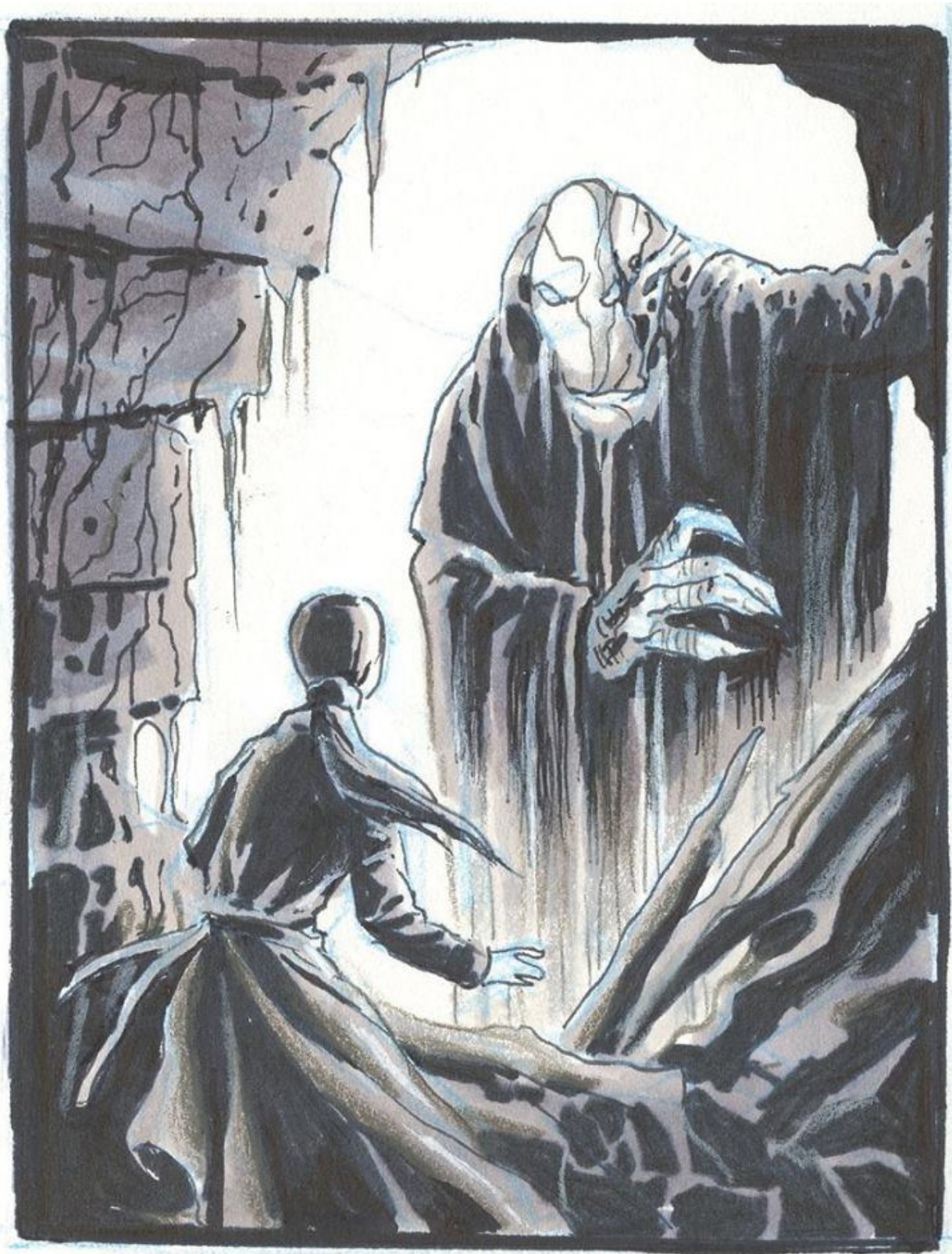


The Lurker



Lurker ... what she didn't expect to see ...

The Lurker

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Based on an illustration by Kent Burles

“I’ve looked for this... Lurker, sometimes within minutes of someone telling me where they’d just seen it. But I never find it.”

“That’s because you’re looking for it. You want to spot the Lurker? Then don’t expect to see it.”

In the Eyes of the Lazlo Society, the Lurker is considered a “recent addition” to the paranormal world. The Lurker was first seen, reported, described and titled back in the mid 2000’s, but has since been spotted more and more frequently. Some Parapsychologists speculate that it’s a unique being, while others believe there are many. Both theories are debated due to conflicting reports by those seeing and/or confronting them.

For example, those who agree that it’s a unique being note that its description is always the same, identical even. It stands at least ten feet tall, has enormous clawed hands and a bulbous, misshapen head with “marble-like skin”. In fact, those who’ve touched its skin describe it as being smooth and hard, like a polished stone. Its eyes are pure milk white, meaning they have no iris and they glow white in the dark. It has a wide mouth that always seems to be smiling. It’s always reported as wearing a long flowing black robe that seems to move and sway on its own, even when the creature is standing still. This robe covers everything but its head, hands and forearms; from its tall, broad shoulders down past its feet.

While the arguing Parapsychologists all agree with this description, they contend that it can’t be a single or only being as its been reported all over the globe with surprising frequency. Some of these reports suggest that eyewitness accounts happened nearly simultaneously. Not exactly at the same time mind you, but close enough that it couldn’t travel so far, so fast. For example, one report states that a witness spotted it in a vineyard in Italy. Another report states that an eyewitness spotted it in Quebec not only on the same day, but within thirty minutes of it being spotted in Italy. Neither knew of or had ever heard of the Lurker before, but their descriptions were identical, and close to the same time.

Most eyewitness accounts are just as confusing as the creature itself. One account reads that a woman in Vermont spotted it looking through her window as she putting her infant son to bed. A child in South Dakota saw it in a public park and said that it played tic-tac-toe with her in the sandbox. A fireman in Alaska described seeing it standing in the middle of a burning house, it simply stared back at him with an unnerving smile until the house collapsed around it. There was no sign of its body in the rubble when he looked for it afterwards.

One Lazlo agent encountered it standing in the archway of a set of ruins while looking for a missing Lazlo agent. The following is a portion of her statement:

“I turned the corner of a wall that led to an archway, and there it was. It stood motionless, staring down at me with a wide, unsettling grin, its left hand placed upon the archway, like I’d interrupted it in the middle of finding its footing and was using the arch for support. Its robes swayed with a strange motion of its own as if caught in a breeze. I was standing several feet away from it at most and my raincoat and hair was motionless; there was no breeze.

I'd not heard of this thing before so I didn't know what to expect of it. As with most supernatural beings I was terrified just by looking at it, but it made no threatening gestures or actions. It simply starred at me with no sign of emotion, except for that scary grin. I decided to ask it what its name is. Its smile widened for a moment and its lips moved to speak, but all I could heard were unintelligible words. Its voice however made my head hurt and my heart pound. I closed my eyes and groaned on impulse to the pain, grabbing my head.

When I opened my eyes, it was gone; as if it vanished. I eventually found my missing agent, who had been ambushed, injured and left for dead and I got him to safety, but I swear I felt that thing's eyes on me the entire time. Like it was lurking in the ruins, watching me. My agent said it was attacked by goblin-like creatures and hadn't seen what I'd described to him.

If that's the case then why was it out there? It could've killed my agent easily. But it didn't, it seemed only interested in him while I was helping him out of the castle ruins. Why did it present itself to me at all?"

This Lazlo agent recently added a new entry that she's returned to those ruins several times over the last few months looking for it and never found a trace of it. However, during a paranormal investigation she returned there again while hunting Dimensional Ghouls and could swear that she felt like she was being watched again.

However, not all accounts note it as being so harmless. One eyewitness reported that it ripped apart the man who had kidnapped her and hid her away in an abandoned building before setting her free. Another report stated that it leaped out of the bushes while she was walking her dog in a park, snatching her dog up and eating it. One Lazlo agent reported that he was ambushed by it in the middle of an investigation; it threw him to the pavement and strangled him until he passed out. He didn't provoke it or attack it, he never even saw it coming.

In recent years a few Lazlo agents have reported encountering and killing it, watching it vanish with no tangible evidence like all supernatural beings do. This would add weight to the theory that there's more than one, but one of these same agents reported seeing it again a week later. *"It was the exact same one, I'm sure of it! I've got a great eye and memory for detail, and the marble coloring and streaks that ran down its head were exact, I swear! Hell, it even felt the same. I sensed more than it being a "Lurker", I sensed that it was the exact same Lurker. It had the exact same energy I felt during its presence a week earlier! But I don't how that was possible as my team and I killed it! We watched it disorporate! How could it be the same one?"*

All of these varied stories and accounts only adds to the enigma of the Lurker. Considering how many eyewitness reports have been filed by the Lazlo Society, they're leaving Parapsychologists and the psychic community with more questions than answers. Is there more than one? What does it want? Why is it watching us? Why is it always spotted when you're not looking for it? And why can't anyone find it when they are looking for it?

The Lurker

Type of creature: Unknown; could be considered a "Haunter" by its actions, but has been known to act like a "Predator". That being said, most agree that it should be classified as "Demon" until more information about it becomes available.

Also known as the Marble Man, Grinning Granite, and the "Rock and Robe Man".

Alignment: Considered to be Miscreant or in some cases Aberrant.

Attributes: Believed to have at least average human intelligence. Has proven to be incredibly durable and strong. Not considered to be particularly agile or fast (moves methodically and carefully if at all). Reported to being able to take a lot of physical damage (due to its rocky hide?) while being vulnerable to Psionics, Magic and is susceptible to explosives.

S.D.C. and Hit Points: Unknown, but has survived a Dessication Touch, has withstood several Demon Punch attacks, and an impressive amount of damage from various psychic types (Ghost Hunters, Firewalkers, Physical Psychics, etc.)

Discorporation: Its body shrinks and shrivels into its robe before the robe itself turns to smoke that dissipates (leaving nothing behind) within 12-15 seconds.

Threat level: In a rare moment of conflicting reports, those psychics who have confronted it report that its power level is Lesser Demon (x4) while others say Greater Demon (x6).

Horror Factor: Going on eyewitness accounts, something about this creature's aura of evil seems particularly frightening. Considered to have a H.F. of 16.

Size: Reported as ten feet tall.

Weight: Likely several hundred pounds at least, especially if its body truly is a rocky mass.

Armor Rating: Considered High. Likely 12 at the minimum.

Average Life Span: Unknown.

P.P.E.: A Sensitive psychic felt via her "See Aura" ability that it has a high P.P.E. base.

Natural Abilities: Per eyewitnesses, it can see in the dark, has supernatural strength, possesses some kind of teleportation ability, levitates at will, and is surprisingly quiet and stealthy. While it doesn't seem to speak in a language anyone's recognized, it seems to understand several; possibly understands all languages magically.

Vulnerabilities: None that have been proven yet, but explosives have stunned it.

R.C.C. Skills or Equivalents (does not improve with experience): eyewitness accounts dictate that it's a good climber, prowler and is good at tailing people.

Equivalent Level of Experience: Considered high (8th and up).

Attacks per Melee: Estimated five per melee round minimum.

Damage: Per punching, claw attacks and has picked up and thrown considerably heavy objects at people. Also shown to use simultaneous attacks rather than dodging or parrying them.

R.C.C. Bonuses: Unknown beyond high damage capacity.

Magic: One report stated that it created fireballs in its hands and lobed them. Likely possesses other magical abilities.

Psionics: Considered to have sensitive related abilities that help it prowl and lurk about unnoticed and possibly uses abilities like thought reading and psychic invisibility.

Enemies: Unknown due to conflicting reports. It has been known to attack people, animals and the supernatural on a whim.

Allies: Again, hard to say. Sometimes it seems to help humans while other times it attacks them. Has not been seen working with any other supernatural beings at this time.

Habitat: Has been spotted in numerous places and habitats around the world.

GM Eyes Only: The Lurker is not a fully explained creature at this time. You could go a lot of different directions with it, and different directions each time its spotted. The enigma surrounding it is part of the fun of using it. Its mostly speculation and trial & error while dealing with this being (or beings). Let the players debate and decided how to deal with them and when, sometimes you may not have any specifics until the player's actions and reactions inspire you. Let your imagination and player involvement be your guide.

This article was inspired by an illustration from Kent Burles and by my questioning one day what a growing file on a newly discovered supernatural being would look like.