Hello Vivek,

So, as promised, here’s my pitch:

 (Borrowed from the fantastically weird and disturbingly low budget “Phantasm” movie series by Don Coscarelli Jr.)

# The tall man

Jebediah Morningside was an 19th century mortician who was absolutely fascinated by the concept of life after death. He was so enthralled by the idea that he actually invented and constructed a machine capable of creating a portal to the world beyond, and after activating it, he went through.

That was the last time Jebediah Morningside ever set foot on this earth.

What came back in his place looks just like him, but to anyone looking closely, it is quite clear that this facsimile isn’t actually him. In fact, it isn’t even human. Whatever it is, it’s taciturn, malevolent, and utterly unstoppable in pursuit of its goals, which seem to serve alien masters in a realm far away. No one really knows what it wants, or why. All anyone knows it that it collects corpses from graves, compresses them, and sends them away to his masters, presumably to be reanimated in that strange faraway world to serve as a slave labor force.

Now here’s the thing:  
If this were some kind of strange psychedelic low-budget horror movie, this would make for a terrifying foe which would be a constant threat to the main characters, who would try and fail to defeat it as it plays a long, inexplicable game with them on the road to world domination.   
It’s not.  
In this world, the Ministry would have quickly put a stop to the tall man, utilizing its own array of the strange and the weird… and for what? The dead and buried? No one would know if a grave was empty, excepting those few times a grave needs to be exhumed. A Burke or Hare is easily found to play the role of scapegoat in those cases (and have been). As such, it suits the tall man to align itself to the whims and whiles of the Ministry on occasion, in return for the right to rob graves in relative peace. It’s not like its masters are using him to create up an invading force to take over this reality and beyond using our own deceased, is it?  
Or is it?

# Powers and abilities

In the movies, the Tall Man has an ever growing array of inexplicable and Deus ex Machina-type powers, servants and weapons, as well as an orange-and-blue morality that seems to serve no other purpose than to keep the movie going forwards. I’m going to ignore most of those, in this particular case, and I will instead focus on just two, combined with his one glaring weakness:

## Powers:

### Implacable (or relentless, if you will)

* Nothing and no one can or will stop the Tall Man in pursuit of his goals. No matter what you throw at him, he will somehow always keep coming. You can slow him down, you can block his way, but any and all delays are simply that: delays. He will never, ever stop. Ever.  
   (with one exception, which I will mention as his weakness).

### Master of Illusion (reality warper)

* The Tall Man has the ability to warp reality into illusion, which basically means he can turn things that are real into *having been an illusion all along*. It doesn’t work the other way around, so he can’t conjure up things that don’t exist, but he can easily make it so you’ve never really locked that door, even though you were certain you did; he can make it so you’ve been firing blanks all along so you didn’t actually shoot him, or so that the beautiful woman you sought solace with has been him all along, biding his time….   
  He can’t turn the same illusion twice, though, so if your car turns out to have been a burnt out husk, that can’t be illusionary. The burnt husk is real. Your car could, however, be parked around the corner (which you won’t know unless you check), but that’s a different illusion altogether. Or, more gruesomely, if your brother suddenly turns out to have been dead for years, he won’t turn up alive in the next scene. Not saying that would ever happen, of course, but it could. You never know.

## Weakness

### Vulnerability to cold

* I’ve said before that nothing would ever stop the Tall Man doing what he wants to do, but that’s not entirely true. There’s one thing: Exposure to any sub-zero temperature will stop him cold (pardon the pun). He will either have to wait for things to warm up, find another way to around to get where he wants to go, or, in more extreme cases, wait to thaw out. Freezing the Tall Man means freezing him in place. It is what it is.

So what do you think? Personally, I have always loved the Tall Man as a horror movie monster, and I’m a little sad that the Phantasm movies are so, well… disappointing, given its strange and alien premise. I can imagine, however, that the powers he wields are a bit much. If so, let me know, and I’ll come up with a different character altogether.

Yours truly,

Thom dJ.