

TERROR OF THE #2 STRATOSFIEND



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INTELLIGENCE



TERROR OF THE STRATOSFIEND

ISSUE #2 : MELANCHOLIC TERMINAL ASCENT

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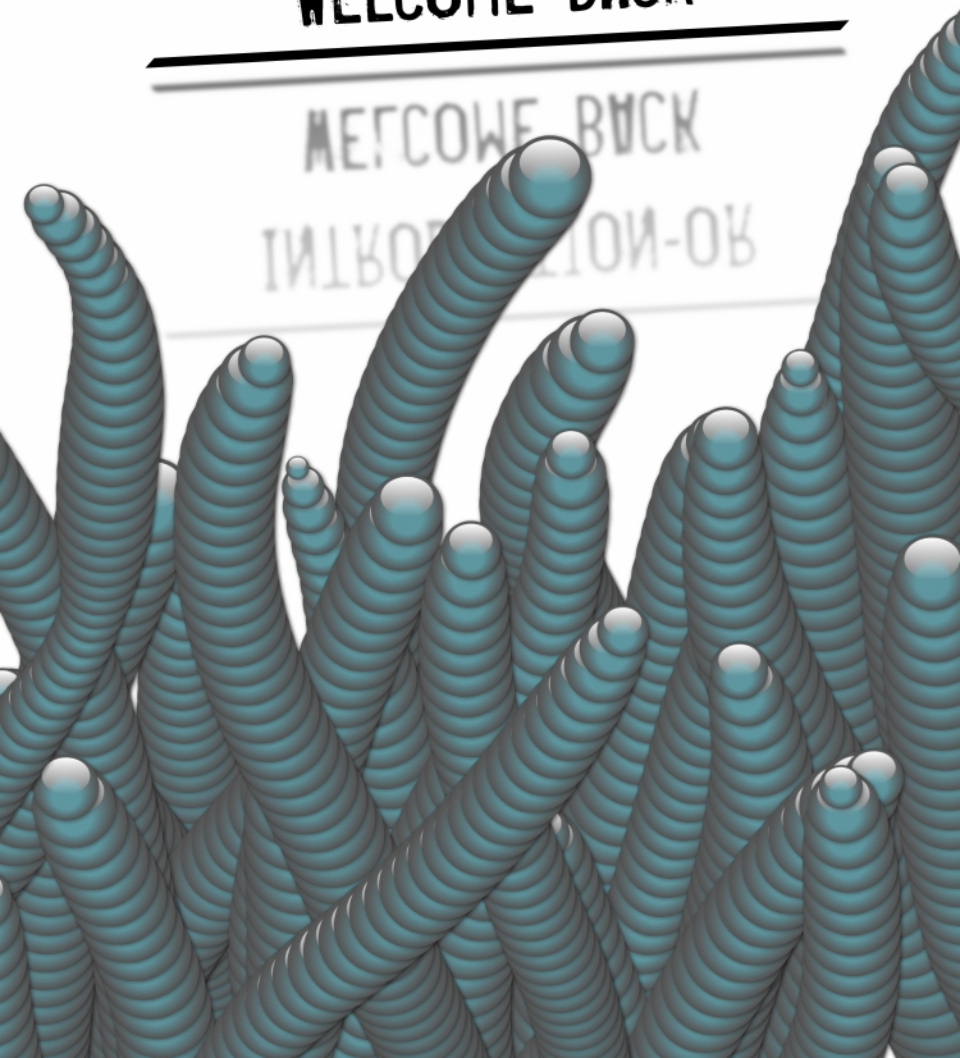
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INTRODUCTION-OR WELCOME BACK

WELCOME BACK
INTRODUCTION-OR



While Earth was ravaged by the Drop,
space continued distorting. Strange
new entities, unknown to modern and
fantastical humanity, roiled in the
depths of space.

Supposedly the Drop rippled forth from
the Cosmic Gantry as Razor-Worn, a new
Orbital Intelligence, was born. Her
screams tore through space and time,
asserting the Gantry's dominance.

It spans all of space and time, you
know...

Under her screams' veil the
Stratosfiend hivemind poured forth-the
IX-777 were first to respond to her
call... quelling everything in their
wake.

A new era of dimensional piracy was
born and space was prime for the
taking.

Her screaming is endless... She's
supposedly calling as many souls as
she can to the dispatch... those who
find her are offered gifts mere
mortals couldn't comprehend.

Within Dispatch's walls walk horrors
with limbs made of limbs made of limbs
made of limbs made of limbs made of
limbs made of limbs-and, supposedly, a
certain bat roosts.

Welcome to the Melancholic Terminal
Ascent?

EQUIPMENT

EQUIPMENT

THE CONDUITS :

LIVING, SENTIENT, AND INCUBATING

As the Drop took hold, key conduits were activated and scattered across the cosmos, taking the form of ordinary items and weapons. Maybe your assault carbine has a tongue, an opinion on how to make the perfect cup of coffee or incubates a plague seed. Consult the following tables for further effects of these **Key Conduits**.

Living Weapons die if the user is damaged while wielding them and must be "healed" rather than repaired.

Sentient Weapons hold conversations and have 2d8 Intelligence or Personality.

Incubating Weapons contain sleeping and gestating horrors. d3 rounds can be taken hatching the entity inside, permanently destroying the weapon.

Dreaming Horror
(basic incubation):

Init +2;

Atk +2, same damage
and range as

weapon;

AC 11;

HD 2d6;

MV 35';

Act 1d20;

SP once per day it
must make a DC 15

Fort save or die by
the end of the day;

SV Fort +2, **Ref** +2,

Will -2;

AL N

BURNING EMOTIONS: When found, roll to determine the weapon's Sentient Emotion. Alternatively reroll whenever you pass the Willpower check (breaking its spirit).

INVOKE SENTIENCE: When picked up, roll a Willpower check DC = the weapon's Intelligence or Personality. On success nothing happens. On failure the weapon's ability immediately engages- users may voluntarily fail.

Roll 1d10	Sentient Emotion
1	Happy: +1 to attacks, +1 to damage, -1 to Willpower.
2	Enamored: weapon gains +1 attack every time user takes damage while equipped. Resets when put down.
3	Sad: weapon weeps and witnesses (friend and foe) make a DC 15 Willpower save or weep until the weapon is dropped.
4	Envy: pulls user 10' toward nearest, largest, visible weapon each move action.
5	Confusion: strikes nearest target, friend or foe.
6	Guilt: weapon drops itself if user deals ANY damage.
7	Embarrassment: weapon drops itself if user takes damage.
8	Jealousy: attacks user's equipment at random.
9	Ecstasy: user's eyes turn white, dazed until the weapon is dropped-DC 18 Willpower save.
10	Rage: +2d4 damage and -4 to attack rolls while equipped.

DRAW THE LIFE: When you get a living weapon roll on this table to determine its disposition. Alternatively, roll every time it activates. It's up to you how volatile it is.

Roll 1d10	Living Evolution
1	Blood Transfusion: heals d4 hp to a target. 2/day.
2	Armor: +1 AC while equipped.
3	Neural Uplink: apply Intelligence modifier to attack.
4	Parasitic: attacks deal +d3 damage to target and user.
5	Dense Fur: a really fancy sheen. -3 Willpower to all viewers.
6	Psionic Scream: all spell checks within 30' are at -2d.
7	Eyes: +1 to attack rolls.
8	Tongues: target makes a DC 15 Willpower (horror) save or is stunned for 1 round.
9	Mouths: bonus +2 melee bite (d3 damage) action.
10	Tentacles: an extra d10 action die usable for attacks and skill checks.

CHROMATIC NIGHTMARE: Roll to determine what horror it contains. Reroll if user takes 50+% total HP in damage from one attack.

Roll 1d10	The Incubated Horror
1	Glue-Hound: on death, single target is bound to the ground-DC 20 Strength check to break free.
2	Plague Seed: on death all within 10' make a DC 15 Fortitude save or take d6 damage and fall deathly ill.
3	Machine Bane: when it deals damage, shuts down target machine for 1 round.
4	Portal Mauler: when it hits a target, it teleports them randomly within 20' after damage.
5	Parasitic Growth: on hatch, binds to user-as living weapon.
6	Oil Fiend: struck targets make a DC 15 Reflex save or slip and fall-these targets, and the oil fiend, take +5 to fire damage.
7	Insectile: winged, gains flight; drips noxious honey.
8	Flamelicked: attacks via licking with a chance of combustion; can lick to ignite self.
9	Vertex Shredder: targets it wounds only see colored triangles for d6 hours. Hurls triangles (as missiles). Can cull frustums.
10	Shrieking Horror: shrieks ceaselessly until death. All listeners make a DC 8 Willpower save every 10 minutes or try to claw their own eyes out.

THE ~~SIX~~ CHAMBERED HELL'S APOTHECARY FOR Wandering CLERICS

The Drop had even stranger effects on clerics, surgeons and priests caught in its vile wake. We're unsure how these items were created, or who designed them, but the Six Chambered Hell's Apothecary for Wandering Clerics assured me they're "mostly" safe for usage.

All purchases are *signed in blood.*

LAYING OF HANDS OF HANDS OF HANDS OF HANDS...N: +2 to all cleric related skills and spells. On failure, add to your disapproval and attempt again. This does NOT count as an additional action

POTIONIC INJECTION: Injected directly to the throat-2 (potentially fatal) damage before healing 1d10+1 damage.

CYBERNETIC SALVE-GRUB AMPOULE: when shattered, grubs swarm to the wound-3 Fortitude saves. Each success heals d8 HP. Failure deals d6 damage.

CEREMONIAL NANO-WRAPs: re-programmable to match the burial rites and rituals of any religion or culture. Can detain a target.

GROUND SEAL PROTOCOL: infects ground with malware, preventing re-spawning and undeath.

HOLO-BANE PERIMETER PYLON: Often set up as a perimeter. Functions as bane to 1 species. Takes 1 action to reprogram. DC 15 Willpower Save for those targeted to move or act within 15'.



CHARACTERS

CHARACTERS

HALF-STRATOSFIEND

reality

BINDER

Living siege towers-watch as they twist and contort their limbs and tentacles into complex formations. Flesh surging forth, forming platforms and facades. As they harden, the Stratosfiend's will surges through, warping and mutating all spells they cast.

It is rumoured the Stratosfiend were here all along, and the Drop was caused by those trying to force the Hive to join them. All over the planet you find strange enormous statues of tentacle entwined beings-allegedly these Reality Binders called the Drop.

But who cares about history, when all we have is now? Benders serve as conduits and nodes for the Stratosfiend hivemind's will, their bodies are the tuning forks.

HIT DIE: 1d8 HP per level.

WEAPON TRAINING: trained in blunt weapons, scythes and their tentacles. They are never considered unarmed. Like all other half-Stratosfiend, they rarely wear armor as it must be configured for their tentacles. 50% chance any armor worn during a hive tower is ruined.

ALIGNMENT: They must match their patrons' alignment. Chaotic Benders are trying to peel away at the layers of reality ushering their patrons through the veil in a second Drop. Neutral Benders care not for balance, they'd rather just force the elements of law and chaos into fatal confrontation. Lawful Benders simply hope to find the best

final resting place so their tower immortal will be at rest.

LUCK: Reality Bender Luck applies to their spell checks.

CASTER LEVEL: is their Reality Bender level.

LANGUAGES: Reality Benders speak common, Greater Stratosfiend and either Angelic or Demonic.

ACTION DICE: Action Dice are used for attacks spell checks. Tentacle Dice are used for tentacle attacks, skills, spells and building the hive tower.

SUPER LONG TENTACLES: These tentacles are ridiculously long (20') and deal 1d3 points of damage. Their tentacle die increases with level.

HIVE-NODE RITUAL CASTING: Reality Benders draw their power from their coursing blood; they use their Stamina modifier for spells. Any spells cast without a hive tower are at -2d.

HIVE TOWERS: Reality Benders may use their tentacle action to build a tower of their tentacles and flesh. Each action spent increases the tower level by 1 (maximum =

caster level). Spells cast while the tower is erected, add their tower level.

As soon as the tower is started, the caster is immobilized. It takes 1 turn to remove the tower-it can be rushed (d8 damage).

COMMUNE WITH THE HIVE: At level 1, Reality Benders pick a patron through their connections to the hive mind. They learn the appropriate Invoke Patron which can be cast 1/day.

CADAVRE EXQUIS OR THE TOWER IMMORTAL: When the Bender dies, its tower erects from its corpse serving as a beacon and reminder to all who encounter it. This tower offers a bonus to patron spells, patron skills and patron interactions equal to the deceased's caster level within 100'.

TABLE: Half-Stratosfiend Reality Binder

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

TABLE: Half-Stratosfiend Reality Bender Hive-Node Ritual Casting

Level	Spell-Volve Die	Known Spells	Max Spell Level
1	d3	3	1
2	d3	4	1
3	d5	5	2
4	d5	6	2
5	d7	7	3
6	d8	8	3
7	d10	9	4
8	d10	10	4
9	d12	12	5
10	d12	14	5

SPELL-VOLVE: On spellcast while tower is active, roll the Spell-Volve die once per level of spell tower mutating the spell before casting. Repeats cancel out. (Cocoon stacks across castings.)

SPELL-VOLVE TABLE:

Spell-Volve Die Roll	Evolution
1	Sparkle: +1 to spell result.
2	Surge: +1d to spell check.
3	Recurrence: its next casting is instant.
4	Silence: target makes DC12 Will-power save or can't cast spells for 3 rounds.
5	Recursion: spell recasts itself instantly w/ Agility modifier bonus added.
6	Cocoon: +2 AC for d4 turns.
7	Tenta-Snare: target makes Reflex save or is knocked down.
8	Allure: Charm Person is cast against the target.
9	Mono-Idealize: Polyphemean Rage is cast against a random enemy.
10	Patronize: patron spell instantly casts at random.
11	Rejuvenate: regain d8 HP.
12	Ignorance: spell automatically bypasses any saves.

Terror INCARNATE

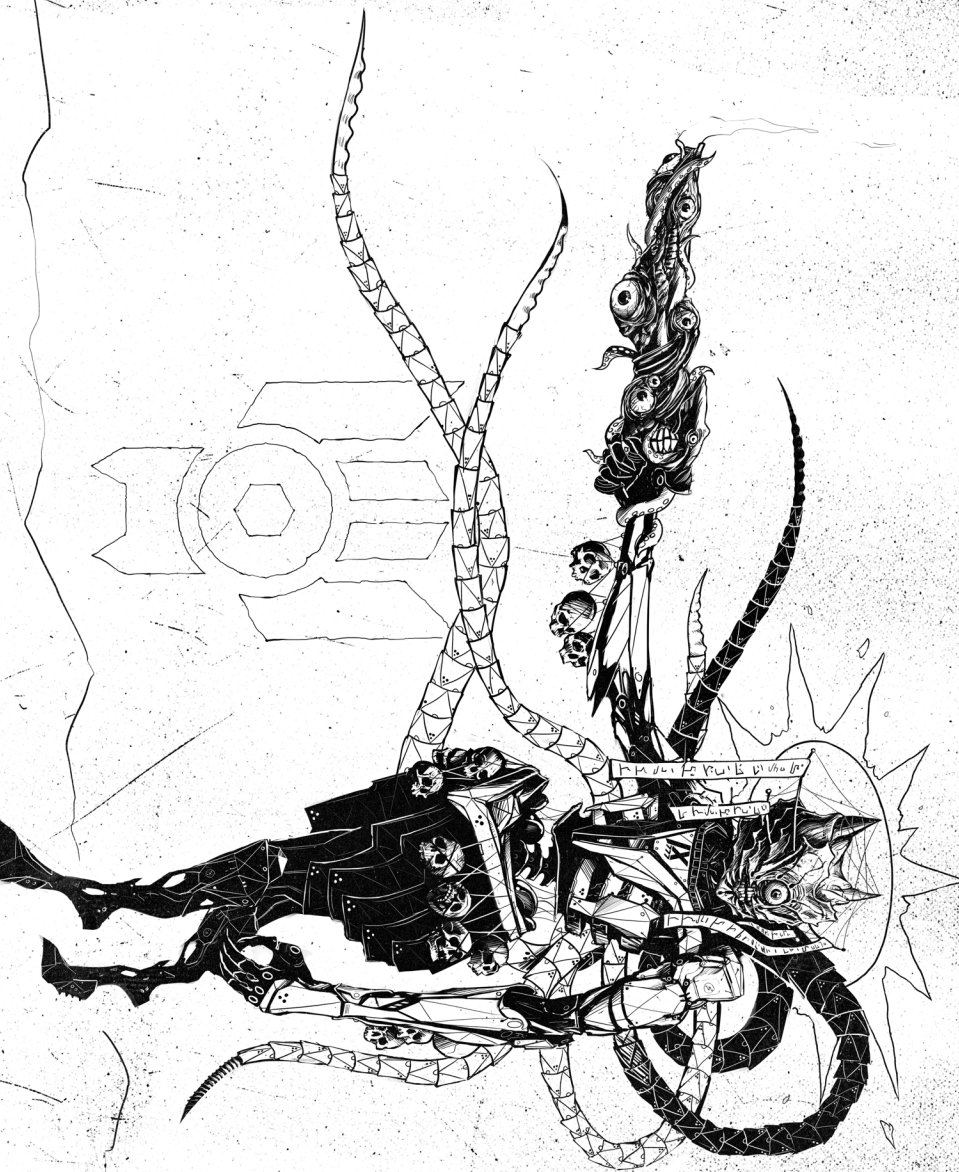
Deep in the recesses of the human mind is a gland that produces fear response on a cosmic level. It serves as a superhighway for the Stratosfiend Hive Mind's will.

Incubating, Living and Sentient weapons serve as key conduits to a cosmic gate when combined with these fear responses-unleashing torrents of terror, dread and fear.

This spectral region is colloquially referred to as "Fear Space" and "Deep Fear Space"-pathways of the Stratosfiend IX-777. Rumour alleges a group of pirates led by Absolution & Benediction lead raids from here as well as rival companies led by Goliath Death Engines.

TABLE : Uncanny Terror

Roll d7	Uncanny Terror
1	Audible screams.
2	Blood drips down the walls.
3	Loud metallic banging.
4	The sounds of blades being sharpened.
5	The smell of iron, rust and burning flesh.
6	Strange lights form in the walls
7	Something is always occupying your blind spot.



Stratosfiend Magistrate "IX-777" Fear-Engine with Living Sentient Shotgun
and Siege Preparation Matrix by Krzysztof Bieniawski

STRATOSFIEND

MAGISTRATE "IX-777"

FEAR-ENGINE

The most secretive members of the Stratosfiend invasion are known as Unit IX-777. They are, literally, the Terror of the Stratosfiend. They believe dread is the only way to drive the invasion forward and they are ordained as "living saints" with a divine right to spread fear.

The Fear-Engines rely on living sentient weapons that they refer to as "instruments"-voice of the Stratosfiend Hivemind and conduits for the nightmares they've incubated.

They prefer the company of the lesser Stratosfiend. As a result, they often infect worlds with Half-Stratosfiend agents, making way for the towering Gladiatrices.

Members of the IX-777 frequently take trophies from the defeated but do not believe in or practice torture as it means expulsion from the unit. (ALSO THE WRITER DOES NOT CONDONE IT.)

HIT DIE: 1d10 per level

WEAPON TRAINING: rely on and prefer living and sentient weapons as well as their Armored Tentacles. Don't engage in arguments over range or damage output as long as the weapon can talk or bleed. Never considered unarmed.

ALIGNMENT: Chaotic Fear-Engines rely on cruelty and fear to inspire and terrify; often decorating their armor with fallen friends and foes' skulls. Lawful members of the IX-777 rely on words, affirmations and scriptures of the Orbital Intelligences as insignia to inspire and terrify. Neutral Fear-Engines collect instruments.

LUCK: IX-777 Luck applies to rolls of the Fear Die.

LANGUAGES: Members of the IX-777 are trained to infiltrate and deploy behind enemy lines. Read and speak Common and Lesser Stratosfiend.

ACTION DICE: Action dice may be used for attacks, Fear-Bolster and Polyphemean Rage. Tentacle dice may be used for tentacle attacks, Armored Tentacles and Fear-Bolster.

ENORMOUS SIZE: The Stratosfiend Magistrates tower over humans, and other lesser Stratosfiend, at 20'. Human skulls are like berries in their hands-and crushed just as easily.

POLYPHEMEAN RAGE: All Stratosfiend Magistrates bear their species iconic singular eye. It knows the Polyphemean Rage spell. (See Issue #1). Caster level is their character level and uses their Personality modifier.

ARMORED TENTACLES: The IX-777 unit ritually armor plate their tentacles. Can shield themselves by spending a Tentacle Die to add (Character Level + Stamina modifier) to their AC until the next combat round. Tentacles deal 1d5 damage in melee and their tentacle die increases each level.

TABLE: Stratosfiend Magistrate "IX-777" Fear-Engine

Level	Attack /Fear Die	Crit Die/ Table	Action Dice	Tentacle Dice	Ref	Fort	Will
1	0/+D3	1d10/I	1d20	1d12	0	0	1
2	0/+D4	1d12/I	1d20	1d12	1	1	1
3	1/+D5	1d14/I	1d20	1d12	1	1	2
4	1/+D6	1d16/I	1d20	1d14	2	2	2
5	2/+D7	1d20/II	1d20	1d14+1d12	2	2	3
6	2/+D8	1d24/II	1d20	1d16+1d12	3	3	3
7	3/+D8+1	1d30/II	1d20	1d16+1d14	3	3	4
8	3/+D8+2	1d30/I II	1d20	1d16+1d14	4	4	4
9	4/+D8+3	1d30/IV	1d20	1d20+1d16	4	4	5
10	4/+D8+4	1d30/V	1d20	1d20+1d20	5	4	5

TABLE: Mighty Deeds of Fear

Fear Fear Result
Roll

MIGHTY DEEDS OF FEAR: The IX-777 channels fear through its instruments and may use its Fear Die instead of its attack bonus when attacking with a living or sentient weapon. On a 3+ they will automatically apply the results of the Mighty Deeds of Fear Table.

FRIGHTFUL INVESTIGATION: Whether through intimidation or terror the Fear-Engine excels at getting information from targets. It may add its Fear Die and Personality modifier to rolls to extract information.

FEAR-BOLSTER : The Magistrates can inspire and bolster their teammates through fear. Spending one of their action die (which recharges next round) to bestow their Fear Die to an entity. No entity can have more than one bestowed Fear Die. They may spend and add it to the roll of their choice.

VILE TROPHY: After an encounter (including non combat encounters), the Fear-Engine may spend 50 gp making a memorial Vile Trophy. This could be as simple as carving a fallen friend or foe's skull or inscribing dogma and scriptures on the scrolls lining their armor. This may be done once per long rest. The Vile Trophy may be sacrificed, usually by smashing or burning it, to add +2 to any Fear Die roll.

3	Fight: target gets +1 to attacks and damage against the Fear-Engine until the end of combat.
4	Flight: target gets +10' MV for d3 rounds, attempting to flee.
5	Dread: target is -2 to all checks and rolls until the end of combat.
6	Chanting: target automatically spends one of its action dice chanting alien scriptures for d3 rounds.
7	Panicked Rage: target immediately makes a melee attack against closest entity (friend or foe; could target self).
8	Screaming: target screams every round (taking no action), until a DC 15 Willpower save is passed.
9	Terror: target is -6 to all checks and rolls until the end of combat.
10	Adrenal Surge: target gains +5 to all checks, saves and rolls until the end of combat.
11	Fetal Position: target collapses into the fetal position for 2d3 rounds.
12	Cerebral Burst: target takes an additional 2d6 damage as fear ruptures their brain.
13+	Fear Siphon: roll again twice.



Half-Stratosfiend Roof Jumper by James Everett Jackson

HALF-STRATOSFIEND

ROOF

JUMPER

Glass, concrete and rebar form no cage that can hold these kin of the Stratosfiend. They excel leaping from rooftop to rooftop, unleashing bursts of speed confounding all that seek to trap them.

If you need a job done quick, consider it already done-delivery, theft or a quick assassination.

They, and their trademark RavenSpawn, are literal front runners of the hive mind. Their temporal wakes serve as guideposts for the arriving armada.

HIT DIE: A Roof Jumper gains 1d5 hit points at each level.

WEAPON TRAINING: Trained with pistols, bows, daggers, their tentacles and improvised weapons (you never know when you're cornered in an alley); are never considered unarmed. Rarely wear armor as it must be configured for their tentacles.

ALIGNMENT: Roof Jumpers are loyal to themselves alone, working jobs for anyone-anything-for coin and to run free. Lawful ones tend towards lawful jobs, chaotic ones tend towards chaotic ones. Neutral

ones take any jobs they come across.

LUCK: Roof Jumper Luck applies to RavenSpawn actions and 1 thief skill of choice.

LANGUAGES: Roof Jumpers know Common, lesser Stratosfiend and all alignment languages. They can, and often do, work with anyone.

ACTION DICE: used for activating RavenSpawn, climbing, attacks and skills. Tentacle dice are used for tentacle attacks, climbing and springing (below). Both may be used for Speedvolving.

THIEF SKILLS: Pick 3 thief skills available to the Roof Jumper.

SPRING COILED TENTACLES: d4 damage. Can spend a tentacle die to "spring" and either add 20' to jump height, +10' MV or add their Agility modifier to damage rolls. This effect lasts until end of turn and can be triggered repeatedly. While active they take half falling damage and add 5' knock back to any attacks made. Their tentacle die increases with level.

WALL-WALKER: Their tentacles are naturally configured for climbing walls and ceilings, and excel at leading prey where it can not safely follow. They start with the Climb Sheer

and Inverted Surfaces thief skills.

RAVEN-HELIX RITUAL: These half-Stratosfiend are lined with otherworldly Raven-Helix allowing them to birth a RavenSpawn. These "ravens" are made from the Jumper's DNA and nest within its tentacles. They're used as an extra set of eyes and ears; anything helps when you're breaking and entering.

They cost d3 HP to birth, temporarily reducing the host's HP by the same amount. A Roof Jumper may control up to 1 + their Stamina modifier of RavenSpawn (minimum 1). Any skills or attacks made by the RavenSpawn use the Jumper's Stamina modifier.

RAVENSPAWN:

Init +1;
Atk peck +4 melee (1d4);
AC 12;
HD 1d4;
MV 10' (crawl), 50' (flight);
Act 1d20;
SP Mine Eyes, Lock-ON;
SV Fort -1, Ref +2, Will +0;
AL N.

MINE EYES: the Roof-Jumper and its RavenSpawn share vision, bi-directionally.

Lock-ON: the RavenSpawn may spend its action die to give the Roof-Jumper +1 to attacks, +2 AC or +3 to awareness / perception, until its next turn.

TABLE: Half-Stratosfiend Roof Jumper

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

SPEEDVOLVE: Make a DC 10 Reflex save to roll evolve die and apply effects. On fail, take d4 damage from overload. Effects last until Roof Jumper takes any damage-including overload. Any rolls of previous effects cancel out as with the other half-Stratosfiend.

TABLE: Half-Stratosfiend Roof Jumper Speedvolution Table

Die Evolution Roll	
1	Phase Playing: +1d to tentacle damage.
2	Murder: RavenSpawn may act an extra time per activation.
3	Infinity Complex: May interrupt someone else's actions.
4	Temporal Predation: +d3 to hit vs lower initiative rolls.
5	Time-Blast: May use Polyphemean Rage with -1d to spell checks (modified by Agility).*
6	Phase Scales: +Agility modifier to AC.
7	Feast of Flight: consume RavenSpawn to gain glide / limited flight.
8	Probe Distortion: Roll for initiative with both action die and tentacle die, keeping whichever you choose.
9	Nerves of steel: +2 Willpower.
10	Reality Siphon: +2 Agility.
11	Terrorize: Gains extra tentacle action die d20.
12	Speed Based Allure: May use Charm Person (modified by Agility).*

**Caster Level is their Roof Jumper Level.*

THIEF SKILLS: Pick 3 of the thief skills available to the Roof Jumper.

TABLE: Thief Skills by Level

Level	1	2	3	4	5	6	7	8	9	10
Climb Sheer/ Inverted Surfaces*	3	5	7	8	9	11	12	13	14	15
Sneak*	1	3	5	7	8	9	10	11	12	13
Backstab	0	0	1	2	3	4	5	6	7	8
Hide in Shadows*	1	2	3	4	5	6	7	8	9	10
Pick locks*	2	3	4	5	6	7	8	9	10	11
Disguise self†	1	2	3	4	5	6	7	8	9	10
Read language†	1	2	3	5	6	7	8	9	10	11
Handle poison	3	5	7	8	9	11	12	13	14	15
Cast spell from scroll‡	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20

Note: the Roof Jumper gets Climb Sheer / Inverted Surfaces; it doesn't count toward number of thief skills.

- * the Roof Jumper's Agility modifier, if any, also modifies these skills.
- † the Roof Jumper's Intelligence modifier, if any, also modifies these skills.
- ‡ the Roof Jumper's Personality modifier, if any, also modifies these skills.



"A Real Stratos World" by Sam Mameli



SPELLS

2BETT2

DOORS WERE

all The
Face

Before the time of the Cosmic Gantry was the dominion of the Doors. Every mage worth their salt owned a door or two. Doors were how mages got around, communicated long distance and bred more doors. Where else do you think doors came from? When elevators evolved doors went into hiding. They say the first thing Razor-Worn did was slay the Door God...

All doors are heavy 2-handed weapons with an additional -1d penalty to hit. Any weapon upgrades from Issue 1 can be applied to them, including the living, sentient and incubating tables in this book.

DEVILSPAWN

TABLE: Door Type

Roll d10	Door Type	dmg	Cost (GP)
1	<i>Curtain of Beads:</i> -4 to door spells and skills.	d4	10
2	<i>Baby Gate:</i> wards low Intelligence creatures.	d4	80
3	<i>Screen Door:</i> +2 attack and damage vs insects.	d6	200
4	<i>Straw Door:</i> very flammable.	d6	100
5	<i>Base Common Door:</i> flammable.	d10	400
6	<i>Barn Door:</i> damages both parties.	d12	600
7	<i>Lead Door:</i> blocks radiation, don't lick.	d12	600
8	<i>Monastery Door:</i> binds a demon within.	d16	800
9	<i>Bank Vault Door:</i> locks in place anywhere.	d20	1200
10	<i>Laser Grid:</i> sets off a separate alarm.	d20	1000

HATCH DOOR OFFSPRING

Level: 1

Range: Touch

Duration: Instant

Casting Time: 3 actions

Save: N/A

General

One of the strangest spells; where do doors come from? Rumour has it that strange forms of door husbandry, egg laying and occult magics led to 'The Modern Door.' Door mages rely on this spell to replenish their door supplies—as they're always running off, shattering or being ushered into dark realms. Each additional door used in the spell adds +1 to the spell result.

NOTE: REQUIRES AT LEAST 1 DOOR AS A MATERIAL COMPONENT

Manifestation

Roll 1d4: (1) the doors hauntingly sing to each other, as the new door appears as a baby door smashing through a mystical egg; (2) the doors levitate and smash into each other. The shower of splinters fuses into a new door; (3) the doors all flesh-merge into one then divide, revealing a new door; (4) a new door poofs into existence.

Corruption

Roll 1d4: (1) caster becomes a door. +1d6 Stamina. -1d6 Agility; (2) caster carves door glyphs into body, everyone knows they are a door mage; (3) caster has -2 to door related skill checks; (4) 1d3 door knobs appear randomly on caster's body.

Misfire

Roll 1d4: (1) caster takes d3 damage for each door involved; (2) a Council of Doors appears and heavily scolds the caster. -4 to next door spell check; (3) all doors involved shatter into pieces; (4) soul of new door lodges itself inside one entity within 30' and has -10 to non door-related actions for 1d3 days.

- 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 Doorly energies surge from the stars beyond the stars and imbue a parent door d3 steps up the Door Type table. Enjoy your kinda-new door!
- 14-17 A new door bursts into existence. Create a new door of the same door type as a parent.
- 18-19 Reality warps as a door initializes itself pixel by pixel. Create a new door at random (+1 door type roll).
- 20-23 Splinters erupt from the caster's spine, lending its essence to the new door. Create a new door at random (+1 door type roll). The door's spectral energies add +1 to spells and skill checks made with it.

- 24-27 Songs of doors long since dead fill the air at the birth of a new door. Create a new door at random (+2 door type roll). This triumphant new door adds +1 to spells and skill checks made with it.
- 28-29 The visage of the Door God reveals itself in a fountain of sparks, marking this union of the doors as a special one. Create a new door at random (+3 door type roll). This marked door adds +d3 to spells and skill checks made with it.
- 30-31 All doors of the cosmos faintly glow as they feel a new door-kin born. Create a new door (select the type). This door is the avatar of door ideologies and provides +d4 to spells and skill checks made with it.
- 32+ A Cornucopia of Doors is upon you. Twin doors are born, both oddly reminiscent of the caster and their door parents. Create 2 new doors (select the type) . These doors are a sign of the covenant between door-kin and the caster. Each door adds +d12 to spells and skill checks made with them.

DOOR SURFING THE COSMOS

Level: 2
Range: Touch
Duration: Varies
Casting Time: 1 Action
Save: N/A

General	A simple spell from back when the Door God still held lavish parties and everyone was expected to show up in style. Door practitioners often use flocks of doors to transport their associates. So, uh... pile on and let's fly! Oh, and the door is imbued with some extra damage potential. And it might shatter... NOTE: Casters that spellburn 10+ points ignore the material door component, a spectral door is created for the spell's duration. (Spectral doors can still shatter.)
Manifestation	Roll 1d4: (1) door rises then falls flat on its side, hovering gently; (2) door bursts into flames; (3) spectral energy encircles the door as it starts floating; (4) the door's psychic signature screams at the caster to climb on.
Corruption	Roll 1d4: (1) caster has -2 to lock picking; (2) every door is considered locked for the caster; (3) caster's face is replaced with a door knob; (4) blunt damage is increased by +1d against the caster.
Misfire	Roll 1d4: (1) a random object levitates and slams into the caster dealing 1d3 points of damage; (2) caster is thrown 10d3 feet into the air and takes falling damage; (3) everyone within 10' is knocked over; (4) every nearby door shatters.

1	Lost, failure and uncertain doom. Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-3) corruption; (4+) misfire. Door shatters and cannot be repaired.
2-11	Lost. Failure. Door shatters but is repairable.
12-13	Failure but the spell is not lost.
14-17	Door calmly rises to a rideable height. The surf lasts up to 1 minute and has MV 5'. 50% chance the door shatters when the surf completes-1d4 damage to all within 50'.
18-19	Repulsors in the door's hide activate, as the door honks an oddly familiar tune. The surf lasts up to 5 minutes and has MV 10'. 40% chance of shattering when the surf completes-1d6 damage to all within 50'. Attacks while riding have +1 attack and +1 damage.
20-23	Door zig-zags violently as arc lightning rappels down its fuselage. The surf lasts up to 30 minutes and has MV 15'. 40% chance the door shatters when the surf completes-1d8 damage to all within 50'. Attacks while riding have +1 attack and +d3 damage.
24-27	A demon's mirrocoat gilds the door as it reaches out and picks up each member of the caster's party. The surf lasts up to 1 hour and has MV 20'. 30% chance the door shatters when the surf completes-1d10 damage to all within 50'. Attacks while riding have +2 attack and +d4 damage.

28-29	Racing stripes cover the door as the cosmic engine audibly reverberates through the caster's bowels. The surf lasts up to 2 hours and has MV 30'. 30% chance the door shatters when the surf completes-1d12 damage to all within 50'. Attacks while riding have +2 attack and +d5 damage.
30-31	Death comes for all-except the caster-death incarnate's black skull burns itself into the door which violently floats in place. The surf lasts up to 5 hours and has MV 40'. 20% chance the door shatters when the surf completes-1d14 damage to all within 50'. Attacks while riding have +3 attack and +d6 damage.
32-33	A portal opens and from it emerges the door-twin of the door in question. The original door is whisked away as the twin savagely consumes it. The surf lasts up to 10 hours and has MV 50'. 15% chance the door shatters when the surf completes-1d16 damage to all within 50'. Attacks while riding have +5 attack and +d10 damage.
34+	Door howls at the door-moon as razor fins form all over its body. It rolls over, allowing the caster and entourage to climb on its soft underbelly. The surf lasts up to 24 hours and has MV 100'. 10% chance the door shatters when the surf completes-1d30 damage to all within 50'. Attacks while riding have +10 attack and +d14 damage.

ENTANGLE DOORS

Level: 3
Range: Touch
Duration: Permanent, probably
Casting Time: 1 action
Save: N/A

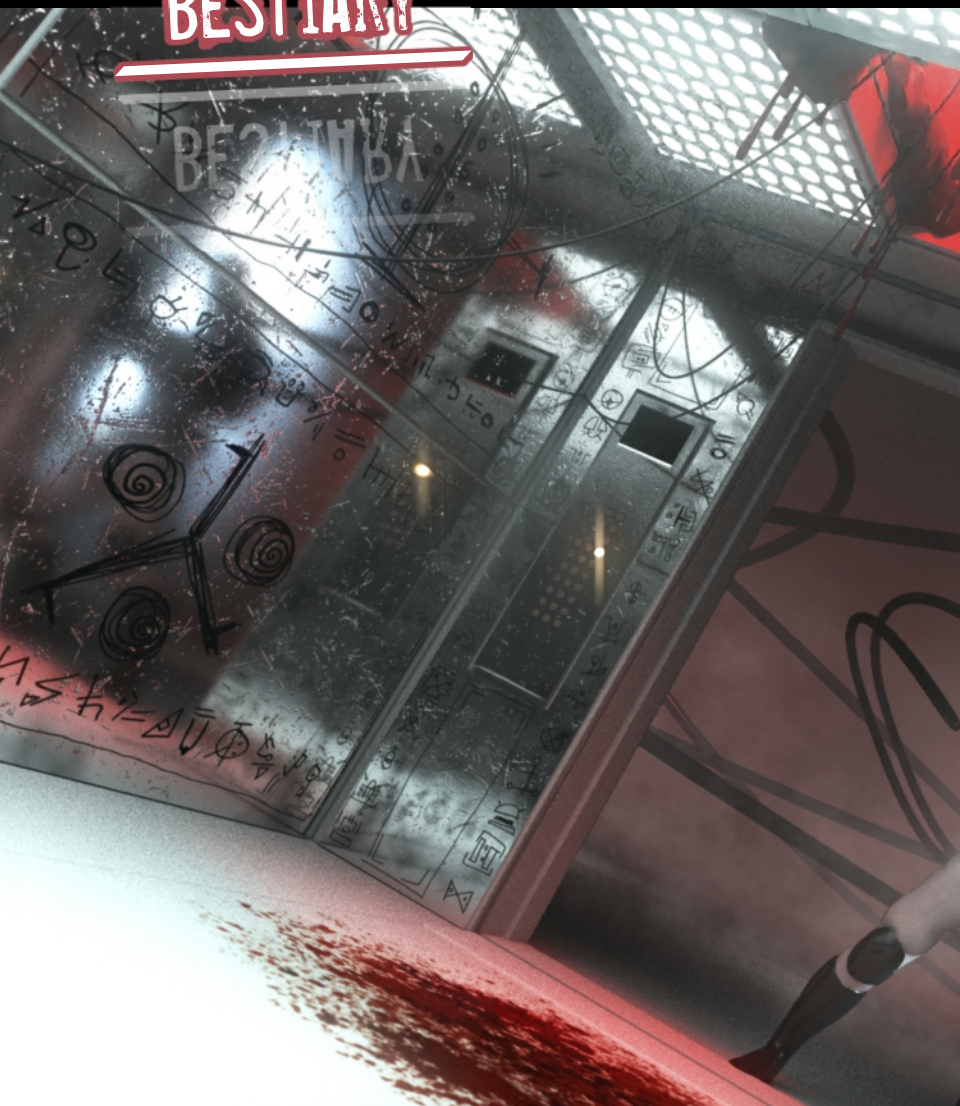
General	Easily one of the most useful and dangerous spells of a doorcerer, allowing 2 (or more) doors to be spectrally entangled over long distance. What does this mean? You can use 2 (or more) doors for long distance communicating and-with enough invested energy... maybe even as a portal. Once a connection is established, 10% chance both doors shatter when used. NOTE: -2 to spell check for each door after the first two.
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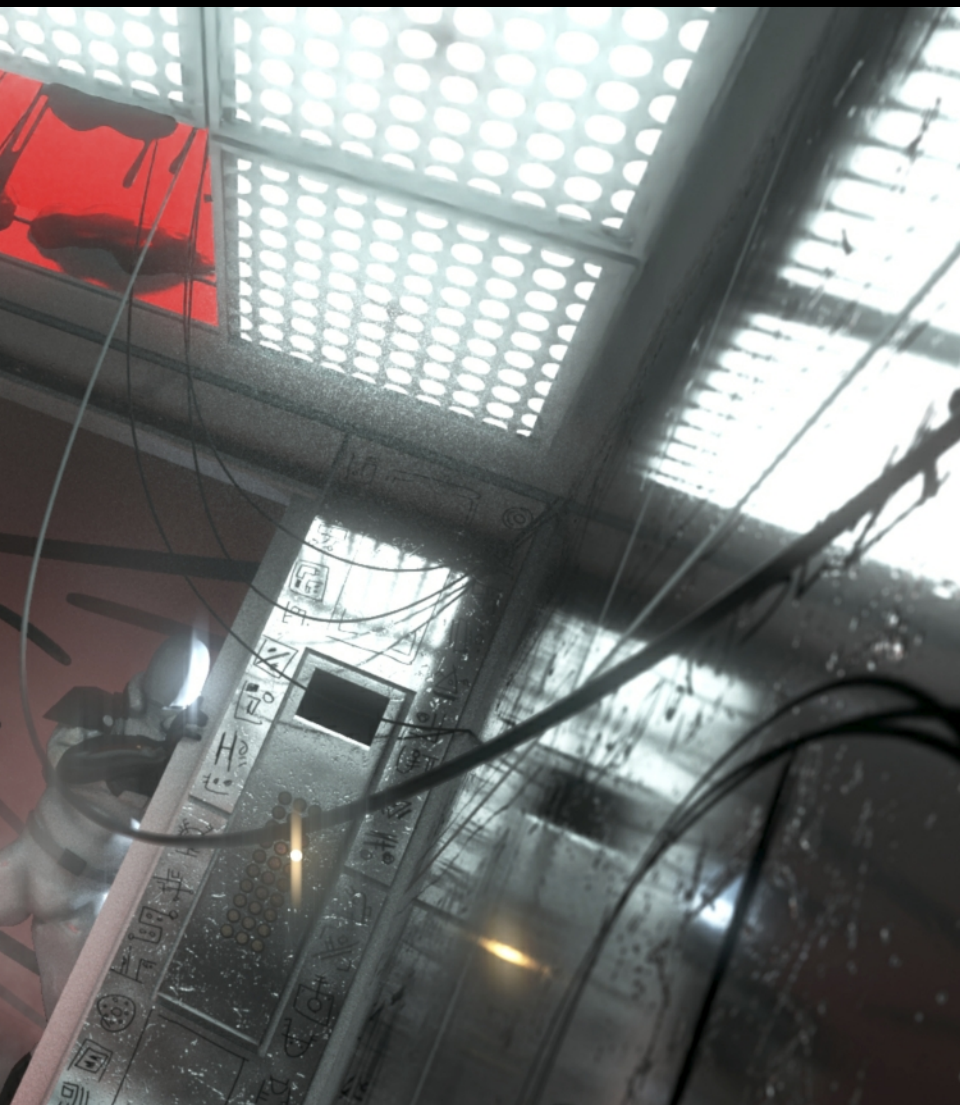
Manifestation	Roll 1d4: (1) doors levitate and repeatedly smash into each other until the spell is complete; (2) the last vestige of the Door God appears and blesses this door union; (3) a ripple appears in one door, then in the others. They proceed in call and response of ripples and quakes; (4) caster knocks on both doors d3 times, then declares "it is finished."
Corruption	Roll 1d4: (1) caster's thoughts are heard by everyone within 30'; (2) caster hears knocking in skull, constantly. -1 to all skill checks; (3) caster's flesh turns to door-like-notably flammable; (4) caster level-0 occupation changes to a random occupation, changing known skills.
Misfire	Roll 1d4: (1) all doors involved shatter; (2) doors animate, each dealing d6 damage to the nearest target, then go dormant; (3) caster's voice is trapped inside one of the doors for d4 hours; (4) next door caster walks through teleports them d20 minutes into the future.

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	Failure but the spell is not lost.
14-17	Passive synchronization is in effect and the doors are able to transmit vibrations bi-directionally. Voice-capable if you scream clearly.

18-19	The doors are transmitting lossy data and vibrations are transmitted bi-directionally. Voice-capable if you yell directly into the door.
20-23	The doors function as basic telephones, transmitting both vibrations and voices at talking level and higher.
24-27	The doors serve as cosmic transducers and can transmit both vibrations and whispers bi-directionally. The connection can handle spell casting: spells cast directly into the door arrive out the other door.
28-29	The doors develop an Organic Lens Extractor Device, allowing people on either side to communicate via video transmission. Spells can still be cast through the door. Oh, and you must pass a DC 15 Fortitude save or develop severe eye strain for 8 hours after each use.
30-31	The doors develop a 1 time portal-bond allowing the caster to pass through one door and emerge from the other. Increase the chance of shattering to 50%.
32-33	The Council of Doors convenes and issues d6 passes to the caster. Anyone with one may travel through one door and out the other door. After passage the pass consumes itself in black flame. After all the passes are consumed 60% chance both doors shatter.
34-35	The Door God appears and blesses the doors in question. While licking its lips it loudly declares the caster may pass infinitely between the doors. If the doors involved ever shatter the Door God appears again scolding the caster for abusing power.
36+	As the caster looks to the sky the constellations play out the battle between the Door God and the Elevator God. As the Door God is slain its blood seeps from the stars and coats all the doors in the ritual. They all are able to transport anyone between the doors involved (not just the caster). If any of the doors involved ever shatter the Door God's blood permanently stains the caster. All will know they failed.

BESTIARY





Denial & Bargaining by Shane O'Neil

RAZOR-WORN'S oasis of wires

*"An oasis of wires,
Rancid hope mixed with electronic desires,
A severed head in a makeshift pyre,
Body mutated for years,*

Gantry inspired – bloody writing found in the dispatch

As Razor-Worn's head was severed by the Cobalt Gates Eternal,
her primal emotions scattered across the Cosmic Dispatch.

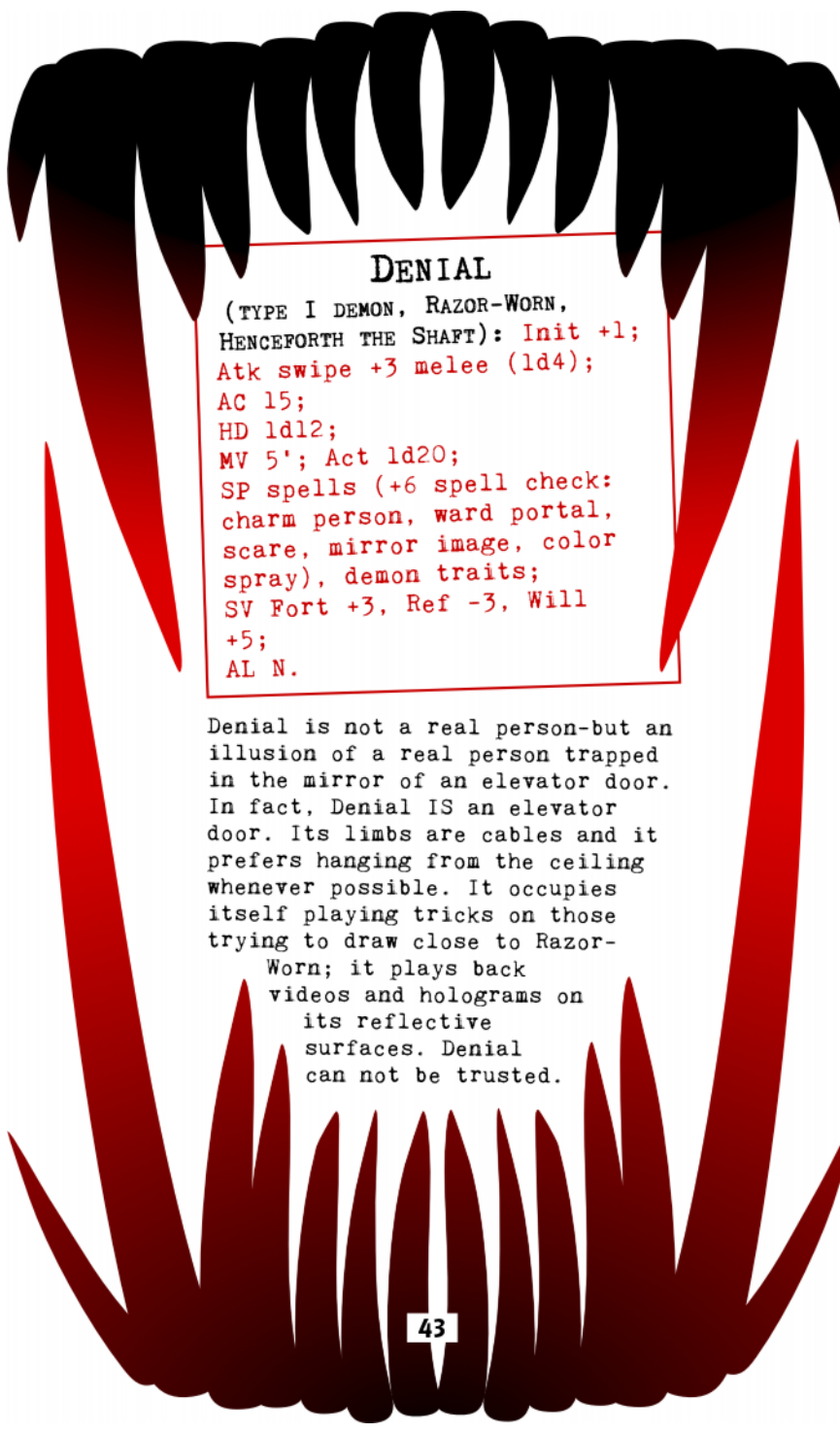
ANGER - the undying rage of a rushing elevator
DEPRESSION - //// cannot find documentation ////
DENIAL - the perfection of polished metal
BARGAINING - the elevator that bleeds
and **ACCEPTANCE***.

Each has manifested itself bringing different aspects of the Gantry
to life.

*Acceptance (Issue #1.5), however, has become something of a
problem. It has become its own Orbital Intelligence and found its
own followers in the demon space pirates Benediction &
Absolution. (found here!)

Honestly though...

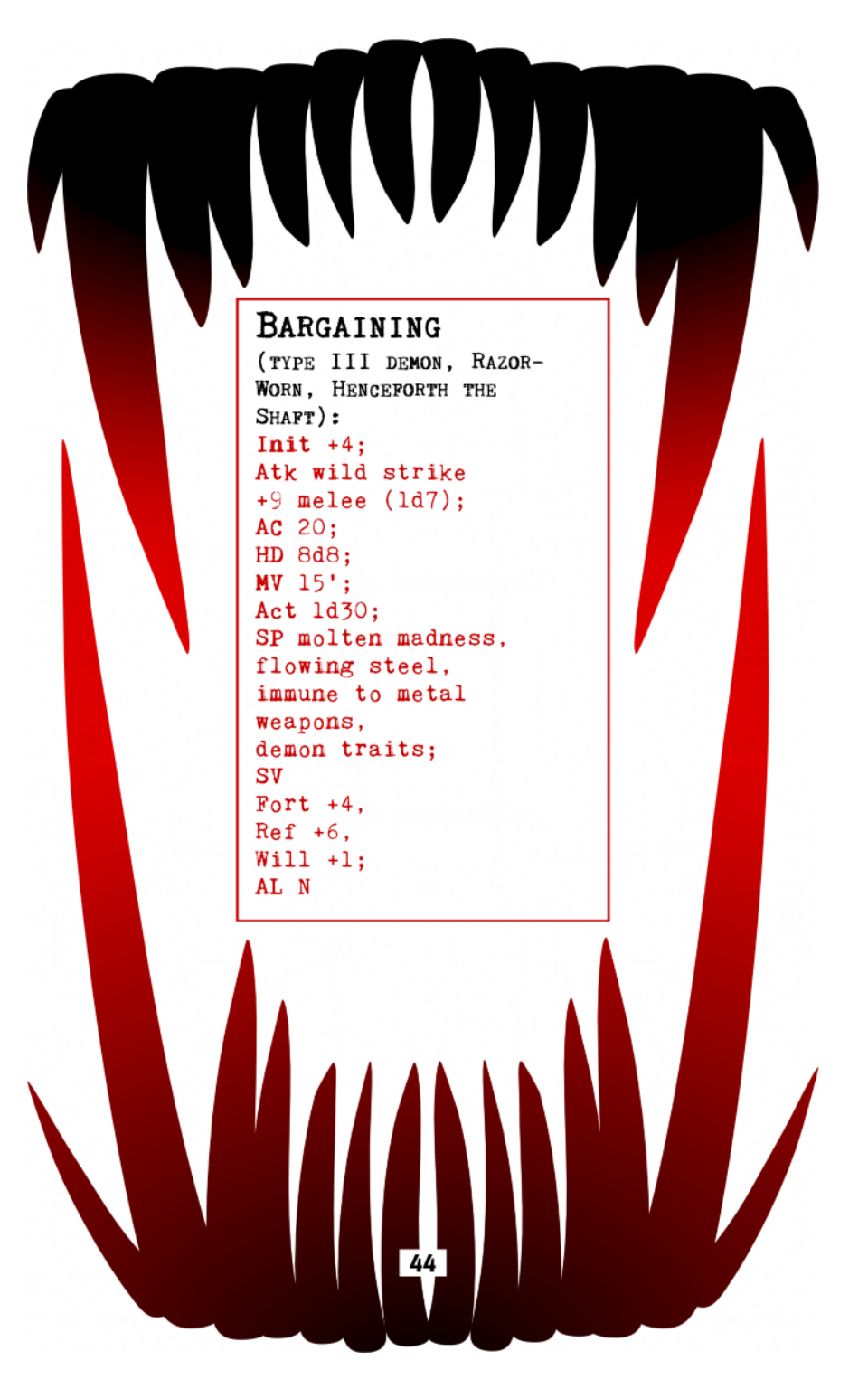
Beware all of Razor-Worn's Oasis of Wires, they relentlessly stalk,
flay and immolate, all standing in the way of the Elevator God's
progress... and Acceptance's brood will laugh and point and stare
and salvage the wreckage.



DENIAL

(TYPE I DEMON, RAZOR-WORN,
HENCEFORTH THE SHAFT): Init +1;
Atk swipe +3 melee (1d4);
AC 15;
HD 1d12;
MV 5'; Act 1d20;
SP spells (+6 spell check:
charm person, ward portal,
scare, mirror image, color
spray), demon traits;
SV Fort +3, Ref -3, Will
+5;
AL N.

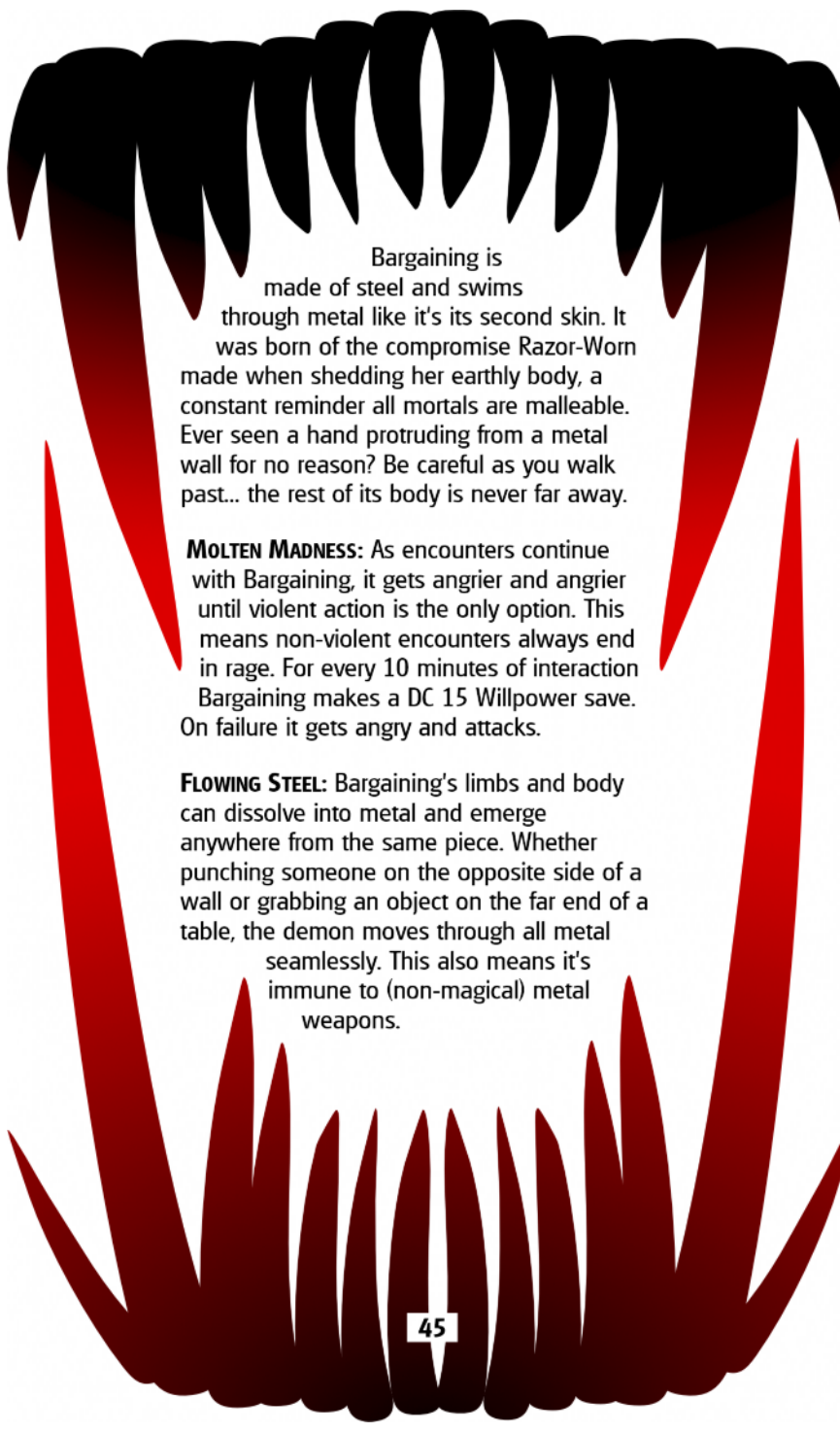
Denial is not a real person-but an illusion of a real person trapped in the mirror of an elevator door. In fact, Denial IS an elevator door. Its limbs are cables and it prefers hanging from the ceiling whenever possible. It occupies itself playing tricks on those trying to draw close to Razor-Worn; it plays back videos and holograms on its reflective surfaces. Denial can not be trusted.



BARGAINING

(TYPE III DEMON, RAZOR-
WORN, HENCEFORTH THE
SHAFT):

Init +4;
Atk wild strike
+9 melee (1d7);
AC 20;
HD 8d8;
MV 15';
Act 1d30;
SP molten madness,
flowing steel,
immune to metal
weapons,
demon traits;
SV
Fort +4,
Ref +6,
Will +1;
AL N



Bargaining is made of steel and swims through metal like it's its second skin. It was born of the compromise Razor-Worn made when shedding her earthly body, a constant reminder all mortals are malleable. Ever seen a hand protruding from a metal wall for no reason? Be careful as you walk past... the rest of its body is never far away.

MOLTEN MADNESS: As encounters continue with Bargaining, it gets angrier and angrier until violent action is the only option. This means non-violent encounters always end in rage. For every 10 minutes of interaction Bargaining makes a DC 15 Willpower save. On failure it gets angry and attacks.

FLOWING STEEL: Bargaining's limbs and body can dissolve into metal and emerge anywhere from the same piece. Whether punching someone on the opposite side of a wall or grabbing an object on the far end of a table, the demon moves through all metal seamlessly. This also means it's immune to (non-magical) metal weapons.



Anger "Elevator Hydra" Demon by Sam Mameli

ANGER

(TYPE II DEMON, RAZOR-WORN, HENCEFORTH THE SHAFT):

Init +8;

Atk head bite +10 melee (1d4),
or kick +5 melee (1d8), or door
bite +2 melee (2d12);

AC 18;

HD 8d12;

MV 20';

Act 8d20;

SP spew corpse, elevator stealth,
demon traits;

SV Fort +10, Ref +0, Will +0;

AL C.

Ever seen an elevator slice a body in twain, then take off running down a hallway while leering at you and hurling insults? Well that's Anger! Towering 20' tall and constantly howling from its 8 stalk-mounted heads, Anger channels the rage burning inside of Razor-Worn from her parents abandonment. It walks on sinewy cable-wrapped limbs stolen from severed victims and bears the heads of its most recent kills. It's an ironclad beast that consumes everything it can.

SPEW CORPSE: 1/day. Target must pass a DC 17 Reflex save or take d6+6 damage. Recharges every time Anger kills something.

ELEVATOR STEALTH: +10 to stealth checks near another elevator or where an elevator would normally be.

A TALE OF 2 CULTS

As soon as Razor-Worn slew the Door God there were 2 roving groups left behind: those *elevate-in* and those *elevate-out*; likely human before discovering an elevator in the wild.

Both cults are actively seeking members... perhaps you'd like to pledge with one or both?

There were those who walked in and were amazed when they saw all the buttons and knew that they were ordained. They witnessed the unworthy struck down pressing the buttons. They became taller in her honor and became known as **The Shift of the Shifted.**



TABLE: Shift of the Shafted Initiation

Roll d6	Shift of the Shafted Initiation
1	Push all the buttons in an elevator.
2	Close the door on someone who wants to get in an elevator .
3	Fashion and wear stilts equal to height.
4	Wear Razor gloves for 2d12 hours.
5	Paint all of clothing red.
6	Operate a gantry yo-yo for d6 hours.

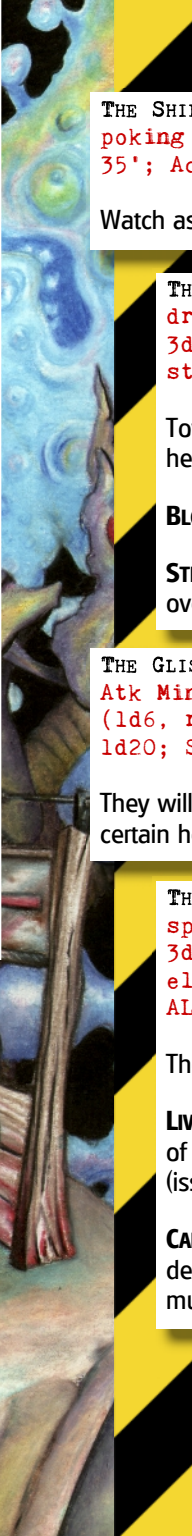
There were also those unable to make it in (some lost their heads). They realized it must have been divine will to lose one's head. Knowing altitude is godliness, they keep all from attaining height and imitating god. These purveyors of Razor-Worn's will are now **The Glistening of the Guillotine**.

TABLE: Glistening of the Guillotine Imitation

Roll d6	Glistening of the Guillotine Imitation
1	Pry open the doors of an elevator with your bare hands.
2	Sever a random limb.
3	Pry the door off an elevator and take as a trophy.
4	Learn door magic.
5	Get a living door.
6	Wear a very large hat (2x your height) for 2d12 hours.



the elevator cults by Andy Hopp



THE SHIFT OF THE THE SHAFTED (CULTIST) : Init +2; Atk poking stick +2 melee (1d5); AC 13; HD 1d10; MV 35'; Act 1d20; SV Fort +0, Ref +2, Will -1; AL N.

Watch as they press the divine elevator buttons of god.

THE SHAFTMASTER (CULT LEADER) : Init +3; Atk chainsaw drive poking stick +4 melee (1d5+3); AC 15; HD 3d10; MV 40'; Act 1d20; SP bloody fumbles, stilts; SV Fort +1, Ref +3, Will +4; AL N.

Towering over their kin on stilts, they profess to be as tall as god herself. Only they dictate who can press the buttons.

BLOODY FUMBLES: attacks self on natural rolls of 1-5 to hit.

STILTS: DC 11 Reflex save whenever it takes damage or it falls over.

THE GLISTENING OF THE GUILLOTINE (CULTIST) : Init +2; Atk Mini-Throwing-Guillotine +3 missile fire (1d6, range 15'); AC 12; HD 1d8; MV 25'; Act 1d20; SV Fort +2, Ref +1, Will +0; AL N

They will not let anyone into the elevators that is over a certain height, usually anyone taller than them.

THE GLISTENER (CULT LEADER): Init +3; Atk living door spit +5 missile fire (2d6, range 15'); AC 14; HD 3d8; MV 30'; Act 1d20; SP living door, call the elevator-tube grub; SV Fort +2, Ref +2, Will +3; AL N.

They bear Living Doors of Razor-Worn's will almighty.

LIVING DOOR: carried on its back; it can speak and has Intelligence of 2d8. It casts charm person, invoke patron for Razor-Worn (issue #1.5), and Door Surfing the Cosmos. +5 to spell checks.

CALL THE ELEVATOR-TUBE GRUB: every round the Elevator-Tube Grub deals 1d3 damage to anyone spit on by the living door. Target must spend an action cleaning themselves to make it stop.

SPACE **piracy**

The stars beyond the stars are full of tales of pirates raiding from the black of night, gallivanting with demons and bringing ruin to far larger craft. Roll below to find out what kind has fallen upon you-and what they need or want.

Table: PIRATE & CREW

Roll	Pirate	Crew
d4		
1	Pterodactyl	d4 elves, d3 servitors
2	Giant Boa	d3 human bandits, d3 dwarven snipers
3	Harpy	d6 skulkers, d3 pterodactyls
4	Giant Ape-man	d4 ogres

Table: GIMMICK & HOOK

Roll d4	Gimmick	Hook
1	Crew's skin is as black as space with constellations and galaxies swirling in their skin. +d8 lightning damage.	Has cargo it needs to dump ASAP.
2	Entire crew's eyes are replaced with LED arrays. Darkvision 90'	Offers passage into deep space.
3	Entire crew has animal heads. Speaks to animals.	Needs protection from rival crew.
4	Crew speaks telepathically as their mouths are missing.	Was sent to kill player group.



Goliath Fractal-Engine by James Everett-Jackson

GOLIATH FRACTAL-ENGINE:

Init +15;
Atk bite +25 melee (1d12),
claw +30 melee (1d8),
tentacle +30 melee (1d4,
range 40');
AC 20 (Torso),
20 (Limbs),
30 (Brain Tank);
HD 30d12;
MV 50' (walking), 50'
(climbing);
Act 5d20;
SP Read Below;
SV Fort +30,
Ref +38,
Will +30;
AL C

TRIPLE-

**BUZZ HYPER-
ASSAULT CARBINE:**
+10 missile fire
(2d12+6, range
20'/40'/60').
1/turn.

HOMING GIANT

PHASING RIFLE: +15
missile fire
(1d30+6, range
25'/500'/1200').
Reroll first miss.
Reroll damage
once. d4 rounds
to recharge.

FORCED STEAM

VENTING: All within
1d4x10' take
15d10 damage,
1/2 with save. DC
21 Fortitude.
1/day.

Whereas the Half-Stratosfiend
move in first, and the IX-777
behind them, the Fractal-
Engines are sent when there
is a proven heavy resistance.

They're rumored to be half-
Stratosfiend but no one has gotten close
enough to confirm. Planets burn when
they show up. There isn't an empire
that's survived their arrival... yet.. also..
always remove the eye.

HEALING TANK:

When below 80
HP, it leaks 1d6
HP/turn.

EYE OF HORROR: If
killed without
removing its eye, a
Goliath of the
Horror births itself
from the corpse in
2d4 rounds. RUN!

**RAGING BLOOD OF
THE SCION:** On
damage taken, it
gains an extra d16
action die for the
next round. 2d4
Seekers of the
Scourge are born
from the wound.

VOID-INK ESCAPE:

teleport, as a
reaction, up to 10
miles. 1/hr

STRATOS-SEEKER

HELIX: locate any
single Stratosfiend,
any distance.
1/day

NERVE-AGENT

SPINES: after a
target is damaged,
it makes a DC 16
Fortitude save or
is knocked prone
while screaming.

ZENITH OF TERROR:
target must make
a DC 20 Willpower
save or flee for
1d4 turns. 1/turn.

A BRIEF HISTORY OF ORGAN-FRACTALS

Organ-Fractals were initially a medical process to repair damaged limbs and organs, a strange mixture between the maggot spas of Xentarsus and nano bio-machines with minds of their own. They bend to strong wills and all of them flock to the Orbital Intelligence Acceptance (considered by many to be the root Organ-Fractal, from which they were all shaped).

Let's skip to the part you care about: how to inject them and what happens when you do.

STEP 1: find a stable colony.
 STEP 2: puncture the skin layer.
 STEP 3: wait for the black sludge and exhaust of dead machinery to start leaking forth.
 STEP 4: roll on the following table.

Effects last for 1 day. At the end pass a DC 15 Fortitude save or take d10 damage.

TABLE: Effects of Injection

Roll d6	Effects of Injection
1	Vitality Surge: +d3 Stamina and temporary hit points.
2	Optical Laceration: vision increased to 90'. Heat vision only.
3	Corpulence: weight doubles. +d8 melee damage. Movement 1/2.
4	Flight Glands: Gains ability to hover.
5	Suck on This: Increase grabbing range to 20'.
6	Black Death: Vomit black sludge as an action. Enemies must make a DC 14 Willpower save or buckle to the ground.



Benediction & Absolution "Space Pirate Queen of the Flotilla"
by Sam Mameli

BENEDICTION

(TYPE IV DEMON,
ACCEPTANCE, THE ROOT ORGAN-
FRACTAL):

Init +8;
Atk sabre +15 melee (1d8),
slug carbine +10 missile
fire (2d6, range 40');
AC 21;
HD 11d8;
MV 35';
Act 3d20;
SP Centipede, Living Halo,
Neon Basilisk;
SV Fort +10, Ref +10,
Will +7;
AL N

Hailing from deep fear space is this genetic pirate. Known as much for her ferocity as for her grim fetishes, she strikes terror into mortal hearts. She keeps every kill and stitches them into her flesh.

CENTIPEDE: after each kill Benediction absorbs the corpse and gains an extra 1d20 action die, +5' MV and 1d8 bonus HP. Absolution also gains an extra 1d20 action die. She WILL target her own to trigger this ability.

NEON BASILISK: May bask target in Neon Eye Gas as an action. Target must pass a DC 21 Fortitude save or be frozen in place for 1 turn.

LIVING ICON: an Absolution Demon is bound to her and wrapped around her neck. They are followed by a group of 3d6 followers, endemic to the region they are encountered in. THEY ARE ALWAYS willing to be sacrificed first.

ABSOLUTION

(TYPE II DEMON,
ACCEPTANCE, THE ROOT
ORGAN-FRACTAL):

Init -8;
Atk bite +10 melee
(1d6);
AC 14;
HD 6d8;
MV 0';
Act 1d20;
SP Targeting Exhaust,
Taunting Sludge,
Organ-Caster;
SV Fort +6, Ref +0,
Will +6;
AL N

TARGETING EXHAUST: action. Target makes a DC 16 Fortitude save or all actions targeting it have a +2 bonus until combat ends.

TAUNTING SLUDGE: action. Target makes a DC 16 Willpower save or its next action and movement must be attacking Absolution.

ORGAN-CASTER: knows all of Acceptance's Patron Spells (issue #1.5) at +5 spell check and can cast them on Benediction. If not available use Strength, Phantasm, and Haste from DCC core.

APPENDIX O - POST-DROP TORATE OCCUPATIONS

These can be used in conjunction with the DCC base set or to help illustrate the bizarre overlay that is the world post-Drop without any time or particular place in mind.

TABLE: Pre-Drop Occupations

d10	Occupation	Trained Weapon	dmg	Trade Goods
1	Actor	car keys	1	head shots
2	DJ	micro-phone	1	turntables
3	Pilot	broken joystick	d3	private jet (needs re-pair)
4	Back-Alley Magician	magic wand	d3	stacked deck of cards
5	Acrobat	brass rings	d3	bag of chalk powder
6	Fire Breather	flame breath	d4	fuel
7	Baker	rolling pin	d4	loaf of bread
8	Taxi Driver	pistol	d4	taxi (no fuel)
9	Mining Engineer	war drill	d6	map of "the underground"
10	Butcher	meat cleaver	d6	side of beef (or pork)

TABLE: Post-Drop Occupations

Roll d10	Occupation	trained weapon	dmg	Trade Goods
1	Terrible CEO	jawbone of last assistant	1	working cell phone
2	Untrained Exorcist	faux-silver crucifix	1	vial of "holy" water
3	Game Developr	water bottle	1	bag of dice
4	Satellite Technician	razor-lined keyboard	d3	large bag of mixed wires
5	Alien Mind-Bender	probe	d3	alien propa- ganda pam- phlets
6	Cyber-Priest	circuit board cyber-crucifix	d4	cyber-lec- tionary
7	Brand Mascot	broken bottle	d4	"CURSED" and possibly living mascot costume
8	Noise Musician	bag of glass and rocks	d4	voice re- corder
9	Bio-Mass Harvester	bio-mass extractor	d6	alien bio- mass
10	Chainsaw Artist	chainsaw	d6	chain lubri- cant

APPENDIX S - LUCKY SIGNS

CLASP OF THE ~~earth~~- BOUND

These are for those of pre-Drop
earth origins (or those in hiding).

TABLE: Earth Signs

Roll dl6	Augur and Lucky Roll
1	<i>The Earth-Mother's Delight:</i> All rolls with Incubating Weapons and Armor
2	<i>Might of the Waves:</i> Melee attack rolls
3	<i>Magmatic Crust:</i> Armor Class
4	<i>Dark of the Satellic Moon:</i> Thief skill checks
5	<i>The Infiltrating Quasar:</i> Non-Patron spell checks
6	<i>Chains of Poseidon:</i> Tentacle Damage Rolls
7	<i>Vomit of the Skies:</i> Ranged Damage Rolls
8	<i>Evisceration of the Six Chambered Hell:</i> All rolls with Living equipment
9	<i>Seeker's Moon:</i> All trap skill and Spell checks
10	<i>Quaking Death:</i> Critical Hits
11	<i>Blessing of the First to Land:</i> Patron spell Damage
12	<i>The Water Doused Veil:</i> Resist Fear checks
13	<i>Pride of the IX-777:</i> All rolls with Sentient Weapons and Armor
14	<i>Kiss of the Cloud-Thirst:</i> Fortitude save
15	<i>Salvage of the Living Debris Field:</i> Hit Points (applies at each level)
16	<i>Blessed, Henceforth the Shaft:</i> All interactions with Patrons

BANES OF THE STARS BEYOND THE STARS

These are for those born
beyond the stars and those
that were molded and
warped by ways of the
Cosmic Gantry.

TABLE: Space Signs

Roll d16	Augur and Lucky Roll
1	<i>The Carbine of God:</i> Ranged attack rolls
2	<i>The Will of the Gantry:</i> Initiative
3	<i>Terror of the Stratosfiend:</i> Fear Die and Fear inducing checks
4	<i>Earth Wisened:</i> Non-Patron spell damage
5	<i>Obsidian Grasp:</i> Melee damage
6	<i>Vents of Oisiron:</i> Speed gains flight (each +1 = +5' flight speed, each -1 = -5' all speed)
7	<i>Guise of the Drop:</i> Reflex save
8	<i>The Eternal Jester:</i> Tentacle skill checks
9	<i>The Rainbow Dirge:</i> Patron spell checks
10	<i>Coils of the Harbinger:</i> Tentacle Attacks
11	<i>Scars of the Trident of the Sun:</i> Satellite Interactions
12	<i>Guidance of High Command:</i> Willpower save
13	<i>Harken the Sky-Channel:</i> Persuasion checks
14	<i>Denial of the Organ-Fractal:</i> Corruption Rolls
15	<i>Prismathurgis's Breakfast:</i> Fumbles
16	<i>Call of the Orbital Intelligences:</i> Number of Languages

APPENDIX L - AN ASIDE ON LANGUAGE

COMMON: spoken by all.

TERRESTRIAL LANGUAGES: Languages from those born on a planet, as opposed to the stars.

PIRATE TONGUES

- ✧ **Inner Piracy:** Spoken by the Clans operating within satellites and shipping lanes. Generally a faster flowing language. Highly context driven. Drops all syllables, and unneeded words, for a given sentence.
- ✧ **Outer Piracy:** Frequently used by the groups seizing space stations and taking over Drop-gates. Derived from cultures that built the initial Drop-gates.

STRATOSFIEND LANGUAGES

Lesser and Greater are very different languages with many homonyms between them. Many have ended up dead, saying the wrong thing in the wrong tongue.

- ✧ **Lesser Stratosfiend:** spoken mostly by the half-Stratosfiend, and embedded invasion forces. It's primarily a spoken language-although there are 4 known written forms.
- ✧ **Greater Stratosfiend** - taught only to magistrates and their retainers. 1 written form. It is forbidden to write it but reading is ok. Spoken freely by those that know it.



LANGUAGES OF THE STARS BEYOND THE STARS:

- ✧ **Trap-Speak:** spoken by all Traps.
- ✧ **Seeker:** spoken by the Seekers. Barking and howling.
- ✧ **Skulker:** spoken by Skulkers. Requires 4 or more limbs to speak effectively.
- ✧ **Null:** spoken by Nulls. Physical language.
- ✧ **Goliath:** spoken by the Goliaths. Native to their homeworld. Harsh language.
- ✧ **Death-Engine:** Spoken only by Death-Engines. So strange, even Goliaths don't fully understand it.

LANGUAGES OF THE ORBITAL INTELLIGENCES:

- ✧ **Orbital Intelligence:** spoken by all Orbital Intelligences. They don't like mortals using it but ritually must respond when spoken to in this tongue.
- ✧ **Deep Terror:** spoken by Terror-Eater and her kin. A mixture of screams and howls.
- ✧ **Tridenti Solaris:** spoken by Sky-Lasher and it's Satellibat legions. A zealous machine language, oddly based on Latin.
- ✧ **Organ-Fractal:** spoken by Acceptance and it's demons. Those that have undergone organ-fractal implants and mutations, can understand it but can't speak it.
- ✧ **Gantry-Speak:** spoken by Razor-Worn, her kin and all those that travel the cosmic gantry and cosmic dispatch
- ✧ **Harbinger:** spoken by Xentarsus, centipedes and most maggots. Extremely wordy language that grows faster with every word and resets every sentence.
- ✧ **Flesh-Architect:** spoken by Enamel-Cortex and her surgical operators. All who have been operated on can understand it but can't speak it.
- ✧ **Rainbow Dirge:** spoken primarily by Prismathurgis. A strange language that makes all laugh joyously that hear it. Sounds patronizing and is full of giggling.

% chance to know	language
01-07	roll on O-Level Human Table (DCC core)
08-10	roll on Warrior Table (DCC core)
11-13	roll on Cleric Table (DCC core)
14-16	roll on Thief Table (DCC core)
17-19	roll on Wizard Table (DCC core)
20-22	roll on Halfling Table (DCC core)
23-25	roll on Elf Table (DCC core)
26-28	roll on Dwarf Table (DCC core)
29-34	Inner Piracy
35-41	Outer Piracy
42-61	Lesser Stratosfiend
62-69	Greater Stratosfiend
70-71	Trap-Speak
72-73	Seeker
74-75	Skulker
76-77	Null
78-82	Goliath
83	Death-Engine
84	Orbital Intelligence
85-86	Deep Terror
87-88	Tridenti Solaris
89-90	Organ-Fractal
91-95	Gantry-Speak
96-97	Harbinger
98-99	Flesh-Architect
100	Rainbow Dirge

**BUT
WAIT...
THERE'S
MORE.**

(Note to layout, this page should be all black,
with white text... and include this note)



The Bat God Relaxing and plotting to kill Xentarsus
by James Everett Jackson

APPENDIX B - THE LUST OF THE BAT GOD

So you're telling me you need a ride to planet
[insert name here]? Yeah... I've got you. Got any
choice waves or pizza?

TABLE: How You Get There:

Roll d5	how you get there
1	Opens chest cavity, lets you inside and flies there.
2	Gets you passage on a satelli-rail Drop ship.
3	Loads you into artillery shell, launches you at planet.
4	Calls the Flesh-Architect to give you a ride. Upon her arrival, Enamel-Cortex tears the flesh from the party and they are reassembled cell by cell at the destination.
5	Sits down. Pours drink. Opens Drop-gate. After beverages are completed, the party warps there.

TABLE: What It Does to the Planet:

Roll d5	what it does to the planet
1	Chugs its whiskey and bellows flame to consume it. After the conflagration subsides, the Bat God passes out.
2	Fires a volley from its orbital laser platform. Each bolt sears time and space itself.
3	Signals the eastern Satellibat Bombing wing to commence strafing run. The drones whistle as they report in.
4	Makes a phone call, and signals you to leave him.
5	Pulls out LED dance mat; each step releases micro-nukes.

TABLE: State When You Land:

Roll d5	when you land
1	Automated defenses are returning fire.
2	Capital structures are in flames and society is collapsing.
3	Society is resuming amidst rampant destruction.
4	The planet is actively exploding and in the middle of the bombardment.
5	It's in pristine condition; the salvos must have missed. A second set will launch in 1d4 weeks; it will be substantial and merciless.

TABLE: How You Pay the Debt:

Roll d5	how you pay the debt.
1	Find 1 slice of pizza from each major metroplex. The Bat knows if you're lying and will expect you to restart ovens.
2	Convert a local wizard, sat-caster or otherwise spell caster to the Bat God. Clerics work, too, but as of right now Sky-Lasher doesn't know how to handle them.
3	Find the local cult devoted to the Bat God and let them know He's coming. There always is one, and they'll be waiting. He WILL show up.
4	Hurl yourself from the tallest structure or find yourself at the mercy of Satellibat drones if you try to leave the planet.
5	Secure transit for the Bat God. It must be fit for a king. It also has to fit his wings. He has a 100' wingspan, so good luck!

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