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IMPROBABLE TALES

WHAT IS ON
**THE
OTHER
SIDE?**

INSANE
6TH
ISSUE

ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

FOR HOW MUCH LONGER DO THE ELDER GODS REST..?

FAINTING GOAT GAMES

PRESENTS

THE OTHER SIDE

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Introduction

This adventure has the heroes confronting a villain as he attempts to open portals to three other dimensions. These dimensions are each controlled by horrific, bizarre creatures. The heroes are drawn into the adventure by either (1) the appearance of these creatures around the city or (2) evidence of monstrous activities.

411 for the GM: Here is what's going on

Plot Points

- 1) As the characters defend the citizens against the creatures, the villain's minions construct a series of devices around the city to create a permanent portal.
- 2) Each device opens a door to another dimension for a short period, which weakens the fabric between the worlds. This allows the creatures to break through and cause havoc.
- 3) When all three portals are in operation, the entire city becomes a nexus that allows all three dimensions to interface at the city and denizens of all three dimensions can enter the Earth dimension and ravage it.

Why is this happening?

For reasons that make sense to the Dark Pharaoh and no other. Despite his human appearance, the Dark Pharaoh is just a shell disguising the avatar of the Ultimate Manipulator. For all the horrendous consequences to Earth, and probably the alien dimensions he is lacing into Earth's world line, this plot is just one little part of an immense conspiracy of cosmic powers that have little regard for the fates of any of their pawns.

Enemies

- Byakhee
- Cultists of Shub-Niggurath
- Dark Young
- Byakhee
- Fire Vampires
- Shamblers
- Dark Pharaoh/ Maurice McMahon (Avatar of Nyarlathotep/ Lecturer)

Important NPCs

- Andrew Ellis (Owner of Ellis Laboratories)
- Sheryl Finn (Euclid astronautics physicist)
- Michael Sorensen (Wealthy land developer)
- Endangered civilians

Action Scenes

- Scene A: Mauling at the Mall
- Scene B: A Bride to Somewhere
- Scene C: Brookhurst Forest
- Scene D: Ellis Laboratories
- Scene E: Euclid Astronautics
- Scene F: Cutting to the Crux

Inciting Incidents: How the heroes get involved

There are a number of incidents that can bring the heroes into contact with this alien plot.

- 1) Heroes who are scientists or technicians will be surprised and intrigued with the new technology coming from Ellis Laboratories. Part of the mystery involves the sudden advances in surgery and the generation and storage of electricity, which is a strange combination in a research organization.

Heroes might also be informed that some of the executives of the company have changed their habits entirely, neglecting family and friends, going

Ramping Up/Ramping Down

It is possible the heroes might through their individual investigations actually discover something odd about each area and decide to split up to investigate them or never actually get together, each just happening to go into a different place to investigate. GMs should adjust the number of eldritch aliens for each group of heroes or individual hero.

If you want a lighter encounter, use the Minion Option (pg 71, ICONS) for the monsters except for a leader monster.

Fear of the Unknown

This adventure exposes the heroes to experiences and creatures that are entirely outside their experience (unless, of course, the GM has already been running a very horrific campaign). Because of this, there is a very real chance that the heroes will lose their grip on sanity, perhaps for a minute, perhaps for an hour, perhaps forever.

Superheroes have been exposed to things that the general run of investigators would find sanity-challenging in and of themselves. Therefore, their grip on sanity is a bit more sturdier than that of the common man. Therefore, robbing a super hero of his sanity is not really a common trope of the super hero genre. The mind-blowing aspects of this adventure can just be ignored if that is the sort of game the GM wants to run.

But if the possibility of a hero going off the deep end when facing an unimaginable monster from beyond the stars is something the GM wants to include in his campaign, each of the monsters to be confronted is given a Dread Factor in their description. This is the Willpower roll the hero must succeed at to not feel the Dread and be affected.

A moderate failure means the hero is affected by a major insanity for the next page.

A major failure means the hero is affected by a minor insanity for the remainder of the adventure.

A massive failure means the hero is affected by a major insanity for the remainder of the adventure.

A minor insanity means the character has a -2 added to all rolls for the duration of the insanity.

A major insanity means the character is essentially helpless in the face of whatever situation sets off the insanity for the duration of the insanity. The hero runs away, cowers in fear, wanders through the event seeing what no one else sees, or experiences some similar impediment until the inciting situation is no longer present, then makes a Willpower roll of 3 or more to come out of the insanity.

The specific incitement to insanity should be something that ties into the current situation. Against the Dark Young, the problem could be a fear of woods, or trees, or being bound by ropelike things, or the sound of branches rustling in the wind. Facing the Mi Go, the fear could be of insects, or mushroom like objects, or electricity, or nerf balls. Against Byakhee it could be a fear of bats or insects.

If the affected hero is confronted by an action or event that makes the effect less mind blowing, such as the destruction of the monster that sent him over the edge, a Willpower roll of 5 or more may decrease major insanity to minor insanity and erase a minor insanity entirely.

on research binges where they are not seen for days, and cancelling all meetings with outsiders.

2) Heroes with an environmental interest will definitely be attracted to the dispute about developing Brookhurst Forest. Heroes investigating the disappearing activists and campers will soon realize that all the incidents are in the vicinity of the forest.

3) Heroes with an interest in space exploration may wish to investigate Euclid Aeronautics, though they are keeping a low profile. One interesting factor is the recent lack of launches. Earlier, they were very active in launching potential satellite carriers. Checking their financials shows no lack of money. The volume of technical papers from Euclid has shrunk to nonexistence, which is also anomalous.

4) If the heroes are so cut off from the activities in the local area that none of these incidents attract any of them, they can be contacted by The Necromancer (see *Aquazombies of the kreigsmarine*) in his Astral Form. The Necromancer is detecting weakening of the Walls of the World and wants the heroes to investigate. He can provide three areas of interest. Each area includes one of the portal locations, but he cannot pinpoint the location. Each location holds several possible sites.

5) And of course, the heroes could encounter monsters on the streets of the city. The Fire Vampires are both low intelligence and curious. Flash-burned bodies may start piling up on the alleys and empty lots of the city. Dark Young and Mi-Go are more circumspect, but Mi-Go might have realized that Fire Vampires are present and go hunting them, trying to determine where they are coming from. And it is entirely possible that some other monster might come wandering through the portals and be driven out into the city to make its own way.

Incidents Ready to Go: Mauling at the Mall

One or more of the heroes, in either hero or secret ID, are in an area in the campaign city that attracts large numbers of visitors. It can be a nationally-known historical site, or just the most popular mall in town. There are lots of small shops, perhaps a major movie theater, and a lot of popular chain restaurants. The time is late afternoon. School is over for the day. The sun is out, the throngs are casually dressed.

Suddenly, in a concourse full of normal visitors and a couple of heroes, there is a commotion at the edge, between a couple of shop-filled buildings. Out of the alleyway have shambled one or more (depending on the number of heroes present – assume one less shambler than the ultimate number of heroes) humanoid figures that initially look to be dressed in garish colored clothes.

The newcomers progress across the concourse. Anyone who gets in their way is knocked away. They run into one or more handcarts full of geegaws to sell to tourists (belts, amulets, patchouli, beads, scents, whatever) and knock it off its supports, scattering merchandise throughout the concourse. Throughout, their faces are blank and unemotional. If attacked, they fight back, and will come to the aid of their fellows.

It rapidly becomes obvious they are not strictly human. They are tall (over 6 feet tall) and wide, but not particularly thick, having the relative width and thickness of a hamburger patty. The garish clothing, upon closer examination, seems to be part of their bodies.

These are Shamblers, and if attacked they fight back. They do not halt, nor talk, to anyone for any reason (unless constrained). Unless an object is obviously unmovable, they do not walk around anything or anyone, they attempt to knock it away.

They can be fought and defeated. Reading their minds reveals an intelligence that is borderline human level. They seem to be on a mission they don't understand, but don't really care. Images in their minds are of strange and disturbing worlds, all

seen as someone just passing through without any real connection to them. They do not talk.

If captured and bound, they disappear into another dimension, taking the binding with them. If unconscious when taken, they disappear when they wake up.

These Shamblers will not be back, even if some of their number were badly injured or killed. Others could show up, under very similar circumstances, if the GM wants to distract the heroes again.

The Shamblers have nothing to do with the main plot. Normally unable to come to Earth unless summoned, the walls of the world in this region have already been weakened enough that they can now use Earth as shortcut for their shambling. Any player character Master Magician or such a character the PCs have access to can tell them this.

For example, the Necromancer from *Aquazombies of the Kreigsmarine* can provide this information.

If the information source is not a PC, he or she has something else equally important to deal with, so all they can do is give the PCs the above information, tell the PCs to be on their toes, and then disappear.

A Bridge to Somewhere

Word comes that something is happening on a major bridge that leads to the main body of the campaign city from a major suburb that also contains Euclid Astronautics. (That last fact should not be mentioned to the PCs. It's just a plot point for the GM.) The bridge should be over a body of water like a major river or a bay entrance (like San Francisco's Golden Gate Bridge).

On the bridge are a dozen or so points of flame ducking and bobbing over the cars and pedestrians (if the bridge allows pedestrians). From a distance they look like fireflies, but close up they are self-sustaining points of flame. The flames come closer and closer to the humans on the bridge. Cars start swerving to avoid them. Accidents happen.

Then one of the flames settles on a pedestrian (or possibly a driver who has stepped out of his car to argue with someone who just ran into him) and the pedestrian is suddenly on fire! Other flames start attacking other people and some settle on the bridge, where the metal begins to melt and smoke.

These are Fire Vampires who have wandered away from Euclid Astronautics. They didn't want to risk crossing the open water so they concentrated on the bridge. Like any other mob, they do risky things (like attacking the locals) because they are egged on by their compatriots.

Mental attacks affect the Fire Vampires normally, and they have no defense against it. Energy Blasts need to be extremely powerful, and physical attacks do nothing unless they are anti-fire oriented. See description of Fire Vampires.

If many of the Fire Vampires are quenched, the rest head back across the bridge and scatter. Clever heroes can follow them if they can match their



speed. The Fire Vampires will attack onlookers and flammable houses to distract any followers, but a dedicated follower can follow them back to Euclid Astronautics.

And then the heroes have a clue.

Three Action Areas: 1. Brookhurst Forest

This forest is the remnant of an extensive wood that was present long before any human lived in the area. In its deepest reaches, strange pre-human creatures worshipped and sacrificed to the Great Old One Shub-Niggurath and her Dark Young.

When men came to the forest, the early residents took up the worship. But the rites changed and men found other gods and Shub-Niggurath sought other worshippers and her Dark Young reverted to being old, twisted, trees. As the forest was cut back and new men raised a town, and then a city, children played amongst the twisted trees and carved their initials in the bark without a thought that their playthings were far more than the trees they seemed.

Eventually, Brookhurst Forest became a “wilderness area,” a small sliver of supposedly natural terrain on the fringes of a burgeoning city. But now the forest is threatened by developers. Money and politics have combined to strip the Forest of environmental protections. The place has become the site of fervent demonstrations against the devastation of the Last True Forest. Others have swarmed to the forest to enjoy the last few days or weeks of its existence as a primitive area. They pack their tents and camping gear into the forest, intent on enjoying nature before the bulldozers attack.

But the Campers and eco-activists are disappearing in the forest. What only a few know is that wealthy developer Michael Sorensen is actually using the development as a cover for reviving the Dark Young

and using their power to open the gate to the Darker Forests. For the Dark Young to thrive and use their power, they need blood and death, and so they now stalk the Forest, looking for victims to feed their appetite and give them the power to open a gate to the realm of their mother, Shub-Niggurath. There are some protesters and campers who have nothing to fear from the Dark Young, so far. They are cultists and worshippers of the Dark Gods who are also arriving, intent on hurrying the day that their Dark Mistress will be among them.

No one has moved into the development as yet. Many houses are finished, some pads still have to be built on. As cultists arrive, they abandon their vehicles on various nearby roads and half-built garages and carports and gather in a circle in the Green Center of the development. The Dark Young move out of the forest and assemble on the Green Center. The cultists begin to chant and the Dark Young sway in unison with the chant, their tendrils reaching for the sky.

This is probably the best time for the heroes, perhaps on the trail of a Dark Young who has just attacked and drained an unlucky camper, to enter the scene. The cultists are little more than impediments, with Attributes of 3 or even 2. They do include Michael Sorensen. The Dark Young are described in the Dramatis Personae section. Anyone interfering with the ritual will be attacked.

If the heroes do not interfere immediately, the ritual continues. The Dark Young start to glow a scabrous green and start plucking cultists out of the circle to consume. The cultists, mesmerized by the ritual, continue to stand and chant. Slowly a sickly green glowing portal forms in the center of the Dark Young. When the last cultist is consumed, the Dark Young start to break away from the Green Center of the development and enter the city. More Dark Young appear in the Portal and follow their fellows into the city.

Stacking the Odds

The number of Dark Young should be about the same as the heroes. If the heroes have police assistance, make the cultists more of a danger. If the heroes have a lot of speedsters and/or flyers, increase the number of Dark Young.

The Missing Link

One of the cultists is Michael Sorensen. His face has been in a lot of newspapers and TV stories and he is easily recognized. In one of the unoccupied houses of the development he has an office. Either from evidence in the office (pamphlets, diary, etc.) or from Sorensen two important pieces of information can be extracted. He will resist interrogation but he is only a normal, so skilled interrogation or mind reading can extract the information.

First: he has had a lot personal consultations with Maurice McMahon, the lifestyle counselor. He has absolutely no information/memory about what took place at those sessions, but it was after they started that he got the idea of contacting the Dark Young.

Second: he remembers seeing both Andrew Ellis and Sheryl Finn either entering McMahon's suite of offices when he left or leaving when he entered. If the GM wants to confuse things further, other names (with associated importance such as other companies, or political office) can also be added to those seen visiting McMahon.

2. Ellis Laboratories

This laboratory, wholly owned by Andrew Ellis, is riding a great wave of prosperity by coming up with new technologies. These new technologies involve sudden advances in surgery and the generation and storage of electricity, which are a strange combination in a research organization. Actually, thanks to Ellis's connection with the Dark Pharaoh, they are dealing with the Mi-Go. In exchange for the technology supplied by their alien mentors, they are building a gate so more Mi-Go can come to them with bigger technology (they think).

The Ellis building, a combination laboratory and production facility, is working day and night. It is a three-story building that takes up a city block. It is inset from the city streets around it, with employee parking on all four sides and a chain link fence surrounding the block. Executives and special guests park in the basement parking garage which has a ramp giving direct access to the street. The parking lot used to be always full; employees often had to find other parking in other places. But the number

of employees has been reduced lately and now about 20% of the lot is unoccupied at any given time. Parking lot and basement access is card-controlled and security guards are posted at every entrance. They are unarmed corporate security personnel, mostly retired military or off-duty (or wannabe) policemen.

The first floor has an extra high ceiling and holds Production and departments like Quality Control, Marketing, Production Support, and the company cafeteria.

The second floor holds the research and development area where most of the project development is done.

The top floor holds the executive suite and Ellis's private labs. It is also where the Mi-Go live. Their existence is known only to Ellis and a couple of top executives.

What no one but the Mi-Go know is that Ellis' brain is now a Mi-Go brain. His real brain is in a Mi-Go body in a stasis cell in the Mi-Go area.

As the portal to Yuggoth nears completion, the lights of the building go through many fluctuations as the portal overstresses the extra generators the company is using to power it. They are also connected to the main power grid, with the generators supposed to take up any stress, but the portal is draining more power than anticipated. If the building is cut off from the power grid, there is no difference in effect. The Mi-Go re-routed the power feeds and the building actually gets its power from another part of the grid entirely.

At the time of completion, most of the human employees have been sent home. A few are still operating the portal controllers. The Mi-Gos (about twice as many as there are heroes) are mostly on a catwalk below the ceiling of the first floor. All humans are on the first floor, as is the Mi-Go Ellis. The humans are determinedly not looking up at the catwalk.

If the heroes invade Ellis before the final portal operation is ready, the Mi-Go will try to keep out of

their way and Ellis will pass the Portal off as a new production line for the new technology. It in fact has a lot of unnecessary belts and lights and racks associated with it that will be taken away before the final operation. A technology-oriented hero may realize that the items are superfluous.

Links for All

Once the place has been raided and the Mi-Go defeated, heroes will discover similar clues to McMahon and to Brookhurst and Euclid as they found in Sorensen's papers. Reading Ellis's brain gets the memories of a Mi-go, of course, and the Mi-go have no idea how Ellis came to contact them. They are entirely ignorant of the Dark Pharaoh's plans. Finding Ellis's brain and reading it gives the same memories and/or lack of them as found in Sorensen and Finn.

Captured Mi-Go will be indignant. They were simply engaged in a technology transfer agreement with Ellis Electronics. If asked what they were getting from Ellis, they will simply say "Knowledge." If asked where they came from, they will say Colorado. In fact, these Mi-Go are from a mining colony high in the Rocky Mountains.

3. Euclid Astronautics

Euclid is a recent start up astronomical firm. Physicist Sheryl Finn used income from patents to start the company, and utilized recent NASA initiatives to get contracts for space hardware and develop Euclid's own launch vehicle. Finn leads the project.

Influenced by McMahon, Sheryl built a communication device of entirely new principles. Through this device Sheryl saw Cthagua, who is essentially a giant ball of plasma. Cthagua persuaded Sheryl that the Elder God was a living star and she could build a device that would create a similar ball that would be a unique and unparalleled power source for interplanetary and even interstellar flight. Cthagua provided the small scale version of the device which allowed Sheryl to contact Fire Vampires (which she refers to as Star Born) who are giving her technicians the secrets of building a gate straight to Formalhaut.

Euclid has a campus of four buildings on a site outside the city limits of the campaign city, across the bridge described earlier. One single-storied building that looks like an airplane hanger holds the Formalhaut Portal, which looks more like a prototype spaceship engine than anything else. If asked before the final activation, Finn will say it is the prototype of a propulsion device that will use the Dark Matter that is a part of all space as fuel.

The Fire Vampires are supposed to stay in the Lab building, behind doors that deny access to any but Authorized Personnel. But the Fire Vampires get bored, and occasionally go for a walkabout, as described earlier.

Once the portal is activated, the Fire Vampires will swarm to the hanger to dance around the portal. In the initial stages, the portal looks like the exhaust of the star drive of most scifi movie spaceships. It is bright and hot. In about ten pages it will bulge toward the ceiling and, when it burns through the ceiling and reaches open sky, it becomes the shaft of energy described elsewhere. Around it dance a dozen Fire Vampires. Destroying the device actually will do no good. It was just needed to establish the portal. Destroying the Fire Vampires will destroy the portal – they are maintaining it. At least four Fire Vampires are necessary to maintain full power to the portal.

If the heroes interfere, initially four Fire Vampires will dance while the others attack any heroes. If one of the dancers is destroyed, one of the attackers will take his place. If the number of Fire Vampires is reduced below four, the remaining will all attack the hero who seems to have done the most damage. If all the Fire Vampires are extinguished, the portal cuts off.

Cutting to the Crux

After dealing with one of the trouble spots, it is entirely likely that the heroes will want to confront McMahon.

They will rapidly discover that the only point of contact is his penthouse office in a minor office building in the business district of the local city. He has no home address. He has no drivers license. He pays taxes on his earnings as a lecturer, and he has a legitimate Social Security number, but there is no record of an actual application for the number. It just appeared in the system.

Similarly, he pays rent on the penthouse office, but there is no record of any kind of background check. The landlord has the lease in his files and no memory of how he happened to rent to McMahon.

McMahon's only employee is an office manager who also acts as receptionist and schedule manager. McMahon is apparently his own accountant. Marcia Warlick is the fifth office manager in the six years the business has been in operation. Her predecessors all left for normal reasons. One got a better job, one got pregnant and decided to be a full time mom, one got married and moved out of state, etc. Marcia has been office manager for eight months. Careful investigation will reveal that none of these former office managers exist. In fact, the office had not been occupied until Marcia took the job. McMahon actually did not exist until eight months ago.

Any time the heroes want to see McMahon, Marcia will say that he is in conference and not seeing anyone. Barging into his office (which has no windows) reveals there is no one there. This puzzles Marcia, as she is sure he came in that morning. Despite the lack of windows, there are drapes over certain areas. Some conceal large paintings that Marcia says are sometimes revealed. One conceals the door to the private washroom (he's not in there – in fact, there is no evidence that it has ever been used). The lighting is subdued and indirect. The wallpaper and drapes are a dark burgundy. The entire room gives the impression of a soft-walled cave.

One drapery conceals an alcove that holds a pedestal and an abstract sculpture that seems to be only partially in this dimension. The sculpture cannot be harmed, or moved. A character may pick up the strangely heavy sculpture and walk away with it, and it will immediately disappear from his arms and reappear on the pedestal. If the pedestal is removed or destroyed, the sculpture sits in mid-air. Teleporting will not take the sculpture.

A very perceptive magician or wielder of the Force Cosmic will realize that the sculpture is, indeed, omnipresent in several dimensions and cannot be moved.

The paintings are large and seem to be of the pre-Impressionist school of heroic images and mythological themes. One features Pan piping in the woods. Careful scanning will reveal that some of the trees are Dark Young. Another is an Egyptian scene with Fire Vampires in place of the flames on torches and oil lamps. Another is like something out of Norse myth, but with shrouded figures that aren't really human.

McMahon will be away from his office until the various portal openings are either successful or stopped.

The Master Plan

The Dark Pharaoh's plan is to activate all three gates and create a nexus over the entire city in which the three worlds may interact and increase the influence of their stars over the Earth. The individual humans and monsters involved in building the gates have no idea why the Dark Pharaoh is helping them or even that there are other projects under way.

Dark Pharaoh is the common connector. All three leaders and their minions attended his self-awareness seminars he conducts under the name of Maurice McMahon. There, he manipulated each entrepreneur individually by revealing the mysteries of a (different for each one) Elder God and set each plan in motion.

If the heroes conduct an investigation of McMahon, they find that the motivational speaker recruited followers among physics experts, government

officials, and the wealthy. The physics experts are working on a couple of the devices to rend the fabric between the worlds, but one is being created by the fanatical devotion of cultist followers. The portals are being placed in several perfectly aligned locations, to which the government officials have acquired access, and the rich have provided the money for purchasing the equipment for the devices and the land upon which to place them.

Playing Catch Up

If the heroes are unable to discover the villain's plans, he creates a "permanent" portal, which allows the creatures to freely enter their dimension. The heroes are then forced to close the portal, while protecting the city from the creatures. The permanent portal may be closed by destroying all of the portals spread throughout the city.

The Ellis Laboratories device is a huge electric drain on the grid, makes a high pitched hum, and causes RF interference that the characters can use to locate it. It is a machine that can be destroyed like any other machine.

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The portal in the forest exudes a sickly green glow that becomes more and more visible as the cultists gain power. The chant of the cultists is also distinctive and as loud as thousands of rock fans singing along at a concert. The actual portal is an arbor of unearthly trees that must be destroyed to close the portal. Removing, rendering unconscious, or killing all the cultists will stop the operation of the portal, but it still must be destroyed.

The portal at Euclid Aeronautics creates a shaft of light that seems to (and actually does) extend out into space to the stars. As the Earth moves and the location of Formalhaut changes, the shaft moves, until it brushes the Earth and creates a swath of destruction several miles long, then fades away. Twelve hours later, as Formalhaut comes over the horizon, the shaft will reform pointing to the horizon in the opposite direction from previously, where Formalhaut is rising, creating another swath of destruction. Anything entering the shaft while it is pointing to the sky will take enormous damage (default power is 10, but adapt to accommodate the heroes involved. Any hero should take at least 2 pts

of damage.).

If the portals are established, the Dark Pharaoh moves on to his next project. He will not be around when the heroes close the portals again – if they ever do.

Final Confrontation

If the heroes close the portals or stop them from opening, Dark Pharaoh/McMahon returns to his office. He awaits the heroes. When they enter the office, McMahon asks them what their business is. He converses as long as the GM thinks it is interesting. Then he says something like "It is time you insects learned who you are dealing with." He then changes from McMahon to the Dark Pharaoh, and the room is filled with Byakhee (see Dramatis Personae). There should be half again as many Byakhee as heroes, with the extra monsters attacking the most powerful heroes.

If a hero tries to ignore the Byakhee and attack Dark Pharaoh, a Byakhee will interpose and occupy the hero. Only when all the Byakhee are down will the Dark Pharaoh be vulnerable to capture. He will fight back with his Madness power. If his target resists it, he does not try it more than once per target. Rather than drag out a battle, he will stay just long enough to prove he does not have to leave, then he leaves.

When (and if) the heroes defeat the Byakhee, The Dark Pharaoh says "Interesting. Perhaps you need a sterner test." He then steps to the sculpture, even if he is currently being held or bound, and Dark Pharaoh and sculpture disappear.

But he will certainly be back.

Dramatis Personae

Dark Pharaoh

Real Name: Unknown

Origin: Unearthly

Abilities

Prowess 3

Coordination 4

Strength 6

Intellect 9

Awareness 6

Willpower 9

Stamina 15

Determination 0

Dread Factor: 0 (as human), 6 (as Nyarlathotep)

Specialties

Languages Master

Mental Resistance Master

Occult Master

Electronics Master

Psychiatry Master

Powers

Wizardry 10 (Magic (Willpower))

Minions (x2)

Dimension Travel 7

Emotion Control 10 - (Madness)

Life Support 8 - All except sleeping and eating

Mind Control Device 9

Invulnerability 10

Immortality 10

Qualities

Identity : Avatar of Nyarlathotep

Connections : Cultists

Motivation : Cause madness and destruction

Motivation : Fulfill the will of the Outer Gods

Challenges

Enemy : The Necromancer

Enemy : Various National and International Police Agencies

Social : Completely amoral sociopath

Weakness : Specially prepared magical weapons and charms weaken Powers



Weakness : Mind Control Device requires prolonged exposure to work

Background

The Dark Pharaoh gets his name from his origin, not his appearance. He is an earthly avatar of Nyarlathotep, the Crawling Chaos. Nyarlathotep is a messenger and servitor of the Outer Gods. Their plans are unfathomable to mere mortals, but generally involve the potential destruction of earth or enslavement of all mankind. The Dark Pharaoh works to do their bidding here on earth. He accomplishes this by maintaining a devoted cult of followers willing to kill or die for him.

He travels the world giving demonstrations of an advanced technological machine of his own construction. The demonstration involves a combination of magic and unearthly technology that leaves viewers speechless. The weak-minded

become his thralls and persuade others to attend. His followers are present in all levels of society and likely include supers.

The Dark Pharaoh is completely amoral and views humans with the same level of respect and compassion that we view viruses. He always remains calm and serene, regardless of the events around him. This may be particularly disturbing to characters when he says the most awful or terrifying things with the emotion of someone reading a shopping list.

Because the Dark Pharaoh is an avatar of a god, defeating him generally involves thwarting his latest scheme or disrupting his network of cultists. He rarely enters combat directly, preferring to summon unspeakable horrors as Minions from the outer dimensions to fight for him.

Appearance

A tall, slender, swarthy man, dressed as a pharaoh wearing brightly colored robes. Alternately, he may look like an impressive normal human in a business suit, though he will always have some Egyptian-like jewelry, including earrings, bracelets, rings, and even beard decorations.

Byakhee

Origin: Alien Invader

Abilities

Prowess 5
Coordination 4
Strength 5
Intellect 3
Awareness 3
Willpower 4

Stamina 9
Determination *
Dread Factor: 4

Specialties

Elder Gods
Space Navigation Expert
Wrestling Expert



Powers

Bite and Claws:
Strike 4
And Blood Drain: Life Drain 4 (Must do damage with Strike first)
Dwell in Interstellar Space: Life Support 10 (total Life Support)
Fur and Tough Hide: Invulnerability 2
Wings: Flight 6
Long Arms: Stretching 2

Qualities

Near human intelligence
Large (2 x human size)
Loyal servants of Hastur and the Dark Pharaoh

Challenges

Large (see above)
Distinctive Features, hard to conceal, Insect-like bat wings.

Dark Young

Origin: Alien Abomination

Abilities

Prowess 5
Coordination 4
Strength 8
Intellect 4
Awareness 4
Willpower 5

Stamina 13
Determination *
Dread Factor: 4

Specialties

Wrestling
Stealth Expert

Powers

Invulnerability 3
Immunity 1 (Ballistic Attacks [bullets])
360 Vision
Extra Limbs – Tentacles
Stretching – Tentacles
Growth 4 (permanent)
Life Drain 3

Qualities

Loyal to Shub-Niggurath
The Tree that Walks

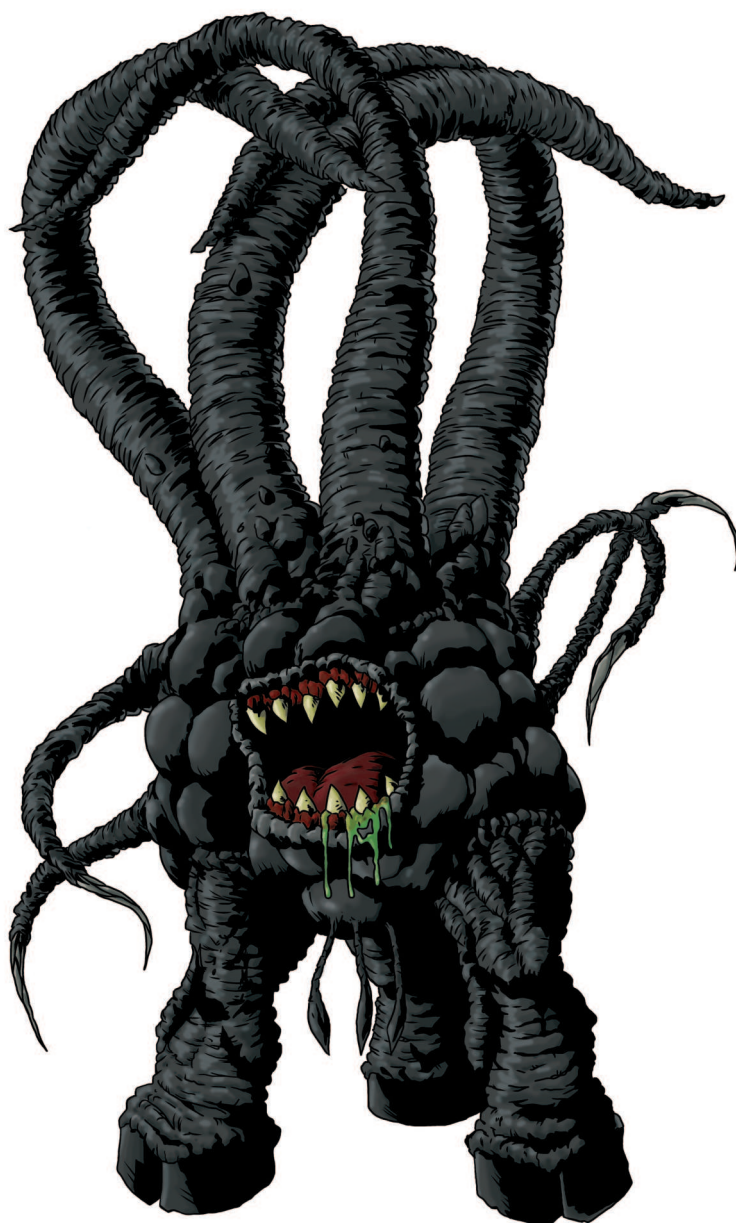
Challenges

Smells like an open grave
Enormous (4x human size)
Cannot Leap

Background

A dark young is a huge ropy mass of tentacles that loosely resembles a tree. It has a large semi-spherical body, four large tentacles, many smaller tentacles, hoofed feet and several mouths that drip green goo. They are black in color and are described as smelling like an open grave.

Dark young are the spawn of Shub-Niggurath, aka the "Black Goat of the Woods with a Thousand



Young". They dwell in wooded areas and prey on local fauna. They also meet with worshipers of their mother's, accept sacrifices (usually animal) and attack and destroy nonbelievers and other enemies of their cult.

Fire Vampire (Star Born)

Origin: Alien Energy Monster

Abilities

Prowess 6
Coordination 6
Strength 1
Intellect 3
Awareness 3
Willpower 4

Stamina 5
Determination *
Dread Factor: 0

Specialties

Stealth

Powers

Flight 4
Shrunk
Flame Attack (Touch Range) 6 (Killing)
Insubstantial to physical Attacks
Force Field 9 (only vs energy attacks)

Qualities

Flying point of flame
Only Affected by anti-fire physical attacks
(fire extinguishers, sand, water etc.)

Challenges

Servant of Cthaugua
No Manipulation



Wings: Fly 4
Quick Movement: Speed 1

Equipment

Electric Gun: Blast 6 Plus Paralysis 6
Freezing Mist Projector: Blast 4 Close Area
Bio-Armor: Invulnerability 4 (not versus impaling attacks (but see Extra-Terrene Form)

Qualities
Protective of Territory
Reclusive
Partially from another dimension

Challenges

Cannot Swim
Distinctive Features, hard to conceal, Winged Crab made of fungus

Stamina 8
Determination *
Dread Factor: 3

Specialties

Elder Gods
Science Geology: Rare Ores and Minerals
Medicine: Surgery

Powers

Nippers: Strike 4
Extra-Terrene Form: Immune to Impaling Attacks
Life Support 10 (total Life Support)

14 Fungi from Yuggoth (Mi-Go)(Fun-go)

Origin: Alien Invader

Abilities

Prowess 3
Coordination 4
Strength 3
Intellect 5
Awareness 5
Willpower 5

Shambler

Origin: Dimensional Wanderer

Abilities

Prowess 4

Coordination 3

Strength 6

Intellect 2

Awareness 3

Willpower 4

Stamina 10

Determination *

Dread Factor: 2

Specialties

Stealth

Tracking

Powers

Claws: Strike 4

Dwell in Interstellar Space: Life Support 10 (total Life Support)

Tough Hide: Invulnerability 4

Faster Than it Looks: Super Speed 2

Dimensional Shift: Dimension Travel 4

Qualities

Near human intelligence

Dimensionally Active

Loyal servants of Dark Gods

Hostile

Large Hands and Long Talons

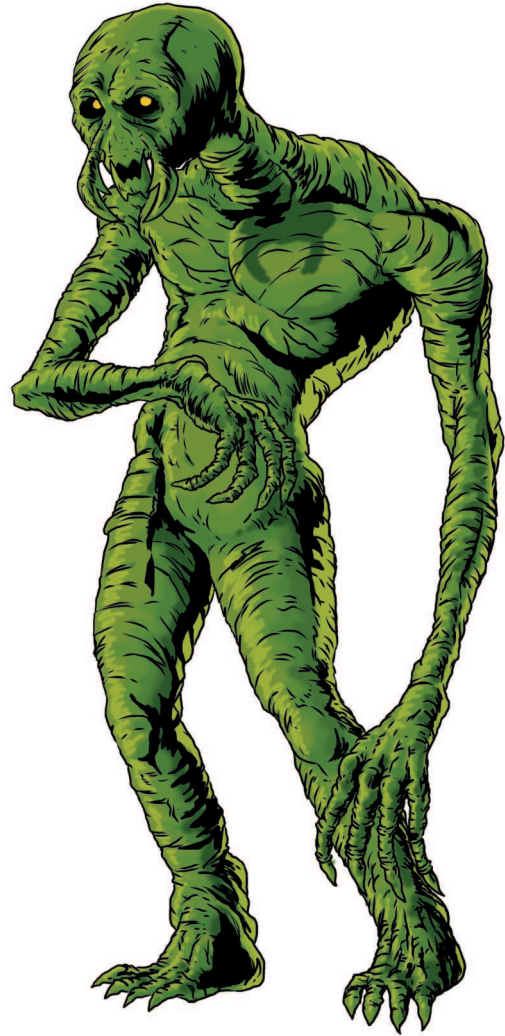
Challenges

Ape-like Insect

Tall and Wide, with slack skin and blank staring face.

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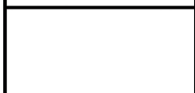
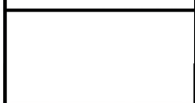
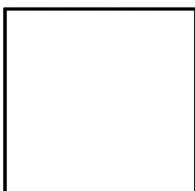
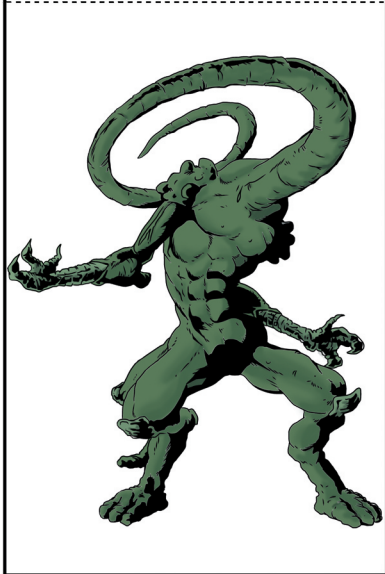
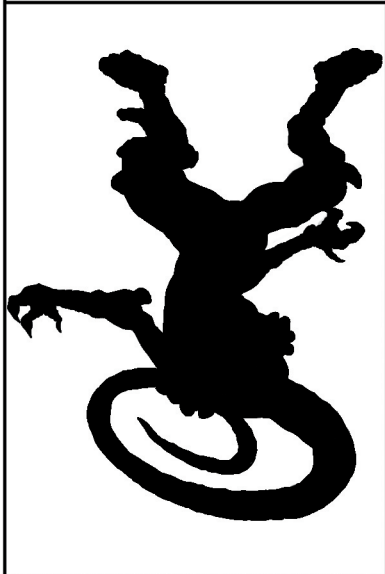
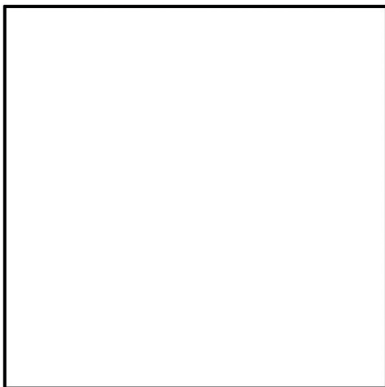
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base

Dark Young fold up instructions

