

The Echid-Urkt-Kha

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Depictions of eldritch abominations are common place in pop culture these days. They are depicted as being visceral mockeries of physical nature, other worldly, extraterrestrial and ultimately inconceivable. Their earliest examples can be found in Greek Mythology, like the *Lycia*, *Cerberus*, the *Hydra*, the *Gorgon*, and *Echidna*, (“The Mother of All Monsters”). Of course, virtually every culture in the world has chimera-like abominations. They would eventually become a prominent trope by the end of the 20th century due to the works of H.P. Lovecraft, his collaborators, followers, and various fans who would depict his work or be inspired by it. Movies, comics, radio,



toy lines, television shows, video games and other media have all used them in some form.

However, there are many Parapsychologists in the world today who suspect that these abominations were inspired by the supernatural as much as they were the imagination of mankind. One of their best examples to consider is the Echid-Urkt-Kha (or “The Kha” for short). Like many other supernatural beings, they seem to have plagued mankind’s existence since before recorded history. There have been strange depictions found in several archeological dig sites that resemble them, from many different cultures and continents. One can even make an argument that the Kha might have been the inspiration behind H.P. Lovecraft’s “Call of Cthulhu” as there’s a lot of resemblances in its features.

The Kha is a chimera in every sense of the word. It’s a twelve to fifteen foot tall monstrosity whose main body seems to be composed of many slimy tentacles of varying sizes and lengths that wriggle and drape along the floor when it “walks”, leaving slimy, gooey tracks in its wake. And yet, inexplicably a pair of long arms with knobby hands and sharp claws, a pair of bat-like wings, and a very large horned head all protrudes out from the mass of tentacles. Its heavy looking head is adorned with several spikes, two nostril slits, fin like appendages that might be its ears, and two sets of eyes. And yet, as clumsy and as off balance as it looks, its visage belies a gracefulness and strength to its movements.

The Kha is an intelligent being who seems conflicted in its goals. They’ve been noted as being driven by a desire to be worshiped by man, and the Lazlo Society has noted several cults have been formed around them (some as blatantly titled as “The Cult of Kha”). But there’s also conflicting reports of the Kha desiring to be an enslaver of man, turning people into its slaves and minions. The Kha is also known to possess psychic abilities as adept magic knowledge. The realization of their being so versatile by having access to magic, psionics, and the ability of creating a potential army of minions

and cultists is a scary one. Fortunately, they're also something of a rarity, with only a handful of Kha related reports added yearly to the files of the Lazlo Agency.

The Kha also seem to be opportunists making good use of its visage being an iconic-like image in modern society. They have been reported as presenting themselves to groups of fans of Lovecraft's work, cosmic horrors and eldritch abominations, using their fandom as a way to build itself a cult following quickly. While their magic rituals and various talents make them appear to be omnipotent and all powerful, they're not on par with Ancient Evils and Alien Intelligences. Still, they are impressive in their own right and are not to be dealt with lightly.

Secrets and Habits: (Known automatically to characters who have the following three skills: Lore: Cults and Secret Societies, Lore: Demon and Monsters, and Archeology): In 1902, Dr. George Lemont led an expedition into southwest Egypt, based on the secret whisperings of the locals; one that claimed the tomb of a great evil lays hidden in the desert, and should forever stay that way. Following the stories and assisted by what was probably blind luck, Dr. Lemont's team had found the remains of what at first seemed to be an underground tomb in the middle of nowhere.

The text in Dr. Lemont's notebook stated that its designs were nothing like other tombs found in the region. For example, the walls and structure were made of clay and mud, similar to that of structures that would later be found in Nigeria. It was built like more of an underground complex or dungeon as opposed to a pyramid or a high rising structure. A large number of mummies were found in the complex, all were placed in such a way as to be protectors or servants to the master of this complex. A large worship chamber, in which a throne was eventually discovered, and Dr. Lamont noted that the throne was enormous, seating someone that would have been at least ten feet tall or more. But perhaps the most perplexing notes were his illustrations of the hieroglyphs found on some of the walls. While some of it was made of the familiar combination of alphabet and logographic writing the local Egyptians used, there were writings and depictions unlike anything he'd ever seen before or since. Alphabetic symbols that cannot be translated, depictions of a monstrous creature being worshipped by people while building an army of mummies, and other oddities are all described. But Dr. Lamont's luck would end here.

Two days after the complex was discovered, a furious torrent of rains and flash flooding came and lasted for three days. The underground complex, which had somehow stayed intact over the centuries, quickly collapsed and crumbled apart as the storm was able to access it, via the opening Dr. Lamont and his team had created. In short, anything of historical value or research was reburied and ruined.

To add insult to injury, Dr. Lamont's team suffered a series of hardships and unfortunate events on their way back to Cairo. Of the thirty six members of the expedition, only five returned home alive. Their claims of finding the underground complex were met with anger by the locals, who'd warned him that it wasn't to be found, using the sudden storm as an example of the misfortune that befell them. Of the five that made back it to Cairo, only Dr. Lamont made it out of Egypt alive, the other's eventually disappearing or being murdered under strange circumstances.

While Dr. Lamont only had his notebook as proof of the complex, he swore all the way to his grave that it had existed. The bizarre nature of his claims and what he said to have found made him the laughing stock of the Archeological world. Disgraced, he was never involved in the field again, eventually falling into obscurity as a teacher of history at a small university in England.

Fortunately, his heirs kept his notebook safe, eventually getting into the hands of Dr. Ghasem Zamani, an early member of the Lazlo Agency. With new eyes and understanding, Dr. Zamani discerned that the underground complex was most likely a

secret palace for a cult that worshiped an Echid-Urkt-Kha. As to what had happened to the cult, and why the underground palace seemed to have been abandoned and sealed up remains a mystery.

Echid-Urkt-Kha, the Eldritch Chimera

Greater Demon and Practitioner of Magic

Also known as the Minion Master, and the Body Enslaver

Alignment: Always Diabolic!

Attributes: I.Q. 1D6+12, M.E. 1D6+15, M.A. 1D6+14, Supernatural P.S. 1D6+ 20, P.P. 1D6+20, P.E. 2D6+13, P.B. 1D6, SPD 2D6+12, triple when flying.

Hit Points: 2D6x10+200.

S.D.C.: 1D4x100 (see A.R. and Natural Abilities below).

Discorporation: When slain, its body turns into a large puddle of slimy goo, while its bony head crumbles into sand. The slime evaporates into nothing within two melee rounds (30 seconds), and the remaining sand, if examined, will reveal nothing unusual about it.

Threat level: x6, Greater Demon and Practitioner of Magic.

Horror Factor: 16

Size: 1D4+11 (12-16 feet) tall, wingspan is 18-24 feet, and weights 1000 to 1800 pounds (the majority of the weight being its large head).

Armor Rating: The head has a natural A.R. of 16, while the rest of its body has none. However, its tentacle-like body, arms, and wings are all extremely malleable and flexible, which causes all projectiles, such as bullets, arrows, and thrown objects, as well as punches and kicks, to only do half damage.

Average Life Span: Uncertain, probably immortal.

P.P.E.: 3D6x10 +P.E. attribute number and 2D6 P.P.E. per level of experience.

Natural Abilities: Nightvision 1500 feet, resistant to normal heat, fire and cold (half damage), Supernatural Strength and Endurance, doesn't breathe air, sees the invisible, and Bio-regenerate 2D6 S.D.C. or Hit Points once every melee round.

Winged Flight: Maximum altitude is 15,000 feet, can glide (silent; +10% to Prowl), can perform a power dive head ram (counts as three attacks, is +3 to strike and inflicts damage equal to a Power Punch), can hover and can perform a glide assisted leap (100 feet).

Natural Swimmer: As a being made mostly of tentacles, the Echid-Urkt-Kha can swim like an octopus in the water at 90% proficiency at a speed of about twenty miles an hour and can descend to depths of 1000 feet below the surface.

Knows all Languages: Magically understands, speaks, and reads all languages at 90%. It's required to communicate via telepathically as it has no mouth.

Limited Invulnerability (special): Resistant to normal heat and cold (half damage), and is impervious to disease. The light of day and holy symbols have no adverse effect on them.

Mind Attacks (Special Ability): While they're not quite as instantly and hopelessly mind shattering as they would have its cultists and worshippers believe, to look into the top set of eyes of the Echid-Urkt-Kha is to risk an assault upon their mind, or even insanity! Victims must roll to save vs. magic (14 or higher).

Approximate range is 200ft. Avoiding looking into its eyes safeguards the characters against the mind attack, but their combat rolls suffer a penalty of -5! Characters who've invoked *Mind Block* add +1 to their Saving Throw.

Failing to save vs. magic inflicts one of the following (GM's Choice):

Befuddle: same as the spell on page 104 of the BTS-1st edition book.

Fear: same as the spell on page 105 of the BTS-1st edition book, suffering the penalties of the spell automatically (do not attempt to save vs. Horror Factor).

Trance: same as the spell on page 108 of the BTS-1st edition book.

Domination: same as the spell on page 109 of the BTS-1st edition book.

Words of Truth: same as the spell on page 112 of the BTS-1st edition book.

Agony: same as the spell on page 112 of the BTS-1st edition book.

Hallucination: same as the spell on page 116 of the BTS-1st edition book. The effect of this hallucination is usually something horrific happening to the person, such as watching his body begin to blacken and wither away, or something equally horrifying to experience.

Temporary Insanity: same as the spell on page 119 of the BTS-1st edition book.

Note: The P.P.E. cost of each attack is identical to the spell cost.

Create Mummy: Using a mixture of its natural abilities and magic knowledge, the Echid-Urkt-Kha can create mummies! It does this by picking up a dead body and stuffing it inside its mass of tentacles, where it's wrapped up in strips of what looks like cheese cloth covered in slime. Once the body is wrapped, the Echid-Urkt-Kha uses 80 P.P.E. to turn the body undead. This process only takes about thirty minutes, but the Echid-Urkt-Kha can only perform this ritual once a day, but over time and with enough bodies, it can build up to 25+ its level of experience mummies for its own personal use! The stats of the mummies are equal to that of the *Create Mummy Ritual* on page 121 of the BTS-1st edition book. When destroyed, the slimy covering evaporates and the cheese cloth turns to dust within two rounds (30 seconds), leaving only the remains of the body.

Create Zombie Slaves: By performing a ritual that's similar to the creating mummies, the Echid-Urkt-Kha can turn a living person into its zombie slave! It takes the living person into its body of tentacles, but in this case it only needs to coat its victim in a layer of the magical slime/goop that it naturally creates. Then it uses 100 P.P.E. to complete its absolute control over the victim. What it spits out is a living and fully submissive zombie slave! The victim is now an obedient slave, who does whatever its master wishes, using all of his skills, attributes talents and so on without penalty! This is how the Echid-Urkt-Kha builds up its living spaces, worshipping chambers, its throne, and so on, by creating zombie slaves to do the work for them. The process takes 20+1D12 minutes and is disgusting and horrific for the victim who's aware of what's happening. The victim is allowed a saving throw vs. magic ritual (-2 to save) once the Kha has finished the ritual and spends the P.P.E., failure results in becoming a zombie slave. Can create up to 25+ its level of experience in zombie slaves.

Breaking the spell: Magic invocations like *Remove Curse* will break this spell, and *Psychic Purification* can remove it as well (casting *Psychic Diagnosis* first will let the Psychic Healer know that this will work). Otherwise the only *known* method is to destroy the Echid-Urkt-Kha that transformed the victim! Once broken, the slimy goo coating will evaporate within two melee rounds (30 seconds). The victim is still alive and will only have a vague recollection of fragmented memories of what happened to them or what the Echid-Urkt-Kha had forced them to do. Still, a sanity roll may be appropriate, which could result in a phobia of the Echid-Urkt-Kha, slimes and gooey substances, or zombies (especially being turned into one).

Note: Besides being created for personal security, the Kha may also demand its followers to find people with specific skills sets to make zombie slaves out of as needed. They also enjoy turning friends and loved ones of their enemies, into Zombie Slaves, and sending them off to do horrible things to those they love!

Note: Confronting Mummies and Zombie Slaves invokes a x2 I.S.P. Power Boost due to their magical nature.

Vulnerabilities: 1. Man-made weapons that penetrate the A.R. of its head will inflict full damage, as does fire, magic, psionics and physical blows.

2. Magic or psychic fire and cold attacks inflicts double damage.

3. Weapons that has been coated or crusted with salt do full damage directly to its Hit Points. Furthermore, it requires a save vs. pain (14 or higher) to avoid losing its action and initiative. While leather weapons like whips or lassos that have been “salted” will last for 2-4 days, a weapon that’s been crusted with salt has a 1-40% chance of cracking and falling off the weapon with each strike. These weapons require a successful Munitions Expert skill roll to create.

P.C.C. Notes: Autistic Psychic Savant: God’s Wrath does the full 4D6 damage to the Echid-Urkt-Kha.

Ghost Hunter: The Ecto-Slayer Shotgun goes double damage to the Echid-Urkt-Kha.

Nega Psychic: A Nega Psychic is impervious to the eyes of the Echid-Urkt-Kha, and cannot be made into a Zombie Slave. Furthermore, when a Mummy or Zombie Slave steps into the range of the Nega Psychic’s disruptive range, it’s automatically stunned / confused for an action and loses the initiative. The Nega Psychic typically classifies Mummies and Zombie Slaves as hoaxes or people suffering from a mental condition, possibly due to the result of drugs and suggestion.

Psi-Mechanic: If a Zombie Slave is captured or somehow contained inside a deprivation tank or similar Psi-Device enclosure that duplicates *Bio-Stasis Trance*, they can keep him in a state of suspended animation, rendering him harmless.

Psychic Healer: Also impervious to the Echid-Urkt-Kha’s Mind Attack ability and being turned into a Zombie Slave due to their natural resistances.

Psychic Sensitive: Can recognize a Zombie Slave with a successful *Recognize Magic Enchantment* roll.

R.C.C. Skills or Equivalent (does not improve with experience): Astrology 75%, Climb 80%/50%, Land Navigation 70%, Lore: Psionics and the Paranormal 80%, Lore: Magic 80%, Lore: Magic Arcane (70%/80%), Math: Basic 90%, Math: Advanced 60%, Research 50%, Streetwise 60%, Track (people) 60%, Performance 80%, Anthropology 70%, Astronomy and Navigation 65%, Excavation 80%, Mining 80%, and Spelunking 70%.

Level of Experience: 2D4+1 on average, or as set by the Game Master for NPCs.

Attacks per Melee: Four to start, +1 at levels 4, 8, 12, and 15.

Damage: Varies as per Supernatural Strength. A tentacle whiplash does damage per “Supernatural Strength & Damage Table” on page 134 (typically 2D4 on a restrained lash, 3D6 on a full strength + P.S. Bonus, cannot power lash). Choking damage via tentacle does 1D4+P.S. bonus directly to Hit Points per attack (in addition, the victim must save vs. pain (14+) to avoid unconsciousness each attack).

The Echid-Urkt-Kha may attempt to perform a *Pull Punch* with each choke attack, and the victim does not need to save vs. pain during a successful pulled punch attack. Tentacle chokes may be broken by both parties adding together their P.S. and P.P. attributes and rolling a D20, adding it all together. Highest number wins (defender wins ties). A claw strike does 1D6 damage plus the Supernatural P.S. damage on page 134, and punch or kick as per supernatural P.S. chart. A head butt does the same damage as a full strength punch.

R.C.C. Bonuses: +4 to Perception Rolls, +3 to Strike, Parry and Dodge, +4 to Dodge while in flight, +4 save vs. magic, +3 all other saving throws, and +10 save vs. Horror Factor.

Magic: All *ritual* and *spell* invocations of magic, levels 1 through 7. Will also know 2D6 spells from levels 8 through 15 (GM's choice). Tends to know spells that help it look powerful to its worshippers and cultists, and enjoys using illusions and curse related magic.

Psionics: Considered a minor psychic requiring 12 or higher to save vs. psionic attack.
I.S.P.: M.E. attribute number x2+20. Powers: Stop Bleeding (self), Ectoplasm (6 or 12), Electrokinesis (varies), Levitation (varies), Telekinesis (varies), Telekinetic Punch (6), Telekinetic Push (4), Astral Projection (10), Dispel Spirits (10), Mask P.P.E. (4), Mask I.S.P. and Psionics (5), Mind Bolt (varies), Mind Wipe (special), Object Read (6), Psychic Invisibility (12), Telepathy (4), Telepathic Projection (4 or 12), and Thought Reading (10).

Enemies: In general, other supernatural creatures who desire to rule over men (it especially despises the Sowki), and those who would try to command and control it. While it hates all psychics, it's especially hateful of Psychic Healers as they're impervious to its mental attacks and can free Zombie Slaves from its grip.

Allies: Those who either worship or are enslaved by it. It will accept the allegiance of lesser demons and servants, but it expects to be worshiped by them as well.

Habitat: Tends to be found in places where it can find worshippers while having a place to hide and build itself a complex with a worship chamber of some sort.

GM's Eyes Only: Like any would be ruler of man, they desire a lair to be worshiped within (they especially love underground complexes), an acquiring cult members and the kind of wealth that humans appreciate and respect. However, they are beings who use power tactics to acquire its cult members. Telepathic summons, displays of power and magnificence, claiming itself to be a savior of man or an ancient god, demanding tributes, and the like are all common to the Echid-Urkt-Kha's cult. They especially desire arcanists to be the leaders of its cult. They suffer from the "Wizard of Oz" syndrome, where they use any and all tricks up their sleeve to make themselves appear more powerful and grandiose than they really are.

They also tend to speak with megalomaniac flair, using phrases like:

"I AM THE GREAT AND POWERFUL KHA! KNEEL BEFORE ME!"

"My people, as your Kha, you are safe from the wrath of your enemies as well as my own. Those who not pledge their allegiance and worship shall be destroyed... but those who defy and harm us shall suffer a fate that worse than death!"

"You will bow to me as your god mortal, or I will make you bow, as my slave!"

"You ask for my forgiveness?!?! I'm not in the giving vein this day!"

"HOW DARE YOU DEFY ME! I am beyond all of you, I am more than man, I am more than life! I. AM. A. GOD!"

"This is the cult of Kha, until we possess all, we possess nothing!"