARK GIFTS: None.
SPECIAL ABILITIES: Eaonian Justifiers can manufacture many types of venom and caustic substances within their bodies and then inject them through their claws or mandibles. These toxins can be of up to DL 20. They include paralysis venom (which renders a victim incapable of movement yet still capable of feeling pain), caustic vitriol (which causes the most excruciating agony and blindness when applied to the eyes), various other forms of agonizing poisons, hallucinogenics and a tranquilizer which also soothes pain. Justifiers know that agony is best served in small doses and that a lull increases the fear of their victims.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
1 Black	1 Black 2 Red	—	None

Eaonian Justifiers act alone. They each have four actions per turn and can move up to four steps per move action. A Justifier cannot receive extra actions from Leadership rolls, but it can accept Commands.

GOLEMS OF DARKNESS

STATISTICS:

STR	40
INT	10
COR	30
PHY	40
MST	10
PER	10

MOVEMENT: 8/600
OB: +6

ACT/CR: 6

AVOID/PARRY: 15

	BPs	Armor (AV)
Head	5	None (6)
Arm	9	None (6)
Stomach	9	None (6)
Leg	10	None (6)
Chest	10	None (6)

ATTACKS: Belzarach.
FIELDS OF EXPERTISE: Combat 19, Firearms 19, Communication 4, Movement 4, Technical 4.
BIO-TECHNOLOGICAL GIFTS: Nightvision, Pain Control, Necro-bionic Skeleton, Necro-bionic Restructuring.
DARK GIFTS: None.
SPECIAL ABILITIES: The Golem can extrude spikes which do 1d6+OB damage.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
2 Black 1 Red	2 Black 1 Red	2 Black 1 Red	Spikes

Dark Golems act in squads of up to three. They each have six actions per turn and can move up to eight steps per move action. A Golem cannot receive extra actions from Leadership rolls, but it can accept Commands. When close attacking, a Golem can extrude spikes which do 2 extra Red dice of damage. The attack uses 2 actions. The Dark Golem counts as an extremely large creature (see «Additional Rules for *Fury of the Clansmen*» below).

BRASS APOCALYPTS

STATISTICS:

STR	45
INT	10
COR	30
PHY	55
MST	10
PER	18

MOVEMENT: 9/700
OB: +7

ACT/CR: 5

AVOID/PARRY: 14

	BPs	Armor (AV)
Head	7	None (7)
Arm	11/12	None (6)
Stomach	11	None (6)
Leg	12	None (7)
Chest	12	None (7)

ATTACKS: Kratach and Necro-Bionic Claw. Fist 1d6; Kick 1d6+1.
FIELDS OF EXPERTISE: Combat 19, Firearms 19, Communication 4, Movement 4, Technical 4.
BIO-TECHNOLOGICAL GIFTS: Necro-bionic Arms, Necro-bionic Legs, Necro-bionic Skeleton, Necro-bionic Restructuring, Necro-bionic Innards, Lung Implants, Night Vision, Pain Control. (The effects of all these Gifts have been worked into the Brass Apocalypt's Basic Capabilities.)
DARK GIFTS: None.
SPECIAL ABILITIES: Same gas resistance as the Immaculate Furies.

- The Apocalypts have perfect night vision and a sense of hearing that enables them to hear a human's breathing at 300 m.

FURY STATS

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
2 Black 1 White	3 Red 1 White	1 Black 2 Red	Immune to Gas

Brass Apocalypts act in squads of up to three. They each have five actions per turn and can move up to eight steps per move action. An Apocalypt cannot receive extra actions from Leadership rolls, but it can accept Commands. The Brass Apocalypt counts as an extremely large creature (see «Additional Rules for *Fury of the Clansmen*» below).



Additional Rules for Fury of the Clansmen

When playing the scenario with *Fury of the Clansmen* instead of *Mutant Chronicles* RPG rules, a few new rules are added because of the very special opponents that dwell inside the citadel. If any of the additional rules apply to a special creature or monster, it is listed in that creature's *Fury of the Clansmen* stats.

FLAMER

When using a flame-thrower in *Fury of the Clansmen* the attack dice are decreased by one «step» for each square between the attacker and the attacked. If the attack dice are three black and the distance is three squares, the attack uses three red dice. If the distance is five squares, it uses one red and two white. ALL targets in the direct line of fire are affected by the attack. Firing an Auto Fire Spread with a flame-thrower works as usual, but you cannot fire Auto Fire Bursts with a flame-thrower.

FIRE-PROOF ARMOR

If, when attacked with a flame-thrower, a figure is wearing fire-proof armor, it gets to roll its armor dice THREE times and add the results together.

EXTREMELY LARGE CREATURES

Some of the residents of the Citadel are huge, terrifying and extremely nasty. They don't back down for anything and can take hit after hit from conventional weaponry without seeming to notice it. In *Fury of Clansmen*, a creature that has more than 40 BPs (in its RPG stats) can take two hits instead of one. A creature with more than 60 BPs can take three hits, and for every ten BP above 60, it can take one additional hit. So a Bio-giant with 110 BPs can take a total of seven (7!!!) hits before it is destroyed and removed from play.

These hits do not need to be delivered by the same attack and can be accumulated over the course of the game. Use counters to keep track of the number of hit each extremely large figure has sustained.

DARK GIFTS IN FURY OF THE CLANSMEN

The following entries describe the effects of selected Dark Gifts in *Fury of the Clansmen*. The number listed in parentheses after each Dark Gift describes how many actions it requires to use that gift. Unless the Gift has a sudden, immediate effect (indicated by a ‹•›), it is in effect until the next time the user's initiative marker is picked (unless otherwise stated in the Gift description). NOTE: A figure may never use the same Gift twice in the same round.

Only figures that have «Dark Gifts» as a special ability may use them. In the listing of the RPG stats, it is stated which Gifts the creature may use.

Ambitious players should make up counters for these powers to represent where and when the Dark Gifts are being used.

DARK FIRE (1) • Treat this as if the user was firing a flamer (using three Black attack dice) (see «Additional Rules for *Fury of the Clansmen*» above).

DARK GATEWAY (1) This allows the user to create a dark gateway through walls less than one square thick (i.e., not most catacomb walls). The effect lasts for one game turn (if the invoker does not decide to close the gateway immediately, which uses up 1 action), and during that time, creatures and objects other than the invoker can move through the gateway.

DIMENSIONAL WARP (2) • Target is thrust into another dimension. While there, it cannot take any actions or be attacked in any way. It automatically takes one hit per round that it is trapped. It must roll two hits on two Red dice to escape. This lasts until the target escapes. It can try to do so at the beginning of each of its turns.

DISTORT FOE (1) • This extremely deadly gift allows the user to make a fire attack with three Red dice. The target must roll one armor die less than usual because the gift ignores armor.

DISTORT MIND (3) This gift is used against figures to try to pervert them and make them side with the Great Darkness. If the target doesn't get at least one hit on three Red dice, the figure who used the gift on it can take control of the figure for the reminder of the game (or until the user is removed from play).

DISTORT OBJECT (2) • This destroys any one weapon. Alternatively, it can be used to remove one die of any color from a target's armor

DISTORT SELF (2) Add 2 Red dice to the user's armor for one complete turn.

FLOW OF ASYMMETRY (2) This creates a barrier against Dark Gifts and spells of the Art. If anybody tries to use these on the invoker or a figure in an adjacent square, the invoker gets a save roll. If the invoker gets at least one hit on two Red dice, the effect of the spell or Gift is canceled. The effect lasts for two turns.

FLOW OF DEATH • Treat this as a fire attack with three Black dice.

FLOW OF FIRE (2) • This is just like the Dark Fire Gift with two exceptions. The attacker uses four Black dice, and any figure that move into that square during the next three turns is attacked with three Red dice, since the fire is still in place, burning violently.

FLOW OF MADNESS (3) This Dark Gift can be used to attack any one figure and all squares adjacent to it. The target has to get at least one hit on two White dice, and any figures in the adjacent squares have to get at least one hit on three White dice. Each figure that fails must roll on the table by the description of this spell in the chapter on «Algeroth's Pattern». The effect lasts until the figure has moved out of the Flow (but for at least one turn).

IMPRISON (1+) The target is thrust into another dimension. While there, it cannot take any actions or be attacked in any way. It is held prisoner there until the user lets go. When the target gets out, it does so anywhere within the range of the Dark Gift, in a square chosen by the invoker. This Dark Gift is often used to «teleport» figures, since that particular gift has its limitations.

INVOKE APATHY (1) The target gets to make a normal armor roll. If it gets less than two hits, it stands straight up doing nothing its entire next turn.

INVOKE DEATH • The target takes three hits. It may roll its armor dice normally.

INVOKE FRENZY (2) The affected squad will attack a single squad until either it or its target is dead. The squad gets an extra Black die for close attacks and loses its one best die for fire attacks.

INVOKE LOYALTY (2) All figures that can trace a line of sight shorter than ten squares to the user must roll two hits on two Red dice or be controlled by the user. Figures with Leadership can use their Leadership dice instead. Figures with Command ability do not have to make this test. This lasts until the target manages to resist the power or gets out of range. It can try to resist at the beginning of each of its turns.

INVOKE PAIN (2) Target is consumed with pain and can take no actions. It must roll two hits on two Red dice to overcome the pain. This lasts until the target escapes.

NECROVISUAL LINK (1) This allows a Nepharite to grant its ability to use Dark Gifts to any one of its underlings. Only one such creature can be invested thusly at a time, and while the creature has the Dark Gifts, the Nepharite can take no other actions.

PORTAL OF DARK HEALING (3) • This Dark Gift can be used on extremely large creatures. When used, it restores one hit.

PORTAL OF DREAD (2) When attacked by this Dark Gift, the target gets to try to resist the dreadful experience by rolling at least two hits on three Red dice. Failure means the target can only shiver with fear, unable to anything for the next 1D3 turns.

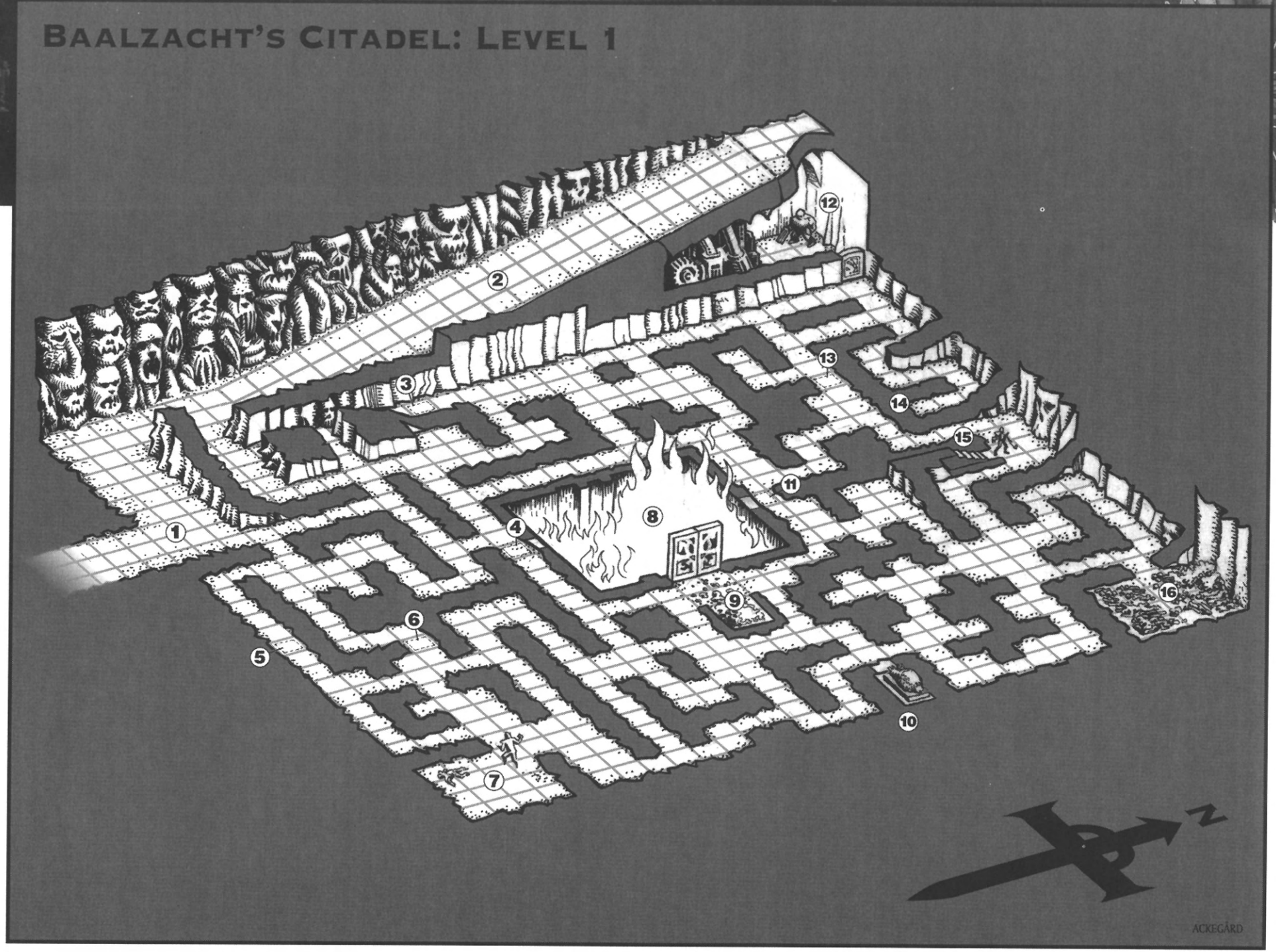
PORTAL OF UNDEATH (3) The user can take a foe killed this turn (only) and animate it, creating an Undead Legionnaire. This Legionnaire is now part of the user's squad and is considered to be controlled by the user, whether the user has any Leadership ability or not.

RESIST PAIN (1) This gift prevents death until the next time the user's initiative marker is picked. Armor Rolls are made as usual, but even if unsuccessful, the miniature may act as normal THE NEXT TIME his marker is picked. Then, he is eliminated. He may not take any Leadership rolls or Commands.

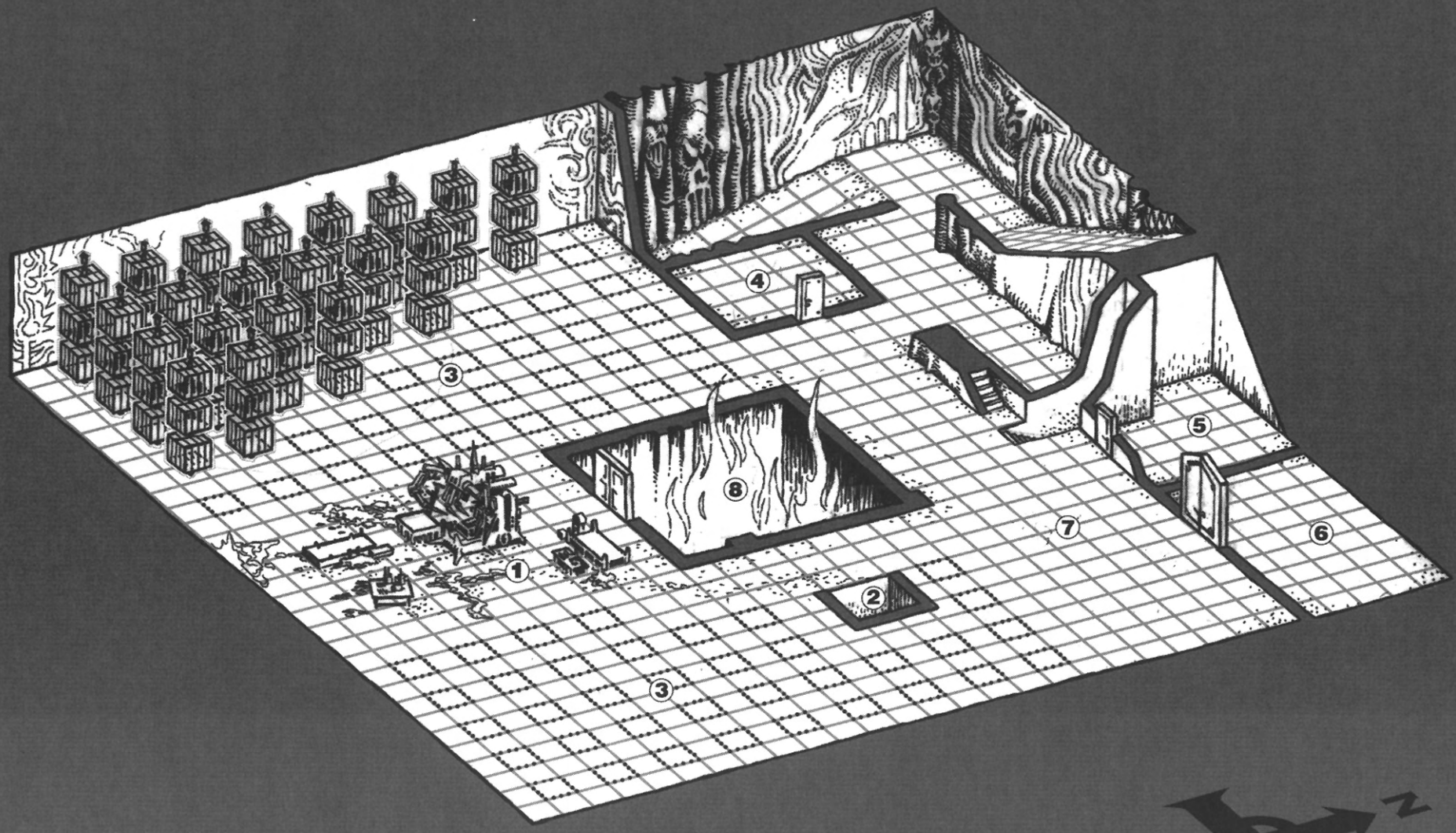
TELEPORT (1) • The user can teleport to any square up to 70 squares away. Each level counts as five squares. This Dark Gift cannot be used to teleport others.

TERROR (2) Terror is used against a single figure or an entire squad. When used upon a single figure, the victim automatically flees from the user as fast as possible. If there is no possibility of flight, the effect becomes the same as the Dark Gift Invoke Frenzy. When used against a whole squad, each figure in the squad gets to make a resistance roll by scoring at least one hit on three White dice. A leader may allow all of the figures in the squad to use its Leadership dice instead. A commander doesn't have to make the roll. The effect lasts for two turns.

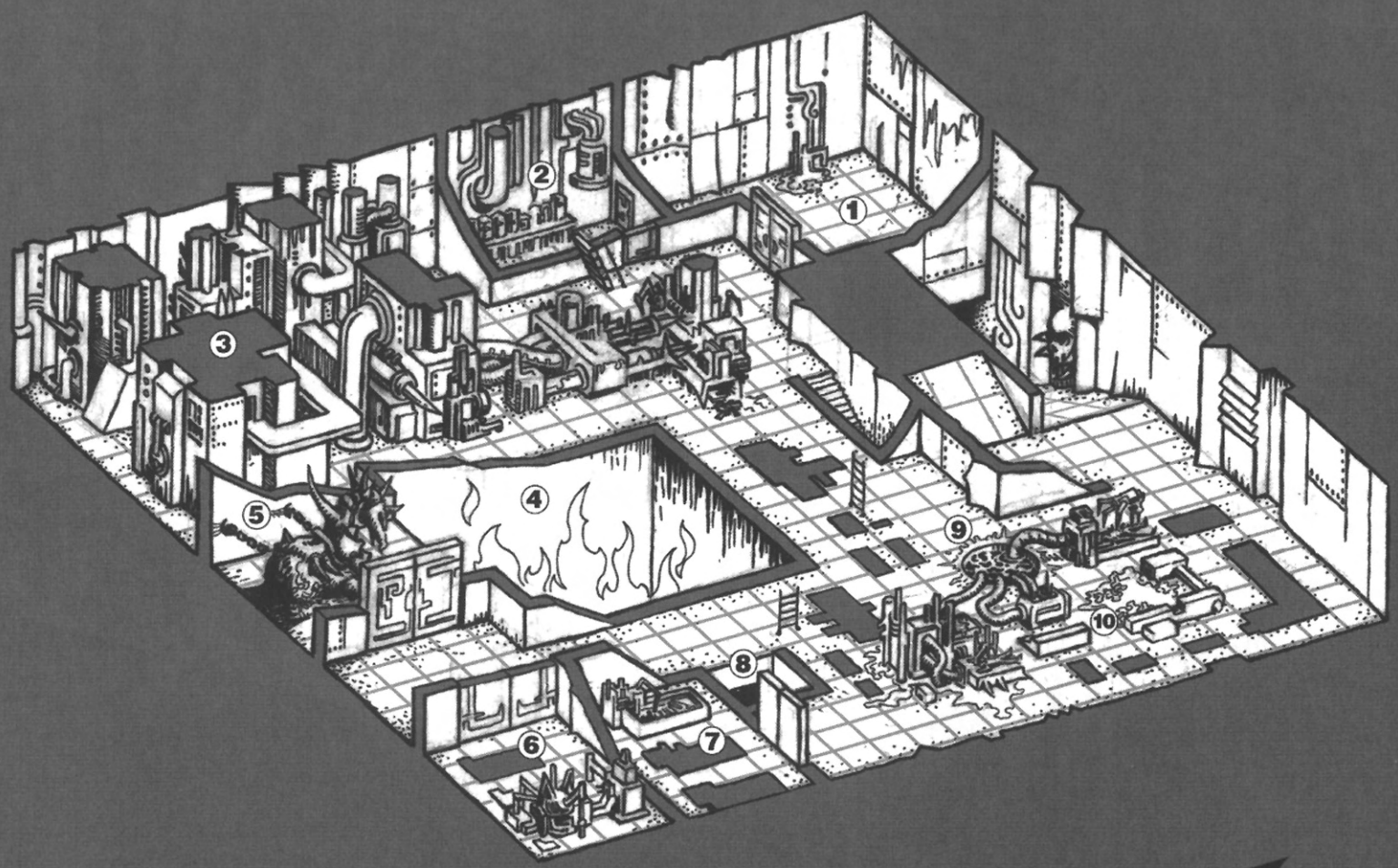
Baalzacht's Citadel: Level 1



Baalzacht's Citadel: Level 2

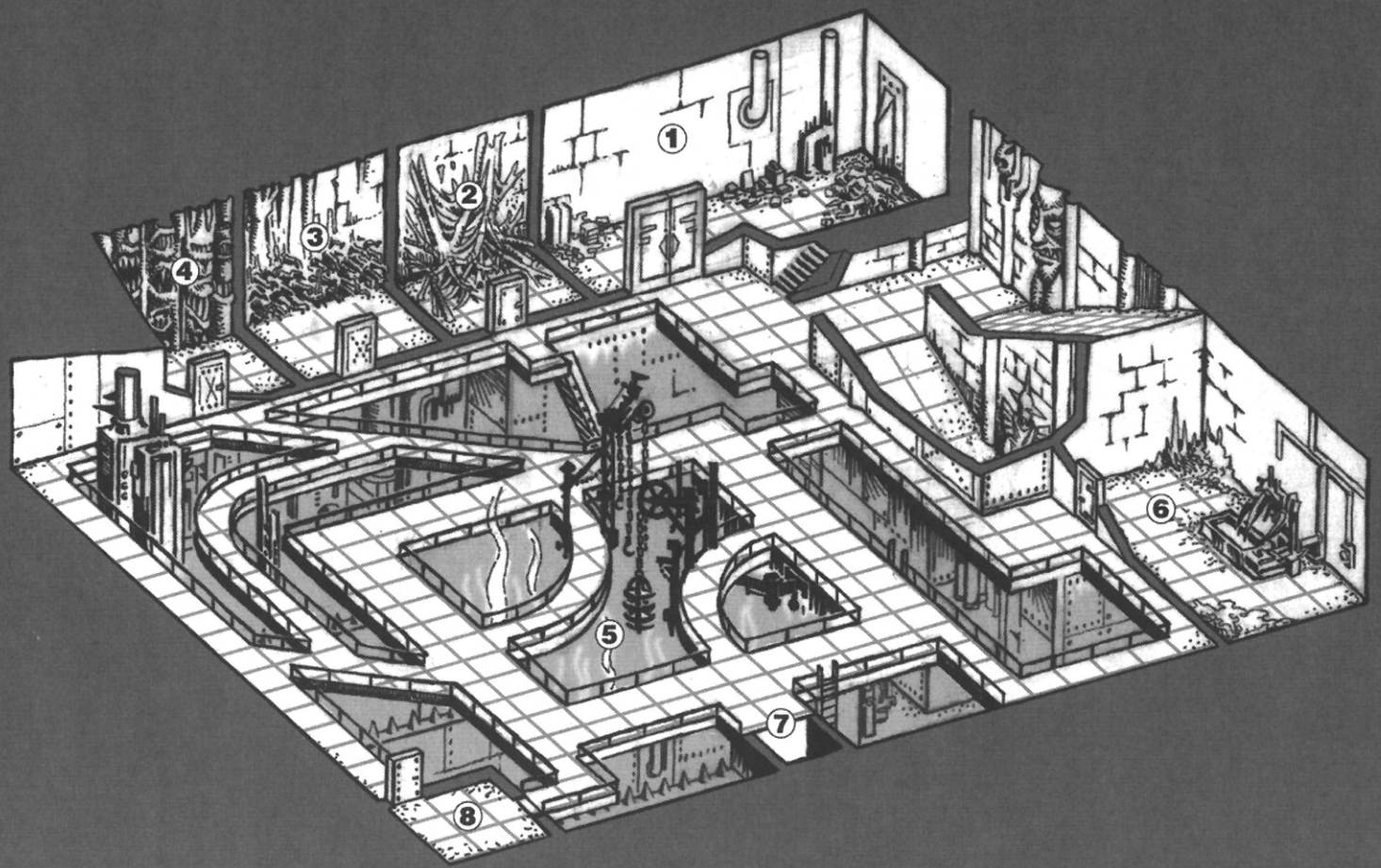


Baalzacht's Citadel: Level 3



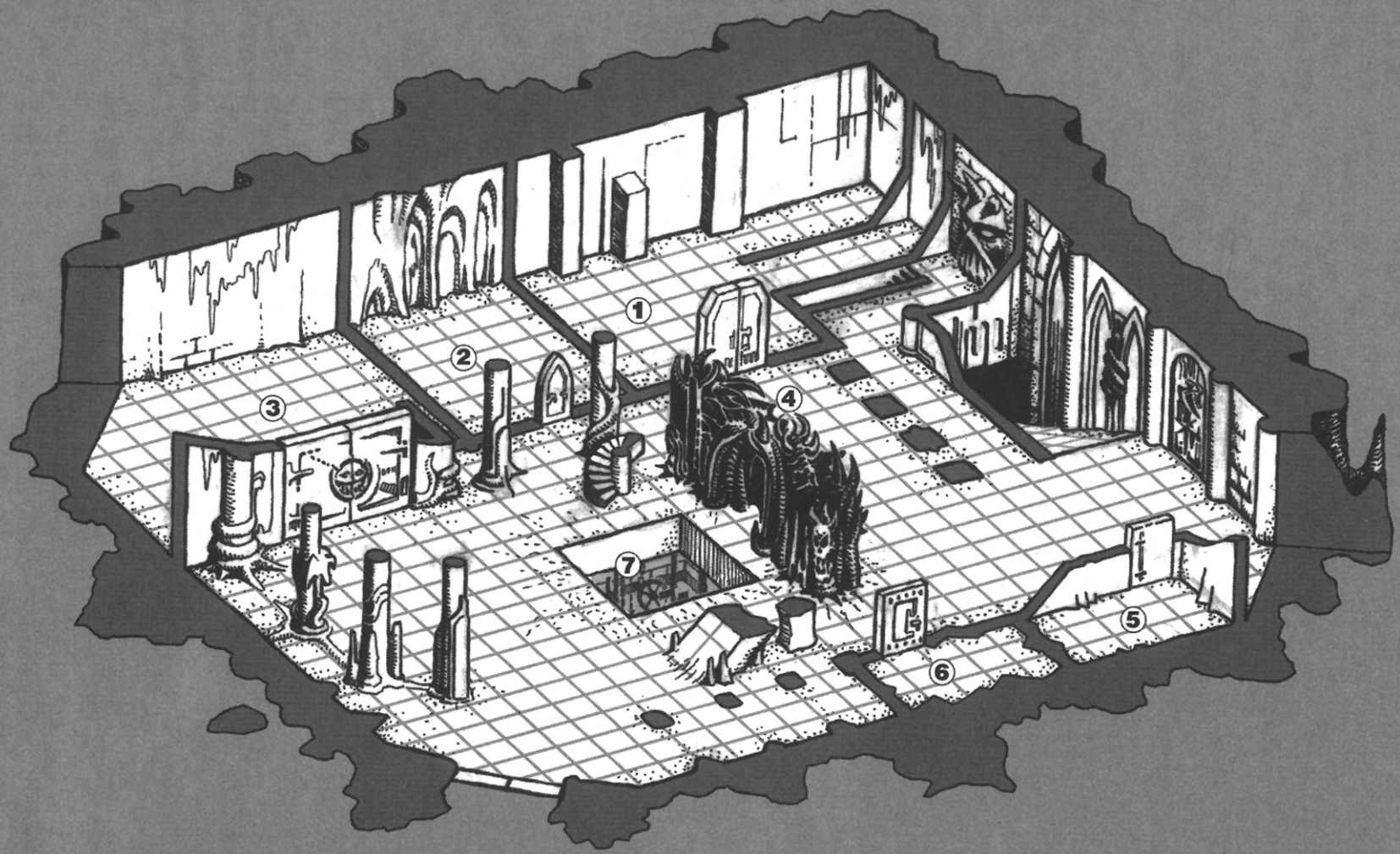
ACKEGÅRD

Baalzacht's Citadel: Level 4



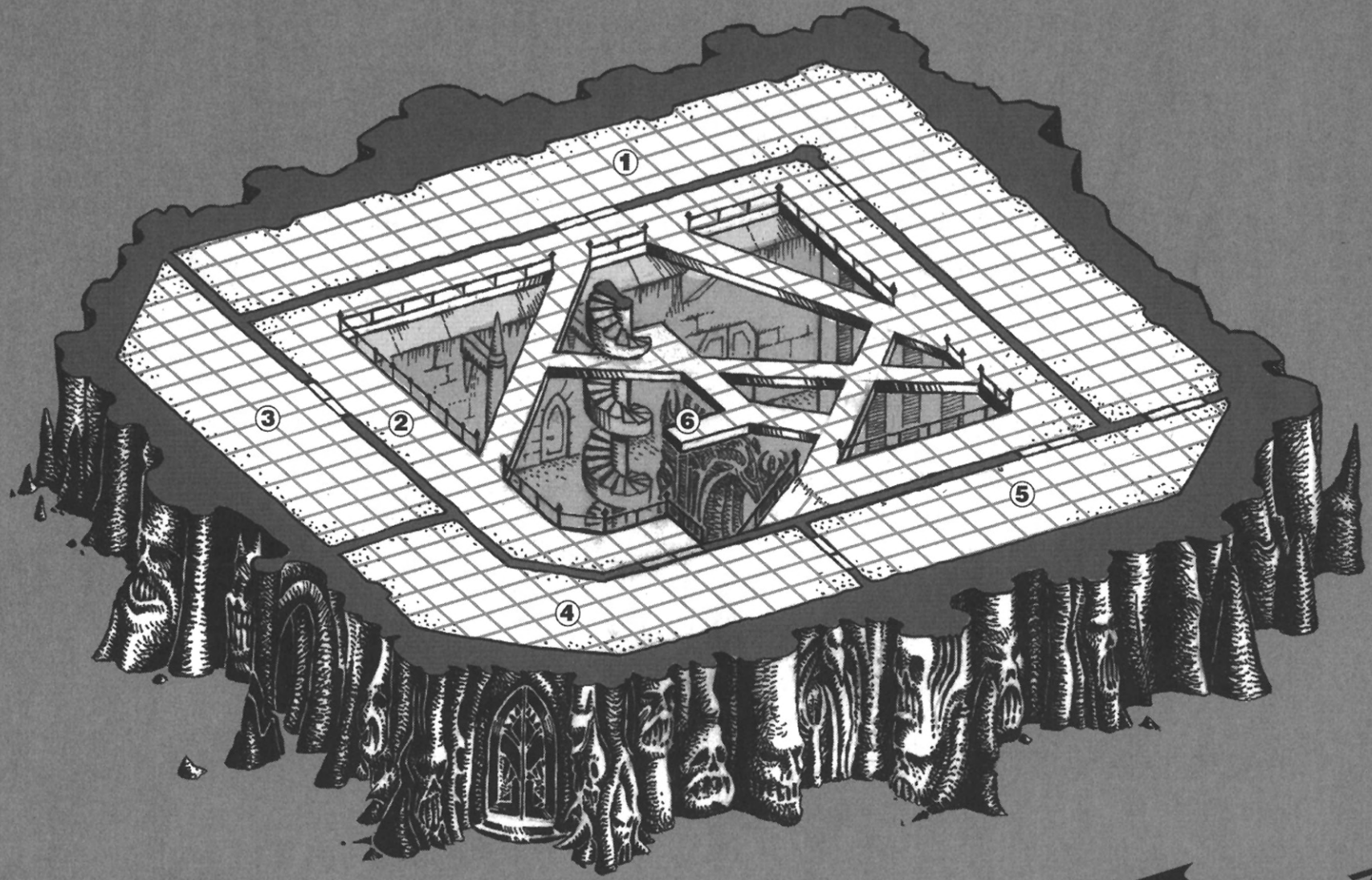
ACKEGÅRD

Baalzacht's Citadel: Level 5



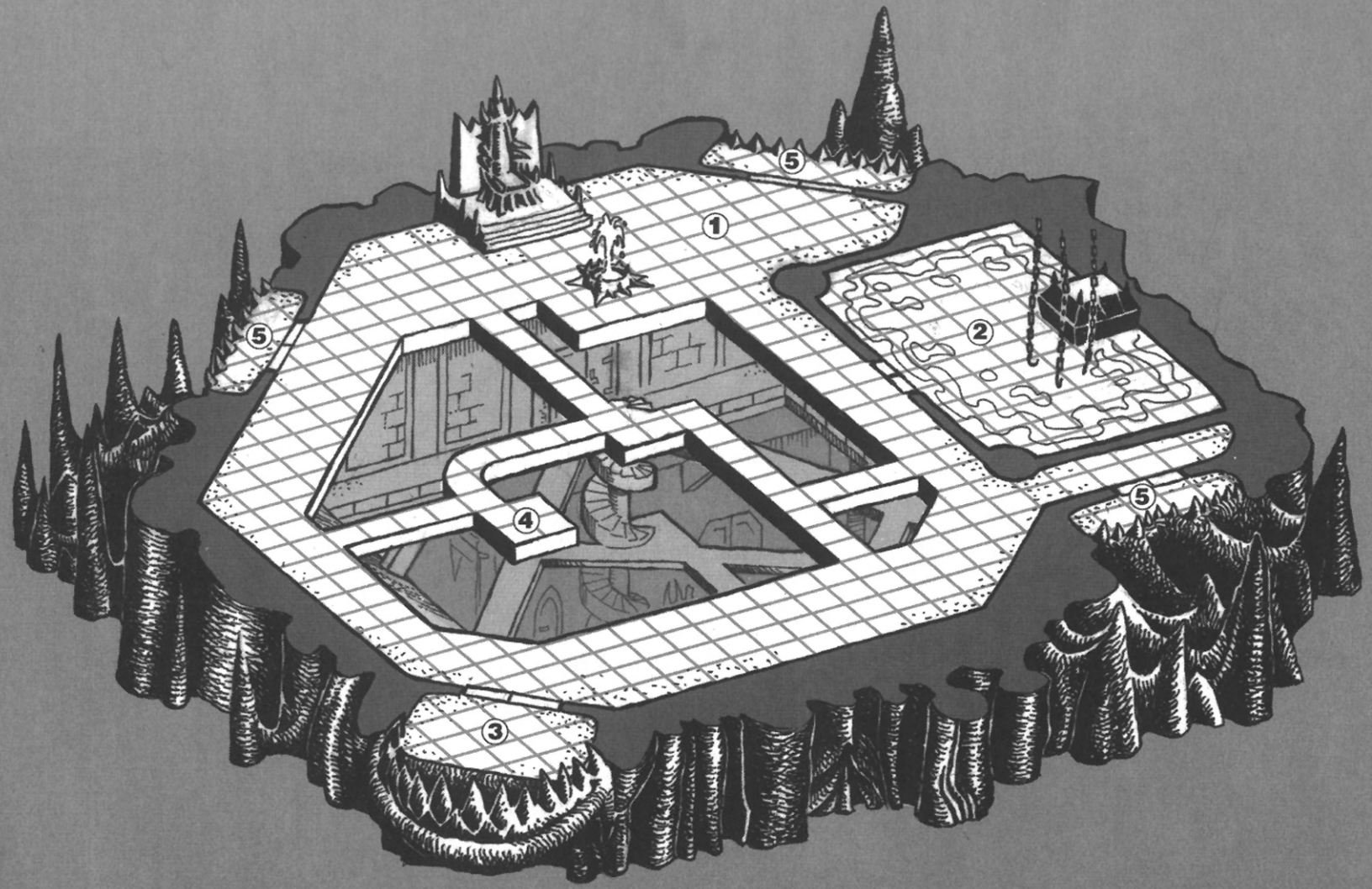
ACKEGÅRD

Baalzacht's Citadel: Level 6



ACKEGÅRD

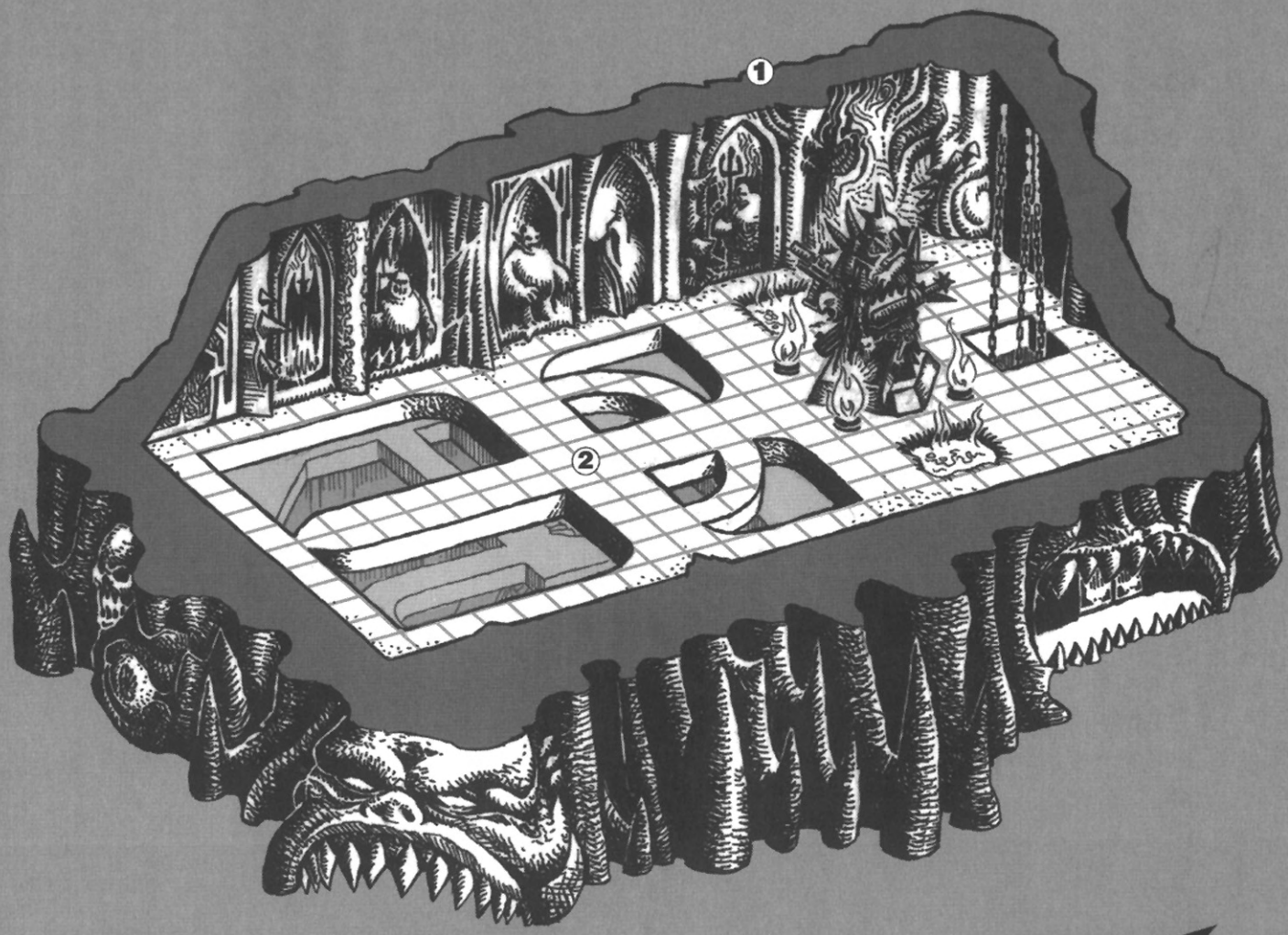
Baalzacht's Citadel: Level 7



N

ACKEGÅRD

Baalzacht's Citadel: Level 8



ACKEGÅRD

'TWAS IN THE FIFTIETH AND SECOND YEAR OF THE GLORIOUS REIGN OF CARDINAL NATHANIEL DURAND THE FIRST THAT HE DESCENDED ON HUMANITY FROM THE BLACKNESS OF THE VOID.

AND HE STRUCK THE BATTLEFIELD LIKE LIGHTNING, HORRIFYING IN APPEARANCE AND POWERFUL IN ALL HIS MIGHT. WIELDING A BLACK SWORD THRICE AS LONG AS ANY HUMAN, HE CLEFT IN TWO OUR BELOVED CARDINAL AUGUSTUS, PRINCE OF VENUS AND LORD OF LOVE AND LIGHT.

AND THE GROUND SHOOK AS HE SPOKE, WITH A VOICE LIKE THUNDER, HIS WORDS OF DOOM AND DESPAIR: "BEHOLD YOU TINY CHILDREN OF HUMANKIND, AND SHUDDER AND TREMBLE. BECAUSE I AM THE LORD OF THE DARK TECHNOLOGY, AND YE SHALL KNOW ME AS ALGEROTH. I AM THE APOSTLE OF WAR AND DESTRUCTION, AND WAR I WILL MAKE, AND DESTRUCTION I WILL CREATE!"

AND EVER SINCE THAT DAY OF UNHOLY SHEDDING OF BLOOD, ALGEROTH'S ARMIES OF UNDEATH MARCH EVER ON, COUNTING IN THEIR RANKS THE FOULEST OF ALL LIVING AND UNLIVING CREATURES EVER CREATED.



ALGEROTH is a campaign module and sourcebook focused on the armies and armories of the Lord of Dark Technology—with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nepharite intrigues, necro-bionics, bio– and necro-technology and more. In the section called THE HERETIC'S HANDBOOK, you will find everything you need to know about Algeroth's «Secret Kohorts»—how to create a Heretic, Temple Backgrounds, 30 new Gifts of Algeroth's Dark Patterns, how to transform to Necromutant, Centurion or even Nepharite, how to acquire and use Necro-bionics, Bio-technology and Necro-technology, how to avoid the Brotherhood and found a Temple of your own, how to create your own Relics and Artifacts, and also, if worst comes to worst, how to treat Degeneration and Stigmata. Finally, there's also THE BLACK GATE, a ready-to-run, all-out action adventure with complete stats for Fury of the Clansmen and eight stunning floorplans depicting the Citadel of Nepharite Warlord Baalzacht.

NOTE: In order to use «Algeroth», you must have access to «Mutant Chronicles the Techno-Fantasy Roleplaying Game».

ISBN 91-7898-285-5
Fr 160.0
9 789178 982851
#4006

HEARTBREAKER™