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The Heart of Symmetry

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

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

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

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

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

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

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

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

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

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

Ezoghoul				
• Huge „Centaur“ body with wings • Can't breath without „Illitachk“				
STR	[34]	Area	BPs	AV
INT	[15]	Head	4	4
COR	[22]	Arm	8	4
PHY	[29]	Stomach	8	5
MST	[26]	Leg	9	4
PER	[24]	Chest	9	5
Movement: 6/ 400 O.B.: +5 Act./ C.R.: 4 Avoid/ Parry: 8				
Attacks: Melee weapon or heavy firearm, Kick (1d6)				
Skills: Combat 17, Firearms 16, Comm. 17, Movement 20, Technical 14				
BioTek: Nightvision only				
Dark: Invoke Terror, Flow of fire				
Special: 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.				

Inquisitor Marcon Primus				
• Renegade Inquisitor • gone mad				
STR	[17]	Area	BPs	AV
INT	[18]	Head	4	10
COR	[16]	Arm	8	8
PHY	[15]	Stomach	8	8
MST	[35]	Leg	9	8
PER	[43]	Chest	9	8
Movement: 3/ 225 O.B.: +1 Act./ C.R.: 6 Avoid/ Parry: 5				
Attacks: Art, Punisher (1d6+2), Sword (1d6)				
Skills: Combat 19, Firearms 14, Comm. 18, Movement 3, Technical 0				
BioTek: none				
Dark: none				
Special: Art of Mentalism (Perf. 10), Proficiency, Speed, Invulnerable, Exorcise, Self, Improve Self, Fly				

Necromutants				
• Commanders of Legionaires • Leather-like Skin				
STR	[10]	Area	BPs	AV
INT	[09]	Head	3	1
COR	[14]	Arm	6	4
PHY	[15]	Stomach	6	7
MST	[10]	Leg	7	4
PER	[21]	Chest	7	7
Movement: 3/ 225 O.B.: +2 Act./ C.R.: 3 Avoid/ Parry: 6				
Attacks: Melee weapon or firearm, Belzarach (1d6+3 CF 4)				
Skills: Combat 13, Firearms 12, Comm. 9, Movement 6, Technical 7				
BioTek: Nightvision, May have Wrist Sockets or Neural Conduit				
Dark: Resist Pain				
Special: Some Necromutants may possess Neural Conduits. Others may have Wrist Sockets, enabling them to plug weapons and equipment directly into their wrist. These Creatures are rare.				

Undead Legionaire				
• Human Zombies • May have grotesque cybernetics				
STR	[16]	Area	BPs	AV
INT	[03]	Head	3	6
COR	[11]	Arm	5	1
PHY	[12]	Stomach	5	3
MST	[04]	Leg	6	3
PER	[04]	Chest	7	3
Movement: 3/ 225 O.B.: +1 Act./ C.R.: 3 Avoid/ Parry: 4				
Attacks: Melee weapon or firearm, Usually Kratach (1d6+1 CF 5)				
Skills: Combat 9, Firearms 10, Comm. 3, Movement 5, Technical 2				
BioTek: Nightvision				
Dark: none				
Special: none				

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