

FROM **DARK CONSPIRACY** THE RPG.INFO

URBAN NIGHTMARES

A dark, atmospheric illustration of a rainy city street at night. A lone figure is seen from behind, walking away down the wet pavement while holding a black umbrella. The street is lined with tall buildings, some with lit windows, and streetlights cast a dim glow. The overall mood is mysterious and noir.

A SCENARIO FOR THE **DARK CONSPIRACY** ROLEPLAYING GAME

URBAN NIGHTMARES

A **DARK CONSPIRACY** SCENARIO BY
MARCUS D. BONE

THINGS LURK IN THE DARK, IN THE SPACES HUMANITY HAS LEFT BEHIND. EVIL THINGS, VICIOUS THINGS THAT WANT FOR NOTHING MORE THAN OUR TOTAL DESTRUCTION.

YET THESE THINGS WE UNDERSTAND, IF STILL FEAR. WHAT WE FAIL TO COMPREHEND ARE THOSE THINGS HUNT US NOT FOR SURVIVAL, NOR TO FEED, OR BECAUSE HUMANITY POSES SOME AS YET UNDEFINED THREAT TO THEIR EXISTENCE. NO, THESE THINGS STALK US ONLY FOR THE PLEASURE. . .

UNLIMITED WORLDS SPAN OUR UNIVERSE, AND INFINITE MORE STRETCH ACROSS THE DIMENSIONS, AND YET AMONGST ALL THAT POTENTIAL, HOW CAN HUMANITY BE REDUCED TO SIMPLE PLAYTHINGS?

REFEREE'S INFORMATION

Urban Nightmares is an open, sand-box style scenario designed for a small, developing group of Minion Hunters. Based in a more remote area of any urban metroplex, the core plot focuses on the players discovering and tracking down a source of evil that threatens a typically rundown inner-city neighbourhood. As written, the story extends over several core and optional scenes that can be expanded or reduced as required by the Referee and may be used to open up other mysteries and adventures in the future.

Although the Minion Hunters do not yet know it, the events of **Urban Nightmares** will set the group on the path to dealing with the aftermath of a Dark Elf incursion; one where a network of gates put in place by these Darklings have allowed other creatures to enter our world. In this specific case, a variety of *things* have found their way through the portal, and with none of them truly comprehending the situation they find themselves in, they have reverted to their true nature; that of the hunt and survival!

As the scenario unfolds, the characters will need to track down and neutralize these beasts, and to be truly successful, will need to seal the Dark Elf gateway once and for all.

THE THREATS

As a result of the recent Dark Elf incursion, two types of creatures now roam free, lurking in the urban sprawl in which this scenario is set; a small flock of Ptero-Ravens (see page 79 of the *Dark Races* sourcebook and page 8 of this scenario) and a pack of Mishsharno - bear-like creatures that are unique to this adventure.

The Ptero-Ravens are a minor nuisance to the citizens around the open portal, more interested in terrifying those they perceive as threats than attacking them directly. In this scenario they are used as red-herring and perhaps an alternate encounter for the group.

The Mishsharno (see page 11 of this scenario for more details) on the other hand, are a true threat to the residents of the area they now inhabit. While this a small

CLEAR CREDITS

Urban Nightmares was written by Marcus D. Bone and appears for download at www.darkconspiracytherpg.com.

- The Cover Art 'Man with umbrella walking in dark city at night' is licenced as ID 73877541 © Grandfailure | Dreamstime.com
- The image of the 'Mishsharno' is public domain (sourced from Wikipedia - Baker, Samuel White, modified by A. C. Tatarinov [Public domain])
- The image of the Ptero-Raven is copied from the Dark Races Volume One.

family pack, made up of just a single mother and three juvenile males, these cunning and highly intelligent creatures have a highly developed sense of territory, and look to secure it without fear. While not specifically evil, they have discovered such an abundance of prey in their new home that they have started to simply play with their food - much like a cat does with a mouse. As the Minion Hunters realise this, they will come to understand that the Mishsharno are beginning to kill for fun, not just survival!

THE GATEWAY SITE

The source of the trouble now plaguing the neighbourhood is the site of the Dark Elves gateway, abandoned not too long ago after their business in the district was completed. Equal parts paranoid and deadly cunning, the Elves did not simply open a portal between their home and our reality, instead they covered their tracks by jumping across a number of protodimensions before finally arriving in a location they could secure and defend. In this particular case, the group selected an abandoned building site, one which had been destined to be a Tashicorp Robotic Factory. That was until the realities of the Greater Depression kicked in and the project was abandoned.

Known as the Babbage Complex, only the foundational construction work was completed before the site was shut down; amounted mainly to the ground clearance

NOTES ON THE SETTING

While the actual setting is up to the individual Referee to determine, the author imagines this scenario being set in a large sprawling urban neighbourhood, one that sits at the edge of a large metroplex, and in the shadow of a faceless corporate (such as one of the myriad of Gibson Financial complexes, or that of their subsidiaries). The district itself is poor, unmanaged and made up of a variety of homes and buildings; Boxtowns, the stacks of old containers repurposed as homes; Anthills, large concrete towers once designed by well-meaning state governments as a cheap source of urban housing; and sprawls, collections of shanty-type homes thrown up by locals with whatever they have at hand.

Within the neighbourhood there are vast swathes of land that is no longer occupied, either as the factories, warehouses and homes have been abandoned, or because they are now too far from the basics such as running water or the occasional corporate food drops.

and the partial assembly of the main building. The only real sections of the development completed were a series of underground basements and secure rooms – most of which were closed off from the surface when workers were ordered off the site. It was in one of these rooms that the Elves created their gateway, while the Mishsharno have occupied another space nearby, utilising access to the local sewers to travel about.

To most passers-by the site looks like any other in the neighbourhood – an empty construction site that has long been stripped of anything of use. The steel shell of what would have been one of several impressive buildings now looks dark and ominous, and few, if anyone gives it a second thought.

PLAYERS' INTRODUCTION

The characters receive word that the poor and impoverished in the neighbourhood are disappearing; seemingly kidnapped or removed by someone or something for reasons unknown. Of course, as these

individuals do not even have the status of Proles (who at least have their vote to sell as an item of worth), their plight has been ignored. In an age where violence and homelessness are commonplace it is hard to distinguish these events amongst a background of dozens, if not hundreds, of other social and economic ills in the area.

BRINGING IN THE MINION HUNTERS

How and when the Minion Hunters are drawn into this mystery is left to the Referee, however, the following options might be considered as providing logical 'in' to the scenario.

- **Dumb Luck** – The group is unlucky enough to simply stumble across the situation through rumours in the community or via one of their contacts in the area. Perhaps one of the Minion Hunters comes the neighbourhood or has friends or family there? Doctor Karam Shirvani, the local coroner (see **The Bodily Remains** below for more information), is another who might call on friends to solve this mystery.
- **Dark Dreams** – A Minion Hunter with a high level of **Empathy:Foreboding** skill starts to get an ominous feeling about one particular area of the urban sprawl they call home. Maybe they dream of the gateway and the Mishsharno stalking the district or perhaps they find themselves drawn into the neighbourhood by powers outside of their own control?
- **Friends in High Places** – Another group of Minion Hunters or individuals from an empathic underground group such as the *Tabellarium* (see <http://www.darkconspiracytherpg.info/tabellarium> for information on this group) reaches out to the Minion Hunters for assistance or support in the mystery. Maybe these others are too close to the neighbourhood and fear revealing themselves, or are on the run from other Dark Minions and cannot expose themselves at this time? Whatever the reason, assisting others in the fight will always be the only way humanity succeeds in surviving!

RUMOURS AND HEARSAY

Even before the Minion Hunters can start their investigation properly, their contacts and allies, or simple neighbourhood rumours provide the following facts.

- **The Disappearances** – Rumours persist that people are disappearing from the neighbourhood. Nothing specific has been forthcoming, but something most definitely has the local hobos and rough sleepers on edge.
- **Murder in the Streets** – If people vanishing wasn't enough, the past week or so has seen the remains of at least three people being found scattered around the neighbourhood. These have been reported to and claimed by the city's policing authority, although to date nothing official has been announced about who the victims were and the causes of the deaths.
- **The Civic Leader** – Just over 24 hours ago, Roman Prieto, a street activist was attacked by an unknown assailant. His supporters claim it was a corporate attempt to silence the young man, although others say that even the suits aren't stupid enough to leave him alive if they tried such a tactic. A small, number voices believe that there is something out there on the streets toying with residents of the neighbourhood!

BEGINNING THE CASE

With the leads above providing the Minion Hunters with a few initial clues, the party has a number of options in starting their investigation. They may wish to find out more about the disappearances or deaths in the district by **Casing the Streets**, look into any official reports or activities involving **The Bodily Remains**, or try to learn more about **The Attack on Roman** by visiting the man or his supporters at the local hospital.

CASE THE STREETS

The last three weeks have seen a marked increase of people vanishing without a trace around the district. This

includes not only the street sleepers, but also a few from homes in the nearby Boxtowns, Anthills or sprawls.

The types of leads the group might gather from casing the street and engaging with their contacts depends on their approach and attitude to the locals. In general, Proles or Mikes in the neighbourhood keep to themselves, and many of the rest of the population is quite transient. While most don't really know anything specific about what might be going on, some have heard the rumours. Of course, hearing such stories is one thing and believing them is another - everyone knows someone who has had to 'disappear' whether to skip out on debts, the threat of the gangs or corps, or to simply move on to where the next opportunity for food, work and safety is rumoured to be.

However, for those Minion Hunters persisting with this approach, or tapping one of their local contacts more substantive information is forthcoming.

- The street sleeper population seems on edge, and stories tell of some of their number being picked off at night. If the characters investigate the missing amongst the vagrant population, see **Tension Amongst the Lost** (on page 5) for more information.
- Many people know of an incident at one of the nearby 'Boxtowns' a few nights back where people claim a 'demon' dragged off a young girl. People say that someone unloaded both barrels of a shotgun on the thing and the monster didn't skip a beat! This was an attack by a lone Mishsharno and is an example of how brazen they have become in their attacks. See **The Demon of Boxtown** (on page 6) if the group visit the Boxtown to follow up on this lead.
- A terrifying great bird was seen in the district and at least one person believes that a 'ghost creature' or 'superhero' now watches over the neighbourhood like some sort of guardian. These, of course are sightings of the Ptero-Ravens, whom have set up home in the tower and are now hunting their own 'victims'. See **Dealing with the Ptero-Ravens** for more information on these leads or **The Winged Guardian** below if the group investigates the why

OPTIONAL ENCOUNTERS

To enliven the Minion Hunters adventures further, the following encounters can be used as either distractions or as a way of providing further leads:

- **The Ptero-Ravens Attack** – These curious creatures will attack any individuals they find alone in the district, and solitary Minion Hunter is a perfect target. As they are not capable of taking on a fully armed folk, they will use their powers to scare and terrify unsuspecting victims.
- **The Local Authorities** – If so desired, representatives of one of the local corps will take an interest in the events unfolding in the neighbourhood, especially as what impacts the streets often boils over into the corporate realm. Never the most tactful of operators, corporate sponsored thugs can be used to reinforce the feelings of fear and paranoia on the street – grabbing those they think are suspicious and subjecting them to interrogation in some vain attempt to 'beat' a solution of the problem.
- **The Angry Mob** – While most of the people in the neighbourhood have no other place to go, it doesn't mean that they aren't able to protect themselves if they must. As the disappearances and killings increase, small groups of locals band together to form vigilance parties. These can easily become angry mobs, attacking anyone they think may be responsible for the recent events, including the Minion Hunters. Probably the worst thing would be to allow these groups to act for too long, as it is only a matter of time before the city or corporate forces move against them.

people say that these Darklings are some sort of guardians.

If the Referee wants to throw a more twists and potential red herrings in the mix, they can also add that locals have noted that Corporate sponsored thugs have been doing the rounds in the neighbourhood as of late. While they are not up to any particular trouble, they do seem to be on edge and this in turn has added tension to the whole neighbourhood.

THE BODILY REMAINS

The Minion Hunters have little trouble tracking down the ward coroner who has taken receipt of the body parts discovered in the neighbourhood. Overworked and underpaid, Doctor Karam Shirvani, has taken no interest in the deaths, except to complete what he can of the paperwork. While all the discovered body parts are secured for disposal and not directly viewable, the doctor has no problem in sharing his observations and reports (including photographs) with a Minion Hunter with the right authority (or who has the right contacts).

Unfortunately, as is often the case with crimes in lower socio-economic areas, there is no real site or situation evidence to base the reports on – there is nothing to identify who found or even collected the body parts, or where and when the discoveries took place. In fact apart from the physical artefacts themselves there is nothing but a few statements to prove that the body parts were even found in the neighbourhood!

Most of the body parts would be unidentifiable to non-medically trained individuals, but Shirvani will state that in each case there was almost enough physical material collected at each site to almost make up a full human body. Sure, some body parts are missing – especially the vital organs - and all the remains are in terrible shape, but it seems a ridiculous amount of effort to go to with a body. If ask, the Doctor will say that it his opinion, given what limited evidence he has to go on, that the victims have been attacked by some large animal – bear, mountain lion, or similar type of predator. However, that would make little sense and he personally believes that the condition of these remains is more likely to be the result of some sort of attempt to dispose of the corpses. His official opinion is that in all these cases the state of each body is the result of some sort of gang related activity or the like (i.e. some trained beast used to dispose of their victims, etc).

The Doctor only has two pieces of information that really gives the Minion Hunters any further leads.

- One of the victims, a woman in her late middle ages, had a large, grand but faded tattoo of a butterfly on her right wrist. Shirvani has an autopsy photograph

of this and can provide the group with a copy if he's convinced that they are looking to do good for the district. This information can be used to identify the name and 'squat' of one of the victims – Tina (see **The Lady with the Butterfly Tattoo** below). (Note: The tattoo is of the Ulysses Butterfly, but this is of no real significance to the investigation).

- In addition to the body parts, at two of the sites several large black feathers were found next or near the remains. These have been disposed of, but the doctor finds it interesting that they appeared at two places where bodies were found. These come from Ptero-Ravens, who found the victims before anyone else did and investigated as is their curious nature. More details on these feathers and what leads they might offer are found under the **Dealing with the Petro-Ravens** on page 8.

THE ATTACK ON ROMAN

Minion Hunters investigating the attack on Roman Prieto will be informed that the social activist is currently unconscious and in the care of friends and family at his parent's home a few districts away from the troubled neighbourhood. If visited his supporters are reluctant to allow any strangers onto the property but can be convinced that the characters are there to help, especially if they offer expert medical aid.

While Prieto's immigrant family are concerned, they let their son's followers do all the talking – young, idealistic individuals to a fault, all of whom really do want to help the poor and underprivileged in the community. They will speak at length on the social ills caused by the Greater Depression and the inability of anyone – especially the government or the corporations to do anything about it! While these 'discussions' are circular in nature and are made with passion by Prieto's companions, they offer little in the way of solution – they do however offer an opportunity for one or two of the Minion Hunters to examine the injured activist in peace.

AT ROMAN'S SICK BED

While rumour has it that he was attacked by corporate lackeys or even a political rival – the bite and claw marks

are obviously the result of some sort of animal attack (in this case he was mauled by one of the Mishsharno juveniles, who was sated and simply saw the young man as a play thing).

- The man is a severe, but stable condition. He was treated at a corporate hospital, but his supporters moved him here worried about further attempts on his life.
- Any character with any **Education:Medical** skill will quickly ascertain that his wounds were made by a creature much larger than a dog; the claw and bite marks must come from a bear or large wolf at least.
- With a *Formidable* **Education:Medical** (decreased to a *Difficult* with the right equipment, etc.) Roman is able to recover enough to recall that he was attacked by what he through was a 'bear'. He attempted to flee, but was knocked down from behind, before blacking out.

THE SITE OF THE ATTACK

Any of Prieto's friends can lead the Minion Hunters the place where their leader was found. The site, flat ground that was cleared of housing a good decade or so earlier, is typical of the area (his friends will say that Roman was using it as a short-cut after a local meeting, nothing more) and anyone with any military background would hesitate to say it was a good place to set up an ambush.

Of some interest, characters succeeding an *Average Intelligence:Tracking* check will discover a few bear like footprints near the site, while a *Difficult* success of the same skill will note that the entire site has signs of similar creatures having travelled across the same location in the past. As the area outside of the cleared land is paved or concreted, the tracks cannot be followed too far, however.

TENSION AMONGST THE LOST

Once the party have made initial enquiries, they will likely want to put some effort into tracking down further information with the rough sleepers in the area. While this population is vast, they are a careful and cautious lot, keeping to themselves and staying out of sight. That

said, it is pretty obvious that the vagrants and hobos in the area are on edge of late. This tension materialises as an unease when dealing with strangers and a growth in solidarity that is rare for street sleepers. The general consensus is that they all know that something is up, it just that they don't know what 'that something' is.

GENERAL RUMOURS

Despite all the rumours and hearsay, few of the rough sleepers know exactly what is going on – mainly because when the Mishsharno strike they rarely leave survivors. That said, Minion Hunters using the right sort of skills can extract the following from the locals and various street people.

- Everyone in the neighbourhood knows of the attacks and deaths, although no one can actually claim to know all the details. Something large is stalking the people of the area. Whatever it is can be seen lurking on the edge of the spaces the rough sleepers now congregate about, although no one can give them a full description.
- The attacks have taken place at night, in areas that are remote or rarely frequented (such as narrow alleys or hard to reach service spaces etc.).
- A few individuals claim that the thing attacking people is a flying creature – such as a giant owl or a bird of prey, while others believe that it is an escaped great cat or even a mutated dog! Those supporting the flying creature theory point to both the strange black feathers found in the streets and the rise of the 'cult' surrounding the Guardians of the City (see **The Winged Guardian** on page 9).
- Some look to more mundane causes, believing that one the local corporations is responsible. To them it is obvious that the authorities are looking to 'clean' up the streets before some grand undertaking is commenced. The conspiracy theories run wild and Referees are encouraged to throw in their own ideas here.
- Asking about someone with the butterfly tattoo (as noted by Doctor Shirvani) will allow the group to identify the victim as a woman named Tina. Although no-one really knows much about her,

they can be directed to her closest 'friend' Rex (see **Tina's Hideaway** below).

LOCATING THE ATTACK SITES

Attempting to find out where and when the remains of the street victims were found is harder than first imagined. All the victims are vagrants of the type that congregate in the sort of abandoned urban sprawl common in this part of town, and as such don't really leave much in the way of information on how to find or identify them. The Minion Hunters' best option is to look for someone who might know the victims personally. While all of the recent victims were killed in a variety of locations around the wider neighbourhood, it is obvious they were attacked by an assailant using the same modus operandi; they were always alone, and the killings took place in locations remote enough as to ensure that their cries were not heard.

If the Minion Hunters are persistent enough to find any of the unnamed victim's sites (expect for that of **The Lady with the Butterfly Tattoo**, see below) they are likely to be very disappointed. No evidence remains of the attacks at any of these locations given the passing of time and the other scavengers who clean up such messes (rats, feral cats and the like) – not to mention that nothing useful to anyone living rough ever remains long untouched in this area.

That said, a Referee might reward inquisitive players with evidence of the Ptero-Ravens (via a black feather or two) or an encounter with one or more of the other **Optional Encounters** mentioned on page 4.

THE LADY WITH THE BUTTERFLY TATTOO

Using the lead of the tattoo on her wrist the Minion Hunters will soon learn that Tina – the tattoo's owner – was known by just about all the rough sleepers, although none could call her a friend or confidant. They will, however, mention that Rex, another hobo was often seen with her.

Tracking down Rex - a vagrant of indistinguishable age dressed in a variety of ancient clothes and carrying a rucksack that he never lets anyone touch – takes a few

dollars and the offer of more if he makes himself known. Rex claims to have been Tina's friend and says that he saw her just hours before she was killed. Interestingly, he also claims that she stated to him that she thought someone was following and watching her on the day she died.

If questioned, Rex will say that it was he who discovered Tina's body and alerted the authorities with an anonymous tip. He states that he and her were to go scavenging that evening around one of the nearby corp junk yards (a risky venture so early in the night – but to the risker go the reward!), but she was not in her hideaway when he came by. Thinking she'd already headed off he went to the refuse station alone, and not finding her there either popped by again after a pretty fruitless evening rooting about. He says that something made him drop down into the sewer lines and he discovered Tina there.

THE HIDEAWAY

Rex is happy to take the group to Tina's hide-away (for a few dollars or a tradable item; say a wristwatch), which located in an old secured drainage tunnel – disconnected by adjacent to one of the main sewer routes.

Upon arrival and once inside, Tina's tiny home remains virtually untouched, with a few loose blankets and scraps of clothing are piled to one side and a few clothes and personal items (including a small collection of ancient 'weekly' magazines) lumped in an old laundry basket. Given the state of the hideaway it is pretty obvious that the attack couldn't have been done here. Rex will volunteer that only he knew this place existed, and he's not got the heart to take what was left of Tina's life.

As guided by Rex the drainage tunnel's far end leads to a sewer opening and down a ladder to where the killing took place (although he will not join them). This space is a channel junction and as such is large and roomy – spanning 20 metres or so across and almost twice as high a standing man. Although these tunnels were once fully utilised, these days they see little regular waste.

Thankfully, given the lack of use and the recent dry weather, the Minion Hunters can discover the following.

- The site where Tina was killed and disembowelled is obvious, as is the fact that someone has extracted the body. That said, they have done little to wash away the now dried blood and fluid from the site.
- With an *Average Intelligence:Tracking* they can make out that the attack was brief and violent. This roll will also allow the character to distinguish many large bear-like prints in and around the site. These are lost not too far into the sewer. If time is taken to review the tracks, another *Average Intelligence:Tracking* will reveal that three separate creatures have travelled in this location before or since Tina's death.
- A *Difficult Intelligence:Tracking* allows the Minion Hunter to conjecture that Tina was grabbed somewhere at the bottom of the ladder; perhaps she came down to investigate a noise?

If the players roll well, or the Referee wants to provide more information on the Mlshsharno, details on the creatures' physical attributes and psychology are provided on page 11.

THE DEMON IN BOXTOWN

If the Minion Hunters follow up on the lead about the 'demon' attack in one of the local Boxtowns, they will find themselves directed to a community known as Flagfall (although no-one for the life of them knows why).

Located not too far from the site of Roman Prieto's attack, this collection of container sized buildings receives some support from the local government as a community housing complex – although the truth of the matter is that beyond shipments of food and water, its residents are left to fend for themselves. Although its occupants' range in age, most adults work to supplement their basics – in jobs as diverse as service staff at one of the nearby corporate compounds or as day labours across the city. In most cases the

community is safe to live in and has a strong self. Key to this is the support and acceptance of the Banners – the gang who protect for Flagfall. Once a typical youth gang, its membership has transformed more into a security force (see **The Banners of Boxtown** sidebar).

Within Flagfall, and most places nearby, the story of the creature attacking a young girl right in the heart of the community is on everyone's lips. Of course, finding out if this really happened is not as easy, especially for a group of outsiders.

If the Minion Hunters go to Flagfall, they will find themselves shadowed by the Banners and it is unlikely that anyone willing to talk to freely with them. Once it is known that they aren't some corporate representative, nor attention seekers or ambulance chasers they are likely to be taken and grilled by Hal Western, the leader of the Banners, before that are given access to the family at the heart of the incident - the Browns.

ROY BROWN'S STORY

The Brown family is headed by solo father Roy Brown, an unemployed electrical engineer who now uses his expertise to keep what little infrastructure the community has – running water, electricity, etc. – running. As such he is a well-respected and vital member of the town.

The Brown family's trailer is situated near the centre of Flagfall, but not directly on any main routes into or out of the small community hub. This fact, might make it seem incredulous that anything or anyone would attack any of its occupants, especially given the abundance of other, less secure homes.

The trailer itself consisting of two main rooms (the lounge/kitchen – where Roy also sleeps - and the children's bedroom) and is in good condition being well maintained and cared for by Roy and his three girls (Katrina, 16, Lucy 12 and Rachel 9).

THE NIGHT IN QUESTION

Roy will initially greet the Minion Hunters with careful civility, not knowing what the group wants from him. Once the ice is broken, however, Roy will invite them into

THE BANNERS OF BOXTOWN

This collection of trailers and shipping containers operates – for the most part - outside of the normal local government structure and like all such communities across Dark America, this co-operative has arisen in response to the need for mutual security and support. In Flagfall the day to day governance of the town falls on a small public committee, but in turn this group relies on The Banners, a small, but well organised gang, to ensure community safety,

The Banners are led by Hal Western, a life-long petty criminal and thief who has become more altruistic in his old age. Hal and his boys keep a lid on anything that threatens the co-operative, hence their worries around the attack on young Kat Brown. Although numbering only a few dozen in number, the Banners will not look to kindly on any well-armed groups entering their territory and will do everything in their power to keep the peace. That said, they will avoid serious violence unless they have no other choice (not wanting the local corp security to come investigating).

the trailer for coffee or water and will watchfully explain what happen on the night of the attack.

- **Roy's Description** - He was awoken about 3 in the morning by a smash of glass and his eldest daughter's screams (and the cries of his younger two children who sleep in the same room). Grabbing his shotgun, he entered the room and saw the 'demon'. It had broken the trailer's window and was attempting to drag Katrina ('Kat') out of it by her left leg. Without thinking too much he stepped to within inches of the creature and unleashed both barrels at point blank range. This seemed to have little effect, but the thing did release Kat and lumbered off.
- **Describing the Demon** – It was a large hairy creature the size of a small cow or horse. Only its muzzle could comfortably fit through the window, but it seemed to be pretty determined to try and take Kat. If Kat is spoken to directly, she will expand on the description, saying that she thought it was

some sort of bear. It smelt bad, as if it was rotting or dying and there was something else in the air about it – a chemical taste?

- **The Children's Room** – Everything Brown says is true, Kat has a badly injured leg and the window to the bedroom has been bordered up. There are also large claw marks on the wall under the window, each much larger than a human's hand span.
- **Looking at the Wounds** – Examining (*Average Education: Medical*) Kat's wound reveals that while the bites are bad, the wound is not as ragged as one might expect from an animal attack. A success clearly identifies the teeth marks of a large Ursidae creature, but it is almost as if the thing was trying to be careful with its prey (maybe it wanted to drag Kat off to another location?). While the injuries have been treated and bandaged by Flagfall's medics, they do lack access to antibiotics. Any dosage would assist in the young lady's recovery (and ingratiate the Minion Hunters to the Boxtown residents).

THE LEADS

Once the Minion Hunters have heard the Browns' story, they are free to look around the site, although the Banners might have a few words to say about the characters wandering about unguided – especially given the tension in the air after the attack.

- **A Difficult Intelligence: Tracking** is required – given all the traffic the site has seen in the days since the event – but it seems that the creature made its way from outside of the Boxtown, up a local expressway embankment to a large sewer opening near an old underpass. While the tracks are lost once inside the sewers proper, just inside the entrance there is definite signs that a large creature has been here for a while.
- Searching this location (with an *Average Intelligence: Observation*) reveals that the creature waited at here for a while. It quickly becomes obvious that the site is quite secure and provides a good position from which to observe Flagfall.

- In addition to further prints, a few tufts of fur are also found here. While it is impossible to identify the creature immediately from this small sample, beneath the animal stink, a strange chemical smell (as mentioned by Kat) also seems to have adhered to it (see **X Marks the Spot** below for any analysis of this sample).

DEALING WITH THE PTERO-RAVENS

The Ptero-Ravens are only a minor threat when compared with the Mishsharno, but nevertheless can still pose a menace to the locals and their survival. Current roosting in an abandoned water tower not too far from the construction site from which they emerged into Earth's dimension, this small flock of Ptero-Ravens 'feast' on the unsuspecting residents of the neighbourhood.

Of course, Minion Hunters attempting to reconcile the Ursidae clues to the black feathers scattered about the local street might find themselves somewhat confused, but with some perseverance they should soon work out the connection between the two.

EYE-WITNESS REPORTS

Surprisingly, few people in the neighbourhood have seen the Ptero-Ravens, but many have felt their presence. Typical encounters occur at night and usually begin with the target alone (often travelling the dark and mostly abandoned streets). It starts mostly as a feeling – as if someone is watching or following them – and this 'fear' continues to rise despite their being no obvious reason for such a reaction. The victim will sometimes recall the sounds of terrifying cackling sound or a rush of wind, and on the rare occasion the flash of red eyes or eerie glow in the sky, but no one (except for Clive Holsmere – see below) has had any clear view of the Ptero-Ravens. Terrified targets often forget what they did as the Project Thought from these Darklings start to take hold of their minds, but some have lost hours in

THE PTERO-RAVENS

Strength: 2	Education: 1	Move: 20/40/80
Constitution: 5	Charisma: 1	Skill/Dam.: 3/2
Agility: 7	Empathy: 3	Hits: 3/6
Intelligence: 3	Initiative: 4	# Appear: 6

Special: Ptero-Ravens possess only three Empathy skills Human Empathy, Animal Empathy and Thought Projection.

PHYSICAL DESCRIPTION

A Ptero-Raven looks like a cross between a very large raven and the extinct proto-bird Archaeopteryx. It weighs about two kilograms, is bird-shaped and is covered with glossy black feathers. Its wing joints sport small manipulative claws; its feet are taloned; and its beak is festooned with wicked teeth.

Its tail is long, like a lizard's tail turned into a bird's. Its eyes are large and reflect the light, seeming to "glow" in the dark. The creatures come from a dimension of pure evolutionary horror, a place where survival requires cunning and guile. Ptero-ravens are scavengers, and they delight in tormenting wounded or sick creatures, tearing pieces from their victims and taunting them as they do so.

PSYCHOLOGY

Ptero-ravens are a marginally intelligent species, having a well-defined and expressive language and giving one another a great deal of social cooperation and communication. They are frightfully curious, though inclined to sadistic morbidity. They are attracted to those in emotional pain, drawn by the feelings of anguish.

Ptero-ravens desire to know everything that happens, and they are assisted by excellent day/night vision and a keen sense of hearing. Thus, a Ptero-raven learns much just by watching and listening, then flies off to tell its mates. What one ptero-raven learns, others in the area will soon know as well. Although they can chat to one another, Ptero-ravens can only squawk disjointed words of human speech, barely enough to get their idea across. These creatures are malignant in the extreme, detesting all species but themselves.

ABOUT THIS ROOST

The Ptero-Ravens that roost in the old water tower originate from the dimension in which the Dark Elves took their final leap into Earth's reality. Like the Mishsharno, these creatures stumbled into our dimension, rather than explicitly looking to pass through into it. Now here, the flock (numbering six 'birds' in total) are going about their business as they would in their home plane, hunting out targets and using their powers to extract the fear and terror they feed on.

Unlike other Darklings, the Ptero-Ravens do not explicitly look to physically harm their victims but will assault any human or creature they perceive as a threat to their survival. If left alone, this flock will begin to breed and the number of encounters with the beasts will grow, eventually becoming so much of a menace that the locals or corp security will be forced to deal with them!



USING THE PTERO-RAVENS IN URBAN NIGHTMARES

To make these beasts more of a threat and challenge in this adventure, the Ptero-Ravens can utilise their Empathic abilities to effect Humans as well as other animals (as opposed to what is written their original entry in the **Dark Races** sourcebook). In doing so they will look to isolate lone individuals and one of the Ptero-Ravens will attempt to connect empathically with them. Once the initial Human Empathy connection is in place, the other Ptero-Ravens will start to join in the assault, with each round and additional bird using Thought Projection on the target they have group connected with. These thoughts will be subtle and imperceptible at first, looking to build a narrative inside the target's mind about their safety and isolation, that will set off additional fears and paranoia. It is this fear that the creatures feed off and will continue to keep the victim enthralled for long as they can.

As noted elsewhere, the Ptero-Ravens will only attack people directly if they feel threatened, and to protect their roost in the Water Tower.

panic or have been found in semi catatonics states after such encounters.

Diligent Minion Hunters might be able to determine the location of the Ptero-Raven by triangulating the various rumoured encounters and sightings. If so, the group will find themselves zeroing in on an old fire station and its water tower (see below).

THE WINGED GUARDIAN

Although the Ptero-Ravens have only been in the neighbourhood for a few weeks, they have already developed a cult following – well from one man at least. Clive Holsmere is a retired Marine who unfortunately spent too many years exposed to various chemicals and drugs (both by accident and through recreation use). Clive recently witnessed a Ptero-Raven attack (against a local debt collector and gang heavy) and now believes that a 'bird-man' protects the neighbourhood from evil.

While most of the locals don't know him by name, they are aware that a man in faded Marine fatigues, and battered shopping trolley, is on the hunt for these black feathers and has been heard announcing that 'redemption has come to those who worship the winged guardian'.

BELIEFS OF A MADMAN

Clive can either be found walking the streets in the evenings or at his ramshackle house at the edge of the neighbourhood. As a hoarder of the worse kind, his home is cramped packed with rubbish and trash of all sorts – everything from old newspapers, through expired cans of tinned peas and even rusted tools and equipment from long abandoned lots.

Talking to Clive quickly reveals that he is not fully compos mentis, and garbles on about every subject under the sun. At present only talk of the Guardian or the black feathers gets him to stay on one subject longer than a few sentences. He is obsessed with the idea and claims that he knows the truth behind the guardian.

- **What Clive Saw** – A week or so ago (Clive can't remember the exact date or day), he was on one of regular evening walks when – just after dusk - he

saw a man approached by a giant bird who threatened him and told the man to leave and never return. The man, terrified, fled and the bird man laughed in joy. He found some special feathers on that day and has collected ever since hoping that the bird man will return to help 'them' all again. Of course, what Clive actually saw was a Ptero-Raven attack – and his own fear from the Darklings' mental terror assault materialised in him reimagining the creature as some sort of superhero!

- **Clive's Secret**– Clive believes that the feathers are the key to 'summoning' the bird man again, and he now knows more about the Ptero-Ravens and their actions in the neighbourhood than just about anyone else. What he won't tell the Minion Hunters is that he knows where the 'hero' lives; high in an old abandoned water tower found in one of the more rundown sections of the district. As part of his daily wanderings, Clive travels the neighbourhood collecting feathers. Although these are few and far between, those he does find, he leaves as offerings at the foot of the water tower. His visits to the tower have now almost become ritualistic and here is stumbles about exhorting the 'hero' to come and rescue him.

OTHER LEADS

If the Minion Hunters visit Clive at his home, they will not only witness first-hand his hoarding obsession, but will also get to see that piled outside his front door is a stack of 'Address Superplasticizer – A Tashicorp Product'. Characters with any skill points in **Intelligence: Engineer** are able to identify Superplasticizer as a product used in structural concrete to improve strength of construction. This is not a cheap product and it seems unlikely that it would be found abandoned on any building site. Unfortunately, Clive can't recall where he found it. This of course is just a subtle lead to the Babbage Complex (the home of the Dark Elf gateway and the Mishsharno's lair).

INVESTIGATING THE FEATHERS

Undertaking any research (such as completing a chemical analysis or consulting a specialist) into the feathers reveals some interesting insights.

- **The Feathers Themselves** – To anyone trained in such areas of expertise, the feathers of the Ptero-Raven are nothing like that found on any normal species of Corvus (i.e. Crow or Raven, etc) or any other large bird. In fact, in design and size it seems to have more in common with dinosaur feathers (such as that found on the Archaeopteryx). Any further details the group might determine from the feathers is covered in the Ptero-Raven's physical description which can be found on page 8.
- **Chemical Residue** – In addition to the strangeness of the feathers themselves, a few of the samples seem to be contain residue of some sort of smelly chemical. While it takes a chemist or a lab to determine what these are, once analysed it is revealed that these chemicals are all used in industrial construction (such as additives to structural concrete or used in the industrial weather-coating process, etc.) No one can say why or how these creatures came to be coated in these chemicals. See **X Marks the Spot** below for more on these chemicals.

THE WATER TOWER

The water tower itself can be seen from quite a distance off and offers a commanding view of the neighbourhood. Long abandoned, it sits alone behind an old Fire Station (shut down years ago as part of budget cuts in local and state funding) where it once was used as part of drills and training exercises. Standing on four metal legs, its steel tank is much larger than one would expect for such a local tower. Ravaged by age and lack of maintenance (the tower itself was put up in the 1950s), little remains of its original white paint job, and it seems like only a matter of time before it comes crashing down.

From below very little can be seen of anyone or anything that might reside in the tower, although it

certainly doesn't look safe to climb (the ladder and walkway surrounding it seem severely rusted in parts).

- **The Offerings** – Near the base of the ladder is a small coffee table. Upon it sits a battered but sealed biscuit tin in which Clive Holmsmere has been placing the feathers and other knickknacks he attributes to the 'hero' he believes resides in the tower. It should be of no surprise that the Ptero-Raven's ignore these offerings.
- **Climbing the Tower** – Although it looks like it could collapse at any time, the steel ladder leading up to the water tank is still secure and safe. That said, the tower does seem to sway lightly with the weight of a fully grown human upon it, but there is never any real threat that it will actually fall. The Ptero-Ravens, however, are unlikely to appreciate anyone invading their territory and will attempt to harass and attack anyone climbing the ladder (or standing on the shaky walkway that encircles the tank). Referee's may wish to require an **Agility** or **Constitution: Climbing** rolls if the Minion Hunters are hit or distracted while on the ladder or walkway.
- **Attracting the Ptero-Ravens Attention** – Smart Minion Hunters may look to lure the Ptero-Raven's down from their hideaway. Curious and nosy creatures, they will be attracted to any sound or activity going on near their roost. Of course, these Darklings may also look to use the characters for their own needs (see **Encounters & Threats** on page 4 for details on how the Ptero-Ravens might hunt).

THE RAVEN'S ROOST

Any Minion Hunter risking climbing the water tower will discover that gaining access inside to the Ptero-Raven's roost is easy enough – a two foot square area of the tank itself has rusted away. The roost houses all of the Ptero-Ravens and apart from numerous worthless (although shiny) trinkets and copious amount of guano, there is little to be found.

Referee's looking to reward the foolhardy character for their efforts may wish to provide some link to the old Babbage Complex in the tower (such as some old paperwork the Ptero-Ravens have used in making their

nest or more of the same chemicals used during its construction, etc.).

LOCATING THE MISHSHARNO

Unless the Mishsharno are stopped they will soon become bolder and more aggressive in their hunts. As noted in their description below, these Darklings are no longer interested in killing for food alone but are becoming more willing to simply attack victims as some sort of sport or entertainment.

There are various approaches the Minion Hunters might take to try and locate the lair of the Mishsharno, some of these are detailed below, but as always others might work equally as well.

X MARKS THE SPOT

The only real leads the Minion Hunters will gain during their investigations are the chemicals for on or near where both the Mishsharno and Ptero-Ravens have been found. As detailed earlier, all of these are additives and chemicals associated with the construction business and are exclusively utilised in industrial level of concrete engineering and the like. While these are common enough elements, there are custom markers found in these particular discoveries that will identify them as products created and used exclusively by Tashicorp – a multinational conglomerate with businesses and corporations all around the world.

Through the Minion Hunters personal contacts, or further investigation (i.e. via what is left of various civil records for the district, or - with the right cover story - through Tashicorp's own Marketing Department) this data can be used to track down the history and events surrounding to the only local Tashicorp construction site – the Babbage Complex.

TAKING THE BAIT

Another approach is to set a trap for the Mishsharno, offering the Darklings a tempting target to strike. While these creatures are cunning and wary of exposing themselves, the younger males will not hesitate to

ESCALATING THE THREAT

If the Minion Hunters are unwilling or unable to track down the Mishsharno, the Referee is encouraged to escalate the threat. Have the beast's attacks become more brazen and open, forcing the players to see firsthand the results of these Darkling's 'play' with human beings.

In addition to the Mishsharno themselves, others could be involved in the hunt – ranging from vigilantes (such as a group of Hal Western's Banners) through to a security detachment from a local corp willing looking clear out the area. All these elements will begin to add complexity to the Minion Hunters efforts and may help or hinder them as they try and stop the Darkling threats in the area.

attack a lone victim, if offered the opportunity. Success in such action depends greatly on the set-up and who/where the party looks to ambush the Mishsharno. Places too open or too far from their den are unlikely to work, and it is unlikely that they will charge headlong into any direct confrontation mindlessly.

It is recommended that such a trap should only attract one of the Mishsharno (these creatures are lone hunters after all). That being said there is no reason that such an ambush might not lure other threats or dangers as well!

HUNTING THE SEWERS

Minion Hunters realising that the Mishsharno are using the local sewers to travel the neighbourhood unseen may wish to set out on their own expedition underground. As with the trap setting above this has some opportunity for success although it may also lead to other complications.

In the sewers, signs of the Mishsharno are easy enough to find, but tracking them back to the Babbage Complex is a *Formidable* task. Deep underground there are also other threats that could trip-up unsuspecting Minion Hunters, from other Darkling beasts through to pitfall and collapsed tunnels.

THE BABBAGE COMPLEX

Hidden in plain sight is the allotment that was once destined to become home of Tashicorp's Robotic Design Factory – the Babbage Complex. This work site itself amounts to nearly 200,000 square metres (55 acres) of land, most of which is now devoid of anything other than left over detritus of a large construction project. The only exception being the shell of what was to be the complex's main administration centre, its skeleton metal frame standing eerily alone amidst the earthworks and scrap. While abandoned well before any real building construction could be completed, most of the foundational works (i.e. for core services and site development) were completed, although much of that has now been hidden or buried during the site's shutdown.

ARRIVING ON SITE

The entire construction site is surrounded by 2-metre-tall wire fence, complete with the warnings about it being private property where 'all trespassers will be prosecuted'. Such an obstacle should be of little concern to the Minion Hunters, and it is obvious that numerous others have entered the site over the intervening years, with many places of egress readily available.

There is no security onsite anymore, and from first glances it is obviously that anything of interest (that could be used or sold on by looters) is long gone.

➤ **Feelings of Unease** – As soon as the Minion Hunters are in the grounds proper, they are struck by a feeling of unease, as if they are 'in the wrong place' or 'someone is watching them'. Making things even more perturbing is the lack of any wildlife on the site. These emotions are even more impactful on characters with any **Empathy** skills; these individuals instantly know that something is not right on the site and can feel the influence of the Dark Lords permeated the surroundings. While they might suspect that this is the presence of the Mishsharno, it is actual due to the proximity of the Dark Elf gateway somewhere beneath their feet.

THE MISHSHARNO

Strength: 8	Education: 1	Move: 5/10/20/40
Constitution: 7	Charisma: 1	Skill/Dam.: 5/4d6+4
Agility: 5	Empathy: 0	Hits: 20/40
Intelligence: 4	Initiative: 5	# Appear: 4

Special: The Mishsharno have naturally thick hide and copious amounts of protective fur and fat. In addition, they have a toughened bone structure that provides 1 point of Armour in all Hit Locations.

PHYSICAL DESCRIPTION

Closely resembling Earth's brown bears, the Mishsharno average almost 10 feet in length and 6 feet high at the shoulder when fully grown. While this means that they rival the Kodiak Bear in terms of sheer size, in body shape the Mishsharno are slimmer and sleeker than any of their terrestrial cousins. It is in the head and jaws that these creatures differ most, with their skull being larger with a more protuberant crown (an evolution designed to protect their eyes) and a longer, thinner jaw (such as seen on a Sloth Bear). The fur of the Mishsharno is dark brown or black and is very smooth and resistant to being moved (designed to reduce any hinderances when the creature moves about the undergrowth). To keep this coat in as good as of a condition as possible, the Mishsharno shed constantly, with it not being uncommon for large layers of fur to clump off in sizeable wads. This can give the creatures bodies a somewhat dappled appearance and makes them all the more frightening to behold.

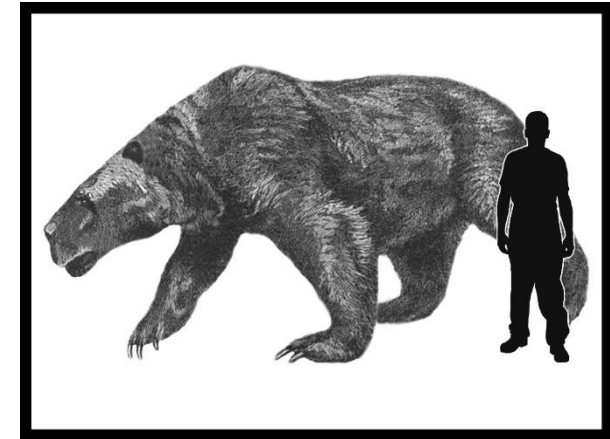
While individuals might initially confuse these creatures for common Ursidae, their pitch-black eyes, distorted faces and oddly lithe gait that quickly changes the observer's minds. Capable of bursts of rapid speed, they 'glide' rather than lumber when they move.

The Mishsharno are immensely strong and backed with their bulk are capable of taking down almost any prey they might find either on Earth or in their native dimension. Like all Ursidae they have good vision, but an excellent sense of smell.

PSYCHOLOGY

The Mishsharno come from a dimension where they are one of the dominant predator species; they are not used to being challenged for territory or food apart from by other Mishsharno. Like all predators they are aggressive hunters when looking for food and disinterested observers when they are sated or resting.

Unlike many Earth bears Mishsharno are very communal creatures, usually live in packs of 4 to 8 individuals. These packs are led by a dominant female (often but not always the Mother of most of the group) who also fights for the group when conflicts occur with other Mishsharno. Interestingly, while the creatures bond together for most activities, they hunt as individuals, with each creature bringing a portion of its kill back to the pack as some sort of offering. In this hunt they are quiet killers, selecting and stalking a single prey creature until either they succeed in killing it or it escapes the hunting area (in which case the process starts again).



When fighting non-Mishsharno opponents, larger pack members stand together using aggressive display tactics to size up their opponents before attacking. Often these minutes of display are also used to allow other members of the pack to circle or flank the enemy, while also providing each an opportunity to select a specific target they will try and engage. When they do attack, they try to do on mass, with each beast initially focusing on its individual target, using its bulk and charge to overcome it as quickly as possible. Only once the target is killed will they engage in a general brawl.

THE MISHSHARNO IN URBAN NIGHTMARES

The Mishsharno encountered in Urban Nightmares are a pack of four creatures lead by a Mother and consists of her three mature male cubs. Having recently arrived in our dimension and now settled in their home in the Babbage Complex basement, their instincts have change from that of survival to something akin to being 'entertained' with the abundance and ease in which they have feasted on the prey they have found to date.

In this scenario, the Mishsharno are likely to be discovered alone, outside of their lair; with each creature deciding of a specific target and then stalking it until the opportunity to strike arises. While individually the Mishsharno should be more than a match for a single human, the Minion Hunters have two distinct advantages – a) the creatures are content 'playing' with their prey, not immediately going for any killing strike until they are bored of the game and b) they have yet to encounter a fully armed and armoured human being.

Once the Mishsharno are aware of the threat real weapons and tactics can do, they will use their cunning and power to its fullest extent, looking to take out the perceived weakest Minion Hunter when they can.

Outside of their lair, the creatures will retreat if they feel overwhelmed, but once backed in a corner will fight to the death (such as within the Babbage Complex badsement).

- **The Complex's Layout** – The majority of the site is cleared land, that has long gone back to scrub and weeds. No trees of any real mention have grown, and so the entire location has a weird, disconcerting barren appearance. The only real place of interest is the large skeleton of the administration building, located almost completely in the centre of the site (although even this is not really a 'building' per-say rather it is a poured concrete slab with the steel vertical and cross beams forming its rough shape).
- **Signs of Life** – Although it is obvious that people have been here in the past, there is nothing to indicate that there have been any recent visitors to the site. Even the most skilled trackers and observers have trouble making out anything outside of the administration building's footprint that indicates anything untoward is going on at the old complex. As reinforced by the feelings noted above, there is no sign of any of the normal urban creatures on the lot and any burrows or nests they do find are long abandoned.

THE ADMINISTRATION BUILDING

As mentioned, this not really a building but rather a large metal frame embedded in foundations of concrete. This large space has withstood the ravages of time well but is starting to show signs of exposure to the elements. The only thing that stands out on the pad is a small freeze block 'room' into which a metal door swings slightly ajar. This is the hastily built entrance to the completed basement area of the building and covers the stairway down. From the top of the stairs the Minion Hunters are assailed by various unpleasant smells, from the construction chemicals they've previously discovered, through the raw scent of large carnivorous animals, and finally the 'taste' of static and metal that often accompanies electrical storms. This wave of odours is overwhelming and might have the Minion Hunters wondering exactly they've got themselves into.

LAYOUT OF THE BASEMENT

The basement area is much larger than the Minion Hunters are likely expecting. In fact, this series of tunnels and rooms extends over a fair portion of the entire site.

When the Babbage Complex was designed it was envisioned that all the buildings on the campus would be connected via this underground network, and it was mostly in place when the construction work was shut down.

- **Exploring the Underground** – As you'd expect, all the basement areas in the complex are pitch black, and the Minion Hunters will need some artificial light to make their way safely about. The entire underground also stinks, both due to the Mishsharno presence and the chemicals stored here.
- **The Tunnels** – These interchangeable tunnels look like any other building's service passageways, except that here none of the water, electricity and other amenity pipes and channels have been installed. In general, there is nothing else to be found in the tunnels, and this makes travelling underground challenging to navigate as there are no landmarks or obvious points of reference. Of most frustration is that there seems no logical layout to the complex, with tunnels turning back and connecting randomly with each other, or simply ending in dead-ends.
- **The Rooms** – Scattered about the basement are many rooms ranging in size from small storage closets through to chambers large enough to house a hundred men. Some of these have obvious uses (i.e. where one that would house pumps or electrical equipment) but others seem to have no real use or function. None of these rooms have doors or any internal fittings and lack even the basics of electrical wiring.

DISCOVERIES IN THE BASEMENT

There are several points of interest to be found in the tunnels and the Referee is encouraged to add more as they see fit.

- **Signs of the Mishsharno** – As befitting the creatures who inhabit the complex, signs of the Mishsharnos' passing are everywhere in the tunnels and rooms, be it scraps of fur, muddy paw prints or claw marks of the walls. If so desired, one

or more of the Mishsharno could stalk the party as they fumble about in the dark.

- **The Stores** – Discovered in a variety of rooms are building materials, chemicals and supplies that were once due to be used in the construction of the complex; including the Tashicorp additives that might have led the party to the site. It was never expected that these materials would be left in storage for so long, and initially the empty basement rooms were seen as simply a convenient place to store such things until the worksite started up again. Given the length of time such supplies have been down here, they are all well past their best before dates, even if they could be easily retrieved.
- **The Larder** – Near the Mishsharno lair (see below) the party will make a grisly discovery – the mauled and shredded remains of up to half-a-dozen corpses – most likely the missing homeless and others from the neighbourhood. This room is obviously where the creatures store their food and by the smell and state of many of the bodies, they have been here for quite a long while. Nothing of real interest can be found on the deceased, and to be honest there is little left to effectively identify them either.
- **The Sewer Entrance** – At the end of one otherwise dead-end tunnel, a large hole has been bashed through into the local sewer lines. This is the egress point the Mishsharno have been using to make their way around the neighbourhood unseen, and there is plenty of evidence of the creatures' passing through this gap to confirm this theory.
- **Signs of Others** – If the Referee so desires, the Minion Hunters could encounter other signs of the Dark Elves' passing through the complex, be it via the discovery of an abandoned Darktek device, or some item or material anachronistic to modern day Earth. Such objects could be a lead for further adventures into discovering what the Dark Elves were doing here in the first place (see options under the **Future Adventures** sidebar).

THE GATEWAY ROOM

It is likely that the Minion Hunters will 'feel' and hear the presence of the Gateway before they see its blue-green light permeating the darkness. Situated in a far corner of the basement, the Dark Elves portal is set up in the middle of a large otherwise empty room, thrumming and humming in some undecipherable pattern. The room itself is bare, except for the device, although there is a definite chill to the room that wasn't felt anywhere else in the underground complex.

- **Discoveries in the Room** – There are signs here of all the creatures so far encountered in this scenario, from the absent Dark Elves, through the Ptero-Ravens and the Mishsharno (plus any other Dark Minions the Referee might want to add!).
- **Examining the Gateway** - The Gateway itself is a large circular device roughly 10 feet tall and about just as wide. Seemingly 'grown' from an organic dark brown, thorn-covered matter, the fissure at its centre glows with a vivid blue-green light so bright as to irate the eyes of anyone looking at it directly for too long. The 'machine' is very cold to the touch and seems to be sucking at the warmth in the air around it (or from anything that physically contacts it). There seems to be no visible devices or obvious batteries from which the gateway is powered, although the Minion Hunters might determine that it is generating the charge needed to remain open from the heat-exchange process.
- **Destroying the Gateway** – It should be obvious to the Minion Hunters that this portal is how the Darklings now threatening the district came to be in the neighbourhood, and it seems likely that if it is not closed, other – more dangerous – Minions might find their way into this reality. Destroying or turning off the device is actually as simple as damaging it enough to ensure it can no longer complete its thermodynamic charging. Thankfully, with no one here to protect it, and the organic material from which it is created as vulnerable to fire or physical assault as any terrestrial plant, it doesn't take much effort before the bright light begins to fade and then vanishes with a loud 'pop'. Almost

FURTHER ADVENTURES

Urban Nightmares leaves open a number of questions and scenario plots that a Referee and their group can explore. These include:

- **The Fate of the Dark Elves** – Dark Elves are tricky and cunning opponents and are not the sort of adversaries even the most experienced group of Minion Hunters will want to face. What were they doing in this district and why did they create a portal in this particular location? Are they in league with Tashicorp? Are they still around expecting to reuse the gate in the future?
- **The Corporate Take Over** – With the escalations of corporate lead activity in the neighbourhood, perhaps rumours about a potential sweep and clean are correct. But why? Are the corps looking to hide the evidence around the Darkling incursion, or are they attempting to support it? Whatever the outcome, groups like the Banners and the residence of Flagfall are bound to put up a fight – are the Minion Hunters willing to stand with them?
- **Other Visitors** – Perhaps the Dark Elves gateway is just one of many in the region, and that this specific district provides something of an alignment with other proto-dimensions. If that is true, what other Dark Ones lurk just out of sight? And is the very neighbourhood about to become the front line of some larger conflict?
- **Stepping Through the Portal** – Just where does the gateway in the Babbage Complex lead? Who might be waiting for the Minion Hunters on the other side, and just who might be willing to take the fight to the Dark Ones on their own territory?

immediately after the gate closes, the plant itself rapidly becomes brittle and collapses under its own weight.

As a note, the distraction of attempting to shut down the portal is an excellent opportunity for one or more of the Mishsharno to strike, especially if the Minion Hunters have been drawing too much attention to themselves so far.

THE MISHSHARNO'S LAIR

At the point furthest from the Dark Elves gateway, the Mishsharno have set up their lair. These four creatures have each staked out a portion of a large room that was once intended to be an underground garage or workshop (although no direct exits leading outside were ever completed). Throughout this room are signs of the creatures' activities from collects of material forming their individual nests, through to the remains of their unfortunate victims.

The Mishsharno are unlikely to be taken by surprise in their lair, and they fight to the death to protect each other in this location.

WRAPPING UP THE ADVENTURE

With the Mishsharno defeated, and (hopefully) the Dark Elf portal closed, it is up to the Minion Hunters to wrap up any outstanding leads (such as with the Ptero-Ravens). The actions of the characters during their investigation and subsequent battle with the Mishsharno could have either created new contacts and friends or even a few enemies. In terms of character improvement, each surviving Minion Hunter should receive 3 or 4 Experience Points to keep or spend as required.