

Phalapep - Brother of Trickery

The main villain of the whole campaign is an Ignus named Phalapep, Marked by the God of Trickery Apep. Apep's wish is to recreate the universe in his image, to try to overcome The Watcher and his hierarchy. This gave the Ignus villain the power of charismatic trickery, making him able to convince just about anyone to do anything he wanted them to. If convincing them didn't work, he could easily manipulate or trick them into doing his dirty deeds. Additionally, he is very smart. By looking at the way something works, he can turn his knowledge into true power, even learning new things by a quick glance.

God: Apep

Mark: Tail of Tales

Power: Supreme intellect and the ability to manipulate people's perceptions of himself. Whenever he sees how something works, he can learn that thing by a quick glance, turning it into power. (Think Sylar from Heroes + Dio Part 3)

""intuitive aptitude", the ability to innately understand and manipulate patterns within complex systems"

Phalapep as a character

Abandoned by his parents as a young boy and left with lowly bandits, Phalapep learned to fend for himself. At the age of 12, he heard a whisper in his ear, but nobody was around. Looking in a mirror, he noticed that the black birthmark on his shoulder that somewhat resembled a fox tail was glowing a slight purple. When he concentrated on the birthmark, he could hear the whisper as a clear voice. It introduced itself as Apep, his true creator. Apep said he could not talk much, as doing so would use up the last bit of his energy and destroy him. He promised him the power to find his parents and find out why they abandoned him, and the power to outsmart others if he awakened him. When Phalapep agreed, Apep told him of the power his Mark gave him, and how to use it, though it was limited because of Apep's hibernation. Afterwards, Phalapep had no issue using his power to find his parents, tricking them into telling him why they abandoned their son. Their response was as anti-climactic as it was heartbreaking: they did not want him anymore because he cost too much to raise. In this moment, at the age of 15, Phalapep sliced both his parents' throats, killing them. Soon enough, he was arrested for murder, but was able to convince the jury to spare his life. Still, he was incarcerated for 5 years. In that time the darkness inside of him grew somewhat. He became even more cynical than he already was. At 20 years old, Phalapep was released, and soon after received another whisper from Apep saying he would lose his power if he was not awakened soon. Knowing he was vulnerable, Apep convinced Phalapep to become a god with him, so that they could rewrite the world. This world would not be ruled by greed like his parents were, since people would not make choices based off of value. There would be no choice, in fact. No free will. A year later, Phalapep met a very intelligent man named Manhattan

Smith, and used his mark to convince him to establish the town of Gammafolks and begin working on the M-Bomb.

How will Phalapep become a God?

With enough magical energy, Phalapep can fully awaken his Marker, Apep. Doing this, however, will take knowledge, which he can only obtain through wicked magical experiments. Since there are not enough magic users in the world, Phalapep devised a plan, with the whispers of Apep, to forcibly create more magic users in the world. One of his first tasks was manipulating Manhattan Smith into creating M-Bombs, which, in their aftermath, would mutate survivors into magic-using creatures that are barely sentient and attack out of fear and confusion. These creatures would spread a magic infection that would force others to become similar magic-using creatures. However, the more people it spreads to, the less harmful this infection's effects, until it merely creates weak sorcerer out of people. Because of the players' intervention, however, only one M-Bomb is made and launched. Regardless, Phalapep knocks out a city of over 1000 people, turning over 80% of them into magic creatures immediately and a few hundred more into slightly less harmed magic users. This is not enough, however, which is why Phalapep has other plans in store.

Phalapep wants to learn about magic. Knowledge is power, literally, and knowing the secrets of the universe will make him a God, and thus his experiments.

Eventually, he learns Wish! Through his experiments, he learns how to control magic and manipulate the random aspect of wild magic, allowing literally anything to be possible. However, he needs a few specific items in order to 1) learn wish, 2) control it.

To learn wish, he must first awaken Apep fully. In order to do this he needs to convince people to truly believe and worship Apep. His current goal, apart from learning more about wild magic, is to manipulate the Cult of the Dome, who worship Helm and his magic, into believing in Apep instead. This would be the most efficient way of doing this, since Helm's and Apep's histories are somewhat intertwined. Phalapep also has the power to manipulate people, and, knowing how religious knowledge systems work, he can manipulate them easily. However, in order to manipulate mass amounts of people at once, he needs a focus stone (crystal) that is specifically made for the Marked.

"I've seen hell. Compared to that, you are nothing!"