

A05: DREAM ENTITY SHADOW

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I DREAM AND ENTITY

Whether the strange effect of The Dream or the things it spawns can truly be called alive is a matter of debate between scientists and Ebb users. In practical terms it does not matter if they are alive or not as they move, talk, distort reality and can kill you with a little effort.

The Dream mostly limits itself to manifestations of a hallucinatory or reality altering type but, on occasion seems to prefer to embody free-roaming parts of itself to take its madness over the Cannibal Sector under their own direction.

Several of the more common of these manifestations have been documented and recorded by media teams and Ebb using Operatives at work within the sector, though all evidence that they have collected has been confiscated, d-noticed and handed over to Dark Lament under the direct supervision of Preceptor Teeth.

The very sight of most of these manifestations is enough to send even seasoned Operatives into fits of terror and incomprehension. There is simply something 'wrong' at the most basic level with the things The Dream spawns into the world and it may also be responsible for the Ebb diseases and Ebb creatures that have been found within Cannibal Sector One.

I DREAM ENTITY: SHADOW

A distortion in the light, a flickering of helmet lights or the snuffing of a hearth fire and they are there. Elongated looking shadows that twist and dance and writhe against the walls and floor wherever light is cast or all around if there is no light. Shadows are often felt rather than seen, an echo of childhood fear of the dark and a feeling that 'something' is out there, in the corner or the closet, waiting for someone to get unwary before they strike. Shadows seem to shape their own substance in order to strike and attack in the same way as a Vevaphon but with the additional power to distort matter and space, to get people merged with solid objects or stuck in the ground while the Shadow itself is able to flit from place and shadow to shadow.

SLA continues to flatly deny the existence of such things in the Cannibal Sector One and both Dark Finders and Stigmartyr have been involved in making sure that strange rumours do not circulate among Operatives.

I CREDITS

Writing: James "Grim" Desborough
Art: Dave Allsop
Layout: Jared Earle

Nightfall Games are:
Dave Allsop, Jared Earle, Merci Reed, Angus Abranson
Forum: <http://nightfall.me> **Website:** <http://nightfall.co>
Store: <http://store.nightfall.co>
Set in Helvetica and Gunship.

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I SHADOW: STATS

STR:	6
DEX:	6
DIA:	6
CONC:	6
CHA:	6
COOL:	6
PHYS:	6
KNOW:	6

Walk: 1, Run: 2, Sprint: 4.8

Hit Points:	12
Head:	4
Torso:	12
Left Arm:	6
Right Arm:	6
Left Leg:	6
Right Leg:	6

I SKILLS:

Detect 6, Hide 6, Intimidation 6, Running 6, Sneak 6, Torture 6, Unarmed Attack 6

I WEAPONS/EQUIPMENT:

Ephemeral body: Shadows take half damage from all attacks and regenerate two hit points every turn, they never suffer wounds

Shadowmerge: Shadows can merge their attackers with the ground or walls as an unarmed attack. This sticks their attacker in place and requires a strength roll at -6 to break free

Shadowsword: Shadows can form their bodies into weaponry splitting a pool of 18 points between damage, penetration and armour damage at will

