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Episode #42

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Sanctum Secorum Podcast

Episode #42 Companion

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Classes

Space Dwarves

"We dwarves toiled and dug deep beneath the ground. The bounty of stone was bestowed upon us, and much was built from the bones of mountains. We flourished and prospered, expanding our empire under the surface and grew fat and happy with fruits of our labour. Many wonderful relics were forged, and the arts of stone, metal and other things were mastered by our wise craftsmen. That was the golden age of good fortune for our kin, when the tide of time receded and the soft whispers of eternity caressed our ageless fate.

But, alas. As is our nature we dug too deep, and the foul things from beneath the mountains' roots rose up to meet us. Our society was cast in turmoil, our halls overrun by monstrous usurpers, our glorious machinations tossed to the floor and broken. We were ashamed, again brought low by the greed and hubris of our familial line.

It was resolved and decreed then, back in those darkened days as we subsisted on the ruins of our past glory: no dwarf would ever merely dig down, for only madness and destruction can be discovered in the hidden darkness below the mountains' bones. We dwarves would dig ever upwards, reaching towards the endless void between the stars far above. Our homes would join the worlds revolving in that emptiness, our mountain-vessels would discover the depths of the darkness above."

- Kezz Vixer, space dwarf anthologist

Description: Space dwarves are an offshoot of dwarfkind, originally hailing from a world where their ancestors dug too deep too many times. After facing another culture-dooming cataclysm these dwarves decided that they'd never again dig down into the darkness below, but rather would dig upwards, into the darkness of space itself. They crafted great mountain-vessels from their underground cities, and through perseverance and strange sciences rose to the sky inside their mountainous homes.

Space dwarven society is extremely advanced and post-post-modern in many ways. It is a confusing class society, with different districts of a mountain-vessel focusing on varied sciences and industries, toiling away under the convoluted designs created by their top-mountain elders and the great thinking-rocks controlling every aspect of space dwarven culture.

Author's note: This article grew far larger than originally planned, and I'd actually suggest that space dwarven characters will probably function best in a group consisting of only space dwarves: a landing party forced into surviving through the weirdness of a DCC campaign is probably the best way to utilize this class. This is not to say that it is impossible to run a space dwarf as part of a regular adventuring party, but some of the space dwarven sciences listed below are distinctly more useful in a group of space dwarves.

Hit Points: Space dwarves gain d10 hit points each level. Roll 0-level hit points as usual.

Weapon training: Space dwarf society has long ago advanced beyond the need for the martial training of their forefathers. A space dwarf is initially proficient with clubs, hammers, maces, staves, short swords, daggers and crossbows. Space dwarves are all additionally proficient with the use of tools as improvised weapons, and can all manipulate and use the items and equipment created through dwarven science. Space dwarves may use any armor they come across.

Alignment: The life of a space dwarf is hectic and hurried, and their alignments reflect the heterogenous nature of their mountain-vessel societies. All alignments are equally common, although some social scientists actually hypothesize that the moody and volatile nature of the space dwarves indicates that chaotic natures are prevailing in the current societal climate.

Slow: A space dwarf has a movement speed of 20'

Infravision: Space dwarves have an infravision of 60'.

Asteroid abilities: Long lives deep within advanced mountain vessels have given space dwarves a great affinity with stone construction and scientific equipment. Space dwarves add their class level to checks to investigate architecture, underground constructions or weird science.

Languages: All space dwarves speak space dwarven and space common, which allows them rudimentary communication capabilities with speakers of the archaic versions of these languages. Upon reaching first level space dwarves gain one additional language per point of Intelligence modifier. Roll d100 (re-roll duplicates): (1-5) Alignment tongue; (6-10) Chaos; (11-15) Neutrality; (16-20) Law; (21-25) Archaic dwarven; (26-30) Machine elf; (31-35) Archaic elven; (36-40) Archaic common; (41-45) Time-speak; (46-50) Dimension-tongue; (51-55) Phytoid; (56-60) Archaic halfling; (61-65) Archaic gnomish; (66-70) Insectoid; (71-75) Reptoid; (76-80) Manimal; (81-85) Voidic; (86-90) Angelic; (91-95) Demonic; (96-100) Archaic uncommon.

Space dwarf occupations: When generating a space dwarf character roll 0-level occupation on the table below. A space dwarf's occupations determine their class abilities to some extent. Upon reaching 1st level the character receives the skill listed on the table, along with two other skills (one chosen by the player and picked at random), refer to *Dwarven SCIENCES!* below for details and descriptions. 0-level space dwarves haven't yet fully realised their potential, and cannot access their professional abilities.

Space dwarves of course venture forth equipped with the marvels of engineering endemic to their highly developed society. Refer to *Dwarven ENGINEERING!* below for descriptions of these items.

Titles: Space dwarven titles are long-winded and detailed, based on the owner's position within the convoluted hierarchy of the mountain-vessel.



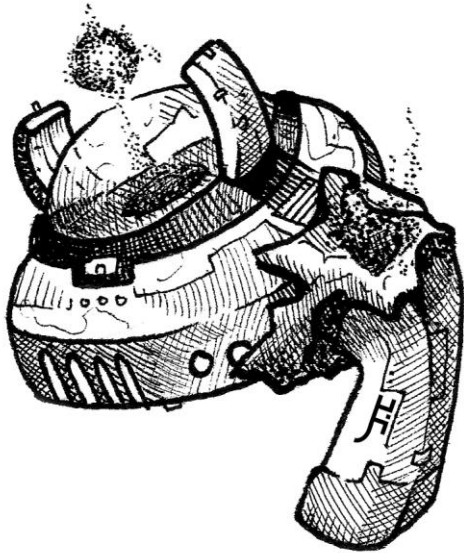
TABLE SD-1: Space Dwarf Occupations

d100	Occupation	Equipment	1st level skill
01-03	Appliance Engineer	<i>Vibronic screwdriver</i> and a set of precision tools.	<i>Fixetricks!</i>
04-06	Blastcap Specialist	Three <i>blastbombs</i> and a satchel containing a spool of fuse and a detonator.	<i>Boomology!</i>
07-09	Chimeister	A very large space-metal syringe (as shortsword) and a case of various chemicals.	<i>Chimestry!</i>
10-12	Chuteclimber	Two space-metal climbing picks (as hand axe) and 65' (20 m) of polymer rope.	<i>Chuteoneering!</i>
13-15	Codewriter	A rune-chisel (as dagger) and a <i>thinking-slate</i> .	<i>Decipherication!</i>
16-18	Credit Manager	A sack of debt chits (as mace) and a <i>thinking-stone</i> .	<i>Valuology!</i>
19-21	Data Analyst	A briefcase of case files (as club) and a <i>nasalogic runereader</i> .	<i>Datamancy!</i>
22-24	Distiller	Five space-metal jugs of <i>moon hooch</i> (full jug works as club).	<i>Spirituosity!</i>
25-27	Duct-crawler	A <i>vibronic duct-cleaner</i> and work overalls (as padded armor).	<i>Sneakology!</i>
28-30	Dwarfscaper	Beard-scissors (as dagger) and a box of grooming gear.	<i>Pogonology!</i>
31-33	Energineer	A space-metal wrench (as club) and a full <i>energy cell</i> .	<i>Energetics!</i>
34-36	Entologist	A <i>vibronic cattle prod</i> and a protective suit (as padded armor).	<i>Entologistics!</i>
37-39	Forcefield Engineer	A sphere stability adjuster (as spear) and a <i>vibronic resonance shield</i> .	<i>Force-o-tronics!</i>
40-42	Fungologist	A spore-rake (as staff) and a sack of space shrooms.	<i>Venomology!</i>
43-45	Gemologist	A space-metal jewelcutter (as dagger) and a <i>nasalogic deal-o-scope</i> .	<i>Dexteriomancy!</i>
46-48	Grief Counselor	A briefcase of patient files (as club) and a <i>nasalogic mood estimator</i> .	<i>Mood-mediation!</i>
49-51	Holographician	A <i>holo-beam lance</i> and adjustable protective goggles.	<i>Prismotronics!</i>
52-54	Holosinger	A <i>holo-trumpet</i> and a fancy performance outfit (worth 50 gp)	<i>Felixionism!</i>
55-57	Machinist	A <i>vibronic drill</i> and dirty work overalls (as padded armor).	<i>Gadgetology!</i>
58-60	Manager	A timeslab stamper (as mace) and an official looking suit.	<i>Leaderetics!</i>
61-63	Medician	A diagnostic tool (as club) and a first aid kit.	<i>Healesthenics!</i>
64-66	Performance Artist	A prop hammer (as warhammer) and a <i>holo-costume</i> .	<i>Performatics!</i>
67-69	Pest Controller	A vermincatcher (as spear) and a better mousetrap.	<i>Stabiothenics!</i>
70-72	Proteineer	A soylent-chopper (as battle axe) and a sack of protein rations.	<i>Sustainology!</i>
73-75	Quartermaster	A <i>handheld holo-scanner</i> and a sack of expired groceries.	<i>Fictionomancy!</i>
76-78	Radar Operator	A lense adjuster (as club) and a <i>nasalogic rangereader</i> .	<i>Perceptomancy!</i>
79-81	Sec Op	A <i>vibronic crowd pacifier</i> , riot shield (as shield) and heavy combat armor (as scale mail).	<i>Defentretics!</i>
82-84	Security Officer	A <i>holo-beam emitter</i> and decorative armor (as leather armor)	<i>Axology!</i>
85-87	Star-Up Entrepreneur	A sack of namerocks (as club) and a notebook of business ideas.	<i>Conartistics!</i>
88-90	Unity Enforcer	Truncheon (as club), riot shield (as shield) and light combat gear (as studded leather armor).	<i>Defusology!</i>
91-93	Vesselcarver	A <i>heavy holo-cutter</i> and work overalls (as padded armor).	<i>Crackalatics!</i>
94-96	Void Navigator	A space-range sextant (as mace) and a <i>nasalogic voidfilter</i> .	<i>Void-sight!</i>
97-99	Wageslave	A timeslab (as club) and a <i>thinking-pebble</i> .	<i>Muscularity!</i>
100	Prodigy!	Roll again twice.	

TABLE SD-2: Dwarven Sciences!

d100	Science!
01-03	<i>Axology!</i> : The dwarf is skilled in the ancient art of martial combat, practiced by dwarfkind since time immemorial. In addition to their space dwarf weapon proficiencies they are skilled in the weapon training of their ancestors (i.e. have dwarven weapon proficiencies as a bonus, DCC rulebook pg. 52) and must choose a lucky weapon upon reaching 1 st level (as warriors, DCC rulebook pg. 42); apply Axology modifier on attack rolls with chosen lucky weapon.
04-06	<i>Boomology!</i> : The dwarf is trained in the making and handling of <i>blastbombs</i> (see <i>Dwarven ENGINEERING!</i> Below). Making a bomb requires the right materials (worth 50 gp/bomb) and a DC 15 skill check. Failure wastes the materials, and a fumble means that the explosive detonates during the process. Boomologists roll all checks involving combustible materials at +1d to the roll.
07-09	<i>Chimestry!</i> : Space dwarves have developed many concoctions and decantations with effects similar to those of arcane alchemical potions. Chimeisters know this process intimately (use as <i>Make potion</i> , DCC rulebook pg. 223; halve all material costs, special ingredients only required at Judge's discretion, no brewing time).
10-12	<i>Chuteoneering!</i> : Space dwarves live in massive mountain-vessels, riddled with halls and passages, and full of high service chutes for air, heat and other substances. Those skilled in chuteoneering climb these passages for both fun and profit (as climb sheer surfaces, DCC rulebook pg. 35).
13-15	<i>Conartistics!</i> : All post-civilized societies are held together by intricate lies. Conartistics is the scientific art of reappropriating wealth and obfuscating intention (as pick pocket, DCC rulebook pg. 35; skill bonus also applies to lies and misdirection).
16-18	<i>Crackalatics!</i> : The creation of space dwarven mountain-vessels requires extensive knowledge of resonance fractures, asteroid tectonics and stone composition. This understanding can be utilized in the manipulation of other materials as well (as <i>Shatter</i> , DCC rulebook pg. 193).
19-21	<i>Datamancy!</i> : Datamancy is the science of deciphering signs, sigils and runes to trigger their hidden meanings (as cast spell from scroll, DCC rulebook pg. 36; check is always rolled as d16+bonus). Datamancers can also tap into their learning banks to comprehend runes and markings for limited periods of time (as <i>Read magic</i> , DCC rulebook pg. 152).
22-24	<i>Decipherication!</i> : Deciphericators approach all writing as code, and can glean meaning in the most alien symbol-sets (as read languages, DCC rulebook pg. 36). Additionally, they can focus their abilities to gain a detailed understanding of textual material (as <i>Comprehend languages</i> , DCC rulebook pg. 136; no understanding or ability is gained for spoken language).
25-27	<i>Defentretics!</i> : Space dwarves are prone to have moody fits, and whole sections of mountain vessels can degenerate into riotous chaos. Defentretics is the martial science of fending off attacks, often with improvised shields such as cutting boards, cupboard doors and <i>thinking-slates</i> (as sword and board, DCC rulebook pg. 52; add defentrics skill bonus to shield bash die).
28-30	<i>Defusology!</i> : Space dwarves are an ingenious and industrious people, and these qualities seem to heighten with their swinging moods. Defusology represents the training required to disarm booby traps set by mischief-ridden comrades (as disarm trap, DCC rulebook pg. 36). Defusologists also gain +1d on diplomacy checks to de-escalate aggressive situations.
31-33	<i>Dexteriomancy!</i> : Dexteriomancers practice their manual coordination daily, and the rigorous training provides a great boon in manipulating all manner of intricate mechanisms and devices (as pick lock, DCC rulebook pg. 35; bonus also applies to other tasks requiring a keen eye and a steady hand).
34-36	<i>Energetics!</i> : Space dwarves have explored countless worlds in the endless void, and learned to adapt to available resources. Energetics is the science of creating fuel for space dwarven gizmos and contraptions from whatever is available nearby. Energeticists can refuel spent <i>energy cells</i> and create new ones by spending resources (worth 50 gp/refuel or 200 gp/new cell) and rolling a DC 15 skill check. Failure indicates that the materials are wasted, and a fumble causes the concoction to explode (damage as a <i>blastbomb</i>). Energeticists can use <i>energy cells</i> to charge up a multitude of devices and processes (other technology, magical rituals or items with limited charges for example, all alternate uses are at Judge's discretion).
37-39	<i>Entologistics!</i> : Insects are everywhere, and after a while in the void the space dwarves were forced to solve the issue of mutated, gigantic bees, ants and cockroaches within their first mountain-vessel. Out of this need was born the science of entologistics: the discipline of using systematically bred gigantic insects as labour animals. Practicers of entologistics can bring forth the best in local insect fauna (as <i>Animal summoning</i> , DCC rulebook pg. 129; can only summon insects of unusual size).
40-42	<i>Felixionism!</i> : Space dwarves draw inspiration and joy from the artful science of felixionism. A felixionist can cause others to be more successful in their endeavours, and as such is integral to the success of space dwarven society (as good luck charm, DCC rulebook pg. 60).
43-45	<i>Fictionomancy!</i> : The exact science of fictionomancy is important in meshing together all of the disparate and contradictory bureaucratic information incumbent in running a highly advanced space dwarf society. It's practitioners are revered as the glue holding the space dwarven culture together through the toughest of times (as forge document, DCC rulebook pg. 36). Fictionomancers also roll all checks involving bookkeeping, law and bureaucracy in general on +1d.

46-48	<i>Fixetricks!</i> : No appliance is built to last forever, and the discipline of fixetricks is important in keeping space dwarven technology functional after its natural obsolescence (as <i>Mending</i> , DCC rulebook pg. 147; can be used to repair broken objects of space dwarven engineering).
49-51	<i>Force-o-tronics!</i> : The massive mountain-vessels of the dwarves gain their momentum through precise manipulation of natural force fields within the rock itself. Force-o-tronics is the science of creating and manipulating such force fields anywhere in the void or beyond (as <i>Force manipulation</i> , DCC rulebook pg. 143).
52-54	<i>Gadgetology!</i> : Gadgetology is the foremost science in space dwarven engineering. Gadgetologists can create any of the items listed below in <i>Dwarven ENGINEERING!</i> (apart for <i>blastbombs</i> , <i>energy cells</i> and <i>moon hooch</i>). Approximate resource requirements and skill check requirements given below in item descriptions (these are ultimately left to Judge's discretion).
55-57	<i>Healesthenics!</i> : Healesthenics is a combination of various other disciplines listed here, put together to provide safety and succour to space dwarves (as lay on hands, pg. 30 of the DCC rulebook; space dwarves are always considered to be the same alignment as the skill's user, anyone else is counted as opposing).
58-60	<i>Leaderetics!</i> : Leaderetics is the complex science of guaranteeing that volatile and moody space dwarves follow orders, at least to some extent (as <i>Word of command</i> , pg. 268; check result is halved for purposes of Willpower saves for non-space dwarf targets).
61-63	<i>Mood-mediation!</i> : Mood-mediation is essential in keeping a space dwarf population happy and functional. When a dwarf is stricken by a mood (as per <i>Dwarven MOODS!</i> Below) any mood-mood mediator present may make a contested Personality roll against the moody space dwarf. If the mediator wins the moody dwarf calms down, and spends the next round in an inactive, manic state instead of acting out.
64-66	<i>Muscularity!</i> : Space dwarven industry is built on the backs of stout workers. Muscularity is a science developed to aid them in their toil (as <i>Strength</i> , DCC rulebook pg. 198).
67-69	<i>Perceptomancy!</i> : Perceptomancy is the discipline of noticing minute details and reacting accordingly: mountain-vessels are often bustling and chaotic places, and the void itself offers myriad dangers to threaten the space dwarves. Perceptomancy is highly valued for its use in spotting disaster (as find trap, DCC rulebook pg. 36; and heightened senses, DCC rulebook pg. 57), additionally perceptomancers may add their skill bonus to their perception and initiative rolls.
70-72	<i>Performatics!</i> : Performatics is the primary way in which space dwarves share and learn their aeon long histories. It's practitioners are capable of acting out great events all on their own (as <i>Mirror image</i> , DCC rulebook pg. 182; can only target the performer themselves, but images can widely vary in appearance and act beyond mimicry).
73-75	<i>Pogonology!</i> : Many space dwarves think of pogonology as the most important science of all: it is the craft of manipulating beard-matter into wildly varying shapes and appearances (as disguise self, DCC rulebook pg. 36; can target others as well as self).
76-78	<i>Prismotronics!</i> : The science of manipulating and taming light, prismotronics can produce illumination and colour where there is none (as <i>Color spray</i> , DCC rulebook pg. 135).
79-81	<i>Sneakology!</i> : Space dwarves have discovered that it is somehow possible to move about unnoticed even in the most cramped and well lit spaces: this is the science of sneakology (as stealth, DCC rulebook pg. 60).
82-84	<i>Sprituosity!</i> : No mountain-vessel could be sustained without a constant supply of blessed hard alcohol. Sprituosity is the science of creating strong drink out of any liquid (as <i>Blessing</i> , DCC rulebook pg. 255; can only be used to create <i>moon hooch</i> , which functions exactly as holy water, with the added benefit of being really, really strong alcohol).
85-87	<i>Stabiothenics!</i> : Stabiothenics is the applied science of hitting hard while the target isn't looking. It is usually practiced by pest controllers within the mountain-vessel, and furtive space dwarves prone to murderous fits (as backstab, DCC rulebook pg. 34).
88-90	<i>Sustainology!</i> : Resources are often scarce in the void of space, and space dwarves have had to create a science just to guarantee their continued sustenance in the harsh environment. Sustainology provides food and water for whole populations of mountain vessels (as <i>Food of the gods</i> , DCC rulebook pg. 262; spell mainly produces protein rations known as space-soylent).
91-93	<i>Valuology!</i> : Valuology is an ancient science: space dwarven myths tell of a time when all dwarves knew it well, but it has recently fallen into decline. Valuologists can instinctively sense valuable materials (as dwarven sense of smell, DCC rulebook pgs. 52-53) and may roll all evaluation rolls involving such on +1d.
94-96	<i>Venomology!</i> : As insects and mushrooms are both important to the space dwarven livelihoods it is only natural that a science has been developed to recognize and utilize the dangerous compounds sometimes found among both. Venomologists can use and craft poisons (as handle poison, DCC rulebook pg. 36), and may roll saving throws against such on +1d.
97-99	<i>Void-sight!</i> : The void is dark and full of wonders, and some dwarves have evolved to have void sight to find what is hidden therein. Void-sight allows space dwarves to see the hidden (as <i>detect magic</i> , <i>detect evil</i> and <i>detect invisible</i> , DCC rulebook pgs. 260, 259 and 165).
100	<i>SCIENTIFIC HYBRIDIZATION!</i> : Roll again twice and combine the results to form a new scientific discipline.



Dwarven SCIENCES!: As an innovative and advanced civilization, the space dwarves have developed many disciplines, all necessary to the productive functioning of space dwarf society. All dwarves are trained in three sciences: one for their designated occupation, one for their inherited tradition and one chosen by the dwarf themselves. These skills are determined as follows: one is determined by the character's 0-level occupation, another by a random roll on Table B below and finally one is picked by the player. Science roll bonuses depend on whether the skill is an occupational, inherited or self-taught ability (see Table XX: *Dwarven ADVANCEMENT!* Below).

Most dwarven sciences are developed and varied versions of skills and spells found in the DCC rulebook. These sciences are described in full in Table B, and page references are given when appropriate.

Dwarven ENGINEERING!: Space dwarven engineering produces many wonders unknown to less advanced civilizations. The science of gadgetology has multiple specializations, the chief of which are vibronics, the cultivation and manufacture of thinking-rock items, nasalogics and holographics. In addition to this the everyday life of space dwarves is largely fueled by conveniences beyond the ken of earthbound races. Below are a few examples of such items, and the invention of more is left up to the Judge. Judges should also note that most of the items below are originally designed as tools, and most are quite serviceable even without expending energy.

Power checks and fumbles: Many of the items below call for a power check when used. As space dwarven gadgets are often unstable, old or mismanaged, and space dwarven energy cells are made by recycling whatever materials are available, their functionality isn't exactly guaranteed.

A power check is made by rolling against the character's Luck, aiming for equal or below. If the check is successful, nothing happens. If the check fails, the energy cell is depleted by one power point; a full energy cell has contains three power points, so when three checks have been failed the energy cell is spent and has to be replaced to enable further use.

A fumble while using an item with an energy cell in it always indicates that the energy cell is depleted in addition to other effects.

Dwarven conveniences: Everyday life aboard a mountain-vessel is hectic, and only possible due to the excellent ingenuity of the space dwarf culture.

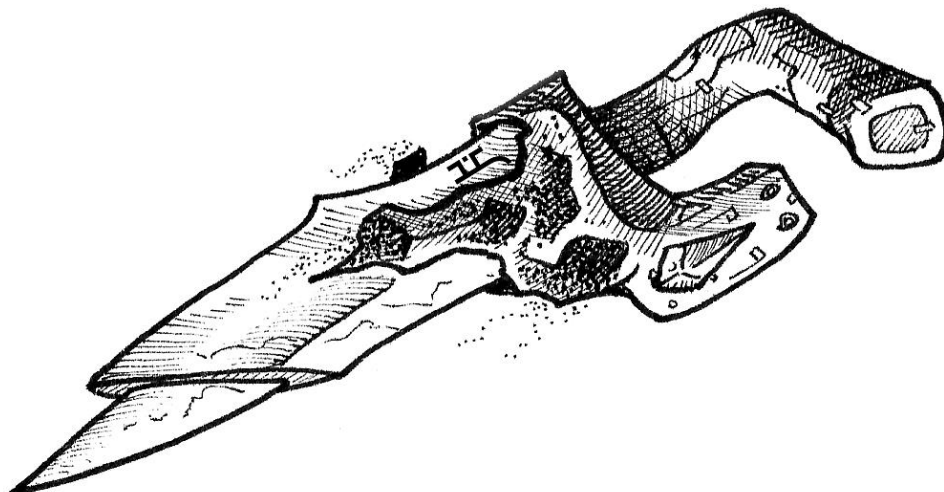
TABLE SD-3: Dwarven Conveniences

d3	Item
1	<i>Blastbombs:</i> Explosives are an important part of space dwarven culture. They are employed in all walks of life, from prospecting to mountain-vessel maintenance and lethal pranks instigated by moody space dwarfkin. The basic explosive known to most space dwarves is the blastbomb: built out of whatever combustible materials are available, these explosives usually come with short fuses and cause 3d6 damage in a 10'(3 m) radius. Other variants exist and can be acquired at Judge's discretion.
2	<i>Energy cells:</i> Space dwarven gadgets require power, and consequently energy cells are absolutely necessary for the continued functioning of a mountain-vessel society. Skilled at scavenging suitable materials from almost anywhere, energeticists can refuel these cells in order to guarantee maximum efficiency. A full energy cell contains three power points, which are depleted by failing power checks when using gadgets.
3	<i>Moon hooch:</i> Space dwarves are quite bipolar, vacillating between anxiety, ennui and manic fits. The only thing that seems to soothe their nerves is hard drink: colloquially known as moon hooch, this blessed beverage is the cornerstone of space dwarven industry at large. Moon hooch is potent alcohol, and additionally functions like <i>holy water</i> (DCC rulebook pg. 255).

Dwarven holographics: Space dwarves are extremely skilled in manipulating light, and can make it harden through the science of holographics. Holographic items are mainly designed as weapons, but other uses exist. Holographic equipment requires quite a bit of energy, and many of the items can additionally be overcharged to release more power when used.

TABLE SD-4: Dwarven Holographics

d6	Item
1	<i>Handheld holo-scanner:</i> Originally designed to help dwarven store managers keep track of their stocks, the handheld holo-scanner is actually surprisingly efficient as a ranged weapon (albeit with a limited range). If used as a weapon the holo-scanner has a range of 10'/15'/20' and a damage of 1d4, 2d4 if overcharged; roll power check when used, twice if overcharged.
2	<i>Heavy holo-cutter:</i> Heavy holo-cutters are used to mold rock and cut new tunnels and halls into a mountain-vessel. The item is extremely heavy, and capable of massive, pinpoint destruction. If used as a weapon the holo-cutter has a range of 60'/120'/180' and a damage of 1d16, 2d16 if overcharged; roll power check when used, twice if overcharged.
3	<i>Holo-beam emitter:</i> Holo-beam emitters are highly regulated personal protection devices. When used as a weapon the emitter has a range of 30'/60'/90', and a damage of 1d6, 2d6 if overcharged; roll power check when used, twice if overcharged.
4	<i>Holo-beam lance:</i> Holo-beam lances are the primary service weapon of the space dwarven army. Consisting of a stock and a long barrel, they are capable of releasing intense holo-beams at long ranges. When used as a weapon the lance has a range of 50'/100'/150' and a damage of 1d10, 2d10 if overcharged; roll power check when used, twice if overcharged.
5	<i>Holo-costume:</i> A novel application of the holographic science, holo-costumes allow the user to shroud themselves in flashing, hardened light. When activated the user is shrouded in light (equal to that of multiple lanterns) and gains +1 AC; if overcharged the intensity of the light increases (to daylight) and the AC bonus is doubled; an activation lasts for 1 turn; roll power check when activated, twice if overcharged.
6	<i>Holo-trumpet:</i> The holo-trumpet is the favoured instrument in space dwarven musical science. It is capable of generating almost any sound, while also generating holographic illusions. The trumpet can produce blasts of sonic light within a range of 30'/60'/90', causing 1d8 points of damage, 1d8 if overcharged; roll power check when used. Also, the trumpet can be used to produce an illusionary visual effect (as <i>Phantasm</i> , DCC rulebook pg. 187), this also requires a power check.



Dwarven Vibronics: Vibronics is the science of resonance and vibration. Space dwarves utilize its gifts to aid in the manipulation of matter, and many of their advanced tools are based on vibronic science. Most vibronic tools are simply superior versions of whatever they were designed to do, but they also make excellent weapons, as they disrupt the targets particle resonance structure. Other applications, such as the vibronic resonance shield, do exist. Equipment can be used without activating vibronics, if used in this way they act as mundane tools.

TABLE SD-5: Dwarven Vibronics

d6	Item
1	<i>Vibronic cattle prod:</i> Designed to help managing the oversized bees, ants and cockroaches used as livestock by the space dwarves, these rods are capable of delivering blows which disrupt even the thickest chitin carapace. Weapon use as staff; if vibronics are activated roll on +1d and make a power check for the item.
2	<i>Vibronic crowd pacifier:</i> Designed to keep moody dwarves in line, the vibronic crowd pacifier is essentially a baton augmented with vibronic science. Weapon use as mace, does 2d6 subdual damage when backstabbing; if vibronics are activated roll on +1d and make a power check for the item.
3	<i>Vibronic drill:</i> Vibronic drills are capable of making holes even in the hardest stone or metal. Weapon use as shortsword; if vibronics are activated roll on +1d and make a power check for the item.
4	<i>Vibronic duct-cleaner:</i> Consisting of a long shaft with a spinning blade, vibronic duct-cleaners are excellent at mowing through refuse and garbage. Weapon use as polearm; if vibronics are activated roll on +1d and make a power check for the item.
5	<i>Vibronic screwdriver:</i> Utilized to unscrew those rusted bolts and making short work of jammed mechanisms, vibronic screwdrivers are a mainstay of any self-respecting space dwarf engineer. Weapon use as dagger; if vibronics are activated roll on +1d and make a power check for the item.
6	<i>Vibronic resonance shield:</i> A handheld version of the massive resonance shields protecting the mountain-vessels themselves, vibronic resonance shields can absorb and mitigate blows amazingly well. Use as shield; if vibronics are activated attack rolls against character are made on -1d (announce before roll is made) and make a power check for the item.

Dwarven thinking-rocks: Through the careful cultivation of living rock, the space dwarves have perfected a method of creating stones capable of thought. These intriguing contraptions range in size from truly massive mountains-within-mountains which control the mountain-vessels, to tiny pebbles capable of tracking time and magnetic direction. All thinking-rocks contain a form of RI (Rock Intelligence) which is directly related to the size of the item: the largest thinking-rocks have the intelligence of demigods, while pebbles are more like small children.

TABLE SD-6: Dwarven Thinking-rocks

d3	Item
1	<i>Thinking-slate:</i> The most advanced of the easily portable thinking-rocks, the thinking-slate has the equivalent processing power of a modern laptop. It looks like a fairly thick book, with a crystalline display of dancing lights on the cover. The slate contains an advanced RI capable of complex analysis and semi-independent thought. Judges should treat a thinking-slate as a portable NPC, capable of both ingenious analysis and anachronistic incomprehension as per the narrative's needs.
2	<i>Thinking-stone:</i> These thinking-rocks are especially popular with all strata of space dwarven society. Easily portable, the fist-sized RI has all of the functionalities of a modern smartphone, including the ability to contact nearby mountain-vessels. Thinking-stone RIs are very goal oriented, and usually not all that creative in information processing; Judges should treat thinking-stones as particularly dense NPCs, able to assist the user in a variety of fairly mundane tasks.
3	<i>Thinking-pebble:</i> Not all thinking-rocks are cultivated equal. The thinking-pebble is little more than a smartwatch combined with a pager: their most common usage among the space dwarves is to keep the working poor focused on their myriad tasks in running a mountain-vessel society. The objects are capable of receiving short messages, telling time and acting as compasses, but very little else. The simple RI within is comparable to a small child.

Dwarven nasalogs: The dwarven sense of smell has always been advanced, and thus it is only natural that the space dwarves have developed implants to further enhance their olfactory perception. Nasalogic implants are designed to utilize the vast brainspace dedicated to deciphering various smells, giving the dwarf an unerring nose with various complex tasks.

TABLE SD-7: Dwarven Nasalogs	
d5	Item
1	<i>Nasalogic deal-o-scope:</i> The nasalogic deal-o-scope allows the user to sniff out good deals, and instinctively improves their mercantile skill. The user gains +1d to all haggling and mercantile rolls.
2	<i>Nasalogic mood estimator:</i> This implant allows the dwarf to process the olfactory cues and pheromones of others, increasing their capability read the moods of others. The user gains +1d to all social and empathy rolls.
3	<i>Nasalogic rangereader:</i> The nasalogic rangereader allows the dwarf's brain to process spatial cues and information in their highly advanced olfactory lobe. This increases their spatial perception rolls by +1d, and increases the range of any missile weapons by +10' (~3 m).
4	<i>Nasalogic runereader:</i> This implant applies the potential of the dwarven olfactory lobe to linguistic and verbal information, allowing the user +1d to all relevant rolls, including dwarven science checks.
5	<i>Nasalogic voidfilter:</i> The nasalogic voidlense is designed to discern the hidden vibrations of the aether void of space. It also aids with perceiving hidden things in general: the user has +1d on checks to spot or discover hidden things, and suffers no penalties when against invisible opponents.



Dwarven MOODS!: The long light-years of life within the confines of space-bound mountain-vessels have distinctly transformed the nature of space dwarfkind. Namely, the dwarves have become prone to suffer extreme moods when faced with unlikely odds.

When a space dwarf *fumbles* or *witnesses an ally's fumble* (i.e. someone rolls a 1 on a D20), they must roll a mood roll on the table below. Note that the *Dwarven MOODS!* rule (see below) affects all rolls made by dwarven players, and in case of spell-like science-abilities replaces both spell fumble and disapproval effects. Space dwarves cannot spellburn to increase check results.

TABLE SD-8: Dwarven Moods	
d20+ PER mod	Effect
0 or less	<i>Emotional paralysis</i> : The dwarf cannot contain their exasperated emotions and becomes paralyzed by their frustration for 2d6 rounds.
1-2	<i>Hysterical blindness</i> : The dwarf is struck momentarily blind by the stress of the situation. They cannot see at all for 2d6 rounds and move randomly at half speed for the duration unless guided by others.
3-4	<i>Frustrated rage</i> : The bottled rage within this dwarf's soul boils over! They attack the nearest aggressor with no care for their own safety; if no enemies are present, they take out their berserk rage on the nearest ally. The condition lasts for 2d6 rounds.
5-6	<i>Exasperated exhaustion</i> : The desperation of the situation is entirely too much for the dwarf to bear. They become exhausted, suffering -1d to all actions until they have the opportunity to enjoy a full 8 hours of rest.
7-8	<i>Confused daze</i> : The dwarf falls into an uncomprehending daze due to the stress of the situation. They suffer -1d to all actions and move at half speed for 2d6 rounds.
9-10	<i>Stress-vomiting</i> : The dwarf suffers a sudden physical illness due to the shocking stress of the situation. They spend 1d3 rounds emptying their stomach, incapable of any actions beyond movement.
11-12	<i>Inconsolable tears</i> : The dwarf starts crying in their desperation: the heaving, inconsolable tears force a morale check on nearby henchmen.
13-14	<i>Grudging mischief</i> : The dwarf feels slighted by the incapability they've witnessed. There is no immediate effect, but the dwarf must roll all further mood rolls with a cumulative -5 modifier due to brooding; this effect nullifies once they've committed an act of malicious mischief.
15-16	<i>Manic laughter</i> : Overcome by the cruel comedy of circumstance, the dwarf starts laughing maniacally for 1d3 turns. Any enemies witnessing this must take a morale check.
17-18	<i>Fearsome anger</i> : A cold anger washes over the dwarf, strengthening their resolve. For 1d6 rounds they have an additional +1 bonus to both attack and damage rolls.
19-20	<i>Joyful inspiration</i> : Despite the odds, the dwarf feels powerful and ready. They gain an additional d20 action die for 1d6 turns.
21 or more	<i>Dwarven paragon</i> : Hardship inspires the dwarf, who in turn inspires all those around them. The dwarf and any allies within 30' gain a +1d to all actions for 1d6 turns.

TABLE SD-9: Space dwarf advancement									
Level	Attack	Crit die / table	Action die	Ref	Fort	Will	Dwarven sciences		
							Occupation	Inherited	Self-taught
1	+1	D8/III	1D20	+0	+1	+0	+1	+1	+1
2	+2	D8/III	1D20	+1	+2	+0	+2	+2	+1
3	+2	D10/III	1D20	+1	+2	+1	+3	+2	+2
4	+3	D10/IV	1D20	+2	+2	+2	+4	+3	+2
5	+4	D12/IV	1D20+1D14	+2	+3	+2	+5	+4	+3
6	+5	D14/IV	1D20+1D16	+3	+3	+2	+6	+5	+3
7	+5	D16/IV	1D20+1D20	+4	+4	+3	+7	+6	+4
8	+6	D16/V	1D20+1D20	+4	+4	+3	+8	+6	+5
9	+7	D20/V	1D20+1D20	+4	+5	+4	+9	+7	+5
10	+8	D20/V	1D24+1D20	+5	+5	+4	+10	+8	+6

NAME:		TITLE:		ALIGNMENT:	
OCCUPATION:		CLASS:		GENDER:	LEVEL:
STRENGTH:	/	MOD:	HD:	HIT POINTS:	/
AGILITY:	/	MOD:	REF SAVE:		SPEED:
STAMINA:	/	MOD:	FORT SAVE:		ACTION DICE: (+D14)
PERSONALITY:	/	MOD:	WILL SAVE:		ATTACK BONUS:
INTELLIGENCE:	/	MOD:	LANGUAGES:		CRIT DIE:
LUCK:	/	MOD:			CRIT TABLE:

WEAPON	INITIATIVE ROLL	ATTACK ROLL	DAMAGE	ARMOR
				ARMOR CLASS:
				CHECK PENALTY:
				FUMBLE DIE:

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

SPACE DWARF ABILITIES	
SLOW: BASE SPEED 20'.	ASTEROID ABILITIES: ADD CLASS LEVEL TO ROLLS TO INVESTIGATE ARCHITECTURE, UNDERGROUND CONSTRUCTIONS OR WEIRD SCIENCE.
INFRAVISION: RANGE 60'.	
OCCUPATIONAL SCIENCE:	
INHERITED SCIENCE:	
SELF-TAUGHT SCIENCE:	

NOTES	LOOT & GEAR
BIRTH AUGUR:	

Fiction

Encounter in a Punjar Tavern

Smoke swirled through the air of the tavern as the satisfied crowd entered, clamoring about the day's activities. Like sports-fans everywhere, the crowd's spirits were lifted with the jubilation of victories by their favorite arena combatants. In the back corner, an aged man sat nursing his drink, scowling at the rowdy intrusion to his quiet drink. Setting his tankard down with a sigh, he listened to the names rattled off from the day's combats.

"...and then Abduhla the Crass ripped off the man's pizzle and fed it to him..."

"Kur-toh the Demon cleaved the man in two with a single swing..."

"Tamara the Skip strangled her foe with his own intestines...."

The man in the corner cleared his throat quietly. The crowd ignored him. He cleared his throat more loudly and theatrically, but still the crowd ignored him. With an irritated look he swigged the last of his stout, hefted the tankard once, twice, as if checking its weight and then hurled it into the crowd. The melon-like sound of a splitting skull silenced the room as one of the revelers sank to the floor, unconscious or dead. As one, the crowd turned towards the man, murder in their eyes.

"Who here," the man started calmly, "is familiar with Rocco, the 'Mad Barber'? Anyone?" The older man turned his scarred face about the room, looking at dull, staring, uncomprehending faces. Finally, someone in the back responded.

"You mean the Overlord's jester?" The voice was filled with contempt, and others in the crowd snickered and laughed at the inclusion of 'jester'. "I hear he sits and juggles oranges all day to amuse the nobility, going on twenty years now. Oh yes, he must be scary....." The speaker wagged his fingers to emphasize his disdain. The crowd roared with laughter as the speaker began skipping around the room, slapping the side of an imaginary horse and capering like one might imagine a fool would. At least, if one were unfamiliar with what a fool actually does.

"Do you know the purpose of a fool? Do you understand that his role is to speak truth, no matter how ugly, to those in power? Do you understand that the amusements of a fool are also lessons, sometimes quite pointed?" The old man glowered at the prancing idiot.

The young man guffawed. "I think you have too high an opinion of japing clowns who dance for the amusement of the Overlord." The crowd howled at his barbed words and his buffoonish behavior.

The old man rolled his head from side to side, accompanied by the gristly crunching of abused cartilage. As he rose to his feet there was a thunderous cracking of protesting knees, but he stood and faced the crowd, unflinchingly. Reaching down to the chair next to him he pulled up what appeared to be the end of a length of multi-colored rope. It was only upon closer examination that it became apparent that the rope was made of human hair, gathered from countless scalps. The man licked his lips...

"Then I suppose it is time to remind you punks of who I am, and for me to feed my trophy."

From outside the screams were heard for several blocks, but it was the silence afterwards that was the most unnerving.

-Fin-

Monsters

Gringolek

Who hasn't heard the derisive, "little green men from the moon"? If you feel your sci-fi adventure is seriously lacking in little green men that make their homes inside craters, then look no further than the Gringolek!

This race of 5cm high, interstellar gremlins are the bilge rats of the star faring world. They burrow easily into soil and will build entire empires beneath planets, moons, and asteroids that they find themselves landing on. From there, they burrow into the ground and stop at the first chamber, crater, or sewer that they find. From there, they begin the only pleasure the Gringolek know, construction. Cast off debris from the civilizations they live under, or natural elements are then used to form the bones of their cities. They can achieve this feat by means of their exosuits which give them the strength of 10 human men. From the naked eye, it would look like a rat's nest of trash, but if an average humanoid would be shrunk to their size; they would marvel and consider such a city a wonder, a metropolis built within days. Once a city has been built and sufficiently supplied, a group led by a cadre of females will then sneak into the next vessel destined to leave for another destination, thus continuing their cycle.

Gringolek society is strictly matriarchical in nature, with the healthiest mature female overseeing a given city, or colonization group. Males do most of the building under the watchful eyes of a female squad leader and listen to their directions without error. An infant reaches maturity within 3 days and the longest living specimen living about a month.

Gringoleks shy away from direct confrontation with the big people, preferring guerilla tactics and ambushes. They always wear their exosuits in such confrontations. Cowardly, but not vicious, these beings will not resort to violence first, preferring diplomacy if possible.

Gringolek: Init +5; miniscule pick or maul +8 melee (1d2+8) or disruption ray +4 missile attack (1d5); AC 16; HD 1d2 MV 30'; Act 1d20; SP exosuit, water weakness; SV fort +1, Ref +6, Will +1; AL N.
(Stats are with exosuits worn and powered on. Otherwise, damage with hand weapons is (1))

Water Weakness: Common water is extremely deadly to Gringolek biology. Any Gringolek fully immersed in water will take 1d10 damage per round of exposure, no save.

Exosuit (*Artifact of the Ancients*)

Tech Level: 5 **Complexity Modifier:** 8
Protection: +3 AC
Special: +15 Strength, 8 hours oxygen supply
Power: Energy Cartridge (8 hours)

Gringoleks will NEVER give up the secrets of their exosuits to the tall ones.

Disruption Ray (*Artifact of the Ancients*)

Tech Level: 4 **Complexity Modifier:** 4
Range: 10'
Damage: 1d5
Power: Energy Cartridge (20)

Primarily used for construction work, the Disruption Ray disrupts the molecules of a solid substance.

NPCs

Rocco 'The Mad Barber' / 'The Barber of Death' Hawser

(Created and played by [Jim DelVasto](#))

A rope-maker by trade, Rocco was one of many who found himself swept from the streets and cast into the fighting pits of Punjar with little warning, and less preparation. It was there that his true, darker nature was revealed to the world in all its glory as he emerged, blinking, into the daylight, clutching and crooning over his "trophy." As he enjoyed victory after victory in the grand tournament, his trophy grew in length as he added locks of hair, shorn from the corpses of his felled opponents. Rocco fought with no malice—only a desire to win.

While he ultimately took second in a tournament that is normally to the death, his fierce antics and ruthless nature appealed to the Overlord, who gifted him with custom made full-plate and appointed him as his "jester." The amusements of the Overlord are dark indeed.

When "working," Rocco is easily recognized. Armored in his custom full-plate of fine steel tinted with purple and black motley, the helm of which is formed to appear as a cap n' bells, the warrior has a distinctive appearance. When enjoying time off, however, the aging man with the scarred face is easily confused for a common man. This is often a rather fatal mistake.



Rocco Hawser

Chaotic Warrior (5th level)

Occupation: Rope-maker

Strength: 13 (+1)

Agility: 16 (+2)

Stamina: 10 (0)

Personality: 5 (-2)

Intelligence: 9 (0)

Luck: 6 (-1)

HP: 42; Speed: 30; Init: 3

AC: 12 (Unarmored, +0; Check penalty 0; Fumble die d4)
20 (Harlequin's Full-Plate, +8; Check penalty -8; Fumble die d16)

SV Fort +3, Ref +5, Will -1

Attack Mod: d7

Attack Dice: 1d20/1d14; Crit Die/Table: 1d24/V

Trade good: Rope (100')

Lucky sign: Bountiful harvest (Hit points, applies each level) (+2)

Languages: Common

Occupation Weapon: Dagger d3 (dmg 1d4+1+deed roll)

Warrior trait: Lucky weapon Battle Axe (+2)

Teeth (artifact, +1 battle axe): Int 6; AL C; bane: gods/*shattering blow* (inflicts additional 1d10 on a critical hit), demons/*beacon of fury* (weapon attempts to persuade everyone that it can communicate with to attack the bane under any circumstances - ego check for wielder and potentially others); communication: simple urges; special powers: *detect* gems within 30', *vampiric touch* (any time the wielder inflicts 10 or more points of damage in a single strike, he heals 1 hit point).

Shala al Farûl

Her skin is obsidian, the smooth black of the stone reflecting a series of stars and constellations of a yet-unknown world. Her hair is colorless, braided with beads and rings of various make and design. Her face is an oddity. The features are human and appear under the stone surface of where they should be. Her eyes are distinctly almond-shaped and look like they were drawn in, as do her nose, red lips, and white brows. Besides these features, she is human in shape and could be considered attractive. She dresses in the outfits seen by many outlaws: a grey suit that sports several pockets of various size, sturdy boots, and gloves. She is never seen without her pair of shining silver swords.

Shala is an accomplished space pirate, one favoring capers and grand burglaries. Her preferred targets are rare and unique artifacts, treasures, and kidnappings. Always charming and never lacking a quip, she is reminiscent of a smarmy swashbuckler. However, this is all smoke and mirrors. Mysterious, but never malevolent, she will double cross any potential allies if it means that she can make off with the prize unscathed, hopefully returning to taunt and tease them again. In fact, she looks forward to having a band of rivals her match in skill, or cunning.

Shala al Farûl (space pirate): Init +4; Atk shining silver sword +9 melee (2d3+5, ignores metal armor) or energy pistol +12 missile fire (1d8); AC 17; HD 7d6; hp 43; MV 30'; Act 1d20+1d16; SP dematerialize, pass through walls, thief skills +16 (climb sheer surfaces, find trap, forge document, disable trap, sneak silently, pick locks); SV Fort +3, Ref +8, Will +; AL N.

Dematerialize: Once per day, Shala can make the molecular structure of a handheld object to become unstable, this causes the item to effectively become invisible while it is held in her hand.

Pass Through Walls: 5 times per day, Shala can pass through a solid wall as though it doesn't exist. A favorite double-cross of hers is to shoot out a light source, grab the prize, and pass through the nearest wall.

Shining Silver Swords: A pair of slender scimitars made from a composite of ceramics, bone, and mercury. These blades slip through iron, steel, and bronze as if they simply don't exist. Energy, magic, and natural armors resist them normally.

Energy Pistol (*Artifact of the Ancients*)

Tech Level: 4 **Complexity Modifier:** 5
Range: 50'
Damage: 2d3+5
Special: ignores metal armor
Power: C-Cell (10), F-Cell (20), Q-Cell (U)

Favored by space pirates for a high level of punch at close quarters, these rare items are nearly as dangerous as those who wield them.



Patrons



Ghost Smoker

*Dead children stacked in the abyss of my pipe
I use their dreams for kindling, when I set them alight
Smoking their ghost fill my soul with their sorrow
Exhaled in the void, their hopes for tomorrow*

*Dear mothers my gratitude for your treasure
Bone fume high, your future burns for my pleasure
Hang them up by the neck dry them out in the wind
Snap bones off like twigs, burn sweet marrow within*

*Everyone's gonna fade away one day
No need for patience, send them right my way
There's nothing to be gained from getting old
Happiness is sorrow for a dying soul
Saint Karloff, "Ghost Smoker"*

Ghost Smoker is a potent servant of chaos who has, over time, become a power unto itself. In life, the being ground the bones of the dead—slaves, abused children, betrayed cultists, and others of the abused—and smoked the powder to absorb the energies of their tormented souls. So fueled by their torment was the wizard, that death itself held no power. Ghost Smoker ascended into the pantheon of Chaos.

Followed by the darkest and twisted of Chaos' servants, Ghost Smoker is called upon by malevolent forces seeking to do ever greater acts of cruelty and depravity until they are finally a feast for its pipe.

Invoke Patron check results:

- 12-13** Ghost Smoker grudgingly accepts the supplicant's request and heightens their cruelty with a +1 bonus to damage on their next action.
- 14-17** Ghost Smoker reaches out to weaken the wizard's prey (-2 AC for CL rounds).
- 18-19** Ghost Smoker whispers into the ear of the caster, granting knowledge of their target's darkest fear.
- 20-23** Ghost Smoker delights in the cruelty of its follower and grants them insight into the agonies of the flesh. Caster may spellburn hit points to fuel a single spell within CL rounds.
- 24-27** Ghost Smoker sends forth a weeping wind. All within 100' of caster must make a DC 18 Will save or flee.
- 28-29** Ghost Smoker empowers the wizard's magic, granting a +1d damage bonus to their next spell.
- 30-31** Ghost Smoker deadens the supplicant's nerves, making them immune to pain for CL rounds (+3 bonus to Fort saves).
- 32+** Ghost Smoker raises the wizard's depravity to new heights, allowing them to spellburn Personality points for CL turns.

Patron Taint: Ghost Smoker

When patron taint is indicated for Ghost Smoker, roll 1d4 on the table below. When a caster has acquired all taints at all levels of effect, the caster's soul is bound to their bones, to be eventually ground for the pipe of Ghost Smoker.

Roll Result

- 1** Ghost Smoker twists the nature of the caster, permanently stealing one point of Personality, making them ever crueler. This may not be recovered by any means, mundane or mystical. On the second instance of this taint, the cost doubles and, on the third and final acquisition of this taint, it doubles again (-4).
- 2** The skin of the wizard's chest becomes covered in scrawling writing that details every cruelty inflicted during his life. On this result being rolled a second time, the script enlarges as it spreads across the wizard's legs. A third result spreads the text across the wizard's arms. The fourth, and final, result spreads the script across the wizard's face, with the most recent information being there. This allows anyone to literally read the wizard's crimes on his face.
- 3** Foul smoke, reeking of charred bone, belches forth from the wizard's lungs with each breath.
- 4** Painful spurs grow from the wizard's bones, digging into muscle and sinew. Movement becomes painful, decreasing the caster's movement by 5'. This result may be obtained multiple times, reducing the caster's movement to a minimum of 5'. The caster may seek to push past the pain, at a price, taking 1 hit point of damage per round, for every additional 5' moved, up to the wizard's original maximum.

Patron Spells: Ghost Smoker

Ghost Smoker grants no additional spells, instead choosing to allow his followers to do ever greater harm to their victims. Casters may choose one of their spells for him to specially empower for the purposes of doing harm.

Level 1: One chosen 1st level spell gains a permanent +1 to its spell check.

Level 2: One chosen 2nd level spell gains a permanent +1d to spell damage.

Level 3: One chosen 3rd level spell gains a permanent +1d to its spell check (max 1d30).

Spellburn: Ghost Smoker

Ghost Smoker makes specific demands of those who call upon it to increase their arcane might. When a caster utilizes spellburn, roll 1d4 on the table below.

Roll Spellburn Result

- 1** The wizard snorts coarsely ground bone powder, which scratches and tears at the tender flesh of sinuses and lungs (reflected as an expenditure of Stamina). The phlogistonic energies are released as a cloud of black smoke which pours from the caster's eyes, nose, and mouth.
- 2** The wizard must choke down the rotting flesh of a child, murdered by its mother. The corrupted miasma given off causes the caster to violently retch (reflected as a loss of Strength, Agility, or Stamina). So powerful is the caster's reaction that they must make a Fort save or be so weakened as to cancel the effects of the spellburn).
- 3** Caster must clutch a handful of smoldering pipe tobacco in their hand (reflected as an expenditure of Stamina and an equal number of hit points). This requires an additional round for the preparation of the spellburn but grants double the normal spellburn bonus.
- 4** Ghost Smoker has designs on the wizard's chosen victim. If the target is slain by the spell, the attributes lost to spellburn recover at twice the normal rate.



Reviews

All Heed the Black God (Saint Karloff)



Recently, it came to our attention that there was a song on Spotify entitled “Spellburn” by the band *Saint Karloff*. We gave it a listen and had to reach out to them to see if there might be a DCC RPG connection (because “spellburn” isn’t that common of a term).

Well, guess what? At least one of the members of Saint Karloff is one of us!

The term spellburn is something I found in the roleplaying game Dungeon Crawl Classics RPG, or DccRpg. It is an ability that wizards have, where they can sacrifice a physical part of their body to call upon the magic energy of the cosmos make their spell stronger.

And the lyrics in Spellburn is about a wizard who goes too far with this ability, and drains the universe all its magical energy, making his spell so strong that it destroys the rest of the universe. Except he’s not really a wizard, he’s a suicidal alcoholic who has destroyed the positivity in his own

little universe and is now going to release the negative energy which will destroy his small universe, by suicide.

Dark and heavy, the lyrics of this album seethe with an undercurrent of phlogistic corruption and patron taint. Saint Karloff’s sound is reminiscent of early Black Sabbath and this band from Norway really knows how to breathe sinister life into their brooding riffs. Songs like “Spellburn,” “Radioactive Tomb” (a personal favorite), and “Ghost Smoker” are guaranteed to stoke your creative fires when prepping for your next session. Each track is a journey, whether hellish or cosmic, the band is tight – ensuring you get to where they want you to be and without hurry (tracks on the album average 5+ minutes). **All that, and they play DCC RPG to boot!**

Give your players the gift of something to fear, add this music to your inspiration library.

You can purchase Saint Karloff’s album [HERE](#) for \$7.

Secrets of the World Harvesters (Purple Pirate Games) - Forthcoming

Let’s just start out with how massive this adventure is: the pre-release review PDF weighs in with over 50 pages of content. In addition to the adventure itself, there is a new patron (complete with patron spells) by Daniel J. Bishop, write-ups of four towns, extensive backgrounds, and it is filled with lavish illustrations. Right off, the visual appeal of this adventure is top-notch – Purple Pirate has certainly set the bar for “wow” factor.

There are a few places where DCC adventure aesthetics take a bit of a back seat; the villain is described as “essentially your average ogre,” and the way stat blocks are presented gives the page more of a 5E feel than some might want, but overall the feel is pretty funky/gonzo/DCC.

The first act of the adventure plays out how one might expect. Town raided, monsters lairing within a deep dark cave – but things take some unexpected turns from there. There is a richness of background details to help the judge build on things after – but some of the materials feel a little overlong.

The second act? Short as it is, this is where the adventure really shines. Those details that have been building up come cascading to the forefront as the PCs are pitted against ancient servants of the World Harvesters and events conspire to set up a continuing campaign against these foul, world-hopping villains. If you are a fan of Stargate SG-1 (like I am), you will see similarities between the Goa’uld and the World Harvesters. Not enough to be jarring or cause players to roll their eyes, mind you; just enough to get those creative juices flowing – and inspiration and creativity are what this is all about.

While offered as a stand-alone, this adventure feels like the pilot for a series, and the PCs are certainly put into the place of the larger-than-life heroes. Enough world-building materials are provided to get you started, and there are plenty of alternate settings available from third parties to help a judge keep things fresh.

Scott Swift is certainly swinging for the fences with this inaugural release and *Secrets of the World Harvesters* is a solid debut. There is some room for some improvement but, then again, those points may well be addressed before the final release. Regardless, this product does not disappoint.

Watch for it – Coming Soon to Kickstarter

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Episode #43

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