

Daemon Mobilis



Written by Steven Dawes

Based on an Illustration by Freddie Lopez

Daemon Mobilis

Due to the nature of the beast (literally), little is known about the *Daemon Mobilis*. Like many supernatural beings in the world of **Beyond the Supernatural**, any real information or details about this supernatural being come from observations and educated guesses. It's believed however that the *Daemon Mobilis* possesses attributes that are similar to the *Syphon Entity* and the *Tectonic Entity* and is most likely an entity itself.

The most common theory amongst Parapsychologists are that the *Daemon Mobilis* is a kind of spirit or entity that possesses vehicles as its method of luring and feeding on the life energy of its victims. Further observation and evidence shows that it prefers (perhaps even requires) that the vehicle's body style must be fully enclosed to trap and contain its victim while it feeds. Every recorded *Daemon Mobilis* incident involves a motorized vehicle, such as cars, truck, campers, RV's, construction and farming vehicles, and even tanks and trains (especially passenger and dining cars), but the majority are cars and trucks. That being said, there are few reports in the *Lazlo Society* files of watercrafts being possessed, but they are old stories from the days before land vehicles came into prominence. As of this writing there have been no reported sightings of a *Daemon Mobilis* possessing an aircraft.

Once a vehicle is possessed, the *Daemon Mobilis* waits (perhaps slumbers) until a passenger (or passengers) boards it. It's unknown if it begins feeding on the passengers right away or possesses the vehicle long term to feed over time, but at some point it takes over the vehicle controls while trapping the passenger(s) inside. Anecdotal evidence from surviving victims has all made a statement along the lines of "my car suddenly turned itself on, and then started driving on its own; I had no control of it, and I couldn't get out of it!"

The surviving victims also report feeling fatigued, weak, and sometimes passing out during the ride. All of them noted the sheer terror of being trapped inside a car that went on its own joy ride, forcing them along for the ride. Some reports say that the car simply drove around town, obeying speed limits and traffic laws. A few reports say that their car roared to life (sounding like a literal roar) and began racing at its top speed non-stop, driving over and crashing through obstacles, including people!

The term "surviving victims" is used as not all passengers survive a joy ride with a *Daemon Mobilis*. There are several reports of people being found dead inside their car; some have been found in a ditch or wrapped around a tree. Some have been found in a lake, river or ocean. Some are simply found in the middle of the road, as if the driver just parked there, not bothering to pull over. The one tell-tale sign of a *Daemon Mobilis* victim is that they look emaciated and skeletal like; as if they wasted and withered away until they died in their car.

Only those who can "see the invisible" or observe it while racing around can see what the entity really looks like. While the body style matches the vehicle it's possessing, the *Daemon Mobilis* is described as having smooth or slimy, lizard-like skin stretched across the car, with brightly

glowing lizard or cat like eyes for headlights, a toothy maw for a bumper and even nostril slits. When it's racing or driving over 50mph, fire can be seen shooting from the exhaust pipe. Other features like long, thin skeletal fingers and fleshy membranes (similar to bat wings) cover the windows, antennas that look like barbed wire or a jagged stick, and other features like horns, claws, and even fins have been reported.

It's difficult to deal with and destroy a Daemon Mobilis when passengers are involved. If attacked it will try to flee at racing speeds, and poorly aimed attacks may injure the passengers inside. Chasing one is a dangerous race against time as it feeds on its passenger(s) quicker to power the speeding vehicle. It's even dangerous for passengers to try escaping the vehicle as injuring it from the inside causes it to increase its feeding to heal itself. The passenger will have to punch a hole in the vehicle faster than the Daemon Mobilis can heal itself and even then it will most likely have to jump from the fast moving vehicle (a dangerous action in and of itself). And even if the passenger escapes, the Daemon Mobilis might come back to either run him over (possibly to feed on his doubled P.P.E. when he dies) or get him back inside the vehicle somehow.

The Daemon Mobilis- Supernatural Predator and Demonic Servant

Also known as the *Street Demon* and *Lacerta Vehiculum* (*Lizard Vehicle*)

Alignment: always Miscreant or Diabolic

Attributes: Not Applicable. Considered to have at least basic human intelligence as it seems to understand and follow the rules and regulation of driving, equal to an intelligence of 8 and doesn't understand biological life forms or even fully understand the vehicles they possess (which is why they look monstrous and lizard like when visible). Has a speed of 44 (30 mph) and is invisible and intangible as an energy being.

Armor Rating (A.R.): Not applicable in energy form, or as per the A.R. or the vehicle it possesses.

Hit Points: 1D6x10+30, no S.D.C.

Discorporation: Only people who can see the invisible or spirit can see the Daemon Mobilis as a grotesque, monstrous car-sized lizard, resembling an iguana. When destroyed, they simply vanish in an explosion of a cloud of black smoke, which resembles and smells like car exhaust. Destroying the vehicle is traumatic and the entity cannot possess another vehicle again until a 24 hour period.

Horror Factor: 15 as a grotesque, monstrous runaway or attacking lizard-vehicle.

Threat Level: x6; even though it is a Predator and Demonic Servant, due to its large size and raw power. One may think of it as a *Greater Entity*.

S.D.C. as per the Physical Body: While the A.R. and S.D.C. of the vehicle it possesses does not change, the layer of lizard skin and membrane the Daemon Mobilis creates increases certain aspects of it. The lizard skin provides an additional 100 S.D.C to the Main Body and the membrane-like skin over the windows provides the wind shield with 80 S.D.C. and the side

windows with 40. Due to the malleable, stretchable nature of the membrane, blunt based attacks and bullets only does ¼ damage while bladed, sharp based attacks does ½ damage. The skin and membrane heals back surprisingly quick; 1D4x10 per melee round. The tires are also covered in a similar membrane with 30 S.D.C. each (making it hard to deflate them and even then they will inflate back as it heals). The “face” of the entity is tough and only suffers ½ damage from collisions and ramming attacks; the vehicle takes the other half.

Size: equal to the vehicle it possesses.

Average Life Span: Unknown, probably immortal.

P.P.E.: 10 plus the P.P.E. it absorbs from passengers when they die.

Natural Abilities: The energy form is impervious to all physical and energy attacks, but is vulnerable to magic and psionics. The energy form can walk or run at a maximum speed of 30 mph and is invisible to the human eye. Magically understands all languages at 60% and can speak through the radio or whatever communication systems the vehicle has. It can also read at a level of 40%; enough to read and recognize road signs and traffic information.

Create a layer of lizard-like skin: Creates a layer of skin over the vehicle out of ectoplasm that provides it with extra S.D.C. and as a way to contain its victims. The vehicle must have at least one passenger and be turned on and moving to create this skin.

Psi-mechanic abilities: Can use any Psi-Mechanic psychic ability as desired and at a range of 1000 feet. This has enabled it to perform acts such as temporarily repairing the vehicle it possesses, open security gates in parking garages or toll booths, affect cars and other mechanical items it drives by, or using *Mental Electronic Messaging* to send messages to cell phones, electronic traffic control message boards (and other digital signage like billboards and drive thru menu boards), GPS tracking devices and even OnStar vehicle navigation systems.

Energy Leech: Absorbs energy from passengers as it drives. It can consume whatever fuel the vehicle has until empty or it can consume the passenger’s energy at will. It starts with absorbing surplus energy (fat reserves) at a ratio of a mile for every pound overweight (example: it could drive fifty miles alone with a passenger whose fifty pounds overweight).

Once these reserves are gone, it begins to absorb their S.D.C. and then Hit Points at a ratio of one point per every five miles. In other words; a passenger with a combined S.D.C. /H.P. total of 50 can wither away and die after being driven 100 miles (save vs. coma/death rules apply). This ratio doubles while the Daemon Mobilis’s ectoplasmic body is injured and healing itself.

Note: Those who survive an encounter with a Daemon Mobilis will suffer from extreme fatigue and feel weakened for 1D4 days; all skills and physical attributes are cut in half for the duration. Overweight characters that suddenly lose thirty pounds or more in this manner suffer twice as long and may require professional care/treatment.

R.C.C Skills or Equivalent (do not improve with experience): Land Navigation and Navigation 50%, Pilot Automobile, Pilot Boat: Motor, Race & Hydrofoil, Pilot Boat: Ships, Pilot Tracked Vehicles, Pilot Snowmobiles, and Pilot Trucks all at 90%, Combat Driving, Roadwise 60% and W.P. Heavy Military Weapons (but confined to using vehicle mounted weaponry).

Equivalent Level of Experience: 1D4+1.

Attacks Per Melee: Five Psionic or Physical attacks per melee. Note that physical attacks are restricted to what the car is capable of such as driving, side swiping, running over obstacles or ramming into things.

Damage: See vehicle combat rules for collisions and related damages (the rules in the **Dead Reign** RPG books are the most current and applicable version).

Bonuses: None in its physical form beyond those from the roadwise skill. +2 to save vs. magic, +2 to save vs. psionic attack, +5 to save vs. Horror Factor and is impervious to possession.

Psionics: Needs a 12 or higher to save vs. psionic attack. Base I.S.P. is 60.

Limited Psionic Powers: Besides all Psi-Mechanic abilities, it also possesses Ectoplasm (6 or 12), Psychic Invisibility (can hide the entire vehicle at an I.S.P. cost of 15), Thought-Reading (10), Presence Sense (4), Telekinesis (varies), Telekinetic Leap (treats it like a car performing a stunt jump at a cost of 10 I.S.P.), all performed at a level equal to its experience level.

Enemies: None per se; sees humans as food and play things to scare by driving like a bat out of hell with them trapped inside while they feed on them.

Allies: They are sometimes used as “mounts” or vehicles for other greater demonic beings, and have been employed as spies, assassins and transports by both demonic/supernatural beings and mages who can summon and control them.

Habitat: Anywhere, but most often found where vehicles are plenty (land vehicles in particular).

Note: While they can possess land vehicles and motorized watercrafts of any size, they prefer cars and trucks above all else as they are what people use the most and are easiest to drive (low hanging fruit is good enough for them). They can possess an entire train (railroad and subway) and can feed on everyone onboard as it races along the tracks, but this is a very rare occurrence; they don't have the gumption or cleverness for this and have to be told to do so by someone controlling them. They've been known to possess construction vehicles like cranes and bulldozers or even tractors that possess fully enclosed cabins for the passengers. When possessing these kinds of vehicles they can use the crane, shovel heads, or whatever aspects or attachments on the vehicle has via their Telemechanic abilities. Taking possession of vehicles mounted with weaponry obviously makes them especially dangerous.