

A Sword and Planet Zine

#2

PLANET ASMA GORIA

COMPATIBLE WITH

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PHANTASMAGORIA

A Sword and Planet Zine

**THIS ISSUE OF PHANTASMAGORIA
CONTAINS ENOUGH INFORMATION TO
MAKE ANY PLAYER OR JUDGE'S LIFE
EASIER!**

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AND EVEN ENTIRE NEW STELLAR
SYSTEMS!**

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*"We've seen an explosion of roleplaying
fanzines, many of which I've greatly
enjoyed. After only one issue,
Phantasmagoria, which opens up the
worlds of sword & planet fiction for use
with DCC RPG, is already one of my
favorites. I can't wait to see what future
issues have in store."*

— James Maliszewski, Author of
Dwimmermount, Grognardia, and The
Excellent Traveling Volume



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PHANTASMAGORIA

ISSUE #2

CREDITS

Writing: Chance Phillips

Editing: Tyler Crumrine

Layout: Glynn Seal

Cover Artwork: Sam Mameli

Interior Artwork:

Shaky Kane (page 18)

Bradley K. McDevitt (pages 7 and 12)

Penny Melgarejo (pages 15 and 21)

Diogo Nogueira (page 3)

Jim Magnusson (pages 2 and 27)

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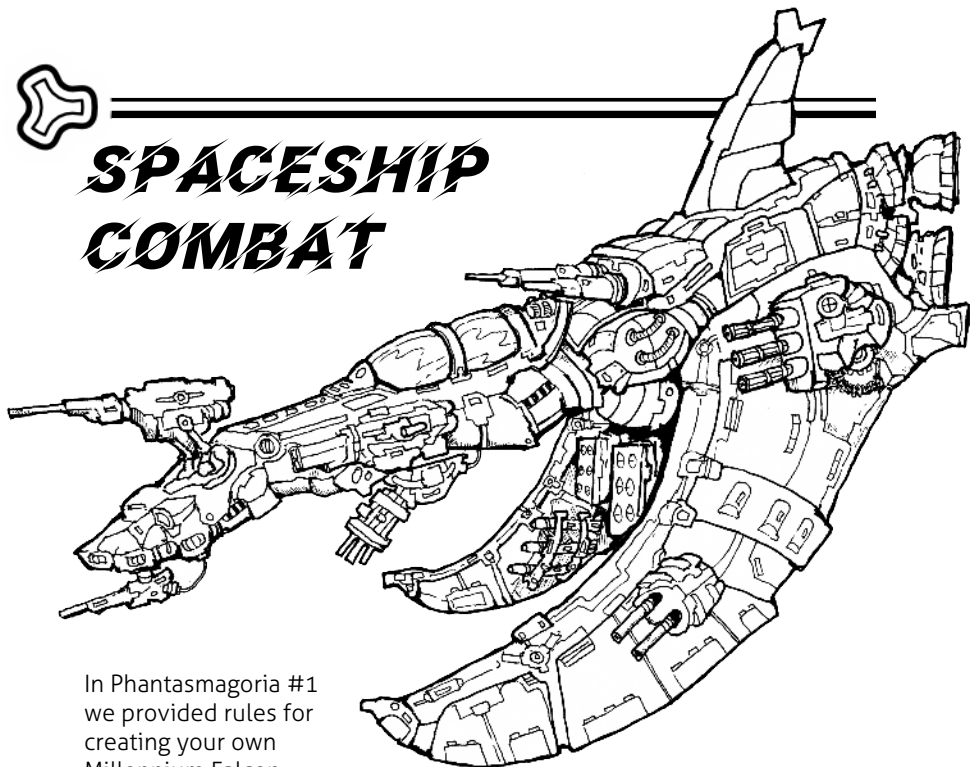


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SPACESHIP COMBAT



In *Phantasmagoria* #1 we provided rules for creating your own Millennium Falcon, Normandy, or USS Enterprise. In this issue, you'll find additional rules for soaring through the stars and engaging in daring acts of combat.

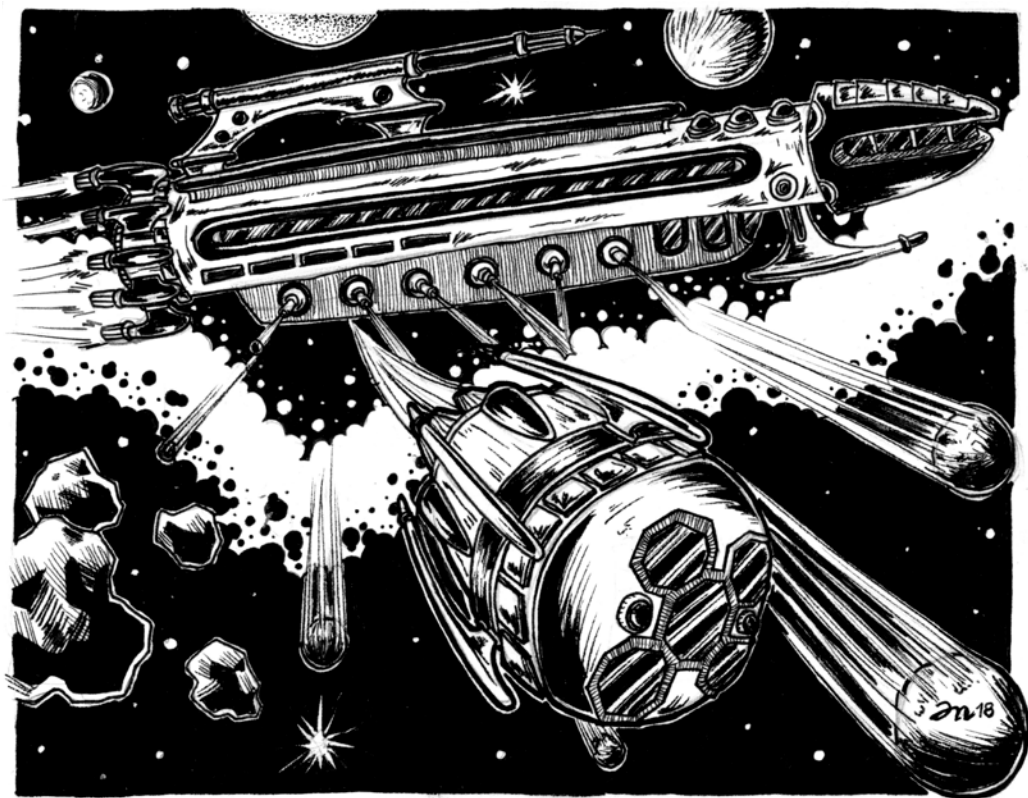
As before, all spaceships have three abilities that function similar to players' attributes: **Evasion**, **Luck**, and **Targeting**. These stats are primarily used during combat, with a ship's Hull Points determined by the size of the craft and their Evasion score. The chart below describes the primary purposes of each ability score—namely the rolls or numbers you'll be adding their bonuses to.

Table 1-1: Spaceship Abilities

ABILITY	PURPOSE
Evasion	Affects ship Armor Class, Initiative, Hull Points (per HD), & Action Points per turn
Luck	Can be burned similar to a player character's Luck to improve any roll by utilizing a ship's systems or equipment connected to the ship
Targeting	Affects attack rolls using weapons permanently attached to the ship as well as attacks using the ship itself in the case of ramming

Spaceship-to-spaceship combat takes place on a hexagonal grid, preferably using at least fifteen-by-fifteen hexes. Rounds in spaceship combat are divided into two main parts: 1) the players' actions and 2) the enemy ships' actions. During the players' turn, the pilot steers the ship first, after which other players can move around the ship and weapons or weapon systems. During enemy turns, it is not normally necessary for the judge to split actions between enemies and their ship.

In order to determine who acts first in combat, all ships involved make initiative checks, following turn order as normal. During the movement portion of the turn, ships have a number of Action Points to spend equal to 5 + their Evasion modifier. Each Action Point can be spent to turn 60° (one side of the hex) or to move one hex forward. Two Action Points can be spent to move one hex directly backwards or to carry out specific maneuvers detailed below. During the character action portion of the turn, each character gets to take a full round. So, if a battle starts while characters are in their bunks they'll need to spend a movement action getting to their weapon stations before using them. Unspent Action Points do not roll over into the next turn.





MANEUVERS

Maneuvers are ship actions with specific requirements that must be met in order to be used. In order to use a maneuver you must also make a piloting check against the maneuver's DC. The piloting check is made by rolling 1d20 + the ship's Evasion modifier + the pilot's level. If the piloting check fails, roll 1d8 on the Failed Maneuver Effects table. You can attempt a maneuver multiple times in a turn, but may suffer penalties multiple times as well.

The following list of maneuvers is a small sampling of the kinds of feats your ship can perform. Feel free to create additional maneuvers specific to your setting or tied to specific spacecraft in order to enrich your campaign.

LOOP

- ◆ Requirements: Pilot Agility of 16
- ◆ Action Point Cost: 5
- ◆ DC: 18
- ◆ Effects: You jerk the controls upward, effortlessly gliding through space in a vertical loop, slowing down three hexes behind your starting location and facing the same direction you were initially.

BURST

- ◆ Requirements: Ship size must be luxury cruiser or smaller
- ◆ Action Point Cost: Special
- ◆ DC: 20
- ◆ Effects: You push the thrusters beyond their max, doubling your normal speed. You can spend double the amount of Action Points you would normally have but will not receive any Action Points on the next turn. You cannot use this maneuver on back-to-back turns.

EVASIVE

- ◆ Requirements: Pilot Agility of 14 and Ship Evasion of 14
- ◆ Action Point Cost: 2
- ◆ DC: Enemy's attack roll
- ◆ Effects: You transfer two Action Points per use to your enemies' next turn. When an enemy attacks your ship, before rolling to see if they hit you may spend two Action Points to gain a +4 bonus to your ship's AC for the purposes of avoiding the attack.

HIDE

- ◆ Requirements: Pilot Intelligence of 12 and Ship Evasion of 14
- ◆ Action Point Cost: 4
- ◆ DC: Special
- ◆ Effects: In order to perform this maneuver there must be sufficient cover nearby-such as an asteroid field or cosmic debris-and your ship must be within one hex of the cover. You and the enemy ships make opposed Piloting checks. Any enemy that fails this check loses track of the players' ship.

Table 1-2: Failed Maneuvers

1d8	Failed Maneuver Effects
1	The ship shudders, about to fall apart at the seams. Halve your ship's remaining Hull Points.
2	The ship's controls snap off in your hands and you must use a backup terminal to steer. Move all rolls to pilot the ship down two steps on the dice chain and reduce the number of Action Points per turn by two. A mechanic could spend 1d6 actions to repair the controls
3	The ship can no longer perform the attempted maneuver without significant repairs. These repairs will take at least a week in a furnished port to complete.
4	All passengers are tossed around inside the ship taking 1d4 points of damage.
5	You careen wildly. To determine the direction you wind up facing in roll 1d6 and multiply by 60°, rotating that far clockwise. Once you have your heading, move 1d8 hexes in that direction.
6	Your engines sputter and die making you a sitting duck! A mechanic or similarly trained character must spend 1d3 actions to repair it and have the ship gain resume gaining action points.
7	An important piece of technology is damaged and malfunctioning. It takes 4 rounds to repair, and until then either the ship or crew takes 1d8 damage every round. Even damage results from the d8 are applied to the ship, odd results are applied to the crew.
8	Roll twice and choose between the two.





SPACESHIP COMBAT EXAMPLE

The starship *Zelodonis* has dropped out of faster-than-light speed into an ambush with three enemy fighters right behind them. The *Zelodonis* is crewed by four characters—Arcol, a Jovian; NIX-1, an automaton; Tsia, a wizard; and Elliott, a captain.

Elliott is piloting the *Zelodonis*, so he rolls an initiative check: 10 + his Agility modifier (1) + the ship's Evasion modifier (2) for a total of 13. The enemy ships roll a 15, a 7, and a 6.

The enemy fighter goes first (15). It has 6 Action Points and uses 2 of them to turn 120° towards the *Zelodonis* and 4 to move towards it. Then, as a two-person fighter ship, the non-pilot soldier chooses not to move and uses 1 action to fire the ship's mounted heat ray. He rolls an attack roll: 12 + the character's Agility modifier (2) + the ship's Targeting modifier (2) equaling 14. 14 matches the *Zelodonis*' AC, so the attack hits. The enemy fighter rolls an 8 in damage, which is subtracted from the *Zelodonis*' 25 Hull Points.

Next up is Elliott, the player character responsible for piloting the *Zelodonis*. Having already taken a decent amount of damage, he decides their best option is to try and hide in an asteroid field up ahead. He checks the Hide maneuver's requirements and verifies he has a high enough Intelligence for the attempt and the ship has a high enough Evasion score.

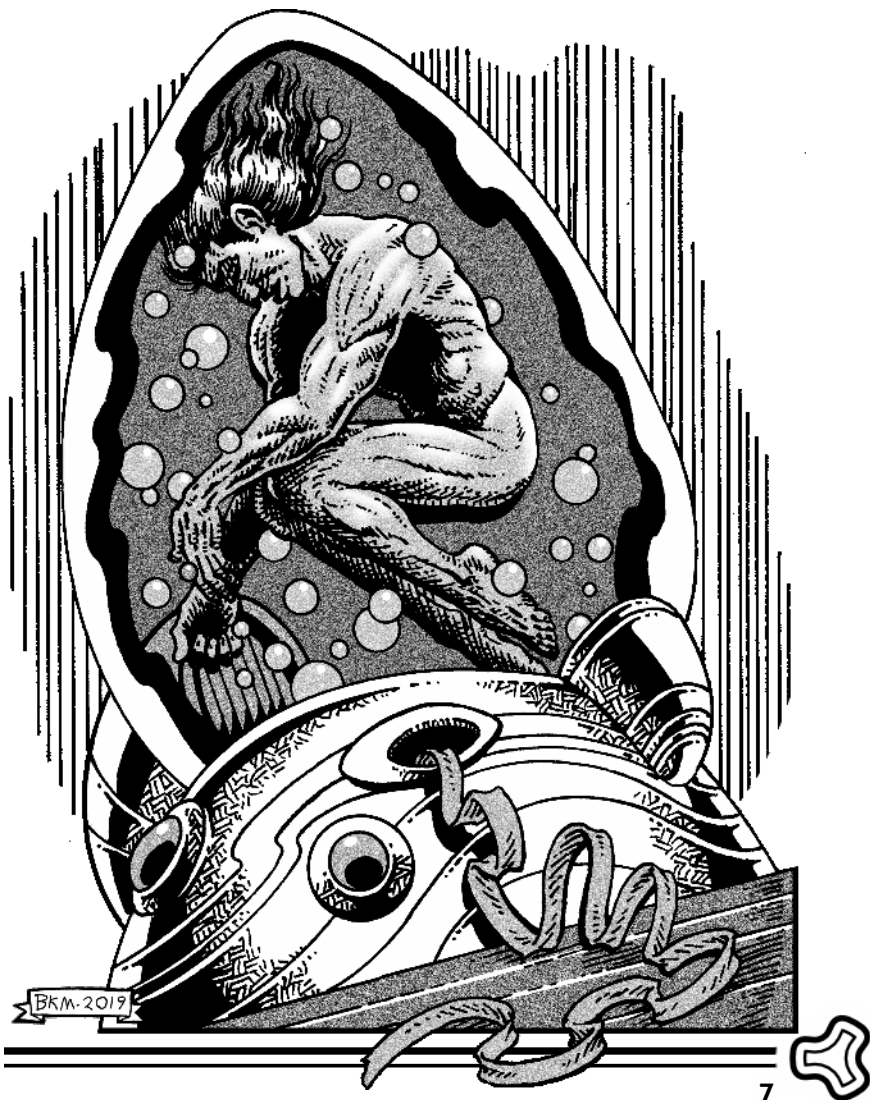
For their turn, Elliott has 7 action points to pilot the ship with. First, he moves 3 hexes closer to the asteroid field, leaving him 1 hex away and close enough to attempt the Hide maneuver with his remaining 4 action points. He rolls a Piloting check—1d20 + his level (3) + the ship's evasion modifier (2)—and burns 3 points of the ship's Luck beforehand. He rolls a 17 and the modifiers bump the roll up to a total of 25, which the enemy pilots don't even get close to. Elliott manages to successfully maneuver into the asteroid field and hide from the fighters just as quickly as they were seen.

OPTIONAL VARIANT RULE: SHAKING IN SPACE

If a ship ever takes more than 8 Hull Points of damage at one time everyone onboard must make a Reflex saving throw with a DC of 10 + the amount of damage taken by the ship. If they fail, they lose their balance, drop whatever they are holding, and fall to the floor.

D30 ARTIFACTS

This table can be used to provide a useful artifact or quest McGuffin to help drive or augment an adventure. After all, what party can just sit back and watch while an evil warlock steals the nearby (rolls 1d30 and gets an 8) nanotech armor, or resist that eccentric warlord's hefty reward for retrieving that (rolls again and gets a 22) neural blaster?



**Table 2-1: ARTIFACTS**

1d30	Name	Effects
1	Cloning tank	Creates a perfect replica of a character that animates when that character dies. The replica is 1 level lower than the player character at time of death, and cannot be used on characters of 0th level. Costs 1,000 credits per month to run, and takes 1d6 months to fully develop a clone.
2	Personal space suit	Creates an indestructible bubble around a character for interplanetary or interstellar travel (treat stats as escape pod, except cannot be destroyed).
3	Antimatter nullifier	Functions as a blaster except targets must make a Fortitude saving roll with a DC equal to the successful attack roll, disintegrating on a failed save.
4	Tachyon telescope	Allows the user to see deep into the past and up to 2d10 minutes into the future. Only works for 10 minutes at a time, once per week.
5	Universal telegraph	Can communicate across any distance instantaneously; golden text or images hovers in the air in front of the recipient.
6	Luck siphon	Allows the consensual transfer of Luck from one character to another, including from characters that regenerate luck. Donor can give a maximum of three Luck per day.
7	Replicator	Can perfectly create any tool or item that was commonly available on 20th century Earth. Raw materials for replication cost ~100 credits per week of operation.
8	Nanotech armor	Has its own Hit Point pool of 3d8 + the user's Stamina score and an AC of 18. The pool must be depleted before the character can be targeted. Nanotech armor can fully repair itself with 100 credits worth of raw materials.
9	Hologram projector	Projects near photorealistic images straight from the mind of its user. If used to deceive someone, any targets must make a Will saving throw with a DC of 10 + the operator's Intelligence score.

Table 2-1: Artifacts

1b30	Name	Effects
10	Universal translator	Can translate any language or form of speech from creatures with an Intelligence score of 3 or higher, including cultural references; any reference to something that lacks a corresponding word carries with it a rough approximation of its significance.
11	Infinite book	Contains all information and disinformation in the world; DC 25 Intelligence check to look up any fact.
12	Molecular scanner	Can accurately identify any item it is used on, as well as any magical or technological properties it may have. Can also determine alignment, if applicable, and species or planet of origin of any creature with 85% accuracy.
13	Antimagic field generator	No spells can be cast within a 30 ft. radius of the generator, and no magic items function within a 50 ft. radius.
14	Personal teleporter	Can instantaneously teleport up to 4 characters anywhere within a single solar system. Must be permanently installed somewhere with sufficient power, such as a ship. Can only carry as much equipment or gear as the characters carry.
15	Endless battery	Contains infinite energy and can be used to power most basic spaceship engines, but limits potential output to amount that can be taken by anything connected without exploding
16	Liquid space	Drinking provides awareness of all of space-time, giving the drinker near perfect navigation. User gains +20 on all rolls relating to captaining a ship indefinitely
17	Perfect mirror	Actually a portal into a near identical world. Can be used to cross into that world for up to one hour, with stays beyond that length resulting in a gruesome death.



**Table 2-1: ARTIFACTS**

1d30	Name	Effects
18	Portal sword	Quickly creates and closes portals to tele-port parts of enemies or obstacles into deep space. Has 1d30 charges and instead of rolling for damage, roll 1d8. A result of a 1-4 is 1d4 lost fingers or toes, a 4-5 is a lost hand or foot, a 6-7 is a lost limb, and an 8 is a complete decapitation.
19	Multiversal phone	Really more of a polling device. Can be used to communicate with every other version of yourself in other dimension that have also acquired the phone.
20	Time drain	Can be used to drain time from inanimate objects and accelerate the age of other objects an equal amount. Must be used on a source and target of equal volumes, but can have multiple smaller sources deaging or aging a larger object, or vice versa. This is just an illusion, but can be used 1d6 times to actually physically age and deage two objects.
21	Bottomless box	Can store an infinite amount of gear as long as it fits within the 3-by-3 ft. aperture. Takes 1d6 minutes to take anything out.
22	Neural blaster	Same stats as a nuclear blaster except that it deals 1d6 damage directly to the target's Intelligence stat instead.
23	Portal generator	Divided into three pieces. One piece must be at each aperture of the portal, and the third must be roughly in between. This can be used to ferry inanimate trade goods or similar items.
24	Energy drink	Contains raw, unfiltered energy and takes one month to replenish. When consumed, 2 ineffectual wings made out of light sprout from the user's back and they gain 1d7 Stamina; effects only last 1d4 weeks.
25	Synthesizer	Creates raw materials less valuable than precious metal or gemstones—such as wood, steel, or wheat—seemingly out of nowhere. Can produce up to one cubic foot of material per day.

Table 2-1: ARTIFACTS

1d30	Name	Effects
26	Nutrition pellets	A never-ending plastic pouch of bland, tasteless pellets. Each pellet contains enough nutrition and hydration for an entire day of strenuous activity.
27	Experience chips	Can be used to download one useful skill (fishing, climbing, hunting, etc.). Plugs into a character's brain through the ear canal, enabling them to make checks in the skill thereafter.
28	Neural jack	Used to interface with computers and advanced technology. Move up two steps on the dice chain whenever making a check to use technology that you are jacked in to. Can be used to interface with up to three pieces of tech at a time.
29	Memory wipe	Acts in a 60' cone. Target must make a DC 20 Will save or forget the events of the last 1d6 hours
30	Hypnotic wave generator	Target must make Will saves with a DC of 10 + number of hours spent exposed to the wave or become extremely suggestable, following nearly any command. Hypnotized subjects will not do anything obviously harmful to themselves.

ALIEN POISONS

When introducing countless new flora and fauna to your campaign, a commensurate amount of new toxins and venoms for your players to contend with come with them. In this segment, we will go over some of the most common and noteworthy.

Poisons are rife in Phantasmagoria's black markets, and used in equal amounts by ambitious assassins and upwardly-mobile politicians. They're still illegal in most jurisdictions, however, and only explicitly accepted on a few rare planets. The base prices listed here are for purchasing poisons on the black market; halve all prices if bought legally.

NOTE: Automatons cannot be affected by normal poisons, but can be harmed by data sludge.





Table 3-1: Alien Poisons

1d6	Poison	Delivery	FORT Save	Damage on Successful Save	Damage on Failed Save	Recovery
1	Starlight	Touch	DC 14	1 Intelligence (temporary)	1d6 Intelligence (permanent)	Permanent damage only via magic
2	Moondust	Ingested	DC 18	1d6 HP	1d14 HP	Healed instantly under a full moon*
3	Data sludge	Wound	DC 20	1d8 HP ¹	1d14 Stamina ¹ (permanent)	Normal healing
4	Crystal sound	Touch	DC 22	1d8 Agility (temporary)	1d6 Agility (permanent)	Normal healing
5	Lavender fractals	Ingested	DC 20	1d3 Strength (permanent)	1d8 Strength (permanent)	Does not heal
6	Zelodonis' bane	Wound	DC 24	1d14 letters ²	1d30 letters ²	Does not heal

* Until exposure to any full moon, or landing on a lunar surface, HP loss is permanent and cannot be healed by any other method.

¹ Deals double damage to any automatons.

² This poison removes letters from a character's name. If they run out of letters in their name, any memories of them are wiped from existence. If a cleric, even their god will forget them, and they will be unable to cast spells. Wizards and similar spellcasters cannot call upon their patrons if forgotten.

PROSTHETICS

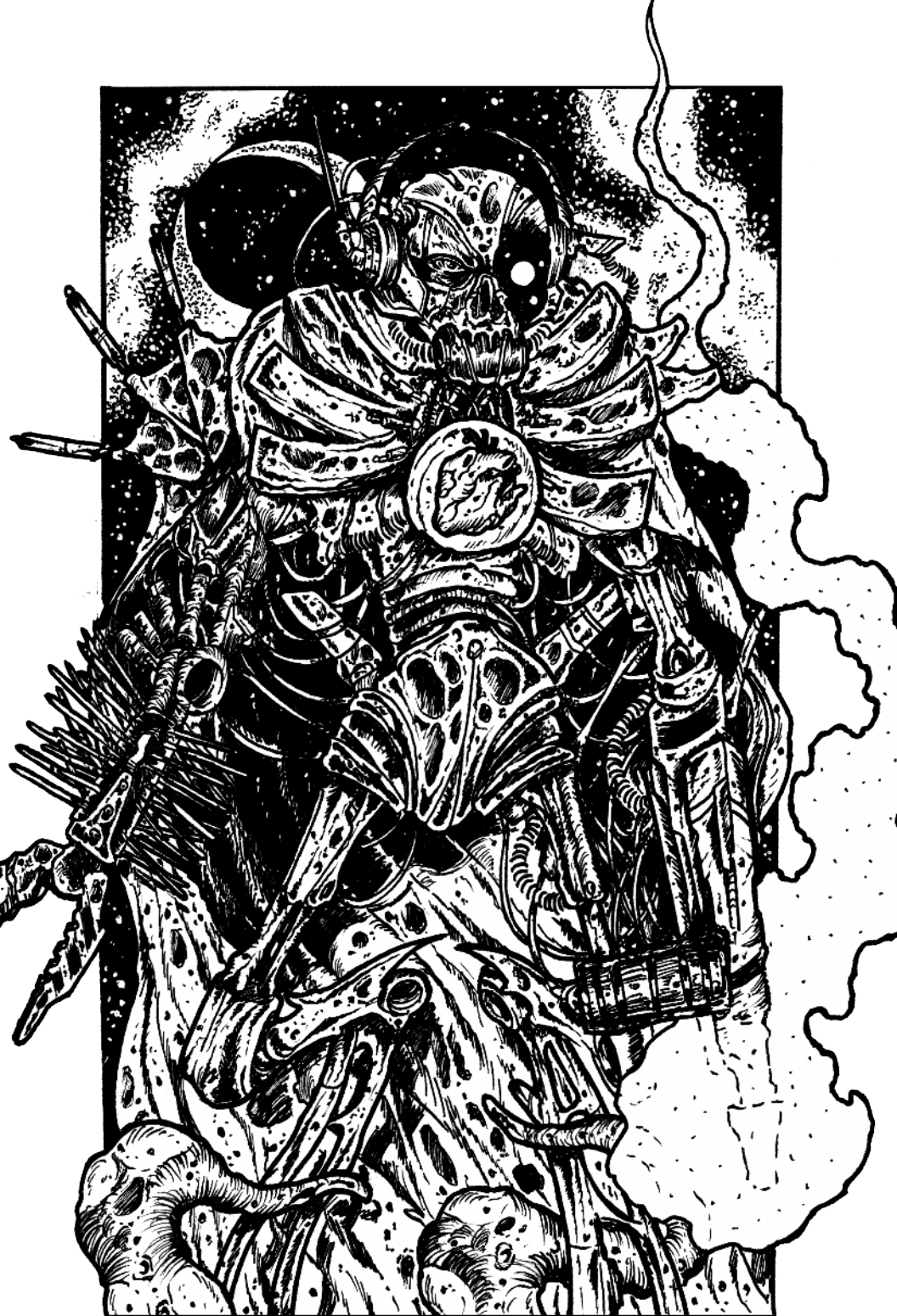
In Phantasmagoria, a stray laser or a pair of hungry jaws could easily result in the loss of an appendage. Thankfully, there are plenty of (more or less) trained doctors willing to screw a new metal bit onto your body to replace it. Honestly it'll be even better than the old one, they swear!

Table 4-1: PROSTHETICS

PROSTHETIC	COST	EFFECTS
ROBOTIC ARM	500 credits	+1 Strength; -2 Dexterity
ROBOTIC LEG	750 credits	-5' movement speed; +1 Strength when determining encumbrance
PEG LEG	50 credits	-10' movement speed; Gives you that cool pirate look
HOOK	20 credits	Effective 1 Dexterity with hand; Deals 1d4 damage if used as weapon
HARD LIGHT REPLACEMENT ¹	1,000 credits	Halve effective Strength when determining both encumbrance & damage bonuses when using the limb
UNDEAD LIMB	600 credits	-2 Stamina and regenerates within 1d6 hours if ever damaged
WELL-MADE LIMB	500 credits	-1 Strength and -1 Agility on all activities with that limb
FULL BODY TRANSPLANT	10,000 credits	Roll 3d8 three times and replace all physical stats
CLOCKWORK LIMB	500 credits	-2 Agility on all activities with that limb

¹ Hard light is projected solid light and can phase through solid matter but doesn't grant any ability to see through such matter





MAGICAL PROSTHETICS

Low on time and/or money? No fear! With a little magic we can get you that new limb in half the time (and twice the risk). Just sign here, here, and here.

ELDRITCH LIMB

- ◆ Level: 2
- ◆ Range: Touch
- ◆ Casting Time: 1 hour
- ◆ Save: None

General: The caster repeats incantations over the severed area for an hour, tracing runes and other magical symbols in the air. The subject must remain still for the duration, making this spell most effective on willing, living humanoids.

Manifestation: Roll 1d4: (1) Dust slowly accumulates around the afflicted area and slowly but surely compresses into the new limb; (2) A fleshy growth emerges from the severed area and eventually recreates the lost limb; (3) Dozens of small fleshy tendrils grow from the area and merge together as a new limb; (4) A slightly glowing, translucent outline of the new limb appears, and slowly begins to fill until solid.

Corruption: Roll 1d6: (1) 1d10 fingers and toes sprout at random locations on the caster's body and they lose 1d3 points of Personality; (2) The caster's limbs are scrambled, randomly determine what limbs are legs and which limbs are arms (legs that are arms reduce base speed by 5ft ea., and arms that are legs reduce Strength and Agility by 1d3 points ea.); (3) The caster's limbs fade slightly and they suffer -1 to all physical attributes for 1d6 months; (4) Minor corruption; (5) Major corruption; (6) Greater corruption.

Misfire: Roll 1d4: (1) any scar on the afflicted area become many times worse and more visible; (2) spell slides off of the area and next attempt moves one step down on the die chain; (3) area is wracked with sharp pains for 1d6 hours; (4) target's remnants of limb to be replaced melts away and the missing limb cannot be replaced





Table 4-2: ELDRITCH LIMB MISFIRE

RESULT DESCRIPTION

1	Limb lost, failure, and corruption.
2-11	Limb lost, failure.
12-17	A mottled, rubbery tentacle grows from the stump and replaces the lost limb. It is quite ineffective, and any rolls involving the limb's use—such as Reflex saves for a leg or attack rolls for an arm—move down two steps on the dice chain.
18-19	An oddly shaped tentacle forms with five short, stubby protrusions at the end. Any Agility based checks made with the new limb move down two steps on the dice chain.
20-23	A strangely colored, yet fully functional limb replaces the lost one. The user suffers a slight reaction delay in the limb, however, and any Agility based checks utilizing it move down one step on the dice chain.
24-25	A strangely colored, yet fully functional limb replaces the lost one.
26-28	A strangely colored, yet fully functional limb replaces the lost one. It is slightly more powerful than the prior limb and any damage rolls for melee and thrown weapons have a +1 bonus.
29-33	A near perfect recreation of the lost limb with a silvery sheen is grown. It is immune to poison and attacks that target the limb specifically or sap strength (i.e. a Warrior's Mighty Deed of Arms) and any damage rolls for melee and thrown weapons have a +1 bonus.
34-35	The target grows a perfect recreation of their old limb, except the new one will automatically regenerate if severed, burned, or otherwise damaged. If the limb is an arm, it is much stronger than the original and the user gains a +1d4 bonus on all damage rolls made with any melee and thrown weapons with that hand. If the regenerated limb is a leg, the user can make a second Reflex save in any case where stability or balance is being called into question.

STELLAR SYSTEM GENERATOR

Roll on the following table and follow all instructions to quickly generate a random stellar system for your players to stumble across and/or explore:

TABLE I

Table 5-1: Centre of Gravity

1d7	Center of Gravity ¹	Roll...
1	Two suns orbiting each other	1d5 on Table II
2	A white dwarf	1d3 on Table II
3	A neutron sun	1d2 on Table II
4	A normal, Earth-like sun	1d5 on Table II
5	A red supergiant	1d4 on Table II
6	A brown dwarf	1d3 on Table II
7	A black hole	1d2 on Table II

¹ There is some overlap between types of stars (sentient creatures that transform into star princes) and suns, so feel free to use whichever makes more sense for your system or campaign.

TABLE II

Table 5-2: Number of Cosmic Bodies

1d5	Number of Cosmic Bodies	Roll...
1	1 body	1d3 on Table III
2	1d3 bodies	1d4 on Table III
3	1d8 bodies	1d4 on Table III
4	1d10 bodies	1d6 on Table III
5	1d14 bodies	1d8 on Table III





TABLE III

Table 5-3: Type of Cosmic Body

1d8¹	TYPE OF COSMIC BODY	ROLL...
1	Small comet trapped in orbit	-
2	An asteroid	1d4 on Table V
3	A small planetoid	1d5 on Table V
4	A small planet	1d5 on Table V and 1d5+1 on Table IV
5	A roughly Earth-sized planet	1d7 on Table IV and 1d8 on Table V
6	A large planet with strange rings	1d4+3 on either Table IV or Table V
7	A massive planet	1d4 on Table IV and Table V
8	A gas giant	1d4 on Table IV

¹ When rolling for cosmic body type, if you roll a 1 move that die one step down the dice chain and continue rolling all remaining cosmic body types with the smaller die.

TABLE IV

Table 5-4: Inhabited By

1d7	INHABITED BY	ROLL...
1	Uninhabited	-
2	Strictly vegetation	-
3	Some small animals	1d4 on Table VII
4	Some larger fauna	1d4 on Table VII
5	Some small clusters of sapient life	1d3 on Table IIX
6	Some widely dispersed cities	1d4 on Table IIX
7	A full-fledged planetary civilization	1d3+2 on Table IIX





TABLE V

Table 5-5: Valuable Resource

1d8	Valuable Resource (Roll 1d4 and consult Table VI for all results)
1	Gold: Despite not being as useful as a currency as it once was, gold is still very useful for creating electronics.
2	Iron: Not the most valuable resource, but always in demand.
3	Jewels: Though some can be readily synthesized, many still value authentic gemstones for jewelry and decoration.
4	Water: In high demand, and often harvested from uninhabited planets as liquid, vapor, or ice. Occasionally stolen from inhabited planets as well.
5	Rare plants: Can be used as building materials, serve a religious purpose, hold scientific value, etc.
6	Food crops: Often harvested and transported to less fertile planets and/or man-made environments.
7	Knowledge: Unique knowledge only found here. Could be sold to a particularly wealthy wizard or scientist.
8	Fuel: While not universal, spaceship fuel is still extremely valuable to the right people or in the right circumstances.

TABLE VI

Table 5-6: Status of Resource

1d4	Status of Resource
1	Untouched and undiscovered; a veritable or actual goldmine.
2	Discovered but as of yet untapped. 50% chance of a small mining outpost already present or under construction.
3	Currently being extracted and used. Roughly 1d3 years left until depletion.
4	Almost completely used up, either by the native population or by outside miners.

TABLE VII

Table 5-7: Animal Life

1d5	Type of Animal Life
1	Reptilian: Cold-blooded with scales. Typically also possess fangs and/or claws.
2	Avian: May or may not be able to fly, but have beaks and feathers.
3	Mammals: Have hair (covered or partial) and are warm-blooded.
4	Aquatic: May or may not have scales, but do have either gills or an alternate method of surviving underwater.
5	Mineral: Either metal or rock-based creatures or self-replicating robots.

TABLE VIII

Table 5-8: Level of Civilization

1d5	Level of Civilization	Roll...
1	Stone age; very minor tool use	1d2 on Table IX
2	Beginning to smelt metals	1d3 on Table IX
3	Have harnessed electricity	1d3+2 on Table IX
4	Initial attempts at space travel made	1d4+3 on Table IX
5	Have achieved interspatial travel	1d5+3 on Table IX

TABLE IX

Table 5-9: Relevant Government

1d8	Type of Relevant Government
1	Non-existent. Small collectives and family units make individualized choices.
2	A couple of small states exist and are almost entirely autocratic. Society outside of states is largely tribal.
3	Much of the world is divided into small kingdoms and fiefdoms that dictate local laws.
4	Large swathes of territory are ruled by ever-expanding empires.
5	A basic world government exists; more of a basic agreement between superpowers.
6	All territory is governed by one benevolent state that helps care for its inhabitants.
7	A fascistic global state exists that monitors all actions planetside as well as throughout nearby space.
8	Government has been abolished due to abundant peace and a lack of almost any kind violence.





MONSTER GENERATOR

There are two main ways to create monsters in Phantasmagoria. One is to take a standard fantasy monster and add a bit of science flair to it—for example taking a typical dragon and deciding that flies through space and breathes nuclear blasts instead of fire. The second way is to create a new monster from scratch. This section contains random tables for both.

Table 6-1: Monster Twists

1d12	Science-Fantasy Twists for Your Everyday Monster
1	They're robots! Scales are replaced with metal plates, teeth & claws with whirring drills, and wings with propellers.
2	Their biology has shifted. If they should be mammals, they're instead reptilian; if they should be reptiles, they're avian; and so on.
3	They're neon and have eyestalks. Pick any bright, neon color for their skin, feathers, or fur and add eyestalks for good luck. If their dominant coloring is neon already, pick a different, wilder neon.
4	Change their weakness (if they have any) to something more scientific. Being weak to fire is old news; instead their only weakness is radiation.
5	Give them either more or less eyes. If they had two eyes, now they have fifty (although maybe only two are open at any one time). If they had seven eyes before, now they just have two (or none!).
6	Give them weird armor. Encase your giants in plates of steel, actuated by steam pistons. Coat your dragon in asteroid chunks to protect its vulnerable skin.
7	Give them more tentacles! Regardless of whether they're functional, emphasize at least a dozen tentacles in your description.
8	Change how they move. Maybe wolves in your setting instead of just walking on four paws slither along the ground.
9	Change what they're made of. Throw an ogre made entirely out of reinforced stained glass at your players and let them discuss whether attacking it would be harder or easier than usual.
10	Give them science fiction weapons. A skeleton is still a skeleton, but now it has a blaster in its hands!
11	Make them astronauts! That's honestly it. Just doll them up in a spacesuit.
12	Roll twice and use both options simultaneously,





NEW MONSTER GENERATOR

The following series of tables will help you create your very own, randomly generated, possibly completely unique science-fantasy creature for your party to run across in an ancient, deserted spacecraft or the like.

Table 6-2: Hit Dice

1d8	Hit Dice	Average Hit Points	Roll... on the next table
1	1d6	4	1d2
2	2d8	9	1d2
3	3d6	11	1d3
4	4d8	18	1d3
5	5d8	23	1d4
6	6d8	27	1d3+1
7	8d8	36	1d3+1
8	10d8	45	1d2+2

Table 6-3: Size

1d4	Approximate Size	Roll... on the next table
1	Small: 1d4 feet tall & weighs 1d6+2 x 10 pounds	1d4+2
2	Human-sized: 1d4+3 feet tall & weighs 2d30+80 pounds	1d3+1
3	Large: 1d10+6 feet tall & weighs 3d8 x 40 pounds	1d4
4	Monstrous: 1d30+15 feet tall & weighs 2d30 x 100 pounds	1d3

Table 6-4: Armor Class

1d6	Armor Class
1	10-1d6: Weighed down by ineffective shielding or exceedingly clumsy
2	10: About as agile and able to dodge attacks as a normal person
3	10+1d4: Either has some light protection or is fairly nimble
4	10+1d8: Has moderate physical protection and is not particularly clumsy
5	10+1d12: Wears decent armor or has a strong hide
6	12+1d14: Heavily armored or supernaturally agile

Table 6-5: Type of Attack

1d7	Type of Attack	Roll... on the next table
1	Bite: 1d6 damage with +1d8 attack modifier	1d3
2	Claw: 1d4 damage with +1d7 attack modifier	1d3
3	Slam: 1d8 damage with +1d8 attack modifier	1d3
4	Chainsword: 2d16, take the lower result, damage with a +1d12 attack modifier	1d3+3
5	Sword: 1d8 damage with a +1d6+2 (roll d6 once keep that number for entirety of combat) attack modifier	1d3+3
6	Flintlock pistol: 1d8 damage with a +1d4+3 (roll d4 once and keep that number for entirety of combat) attack modifier	1d3+3
7	Grenades: 3d8 damage with a +1d4 attack modifier	1d3+3

Table 6-6: Intelligence

1d6	Intelligence Level
1	Runs on instinct; flight or fight only
2	Capable of some basic reasoning, won't bite the hand that feeds it
3	Animalistic but somewhat intelligent, akin to a particularly bright pig or parrot
4	Capable of language and some advanced logic (1d6+3 Intelligence)
5	Approximately human level of intelligence (1d8+6 Intelligence)
6	Potentially superhuman or at least rather bright (1d8+8 Intelligence)

Table 6-7: Appearance

1d6	Basic Appearance	Number of Limbs	Number of Eyes
1	Avian; beak and feathers	4	1
2	Humanoid		2
3	Robotic		
4	Reptilian; covered in scales	1d4+2	2d4
5	Piscine; gills and bulbous eyes	1d8	
6	Roll twice and combine	1d16+2	





Table 6-8: Special Abilities

1d12	Special Abilities
1-8	None besides those that make sense for the creature's appearance (a piscine creature may breathe underwater, etc.)
9	Energy blast: 1d4; (1) fire, (2) electricity, (3) acid, (4) cold) that deals 1d8 damage in either a 1d8 x 10 foot straight line or a 1d6 x 10 foot cone (50/50 chance)
10	Capable of flight: Can move 90 feet per turn in the air
11	Able to tunnel underground at a speed of 20 feet per turn
12	Regeneration: Can regenerate some hit points at the beginning of every turn. Roll 1d4 to determine how many: (1) 1, (2) 1d3, (3) 1d6, (4) 1d12

1D20 WAYS TO GET AROUND

The primary methods of transportation in Phantasmagoria vary widely across different planets and solar systems. This table provides a variety of transportation methods that may be implemented on alien planets.

Table 7-1: Transportation

1d20	Transportation
1	Ziplines between different levels of a city; the higher the level, the wealthier and it only costs money to ascend
2	Giant barges hanging underneath fish that swim through the air
3	Robotic exoskeletons built into the actual, ancient skeletons of giants
4	Reinforced capsules launched out of finely tuned cannons towards their destinations

Table 7-1: Transportation

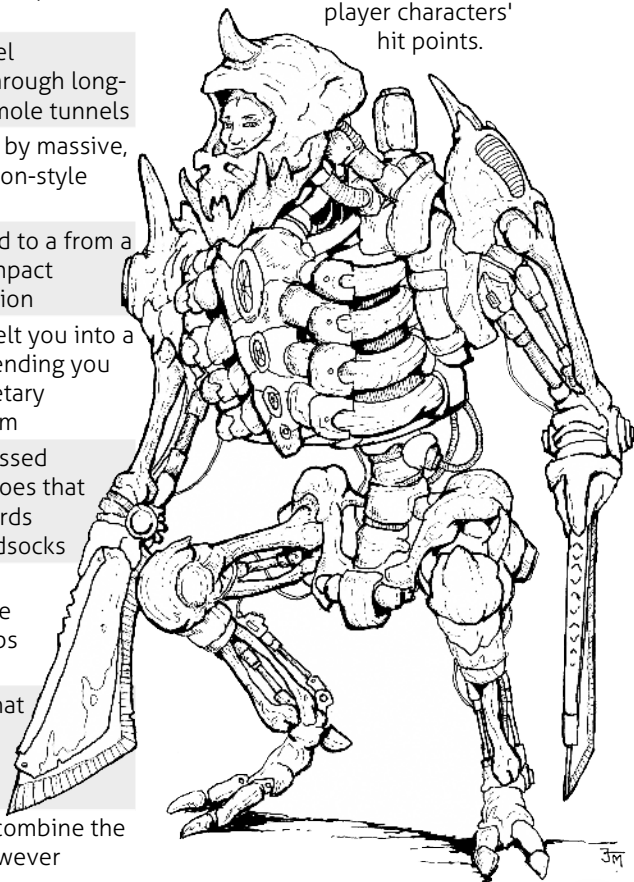
1d20	Transportation
5	Hang gliders propelled by exhaust from nearby volcanoes and thermal vents
6	Giant gondolas rowed underneath hovering cities
7	Transparent bubbles that float in midair and can be steered in any direction
8	Constantly opening and closing portals controlled by keys and linked to specific areas
9	Litters carried by reanimated skeletons wrapped in scented cloth

Table 7-1: TRANSPORTATION

1d20	TRANSPORTATION
10	Seats built on colossal pollen from gargantuan flowers, carried by equally large insects
11	Giant dog-like creatures with yellow-green fur and blue eyes that carry you to your destination
12	Shuttles that launch into outer space and go against the rotation of the planet to increase speed
13	Trains that travel underground through long-emptied giant mole tunnels
14	Chariots pulled by massive, Acme Corporation-style rockets
15	Mirrors that lead to a from a much more compact parallel dimension
16	Devices that melt you into a liquid before sending you through a planetary plumbing system
17	Carefully harnessed sentient tornadoes that are drawn towards enchanted windsocks
18	A giant, trained bat-like creature with chest-straps for passengers
19	Rocket shoes that propel you across slick metal tracks
20	Roll twice and combine the two options however makes sense

ERRATA

- ◆ Phantasmagoria #1: Gremlins cast spells as wizards, except for their reduced number of spells per day and the different list of spells available to them.
- ◆ Ship's hit points are now referred to as hull points to differentiate them from the player characters' hit points.





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