

TERROR OF THE STRATOSFIEND

#1



COMPATIBLE WITH

DCC RPG

ORBITAL
INTELLIGENCE

TERROR OF THE STRATOSFIEND

Beasts, horrors, and humans from stars beyond stars, pour through portals and reduce the land to ash. What more could you want? A talking shotgun? We've got that. A staff that hatches into a living breathing creature? We've got that too.

Ever wanted to take command of a 15 foot tentacled horror? Maybe you would rather find out what it's like to unleash unbridled psionic energy? Perhaps you'd rather sneak through the streets and sell your skills to the highest bidder? Or maybe you just wanted to call down the aid of a maniacal weapons satellite?

Inside you will find 4 new classes, 2 new patrons, new equipment to harness, new armor to wear, new weapons to use, and a weapons system upgrade.

This product is compatible with the
Dungeon Crawl Classics Role Playing Game.





TERROR OF THE STRATOSFIEND

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COMPATIBLE WITH
DCC
RPG



<http://orbitalintelligence.co/>

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WELCOME TO TERROR

The very fabric of the world bent and broke, as portals from stars beyond the stars started to open at random in an event known as “The Drop”. Cruel psionic tentacled giants, and a menagerie of entities both cthonic and cosmic erupted forth. Mankind was doomed as they knew it, until humans began pouring out of the portals. Humans that spoke the same language, and breathed the same air, but were from distant stars beyond the stars.

Something was different though, both Stratosfiend and Humans from both sides began to defect. The Half-Stratosfiend were born (honestly, don’t ask) and offered their services to the highest bidder. It was no longer Chaos vs Law.

It is up to you to determine how this engagement plays out.

Welcome to the world of Terror of the Stratosfiend! This setting is meant to stand on its own, as well as compliment other settings.

The new species and classes are open to any level 0 character, once they gain enough experience to reach the first level. In some cases this means that character may change species when they hit level 1. Not only is this allowed, but it’s encouraged. The Drop is a strange event, and it only makes sense that rampant mutation and infiltration would occur.

The weapon upgrades are intended to be simple and usable ways to add customization (try them out with any fantasy weapon).

Lastly let’s not forget the diabolical new Patrons calling themselves Orbital Intelligences. Sky-Lasher the Everlasting, Trident of the Sun (a bat winged demonic weapons satellite), and Terror-Eater, the Earth-Mother (an entity that is using the earth as its skin).



Human Sat-Caster in Explorer Exo-Suit by 2-headed giant



CLASSES

HUMAN SAT-CASTER

Curious. Brave. Hubris. All these things describe the humans that have risen above the odds to keep the horrors of space at bay. They may not be the strongest, or the fastest, but they make up the only line of defense against the terrors that space has to offer.

Sat-Casters call down hell from the skies above. They've learned to tame the wild intelligences that inhabit rogue space stations, and weapons satellites. They serve as the eyes and ears of what they call Orbital Intelligences (patrons), and will stop at nothing to spread their word.

HIT POINTS: 1d4 per level.

WEAPON TRAINING: Trained in all forms of laser weaponry. They gladly will wear armor of any type.

ALIGNMENT : Sat-casters fall on all sides of the engagement post-drop. They are loyal to their orbital intelligences and patrons beyond all else.

LUCK: Applies to orbital tracking, and patron bond spell.

LANGUAGES: Common

ACTION DICE: First die may be used for anything. Subsequent dice may be used for spells, or skills.

ORBITAL INTELLIGENCE: Sat-Casters devote themselves to a patron and they start with the "patron bond" spell. They must select a patron at level 1. It's normally Sky-Lasher, or Terror-Eater, but any random patron will work.

CASTER LEVEL: Caster Level is usually the same level as their Sat-Caster level.



SAT-CASTING: They need line of sight to the sky, or suffer from -2d to spell checks. Sat-Casters learn spells the same way as Wizards (randomly, and by exposure, as they level up).

ORBITAL UPLINK: Sat-Casters may abuse their patron connection by adding their Uplink Die to spell checks, while outdoors. If so, make a Luck check. On failure, they receive patron taint. They can only spellburn while using their Uplink Die.

ORBITAL TRACKING: The Sat-Caster may make a missile fire attack to track a target. Only 1 target may be tracked at a time.

Once per day the Sat-Caster may make an Orbital Tracking roll, modified by intelligence.

DC 5: verify the target's pulse

DC 10: reveal the target's past locations

DC 15: reveal the target's current location

DC 20: view the target

TABLE 1-1: HUMAN SAT-CASTER

Level	Attack	Crit Die / Table	Action Dice	Ref	Fort	Will
1	+0	1d3 / I	1d20	+1	+0	+2
2	+1	1d4 / I	1d20	+2	+1	+2
3	+2	1d5 / I	1d20	+2	+1	+3
4	+2	1d6 / I	1d20	+2	+1	+3
5	+3	1d7 / I	1d20+1d14	+3	+1	+4
6	+4	1d8 / I	1d20+1d16	+3	+2	+4
7	+5	1d10 / I	1d20+1d20	+3	+2	+5
8	+6	1d12 / I	1d20+1d20	+4	+3	+5
9	+6	1d14 / I	1d24+1d20	+4	+3	+6
10	+7	1d16 / I	1d24+1d20 + 1d12	+4	+4	+6

TABLE 1-2: HUMAN SAT-CASTER SPELLCASTING

Level	Uplink Die	Known Spells*	Max. Spell Level
1	d3	2	1
2	d4	3	1
3	d5	4	2
4	d6	5	2
5	d7	6	3
6	d8	7	3
7	d10	8	4
8	d12	9	4
9	d14	10	5
10	d16	11	5

* Intelligence affects max spell level and max number of spells. Patron Bond doesn't count toward the known spells

"CURIOUS.
BRAVE.
HUBRIS."



Half-Stratosfiend Street Whisperer by 2-headed giant



HALF-STRATOSFIEND STREET WHISPERER

Through genetic engineering, or stranger couplings, hybrid half-Stratosfiend have emerged. Feared by mankind, and hated by their brethren, their bodies are routinely evolving. They are as human as you can get with a mess of tentacles sprouting from your body.

Street-Whisperers excel at hiding in the shadows, learning what they can, and striking when the enemy least suspects it. They are always for sale.

HIT POINTS: 1d5 per level.

WEAPON TRAINING: They use pistols, daggers, and their tentacles with deadly efficiency. Any armor they wear must be modified to fit them. They are never unarmed.

ALIGNMENT : They are almost always neutral, and have to play all sides to get ahead.

LUCK: Their luck applies to any checks made with tentacle dice.

LANGUAGES: Speaks Lesser Stratosfiend, Greater Stratosfiend, common.

ACTION DICE: Action and Tentacle dice may be used for attacks, skill checks, and spells (if evolved).

SNEAKY: They sneak through alleys, and break necks without drawing attention. They have a +5 bonus to sneaking and hiding.

ADEPT TENTACLES: The half-Stratosfiends are equipped with articulated tentacles. They deal 1d4 points of damage, and their action die increases with level.

GODKILLER: They are bound by cosmic law to slay a patron. At level 1 randomly determine which one. The character has +1d to attacks, spells, and skills made against those loyal to selected patron.



TABLE 2-1: HALF-STRATOSFIEND STREET WHISPERER

Level	Attack	Crit Die / Table	Action Dice	Tentacle Die	Evolve Die	Ref	Fort	Will
1	+0	1d8 / II	1d20	1d12	d3	+1	-1	+0
2	+1	1d10 / II	1d20	1d12	d3	+2	+0	+1
3	+1	1d12 / II	1d20	1d12	d5	+2	+1	+1
4	+2	1d14 / II	1d20	1d14	d5	+3	+1	+2
5	+3	1d16 / II	1d20	1d14	d7	+3	+2	+2
6	+4	1d20 / II	1d20	1d14	d8	+4	+2	+3
7	+5	1d24 / II	1d20	1d16	d10	+4	+3	+3
8	+5	1d30 / II	1d20	1d16	d10	+5	+3	+3
9	+6	1d30+2 / II	1d20	1d16	d12	+5	+4	+4
10	+7	1d30+4 / II	1d20	1d20	d12	+6	+4	+4

EVOLVE: Half-Stratosfiend possess volatile genetics, and are constantly mutating. At level 1 (and when they level up) roll the indicated evolve die. If you re-roll a mutation, it immediately deactivates (is removed, and you'll need to roll it again later to activate).

The character may also evolve at will, by sacrificing d3 health permanently whenever they want a bonus roll.

CASTER LEVEL: Spells available from EVOLVE are at Caster Level of the character level.

TABLE 2-2: HALF-STRATOSFIEND STREET WHISPERER EVOLUTION

Die Roll	Evolution
1	BARBED TENTACLES : increase tentacle damage by +1d
2	INFILTRATOR'S SEED : Randomly learn 2 thief skills with +5 bonus
3	ADRENAL BURST : MV 45'
4	GOD-KILLER SURGE : extra +1d when attacking those loyal to targeted patron
5	MONO-EYE CONVERSION : May use Polyphemean Rage spell with -1d to spell checks (modified by personality)
6	HARDENED CARAPACE : +2 AC
7	WIZARD'S BANE PARADOX : gain one level 1 spell at random with -1d to spell checks (modified by intelligence)
8	MASS OF TENTACLES : roll 2 dice for tentacle die, select one.
9	HORMONE BOOST : Randomly Increase reflex or fort save by +2
10	BIO-TRANSUBSTANTIATION : +2 to random attribute
11	MEGA GIANT TENTACLE : +4 to tentacle damage
12	MEGA BIO-ALLURE : learns charm person spell (personality modifier)

"FEARED BY MANKIND.
HATED BY THEIR
BRETHREN"



Stratosfiend Delver in Psionic War Focus, with Incubating
Psionic-Focus Carbon Staff and followers by 2-headed giant



STRATOSFIEND DELVER

The Stratosfiend are a terrifying race from beyond the stars. They are bipedal humanoids with tentacles that protrude from their spines. They tower over humans and bear many of their features, which begs the consideration that they share an ancestor.

Delvers are relentlessly curious and will regularly halt their plans to inspect every detail that seems out of place. Their spells derive from inside of their massive brains, and they rarely if ever will bond with a patron.

HIT POINTS: 1d8 per level.

WEAPON TRAINING: They are trained in polearms and staves. They abhor the use of armor. Due to their size, armor costs double to purchase, maintain and build. They are trained with their tentacles, and are never considered unarmed.

ALIGNMENT : The mind of a Delver is volatile; they heavily skew toward lawful or chaotic.

LUCK: Delver luck applies to Polyphemean Rage.

CASTER LEVEL: Their Caster Level is always their Delver level.

LANGUAGES: Speaks Greater Stratosfiend, Lesser Stratosfiend (15%), Common

ACTION DICE: Action dice can be used for spells, and attacks. Tentacle dice can be used for tentacle attacks, spells, and skills.

MASSIVE SIZE: Stratosfiend are giant compared to men. Their massive limbs break mortals.

LONG TENTACLES: Delvers have incredibly long tentacles, and reach an additional 10'. They deal 1d5 points of damage. Their tentacle die increases with level.

POLYPHEMEAN RAGE: Bearing the trademark giant eye of its species; it knows the spell "Polyphemean Rage".



PSIONIC SPELLCASTING: Delvers learn spells the same way as Wizards (randomly, and by exposure, as they level up). They use their personality modifier. Also, due to their skeptic views towards Gods, they have a -2d to spell checks when casting “invoke patron”, “patron bond”, or any patron spell.

FOLLOWERS: The psionic energy that emanates from the Delver draws an ever increasing flock of followers. They can recruit up to 1 per day by making a DC 10 personality check. Their max amount of followers increases with level.

FOLLOWER: *Init -5; Atk dagger -1 melee (1d4-1); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL same as Character*

TABLE 3-1: STRATOSFIEND DELVER

Level	Attack	Crit Die / Table	Action Dice	Tentacle Die	Ref	Fort	Will
1	+0	1d8 / IV	1d20	1d12	+0	+0	+1
2	+1	1d8 / IV	1d20	1d12	+1	+0	+2
3	+2	1d10 / IV	1d20	1d12	+1	+0	+2
4	+2	1d10 / IV	1d20	1d14	+1	+1	+3
5	+3	1d12 / IV	1d20	1d14	+2	+1	+3
6	+4	1d12 / IV	1d24	1d16	+2	+2	+4
7	+5	1d14 / IV	1d24	1d16	+2	+2	+4
8	+6	1d14 / IV	1d24	1d20	+3	+3	+5
9	+6	1d16 / IV	1d24	1d20	+3	+4	+5
10	+7	1d16 / IV	1d24	1d20	+3	+5	+6

TABLE 3-2: STRATOSFIEND DELVER PSIONICS & SPELLCASTING

Level	Known Spells*	Max Spell Level	Max Followers
1	2	1	1
2	3	1	1
3	3	2	2
4	4	2	2
5	4	3	3
6	5	3	3
7	5	4	4
8	6	4	4
9	6	5	5
10	7	5	10

*Personality affects number of known spells, and max spell level. Polyphemean Rage doesn't count toward known spells

"DELVERS ARE
RELENTLESSLY
CURIOUS."



Stratosfiend Magistrate Gladiatrix in Blade Harness, with Chainsaw-Drive Buzz Gauntlet by 2-headed giant



STRATOSFIEND MAGISTRATE

GLADIATRIX

All races have natural born leaders and in the case of the Stratosfiend, the magistrates are hatched from the will of the hive-mind. While Stratosfiends tower over humans, the magistrate sub-race towers over its brethren.

Most have devoted themselves to infiltrating large population centers and crushing resistance leaders to their own will. The rest seem just fine battling anything to the death.

The Gladiatrix in particular are brutal killing machines. They delight in ripping their prey to pieces with axes and their tentacles. They even charm their prey to draw them closer.

HIT POINTS: 1d12 per level.

WEAPON TRAINING: Trained in all melee weapons, and its own tentacles. Refuses ranged weaponry. Armor costs twice as much to purchase and repair. It is never considered unarmed.

ALIGNMENT : tend toward chaotic as they mature. Younger ones tend toward lawful or neutral. Their kills shape them. Killing lawful entities bring them closer to chaotic tendencies, and vice versa.

LUCK: may apply luck to Polyphemean Rage, or allure. Must decide which at level 1.

LANGUAGES: Speaks Greater Stratosfiend and Common

ACTION DICE: Tentacle dice can be used for tentacle attacks, and Allure. Action dice can be used for non-tentacle attacks, Allure, and Polyphemean Rage.

ENORMOUS SIZE: The magistrates tower over humans, and even other Stratosfiend, at 20'. There are few entities that can withstand their sustained physical onslaught.



RAZOR BLADES & TENTACLES: Their tentacles are brutish and made for destruction. They're also ritually covered in blades. They deal 1d10 points of damage. Their tentacle action die increases as they level.

POLYPHEMEAN RAGE: The Gladiatrix bears the iconic single eye its race is known for. It knows the "Polyphemean Rage" spell. Caster level is its character level, and it uses its personality modifier.

ALLURE: The Gladiatrix taps into a cosmic source of lust and desire; using it to paralyze prey. As a result it knows the "Charm Person" spell. Caster level is its character level, and it uses its personality modifier.

TABLE 4-1: STRATOSFIEND MAGISTRATE GLADIATRIX

Level	Attack	Crit Die / Table	Action Dice	Tentacle Die	Ref	Fort	Will
1	+1	1d12 / IV	1d20	1d12	+1	+1	+1
2	+2	1d14 / IV	1d20	1d14	+1	+1	+2
3	+2	1d16 / IV	1d20	1d14	+2	+1	+2
4	+3	1d20 / IV	1d20	1d16	+2	+2	+3
5	+4	1d24 / V	1d24	1d16	+3	+2	+3
6	+4	1d30 / V	1d24	1d20	+3	+2	+4
7	+5	1d30 / V	1d24	1d20	+4	+3	+4
8	+5	2d20 / V	1d24	1d20	+4	+3	+5
9	+6	2d20 / V	1d30	1d24	+5	+3	+5
10	+7	2d20 / V	1d30	1d24	+5	+3	+6

"THE GLADIATRIX ARE
BRUTAL KILLING
MACHINES."

WEAPONS

The future is weird. Weapons are weirder. Sometimes they have upgrades, sometimes they don't. Roll below on the weapon and upgrade tables when trying to figure out what weapon just showed up!

TABLE 5-1: WEAPON TYPE

Roll d12	Weapon (damage)	Cost (GP)
1	FIGHTING STICK : (1d3) ; Melee.	1
2	CARBON STAFF : (1d3+1) ; Melee, Two-Handed.	2
3	DAGGER : (1d6) ; Melee.	3
4	BLADE ON A CHAIN : (1d6, Range 5') ; Melee, Can hit targets up to 15' away, +2d to fumble die.	8
5	MAW / JAW : (1d5) ; Melee, Bite. +1d to fumble die.	10
6	GAUNTLET : (2d3) ; Melee, Blunt or Slashing.	10
7	TWO-HANDED SWORD : (1d10) ; Melee, Two-Handed.	15
8	LANCE-GLAIVE : (1d10) ; Melee, Two-Handed.	25
9	PISTOL : (1d6, Range 15'/25'/40', Shots 6) ; Missile Fire.	40
10	RIFLE : (2d5, Range 25'/500'/1200', Shots 10) ; Missile Fire.	60
11	SHOTGUN : (3d6/2d6/1d6, Range 10'/20'/50', Shots 2) ; Missile Fire. Damage decreases with range.	65
12	ASSAULT CARBINE : (2d6+2, Range 10'/20'/30', Shots 10) ; Missile Fire.	70



UPGRADES

The weirdness of the cosmos occasionally imbues weapons with strange, borderline mystical, upgrades. Roll below to find out what upgrades a weapon has, if any! (re-roll any previous results)

Roll 1d10 : (1-4) it has 0 upgrades. Sorry!; (5-7) it has 1 upgrade, +20 gp; (8-9) it has 2 upgrades, +40 gp; (10) it has 3 upgrades, +80gp

TABLE 5-2: WEAPON UPGRADE TYPE

Roll d20	Upgrade	Cost (GP)
1	EQUILIBRIUM : +1d damage when user is below half hp. -1d damage when user is above half hp.	30
2	HOMING : roll for attack twice, select which total to use	15
3	PHASING : roll for damage twice, select which total to use	15
4	PSIONIC Focus : +2 to spell checks	30
5	LASER : +2 attack bonus.	15
6	INCREDIBLY SHINY : increased Value!	100
7	DETONATING : May be rigged to explode (3d10-2 damage, Range 10')	35
8	VIBRO : target has -2 AC when attacked by this	15
9	BUZZ : +1d damage	25
10	LIVING : dies if user takes any damage. Must be healed, not repaired.	10
11	CHAINSAW DRIVE : +2 damage. On roll of 1-5, automatically hits self (and must roll for damage) in addition to any fumble results.	20
12	SENTIENT : Can hold conversations of its own. Has either 2d8 intelligence or 2d8 personality.	35
13	BURROWING : when it deals damage, the target must take a DC 15 fortitude save. On failure, they are automatically wounded again by the weapon at -2d damage at the beginning of the next round.	20

TABLE 5-2: WEAPON UPGRADE TYPE

Roll d20	Upgrade	Cost (GP)
14	THIRSTY: increase attack and damage by +1 each time it misses. (+5 max bonus). Resets whenever it deals damage.	40
15	BLINKING LIGHTS: +10' Visibility, -2d to stealth checks	30
16	SENTRY: can be configured to operate as a turret. Takes 1 round to setup, and 2 rounds to tear down.	30
SENTRY WEAPON: <i>Init -4; Atk +4, same damage and range as weapon; AC 10; HD 2d4; MV 0'; Act 1d16; SV Fort +1, Ref -4, Will -4; AL N</i>		
17	ACID: target's armor permanently loses 1 AC every time it takes damage from this weapon.	20
18	PROJECTION / CONDENSATION MATRIX : melee weapon becomes ranged weapon, with range of 15'/25'/35'. Ranged weapon becomes melee weapon, with +1d damage. (use shortest range for damage).	40
19	GENE-LINKED: goes inert if anyone other than bound owner holds it (-3d to operate it). DC 20 Willpower save to re-bind.	20
20	INCUBATING: user may spend d3 rounds hatching the entity inside of the weapon. When it hatches, the weapon is gone forever.	15

DREAMING HORROR: *Init +2; Atk +2, same damage and range as weapon; AC 11; HD 2d6; MV 35'; Act 1d20; SP once per day it must take a DC 15 Fort save, or die by the end of the day; SV Fort +2, Ref +2, Will -2; AL N*

ARMOR

Even the jaded require a suit of armor to withstand the horrors that the stars beyond the stars have to offer. Below you'll find a neat variety of stuff! Ranging from a mechanical suit primed for exploration, to a vaguely living demon, or even some nice clothes for the beach! Of course all of your standard dungeon (and mutant) crawling fare still works!

TABLE 6-1: ARMOR

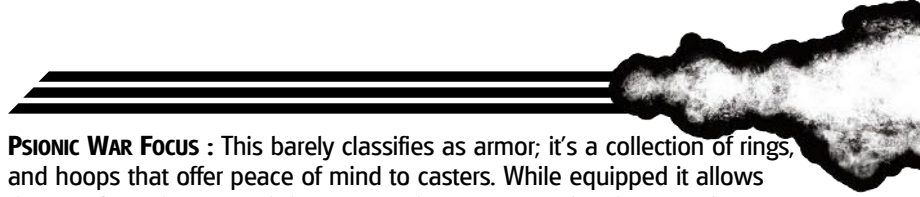
Armor	AC Bonus	Check Penalty	Speed	Fumble Die	Cost (GP)
Psionic War Focus	+1	+2	-	d16	300
Blade Harness	+2	-4	-	d12	300
Twitching Carapace	+1/+2/+4/+8	-1/-2/-4/-8	-5'	d7	600
Explorer Exo-Suit	5	+2	-15'	d20	1250
Siege Preparation Matrix	+2/+10	-1/-10	-0'/-30'	d24	1700
Beach Gear	-1	+1	+10'	d10	100

TWITCHING CARAPACE : Each time the user takes damage, the AC bonus, and check penalty, advance to the next level listed. Once it levels, it cannot be removed. If the user takes damage while it's at the final level, the armor breaks and hatches into a twitching horror. The twitching horror will stop at nothing to destroy the source that caused it to hatch.

TWITCHING HORROR: Init +6; Atk bite +4 melee (1d4+2); AC 12; HD 1d10; MV 50'; Act 1d20; SV Fort +0, Ref +4, Will -1; AL N

BLADE HARNESS : Adds 1d4 to melee damage that the user deals. Whenever you take damage, attacker must take fort save vs their attack roll, or take 1d4 damage.

EXPLORER EXO-SUIT : A working explorer's armor. It offers a universal +2 bonus to skill checks, and spell casting, while inside! It's also fully sealed, in case of airborne contaminants. Unfortunately, it's incredibly heavy and most entities will be reduced to a crawl.



PSIONIC WAR FOCUS : This barely classifies as armor; it's a collection of rings, and hoops that offer peace of mind to casters. While equipped it allows them to focus longer and deeper on whatever mysteries they're trying to ponder.

SIEGE PREPARATION MATRIX : A configurable piece of armor that can be switched into siege mode (takes 1 round). Super useful for missile fire. While transformed movement is greatly reduced, and spell and skill checks are greatly impeded.

BEACH GEAR: You look good and ready for a day on the beach. You feel free, oiled up, and move a lot faster. You seem to take heavier hits though...

"A CONFIGURABLE
PIECE OF ARMOR
THAT CAN BE
SWITCHED INTO
SIEGE MODE."



EQUIPMENT

Here we have a strange collection of parasites, hormonal cocktails, and scanning equipment. I for one wouldn't want to be caught dead without a Micro-Evolution Syringe... then again, maybe death would be better than tempting evolutionary fate.. There are no prices listed... but i'm sure we could work something out.

STEALTH ORGANISM : A living parasite that binds with its owner and uses a combination of pheromones and adrenal boosts to blend with shadows. Adds +2 to stealth related checks, and +1 to reflex saves. If the user takes damage, the parasite dies instantly.

PERSUASION ORGANISM : a living parasite that uses a combination of pheromones, rapid mutations, jaws, and tentacles to help the owner to persuade, intimidate and taunt. Adds +2 to personality checks and +1 to willpower saves. If the user takes damage, the parasite dies instantly.

HEAVY SURGE: A dangerous hormone and chemical cocktail that overloads the users adrenals and muscles. One use only. Increase melee damage rolls by +2d, for 1d4 rounds. Make a DC 15 Fortitude save, on failure take 2d3 points of damage.

TERROR FOUNTAIN : one use only. Takes one full round to activate. When active, all entities within 20 feet must successfully pass a DC 15 personality check to do anything beyond move. Lasts 2d3 rounds.

OPTICAL "ENHANCE" ARRAY: Adds +1 to ranged attacks the user makes. Allows night and heat vision up to 30'. Has 10x optical zoom.

MICRO-EVOLUTION SYRINGE: one use only. Adds +2d6 to the next check the user makes. On first injection, roll for major corruption. On all further injections, roll for greater corruption.



SPELLS AND PATRONS

POLYPHEMEAN RAGE

- ⤴ **Level:** 1
- ⤴ **Range:** 10'
- ⤴ **Duration:** Instantaneous
- ⤴ **Casting Time:** 1 action
- ⤴ **Save:** None

GENERAL: A beam originates from the user's single giant eye and seers the target in plasma

MANIFESTATION: Roll 1d4: (1) caster's eye blinks a million times; (2) particles are sucked into the eye as it begins to glow; (3) the caster winks as the air around the target begins to boil; (4) caster's eye temporarily turns into a charred gemstone.

CORRUPTION: Roll 1d4: (1) eye is always weeping; (2) eye is permanently bleeding; (3) eye crystallizes, -1d to any roll that depends on vision; (4) eye permanently burns out. It will require divine intervention to fix.

MISFIRE: Roll 1d4: (1) the beam shorts out as it forms and explodes inside the caster's head, dealing 1d3 damage; (2) the beam crystallizes and shatters, dealing 1 damage to every nearby entity, and 1 damage to the caster for every nearby entity; (3) the beam appears in a pocket dimension, and then blasts back into reality dealing 1d6 damage to a random target; (4) the beam fizzles, and the caster goes blind for 1 hour.



TABLE 7-1: POLYPHEMEAN RAGE SPELL EFFECTS

Roll	Effect
1	Lost, failure, and uncertain doom. Roll 1d6 modified by luck: (0 or less) corruption + misfire; (1-3) corruption; (4+) misfire.
2-11	Lost. Failure
12-13	A simple ray emanates from the caster's eye, dealing 1d3 points of damage to the target.
14-17	Blinding light surges from the caster's eye, dealing 1d6 points of damage to the target.
18-19	A tendril of light rips through the Caster's eye into the target, dealing 1d6+CL points of damage.
20-23	Heat fills the target as a blast dealing 3d6+CL points of damage slams into them.
24-27	A perfect beam forms between the caster and the target, dealing 4d6+CL points of damage.
28-29	The singing blast stutters into life, dealing 5d6+CL points of damage to the target.
30-31	The caster let's forth a beam dealing 6d6+CL points of damage. The blast knocks its target prone.
32+	The beam from the caster's eye pierces right through the target dealing 8d6+CL points of damage. The target is flung back 15 feet with concussive force.



Sky-Lasher the Everlasting Trident of the Sun by SkullThug



SKY-LASHER THE EVERLASTING, TRIDENT OF THE SUN

The manifestations of Sky-Lasher are many, ranging from a bat-winged flaming demon, to a sentient defense satellite. The only thing that's for certain, is that solar panels are soldered into its skin. Its desire is to bring the cleansing fire that only the sun can offer, as well as render illumination and introspection that turns a soul to ash. Offer it something it has not yet judged, and it may do you a solid. Offer yourself as a burnt offering, and it very well will start listening to you. When you see beams of fire pouring from the heavens, Sky-Lasher is smiling. It should also be noted that it has its own personal fleet of bombers, fighter craft, drones, and zealots.

TABLE 8-1: INVOKE PATRON CHECK RESULTS (SKY-LASHER)

Roll	Effect
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12-13	Sky-Lasher latches onto the Caster and hurls them through the Sun. Upon return, any physical contact with the Caster causes 1d8 flaming damage.
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14-17	Sky-Lasher decides that all must bare themselves before him. Cleansing tendrils reach down through the heavens, and deal 2d4 points of damage to all nearby entities (including the caster). All clothing is burnt off (yeah, you're naked now), and anyone wearing metal armor takes an additional 1d4 points of damage from the scorched metal.
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18-19	A Satellibat Drone falls from the heavens, dealing 2d4 points of damage to whatever it falls on. The Drone accompanies the Caster until it Self-Destructs. Satellibat Drones will always attempt to Self-Destruct immediately if they take any damage.
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SATELLIBAT DRONE: *Init +6; Atk Death Spiral +7 melee (2d4), or Self-Destruct +10 melee (3d8); AC 15; HD 3d8; MV 40'; Act 1d20; SV Fort +4, Ref +4, Will +0; AL N*

TABLE 8-1: INVOKE PATRON CHECK RESULTS (SKY-LASHER)

Roll Effect

20-23 Sky-Lasher needs to empty its inventory, and 4 Satellibat Drones fall from the heavens. They deal a total of 8d4 points of damage to everything within the 20' blast zone (DC 15 Reflex Save to take half damage).

24-27 Sky-Lasher appears in Satellite form and proceeds to blast a stream of 1s and 0s into the mind of the caster. It adds +15 to the next spell check the caster attempts... of course the next town or settlement that you enter will already know everything about your exploits and secrets. Sky-Lasher can't keep a secret...

28-29 All is illuminated, all is purified. Sky-Lasher fires a volley from space, and destroys the roofs of all buildings in the town or settlement. All entities must make a DC 17 Fortitude save or suffer from full blindness for 1d4 days.

30-31 A "Sky-Lasher the Everlasting, Trident of the Sun" prototype falls from the heaven and opens its ventral hatches. The Caster, and its companions, may enter. It will inevitably breakdown spectacularly in 2d6 rounds.

SKY-LASHER PROTOTYPE: *Init +10; Atk Strafing Ventral Death Lasers +10 missile fire (3d6, range 50'); AC 19; HD 10d10; MV 50'; Act 3d20; SV Fort +10, Ref +6, Will +4; AL N*

32+ Mortals weep while Sky-Lasher dances in the heavens. A single beam dealing 8d10 points of damage, strikes the caster (immune). It radiates out 50' in all directions, friend and foe, must make a DC 18 Reflex save to take half damage (rounded up of course).



PATRON TAINT : SKY-LASHER THE EVERLASTING, TRIDENT OF THE SUN

Idol worship can be electrifying! Roll a 1d6 when you get a patron taint to find out how the defensive satellite blesses you. (Re-roll any previous results). Once you've earned all of the blessings, Sky-Lasher has no further taint to offer you.

TABLE 8-2: PATRON TAINT (SKY-LASHER)

Roll	Result
1	Your eyes begin glowing, always. -1d to attempts to hide. People tend to notice you.
2	Skin begins to harden as solar panels start growing all over your body. You now add 1d to checks made while the sun is shining. Your natural healing only works while the sun is shining, so you must rest in sunlight if you want to heal.
3	All thoughts are illuminated by touch. You can read the immediate thought of anyone you touch, of course they also get to read you.
4	Your body gets covered with arcing lightning. You've become an arcane lightning rod, but everything gets worse. Roll 2 die for every check, and always take the worst.
5	Whenever you roll a natural 1 or 20, fire from the heavens strikes you and the closest entity to you, for 2d4 points of damage each.
6	Intense wanderlust and claustrophobia



SPELLBURN : SKY-LASHER THE EVERLASTING, TRIDENT OF THE SUN

If you want to try reading the flames, you're going to get burned. The Trident of the Sun will allow you to fly higher if you can handle it... that said, you may get burned. Roll 1d4 and find out what Sky-Lasher demands.

TABLE 8-3: SPELLBURN (SKY-LASHER)

Roll	Spellburn Result
1	Tendrils of flames reach from heaven and deal 1 point of damage to the caster for each point of spellburn. Gain 2 points of spellburn for each 1 point of attribute lost.
2	The mind of the caster is set aflame, and they can't stop thinking. They're unable to sleep for 1d4 days.
3	A piece of the sky-lasher's defensive satellite form falls from the sky. No further spellburn, or sky-lasher's patron spells are available until the piece of space wreckage is found and returned (1d4 days). It will definitely be guarded.
4	Sky-Lasher itself appears to cast the spell for the caster. Everyone who witnessed the casting (including the caster) is knocked unconscious for 1d4 hours. When they awake they've all been branded by the patron, and now are all indebted whether friend or foe.



PATRON SPELLS : SKY-LASHER THE EVERLASTING, TRIDENT OF THE SUN

Self-Immolation, Introspection, and Incineration are in your future if you choose the follow the defensive satellite.

- **Level 1** : Flaming Auto-Sacrifice
- **Level 2** : Burning Revelation
- **Level 3** : Laser-Cannon "Judgement's Rain"

FLAMING AUTO-SACRIFICE

- ⤴ **Level** : 1 (Sky-Lasher the Everlasting, Trident of the Sun)
- ⤴ **Range**: Self
- ⤴ **Duration**: 2d6 Rounds
- ⤴ **Casting Time**: 1 action
- ⤴ **Save**: None

GENERAL: The caster ignites themselves, trading pain and purification for the power of the defensive satellite.

MANIFESTATION: Roll 1d4: (1) caster begins dousing self in Sky-Lasher's motor lubricant; (2) caster eyes begin to burst into flames; (3) thin streaks of fire come shooting through the skies; (4) ash begins to rain down from the heavens

CORRUPTION: Roll 1d4: (1) painful scars cover the caster's body and armor cannot be worn; (2) caster develops pyromania, and always tries to start a fire; (3) the sight of fire drives the caster mad, and must make a DC 15 Will save to be able to make actions in the presence of flames; (4) Sky-Lasher demands blood sacrifice for all spells cast. Each spell the caster casts consumes an extra 1 point of damage.

MISFIRE: Roll 1d4: (1) flames cannot be lit, or stay lit, in the presence of the of the caster for 1d4 hours; (2) Sky-Lasher will not allow this spell to be cast for 1d4 hours; (3) caster's clothing, and armor, is burned off and must be replaced; (4) Satellibat Bombers accidentally open fire on the caster, dealing 2 points of damage.

TABLE 8-4: FLAMING AUTO-SACRIFICE SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire
2-11	Lost. Failure.
12-13	The user ignites themselves for the glorification of Sky-Lasher. They take 1 point of damage, and are bright enough to light a 20' radius, and can ignite flammable objects.
14-17	The user ignites themselves, and Sky-Lasher notices. He takes 1 point of damage from the caster as an offering, who can now light a 25' radius, ignite flammable objects, and gains a Flame Poke attack. Flame Poke: +2 melee (1d3 damage)
18-19	As the fuel begins to ignite around the caster, Sky-Lasher reaches from the heavens and spits kerosene on the pyre. The caster takes 1d3 points of damage, as everyone within 40' takes 1d6 points of damage (Make a DC 18 Reflex save to take half damage). The caster is able to light a 30' radius, ignite flammable objects, and gains a Flame Prod attack. Flame Prod: +4 melee (1d3 damage)
20-23	Before the caster is able to ignite themselves, Sky-Lasher plummets from the heavens while laughing maniacally in bat-demon form. The caster takes 1d3 points of damage from the surprise impact. The Trident of the Sun looks around and immolates itself as it blasts off and leaves the site of the impact, dealing 2d6+CL points of damage to everyone within 20' (Make a DC 18 Reflex save to take half damage). Also, as always the caster is able to light a 35' radius, ignite flammable objects, and gains a Flame Strike attack. Flame Strike: +4 melee (1d6 damage)
24-27	Something was wrong, or very right, with the fuel mixture and the caster takes 2d3 points of damage from the ensuing blast. Everyone else within 20' takes 3d6+CL points of damage (Make a DC 18 Reflex save to take half damage). The caster is able to light a 40' radius, ignite flammable objects, and gains a Flame Burst attack. Flame Burst: +6 melee (2d4 damage)



TABLE 8-4: FLAMING AUTO-SACRIFICE SPELL EFFECTS

Roll	Effect
28-29	The sky grows dark, and Sky-Lasher can be seen eclipsing both the Sun and the Moon. The caster eyes bleed as they take 3d3 points of damage. Everyone else within 30' feet feels their bodies burn from their eyes inward, taking 5d6+CL points of damage (Make a DC 18 Reflex save to take half damage). The caster is able to light a 45' radius, ignite flammable objects, and gains a Flame Chuckle attack. Flame Chuckle: +6 melee (3d4 damage)
30-31	The Sky-Lasher Eastern Satellibat Bombing Squadron sees the caster's self-immolation as a bombing marker. The caster takes 3d3 points of damage as the strafing run begins. Everyone else within 40' feet feels the pain as the Squadron lights EVERYONE up, taking 7d6+CL points of damage (Make a DC 18 Reflex save to take half damage). The caster is able to light a 75' radius, ignite flammable objects, and gains a Flame Napalm attack. Flame Napalm: +8 melee (5d4 damage)
32+	Sky-Lasher's tendrils of fire whip through the clouds and make contact with the caster, who takes 4d3 points of damage.. The explosive impact deals 11d6 points of damage to everyone else within 50' (Make a DC 18 Reflex save to take half damage). Also the caster is able to light a 100' radius, ignite flammable objects, and gains a Flame Tendrils attack. Flame Tendrils: +8 melee (7d4 damage)

BURNING REVELATION

- ✧ **Level :** 2 (Sky-Lasher the Everlasting, Trident of the Sun)
- ✧ **Range:** self
- ✧ **Duration:** Varies
- ✧ **Casting Time:** 1 action
- ✧ **Save:** None

GENERAL: The caster literally sets their mind ablaze to drink of the knowledge of the all-seeing Sky-Lasher the Everlasting, Trident of the Sun.

MANIFESTATION: Roll 1d4: (1) caster's hands turn to flaming spikes as they drive them into their skull; (2) caster's eyes roll back, as they exhale black smoke; (3) caster's body is traced by tendrils of flame that head for its skull; (4) a series of blackened skulls begin to appear around the caster's head

CORRUPTION: Roll 1d4: (1) caster's voice is reduced to stuttering machinery; (2) caster is unable concentrate, -2 to rolls that require concentration; (3) flaming tendrils protrude from the caster's orifices; (4) caster's face burns off, leaving only a functional blackened skull

MISFIRE: Roll 1d4: (1) caster bursts into flames taking 1d6 points of damage; (2) caster's short term memory is fried, and they forget the last 1d4 days; (3) caster's brain is smoldering, in the bad way, -5 to the next roll they make; (4) caster loses major motor functions for 1d4 days

TABLE 8-5: BURNING REVELATION SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire
2-11	Lost. Failure.
12-13	Failure, but spell is not lost
14-15	The caster's mind begins to burn, dealing 1 point of damage. This enlightenment offers a +2 to the roll the caster makes.
16-19	The caster's eyes roll back as flame over takes them, dealing 1 point of damage. The newly scorched thoughts offer +5 to the next roll the caster makes.



TABLE 8-5: BURNING REVELATION SPELL EFFECTS

Roll	Effect
20-21	Flames begin to pour out of the caster's facial orifices, dealing 2d4 points of damage. The burning reveals a +8 to the next roll the caster makes.
22-25	In a strange twist of fate, a Satellibat Drone embeds itself into the skull of the caster, dealing 2d4 points of damage. The technological brain overload offers a +11 to the next roll that the caster makes.
26-29	Sky-Lasher's tendrils extend from the heavens, lifting the caster into the air. Flames surge through the caster, dealing 2d4 points of damage. The coursing flames offer the caster +14 to the next roll that they make.
30-31	A Satellibat Bombing Wing flies through and lights up the caster, dealing 2d4 points of damage. This "accident" ends up giving the caster +17 to the next roll they make.
32-33	The Eastern Satellibat Bombing Wing unloads everything they've got on the caster, dealing 3d4 points of damage. This "friendly fire" ends up giving the caster +20 to the next roll they make.
34+	The heavens part as Sky-Lasher reveals itself in defensive satellite form. Within moments it fires beams straight into the skull of the caster, dealing 3d4 points of damage immediately. As the pain reaches its full climax, the caster is transported to a room with Sky-Lasher seated in an armchair. In this room, the caster is able to have a full conversation about the nature of the world, quality recipes, and a full no nonsense answer to one of the caster's questions. As the conversation ends, the caster awakes in a pile of ashes. They also get a +30 to their next roll they make.



LASER-CANNON "JUDGEMENT'S RAIN"

- ⤴ **Level :** 1 (Sky-Lasher the Everlasting, Trident of the Sun)
- ⤴ **Range:** 30'
- ⤴ **Duration:** Instantaneous
- ⤴ **Casting Time:** 1 action
- ⤴ **Save:** None

GENERAL: Purification by laser cannon has been ordered by The Trident of the Sun. It's up to the caster to determine who is punished, but it's up to Sky-Lasher to determine when it happens. The Trident of the Sun is overzealous however, and upon damage being dealt... it thirsts for more.

Once the caster has made the spell check, it's no longer in their hands. They are free to continue with whatever other actions they'd like (like casting spells, attacking, and movement).

If the target is no longer available when the damage is ready to be dealt, NO DAMAGE IS DEALT, AND THE RE-CAST AUTOMATICALLY FAILS.

MANIFESTATION: Roll 1d4: (1) caster rapidly taps invisible buttons on their wrist; (2) caster swirls their hands around, as they catch fire; (3) caster throws a series of beads that explode and paint targeting dye; (4) large targeting reticles are seen swirling around the target(s)

CORRUPTION: Roll 1d4: (1) there is always a beam of light shining on the caster from space, causing -4 to any stealth rolls; (2) caster becomes obsessed with passing judgement; (3) caster develops fear of the sky and stars above; (4) caster will confess their sins to anyone, every chance they get

MISFIRE: Roll 1d4: (1) Sky-Lasher has passed judgement on the caster, dealing 2d8 points of damage; (2) A sonic boom is heard and space junk rains down for 1d4 days; (3) the satellite defense system lays down a barrage of inert, albeit obnoxious beams. The sky is full of blinding light for 1d4 hours; (4) satellibat drones are sent to "monitor" the caster for 2d4 weeks. They never help, and only answer to Sky-Lasher.



TABLE 8-6: LASER-CANNON "JUDGEMENT'S RAIN" SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The caster gleefully selects their target. In 1d6 rounds, a pitiful laser from the heavens strikes the target and deals 3d8 points of damage. After the damage is dealt, there is a 5% chance the spell re-casts itself with a d16 action die.
18-21	The caster calls down hellfire on a target. In 1d6 rounds, a double-shot from the orbital laser-cannon strikes the target and deals 5d8 points of damage. After the damage is dealt, there is a 5% chance the spell re-casts itself with a d20 action die.
20-23	The caster requests a Satellibat Drone to make the kill on their target. In 1d6 rounds, the drone shows up and strikes the target and deals 7d8 points of damage. After the damage is dealt, there is a 5% chance the spell re-casts itself with a d20 action die.
22-23	The caster is able to requisition a formation of Satellibat Drones to make the strike on their target. In 1d5 rounds, the drone formation comes screaming in and deals 9d8 points of damage to the target. After the damage is dealt, there is a 5% chance the spell re-casts itself with a d20 action die.
24-26	As the target is selected, the caster spies and tendril of flame parting the heavens. In 1d4 rounds, the tendril will ignite the target and deal 11d8 points of damage. After the damage is dealt, there is a 10% chance the spell re-casts itself with a d20 action die.

TABLE 8-6: LASER-CANNON "JUDGEMENT'S RAIN" SPELL EFFECTS

Roll	Effect
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27-31	After selecting their target, the caster is ecstatic to hear that Longinus Shells are being loaded into the Laser-Cannon. In 1d4 rounds, the heavy duty ordinance slams into the target and deals 13d8 points of damage.
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After the damage is dealt, there is a 10% chance the spell re-casts itself with a d24 action die.

32-33	The caster receives word that their target will be subject to a strafing run from the Northern Satellibat Fighter Wing. In 1d3 rounds, the fighter wing begins their suppression fire and deals 15d8 damage to the target. After the damage is dealt, there is a 10% chance the spell re-casts itself with a d30 action die.
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34-35	The caster has a terrified emotion when they realize the Eastern Satellibat Bomber Wing will be carrying out the assault on their target. In 1d3 rounds, the carpet bombing begins and deals 20d8 points of damage to the target.
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After the damage is dealt, there is a 10% chance the spell re-casts itself with a d30 action die.

36+	Sky-Lasher sees the targeting request, destroys his drones, and decides to do the dirty work himself. He instantly arrives in Bat-demon form and hurls the target into the air. It rapidly transforms into defensive satellite form while the target is suspended in mid-air and unloads a barrage of hell-lasers, dealing 22d8 points of damage.
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After the damage is dealt, there is a 10% chance the spell re-casts itself with a d30 action die.



Terror-Eater, the Earth-Mother by SkullThug

TERROR-EATER, THE EARTH-MOTHER

What's more beautiful than a visceral, hungry, destructive, and all powerful monstrosity? Nothing. Nothing at all. She values her cosmic hunger above all else; if you can feed her, you keep her happy. She's more than willing to make you more like her, if being a tentacled monstrosity is what you want. She lives beneath the Earth, but rumour has it that she IS the Earth.

TABLE 9-1: INVOKE PATRON CHECK RESULTS (TERROR-EATER)

Roll	Effect
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12-13	The Earth-Mother has better things to do than to tend to you. She sends tentacles through the earth, they ensnare and immobilize everyone (AC 13; HP 15) but you. Now's a good time to run!
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14-17	The Earth-Mother hears your plea, but more or less ignores it. She sends a single Brute Tentacle to help out. It remains for 2d3 rounds.
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BRUTE TENTACLE: *Init* +2; *Atk* impale +6 melee (dmg 2d4); **AC** 13; **HD** 2d12; **MV** 35'; **Act** 3d20; **SV** Fort +3, Ref +6, Will -2; **AL** N

18-19	The Earth-Mother is convinced that you could handle this yourself, but sends TWO Brute Tentacles (as above) to get the job done.
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20-23	The Earth-Mother will help you child, after she devours this building. The Earth-Mother tears the building you're in, in half. Everyone inside must make an DC 15 reflex save, or take 4d6 damage from the whipping tentacles and gnashing teeth. Earth-Mother has helped you!
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TABLE 9-1: INVOKE PATRON CHECK RESULTS (TERROR-EATER)

Roll	Effect
24-27	The Earth-Mother wants to help the unfortunate, and pathetic, at least for a while. You sprout 3d4 tentacles; they give you an additional 5 d20 action die (used for anything). The action die are single use only, each time one is spent you gain 1d4 additional tentacles (they have no effect). When all the action die are spent, all tentacles remain permanently. Good luck fitting in.
28-29	Sirens abound, The Earth-Mother lends you her beauty, you're able to perfectly charm someone until the beauty fades in 2d12 hours. Then you'll probably want to clear out before they realize whom you really are.
30-31	The Earth-Mother blesses you kindly, you receive +6 to your next attack roll, and if it connects you deal an additional 6d4 damage as tentacles flay from your arms and teeth form up and down. The remaining teeth add +1 damage to any attacks you make.
32+	The Earth-Mother has had enough of mortal pestering. She emerges from the earth consumes everyone in sight, then slinks away. Everything is more or less ok, it will be 2d3 rounds before everyone gets vomited up in a random location. Until then, everyone takes 3d6 points of damage every round (those loyal to the Earth-Mother, take only half... rounding up)

PATRON TAINT : TERROR-EATER, THE EARTH MOTHER

The following table shows the 6 gifts of the Earth-Mother; roll 1d6 to find out which you are gifted. Once you've received all levels of all gifts, stop rolling; she won't bless you again.

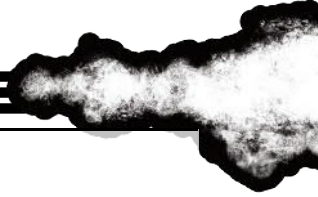


TABLE 9-2: PATRON TAINT (TERROR-EATER)

Roll	Result
1	The caster's teeth turn into serrated fangs, may now make a 1d3 damage bite attack as one of its actions. On a second result, it increases to 1d6 damage, and the caster will have trouble not terrifying denizens of the world. On a third result it increase to 3d3 damage, and the caster can no longer pass as human.
2	One of the caster's limbs turns into a tentacle, it must conceal it if it wants to blend into human society. On a second result, a second limb becomes a tentacle, and blending in is getting very difficult. On a third result, arms, and legs have all becomes tentacles, and without a cloak, or shroud, you strike fear into humans.
3	The caster's tongue becomes prehensile. On a second result, the tongue can grow and retract up to 5' long. On a third result, the tongue becomes a tentacle that can reach 10' away and always hangs from the caster's mouth; spoken communication becomes very difficult.
4	The caster becomes beautiful to all that look upon it. On a second result, the caster will have people that will follow and try to help it with problems it encounters. On a third result, the followers become mad and must "own" a piece of the Caster. They will stop at nothing to try to tear limbs from the caster, and will try to drug or kill them if need be.
5	Whenever the caster casts a spell, an octopus will make its way to the caster and request help. On a second result, the octopus will not leave the caster alone until the help is given. On a third result, all spells cast will result in a rain of octopi (3d3), that all need help, and won't stop until help is given.
6	Whenever the caster casts a spell, the earth will begin to rumble. On a second result, the earth beneath you will split and crack, small objects will be lost to the void. On a third result, the earth cracks open and gnashing teeth and tentacles appear in the void. Anyone or thing that falls in the pit, will need divine intervention to rescue.



SPELLBURN : TERROR-EATER, THE EARTH-MOTHER

Everyone always wants to know what Earth-Mother can do for them. No one ever stops to think, what does Earth-Mother want? Roll 1d4 and find out below!

TABLE 9-3: SPELLBURN (TERROR-EATER)

Roll	Spellburn Result
1	As the caster casts the spell, tentacles burst from the earth to suspend and splay the caster. This manifests as attribute loss.
2	As the caster casts the spell, a tentacle appears from a portal and drags the caster through it. Upon return, make a DC 10 Willpower save. On failure, the caster's mind fills with the spell that the spellburn was spent on, for 1d4 hours action dice can only be used to cast this spell.
3	Earth-Mother demands your beauty. You can feel your youth stolen as your points are burned. Age 1d8 years each time this result comes up.
4	Hunger! The Earth-Mother must feed. You must collect 10 HD of live offerings and call her to feed, before you can cast another spell. You can't thrive if the Earth-Mother can't thrive.



PATRON SPELLS : TERROR-EATER, THE EARTH-MOTHER

As you devote yourself to the Earth-Mother you may gain access to these spells... if she loves you enough.

- **Level 1** : Tell Mother what's on your mind (probing spell)
- **Level 2** : Yes Mother (puppetry spell)
- **Level 3** : Give it to Mother (offensive spell)

TELL MOTHER WHAT'S ON YOUR MIND

- ⤴ **Level** : 1 (Terror-Eater, the Earth-Mother)
- ⤴ **Range**: 35'
- ⤴ **Duration**: Instant
- ⤴ **Casting Time**: 1 action
- ⤴ **Save**: Will vs Check

GENERAL: A jaw clamps down on the targets head, forcing them to reveal what's on their mind

MANIFESTATION: Roll 1d4: (1) chattering mouths begin to form all over the caster's body; (2) caster's mouth begins spinning in place, as it tries to bite the target's head; (3) target begins to experience a sudden migraine; (4) blood begins to leak from the caster's mouth, and the target's skull.

CORRUPTION: Roll 1d4: (1) caster grows an additional mouth, giving +1d to spell checks. It's impossible to blend in; (2) caster must always dictate their actions; (3) caster becomes terrified of mouths; (4) caster cannot not stop observing mouths

MISFIRE: Roll 1d4: (1) a rogue maw clamps onto the caster's head, causing them to immediately speak their mind; (2) a school of wild jaws bursts from the earth, dealing 1d3 points of damage to everyone within 10' of the caster; (3) caster experiences a sudden migraine, and forgets what they were doing; (4) caster blacks out and wakes up in 1d4 rounds



TABLE 9-4: TELL MOTHER WHAT'S ON YOUR MIND SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire
2-11	Lost. Failure.
12-13	A small maw releases from the earth and clamps down on the target's head, dealing 1d3 points of damage. The target must make a Will save, or speak one emotion or thought that is on their mind.
14-17	Several maws burst from the earth, and rake across the face of the target, dealing 1d3+CL points of damage. The target must make a Will save, or respond with one emotion or thought to a single question.
18-19	A large maw descends out of nowhere and clamps on the face of the target, dealing 1d6+CL points of damage. The target must make a Will save, or respond with a sentence to a simple question.
20-23	A mouth can't be provided right now, and teeth fly out of the ground like needles. They impale the target's face, dealing 3d4+CL points of damage. The target must make a Will save, or respond to two simple questions. The teeth don't come out, they hurt, but won't be removed.
24-27	The proper mouth for the occasion has revealed itself. As it breaks free from the earth it slaps the target hard with its tongue, dealing 3d6+CL points of damage. The target must make a Will save, or respond to three simple questions.
28-29	No longer happy with just a tongue slap; the newly freed maw drills its teeth into the target's skull, dealing 3d8+CL points of damage. The target must make a Will save, or explain why they're doing what they're doing (without admitting who they're working for).
30-31	A flurry of tentacles burst from the earth and slap the target across their face, dealing 2d8 points of damage. Then a torrent of jaws emerge from the earth, clamping on the target's head, dealing an additional 2d8+CL points of damage. The target must make a Will save, or explain who they're working for.

TABLE 9-4: TELL MOTHER WHAT'S ON YOUR MIND SPELL EFFECTS

Roll	Effect
32+	Earth-Mother is fed up with no one speaking their mind. She reveals herself and snaps her fabulous maw on the head of the victim, dealing 6d6+CL points of damage. The target must make a Will save, or begin to speak their entire life story, from beginning to end. The effect lasts until their terribly long, and potentially boring, story is complete.

YES MOTHER

- ✧ **Level :** 2 (Terror-Eater, the Earth-Mother)
- ✧ **Range:** 30'
- ✧ **Duration:** Varies
- ✧ **Casting Time:** 1 action
- ✧ **Save:** Will vs. check

GENERAL: A tentacle drives its way into the mind of the target, and their will becomes that of the Earth-Mother.

MANIFESTATION: Roll 1d4: (1) caster's eyes roll back as eels fade in from the ether; (2) holes open in the ground as tentacles free themselves; (3) caster leaps forward while tentacles burst from all orifices; (4) caster begins copying every movement the target makes, before they make them

CORRUPTION: Roll 1d4: (1) caster is incredibly weak to suggestion. This manifests as -2 penalty to Will saves; (2) caster develops an abject fear of tentacles, must make a DC 10 Will save to use any tentacle spell or ability; (3) caster has tentacles swimming under its skin, gross; (4) caster needs permission from someone else before it can use any spell

MISFIRE: Roll 1d4: (1) tentacles spray out causing a slipping hazard, everyone must make a DC 13 Reflex save, or fall prone; (2) tentacles determine the caster is the true enemy, and deal 1d3 points of damage to it; (3) the wrong nerves are hit, and the target gets +5 to their next roll; (4) tentacles are jammed in their release tubes. Caster has -5 to their next spell check.



TABLE 9-5: YES MOTHER SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire
2-11	Lost. Failure.
12-13	A tentacle inserts itself into the target's ear, dealing 1d3 points of damage. The target must make a Will save, or be implanted by the tentacle. The target immediately begins looking for a food source. The inserted tentacle lasts 1d4+CL rounds, and deals 1d3 point of damage each round.
14-15	A tentacle inserts itself into the target's mouth, dealing 1d4 points of damage. The target must make a Will save, or be implanted by the tentacle. The target begins gathering food for others. The inserted tentacle lasts 1d4+CL rounds, and deals 1d4 points of damage each round.
16-19	A flurry of tentacles burrow into the face of the target, dealing 1d6 points of damage. The target must make a Will save, or be implanted by the tentacle. The target decides it needs to harvest meat (yes, people are meat). The inserted tentacle lasts 2d4+CL rounds, and deals 1d6 points of damage each round.
20-21	Countless tentacles slam into the face of the target, dealing 2d6 points of damage. The target must make a Will save, or be implanted by the tentacle. The target now takes aggressive action against the closest entities (friend or foe). The inserted tentacle lasts 2d4+CL rounds, and deals 1d6 points of damage each round.
22-25	Tentacles invade and overload the nervous system of the target, dealing 4d6 points of damage. The target must make a Will save, or be paralyzed for 2d4+CL Rounds.
26-29	A single tentacle drives into the pineal gland of the target, dealing 3d6 points of damage. The target must make a Will save, or immediately attack the nearest entity with whatever means necessary.
30-31	A set of tentacles burrow into the pineal gland of the target, dealing 4d6 points of damage. The target must make a Will save, or immediately attack the nearest entity with a tentacle attack. Tentacle Attack: +10 melee (3d6 damage)

TABLE 9-5: YES MOTHER SPELL EFFECTS

Roll	Effect
32-33	The pineal gland of the target erupts with tentacles bursting out, dealing 4d6+CL points of damage. The target must make a Will save, or immediately brutally attack the nearest entity with a tentacle onslaught. Tentacle Onslaught: +15 melee (5d6 damage)
34+	Who am I kidding? Earth-Mother personally impales the target dealing 6d6 points of damage. The targets must make a Will save, or be subject to this torture for a second round.

GIVE IT TO MOTHER

- ⤴ **Level :** 3 (Terror-Eater, the Earth-Mother)
- ⤴ **Range:** 50'
- ⤴ **Duration:** See Below
- ⤴ **Casting Time:** 1 action
- ⤴ **Save:** none

GENERAL: The earth cracks and splits beneath the caster, as tentacles and teeth try to force their way through.

MANIFESTATION: Roll 1d4: (1) caster starts howling and screaming for the Earth-Mother to show up, birds can be seen flying away for miles; (2) caster begins rapidly stomping its feet, until the earth begins to quake; (3) caster leaps into the air, crosses their hands across their chest, and falls headfirst into the earth; (4) casters jaw dislocates and distends, as its mouth droops to the ground beneath.

CORRUPTION: Roll 1d4: (1) caster is permanently hungry, and nothing will ever suffice. Must consume feasts, or only heal 1 point every 2 days; (2) disgusting tentacle and tooth scars mark the body of the caster; (3) caster can always hear when someone is hungry, -2 penalty to rolls around hungry people; (4) caster must compulsively watch people eat, whenever possible. This will distract them from whatever else is at hand.

MISFIRE: Roll 1d4: (1) caster trips over a tentacle must make a DC 12 Fort save or be knocked prone; (2) creeping mouths emerge from the earth, and eat everything within 10'; (3) needle-like teeth spray from the earth



and deal 1d4 points of damage to the caster; (4) caster sprains their jaw muscle and cannot eat for 2d4 days.

TABLE 9-6: GIVE IT TO MOTHER SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire
2-11	Lost. Failure.
43,814	Failure, but spell is not lost.
16-17	Tentacles burst from the earth and impale up to d4 targets, dealing 2d8+CL points of damage to each.
18-21	Tentacles burst from the earth and hold the target taut while another tentacle stitches itself through the target's body, for 4d6+CL points of damage.
22-23	A flurry of tentacles bursts from the earth, and hurl the target toward rows of razor teeth. The target takes 2d6+CL points of damage. It takes this damage every round until it can make a DC 15 Reflex Save to get free.
24-26	As the earth crumbles and quakes, mouths begin appearing everywhere along the ground. Everyone must make a DC 15 Reflex Save, or take 3d6+CL points of damage whenever they try to move. The mouths last for 2d6 rounds.
27-31	Cracks the size of chariots start forming, anyone who cannot make a DC 15 reflex save falls through the earth. They cannot be rescued, or reached, for 1d4 days.
32-33	The maw of Earth-Mother reveals itself, and it snaps down on a single target dealing 6d8+CL points of damage. Laughter is heard for miles.
34-35	The maw of the Earth-Mother reveals itself, bites, swallows, and spits out the target dealing 8d8+CL points of damage. Earth-Mother knows she'll keep her lunch down next time.
36+	The maw of Earth-Mother reveals itself and snaps down on the target, dealing 6d8+CL points of damage. It instantly swallows the target for 2d4 rounds. The target takes 2d8 damage for each round swallowed. The target must deal 20 points of damage against an AC 20 to be vomited up. If the target makes it free, the Earth-Mother will lash it with tentacles until it is knocked unconscious, before she leaves.

BESTIARY

CHILDREN OF SPACE

As the Trident of the Sun tore open holes in time and space, his noble progeny poured on through in waves. Expect the seekers to poke and prod, the Skulkers to infiltrate and ambush, and the Goliaths to be wrecking crews. Nothing can stand in the way of Sky-Lasher's spawn, and nothing will be unbroken.

SEEKER OF THE SCOURGE

SEEKER OF THE SCOURGE :
Init +5; **Atk** bite +7 melee (1d4) or tentacle lash +6 melee (1d6); **AC** 12; **HD** 2d8+1; **MV** 40'; **Act** 2d20; **SP** devour face; **SV** Fort +2, Ref +6, Will -2; **AL** C

Imagine the offspring of an octopus, a dire wolf, and a lamprey; that's a seeker. They serve as the first wave of the invading cosmic forces. They gather the

primitive masses of the world they arrive on, and if possible... hunt them to extinction.

If the Seeker is able to strike with bite and tentacle lash, on the same target in the same round, it immediately makes a Devour Face attack with a d24 attack die.

Devour Face: +6 melee (1d6+2), knocks target prone.

SKULKER OF THE HARBINGER

SKULKER OF THE HARBINGER:

Init +7; **Atk** six-arm strike +3 melee (1d10+2) or needle spray +3 missile fire (1d6, Range 20'); **AC** 15; **HD** 3d8+4; **MV** 30'; **Act** 3d20; **SP** wall-walker, heat vision, stifling onslaught; **SV** Fort +4, Ref +8, Will +0; **AL** C

Ever seen a six armed creature, the size of a man, and with deer legs? Neither have I. The Skulkers strike with such a ferocity that their target is left stupefied. They're master infiltrators, and there's not a surface they can't scale. Oh... and they can see in the dark.

STIFLING ONSLAUGHT: If it strikes a target with all 3 of its action dice, the target suffers from -2d for the following round to all skills, spells, and attacks.



Children of Space : Goliath of the Horror, Goliath Birth-Engine, Seeker of the Scourge, and the Skulker of the Harbinger by James Everett Jackson

GOLIATH OF THE HORROR

GOLIATH OF THE HORROR:

Init -2; **Atk** crushing tentacle +12 melee (4d10+2) or spit +10 missile fire (3d6+2, range 75'); **body AC** 18, **eye AC** 22; **HD** 10d10; **MV** 20'; **Act** 2d30; **SP** eye of restoration, blood of the scion; **SV** Fort +11, Ref +8, Will +2; **AL** C

Goliaths aren't leaders; they are a primal force that all lesser beings willingly bow to. They tower over 50' and have massive tentacles they use to crush structures and rend bone from flesh. They aren't the most clever, but they're near impossible to kill and their blood is what builds their hordes. Their single cyclopean eye is the source of their power, and as long as it remains in its socket.

EYE OF RESTORATION: The Goliath cannot be killed until its eye single eye is removed. Bringing it to 0 hp will knock it into a coma, but it will regenerate health at 1d20 per hour. When it reaches 15 hp it will rise again, ready to start all over.

BLOOD OF THE SCION: Whenever the the Goliath takes damage, it gains an extra d8 action die for the next round (often times it will spit in

rage). As it blood splatters to the ground, 1d4 Seekers of the Scourge are born. They wake up ready to attack whoever dealt the damage to the Goliath.

GOLIATH BIRTH-ENGINE

GOLIATH BIRTH-ENGINE: Init

-5; **Atk** sentry turrets +5 missile fire (4d6-1, range 25'); **body AC** 20, **glass wheel(2) AC** 15, **eye AC** 24; **HD** 12d3; **MV** 15'; **Act** 2d30; **SP** glass wheels, healing tank, eye of horror, raging blood of the scion; **SV** Fort +11, Ref +8, Will +2; **AL** C

This is what happens when a Goliath has fallen, and they get tended to in time. They are encased in an impenetrable cylinder of glass, amniotic fluid, and hormones, that allow them to heal their way back to grace... eventually. Their eye has been removed and set inside of its own protective casing, and their motor functions are left to operate the massive turrets that line the cylinder.

GLASS WHEELS(2): The massive wheels that transport the Birth-Engine are extremely fragile. By successfully dealing any amount of damage to them, they break



immediately. Break one and MV drops to 5'. Break two and it is immobilized.

HEALING TANK: Once the Birth-Engine drops below 12 hp, it will begin to leak 1d6 hp per round.

EYE OF HORROR: If a Goliath Birth-Engine is killed without removing its eye, then a Goliath of the Horror will birth itself from the corpse in 2d4 rounds. RUN!

RAGING BLOOD OF THE SCION: Whenever the the Goliath takes damage, it gains an extra d16 action die for the next round (often times it will fire the turrets in rage). As it blood splatters to the ground, 2d4 Seekers of the Scourge are born. They wake up ready to attack whoever dealt the damage to the Goliath.

CHILDREN OF EARTH

It's not clear whether Terror-Eater brought these hellspawn with her or not, but they have definitely grown to adore and worship her. The Nulls signify her drive for obedience, the Ogresses drive for beauty, and the Howlers embody her aspect of hunger. They're not demons yet... but they will be.

CLOUD-THIRST NULL

CLOUD-THIRST NULL: *Init +3; Atk flurry of limbs +2 melee (1d4+2); AC 13; HD 2d10; MV 20'; Act 1d20; SP Berserker's Pace; SV Fort +0, Ref +0, Will -3; AL C*

Their eyes are opaque, you can hear the thrumming in their veins, and they move painfully and without rhythm. Once they get hit though, they roar into life; able to destroy and vex anything in their way. They were probably human at some point, but now they're mindless drones. They rarely carry weapons, and often travel in packs of 3d4 individuals.

BERSERKER'S PACE: Whenever the Null takes damage, and this effect

isn't active: its MV accelerated to 60', it gains an extra 2 d20 action die per round, its initiative bonus changes to +7, and it can only make violent aggressive actions. The effects wear off in 1d4 rounds.

OGRESS OF THE EARTHEN CHIMES

Bound to the will of Terror-Eater herself, the Ogresses spread the word of the Earth-Mother. They tower at 7 feet tall, have only one arm, and walk the battlefield with a grace rarely seen in humans. Everything they do and say is beautiful, even being berated by one is enough to reduce a target to a whimpering mess. They even say being killed by one... can make you beautiful.

OGRESS OF THE EARTHEN CHIMES: *Init +1; Atk beautiful strike +3 melee (1d8+3) or goddess chant +3 missile fire (1d3, Range 15'); AC 14; HD 3d8+2; MV 30'; Act 1d30; SP Goddess Chant, Beautiful Scars; SV Fort +3, Ref +1, Will +4; AL N*

GODDESS CHANT: If a target is struck by the Goddess Chant, they must take a DC 15 Willpower save or be unable to take aggressive actions against the Ogress for 1d3 rounds.



Children of Earth: Ogress of the Earthen Chimes, Cloud-Thirst Null, Earth Howler by James Everett Jackson



BEAUTIFUL SCARS: The scars left by the Ogress are beautiful. If a character is killed by an Ogress and they manage to live through bleeding out, or survive being rolled over, they gain a permanent additional +2 personality bonus.

must also pass a DC 20 fortitude save to be able to move. While howling the Earth Howler can do nothing else, and must howl for the full period.

EARTH HOWLER

Imagine the horrible offspring of a horned toad and an orangutan; this would still be more pleasant than an Earth Howler. They love nothing more than to pound their prey with their massive arms. When they grow tired of pursuit, they bellow a cursed melody from their throat sacs that paralyzes their prey. No one knows where they came from, and even Earth-Mother doesn't love them.

The easiest way to take one out, is to wait until it stops howling...

EARTH HOWLER: *Init +2; Atk double slam +4 melee (2d7) or spit +4 missile fire (1d4, Range 10'); body AC 16; HD 4d7; MV 35'; Act 2d20; SP Howl at the Earth; SV Fort +4, Ref +2, Will +2; AL N*

HOWL AT THE EARTH: Instead of attacking, a howler may proceed to howl for d3 rounds. All within 20' who hear the howl must pass a DC 15 Willpower save to cast spells, attack, or make skill checks. They



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