

# Alleys

## Faustians

**In Brief-** Alien entities living in their minds give them mental strength and supernatural powers but have their own agendas.

**Other Names-** Horses, the Ridden, the Infected, the Possessed, Hosts.

**The Chosen-** Before they became Faustians they were typically weak-willed people: slaves to temptation, easily manipulated, not very brave. Many lived in ghetto or skid row areas or were homeless. Many had lives filled with unresolved personal problems that would eventually lead to a personal crisis, e.g. debts, drug addictions, hanging out with a bad crowd.

**Initiation-** At some time in each Faustian's life, they encountered an intense personal crisis that they didn't believe they had the psychological strength to survive. Perhaps without even realizing it, they sent out pleas for any being in the cosmos willing to help to come do so. At that moment, something entered them they found the strength to survive, some even displayed supernatural powers that allowed them to escape the situation.

Later, putting their lives back together, most new Faustians believed that the sensation of an alien presence was a stress-induced hallucination. Yet something had undeniably changed. Thoughts, ideas and feelings, completely out of context with what was happening, would occur to them for no reason and those same things endlessly repeated in their dreams. Their personalities were changing, typically for the better: brave where they had been nervous, outgoing where they were shy, willful where they were weak, smart where they were stupid. They also started experiencing bizarre urges: to search out certain antiques, to rearrange their dwellings in a certain way, to embark on unusual art projects. Those that tried to resist these urges had their newfound psychological strength suddenly yanked away, as if punishing them for resisting. Unwilling to live in a state of weakness, they eventually gave in to the desires of the alien presence.

The new Faustians also discovered they had supernatural abilities to sense and effect minds of others, especially in the areas of memory and sensation.

Most recently, new Faustians have attempted communicating with this alien presence. After several failed attempts, they received a response. It was short, curt, cryptic and unhelpful, but it proved to them that something intelligent was in them, something that referred to itself as a "dance".

At adventure one, a new Faustian still doesn't know what the Dance is or what it wants. He or she knows that it expects a symbiotic relationship. The Faustian gets

psychological strength and supernatural abilities. What the Dance gets is not entirely clear, but at least part of it involves having a servant that can run errands for the Dance. Each time the Faustian successfully completes an errand he or she is given a harder, more dangerous or more ethically-questionable errand.

**Typical Evening-** Most evenings are taken up running errands for the Dance. Instead of communicating its desires, Dances fill Faustians with sudden, powerful desires to do things. The Faustians often have a sudden desire to modify their dwellings: paint the walls lime green, spread lilacs around, get a lamp with a yellow lampshade, find a turntable and an old jazz album from the 30s, etc.

