



MUAWIJHE

THE LORD OF VISIONS



A description of the ways of the Demon of Screaming
Insanity collected by the scribe Roland Gromes

This Sourcebook presents all the information you will need to create Heretic characters following Muawijhe, to lead the Lord of Visions' legions into battle and to glimpse at the ultimate madness of the Lord of Screaming Insanities Dark Patterns and Artifacts.

Note that this is not an official Mutant Chronicles Sourcebook and is not authorized in any way. Some of the text passages describing Muawijhe in the Mutant Chronicles Rule and Source Books have been repeated here. These are marked in *Italics*. Inspiration for the creatures, weapons and Dark Gifts presented here also comes from the Boardgames Siege of the Citadel and Red Berets, and from the Warzone table top game. All these were originally published by Target Games, Sweden, but the copyrights have passed different hands meanwhile.

Contents:

1) The Way of Madness - Introduction	p. 2
2) The Mad, the Criminal and the Eccentric - Heretics of Muawijhe	p. 4
3) The Screaming Legions – Creatures of Muawijhe	p. 11
4) The Whirling Patterns – Dark Gifts of Muawijhe	p. 21
5) Mad Science and Demonic Artifacts – The Armory	p. 25
6) The Tome of Madness – An Adventure	p. 28

CHAPTER 1 : THE WAY OF MADNESS - INTRODUCTION

„It was the great prophet Aglialos who spoke of the Lord of Visions.

In dreams the Dark Lord had first emerged, bringing with him fools and jesters to make merry in the minds of man. Howling hordes were released to haunt our dreams, leaving us no rest or peace.

In his dreams Aglialos wandered far and wide, searching the flows of the future. He walked across the Fields of Desolation and found that his steps had taken him to the great necropolis. But the gates were closed and try as he might, Aglialos did not have the power to open them.

In his anger the great prophet shouted a mighty challenge to the powers that held the gates shut.

With a flare of trumpets and piping flutes the gates did then open. From the gaping maw of the portal there emerged hideous creatures, wildly dancing and laughing. Strange colors filled the sky and Aglialos felt the flow of reality shy back and pure insanity fill its wake.

And then did the Lord of Visions appear. He filled the portal in his might and the snakes that sprouted from his head danced as if enthralled by the music.

Muawijhe then held up his hand to the great prophet, who could take no more. Turning he ran for the safety of his cell, to the light of the Brotherhood.

– The Fourth Chronicle, The Arrival of Semai and Muawijhe \ Lapidus Asolvos

Lord of Visions, the Demon of Screaming Insanity, both are names given to MUAWIJHE. He invades the dreams of man and nurtures the insanity latent in our minds. Spinning his webs of confusion and terror he rules the insane and weak minded. Walking between the dimensions of reality and insanity he is an intangible shadow shutting out the light of the Brotherhood.

In his hordes march the mad and demented fools snatched from the comforting warmth of humanity and thrown into the insane legions of Muawijhe. His followers are widespread and his secret citadels open up the realm of dream for him and his nightmare

beasts all over the solar system.” - from the Mutant Chronicles Rulebook 1st edition p. 107

Muawijhe's schemes are hard to understand for the human mind. His followers might put enormous effort into a complicated strategy, aiming at nothing more than driving a single homeless man mad while writing letters filled with gibberish to the President of Capitol that are easily traced back to the author. His legions might overrun a small outpost with hundreds of thousands of demonic creatures that vanish just before the last man is killed or assault a fortified line with a handful of Screaming Legionnaires. And just when his minions are considered to be complete fools a strategic genius might arise from his ranks and lead his troops to short lived glory.

His aims and methods cannot be predicted and cannot be understood and a large number of Brotherhood scholars believe that humanity should not try to do so, since this would only lead to the madness that plays into the hands of the Lord of Visions. Others claim that discouraging the followers of the Light is just the reasoning behind Muawijhe's apparent madness.

This is the way how Muawijhe furthers paranoia and despair that lead humanity into the depth of subconsciousness that are his realm.

Citadels of Muawijhe

Most of the citadels of Muawijhe are secretly erected where his followers have strong cults or where insanity abounds. The number of these citadels is relatively small and therefore secrecy is stressed when establishing a stronghold. It is often only by observing the behavior of people that one has clues to the presence of the Lord of Visions, as insanity always follows in his trail.

On the other hand there are a few citadels that serve as bases for the Screaming Legions – giant fortresses constructed from a wild mixture of technological and organic structures, whirling in colors and emanating strange sounds and odors. These structures are filled with dimensional portals, breeding and distortion chambers and are only waiting to spit out the demonic hordes of insanity.

The constant fear of Brotherhood observers is that his secret citadels might turn into fortresses one day.

Muawijhe and the other Apostles

Muawijhe and Ilian

The mind of the weaver of the Great Madness is incomprehensible to most and his insane machinations test the reason of the Dark Lady. But of all the Apostles Muawijhe has never actively acted to deplace Ilian from her position of favor with the Dark soul. At least not in a way that anyone could ever possibly understand. Also his mastery of the Dark Symmetry that only surpassed by Ilian herself provides a link between the two siblings.

Occasionally the forces of Muawijhe and Ilian have worked together but Ilian's followers consider those of her brother to be highly unreliable. For Muawijhe an alliance with Ilian offers a way to influence the upper echelons of society.

Muawijhe and Semai

Muawijhe and Semai are something like natural allies that like to stab each other in the back. Both like to play with the souls of humans and turn distort the conscious and subconscious parts of the human mind to create their followers. Both love to create chaos and so both are often considered unreliable by their siblings. While Semai's followers may

be traitors by heart, Muawijhe's legions just get carried away by their flames burning in their twisted minds.

The forces of Semai and Muawijhe frequently work together but also they always struggle to keep the upper hand over their allies. Together they prepare uprisings, assassinations or any other kind of trouble and go their own way when exploiting the chaos they have created.

Muawijhe and Algeroth

Madness and war have always gone hand in hand during the whole history of humanity. The lunatic logic of Muawijhe's plans and the additions his followers make to the ones of the Apostle of War baffle and annoy Algeroth. But he also values Muawijhe's followers as shock troops that can easily create great confusion and chaos among the ranks of their shared enemies. Overall 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 noone, except maybe himself.

Muawijhe and Demnogonis

Muawijhe infects the minds of man, while Demnogonis corrupts their bodies. Although both are rather solitary, they and their followers usually get along quite well. Sometimes they work together to spread unmeasureable despair and sometimes they infect each other. Both seems to be considered useful by their Dark masters.

CHAPTER 2: THE MAD, THE CRIMINAL AND THE ECCENTRIC – HERETICS OF MUAWIJHE

Muawijhe has little need for human followers since he is the master of vast demonic legions from other plains of existence he can call on. These provide troops for the screaming legions and spread their Lord's madness by invading the dreams of humanity. Therefore most of his human "followers" are of little to no importance to him and serve as cannon-fodder like the screaming legionnaires or roam the human worlds as mad preachers or serial killers to make the air of madness in the human society grow.

Many of his willing or unwilling followers end as inmates of an asylum or prison or simply are killed in the streets. But aside from these poor souls there are some more promising individuals that can be of greater use to the Lord of Screams. These are his "true" followers, the ones that follow his ways although they know that it will cost them their human soul.

They are the ones that might one day become a part of his elite.

They are people who want to break the rules of society, morale and even the laws of physics and nature so that their minds can expand in the ultimate freedom.

They are artists, scientists or criminals who feel that the normal rules are just too tight or they are people who have seen too much of this world to believe in anything like order, justice or compassion anymore.

They follow the way of Muawijhe to gain power over themselves, to free their mind and body of the bonds of humanity and they finally become something different, something dark and inhuman and demonic.

And when one day all of humanity has been reshaped in this way, Muawijhe will have a new dimension of madness to draw his troops from.

Heretic Characters: Gifts, Stigmata and Degeneration

Player characters who follow the way of Muawijhe are considered to be the most promising of his followers who are able to understand the patterns of their Lord without totally losing their mind (although this might be only a matter of time...).

Heretics of Muawijhe gain one rank as Heretics per background repetition and one dark gift from his pattern or from the Dark Symmetry. In addition Heretics of Muawijhe begin to change from human to demon by acquiring more and more inhumane traits like multi-colored skin, tentacles, fangs and claws or many other things.

At the beginning of their path they can change from their normal human form to this so-called "true form" by will. But most of the higher ranking Heretics tend to spend more and more time in their true form until one day they don't return to their original state anymore, enjoying their more powerful, inhuman state all the time. The exact shape of the true form depends on the personality and the gifts the heretic has received but most have a strange skin and hair color (if they have hair at all) and glowing eyes (red, yellow, green, blue, whatever you want...).

In game terms that means that a follower of Muawijhe may roll once each background repetition on the "Mutations" table. Whenever your character decides to change to his "true form" all the mutations become visible and can be used, when he returns to his human state they disappear and most of them can't be used anymore. The problem is that returning to your pure human form becomes more and more difficult the more powerful your true form becomes (i.e. the more mutations you acquire).

Therefore each time a Heretic wants to return to his human form he has to roll his MST against a DL equaling the number of mutations he has. A failure means that he cannot and may try again only after 1d6 hours have passed. When changing from human to true form and back all damage remains the same which may pose a real threat to life if the true form has more body points...

Additionally each time a heretic acquires a new mutation he has to roll 2d6 against the number of total mutations his true form has. If he rolls below this number he has acquired a stigma. This normally means that the new mutation is visible (and functional) even in his human form, exceptions will be noted in the mutations description. Each stigma adds +1 to your chance for discovery as described in the Algeroth sourcebook, unless you follow a temple career.

Another real threat for heretics of Muawijhe is degeneration. Every background repetition you have to roll your MST versus the number of mutations your true form possesses + the number of stigmata you have (i.e. mutations with stigmata count twice). Whenever you fail this roll you proceed to the next stage of degeneration:

STAGE ONE: You cannot change to your human form anymore (Actually you don't want to anymore since you do not consider yourself human anymore). You are automatically discovered unless you follow a temple career. In addition you should roll 1D4+6 on the Special events table to represent the progressing madness.

STAGE TWO: Your body begins to smell strangely, changes its shape and size and you produce strange sound all the time. You won't even pass as human when you would wear a cloak and a mask, but actually you prefer to wear nothing anymore, including armor and weapons – your true form has all you need! Note that you still will acquire mutations since in the eyes of Muawijhe there is nothing wrong about your state.

STAGE THREE: You have become an uncontrollable monster that is either released to

the sewers or held in a cage to be used in battle. Even an autopsy could reveal little human about you. Hand your character sheet over to the GM and start a new heretic but be assured that Muawijhe is very proud of you...

If the GM wants to use your former character as a NPC or monster apply the following changes:

- Heretics of rank 1 or 2 will become Screaming Legionnaires. Add +1d6 to STR and PHY, subtract -1d6 from COR and PER and -3d6 from INT (to a minimum of 2). MST will become 1. All communication SVs are halved and all technical SV become 2. The character will acquire the ability to invoke WIND OF INSANITY as described with the Screaming Legionnaires.
- Heretics of rank 3 or more will become Mutants. Add +2D4 to STR and +1d6 to COR and PHY, subtract -1d6 from PER and -2d6 from INT and MST.
- Heretics suffering from the Black Hunger will turn into a karnophage. Add +4d6 to STR, +3d6 to COR and +1d6 to PHY and MST, subtract -2d6 from INT. Karnophages may only use combat skills and stealth. They gain claws that cause 1d6 damage and have to eat whenever they have killed and will only fight on to defend their meal.
- Any Heretic that has undergone Transfiguration will just turn totally mad and will not be changed any further.

Recovery from degeneration: Muawijhe doesn't see any use in leading his heretics on a way away from madness so degeneration is almost never "healed among his followers. Only the most promising heretics (i.e. potential Nepharites) might be cured...

MUTATIONS TABLE (roll 2D20)	
2	* Immunity to aging: You will not age anymore and you will not suffer any negative effects of old age anymore. STIGMA: Your human form begins to look younger and younger until you seem to be a teenager again – very strange for anyone who knows you or controls your passport...
3	* Melting bones: Your true form's movement will no longer be restricted by your bones and joints and you may reshape your body to a great extent so that you can crawl through holes as small as 20x20 cm.
4	* Glue secretion: Your true forms hands and feet gain suction cups that secrete a potent glue that allows you to climb any surface at normal walking speed.
5	Nafai Pouch: One of your body parts now houses a Nafai that can be released to scout or attack at your will. The body part housing the Nafai will gain 2 BP but 4 of the BP will now represent the Nafai. This does not affect its function until the Nafai is released, which will temporarily reduce the body parts BP by up to four. If the body part was wounded and has less then 4 BP left the Nafai can be released with as many BP as the body part has left but it will count as reduced to 0 BPs. If the body part is reduced to 0 BP or below the Nafai cannot be released. If the Nafai is wounded or killed its BP regenerate as part of the body part according to the normal rules. STIGMA: The body part housing the Nafai appears swollen and sometimes emanates strange sounds.
6	* Wings: You acquire wings (that may look like an Ezoghoul's or a bat's ones – your choice) and therefore may fly at your normal movement rate in any direction. Whenever during flight your chest is hit roll an additional 1d6: 1-3 means your wings are wounded. They posses as many BP as your arms and may not carry any (artificial) armor. Critical wounding of the wing during flight will result in an uncontrolled drop to the ground.
7	* Nefasti: One lower arm of the Heretic swells to house a Nefasti symbiote. This can be fired like the weapon described in the armory but every shot has to be fuelled by 3 points

	of SYM and 1 BP from the chest.
8	* Pain control: Your true form doesn't feel pain anymore and therefore suffer no negative effects from non-critical wound anymore. STIGMA: Your human form becomes overly susceptible to pain and you begin to move extremely careful. Any wound will result in a -1 modifier to all die rolls in addition to the normal effects.
9	Acid blood: Your true form's blood becomes strongly acidic. Everytime you are hit the acid is spread around you. This is worked out like a grenade with SR1 #TA 1D4 DAM 1D4. If armor stops the damage reduce its AV by the same amount. You won't suffer any damage from this acid but any (artificial) armor you carry will. Every time you roll this mutation add +1 to SR and +1D4 to DAM STIGMA: Your human form will also have acidic blood resulting in his clothes and equipment nearly always show signs of contact to trace amounts of the acid.
10	* Claws: Your true form gains long claws that cause 1d6+OB damage in melee and add +4 on your climbing SV
11	* Hypnotic eyes: Your true forms eyes become strangely hypnotizing, causing nausea in whoever you intensely stare at. Spending one action you may stare at a victim up to 10 squares (15 meters) away. The victim has to succeed in an opposed MST roll or lose his next 1d4 actions. Hypnotized victims also are at -4 when interrogated.
12-13	Warping aura: Your true forms skin can display whirling patterns irritating anyone who looks at you. Anybody shooting at you suffers a -2 to his SV.
14	Burning hands: Flames play around the hands of your true form adding +1D4 fire damage to any melee or unarmed attacks. Add +1D4 to damage if you reroll this mutation.
15	* Immunity to fire: Your true form is not effected by any kind of fire anymore and insted shows little flames dancing all over it.
16	* Chameleon skin: Your true form can change its color and texture according to your will, adding +5 on your stealth SV. STIGMA: Your skin never looks normal.
17	Levitation: You can float up to one meter (double the heigh if you re-roll this gift) above the ground in your true form for one point of MST per minute. STIGMA: Your feet never fully touch the ground anymore – not even in your human form.
18	# Unnatural grace: Your true forms arms and legs become longer and may even gain additional joints. Add +2d6 on COR.
19	* Vibrating vocal chords: The Heretics vocal chord allow him to emit an ear-piercing shrill scream. If the Heretic spends one action screaming, every creature closer than 20 squares (30 meters) has to pass a normal MST (or SYM) test or will lose his next 1d2 actions. Creatures closer than 4 squares (6 meters) have to pass a difficult test or lose 1d6 actions. STIGMA: The normal voice of the Heretic appears unnatural shrill.
20	# Symmetric nodes: Your true forms head (or at least the back of it) will grow while your brain adapts to Muawijhes madness. Add +2d6 on your DSS.
21-22	*Sleep control: You can fall asleep and awake whenever you want to. In addition you can sleep as little or as much as you want without negative effects. You may even roll your normal perception SV while sleeping to realise any possible threats. Note that this mutation even works for your human form. STIGMA: Your human form always looks as if you hadn't slept enough and you tend to fall asleep for some seconds whenever possible.
23-24	*Nightvision: Your true forms eyes look like a cat's or reptile's and can see in nearly total darkness as good as under normal light conditions.
25	Enhanced hearing: Your true form has large, pointed ears that hear virtually everthing around you. Add +5 on your perception SV whenever sound is involved.
26	Sprinting legs: Your true form's legs get much longer then normal ones. Read your movment characteristic one line below the normal

27	*Jumping legs: Your true form's legs will grow enormous muscles enabling you to jump up to 4 squares(6 meters) high and 10 squares (15 meters) far in one action.
28	* Enhanced smell: Your true form will grow a long snout and will be able to smell as good as a bloodhound. You may follow a person's trace by smell and add +5 on your interrogation SV
29	Tentacles: Your true form gains a tentacle in addition to your normal limbs. With this you can make an additional close combat attack each CR not costing you an action. Each tentacle also adds +4 on wrestling and +2 on climbing skill rolls.
30	Hallucinogen secretion: Your true form gains the ability to secrete a potent hallucinogenic drug that can be absorbed through the skin. Whenever a victim is touched on its bare skin or normal clothing it has to pass a MST roll versus DL 10 + 1d6 or has to roll 1d6 on the following table: 1 – Panic: Will flee from you for 1d6 CR 2 – Confusion: Will freeze at the spot for 1d4 CR and perform no actions except avoid or parry 3 – Megalomania: Will feel invincible and may not avoid/parry for 1d6 CR 4 – Paranoia: Will attack the nearest possible target with every action for 1d4 CR 5 – Hallucinations: Will waste half his ACT/CR (rounded up) for swatting imaginary insects for the next 1d6 CR 6 – Ultimate Terror: Suffers a heart attack – 1d10 damage to the chest, no protection by armor
32	# Bulging biceps: Your true form gains enormous musculature. Add +2d6 on STR.
33	# Impressive built: Your true forms chest will widen, the skull will get more edged and your skin seems to sit tightly on your muscles and bones. Add +2d6 on PHY.
34	*Regeneration: In your true form you may regenerate one body point per minute in every wounded area. You may even regrow lost limbs but this will take 1D4 days. Regeneration will not work in your human form. STIGMA: Your human form doesn't heal wounds at all anymore.
35	Armored skin: All your body parts receive an AV of 2 (add +2 every time you roll this gift) and the skin of your true form begins to look leathery or acquires a metallic shimmer.
36-37	*Muawijhe's tongue: Your true form gains an enormous tongue that can be used for close combat attacks. A victim successfully attacked with the tongue will lose temporarily 1d6 points of MST that are transferred to the attacker. MST points that are over the heretics normal limit are lost at a rate of one per minute. Any victim losing all its MST this way will be transformed into a Screaming Legionnaire.
38	Additional arms: Your true form grows another pair of arms below your normal. This allows you to perform an additional attack or parry per action (ranged or melee). It also adds +5 on your climbing SV when you use all your arms. Rolling this mutation another time will have you look a little bit spider like...
39	Additional Dark Gift: Your true form will gain an additional dark gift and +1D4 SYM as well as a pulsating bulb on the head.
40	Roll twice on this table (ignoring result 40) or chose one Mutation

HERETICS OF MUAWIJHE SPECIAL EVENTS TABLE (roll 2D20)	
2-3	*Discovered: You have been discovered as a heretic
4-5	Degeneration: You rise one stage in degeneration
6	Stigma: Roll once on the Algeroth bio-tech gifts table and take only the stigma
7	Black hunger: see Algeroth special events table #6
8	*Berserker rage: see Algeroth special events table #7
9	Second personality: Your character gains another personality that takes over at least 1D10 hours a week, the exact rules should be made up by the GM
10	Strange: You tend to talk very strange stuff -2 on all Communications SV
11	Hubris: You know that you are the greatest and like to show it. Increase your chance of discovery by +2
12	Arrogant: You annoy everybody. Add +3 to your re-employment rolls
13	Criminal record: +1 on re-employment rolls
14	A powerful fanatic enemy
15	*Unemployment program: Just chose another job when you lose yours without rolling
16	Contact in the police: You won't get criminal records and all you have are erased
17	Contact within a megacorporation: Roll 1d6: 1-Capitol, 2-Bauhaus, 3-Mishima, 4-Imperial, 5-Cybertronic, 6-Cartel
18	Self defense training: 2 skill picks from the combat field
19	Evening courses: 1 free skill pick
20	Interesting character: +1 PER
21	Stron will: +1 MST
22	Strong mind: +1 INT
23	Good reflexes: +1 COR
24	Health program: +1 PHY
25	Hard work: +1 STR
26	* Good immune defense: +5 on PHY against diseases
27	* Extraordinary chemical resistance: +5 on PHY against poisons
28	*Hobby athlet: +2 on STR and PHY (no condidtions, you'll train at your temple)
29	Lucky stiff: +2 on social standing (max. 10)
30	Glamorous employment: +1 on PER modifier of your job
31	Contact to mad scientist: 3 picks in the technicla field
32	Contact to a group of artists: 2 free skill picks (followers of Muawijhe consider many things to be art...)
33	Your struggles with madness have hardened your mind: +2 MST
34	*Fall guy: There is this madman that will take the punishment for you. Ignore ONE time when you are discovered
35	Mystical insight: gain one dark gift
36	Promising Career: gain one level as heretic
37	Strengthened true form: You'll get 1D3 additional mutations
38	Insane Insight: gain 1D3 Dark Gifts
39/40	Transfiguration

NOTES:

* means that the mutation or event may only be appllied once, re-roll it when you roll the same number again.

basic capabilities are only increased in your true form unless you acquire the related stigma

Heretic Characters: Tempel Careers

There is nothing like a typical temple of Muawijhe. Some are simple meeting places for his cults, hidden in the sewers. Others are large hidden complexes, housing what you might call an illegal asylum. Some are training grounds for his human warriors and agents. Some are disguised as gentlemen's clubs furthering art and humanities while secretly practising cannibalism.

Most of these are well hidden within the cities of humanity. Often stationed underground or in abandoned buildings his temples gather the mad and the evil to train and entangle them in the ways of their Lord.

Some of the Heretics found here actually are more promising to the Lord of Madness and therefore are selected to spread his teachings through their saying or words. These are the Priests of Screaming.

(Note that the temple cares for its warriors and priests and therefore their social standing has a constant value. The income of its artists in contrasts varies. All temple careers profit from the usual benefits of Heretics of Muawijhe.)

THE WARDANCERS

These are the guardians of the Temple of Madness and the best human warriors following Muawijhe. You might say that they are dedicated fighters and do everything to further the goals of their master but most just consider them maniacs who love the slaughter of battle. Most Wardancers specialize on close combat and fancy maneuvers. They usually paint their bodies if they think that their true form isn't horrific enough and they scream maniacally when charging.

Requirements: STR 10, PHY 10, COR 13

Combat	Firearms	Comm.	Movem.	Technic.	Free	Soc. St.	PER	MST
3	2	-	2	-	2	5	+1	+1d6

AVERAGE WARDANCER

STR	12		BP	AV	Field of expertise			
INT	9	Head	3	4(light)	Combat	16+	Firearms	12+
COR	14+	Arm	6	4(light)	Communication	10	Movement	14+
PHY	9	Stomach	6	6(heavy)	Technical	8		
MST	14	Leg	7	4(light)				
PER	12	Chest	7	6(heavy)				
Move	3/225	Attacks	Close combat weapons, Mutations, firearms or Dark Gifts					
OB	+1	Mutations	1d6+3					
ACT/CR	3							
Avoid/ Parry	8	Dark Gifts	1d6+3 (each over 5 adds +1d6 to MST)					

THE PREACHERS

Muawijhe's priests push his followers into frenzy by their preachings of the Lord of Screams' might. But they also come closest to what you might call planners and strategists within the ranks of the Mad Lord. They organize the Temples of Screaming, train new recruits and gather all that might further their masters way. Their preachings of power and ultimate freedom often lure the unwary into the legions of screaming.

Requirements: Level 5 Heretic, INT 12, PER 14, MST 15

Combat/Firearms	Comm.	Movem.	Technic.	Free	Soc. St.	PER	MST
2	2	1	2	3	8	+2	+1d6

AVERAGE PREACHER

STR	9		BP	AV	Field of expertise			
INT	14	Head	3	4(light)	Combat	10	Firearms	12
COR	12	Arm	6	4(light)	Communication	14	Movement	10
PHY	9	Stomach	6	6(heavy)	Technical	8		
MST	20	Leg	7	4(light)				
PER	22	Chest	7	6(heavy)				
Move	3/225	Attacks	Dark Gifts, Firearms, Mutations					
OB	-	Mutations	1d6+5					
ACT/CR	3							
Avoid/ Parry	8	Dark Gifts	1d6+5 (each over 5 adds +1d6 to MST)					

THE ARTISTS

Within the ranks of the Lord of Visions many men and women can be found who show an exceptional creativity, since madness and genius have always been close together. Some specially skilled individuals may even become temple artists, creating disturbing pieces of art for the decoration of the temple or for infiltrating the worlds of humanity with Muawijhe's thoughts.

There are painters, actors, dancers and musicians and many other in Muawijhe's ranks. While some create obviously "wrong" works like paintings in blood on human skin, most work more subtle. Their works appear to be totally normal but with the help of the Dark Symmetry or without they create works that puzzle and often scare those who take a closer look.

One of the greatest of these works a great painting exhibited in the Imperial Arts Museum in Luna. While showing a great victory of Imperial troops against the Darkness, people often feel that the tide would turn towards a victory of the Legions the more often they look at the picture. They begin to realize how the expressions of the Imperial soldiers can be interpreted as fear and how the grinning faces of demons might show the excitement of victory. Although more then one member of the Brotherhood has worried about this painting, no traces of Dark Symmetry have been found and since it is so well-known they hesitate to ask Imperial to remove the work.

Requirements: PER 15, SV 15 in at least one skill that could be used to create some form of art (GMs choice) Note that Artists earn their own money and therefore roll for social standing like other characters. Also note that there is definitely nothing like an average artist, that is why no stats are given for one.

Combat	Firearms	Comm.	Movem.	Technic.	Free	Soc. St.	PER	MST

1	-	3	1	2	3	1D20	+1	+1d6
---	---	---	---	---	---	------	----	------

CHAPTER 3: THE SCREAMING LEGIONS CREATURES OF MUAWIJHE

The Screaming Legions of Muawijhe are made up of the creatures that haunt humanities worst and most twisted nightmares, accompanied by the insane legionnaires, former humans who have been driven totally mad by the powers of the Lord of Screaming.

Shuffling, racing or flapping towards their victims the Screaming Legions make up in frenzy and pure terror what they lack in strategy and tactics. Simply flooding the human defense lines in a wave of madness few can stand the horror of encountering the troops of the Master of Nightmares.

But besides his armies in the field the Lord of Visions also has other followers, human or not, who lurk in dark places and just wait to crawl out of the sewers and into the humans' cities. His agents strike without a logical pattern so that you can never and nowhere feel safe...

TRAITORS AND INFILTRATORS: HERETICS OF MUAWIJHE

Most of the time the Heretics of Muawijhe will work in the shadows but sometimes his wardancers and priests will seek open battle. Often they are accompanied by madmen, rebels and criminals who usually do not even realize whom they are serving. See the previous chapter for more information on the human followers of Muawijhe.

LEGIONS IN THE FIELD: THE DEGENERATED

Muawijhe's Screaming Legions hold many creatures that once were human but now have succumbed to the Lord of Visions and have degenerated. These more or less mindless beings make up the bulk of his armies, showing the human warriors facing them what their fate might be in the near future...

SCREAMING LEGIONNAIRES

“In the minds of man, in the corner of our dreams and on the endless battlefields the Screaming Legionnaires dance and taunt. Dressed in ragtag uniforms and forever screaming they roam both the material planes and the insane worlds of their master.

The Screaming Legionnaires are humans who have been drawn into the insanity of Muawijhe. Their bodies are twisted into spasms and uncontrollable fits and their minds have withered. Only the screams of their master fill their life.

The legionnaires are dressed in whatever clothing they can salvage on the battlefields, giving them a colorful and bizarre appearance. They are mostly armed with close combat weapons and light missile weapons. In addition to this the Screaming Legionnaires carry a wide spectrum of instruments, from howling pipes to beating drums and singing harps.

Their power lies in their ability to channel the dark insanity that surrounds us. By performing a wild dance, a screaming legionnaire is able to channel this force and create a whirlwind of power, which travels across the battlefield engulfing unknowing victims. The whirlwind assaults the mind of his victim, burning it out and leaving nothing but an empty shell. The legionnaires may combine their powers creating larger, more powerful whirlwinds.

Some legionnaires make up special troops armed only with instruments twisted by the dark technology. The music from these instruments has the ability to shape and distort the nature of things and are also able to channel the powers of the Dark Symmetry.” - from the Mutant Chronicles Rulebook 1st edition p.109

These are the followers of Muawijhe who have degenerated to become something less than human. When low-ranking Heretics degenerate to Legionnaires they usually lose the ability to change into their real form and only very few can still control their mutations. Screaming Legionnaire are often accompanied by Karnophages and led by Mutants or Zenithian Soulslayers but equally often they are encountered in large or small squads of their own.

SCREAMING LEGIONNAIRE

STR	14		BP	AV	Field of expertise			
INT	2	Head	3	none	Combat	7	Firearms	12
COR	5	Arm	5	none	Communication	4	Movement	6
PHY	15	Stomach	5	none	Technical	2		
MST	1	Leg	6	none				
PER	6	Chest	6	none				
Move	3/175	Attacks	Wind of Insanity, firearm or melee weapon					
OB	+1	Mutations	About 1 in 20 has 1D2					
ACT/CR	2	Special	Can invoke WIND OF INSANITY once a day without MST cost or die roll. The level is 1 per Legionnaire and no physical damage is caused					
Avoid/Parry	3							

KARNOPHAGES

Another result of the foul process of Degeneration are the Karnophages, beings that suffer from the Black Hunger. For more information on these read pp-95/96 in the Algeroth Sourcebook. Note that Muawijhes Karnophages have mutations instead of Bio-Technological Gifts and are always encountered in their true form.

MUTANTS

Heretics who degenerate when they have already achieved a higher rank among the followers of Muawijhe fill the ranks of the mutants. These creatures have lost the ability to keep their human form but are still able to think independently to some degree. Therefore they make great shock troops for the Screaming Legions or they roam the cities' sewers and suburbs to spread fear and paranoia in the human worlds. In Muawijhe's legions they fulfill the role the Necromutants do in the armies of Algeroth.

MUTANT

STR	16		BP	AV	Field of expertise			
INT	4	Head	3	none	Combat	14	Firearms	10
COR	14	Arm	5	4(light)	Communication	6	Movement	10
PHY	14	Stomach	5	4(light)	Technical	4		
MST	4	Leg	6	4(light)				
PER	8	Chest	6	4(light)				
Move	3/225	Attacks	Dark Gifts, firearms or melee weapons					
OB	+1	Mutations	1d6+2					
ACT/CR	3							
Avoid/Parry	4	Dark Gifts	1D4					

LEGIONS IN THE FIELD: THE TRANSFIGURED

Followers of Muawijhe who have proven their worth or who have just been lucky may get transfigured into a stronger and more demonic form to better serve their master. Transfiguration is usually regarded as the final step in the way towards the true form so transfigured Heretics do not acquire mutations any more, with the exception of Nepharites. Transfiguration can happen at a special events roll of 39 or 40 or during play after paying the appropriate number of Heretic Advancement points. In any case the necessary requirements have to be fulfilled and for transfiguration during play the GM should decide on further requirements in the form of quests to fulfill before transfiguration.

MONSTERS

The creatures simply called "Monsters" by the Brotherhood are Heretics of Muawijhe who have acquired their full true form and now serve as agents, assassins or special troops depending on their abilities and whether they can still change into their human form or not. A Heretic that has proven his worth to Muawijhe may be granted with an shortcut on his way to power by acquiring all mutations he will ever gain at once. The resulting creature usually is optimized for some special role.

There is nothing like a typical monster so there is none presented here but for some inspirations the following monsters from other sources are are worth to be considered: Eugene Victor Tooms (The X-Files, episode 2), Carnage (Spiderman), Vampires from different cultures and mythologies, ...

Transfiguration: Heretics may chose to be transfigured to a Monster on a Special Event roll of 39/40 or during adventures by spending 25 Heretic Advancement Points.

Requirements: Must be at least a Level 5 Heretic who has not begun to degenerate

Tests: Roll 1D20 below MST. If the roll fails the Heretic will be uncontrollably mad and therefore become a NPC.

Benefits: Roll 1d6+9 to determine how many mutations your true form will have. Choose as many mutations for your character as you need to reach this number (i.e. the roll minus the number of mutations you already have). These mutations should be chosen according to a concept for what kind of a monster you want to create. You may also add 4d6 to your basic capabilities (chosed how many d6 to put on which capability, e.g. +2d6 to COR and +1d6 to MST and STR each). Note that you have to roll for stigmata and degeneration during your transfiguration.

DOOMSDAY PROCLAIMER

The Doomsday proclaimer is a strange creature sometimes accompanying Muawijhe's legions but more often haunting people's dreams. Looking much like a human being, it wears a heavy red cloak and usually floats about half a meter above the ground. It carries two weapons resembling shotguns, one in each hand. With these it unleashes the wrath of it's Dark master on its victims.

But what really makes the Doomsday proclaimer bring fear to the hearts of human beings is its mastery of the Dark Symmetry. Nothing can be hidden from these creatures, neither by camouflage nor by Art, Ki or the Symmetry and even creatures' thoughts are clearly visible to it. Therefore the creature can confront it's victims with their worst nightmares and paralyze them before striking.

Transfiguration: Heretics may chose to be transfigured to a Doomsday Proclaimer on a Special Event roll of 39/40 or during adventures by spending 25 Heretic Advancement Points.

Requirements: Must be at least a Level 5 Heretic.

Tests: Roll 1D20 below MST. If the roll fails the Heretic will be uncontrollably mad and therefore become a NPC.

Benefits: You acquire the skills and abilities described below as well as the equipment described and the following mutations: Pain control, Levitation (no MST-cost), Sleep control. Also add +2d6 to STR, PHY and COR and +3d6 MST

DOOMSDAY PROCLAIMER

STR	18		BP	AV	Field of expertise			
INT	14	Head	4	6(cloak)	Combat	12	Firearms	16
COR	17	Arm	7	6(cloak)	Communication	14	Movement	10
PHY	16	Stomach	7	6(cloak)	Technical	4		
MST	24	Leg	8	6(cloak)				
PER	15	Chest	8	6(cloak)				
Move	4/275	Attacks	Doomsday shotguns (attacks with both in one action), Gifts					
OB	+1	Mutations	Pain control, Levitation (no MST-cost), Sleep control and 1d4+3 more					
ACT/CR	5							
Avoid/	8	Dark Gifts	1d6+4 (add +1d6 to MST for every over 5)					
Parry								

Special abilities: Always knows the exact position of any living creature in a radius of MST squares and can read its thought by beating its MST in an opposed roll.

Doomsday Shotgun

W	L	MC	FUNC	RANGE	STR	RT	JF	DAM	CF
4.5	86	24	S	24/36	16	2	6	1d6	8

If used by a Doomsday proclaimer any victim hit by the Doomsday Shotgun must succeed in a hard MST roll or be stunned for 1d6 CR

NEPHARITES OF MUAWIJHE

See the description of Muawijhe's Nepharites below in the demons' section. Here only the rules for transfiguration are given.

Transfiguration: Heretics may chose to be transfigured to a Nepharite on a Special Event roll of 39/40 or during adventures by spending 50 Heretic Advancement Points. It is not recommended to allow for transfiguration to a Nepharite during character generation.

Requirements: Must be at least a Level 10 Heretic.

Tests: First you must undergo a series of tests which challenge every aspect of your being. Roll below each of your Basic Capabilities with 1D20 – failure means death. Then you must survive having your spirit seperated from your body. You are sacrificed on the great Altar in a Temple of Muawijhe, torn apart and devored by the Lord of Visions' demons. Your spirit must survive this ordeal – to do so, roll under your level as a Heretic with 1D20. If you succed, you are worthy. If you fail you will become a wandering ghost, screaming your madness into the world.

Benefits: You get to design a new Nepharite body. The new body has your original INT, MST and PER as well as all skills, Dark Gifts and mutations. The rest of your basic capabilities are as given for a Nepharite of Muawijhe.

LEGIONS IN THE FIELD: THE DEMONS

Demons have nothing human on them. They are creatures brought from other solar systems or even other planes of existence. Some people even claim that they originate from humanities nightmares and have been brought to our worlds by the ways of the Lord of Dreams. Whatever is true, these creatures are raging horrors, cutting a bloody path through enemy lines while screaming with inhuman voices and driving the weak-minded mad with their pure presence.

NAFAI

The Nafai are flying creatures consisting of not much more than a balloon-like body, about two foot in diameter, with large jaws. They often accompany the Screaming Legions in enormous numbers, attacking in packs. Their screams can be deafening and the horror of their noise and teeth is often used by the Nepharites as a distraction.

Recently an even more aggressive type of Nafai has been encountered and rumors say that these have been bred by the Tekrons of Algeroth as pets and hunting beasts.

		NAFAI (normal/new breed)						
STR	6		BP	AV	Field of expertise			
INT	5	Head	4/6	None/2	Combat	12/14	Firearms	-
COR	24	Arm	-	none	Communication	-	Movement	14
PHY	6	Stomach	-	none	Technical	-		
MST	8	Leg	-	none				
PER	-	Chest	-	none				
Move	18	Attacks	Bite (1d4/1d6)					
OB	-	Special	Nightvision, Screaming: every enemy within 30 meters of					
ACT/CR	4	Abilities	Nafai has to pass a normal MST roll or will suffer a modifier of -2 to all action due to the distraction.					
Avoid/Parry	10							

ZENITHIAN SOULSLAYERS AND SLAUGHTERMASTERS

“Following the Screaming Legionnaires, whipping them to a frenzy and steering their destructive powers at their enemies are the ZENITHIAN SOULSLAYERS. Huge monsters, three meters or more, they tower behind the ranks of the doomed, often surrounded by a squad of demented drummers and pipers.

The Zenithian Soulslayers are vaguely humanoid in shape with a torso and a head, two arms and two legs. There the similarity ends. The head is long and the lower part taken up by two enormous jaws, devoid of lips and twisted into a hideous grin. The two eyes burn with the fires of hate.

The arms are long and end in terrible claws, razorsharp and dripping in slime. The legs are powerful and permit movement at high speed. Protruding from the back of the Zenithian Soulslayers are two twisted blades made out of hard bone. These blades are connected to powerful muscles and may be used as pincers, cutting a victim in half. The tail may also be used as a thrusting weapon. The Zenithian Soulslayers act as officers of the Screaming Legions, taking command over the Screaming Legionnaires, pushing them into combat and keeping them in line.” - from the Mutant Chronicles Rulebook 1st edition p. 108

The largest Zenithians are often referred to as Slaughtermasters and they seem to be even more powerful and also slightly more rational than their smaller siblings, often displaying at least some tactical talent. While some Zenithians do show mutations, most do not – their natural form seems to be fitting their masters plans quite well.

ZENITHIAN SOULSLAYER/SLAUGHTERMASTER

STR	27/40		BP	AV	Field of expertise			
INT	12/16	Head	5	4 (none)	Combat	17/20	Firearms	0
COR	10	Arm	9/10	4 (none)	Communication	0	Movement	14
PHY	24/36	Stomach	9/10	5 (none)	Technical	0		
MST	27/34	Leg	10/11	5 (none)				
PER	26/30	Chest	10/11	5 (none)				
Move	3/225 5/325	Attacks	Claws (2d6), Gifts, Blades (2d6+1), Tail (1d6)					
OB	+4/+5	Mutations	1 in 10 has 1d6					
ACT/CR	4/5	Special	Nighthvision					
Avoid/ Parry	9	Dark Gifts	1d6+2/1d6+6 + Invoke Frenzy (Algeroth's Frenzied Lash) (each over 4 adds +1d6 to MST)					

ZENITHIAN OVERMIND

A demonic race that seems to be related to the Zenithian Soulslayers the Overminds are as large as those but slimmer, nearly appearing skeletal. Their head resembles a horse's skull and is always grinning. They have no tail and no wing-like blades on their back but their claws are as sharp as the Soulslayers.

At first sight the Overminds seem unusually calm for a creature of Muawijhe but a closer look will reveal that they are nearly constantly giggling whatever happens around them. On the battlefield the Overmind's role is to take out the most strong-willed enemies to weaken the enemies' morale. They always seem to know who is in command or is important for a squad and attack these key individuals without mercy.

OVERMIND

STR	45		BP	AV	Field of expertise			
INT	16	Head	5	6 (none)	Combat	14	Firearms	16
COR	14	Arm	9	4 (none)	Communication	12	Movement	12
PHY	30	Stomach	9	4 (none)	Technical	8		
MST	27	Leg	10	4 (none)				
PER	26	Chest	10	6 (none)				
Move	5/325	Attacks	Heavy weapon, Gifts, Claws (1d6+OB)					
OB	+5	Mutations	1d6					
ACT/CR	4	Special	Nighthvision					
Avoid/ Parry	6	Dark Gifts	1d6+4 (each over 4 adds +1d6 to MST)					

RAGING HORROR

These creatures, that are only known by the name human warriors gave them, are enormous quadrupedal demons of great strength and speed that seem to burn in blue flame.

They race across the battlefield, hitting their targets like an express train with their initial charge and then rip them apart with their claws and teeth. Although this physical attack is able to kill most enemies and often even destroys tanks

it can get even worse when the beasts fire spreads to its targets. Some Nepharites chose to ride these monsters into battle.



RAGING HORROR

STR	60		BP	AV	Field of expertise		
INT	4	Head	6	6 (none)	Combat	14	Firearms -
COR	16	Arm	11	6 (none)	Communication	-	Movement 12
PHY	60	Stomach	11	6 (none)	Technical	-	
MST	20	Leg	12	6 (none)			
PER	14	Chest	12	6 (none)			
Move	12/700	Attacks	Charging: 2d6+OB*, Claws: 3d6**, Bite: 1D10+OB**				
OB	+7		*moving up to full speed but at least 4 squares, hitting with the last step and a successful attack roll				
ACT/CR	4		**may attack with two claws and bite in one action				
Avoid/Parry	6	Special	Any target hit may catch fire. Nightvision, Invulnerable by fire				

PLANAR GIANT

The Planar Giants are among the most horrific creatures in the Lord of Nightmares' ranks. giant blobs of protoplasm with a diameter of up to 15 meters, colored like a rainbow turned mad, with long tentacles and great jaws filled with myriads of teeth it is obvious that these beings are not out of our reality. Actually they cannot stay for long in our universe and have to be brought here by powerful spells that can only be cast by the highest ranking Heretics of Muawijhe or his Nepharites. But the little time they have here usually is enough to wreak havoc in the lines of any enemy they encounter.

PLANAR GIANT

STR	100		BP	AV	Field of expertise			
INT	0	Head	-	-	Combat	10	Firearms	-
COR	12	Tentacles (8)	16	8 (none)	Communication	-	Movement	4
PHY	100	Stomach	45	8 (none)	Technical	-		
MST	30	Legs	-	-				
PER	-	Chest	50	8 (none)				
Move	9/700	Attacks	Tentacles: 4d6+OB (range 10 squares), Bite: 3D10+OB					
OB	+11	Special	Can grab objects (up to medium tank size) and pull them towards its jaws.					
ACT/CR	5		Has to expend one point of MST per action in our universe, disappears if MST reaches zero.					
Avoid/Parry	-							

Any character who encounters one of these has to pass a hard MST roll or will flee for 1d10 minutes.

NEPHARITES OF MUAWIJHE

„The Nepharites of Muawijhe resemble their master. They mirror his appearance but not the calm control over insanity their master possess. They act as generals in the Screaming Legions and their sole purpose is to spread the madness and the terror and collect those who have been smitten by the Dark Lord's presence. The Nepharites of Muawijhe are able to travel between the realms of reality and nightmare without hindrance, all to please their master's thirst for new souls.

From his mouth, the Nepharite can throw forth a black wormlike tentacle that if it touches a victim unites the poor soul's mind with Muawijhe's. The effect of the Kiss of Muawijhe results in the creation of a new Screaming Legionnaire.“ - from the mutant Chronicles Rulebook 1st edition p. 108

NEPHARITES OF MUAWIJHE

STR	32		BP	AV	Field of expertise			
INT	21	Head	4	2 (none)	Combat	19	Firearms	15
COR	26	Arms	8	3 (none)	Communication	18	Movement	17
PHY	15	Stomach	8	8 (plate)	Technical	16		
MST	27	Legs	9	3 (none)				
PER	28	Chest	9	8 (plate)				
Move	5/325	Attacks	Kiss, Dark Gifts, heavy firearm or melee weapon					
OB	+3	DarkGifts	2d6+4 (any above 5 add +1d6 MST)					
ACT/CR	6	Special	Does not feel Pain, Nightvision, Kiss of Muawijhe (as the					
Avoid/Parry	9	Mutations	Tounge of Muawijhe mutation with 2d6 MST drain)					
			1d10+8					

ANGEL OF MERCY

The Angel of Mercy is a special kind of Nepharite that serves Muawijhe. Appearing much calmer than his brothers the Angel is standing about three meters tall, has a skull-like face, is clothed in robes and has blade-like wings like the Zenithian Soulslayers. It is usually armed with a large butcher's axe.

But the horror of the Angel does not come from his physical presence. Wherever the Angel appears nightmares follow him, nightmares so strong that even those awake are stunned

by their horror. Even the most courageous soldiers stumble when he is near and pray for their visions to end. Then the Angel will show his mercy by releasing them from their pain.

ANGEL OF MERCY

STR	35		BP	AV	Field of expertise			
INT	24	Head	5	8 (none)	Combat	14	Firearms	12
COR	20	Arms	10	4 (robes)	Communication	19	Movement	14
PHY	19	Stomach	10	4 (robes)	Technical	14		
MST	42	Legs	11	4 (robes)				
PER	30	Chest	11	4 (robes)				
Move	4/275	Attacks	Hatchet (1d10+OB), Dark Gifts					
OB	+4	DarkGifts	1D10+4					
ACT/CR	7	Special	Any enemy within 45 meters has to pass a normal MST test each CR or will be stunned for 1d4 CR; shots at the Angel will always suffer a -4 to the SV; mindreading like doomsday proclaimer; doesn't feel pain; nightvision					
Avoid/ Parry	8							

BHALAERON THE SANDMAN

„Bhalaeron is the Nepharite Overlord, first of all among Muawijhe's minions and his powers of madness are staggering. Bhalaeron's chief weapons are the dreams of mankind – a fertile landscape of hopes where he can sow the seeds of insanity. These seeds come to fruition on the battlefield and even after the battles are over, where Bhalaeron nurtures them to cause mass confusion and fits of irrationality.

Bhalaeron is the thief of dreams, searing the sanity from humanity in fits of demented glee. Of all the Nepharites, Bhalaeron is perhaps the most fearsome, not because he is a physical powerhouse, for Algeroth's and Ilian's minions supplant him here. He is not the cleverest or strategically minded either. His horrific power lies in the insidious way he wields the Dark Symmetry, a particular pattern that no mortal can completely escape. When his forces are engaged, the battles are always bloody, replete with terrifying phantasms and horrific insinuations. The worst of it is the number of after battle casualties that are recorded when confronting this Nepharite. For even if a force were to overcome his legions, and a few have, the battle leaves an etheric poison that spreads through the soldiers and tests their resolve well after the battle is won.

Confronted with their inner demons; with thoughts too dark to ever be given light, a staggering number of soldiers snap and either commit suicide or become psychotics who will either end up in a Brotherhood sanitarium or get gunned down like a rabid dog by their peers. It is for this reason alone that Bhalaeron is so feared. Making this worse, as if it could be so, is the fact that this Nepharite does not seem to stay dead even though he has been reported destroyed in three separate engagements. The reputation of Bhalaeron has spread faster than almost any other Nepharite“ - from Ultimate Warzone p. 470

Special ability: Bhalaeron's presence is so overwhelming that any person encountering him has to pass a test of MST. DL for this is 8 for seeing or hearing Bhalaeron, 10 for coming closer than 15 meters (10 squares) meters and 14 for actually fighting him (i.e. attacking Bhalaeron or being attacked in any way by him). Anybody who does not pass this test has to roll 1d6 on the table below. The effects take place after 1d6+2 days.

1,2 – Mad visions: The character will pass out for 1d4 days and lose 1d4 points MST

3,4 – Corruption: The character advances one stage on the path of corruption as described in the Algeroth sourcebook

5,6 – Insanity: Roll 1d4+6 on the Heretics of Muawijhe Special Events table.

BHALAERON THE SANDMAN

			BP	AV	Field of expertise			
STR	32							
INT	24	Head	5	2 (none)	Combat	22	Firearms	12
COR	26	Arms	9	3 (none)	Communication	22	Movement	17
PHY	25	Stomach	9	6 (light)	Technical	10		
MST	32	Legs	10	3 (none)				
PER	40	Chest	10	6 (light)				
Move	6/400	Attacks	Kiss, Dark Gifts, Claws (2d6)					
OB	+4	DarkGifts	All common, All of Muawijhe					
ACT/CR	6	Special	Does not feel Pain, Nightvision, Kiss of Muawijhe (as the Tounge of Muawijhe mutation with 2d10 MST drain)					
Avoid/Parry	9							

MUAWIJHE

“Twice as tall as a man, with broad shoulders and long thin arms ending in clawed hands, the Lord radiates total and pure insanity but remains a perfect calm in the eye of the storm. He is dressed in armor made out of dreamstuff distilled from the insanity of his legions. His clothing is covered with writhing patterns constantly changing both shape and color, forever pulsating with light. His wide cloak shows the images of captured dreamers streaming over the fabric like clouds over the sky, twisted in insane screams forever trying to find their way out. From his belt hang long chains and hooks which he uses to capture his prey.

From his head sprout huge fat worms, constantly moving to the symphonies of insanity. They seem to forever crawl out of the Lord's head and reach out for victims for they can with the slightest touch drive a man over the cliffs of insanity. They tear down any walls the victim may have and drowns him in pure insanity. There is no return and anyone exposed is transformed to a screaming, drooling idiot forever bound to the service of the Lord of Visions.” - from the Mutant Chronicles rulebook 1st edition p. 107

Muawijhe

			BP	AV	Field of expertise			
STR	200							
INT	240	Head	24	Appropriate (15+)	Combat	40	Firearms	32
COR	65	Arms	46	Appropriate (15+)	Communic	36	Movement	40
					ation			
PHY	180	Stomach	46	Appropriate (15+)	Technical	18		
MST	250	Leg	47	Appropriate (15+)				
PER	250	Chest	47	Appropriate (15+)				
Move	16/ 1400	Attacks	Dark Gifts, Claws (3d10+OB, ignore armor), any weapon, doing 1d6 times normal damage, Living Chains (1d10 attacks at SV 12 and 1d10 damage per round)					
OB	+20	Mutations	Any and all					
ACT/CR	20							
Avoid/Parry	20	Dark Gifts	Any and all					

Special Abilities: Any listed with the Angel of Mercy, Doomsday Proclaimer, Nepharite or Bhalaelon. Note that DL for resisting his presence is raised by 4
May change his form and size at will from mansized to over ten meters tall, May summon any weapon or demon of Muawijhe at will

Can speak through his statues in the Temples of Madness, Can cast any Dark Symmetry spell, even if it usually requires special preparation, places or several casters
Worms of Muawijhe: may strike up to three squares away with his tounge, any target hit must succeed in an opposed MST roll or will turn immediatly into a screaming legionnaire.

CHAPTER 4: THE WHIRLING PATTERNS – DARK GIFTS OF MUAWIJHE

„Muawijhe uses the Dark Symmetry to further spread insanity across our worlds. His mages are skilled in distorting minds and senses and inducing terrible visions. They also possess the secret of walking across the dimensions, switching between realities at will.“ - Mutant Chronicles Rulebook 1st edition p.101

The Brotherhood scholars have tried to classify the Dark Gifts of Muawijhe into several categories but this system is in no way followed by Muawijhe's Heretics. They seem to be granted their Dark Gifts randomly and often are able to cast a puzzling variety of spells. Sometimes apprentices will be granted the most powerful gifts without having the ability to control their effects. Although this may seem chaotic and ineffective at first glance it rewards the most creative of the Lord of Visions' follower who enjoy to work with whatever they have been granted.

Note that for all Dark Gifts the name used by the Brotherhood's Second Directorate is given, with the Firts Directorate's name in parenthesis if different.

THE VISIONS

The Dark Gifts of Visions play with the human mind and senses and lead their victims away from the world of reality to confuse, disturb and control.

BAFFLING CALL (CONFUSE)

LEVEL: 6+

RANGE: 50 squares/75 meters

See the Mutant Chronicles Rulebook p. 176 1st ed. Or p. 131 2nd ed.

FOUL LUST

LEVEL: 10+

RANGE: Touch or earshot

See the Ilian Sourcebook p. 24

MUAWIJHE'S FRENZIED LASH (INVOKE FRENZY)

LEVEL: 4+

RANGE: 30 squares/45 meters

This works exactly like the Dark Gift of Algoth: Algoth's Frenzied Lash. See the Mutant Chronicles Rulebook p. 178 1st ed. Or p. 133 2nd ed.

THE PIPER'S IRRESISTIBLE DANCE (INSANE DANCE)

LEVEL: 10+

RANGE: 20 squares/30 meters

See the Mutant Chronicles Rulebook p. 176 1st ed. Or p. 132 2nd ed.

THE WINDS

The Winds of Muawijhe wash over the worlds of humanity, bringing with them confusion, pain and insanity.

INSANE WIND OF THE VOID (WIND OF INSANITY)

LEVEL: 20+

RANGE: 50 squares/75 meters

See the Mutant Chronicles Rulebook p. 176 1st ed. Or p. 131 2nd ed.

WARP OF THE JESTERS

LEVEL: 1+

RANGE: 2 squares/3 meters

See the Algeroth Sourcebook p. 38

PATH OF MADNESS (FLOW OF MADNESS)

LEVEL: 10+

RANGE: 10 squares/15 meters

See the Algeroth Sourcebook p. 40

MAUWIJHE'S BURNING FLAME (WIND OF FIRE)

LEVEL: 8+

RANGE: special

Whenever this Gift is invoked a burning hot wind will blow from the hands of the invoker and ignite the air, creating an effect that resembles an incinerator attack. This attack is resolved exactly as if firing an incinerator causing 1d6 damage. Add 1d6 to this base damage for every additional 4 levels.

THE WIND OF THE JESTER

LEVEL: 4+

RANGE: 10x3 squares/15x4.5 meters

This Dark Gift allows the Invoker to make a wind blow along a narrow path of 10x2 squares, beginning at his own position. This wind will carry strange sounds and lights and confuse any creature in its path that is not following the Lord of Visions. Any creature caught in this wind will suffer a malus of -4 on all actions.

The wind will blow for 1d4 CR in the same squares it has started in and this time may be elongated by 1d4 CR per additional 4 levels spent.

The area affected may be elongated by 10 squares or widened by two per additional 4 levels spent.

THE DREAMS

The Gifts of Dreams allow the followers of Muawijhe to play with humanities subconsciousness and to control the sleep of the mortals and demons alike.

CALL OF CORRUPTION (DISTORT MIND)

LEVEL: 4+

RANGE: Touch

See the Algeroth Sourcebook p. 39

DREAM MOLD (SEND DREAMS)

LEVEL: 12

RANGE: special

See the Mutant Chronicles Rulebook p. 176 1st ed. Or p. 131 2nd ed.

MUAWIJHE'S MAD LULLABY (SLEEP)

LEVEL: 14+

RANGE: 50 squares/75 meters

See the Mutant Chronicles Rulebook p. 176 1st ed. Or p. 131 2nd ed.

THE WANDERING SOUL OF THE SLEEPER (DREAMWALK)

LEVEL: 8+

RANGE: Self

Invoking this gift allows an Heretic to leave his body and let his mind wander the world as an immaterial ghost. The Heretic may pass walls and other objects unhindered but also may not interact with any objects. With a successful opposed MST roll the Heretic may even enter the realm of dreams and appear in the dreams of other persons.

But this is a dangerous undertaking since whenever the Heretic is attacked within a dream he suffers a temporary loss of MST equal to the damage the attack would have caused in the real world. Should his MST ever drop below 0 his mind will vanish and never return to his body.

Another real danger for the invoker of this Gift is that his body will be without any active senses and therefore absolutely defenseless. There is actually no way to force the invoker back into his body from the outside. What happens, should the body die while the mind is wandering is up for speculation.

The basic duration of this Dark Gift is 10 minutes but this can be expanded by 10 minutes per 2 additional levels.

The basic range the invokers mind may wander is 50 squares/75 meters and this can be expanded by 50 squares/75 meters per 4 additional levels.

THE PORTALS

The Portal Gifts allow their casters to leave reality and travel to distant places or even dimensions.

THE THRESHOLD OF HORROR (PORTAL OF DREAD)

LEVEL: 13+

RANGE: 10 squares/15 meters

See the Algeroth Sourcebook p. 36

DARK GATEWAY

LEVEL: 2+

RANGE: Touch

See the Algeroth Sourcebook p. 36

PATH THROUGH THE VOID

LEVEL: 12+

RANGE: Self. Basic teleportation distance is 70 squares/105 meters.

See the Ilian Sourcebook p. 26

THE SUMMONINGS

The Gifts of Summoning tear demonic creatures from their own realm and force them to fight alongside Muawijhes troops on the worlds of humanity.

CALL OF THE DEVOURING SWARM (SUMMON NAFAI)

LEVEL: 12+

RANGE: 20 squares/30 meters

This Gift opens a portal to the realm of the Nafai and allows a swarm of these creatures to enter our reality. When invoked successfully 1d4 Nafai will appear up to 20 squares away from the invoker and attack all targets in a direction chosen by the invoker on their own. The Nafai will roll initiative with 1d6 instead of 1d10 for the CR in which they appear and will not act this CR if their initiative roll surpasses that of their invoker. The swarm will simply disappear after 1d6 CR.

4 additional level add 1d4 to the number of Nafai appearing or 1d6 to the number of CR they will remain in our world. A Nephrite invoking this Gift may hold the Nafai in our world permanently by adding 4 more levels per 1d4 Nafai summoned.

SUMMONING OF THE RAGING DEMON (SUMMON RAGING HORROR)

LEVEL: 16+

RANGE: 0 squares/0 meters

The invoker of this Gift will open a portal that allows a Raging Horror to enter our reality. The portal will appear directly in front of the invoker so that it will look as if the beast is charging directly out of the invoker. The Horror will have two actions the moment it is invoked and use these to run and charge in a direction chosen by the caster if he succeeds in an opposed MST roll (Use MST before invoking this Gift for comparison). If the roll is failed the Horror will attack in a random direction as it cannot be controlled by its invoker (Use the grenade scatter table). In further CRs the Horror will act on its own, continuing to attack the closest targets available. If the invoker was able to control the demon he may choose to direct the beast by spending one of his actions per CR.

The Raging Horror will disappear after 1d4 CR and this time may be expanded by 1 CR per 5 additional levels. A Nephrite invoking this Gift may make the Horror stay permanently in our world by invoking this spell at a level of 30.

CALL FOR THE TITAN OF MADNESS (SUMMON PLANAR GIANT)

LEVEL: 24+

RANGE: 10 squares/15 meters

This is one of the most powerful and dangerous Gifts any of the Apostles has ever granted to his followers, as it allows one of the giant, chaotic demons entry into our world that are called Planar Giants by Brotherhood scholars. The Giant will appear in 10 squares distance to the invoker and attack anything in range from the next CR on using up its own MST as described in its description.

A successful opposed MST roll allows the invoker to control the actions of the Giant (Use MST before invoking this Gift for comparison) but this requires full concentration, i.e. The invoker may not spend any actions on anything else. Also the control will be lost if the invoker is wounded and fails in passing a medium MST test.

Additional levels may add 1 point MST per two levels to the Giant's MST, allowing it to

remain longer in our world. Additional 4 levels raise the Gift's range to 20 squares/30 meters which is the maximum range.

MUAWIJHE'S DESPERATE GAMBLE (UNCONTROLLED SUMMONING)

LEVEL: 12

RANGE: 2 squares/3 meters

This Gift opens a portal that may be used by Muawijhe's demons to enter our world, but in contrast to the other Summoning Gifts the Invoker has no control over the kind of creature or creatures that will appear. This makes this Gift enormously dangerous to the invoker as he might be as surprised of what he has summoned as his enemies. The Gift is always invoked at a level of 12 and no additional levels can be expanded in any way.

After a successful invocation roll 1d20 on the following table to determine what type of creature will appear (See the Dark Gifts described above on how the creatures will act and how they can be controlled):

1-3	The portal hisses and vanishes without anything appearing
4-5	1 Nafai
6-10	1d6 Nafai
11-13	2d6 Nafai
14-16	1 Zenithian Soulslayer (Will act independently from the next CR on)
17-19	1 Raging Horror
20	1 Planar Giant

CHAPTER 5: MAD SCIENCE AND DEMONIC ARTIFACTS — THE ARMORY

The artifacts used by the followers of Muawijhe are creations of pure madness and reflect the nature of the Lord of Visions. Some of them appear to be the creations of mad scientists or Tekrons turned insane, while others seem to be demonic creatures reshaped to become weapons or tools for the Screaming Legions.

ALIMAHN

The Alimahn actually is a small demonic creature that resembles a brainlike body with several wormlike tentacles and one big eye on top. Alimahns feed on the souls of the living, draining their willpower, usually while their victims are asleep. In the hands of a high ranking Heretic or a Nephrite the Alimahn can be forced to attack their enemies directly, stunning or even killing them.

SPECIAL RULES: An Alimahn weighs about 4 kilograms, has 4 BPs and can move 2 squares per action at 2 ACT/CR. If an Alimahn gets close enough (less than 15 meters) to a sleeping human it will try to drain its willpower to feed. Roll the victims MST against a DL of 1d10+10. If the roll is successful the victim will suffer strange dreams and lose 1d6 points of MST temporarily, regenerating no MST at all this night.

An Alimahn in the hands of a Heretic or Nephrite can be used as a weapon. At the start of the battle the user will sacrifice 1d6 points of temporary MST to the Alimahn and has to pass a MST-roll against a DL of 1d10+10. From then on he can direct the Alimahns attack against any enemy up to 10 squares away using one action. The victim will lose one action defending against the attack and has to pass a MST-roll against a DL of 1d10+10 or

will lose 1d6 points of MST and an equal number of actions (This will carry over into the next CRs).

Any character whose MST is reduced to 0 by an Ahriman will pass out and has to pass a Hard MST roll using his original MST or will die.

CF = 12, for detection purposes the Alimahn has a CF of 2 when not active.

CHAINS OF MUAWIJHE

These are dangling chains hanging from the hip of a Nepharite or high ranking Heretic that end in barbed hooks. The chains will attack on their own once a CR with 1d6 attacks with a melee skill of 10 and cause 1d6 damage with each successful hit. CF = 14

CLAWS OF BOHNAR

The Claw of Bohnar is resembling a large sword shaped chainsaw with organic teeth and chain. In contrast to human weapons of similar shape the Claws will never jam.

SPECIAL RULES: By spending two actions the wielder of a Claw of Bohnar may attack all adjacent squares.

W	L	STR	DAM (1-H)	DAM (2-H)	CF
6.0	140	14	1d10	1d10+2	10

FLUTES AND DRUMS

The Screaming Legions often carry musical instruments into battle that are warped by the Dark Symmetry. The most common of these are flutes and drums but trumpets, guitars and others are also frequently found. These instruments cause an enormous amount of noise that tears at the minds of any sane man nearby.

SPECIAL RULES: The instruments of Muawijhe cause tremendous noise that multiplies with the number of players. Therefore the effect of instruments is dependent on the number of players in a squad where a squad is made up of all players that are not more than three squares away from the next player. To effectively use an instrument the player may do nothing but move and evade while playing.

While the instruments can often be heard for hundreds of meters the symmetric effects only reach 1 square per player (i.e. for a coherent squad of ten players any target within ten squares of one of the players is affected). Any creature in range that is not a follower of Muawijhe must pass a MST test with a DL equal to the number of players or lose 1 action per CR and suffer -4 to all die rolls. A successful target will only suffer -2 on all actions.

CF = 6

NEFASTI

The Nefasti is an organically looking incinerator, spitting flames from its chitinous body that are nourished by its inner fire. Those flames will burn their targets body and soul and leave nothing by pain and horror. This is a favourite weapon of Nepharites and Heretics who have to face multiple enemies in close quarters.

SPECIAL RULES: This is an incinerator as described in the Rulebook. It reloads automatically at the start of each CR and will never jam due to its demonic nature. Any target hit by the Nefastis flames has to pass a hard MST check or will flee in panic for 1d6 CR.

W	L	MC	Func	Range	STR	RT	JF	DAM	CF
12	110	1	M	10/15	14	auto	-	1d10+10	10

SHRIEKETH

„The Screaming Legions are armed with weapons forged from the insanity their master wields. The Shrieketh vaguely resembles a conventional gun but have been constructed from organic material. It is covered with tubes and cables and the writhing patterns that are the marks of Muawijhe. The weapon is capable of firing twisted, hooked spikes and has the ability to tear through even the thickest armor.

Anyone that is hit by a spike and survives is within a few hours caught in the web of insanity and is doomed to serve the Screaming Legions forever.

SPECIAL RULES: If the victim takes at least one point of damage in any body part he must make a Hard MST-roll. If it fails he will begin to transform into a Screaming Legionnaire within 1d6 hours. The process can only be cancelled with a successful ART OF EXORCISM of the second magnitude being performed on the victim, else he is forever lost to humankind.

W	L	MC	Func	Range	STR	RT	JF	DAM	CF
4	40	12	M	20/30	12	1	9	1d6	8

From the Mutant Chronicle Rulebook 1st edition p. 110“

TZOTEH

„The Tzoteth is a heavier support weapon based on a principle similar to that of the common flamer. It fires gusts of insanity which envelop the victims in a black sea of fire, crawling like a demented beast over its target's body. The effect is devastating and any person hit is immediately struck by an attack of pure madness. The brain and blood of the weak-minded begins to boil from the heat and blisters form on the skin. After a few seconds the victim is totally engulfed in black flames and is incinerated.

SPECIAL RULES: Treat as an incinerator attack. Any person that is subject to a successful attack roll must make a Normal MST-roll. If it fails, he's dead.

W	L	MC	Func	Range	STR	RT	JF	DAM	CF
12	110	1	M	10/15	14	auto	-	1d10+10	10

From the Mutant Chronicle Rulebook 1st edition p. 110“

THE TOME OF MADNESS – AN ADVENTURE

This is an adventure suited for any group of characters whose player enjoy some riddles and madness and dare to confront the minions of Muawijhe.

STOP READING HERE IF YOU ARE A PLAYER! READ ON AS GAMEMASTER ONLY!

This adventure is very unlinear and it works best when the GM has a good knowledge of the players and their characters, knowing the characters' wishes and fears. Any group of characters, except maybe Heretics of Muawijhe can be the victims of the Tome of Madness.

THE EVENING

It all begins with the characters working late – again – as an elder neighbour is knocking at their bureaus door (or calling their phone). He has heard strange noises from his neighbour's apartment, including a scream, is terribly scared and asks the player characters to look for the young woman. He urges them to go there fast, fearing that her life might be endangered.

Arriving at the woman's apartment door the players can see or hear nothing strange. She will not answer knocking or ringing the bell or phone although several neighbors will assure the players that she arrived early this evening and hasn't left since then. Some might even have heard the screaming, but thought it was some TV show.

The apartment door should not pose any real trouble for the players, who might pick the lock or break the door. If hesitant they might be pressed by the assembled neighbours who get more and more worried.

Inside the apartment everything seems tidy and normal until the players arrive at the sleeping room. Here the young lady lies in her bed, staring with an expression of relief at the ceiling, her chest and abdomen cut open as if she had been hit frontally by a giant butcher's hatchet. The bed is drenched with blood but everything else is calm. All the windows are closed and locked and nobody else is in the apartment, and definitely nothing that could have caused such a horrific wound. The only thing strange besides her smiling corpse is a medium sized leather bond book on a small table next to her bed. It appears to be some kind of journal.

Make sure that your players examine the book, if necessary, e.g. because your players are unusually careful with such things, leave the book opened so that they automatically have a glance at the pages.

All pages of the book are empty but looking carefully the players will begin to believe that some almost invisible writing is covering the pages, maybe some kind of secret ink. Make sure that every player takes a look, e.g. by asking for Perception rolls to decipher anything or by allowing the players to try some methods to make secret inks visible that they might have learned in previous jobs. In the end everything remains fruitless.

Questioning the neighbors will only reveal some general information on the victim. Her name was Angelica Johnson and she was working in a small lawyer's bureau as a secretary. It is too late to contact her employer or any of the people listed in her phone list, so that only two things can be done this evening:

Calling the Police: This will lead to some questioning of the characters, then they will be released. Two or three policemen will have a look at the book, then it will be packed and transported to the police station.

Calling the Brotherhood: The players need some good reasons or connections to make the Brotherhood interested in this murder but if they succeed in doing so, an Inquisitor will come accompanied by policemen. Similar things to the above mentioned will happen but the Inquisitor will have a very close look at the book, sensing some Dark influence. The

players might be asked to visit the Brotherhood Mystics tomorrow for a thorough checkup.
After everybody has left the player characters may go to sleep.
This is where the adventure really begins.

THE NEXT DAY

The next day will start normally. Encourage the players to investigate on the murder that happened, if necessary make their neighbors encourage them with some money or tell them that the police doesn't seem too eager to put much effort into this investigation. Possible clues to follow are Angelica's employer, or the friends and relatives from her phone book.

Now things will begin to get slightly strange. Nobody really seems to be interested in her fate, not even her parents or friends. Most traces will be dead ends, except when the players made assumption. Those will prove to be true. From here on the course of the adventure heavily depends on your group. Make sure that the players get the feeling that things are strange and get more and more strange. Also make sure that they get the impression that some things just happen too much like they planned it. Note that all people who have touched and looked at the book the evening before seem to be normal and as puzzled by things as the players.

Whenever the adventure is slowing down throw one of the following things at the players:

Mishaps – These should be minor in the beginning and get more and more uncomfortable and all should aim at the player's fears and wishes, e.g. a phobic might encounter unusually many spiders, a warrior will wound his weapons arm, the Bauhaus Blonde her face and so on.

Madmen – This could be people leading the players on wrong traces and remembering nothing about it later at the start, doomsday prophets later on and whole cults of madmen roaming the streets in the end.

Strange Encounters – this will start with strange smells and go over white rabbits and might end up in seeing Godzilla laying a street to wastes but leaving no trace in the next.

As things get more and more strange, your players should come up with the following ideas, if necessary provide some hints in that direction:

"All this is not real!" – Actually this is true! The characters are asleep and dreaming, but this dream obviously isn't normal. As soon as the first player mentions that all this must be some strange dream allow them to roll hard INT checks. Anybody who passes will have fully realized that this is a dream. Anybody who failed may try again the next time something obviously strange happens. Anybody who has realized that he is in a dream will heal any damage suffered at a rate of 1 BP per zone and CR, even crippling or killing wounds – they are not real!

"If this is only a dream, maybe we can control parts of it." – This is also true. Characters can actually make things appear or disappear at will by rolling against their MST and paying with temporary MST points. Some examples are given here:

Make a small tool appear (like a key, a match or a drink): Easy MST roll, 1d2 MST

Make a knife or handgun appear: Normal MST roll, 1d4 MST

Make a rifle, sword or light armor appear or a minor enemy disappear (e.g. a Legionnaire): Hard MST roll, 1d6 MST

Make a heavy weapon, heavy armor or vehicle appear or a major enemy disappear (e.g. a Zenithian or a Nephrite): Very Hard MST roll, 1d10 MST

Note that only characters who have succeeded in their INT roll may try to manipulate the dream.

Any time a character tries to do something that would require more MST then he has it just does not work.

Also note that the characters cannot regenerate any MST while caught in the dream, so

while they have quite some power they must learn to use it reasonably.

“We have to get out of this dream!” – Yes, that is also true. Whenever a character mentioned this or seems to get desperate, he hears a voice, offering him to “free” or “release” him, if he really wants. This should make the player suspicious but it is well possible that one of your players will try to answer yes. Should this happen the player will appear to freeze and slowly a cut will appear on his chest and abdomen like the one found on poor Angelica. This should be a warning sign to the others who should try to drag the victim back to the dream. Play this out as dramatic as possible but make sure that whatever the players try finally works out.

After this encounter your players should realize that their situation is dangerous and they have to get out of this nightmare somehow.

“All this has something to do with the book!” – Right, Jackpot! Getting this idea is easier when the characters encounter normally acting people and realizing that these also handled the book. Whenever somebody has gotten this idea and the players decide to return to the book, wherever it is at the moment continue with the chapter below.

THE CITADEL

Whenever the players have realized that they are caught in a dream and try to go back to the book, entering the room or building where it is supposed to be in, will lead them into a large gothic hallway from which numerous large wooden doors lead into long dark corridors. Mad laughter and strange aromata fill the air. Note that the book is actually at the point where it was left at the last evening, if the characters have changed its position inbetween it will have returned there.

This is the entering hall of a Citadel of Muawijhe which every character with any knowledge of the Lord of Visions will realize by the large symbols painted at the walls. It is as easy to realize that they have arrived at the center of this dream and that what and whom they seek and have to overcome is found somewhere here.

Travelling the citadel is a strange thing. Some rooms and halls are technically looking, some seem to be organically grown, some are filled with stench, others with perfume. Some are pulsing like a beating heart but sometimes these are the technically looking. In some creatures of Muawijhe will attack but since the characters should be well equipped and almost invulnerable by now these shouldn't pose too much of a problem.

The best way to simulate this mad labyrinth is to make it up during play – do not hesitate to reroll rooms the characters have already passed, this labyrinth cannot be crossed or understood by following your tracks!

To create random rooms, roll once on each of the following tables:

Type of room (1d6):

- 1,2 – corridor, stretching 1d6x10 meters
- 3,4 – small room, up to 6x6 meters, 1d2 exits
- 5 – large room, up to 20x20 meters, 1d4 exits
- 6 – The entry hall, do not roll on other tables

Appearance (1d4):

- 1 – Technological nightmare
- 2 – Natural caves
- 3 – Organic tubes, organ-like
- 4 – Gothic halls

Specialty (1d6):

- 1 – pulsating: Roll normal MST or be distracted (-4 to all die rolls)
- 2 – strange fumes: Roll normal MST or be distracted (-4 to all die rolls)
- 3 – Whirling lights and sounds: Roll normal MST or be distracted (-4 to all die rolls)
- 4 – fountain of health: Drinking will restore 1d6 MST
- 5 – Reversed gravity: Characters will “fall” towards the roof and suffer falling damage if

not passing a Hard COR roll

6 – Roll twice, ignoring a result of 6

Inhabitants (1d6):

1,2 – none

3 – 1d6 Nafai

4 – 1d4 zenithian Soulslayers

5 – 1 Raging Horror

6 – 1 nepharite of Muawijhe

The characters will probably try to find a way through this dazzling labyrinth but actually the only way to find the central chamber is to give up searching and wander the halls randomly. Doing this the character will arrive at the central chamber after passing 1d4 rooms.

THE CENTRAL CHAMBER

This is another large Gothic hall, filled with thin fog. At the center of the hall an altar is standing, holding the Tome of Madness under a shimmering field of Symmetric Energy. In front of the altar the Angel of Mercy is standing, accompanied by two Zenithian Slaughtermasters. He will greet the player characters and congratulate them on their success so far. He will offer them to free them from the dream one last time or to join the ranks of his master if they want but the players should be smart enough not to consider such an offer.

If they refuse combat will be inevitable. Note that the Angel has the same dream abilities, concerning summoning of things and healing as the characters and that this enemy cannot be affected by dream control. To make things worse the Angels hatchet deals REAL damage even when striking within a dream! This will become obvious to any character who is hit by it immediately.

Whenever the characters “kill” the Angel the Symmetric Energy protecting the Tome of Madness will break down, allowing the characters to attack the book. Should they allow the Angel to regenerate to become alive again, the force field will reappear.

Dealing more than five points of damage to the book in a single attack will destroy it and disrupt the dream, the last thing the players will experience is the angry shout for revenge from the Angel of Mercy. The characters will awake from their dreams, and only a few hours have passed since they went to bed.

The Tome of Madness is torn apart in the real world and now the writing is clearly visible: A long list of names, all crossed out with red dashes. The last crossed name is Angelica Johnson’s then follow the ones of the characters – not crossed... Yet?

REWARDS

Every surviving character should gain 4 hero points. Add one point for the character who first realized that they are in a dream, that they can control parts of the dream and that all depends on the book, each. Also add one point for the character who destroyed the book.