

DARK
CONSPIRACY



URBAN
NIGHTMARES

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DARK
CONSPIRACY THE RPG.INFO

URBAN NIGHTMARES

A DARK CONSPIRACY SCENARIO BY MARCUS 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 THAT HUNT US NOT FOR SURVIVAL, NOR TO FEED, NOR BECAUSE HUMANITY POSES SOME AS YET UNDEFINED THREAT TO THEIR EXISTENCE. NO, THESE THINGS STALK US ONLY FOR PLEASURE...

UNLIMITED WORLDS SPAN OUR UNIVERSE, AND INFINITELY 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, sandbox-style scenario designed for a small, developing group of Minion Hunters. Set in a more remote area of an urban metroplex, the core plot follows the players as they discover and track down a source of evil threatening a typically rundown inner-city neighbourhood. As written, the story spans several core and optional scenes that the Referee may alter as they see fit and could 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 neutralise these beasts and, to be truly successful, 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, hiding among the urban sprawl: a small flock of **Ptero-Ravens** (see page 79 of the *Dark Races* sourcebook and page 9 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, these creatures are used as red herrings and an alternate encounter for the group.

The Mishsharno (see page 11), on the other hand, are a true threat to the residents of the neighbourhood they now inhabit. While this is a small family pack, consisting of just a

single mother and three juvenile males, these cunning and highly intelligent creatures have a well-developed sense of territory and seek to defend it against intruders. While not evil, they have been surprised by the abundance of prey in their new home and, as such, have started to play with their food – much like a cat might do 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 for survival!

THE GATEWAY SITE

The source of the trouble now plaguing the neighbourhood is the Dark Elves' abandoned gateway. Equal parts paranoid and deadly cunning, the Elves do not simply open portals between their homeworld and our reality; they covered their tracks by jumping across several protodimensions before finally arriving in this dimension. In this case, the group used an abandoned building site as the endpoint for their gateway, a complex once intended to be a Tashicorp Robotic Factory.

Known as the Babbage Complex, the onset of the Greater Depression forced Tashicorp to halt construction shortly after completing ground clearance and foundational work on the site. To date, the only completed development is a section of underground basements and secure rooms – most of which were sealed when the workers were ordered

CLEAR CREDIT

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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 many others in the neighbourhood – an empty construction site that long ago was stripped of anything of use. The steel shell of what would have been one of several impressive buildings now stands alone, dark and ominous, and few give it a second thought.

PLAYERS' INTRODUCTION

The characters learn 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 the Minion Hunters are drawn into the scenario is left to the Referee to determine, though the following options might serve as logical starting points.

- ❖ **Dumb Luck.** The group is unlucky enough to stumble across the situation through community rumours or a contact in the area. Perhaps one of the Minion Hunters comes to the neighbourhood on other business or to visit 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 help solve the unfolding mystery.
- ❖ **Dark Dreams.** A Minion Hunter with a high level of **Empathy:Foreboding** gets an ominous feeling about one particular neighbourhood in their home city.

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

The strange events unfolding in the streets around the Babbage Complex are already filtering through the neighbourhood. The Minion Hunters can learn something of what has already occurred from their contacts and allies, or neighbourhood rumours.

- ❖ **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.** The remains of at least three people have been found scattered around the neighbourhood in the past week. These discoveries have been reported to the city's policing authority, although nothing official has been announced about the victims or 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 of

voices believe that something is 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 several options on how they may proceed in 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.

CASING THE STREETS

The last three weeks have seen a marked increase in the number of people vanishing without a trace around the district. This includes not only several vagrants sleeping rough in the streets, but also a few from homes in the nearby Boxtowns, Anthills or sprawls.

NOTES ON THE SETTING

While the actual setting is up to the individual Referee to determine, the author imagines this scenario 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 unoccupied land, either abandoned factories, warehouses, and homes, or now too far from the basics, such as running water or the occasional corporate food drops.

The information the party will gather from casing the street and engaging with their contacts depends on the specific individual's attitude toward the situation. While most locals don't really know anything specific about what's been going on, they have heard the rumours. Of course, hearing such stories is one thing, but believing them is another.

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

- ❖ Those in the neighbourhood sleeping on the streets seem to be on edge, and stories tell of some of their number disappearing. If the characters investigate the missing amongst the vagrant population, see **Among the Lost** (on page 5) for more information.
- ❖ Quite a few of the area's residents know of an incident at one of the nearby 'Boxtowns' where, a few nights back, the residents claim a 'demon' dragged off a young girl. Rumour has it that someone unloaded both barrels of a shotgun into the thing, and the monster didn't skip a beat! This encounter was an attack by a lone Mishsharno and is an example of how brazen their attacks are becoming. See **The Demon of Boxtown** (on page 6) if the group visits Boxtown to follow up on this lead.
- ❖ A terrifying great bird was seen in the area, and a few people have started to believe that a 'ghost creature' or 'superhero' is watching over the neighbourhood. These are sightings of the Ptero-Ravens, who have set up home in an old water tower. See **Dealing with the Ptero-Ravens** on page 7, for more information on these leads.

If the Referee wants to throw more twists and potential red herrings into the mix, they can also add that locals have noted an increase in Corporate-sponsored thugs doing the rounds in the neighbourhood as of late. While they don't seem to be up to any trouble, they are acting suspiciously, and this, in turn, has added tension to the whole neighbourhood.

THE BODILY REMAINS

The Minion Hunters will have little trouble tracking down the ward coroner who took receipt of the body parts discovered in the neighbourhood. The overworked and underpaid Doctor Karam Shirvani is usually found in his small clinic and has shown no particular interest in the deaths to date, except to complete the appropriate paperwork.

If the Minion Hunters convince the Doctor to talk or have the appropriate authority to ask questions, Shirvani is willing to discuss what little he knows about the cases. They might also discover that while the body parts have already been disposed of at one of the city's crematoriums, the Doctor still has his medical reports filed away somewhere in his office.

WHAT THE DOCTOR KNOWS

As the Doctor talks to the Minion Hunters, he will note the following:

- ❖ Unfortunately, there was little real evidence for him to base his reports on apart from the body parts themselves. The officers who collected the body parts did nothing to report who found them or where and when they were discovered. In fact, these 'investigations' were so sloppy that, apart from the body parts themselves, there is little to identify anything else about the cases! This carelessness, it seems, is typical of the policing in the city these days.
- ❖ Most of the body parts would be unidentifiable to non-medically trained individuals. Still, in each case, there was almost enough physical material collected at each site to make up a full human body. Some body parts were missing – especially the vital organs - and all the remains were badly damaged.
- ❖ If asked, the Doctor will say that, in his opinion, given the limited evidence he has to go on, the victims may have been attacked by some large animal – a bear, a mountain lion, or a similar predator. However, that would make little sense, and perhaps the condition of

these remains is the result of some 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 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 give the Minion Hunters any further substantive leads.

- ❖ One of the victims, a woman in her late middle ages, had a large, grand but faded tattoo of a Ulysses butterfly on her right wrist. Shirvani has an autopsy photograph of this image and can provide a copy to the group if asked. This tattoo can be used to identify Tina, one of the Mishsharno's victims (see **The Lady with the Butterfly Tattoo** below).
- ❖ At two of the sites, the police also collected several large black feathers. These were destroyed along with the human remains, but the doctor finds it interesting that these were discovered at two places where bodies were found. The group is unlucky enough to stumble across the situation through community rumours or a contact in the area. More details on these feathers are described in **Dealing with the Petro-Ravens** on page 7.

THE ATTACK ON ROMAN

While rumour has it that corporate lackeys or a political rival attacked Roman, the bite and claw marks on his body are obviously the result of an animal attack. Mauled by one of the Mishsharno juveniles, he only survived the assault because the animal was already sated and simply used the young man as a plaything.

Minion Hunters investigating the attack on Roman Prieto will learn that the social activist is currently unconscious and in the care of friends and family at his family home, a few miles away from the troubled neighbourhood. If visited, his supporters are reluctant to allow anyone onto the property, although Minion Hunters can convince them to see their leader with an appropriate argument.

While Prieto's immigrant family is concerned about the situation, they let their son's chief follower, **Sharon**

Holgard, do all the talking. She now leads a group of young, idealistic individuals who want to help the poor and underprivileged in the community. She will speak at length about the social ills caused by the Greater Depression and the government's and corporations' unwillingness to address them! While these 'discussions' are circular and made with passion, they offer little in the way of solutions – they do, however, offer an opportunity for one or two of the Minion Hunters to examine the injured activist in peace.

- ❖ The man is in a severe, but stable condition. Initially treated at a corporate hospital, his supporters moved him to the family home, worried about further attempts on his life.
- ❖ Any character with any points in the **Medical** skill will ascertain that a large animal caused Roman's wounds; the claw and bite marks look as if they came from a bear or even a large wolf.
- ❖ With a *Formidable* **Education:Medical** (decreased to a *Difficult* task with the right equipment), Roman can recover enough to recall that he was attacked by what he believes was a 'bear'. He was knocked down while attempting to flee and blacked out.

THE SITE OF THE ATTACK

Sharon can lead the Minion Hunters to the place where Roman's supporters discovered his unconscious form. The site is a piece of flat ground that was cleared of high-density housing a decade ago. There is nothing unique about the spot, Sharon says that Roman was using it as a shortcut after a local meeting.

Examining the area, the Minion Hunters will discover the following:

- ❖ Anyone with any military background would hesitate to say it was a good place to set up an ambush.
- ❖ Characters succeeding an *Average* **Intelligence:Tracking** check will discover a few bear-like footprints near the site. A *Difficult* success will note that the entire site has signs of similar creatures

having travelled across the cleared land for days, if not weeks.

AMONG 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 the population of people forced to live on the streets is much larger than anyone could guess, they are a careful, cautious lot, happy to keep to themselves and stay out of sight. That said, it is pretty obvious that the vagrants and hobos in the area are on edge. This tension materialises as unease when dealing with strangers and as a rare growth in solidarity among the community. The consensus among them is that they all know something is up; it's just that they don't know what 'that something' is.

GENERAL RUMOURS

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

- ❖ Everyone in the neighbourhood has heard 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, it has been seen lurking on the edge of the places where the rough sleepers now congregate.
- ❖ The attacks have usually 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 large 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 the strange black feathers found in the streets and to the rise in the number of

believers in the Guardians of the City (see **The Winged Guardian** on page 9).

- ❖ Some of those the party talks to believe that one of the local corporations is responsible for the deaths and disappearances. They point to evidence that the authorities are looking to 'clean up the streets' before undertaking some grand project. 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 identify the victim as a woman named Tina. Although no one knows much about her, the party will be directed to her closest 'friend' Rex (see **Tina's Hideaway** below).

EVIDENCE OF THE MISHSHARNO ATTACKS

Finding out where and when the Mishsharno have attacked is more difficult than initially imagined. All the victims are vagrants and, as such, don't have much in the way of information on how to find or identify them. As such, the Minion Hunters' best option is to look for someone who might know the victims personally.

- ❖ The Mishsharno's attacks have occurred all over the neighbourhood. These assaults have exclusively been against lone targets and in places remote enough to ensure no one else heard the victim's cries.
- ❖ If the Minion Hunters locate any of these sites (except for that of The Lady with the Butterfly Tattoo, see below), they will be disappointed to find no evidence of the attacks remaining.
- ❖ These sites are a good place for the characters to find a feather or two from Ptero-Ravens or an encounter with one or more of the other **Optional Encounters** mentioned on page 4.

THE LADY WITH THE BUTTERFLY TATTOO

Following up on the Butterfly Tattoo lead, the Minion Hunters will discover that its owner, Tina, was known by just about all the rough sleepers in the area (although none could call her a close friend or confidant). They will, however, mention that **Rex**, another hobo, was often seen with her.

Rex - a vagrant of indistinguishable age dressed in a variety of ancient clothes and carrying a rucksack he never lets anyone touch – is currently in hiding, and it will take the Minion Hunters some concerted effort to track him down (likely in the form of a few bribes).

- ❖ Rex claims to have been Tina’s friend and says that he saw her just hours before she died. He also mentions that she told him she thought someone was following her the day before she was found dead.
- ❖ Rex admits that he discovered Tina’s body and alerted the authorities with an anonymous tip.
- ❖ If pressed about how and when he found Tina’s body, he says the two of them were planning to go scavenging in a local Corp junkyard for copper, but she was not in her hideaway when he came by that evening. Thinking she’d headed off without him, he went to the old refuse station alone, and not finding her there, spent a few fruitless hours rooting about the junk piles. It was early in the morning when he made it back to Tina’s, and something - he doesn’t know what - made him drop down into the sewer lines just underneath the hideaway. It was there that he found her chewed-up body.

TINA’S HIDEAWAY

In return for a few dollars or a tradable item (such as a wristwatch), Rex is happy to take the group to Tina’s hideaway, located in an old, secure drainage tunnel – disconnected from and adjacent to one of the main sewer routes.

The inside of Tina’s tiny home remains virtually untouched, with a few loose blankets and scraps of clothing piled to

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 lifelong 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, which is why they’re worried about the attack on young Kat Brown. Although numbering only a few dozen, the Banners will not look 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 corporate security to investigate).

one side and some clothes and personal items (including a small collection of ancient ‘weekly’ magazines) lumped in an old laundry basket. If present, Rex will state that he was the only person who knew this place existed, and he doesn’t have the heart to take anything.

The drainage tunnel ends in a small crawl space that opens onto a ladder leading down to the sewer system. The ladder ends in a large but empty channel junction – a space that spans some 20 metres and is twice as high as a standing man. Even with a cursory glance, the Minion Hunters can determine that others, likely the authorities, have been here since the killing to remove the body. Their boot prints cover much of the junction space. Examining the scene, the characters can determine the following:

- ❖ Tina was mauled and killed in the far corner of the junction. The police’s efforts to tidy up the scene were minimal, at best.
- ❖ With an *Average Intelligence:Tracking*, the characters can surmise that the attack on Tina was brief and violent. This roll will also allow the character to distinguish many large bear-like prints crossing the junction. These are lost not too far into the sewer.
- ❖ A second *Average Intelligence:Tracking* will reveal the tracks of three separate but similar bear-like creatures which have also travelled in this location before or since Tina’s death.

If the players roll well, or the Referee wants to provide more information on the Mishsharno, 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.

Situated not far from where the attack on Roman Prieto took place, this tight-knit collection of container-sized buildings receives some support from the local government as a community housing complex – although, in truth, beyond shipments of food and water, its residents are usually left to fend for themselves. Although its occupants range in age, most adults work to supplement their basic needs in jobs as diverse as serving as service staff in nearby corporate compounds or as day labourers. In most cases, the community is a safe place to live and has a strong sense of self. Key to this security are the Banners – a group of local toughs who protect Flagfall. Once a typical youth gang, its membership has grown into the community’s de facto police force (see **The Banners of Boxtown** sidebar).

While the story of an attack on a young girl in the heart of the Flagfall is on everyone’s lips, finding out the truth, especially for a group of outsiders, isn’t that easy. When the Minion Hunters first arrive at Flagfall, they will find

themselves shadowed by members of the Banners and unable to get anyone to talk to them. If the party can convince the locals that they aren't corporate thugs or ambulance chasers trying to make money from the story, **Hal Western**, the leader of the Banners, will grill them. Only once he is satisfied with their intentions will they get to meet the family at the heart of the incident - the Browns.

ROY BROWN'S STORY

The head of the Brown family is Roy Brown, an unemployed electrical engineer and solo dad, who now uses his expertise to keep Flagfall's few utilities and services running. He lives, along with his three daughters (Katrina, 16, Lucy, 12, and Rachel, 9), in a two-bedroom trailer near the heart of the community, in a spot that offers a fair level of security and privacy. This position, therefore, makes it seem incredulous that anything would attack any of its occupants, especially given the abundance of other, less secure homes situated nearer the edges of the boxtown.

Roy greets the Minion Hunters with careful civility, but once assured of the group's purpose, he invites them into the trailer for coffee or water.

- ❖ **Roy's Recollection.** He was awoken in the early hours of the morning by the sounds of smashing glass and his daughters' screams. Grabbing his shotgun, he entered the girls' room and saw something he could only describe as a 'demon'. It had broken the trailer's window and was attempting to drag Katrina ('Kat') out of it by her leg. Acting without really thinking, he stepped to within inches of the creature and unleashed both barrels of the shotgun. This blast seemed to have little effect on the beast, but it did release Kat and lumbered away.
- ❖ **Describing the Demon.** It was a large, hairy creature the size of a small horse. It was so big that only its muzzle could comfortably fit through the window. It nevertheless seemed pretty determined to try to drag Kat out the window. When spoken to directly, Katrina will expand on this, saying she thought it was some

type of bear. It smelt bad, as if it was rotting or dying, and there was a chemical smell about it as well.

Kat is currently resting in her bedroom, and Roy is reluctant to disturb her.

- ❖ **The Bedroom.** If the party can convince Roy to allow them to look at the scene of the attack, he will reluctantly agree. Entering the small bedroom, he will usher the younger girls out and invite the Minion Hunters in. Here, Kat is wrapped up in bed, her leg elevated and bandaged. The lone window in the room has been boarded up with thick builders' board, while beneath it are clearly seen the scrambling marks left by the Mishsharno claws as it attempted to leverage itself into the trailer.
- ❖ **Looking at the Wounds.** If a Minon Hunter is allowed to examine Kat's wounds, an *Average Education: Medical* reveals that while the bites are large and deep, they are not as ragged as one might expect from an animal attack, or the Minon Hunters might have already seen from other Mishsharno attacks. Anyone with an appropriate skill can identify the bites as teeth marks left by a large Ursidae; however, the angle and depth of the wounds also indicate that the creature was being careful with its prey. While the injuries have been treated and bandaged by Flagfall's first aiders, the community lacks access to antibiotics. Any such medicine would greatly assist the young lady's recovery (while also ingratiating the Minion Hunters with the Boxtown residents).

SEARCHING FLAGFALL

Once the Minion Hunters have heard the Browns' story, they'll want to investigate the scene outside the trailer.

- ❖ **A Difficult Intelligence:Tracking** will reveal the Mishsharno's tracks. Despite the foot traffic the site has seen since the attack, the tracks can be traced back through Flagfall to a large sewer opening just outside the community's gates.

- ❖ While these tracks are impossible to follow once inside the sewer, the accumulation of fur and detritus at the entrance indicates repeated visits by the beast. These samples stink of a strange chemical smell (confirming Kat's observations). See **X Marks the Spot** on page 10 if the Minion Hunters undertake any analysis of this sample.

DEALING WITH THE PTERO-RAVENS

Compared to the Mishsharno, the Ptero-Ravens pose much less of a threat to the city. Nevertheless, these Darklings are still capable of causing considerable damage, and their presence has already brought about the beginnings of a strange cult. Currently roosting in an old water tower next to an abandoned fire station not too far from the Babbage Complex, this small flock of Ptero-Ravens have begun hunting among the unsuspecting residents of the neighbourhood.

EYE-WITNESS REPORTS

Few people in the neighbourhood have seen the Ptero-Ravens, but many have felt their presence. Typically, encounters with these creatures occur only at night, with the victim travelling alone in the darkened streets of the neighbourhood. Witnesses claim that the attacks start with a strange feeling – as if someone is watching or following them – and a building anxiety that continues to rise despite there being no obvious reason for such emotions. The victim will often recall hearing a terrifying cackling or a rush of wind, and, on the rare occasion, a flash of red eyes or an eerie glow in the sky. The terrified victims can not recall what happens next, an effect of the Petro-Ravens' Project Thought ability, but all have afterwards lost time or have been discovered in semi catatonic states hours later.

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. Weighing about two kilograms, it is bird-shaped and 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, with a well-defined and expressive language and 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. However, 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 harm their victims physically 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 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 beasties more of a threat and challenge in this adventure, the Ptero-Ravens can utilise their Empathic abilities to affect humans as well as other animals (as opposed to what appears on 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, which 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 as 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.



Despite these reports, no one (except for **Clive Holsmere** – see below) can claim to have had a clear view of the Petro-Ravens.

THE WINGED GUARDIAN

Although the Ptero-Ravens have only been in the neighbourhood for a few weeks, their presence has warped the mind of one of the men living rough on the streets. Clive Holsmere is a retired Marine who spent too many years exposed to various chemicals and drugs (both by accident and through recreational use). Clive recently witnessed a Ptero-Raven attack (on a local gang debt collector) and now believes that a 'birdman' protects the neighbourhood from evil-doers.

While most of the locals don't know Clive by name, they are aware that a man in faded Marine fatigues and a battered shopping trolley is on the hunt for black feathers. Gossip among the rough sleepers has it that the man is also proclaiming that *'redemption has come to those who worship the winged guardian'*.

BELIEFS OF A MADMAN

Clive walks the streets in the evenings and beds down in an abandoned house at the edge of the neighbourhood. He is a collector of junk and a hoarder of the worst kind, packing his squat with rubbish and trash of all sorts.

Talking to Clive quickly reveals that he is not fully compos mentis, and when engaged in conversation, he will ramble on about any subject his deteriorating mind considers important. Only talk of the guardian or the black feathers will get him to focus, as he's obsessed with the idea of a saviour protecting the neighbourhood.

Clive has a collection of feathers, some of which are from the Ptero-Ravens (see below), along with a small pile of detritus he claims are 'relics of the guardian'. Most of this is junk, but among the rubbish are several sacks of 'Address Superplasticiser – A Tashicorp Product'. Characters with any skill points in Intelligence: Engineer can identify Superplasticizer as a product used in structural concrete to

strengthen the construction. Superplasticizer is not a cheap product, and it seems unlikely to be found abandoned on any building site. Unfortunately, Clive can't recall where he found it. Unfortunately, Clive can't recall where he found it.

- ❖ **Clive's Story.** The story Clive tells is that a week or so ago (he can't recall the exact day), he was on one of his evening walks when he saw a giant bird approach a street thug. It told the man to leave and never return. The man, terrified, fled, and the birdman laughed with joy. Clive found some special feathers that day and has been collecting them ever since. He hopes that the bird man will return to help 'them' all again.
- ❖ **What Clive Really Saw.** Clive was the victim of a Ptero-Raven attack, and his frayed mind rationalised the Darklings' mental terror assault as the appearance of a birdman superhero. To him, there is no difference between reality and his tall tale, and nothing the Minion Hunters can do will convince him otherwise.
- ❖ **Clive's Secret.** Clive believes that the feathers are the key to 'summoning' the birdman and claims to know where his hero is hiding. If the Minion Hunters can convince him to reveal his secret, he will say that he wanders the neighbourhood daily, collecting feathers. Although these are not that easy to find, there is always plenty at the foot of the old water town next to the district's abandoned fire station. It follows, then, that the birdman must be hiding in the tower.

INVESTIGATING THE FEATHERS

Undertaking research into the feathers (such as chemical analysis or consulting a specialist) reveals the following.

- ❖ **The Feathers.** The feathers of the Ptero-Raven are nothing like those found on any normal species of Corvus or, in fact, any other large bird. In terms of design and size, it seems more closely related to dinosaur feathers (such as those found on Archaeopteryx).

- ❖ **Chemical Residue.** In addition to the oddity of the feathers themselves, a few of the samples seem to contain some smelly chemical residue. A chemist or a lab will determine that these chemicals are used in industrial construction (as additives to structural concrete or in the industrial weather-coating process, etc.) See **X Marks the Spot** below for more on these chemicals.

THE WATER TOWER

The water tower offers a commanding view of the neighbourhood. Long abandoned, it sits alone behind an old Fire Station (shut down years ago due to budget cuts in local and state funding). Standing on four metal legs, its near-empty steel tank once held water reserves for the station's engines and for training. Built in the 50s and ravaged by age and neglect, the whole tower sways concerningly in the breeze, and doesn't look safe to climb (the ladder and walkway surrounding it seem severely rusted in places).

- ❖ **The Offerings.** Near the base of the ladder is a small coffee table, upon which sits a battered biscuit tin. Clive Holsmere has been placing feathers and other knick-knacks into the tin, offerings to the 'hero' he believes resides in the tower. Unsurprisingly, the Ptero-Ravens have ignored 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. While the tower sways alarmingly with the weight of a fully grown human upon it, there is no threat that it will fall. The Ptero-Ravens, however, do not appreciate intruders on their territory, and they will appear to attack anyone climbing the ladder (or standing on the shaky walkway that encircles the tank). Referees 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.** The Minion Hunters may look to lure the Ptero-Raven's down from

their roost. Attracted by any activity going on near their roost, these Darklings are easy to ambush once their true nature is revealed.

THE RAVEN'S ROOST

Any Minion Hunter risking a climb to the top of the water tower will discover that the Ptero-Raven accesses its roost via a rusty two-foot-wide gap in the tank. Unfortunately, apart from numerous worthless (though shiny) trinkets and copious amounts of guano, there is little else to discover in the roost.

Referees looking to reward the Minion Hunters for their efforts may wish to provide a 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 construction chemicals, etc.).

LOCATING THE MISHSHARNO

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

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. These additives and chemicals are used in construction and contain custom markers found in products produced exclusively by Tashicorp, a multinational conglomerate with businesses and corporations worldwide.

The Minion Hunters can uncover a link between the Babbage Complex and Tashicorp through either their personal contacts or investigation (i.e. via aging civil records for the district, or - with the right cover story - through Tashicorp's own Marketing Department).

TAKING THE BAIT

The Minion Hunters may attempt to trap the Mishsharno. While these creatures are cunning and wary of exposing themselves, the younger males will not hesitate to attack a lone victim if offered the opportunity. Success in such an approach depends greatly on the setup and on who/where the party aims to ambush the Mishsharno. Places that are too open or too far from their regular haunts will not work, and they are too smart to charge headlong into any confrontation mindlessly.

Such a trap should only attract one of the Mishsharno (these creatures are lone hunters after all), and may well attract other threats or interested parties (such as security forces, gangers or even the Ptero-Ravens).

HUNTING THE SEWERS

Minion Hunters may realise 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 potential for success, though it may also lead to other complications.

Signs of the Mishsharno are easy enough to find within the sewers, although tracking them back to the Babbage Complex is a Formidable task. Deep underground, unsuspecting Minion Hunters may also fall victim to Darklings and encounter various pitfalls and collapsed tunnels.

THE BABBAGE COMPLEX

The Babbage Complex was once destined to become the home of Tashicorp's Robotic Design Factory in the city. The work site once covered nearly 200,000 square metres (55 acres), most of which is now devoid of anything but leftovers of the project's initial work. With only the shell of the complex's main administration centre completed before work ceased, this lone building stands eerily alone amidst the earthwork piles and detritus.

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.

Hidden beneath the surface are the basements built for the site's core services. Most of these rooms and passageways were buried when the site was closed down.

ARRIVING ON SITE

Surrounding the entire construction site is a 2-metre-tall wire fence, complete with signs indicating the site is private property where 'all trespassers will be prosecuted'. Despite these warnings, the site is anything but secure, with many egress points readily available.

The complex has no onsite security, and almost everything that could be reused or sold was long ago taken or stolen.

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 they rival the Kodiak Bear in 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 skulls being larger and their crowns more protuberant (an evolution designed to protect their eyes) and their jaws longer and thinner (as seen in a Sloth Bear). The fur of the Mishsharno is dark brown or black, very smooth, and resistant to movement (designed to reduce any hindrance when the creature moves through the undergrowth). To keep this coat in as good a condition as possible, the Mishsharno shed constantly, and it was not uncommon for large clumps of fur to fall out 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 quickly change 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 by 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

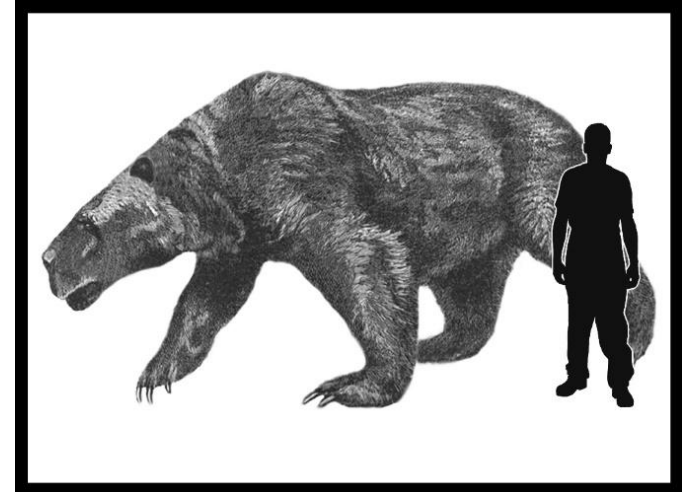
The Mishsharno come from a dimension where they are one of the dominant predator species; they are not used to being challenged for territory or food by anything other than other Mishsharno. Like all predators, they are aggressive hunters when seeking food and disinterested observers when sated or resting.

Unlike many Earth bears, Mishsharno are very communal creatures, usually living in packs of 4 to 8 individuals. Led by a dominant female (often, but not always, the Mother of the group), these leaders also champion the group when conflicts arise 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 an 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 displays to size up 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 providing each an opportunity to select a specific target they will try to engage. When they do attack, they try to do so en masse, with each beast initially focusing on its individual target, using its bulk and charge to overcome it as quickly as possible. Only after defeating their main target will they engage in a general brawl.

THE MISHSHARNO IN URBAN NIGHTMARES

The Mishsharno encountered in Urban Nightmares is a pack of four creatures led by a Mother, consisting of her three mature male clubs. Having recently arrived in our dimension and now settled in their home in the Babbage Complex basement, their instincts have changed from that of survival to something akin to being 'entertained' with the abundance and ease with 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 on 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 with 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 pose, they will use their cunning and power to its fullest extent, looking to take out the perceived weakest Minion Hunter when they can.

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

- ❖ **Feelings of Unease.** An unease strikes the Minion Hunters as they enter the complex's grounds. These feelings manifest as being 'in the wrong place' or as if 'someone is watching them'. These emotions have an even stronger effect on characters with Empathy skills, who instantly know that something is not right. These feelings come from the proximity of the Dark Elf gateway buried beneath their feet.
- ❖ **The Complex's Layout.** The site is mostly flat and clear, with much of the ground having long returned to scrub and weeds. The entire complex has a strange, disconcerting, barren appearance, with the only real location of interest being the skeleton of the administration building. Upon closer inspection, it is difficult to call the construction a 'building' per se, as all that remains is the poured concrete slab and the steel frame of the first few levels (see below for more details on the admin building).
- ❖ **Signs of Life.** There is nothing to indicate any recent human visitors to the site, with the last trespassers having stolen into the complex weeks ago. Of more concern is the lack of any sign of regular urban creatures (i.e. rats, cats, dogs, etc.) on the property, with any burrows or nests they do locate long abandoned. The creation of the Dark Elves' gateway and the recent intrusion of the Mishsharno have scared all the natural animals away.

IN THE ADMINISTRATION BUILDING

This large space has withstood the ravages of time well, but is starting to show signs of exposure to the elements. Among the steel beams and unfinished wall foundations is a small freeze-block 'room' sealed with a padlocked metal door. Constructed to prevent flooding and secure the stairway, it provides the only practical entrance to the basement.

Within, the Minion Hunters are assailed by various unpleasant smells, from the construction chemicals they've previously smelt, through the raw scent of large

carnivorous animals, and the 'taste' of static and metal that often accompanies electrical storms.

LAYOUT OF THE BASEMENT

The tunnels and rooms of the basement extend over a large portion of the Babbage Complex's site. The complex's design envisioned that the campus buildings would connect via underground passageways, and this work had mostly been completed when the shutdown was ordered. See below for some specific discoveries in the basement.

- ❖ **Exploring the Underground.** All the basement areas in the complex are pitch black, and the Minion Hunters will need light to make their way safely about. The entire underground also stinks, both due to the Mishsharno presence and the chemicals stored there.
- ❖ **The Tunnels.** Numerous eight-foot-tall service tunnels stretch out from the bottom of the stairway. Navigating the tunnels might be a challenge, as all the passageways look the same, with no landmarks or obvious points of reference. There seems to be no logical layout to the basement, with tunnels turning back and forth at random or simply ending in unexpected dead ends. None of the water, electricity, or other amenity piping is installed in the passageways, making egress easier for the Minion Hunters.
- ❖ **The Basement Rooms.** Scattered about the basement are many rooms ranging in size from small storage closets to chambers large enough to house a hundred men. Some of these have obvious uses, such as where pumps or electrical equipment would have been housed, but the purpose of others is impossible to divine. These rooms have no doors or internal fittings.

DISCOVERIES IN THE BASEMENT

The Minion Hunters can stumble across the following while exploring the basement.

- ❖ **Signs of the Mishsharno.** As befitting the creatures who inhabit the complex, signs of the Mishsharnos'

passing are commonplace in the tunnels and rooms, with scraps of fur and muddy paw prints found on the floor and claw marks on the walls. One or more of the Mishsharno might stalk the party as they fumble about in the dark.

- ❖ **The Stores.** Found throughout the basement are building materials, chemicals, and construction supplies used in the construction of the complex (including the specific Tashicorp additives that might have led the party to the site). No one expected these materials to be left in storage as long as they have been, and the empty basement rooms were simply a convenient place to store them until work started again. These supplies are all well past their best-before dates.
- ❖ **The Larder.** Near the Mishsharno's lair (see below), the party will make a grisly discovery – the mauled and shredded remains of up to half a dozen corpses. This room is where the Mishsharno store their food, and by the smell and state of the bodies, many of them have been here for a long while. There are no significant findings on the deceased, and there is little left to identify them effectively.
- ❖ **The Sewer Entrance.** At the end of one dead-end tunnel, a hole in the wall reveals access to the local sewer lines. The Mishsharno have been using this egress to move around the neighbourhood unseen, and there is plenty of evidence of the creatures' passing through this gap.
- ❖ **Signs of Others.** If the Referee so desires, the Minion Hunters could encounter other signs of the Dark Elves' visit to the complex. This could be via the discovery of an abandoned Darktek device, or of an 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 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 underground workshop. Throughout this room are signs of the creatures' activities, from the materials that form their individual nests 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.

THE GATEWAY ROOM

The Minion Hunters will 'feel' and hear 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 isn'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 is a large circular device roughly 10 feet tall and about just as wide. '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 sucks the warmth out of the air around it (or from anything that physically contacts it). No visible devices or obvious batteries are powering the gateway. However, the Minion Hunters might determine that it is generating the charge needed to remain open through 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 that if it is not closed, other, more dangerous Minions might find their way into this reality. Disabling the gateway is as simple as causing sufficient damage to prevent it from completing its thermodynamic charging. The gateway's organic material is vulnerable to fire or physical assault, like any terrestrial plant. If damaged, the portal's bright light begins to fade and then vanishes with a loud 'pop'. Almost immediately after the gate closes, the plant master rapidly ages, then 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.

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 Petro-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.

FURTHER ADVENTURES

Urban Nightmares leaves open several 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 Takeover. With the escalation of corporate-led 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 residents 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. 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?