

TERROR OF THE #3 STRATOSFIEND



COMPATIBLE WITH

DCC RPG

ORBITAL
INTELLIGENCE

The Drop is unstable and barely understood even by those that command it. Crafts require special shielding to avoid the effects. The Drop Die grows with distance dropped. **Good luck.**

ROLL DROP DIE	EFFECTS
1	Nothing: You're lucky-this time.
2-3	Cosmic Rust: 1d3 weapons within 20' instantly rust. One more hit shatters them.
4-5	Rewind: All within 40' who move rewind to their earlier position at the end of each round. Lasts 1 full turn.
6-7	Drop Sickness: Source of the Drop makes DC 13 Fort save or -2 to all saves for 1d3 turns.
8-10	Pulse: A ring of energy rapidly expands, knocking all within 50' prone.
11-12	Rogue Gate: A micro-gate opens, sucking 1d4 targets through and spraying them out through the other end, 2d30 feet away.
13-15	Drop Storm: DC 12 Will save or struck by lightning (1d4). Roll again at -1d.
16-18	<p>Shadows Weep: Shadows of all within 60' vanish. They return as Drop-Hounds, which drag their hosts back into nothingness.</p> <div> <p>Drop-Hound (Demon): Init +3; Atk bite +2 melee (1d3); AC 12; HD 2d4; MV 30'; Act 1d20; SP Drag, Shadow; SV Fort +8, Ref +2, Will +4; AL L.</p> <p>Drag: Targets bitten make a DC 12 Will save or follow the Drop-Hound.</p> <p>Shadow: Half damage from physical attacks.</p> </div>
19-22	Strange Attractors: All attacks that miss within 70', automatically hit as criticals instead.
23-25	Detonations: 1d12 items detonate, dealing 1d8 damage to their owners.
26-27	Demonic Override: Make a DC 18 Will save or lose physical control of character for 1d3 turns.
28	Demon's Glee: 2d4 random Demons appear. They attack the source of the Drop disturbance.
29	Drop's Got You Bob: 3d6 random targets suffer Greater Corruption. Luck check for a minor corruption instead.
30	Resonant Shockwave: All within 100' take 4d6 damage, DC 16 Will save for half damage. Roll the Drop Die 2 more times.

TERROR OF THE STRATOSFIEND

ISSUE #3: THE BAT GOD'S STUPID WAR AKA BAT GOD BEACH EPISODE

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WELL THIS GOT AWKWARD, OFF TOPIC, AND WEIRD FAST, DIDN'T IT?

Welcome back! It's Issue 3 of *Terror of the Stratosfiend*—what we're calling "The Bat God's Stupid War."

The backstory is pretty straightforward: enter **Sky-Lasher the Everlasting, Trident of the Sun**. Noble Weapons Satellite turned hedonistic Bat Demon God Lord, that kind of thing. So yeah **The Trident of the Sun** heard there were good waves, choice pizza, and a healthy population of Sat-Casters willing to devote themselves to its orbital arrays (or any "knowledge" satellite that was willing to prove itself worthy—and worthy indeed the bat would prove, its flames purifying all stupid enough to worship it).

So where's that leave what we're calling Earth? **Terror-Eater the Earth-Mother** is in hiding within the Earth itself—supposedly it's her shell. In her place, a new Orbital Intelligence, **Enamel-Cortex, the Flesh Architect** has emerged. No one is really sure what she wants, beyond some weird manifesto about carving mankind into their true potential blah blah blah. Macroorganism immune response, you know.

From across the edge of the planet crawls the Harbinger (*Xentarsus to its children... it will be in the next book... i ran out of pages, and this one was important to me. Enough that i'm wasting words explaining this.*)

So uh, the **IX-777** finished their sweep of the system, and got called back to Cosmic Dispatch for the regrouping. Cultists devoted to the wandering **Sphinxari** are whispering of yet ANOTHER new Orbital Intelligence, **Prismathurgis** who they believe will unite them all. But that's nonsense.

Oh! And the part that actually matters. **New Bat City** is now the most interesting city on the planet and it's surrounded by an ever-increasing sea of blood?

This game was about tentacles and sorcery right? GET ON WITH IT.*

*welcome back,

we've missed you..

Let's **GO-GO-GO-G-G-G-O** check the city out.



NEW BAT CITY, A HISTORY //

FUTURE(1) COPY(2)_FINAL

(Red page, black text, leave this note)

Welcome to the city of the Bat. A Brutalist nightmare and overall fun place to party. The best pizza humanity could muster and best of all a strict NO BAD WAVES policy.

Of course, it's actually kind of awful. Runners leap from rooftop to rooftop, escaping pursuit by Xentarsus abduction-engines. Red-yellow-green sirens blast in the streets, signaling the coming level of orbital bombardment. Choreographed dance parties, blood everywhere, and did I mention pizza?

Of course, now you're on the run. Let's find out what happens if you fail a roof jump (adjust by Luck modifier). Let's be honest, falling to your doom is more interesting. WAIT—that chasm was 10d10 feet deep. Remember that. Also there's probably a pizza place down there. Wonder what happens at the pizza place in the sky.

ROLL 1D5	WHAT HAPPENED WHEN YOU FAILED YOUR LEAPING-A-CHASM CHECK?
1	Spike-Laden Pit: It's not clear what happened, but now you're falling down this pit as your entire sordid life flashes before your eyes. That's cool and all, but you take normal fall damage from the height. Also make a DC 18 Reflex save or take 2d6 from the spikes that are very likely impaling you now.
2	Scraping Against Walls: Your leap was almost successful, but you slam into the opposite rock face or whatever. The wall catches you, but you still slide all the way down, taking half fall damage from the height.
3	Land, Trip, Break Jaw: You make it to the other side but lose your footing at the last moment, tripping, falling and breaking your jaw (takes 1d4 weeks to heal). Good luck eating. Also take 1d8 damage.
4	Surprise Thermal: Lucky for you, a blast of air propels you over the chasm, throwing you 10' into the air. Make a Luck check or take 1d6 damage.
5+	Grace of the Bat: Aren't you lucky? A cybernetic bat swarm (we'll get to that, don't worry) rescues you. Roll initiative, they're ready to fight. Sorry.

THINGS THAT FLY AND SNAP

To adapt to the Stratosfiend incursion, humanity let them in and worked with the half-Stratosfiend. There would be no such acceptance with the fury of an inbound Orbital Intelligence.

To deal with the Bat, humanity was forced to take to the skies. To don wings of steel and bone.

The initial orbital bombardment destroyed the factories and supply lines. This equipment is hard to come by—they are essentially artifacts. Beware the costs of using them:

- **Mini Centipede Engines:** Cybernetic constructs formed in the image of the Harbinger. They bond permanently with the user, offering AC +1 and Patron Bond +1d with any Orbital Intelligence while they're bound. They may be sacrificed to deal 1d6 laser-biting damage to an assailant.
- **IX-777 Wing Boards (MV 30'):** Sizes range from human to Goliath-Death Engine. Initially built for the shock troops to wage aerial assaults on a certain bat's sky fortress. Flight Maneuvers at -1d. Must be charged by a magic user.
- **"Bear Trap" Altitude Charges (2d10, 20' radius, DC 16 Ref):** Hurlled from the sides of skiffs and aircraft. They snap down, severing limbs, then explode. They can be inverted and set to hover—good for trapping doors, pits, windows, anything.
- **Micro-Drop Grenades (1d4, 10' radius, 2 grenades):** Form a vacuum when thrown. The first opens a drop-gate 6' in diameter, and the second forms its exit. It's stable for 1d4 rounds. 1-in-3 chance of summoning a demon at random. Also roll 1d3 on the Drop table.



THE FLESH THRONE

(Red text black page, leave this note)

WHAT'S IN A DEMON? AND DO THEY BUILD THEMSELVES?

The Stratosfiend aren't the only terrors that go bump in the night. The energy expelled by the drop gates that brought them here, attract a whole mess of Generator-Demons—beings that feed on our electronic addictions. Resourceful mortals have been able to bind them, with some serving as keys to gateways beyond.

Make sure to power down electronics, as they frequently teleport in and out of them, overloading at will.

GENERATOR-DEMON TRAITS

- **Electronic Affinity:** Neon lines across their bodies glow near transmitting data sources, lighting 30'. DC 14 Ref save when transmitting data to avert eyes or be blinded for 1d3 rounds.
- **Power Compass:** Always knows the direction to the nearest large power source.
- **Drop-Attunement:** Drop-gates and drop-magic used within 50' give damage +1d and Fort +1 for 1 turn (stacks).
- **Living Weapon Immunity:** Immune to living weapons.
- **Digital Speech:** Speaks Common, Demonic, and Outer Piracy in bursts and screeches like a dialup modem.
- **Possess Technology:** DC 12 Will save to teleport to and occupy technology, activating it at will. Free action to sublimate back into your body. Act -1d vs Sentient equipment. Will save to afflict technology:
 - ❑ **DC 10 - Flicker, display imagery, talk, etc.**
 - ❑ **DC 12 - Overload & Overheat:** Shut down for 1d3 rounds.
 - ❑ **DC 14 - Damage:** Spray sparks, dealing 1d6 to all within 20'.
 - ❑ **DC 18 - Detonate:** Explode, dealing 1d16 to all within 10'.

GENERATOR DEMONS

DISC FAMILIAR

Six-legged compact discs that skitter to and fro. Known to imitate and replace optical media. Equipped with micro drop engines to call their larger kin.

Disc-Familiar:

Init +5; Atk bite +2 melee (1d3); AC 16; HD 1d6; MV 50'; Act 1d20; SP Generator-Demon Traits, Manual Upload, What IS That?, Demon Caller ID ; SV Fort -2, Ref +2, Will +2; AL C.

- **Manual Upload:** Use Act d30 to Possess Technology while physically touching it.
- **What IS That?:** Attackers must make a DC 14 Fear save to correctly identify them before attacking.
- **Demon Caller ID:** Sacrifice self and make DC 20 Will save to summon another demon with embedded drop engine.

ELECTRO-SIMULACRA

Humanoid masses of wires and hard light. No faces of their own, only empty ovoid shapes. Used as messengers for the greater demons. Cannot speak, except through pre-recorded messages—when connected to mortal flesh, the circuit completes and they deliver their video message.

Electro-Simulacra:

Init +2; Atk **shock** +3 **melee** (1d4) or **tendrils** +2 **missile** fire (1d3, 20'); AC 13; HD 3d8; MV 30'; Act 1d24; SP **Generator-Demon** Traits, **Touch Video Memory**; SV Fort +3, Ref +0, Will +3; AL N.

- **Touch Video Memory:** When target touched, DC 14 Will Save or embedded video message is played direct from brain (1d3 rounds).
- **Audible Memory:** Can only speak via this table.

ROLL 1D4	1	2	3	4
1	Kneel	You	My	Mind
2	You	Is	Great	Me
3	Can	Before	Help	Power
4	Where	Have	Your	Doom



Pulse-Spider,
by Sam Mameli

PULSE-SPIDER

Humanoid Server Blades infected by the Generator plague, over 8 feet tall. Their eyes are a mess of blinking LEDs, and 8 crude limbs adorned with pulse rifles protrude from their backs. There's something spider-like about their demeanor as they hunt and dismember their prey with rusted mandibles.

Pulse-Spider: Init +6; Atk mandible-flay +6 melee (1d6) or pulse-arm +6 missile fire (1d3, 40'); AC 16; HD 6d10; MV 30'; Act 8d20; SP Generator-Demon Traits, Eye Solved the Puzzle, Entomb, Duel at Dawn; SV Fort +2, Ref +6, Will +2; AL C.

They begin their assault by alerting their prey to the riddle of their eyes—if solved they stop in their tracks.

- **Eye Solved the Puzzle:** Opponents within 20' make a DC 16 Will save to solve Pulse-Spider's Eyes, stunning it for 1 round.
- **Entomb:** Target struck by 6 or more pulse arms in a single round is encased in digital mesh. DC 16 Reflex save to escape.
- **Duel at Dawn:** May interrupt anyone's initiative to fire its pulse-arms.

LAUGHING SAWS (DEMON OF PRISMATHURGIS)

There's not much to say here. It's a 15' demon, with vibro-chainsaws for hands and the face of a hyena. Its vile laughter is infectious—supposedly its rainbow dirge.

Laughing Saws (Demon of Prismathurgis):
Init +8; Atk Vibro-Chainsaw Hands +10
melee (2d8) or Vicious Laughter +12
missile fire (1d3, 50'); AC 22; HD
12dl2; MV 20'; Act 3d20; SP Generator-
Demon Traits, Vicious Laughter; SV Fort
+12, Ref +10, Will +2; AL L.

- **Vicious Laughter:** Target makes DC 14 Will save or starts laughing for 1 round. All who hear must also save or laugh and spread the laughter. An entity only tests 1/round. Those who fail learn rainbow dirge.

A demon hunter in the making, by Alec Sorensen



HALF-OGRE DEMON-ENGINE

After the first waves of humans, Stratosfiend and goliaths poured through the Drop came the Demon-Engines: large humanoids with a gift for hunting extra-dimensional threats.

They literally live for it, their hearts replaced with cybernetic phylacteries that channel demonic energy. Through sheer force of will they contain and drain demons, powering their own bodies and blades.

Powerful demons bestow them with gifts far beyond the mortal realm: flight, demon-fire, direct communication with demonic patrons.

The Stratosfiend Empire has mostly ignored the Demon Hunters, but there are rumours that the IX-777 hire them as extra muscle when dealing with incursions of the satellite-made-demon.

Apparently there's a prophecy that the Ogres will bind the Bat God, but that's absurd.

- **Hit Points:** 1d12 per level.
- **Weapon Training:** Double blade (2d4), demon weapons (+1d save vs control), giant weapons (-1d).
- **Alignment:** Lawful Demon-Engines scour the land for demons to trap, ridding settlements of their problems for the thrill of the hunt alone. Neutral ones spend their time learning of demons they have yet to hunt, only occasionally intervening for mortals. Chaotic ones hunt for a price, and unleash demons on towns that can't pay.
- **Luck:** Applies to Demon Binding and Demonic Gifts.
- **Languages:** Common, Inner Piracy, and Demonic.
- **Action Dice:** Use action dice for attacks, Demon Binding, Demonic Gifts, and spells (if able).
- **Devil Blade:** Attack all adjacent entities at -1d. 1/round.
- **Auto-flagellation:** May "Spellburn" any stat for spellcasting, Demon Binding, and skill checks.
- **Peak Conditioning:** Spend action die and take 1 damage take an extra move.
- **Who Hunts the Hunter:** Create a nemesis (roll stats, occupation, and class at random). They level at the same rate as you, and they only die when you do. They always show up ready to start something whenever you pacify a demon via your core.

TABLE: HALF-OGRE DEMON-ENGINE

LEVEL	ATTACK	CRIT DIE / TABLE	ACTION DICE	REF	FORT	WILL
1	0	1d8 / IV	1d20	0	0	1
2	1	1d8 / IV	1d20	0	0	2
3	2	1d10 / IV	1d20	1	1	2
4	2	1d10 / IV	1d20	1	1	3
5	3	1d12 / V	1d24	2	2	4
6	4	1d12 / V	1d24	2	2	5
7	5	1d14 / V	1d24	2	2	5
8	5	1d14 / V	1d24	3	3	6
9	6	1d16 / V	1d24	3	3	7
10	7	1d16 / V	1d30	3	3	8

DEMON BINDING

■ **Capture:** Touch the Demon, take 1d3

Personality damage and make an opposed Willpower check against each of Demon's Saves (Will, Fort, Ref). Add your level to each. Must win 2 of 3 to trap the Demon.

This gives you a Demon Die.

The Demon-Engine's eyes, blade, and heart phylactery glow so long as the Demon lives inside.

■ **Demon Die:** Starts at d3. +1d per Demon HD. May be used as a deed die for attacks and damage. (replaces attack modifier).

■ **Atrophy - Demon**

Die: 1d/day. Whenever its Demon Die is reduced below d3, the Demon dies (75%) or is pacified (25%). Gain 1 XP/HD of the vanquished Demon.



Dreamin' Deemon', by Sam Mameli

■ **Spell Casting:** You may cast spells while the Demon is bound. Add Demon Die, your Personality modifier, and your level to spell checks.

■ **Demonic Craft Work - Demon Die:** -1d to add +3 to a spell check, skill check, or attack. You have a deal with the devil—use it!

■ **Ejection:** You may eject the demon at will to recover [Demon Die] HP. The Demon emerges with 3 [Demon Die] HP.

■ **Flawed Phylactery:** If you have a bound Demon, you heal normally. Otherwise, you receive no health from resting.

■ **Demonic Gifts:** While you have a bound Demon, you gain boons from the Demon itself. Effects are cumulative (include effects from lower die types).

DEMON DIE	DEMONIC GIFT
d3	Increased critical threat range (19-20).
d4	Ability of choice from trapped Demon. ¹
d5	Demonic Burst (10'): Deal [Demon Die] damage then reduce Demon Die by 1d. Target makes DC 10 Will save for $\frac{1}{2}$ damage.
d6	Level 1 spell ² of the Demon's Patron.
d7	Demonic Abs: AC +2.
d8	Second ability of choice from trapped Demon (if able). ¹
d10	Gain an extra 1d20 action die.
d12	Increased critical threat range (17-20).
d14	Level 2 spell ² of the Demon's Patron.
d16	Third ability of choice from trapped Demon (if able). ¹
d20	Gain an extra 1d24 action die.
d24	Brimstone Lungs: Fortitude save +4.
d30	Level 3 spell ² of the Demon's Patron.

¹ Let's be honest. This is of the Demon's Choice. DC 20 to pick yourself.

² If the Demon has no patron alignment, roll a spell at random. Hell provides.

EVASIVE MANEUVERS, OR HOW NOT TO FLY IN A STRAIGHT LINE

There are plenty of reasons to not fly in a straight line:

- Chases where you need to quickly get out of the way.
- Complex attack patterns where you need to throw off enemy defenses.
- Anti-air artillery.
- There's probably more reasons, too.

Note: An object in motion remains in motion. While flying, you have to keep moving or you fall. Unless you can hover.

[FLIGHT MANEUVERS] require a Piloting (Agility) check to perform. You can do them in response to an attack or other event if you burn 1d3 Luck. (they resolve before the attack roll or event).

Here are some [FLIGHT MANEUVERS] to help out (there are likely more):

- **Barrel Roll** (DC 14): Spin quickly, perplexing an assailant. AC +5 for 1 round.
- **Loop** (DC 12): Fly up and around, ending up behind your pursuer. +1d to your next action vs the target.
- **The Downward Spiral** (DC 16): Spiral straight down toward the earth. Any attempting to follow you must meet or beat your result or spiral out of control.
- **Airbrake** (DC 14): Suddenly stop moving. Moving assailants have Act -1d against you.
- **Accelerate** (DC 10): MV +10' for 1d4 rounds (stacks).
- **Ram** (Opposed vs Ref): Strike target for 1d3 per 10' moved this round.

If you fail a [FLIGHT MANEUVER], make a Luck check. On a failure you are Out of Control. Roll 1d3: (1) Spinning out of control. Move in a random direction each round. (2) nose dive. Freefalling 20' each round. (3) Thrown around violently. Take 1 damage each round.

DC 16 Ref Save to recover and end the effects.

ROLL	
1D4	OBSTACLES FREQUENTLY FOUND IN THE AIR
1	Floating Crystals: DC 10 Ref to collect. Worth 50 gp.
2	Thermals: DC 12 Ref save to ride thermal (MV +20') or Out of Control.
3	Burning Falling Windmill: A group of pirates is shouting and shooting at you (DC 12 Ref, 1d6 damage).
4	Dormant Giant Skeleton Floating on a Skyscraper: DC 18 to gain 1d3 Luck, or giant awakens.

BONDED SKULKER PTERANODON RAIDER

By Sky and by Land you are ONE. You have been together longer than you can remember, both extensions of the other's body. You are bonded for life. Most meet for the first time during the annual Iron Squawk VII Competition, where aspiring riders and mounts fall to their doom, ripped limb from limb.

Outposts and large fortresses alike depend on the services of the Bonded Raiders. Whether ferrying passengers between settlements, delivering messages, retrieving supplies or delivering judgement from above, their reputations live on. When the Bat God showed its face, they were the first (and last) line of defense. They engaged the Satelli-Rail DropShips as they entered the atmosphere, and held the Satelli-Cultists back. Their graves litter the wastelands, crude monoliths made of firearm, riding harness, and bone. Humanity owes them an unpayable debt.

Few locations are off limits to the Bonded Raiders—flocks have been known to take down even Dragons (Pteranodons are supposedly Dragon-kin, but neither side acknowledges, respects, or takes kindly to this piece of trivia).

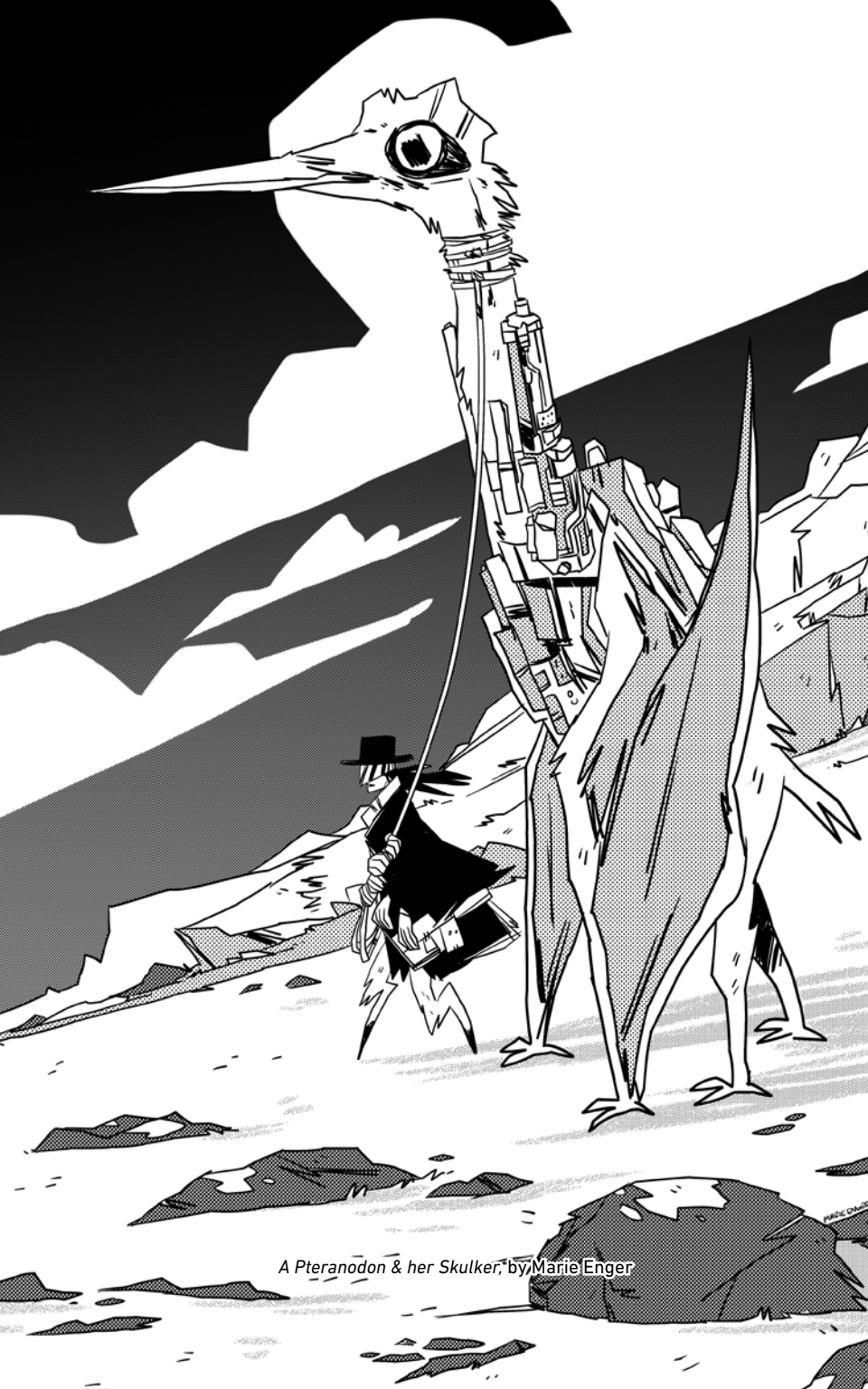
This lifestyle isn't for the weak. A broken wing or damaged harness can mean a long fall to the surface, and death.

- **Compound Class:** Two separate

**HOLD YOUR HEADS HIGH,
FOR CIVILIZATION'S FUTURE
DEPENDS ON YOUR TRIUMPHS!**

characters that form a bonded unit. If either comes out of a funnel, roll up the other.

- **We Fly Eternal:** You pair are bonded for life—both feel what the other feels, and won't easily accept a new rider or mount. If either the rider or mount dies, the surviving member must make a DC 15 Willpower save or wander aimlessly into the wastes never to be seen again. Otherwise, you must find a new rider or pteranodon at the closest market, aviary or settlement. Your new partner's level is level-1d3, minimum 1.



A Pteranodon & her Skulker, by Marie Enger

ROLL**1D8 HOW DID YOU MEET?**

- | | |
|---|--|
| 1 | Wandering a starless night. |
| 2 | Exploring the mountain caves of Iron Squawk. |
| 3 | In the belly of Xentarsus. |
| 4 | As opposing mercenary groups. |
| 5 | Harvesting last season's crops. |
| 6 | On the streets of Aru-Kotech. |
| 7 | Surveying for a home settlement. |
| 8 | Spectating the last Iron Squawk Competition. |

SKULKER SENTRY (RIDER)

With its 6 arms it reins in its mount, holds a long rifle, and maps the way to the civilization that they seek.

- **Hit Points:** 1d6 HP per level.
- **Weapon Training:** Trained in lances, lance-glaives, daggers, rifles, and giant weapons. You don't like heavy armor—it messes with your ability to ride and fly.
- **Alignment:** Lawful Sentries seek to maintain the current bonds of settlements and communities and link them however they may. Chaotic ones look for the next empire to topple. Neutral ones will take any job they can in hopes it will get them back to the Harbinger itself.
- **Luck:** Applies to riding actions.
- **Languages:** Common, Skulker, Harbinger, and Pteranodon.
- **Action Dice:** Use for attacking, riding, and commanding your bonded.
- **Wall-Walker:** You can climb sheer walls and inverted surfaces with ease.
- **Heat Vision:** Your soldered-in visors can see heat signatures and loose outlines of people and objects.
- **Needles:** Can burst needles from your flesh at all within 20'. 1d8 damage, DC 12 Fortitude save for half. 1/day.
- **Zephyr Jockey:** You can pilot & navigate a pteranodon mount (other riders are at -2d).
- **6 Arms:** You can take actions without disrupting riding. You wield giant weapons at only -1d.

■ **Sleight of the 6 Hands:** With 6 hands at your disposal, it's hard for your enemies to tell which one is threatening them and which one has just stolen their side-arm.

■ **Bonded Command:** Spend an action die to add +1d to any actions that your mount makes this turn (doesn't have to be the pteranodon). It also adds a Deed Die to any applicable rolls.

TABLE: SKULKER (RIDER)

LEVEL	ATTACK	CRIT DIE / TABLE	ACTION DICE	REF	FORT	WILL
1	+d3	1d10 / II	1d20	1	0	0
2	+d4	1d12 / II	1d20	2	1	1
3	+d5	1d14 / III	1d20	2	1	1
4	+d6	1d16 / III	1d20	3	2	2
5	+d7	1d20 / IV	1d24	3	3	2
6	+d8	1d24 / IV	1d24	4	3	2
7	+d10+1	1d30 / IV	1d24	4	4	3
8	+d10+2	1d30 / IV	1d24	4	4	3
9	+d10+3	2d20 / IV	1d24	5	4	3
10	+d10+4	2d20 / V	1d30	5	5	4

LEVEL	CLIMB SHEER SURFACES ¹	PICK POCKETS ¹	PILOTING ²	NAVIGATION ²
1	1	1	3	3
2	3	3	5	5
3	5	5	7	7
4	7	7	8	8
5	8	8	9	9
6	9	9	11	11
7	10	10	12	12
8	11	11	13	13
9	12	12	14	14
10	13	13	15	15

¹ uses Skulker's Agility modifier.

² uses Skulker's Intelligence modifier.



PTERANODON HATCHLING (MOUNT)

Terrors of the sky above, pteranodons prey on all not nimble enough to escape. They form fierce bonds with their riders, until both think as one and would die for one another—though their eggs are off limits.

- **Weapon Training:** Trained in beak, claw, wing, and any installed systems. Armor must be specially built and lightweight (4x cost).
- **Alignment:** Pteranodons care not for the land of the mortal and living, and most end up Neutral. Those that can gather the fervor rule in Lawful flocks or massive Chaotic hive nests. It's not uncommon for mounts to shift alignments to contradict their rider... because they can.
- **Luck:** Applies to flight maneuvers and Deed Die.
- **Languages:** Pteranodon, Alignment Language, and some can speak Harbinger (30%). Even fewer (5%) can speak Common. They are empaths, however, and understand most languages—translating is another ordeal.
- **Action Dice:** Use for attacks, taunts, and combat maneuvers while in flight.
- **Wings of Steel:** Powerful wings that carry you beyond the limits of mortal lungs. Flight (MV 50'), crawl (MV 10').
- **Beak, Claw, & Wing:** A creature of the sky, you attack with Beak (1d6), Claw (1d8), and Wing (1d5).
- **Bestial Mind:** Automatically pass Willpower checks of DC 13 or less.
- **Leather and Scale:** Thick skin provides AC +2.
- **Wild at Heart:** Damage +3d while at 1 HP.

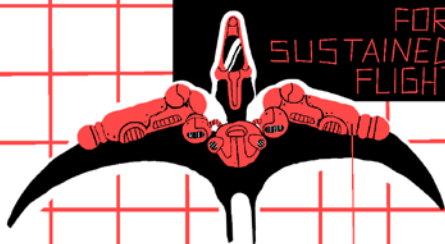
TABLE: PTERANODON HATCHLING (MOUNT)							
LVL	ATK	CRIT DIE / TABLE	ACTION DICE	MAX AUGMENTS	REF	PORT	WILL
1	1	1d6/III	1d16 + 1d14	1	2	-1	1
2	2	1d8/III	1d16 + 1d14	1	2	-1	2
3	3	1d10/III	1d16 + 1d14	2	2	-1	2
4	4	1d12/III	1d16 + 1d14	2	3	0	3
5	5	1d14/IV	1d20 + 1d14	3	3	0	3
6	6	1d16/IV	1d20 + 1d16	4	4	0	4
7	7	1d20/IV	1d20 + 1d20	5	4	1	4
8	8	1d24/V	1d20 + 1d20 + 1d10	6	5	1	5
9	9	1d30/V	1d20 + 1d20 + 1d10	8	5	1	5
10	10	1d30/V	1d20 + 1d20 + 1d14	10	6	2	6

Augmentations: Installations are permanent and can only happen in facilities equipped to handle giant reptiles. The Roost-Hangers of Xentarsus and Aru-Kotech Aviaries can always perform the service. Repeated rolls indicate multiple instances of the same augmentation.

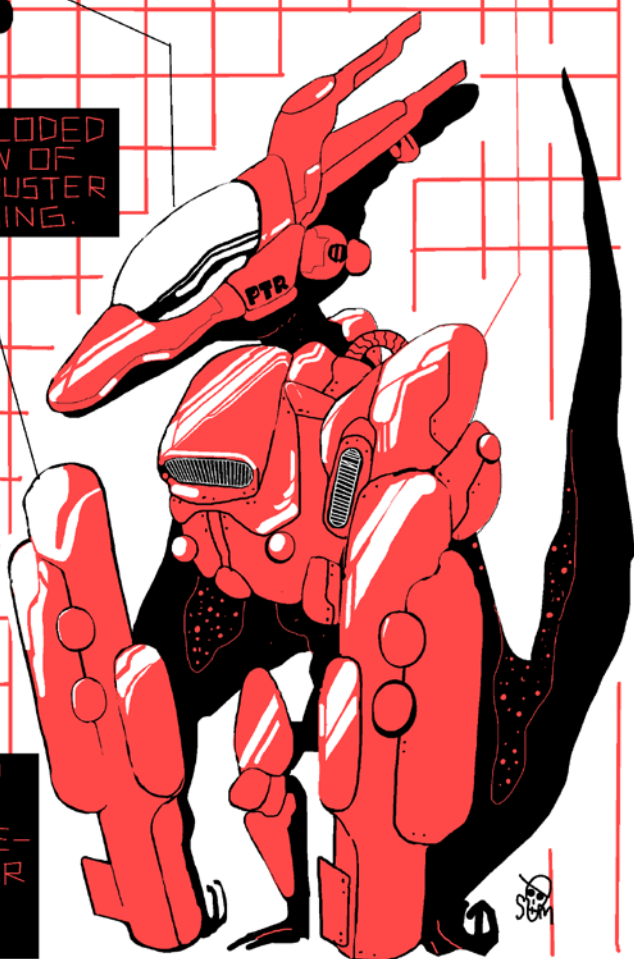
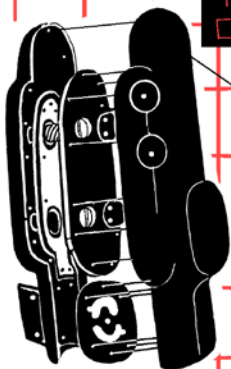
TABLE: PTERANODON AUGMENTATIONS	
ROLL 1D7	AUGMENTATION
1	Hyper-Carbine: 2d3+3 damage. Range 30'/40'/60'. 3 shots/day.
2	Chaff Flares: Launches countermeasures. +5 to AC for 1 round. 1/day.
3	RAM Tripler: +1 Intelligence. +20 ft³ of storage.
4	Neptune Missiles: 3d6+1 damage. Range 60'/70'/90'. 1/day.
5	Armor Plating: +1 AC.
6	Radar Stems: Emits a screech. Locates, but does not reveal, all entities within 100'. 1/day.
7	Rage Hormone Conduit: Burn 1 point of Luck for +5 to attack and damage. 1/day.

COCKPIT FOR
PSYCHIC
HANDLER
SAFETY

WING
ENHANCEMENT
FOR
SUSTAINED
FLIGHT.



EXPLODED
VIEW OF
THRUSTER
CASING.



PTERADON TACTICAL RECON
[Stylized logo consisting of three downward-pointing chevrons and a square with a diagonal line]

ARMORED
FLIGHT
ENHANCE-
MENT FOR
SKY
TERROR

SGM

HOW WILL YOU SPEND YOUR DEED DIE?

Skulker "Stifling Onslaught" Deed

Skulkers strike with a ferocity and frequency that leave their targets dazed—a combination of blinding glints from their visors and a flurry of 6 arms.

DEED	
DIE	EFFECT
3	The target is struck by one, two, three, and then four of the Skulker's limbs, leaving them confused and terrified. Target makes DC 10 Will save or -1 to all rolls for 1d4 rounds.
4	The Skulker's 6 arms spiral about the target, leaving them dazed and confused. Make a DC 12 Will save or -1d to all rolls for 1 round.
5	All 6 arms lay blows upon the target, striking at the skull in rapid succession. Target makes DC 14 Reflex save or -2d to all rolls for 1d3 rounds and immediately knocked back 10'.
6	Target's arms and legs are stretched taut by the 6 arms as the Skulker delivers a brutal headbutt, dealing 1d4 damage. Target makes DC 16 Fort save or -3d to all rolls for 1d4 rounds.
7+	Searing light sprays from the visor of the Skulker, basking the target completely. They take 1d4 optical damage and are blinded for 1 round. Make a DC 17 Fort save or blinded for 1d4 turns instead.

WOULD YOU SPEND THE DEED DIE HERE?

Pteranodon "Rain of Blades" Deed

The Winged Lizards are terrifying on their own. When goaded by their riders, they rip and tear until nothing is left.

DEED	
DIE	EFFECT
3	The winged beast's wing crashes down upon the target, knocking it back 10'.
4	Talons strike the target in a vortex of pain. All damage received is at +1d for 1d3 rounds as it bleeds profusely.
5	The lizard spirals into the target while extending its wings and striking all within 10'. They all take 1d6 damage.
6	The pteranodon bashes the target with a vicious headbutt, then the massive jaws snap down (1d6)-DC 12 Fort save or bleed 1 damage/round for 1d4 rounds.
7+	The pteranodon whips the target into the air with its tail, then strikes them down with both wings (2d3), then the talons crash down on the victim (2d3), knocking it back to the earth below, and it bounces back up again, and in a stunning display of agility, the winged lizard's beak snatches its prey out of the air (1d8) and slams it back into the earth. The Pteranodon rolls its next Deed Die at disadvantage as it catches its breath.



Lasrein, by Necropit

SKULKER RIDER LEVEL-0 OCCUPATIONS

Those that leave the harbinger are cursed to walk the wastes until they bond with a mount. They are allowed to return when they can present the mechanical centipede god with something of worth.

ROLL 1D4	OCCUPATION	WEAPON	DMG	TRADE GOODS
1	Bile Trader	Dagger	1d4	1d3 bile flask (used as poison or electro-fuel).
2	Jockey	Whip	1d4	Flowers from an admirer.
3	Gladiator	Sawed-Off Claymore	1d8	1 flask of grease.
4	Trapper	Modern Quad-Rifle	2d3 +1	Rusty bear trap.

PTERANODON MOUNT LEVEL-0 OCCUPATIONS

Whether wandering between settlements, delivering remnants of civilization, or coursing the skies as an apex predator, the wild spirit of the terrible lizards rules the air above.

ROLL 1D4	OCCUPATION	TRADE GOODS
1	Messenger	1d4 gene-locked scribe-tubes (as hard drives).
2	Scavenger	1d4 days of preserved marrow, suit of humanoid bone armor (as scale).
3	Hunter	1d4 vials of poison for beak and claw. DC 16 Fortitude save on hit, or 1 damage/round for 1d6 rounds.
4	Preda-Max	Company of 1d4 messenger ravens. Cold iron gilding for beak and claw. Damage +1d vs Elves and Fae.

a Mount made for you, by Sean Richer



OTHER MOUNTS

Some sentries seek not a Pteranodon for some foolish reason, or some seek a replacement for their lost partner. There are other creatures brought through Drop-gates by the Orbital Intelligences that make for good mounts. Understand—the Pteranodons of Xentarsus will frown upon any rider that breaks the bond with their kind.

These other mounts may vary in size (p. 33), and most have slots for upgrades. They don't match the loadouts of the flying lizards, but it does suffice. Roll on the Upgrades table (p. 33) to see what shows up. Duplicates amplify.

BLADED SEAL OF THE 3RD REALM

Bladed Seal of the 3rd
Realm: Init +2; Atk
blade rush +2 melee
(1d8) or claw +4 melee
(1d4); AC 13; HD 3d8;
MV 50' (swim), 10'
(crawl); Act 2d20; SP
Drag Under, Upgrade
1; SV Fort +3, Ref
+3, Will +1; AL C.

A gift from the Door God of the 3rd realm, the Bladed Seals offer unmatched prowess in the water. They use their trademark forehead blade to drag foes under the waves before consuming them. Many hunters have tried and failed to collect the blades and their tiger-striped pelts. Allegedly, they establish their breeding pools deep in the oceans...

Drag Under: If blade rush strikes while in water, the target makes an opposed Ref save or is dragged under the water (acting last next round), and tests for drowning. This works in ANY water, including puddles, flower pots, vases, etc.



Bladed Seal of the 3rd Realm, by Sam Mameli

CRYSTAL "HARBINGER" CENTIPEDE

The Harbinger's harbinger. Crystal centipedes have erupted from caverns, sinkholes, and pits, turning all they touch into their own crystalline substance. It is rumored they are reshaping our world so that it may be used

for rituals for sat-casters of the Centipede God. Strange—though stranger that they frequent the Aru-Kotech markets looking for riders foolish enough to risk crystallization.

Arcane Focus: Spell check +1d within 30'.

Crystalline Dream: Target hit by spit makes DC 12 Fort save or AC -2 for 1 turn as body starts to crystallize. If reduced to 0 AC, becomes a statue and usable as an arcane focus.

Crystal "Harbinger" Centipede:
Init +5; Atk bite +3 melee (1d3) or spit +1 missile fire (1d3, 10'); AC 15; HD 2d3; MV 30 (climbing), 10' (crawling); Act 1d20; SP Arcane Focus, Crystalline Dream, Upgrade 1; SV Fort -1, Ref +4, Will +4; AL N.

GOREPHANT

Leathery titans, adorned in a mantle of razor tusks. The bulls are rumoured to have over 36 tusks each. The tusk harness operates like the mandibles on a crab, making quick work of thick vegetation, muscle and bone alike. They bow to no Orbital Intelligence, but Terror-Eater has made sure they are protected. She sees them as beneficial to her flock.

Trumpeting: When struck, it lets out a cry, giving Will +4 to all allied within 20'.

Charge: Damage +1d and 20' knockback in any round where it takes its full movement.

Masticate: When it makes a critical hit, it immediately makes another attack against the nearest target.

Gorephant: Init -4; Atk tusk-gore +2 melee (1d16, 5') or flurry of tusks +6 melee (2d4); AC 13; HD 5d8; MV 20'; Act 3d20; SP Trumpeting, Charge, Masticate, Upgrade 3; SV Fort +6, Ref +2, Will +1; AL C.

ROLL	
1D4	SIZE MODS (1-IN-3 CHANCE OF SIZE MODIFIER)
1	Small: HD -2d. Atk +2. Damage -2d. -1 Upgrades. Smaller than a door.
2-3	Large: HD +1d. Damage +1d. +1 Upgrades. As large as a door.
4	Gargantuan: HD +3d. Atk -1. Damage +3d. +2 Upgrades. Eats doors.

ROLL	
1D8	UPGRADES
1	Neural-Link: Rider and mount share senses. Can act on each other's initiative.
2	Air Filtration & Seals: Immune to vacuum, airborne toxins, and smoke inhalation.
3	Electrified Blades: Target makes DC 12 Fort save or Act -1d for 1d4 rounds as their nervous system fries (stacks).
4	Data Banks: Holds 4 large files and 5 minutes of video.
5	Embedded Cargo: 10 cubic feet. Eject cargo up to 10'.
6	Fuel Cells (1d4): Spend to take extra move, or +1d to rider weapon damage. Alternatively, used to boost relay distance by 50%, power small electronics for 8 hours, or large electronics for 2.
7	Hell-Drone Hive: Holds 1 drone/HD. Release or recall as an action. Hell-Drone: Init as Mount; Atk laser blast +1 missile fire (1d3, 20') or self-detonate -1 melee (3d8, 5'); AC 14; HD 1d6; MV 30' (flight); Act 1d20; SV Fort -2, Ref +3, Will immune; AL N.
8	Microdrop Engine: Teleport up to 120' instead of movement, then roll 1d30 on the Drop table.

THE INFINITE REACH OF THE BAT GOD

It's terrifying to know that everyone you meet, and every city you visit, will fall or has already fallen to the Bat—whether or not you realize it. Sky-Lasher the Everlasting, Trident of the Sun goes to great lengths to make sure the walls fall as it approaches. It drinks of humanity's riches.

Pay attention! If you see these things, The Bat is on its way.

ROLL PERHAPS IT WAS THROUGH ONE OF ITS ENTICEMENTS,
1D3 THE FINAL TEMPTATIONS OF THE BAT

- 1 **Semi-Autonomous Flight (Flight - MV 20')**: The Bat's knowledge lasers solder iron wings onto the target, dealing 1d4 permanent damage. The wings behave in a manner beneficial to the living satellite and its followers.
- 2 **The Auto-Flame Eternal**: Target is set ablaze. Its fire deals 1d3 damage to all it touches (including the target), but gives Act +2 for 1d3 rounds to all aligned with the Bat.
- 3 **The Laser-Cannon Embedded (1d10, 50')**: The Weapon Satellite's finest surgeons install this weapon into the target's chest. Take 1d3 Stamina damage whenever you fire it. The embedded weapon always narrowly misses those loyal to the bat.

ROLL OR MAYBE THEY WERE A DOUBLE AGENT THE WHOLE TIME!
1D3 (THEY FLIP WHEN BAT GOD, SATELLI-RAIL CAVALRY,
OR BOMBINGS WINGS COME NEAR. THE OTHER ADHERENTS
LACK THE ABILITY TO ACTIVATE THE AGENTS.)

- 1 **V'a'yarsa the Last**
Pre: Executioner-turned-chef. Fancies themselves a vigilante. Targets bounty hunters exclusively.
Post: Satelli-assassin. Mind is set ablaze, literally. Attempts to take out the nearest leader. Success or fail, the ensuing explosion sets off a laser beacon, drawing the attention of drones and bombing wings within 500 miles.
- 2 **Ent'Taryx Night**
Pre: Pharmacist cleric, mending the populace and offering safe passage. They mend up to 1d3 temporary attribute damage, if asked.
Post: Satelli-Doc, installing relays in people to amplify the will and reach of the Bat God. Left alone, they start remaking people in the image of the Bat, with their own satelli-cults forming.

ROLL OR MAYBE THEY WERE A DOUBLE AGENT THE WHOLE TIME!
1D3 (THEY FLIP WHEN BAT GOD, SATELLI-RAIL CAVALRY,
OR BOMBINGS WINGS COME NEAR. THE OTHER ADHERENTS
LACK THE ABILITY TO ACTIVATE THE AGENTS.)

3 **Og The Host**

Pre: Public access tv host. Gives a platform to anyone that will give them the time of day. Believes that one day they'll land the guest that will give them their big break. Beams into homes of over 1000 residences of New Bat City.

Post: The Living Marker. Og becomes the voice of the Southern Bombing Wing. Where Og goes, they go. Og depends on the informant network of their past viewers. There is always somewhere for Og to hide and pass without trace.

ROLL
1D4 A WORLD GONE BAT IS ALL WE'RE LEFT WITH

1 **In Flames:** Gouts of fire pour from the maw of the Bat God. The settlement the players are in is burnt to the ground. For 2d4 days the Bat God tracks the players. 1-in-3 chance of it torching any building they enter.

2 **Bats Flock to the Skies:** The skies cloud with swarms of bats. Any encounters also include 1d3 swarms of bats. Everything is bats. After 1d3 days, 3d5 swarms chase the players.

3 **The Skies Part, and the Moon Turns To Blood:** The Rogue Bat fires a single laser directly into the moon, causing it to bleed in sheets and turn red. While airborne, servants of the Bat have Act +1d. Lasts until the moon wanes.

4 **Thy Orbital Will Be Done:** Satellibat Drones in orbit convert to weapons and rain down laser hell upon the ground below. All movement is halved, dealing with the rain of lasers. Critical failures result in being hit by a rogue laser (1d3 damage). This continues for 1d4 days.



Satellibat Drone, by Chin Fong

SATELLIBAT DRONE

Holographic representation of the infinite being that is Sky-Lasher the Everlasting, Trident of the Sun.

The Bat God is known to occupy these platforms—they are legion.

It's really strange that these satellites showed up before the Drop. They jammed planet bound communications, then the schism began.

- **Hit Points:** 1d10 per level.
- **Weapon Training:** Trained with its rending claws, laser cannon, and any installed modular weapons. Cannot wear any armor.
- **Alignment:** The legions skew Chaotic. Some have been “reprogrammed” for “noble” and “just” work, and have swung just as far in the Lawful direction. Supposedly an EMP was set off and stranded the 7th fleet in deep space—they are definitely neutral.
- **Luck:** Applies to flight maneuvers.
- **Languages:** Common, Tridenti Solaris (the language of the Bat God).
- **Action Dice:** Used for attacks and Metamorphic Core.
- **God-Metal Alloy:** +4 AC.
- **Fury of the Demon-Engine:** May add your Override Die to any skills and checks. If the check succeeds, take 1d3 damage.
- **Blades of the Demon-Machine** (bat / humanoid): Rending claws deal 1d8 damage and leave molten scars. Indestructible.
- **Micro-Judgement's Rain Laser Cannon** (Humanoid/Weapon): 60' range. Deals 1d4 damage. Boils the air as it strikes the target.
- **Modular Weapons Platform:** Must install weapons to use them. Non-installed weapons are at -2d. 1d6x50gp to install or switch out weapons. Max of 1 melee weapon and 1 ranged weapon. 20 cubic feet of space for storage.
- **Metamorphic Core:** Transformation takes 1 action. You can rush it (DC 10 Reflex save or 1d4 damage) to do it in a turn with other actions.
 - **Bat Form:** Fast flight, MV 80'. Cannot activate modular weapons platform. +1d flight maneuvers.
 - **Humanoid Form:** Flight, MV 30'. Opposable thumbs.
 - **Weapon Form:** Hover, MV 0'. Act +1d, +2d to weapons damage.

TABLE: SATELLIBAT DRONE

LVL	ATK	CRIT DIE / TABLE	ACTION DICE	OVERRIDE DIE	REF	FORT	WILL
1	0	1d10 / II	1d20	d3	1	1	0
2	1	1d12 / III	1d20	d3	2	2	-1
3	2	1d14 / IV	1d20 + 1d6	d4	3	3	-2
4	2	1d16 / V	1d20 + 1d10	d4	4	4	-3
5	3	1d20 / M	1d20 + 1d14	d5	5	5	-3
6	4	1d24 / M	1d20 + 1d16	d6	6	6	-4
7	5	1d30 / M	1d20 + 1d20	d7	7	7	-4
8	5	1d30 / M	1d20 + 1d20 + 1d10	d8	8	8	-5
9	6	2d20 / M	1d20 + 1d20 + 1d12	d10	9	9	-5
10	7	2d20 / M	1d20 + 1d20 + 1d14	d12	10	10	-6

■ **Failure is my plight:** Failure on checks, spells, attacks each add 1 to your Failure Rating. Critical failures add 5 to your Failure Rating instead. Damage taken increases Failure Rating by 1. Whenever your Failure Rating increases, roll 1d20. If the result is over your current Failure Rating, do nothing. If under, activate Bat is my Co-Pilot and reset your Failure Rating to 0.

■ **Bat is my Co-Pilot:** Take 1d4 damage, then roll your Override Die on the following table.

OVERRIDE DIE	OVERRIDE EFFECT
1	Sky-Lasher blesses the disavowed Drone and sets it awash with its purifying flame. All adjacent take 1d3 fire damage.
2	Growing tired of the drone's insolence, The Bat God blasts the Drone's cerebral core with a font of synaptic energy, giving it +2 to its next roll.
3	Failure courses through the veins of the Drone as the Weapons Satellite ignites its limbs. +1d4 flaming damage to attacks for the next 1d3 rounds.

OVERRIDE EFFECT

- 4 A more adherent Drone responds to your failure and bombards a random target within 30' with a 1d8 rogue laser. Target makes a DC 15 Reflex save to have the laser instead strike another target at random (this continues until someone is struck).
- 5 The Grinning Bat's flaming visage appears in the skies above, spilling 1d5 flame damage from its lips to all within 20'. DC 12 Fortitude save for half damage.
- 6 The collective consciousness of the satellite network fills the falling Drone. It has +5 to its next roll.
- 7 Lasers rain down from the orbital platform, superheating the Satellibat Drone's talons. +2d4 flaming damage to attacks for the next 1d3 rounds.
- 8 The Northern Bombing wing comes to investigate the malfunctioning Drone. After resetting it, they blast a random target within 30' with their 5d8 damage laser bombs. Target may make a DC 15 Reflex save to redirect the laser bomb to another target at random (this continues until someone is struck). They will report your failure to the Bat God.
- 9 Beyond frustrated with your failure, the Weapons Satellite unleashes a hail of lasers upon the area. Everyone within 50' takes 1d12 fire damage. DC 12 Fortitude save for half damage.
- 10 While screaming obscenities, the Satellibat God throws a communications satellite at the Drone. The ensuing explosion offers an infusion of knowledge. +12 to the Drone's next roll.
- 11 The Everlasting Bat slides its superheated hands into the Drone's talons. +5d4 flaming damage to attacks for 1d6 rounds. Targets ignite, and make a DC 15 Reflex save or take an additional 1d4 damage/round.
- 12+ Seated upon its couch cosmic, the Bat God releases a torrent of laughter as it slams its fist on the "DIE DIE DIE" button.
A mega-laser emerges from the God's chest, slamming a random target within 50' for 13d8 damage. If the target makes a DC 15 Reflex save, Sky-Lasher immediately targets another entity at random (this continues until someone is hit by the laser). Fully enraged, the Demon God hurls its couch at the Drone.

SWIMMING IN THE SEA OF BLOOD

ROLL

1d4 WHAT DO YOU FIND IN THE SEA OF BLOOD?

- 1 **Partially Submerged Warship:** 2d4 Sattelli-Cultists crawl through the wreckage, searching for a Drop-engine. Luck check to remain hidden. The Drop-engine engages in 1d4 turns and they're gone.
- 2 **Pod of Orca:** In their midst, a Delver watches longingly. If the orca are approached or touched, she casts a time dilation spell on the assailant (always moves last, Act -2d). She holds them hostage under the spell until the wings of a Satellibat drone are stitched to her back-she is determined to leave this planet one way or another.
- 3 **Iron Skeletal Giant:** Unmoving. Its hand twitches. A crystal heart in its palm, blinking gently. DC 16 to grab the heart or take 5d3 damage as the fingers punch through your armor. Spellburn is twice as effective while in possession of the heart. If its bearer fails a spell check, the heart shatters, dealing 1d4 permanent damage to the caster.
- 4 **Inflatable Raft:** Searchlights peer out under the dense fog-the captain claims to know the way to New Bat City for a cost. 6 HD of sacrifices, and a week's worth of provisions. If you throw in 4 bags of ammunition, they guarantee safe passage.

ROLL**1D4 WHO DO YOU FIND ON THE SEA OF BLOOD?**

- 1 **Fisherman (as Peasant):** Just fishin'.
Collecting their lines and placing others.
 - * **Hook:** Looking for a group to get them to the next settlement. They just want some conversation and appreciate the muscle.
 - * **Betrayal:** First time the party is subject to a random encounter, the fisherman reels in their "catch."
The Catch (**not a fish**): Init -2; Atk crunch +6 melee (1d16) or fin-slap +12 (1d4,5'); AC 13; HD 10d10; MV 60' (swim), 10' (crawl); Act 3d20; SP Swallow; SV Fort +10, Ref +12, Will +3; AL C.
Swallow: On a critical, The Catch swallows a target. Deal 3d10 damage to escape the stomach.
- 2 **Reaver Gunner (as Time Traveler):** Actively finishing off a horde of large insects with their Repeater Canister Rifle (2d10, 30/60/100, 30' knockback).
 - * **Hook:** Needs ammunition. Has a small package that must be delivered to a bartender named "Amoro" in New Bat City.
 - * **Betrayal:** The package means you've been marked. When delivered, Amoro activates the package, a micro Drop-engine, opening a gateway. The Reaver walks through the portal, ambushing the party. It will try to steal the party's gear and throw them through the rift.

ROLL

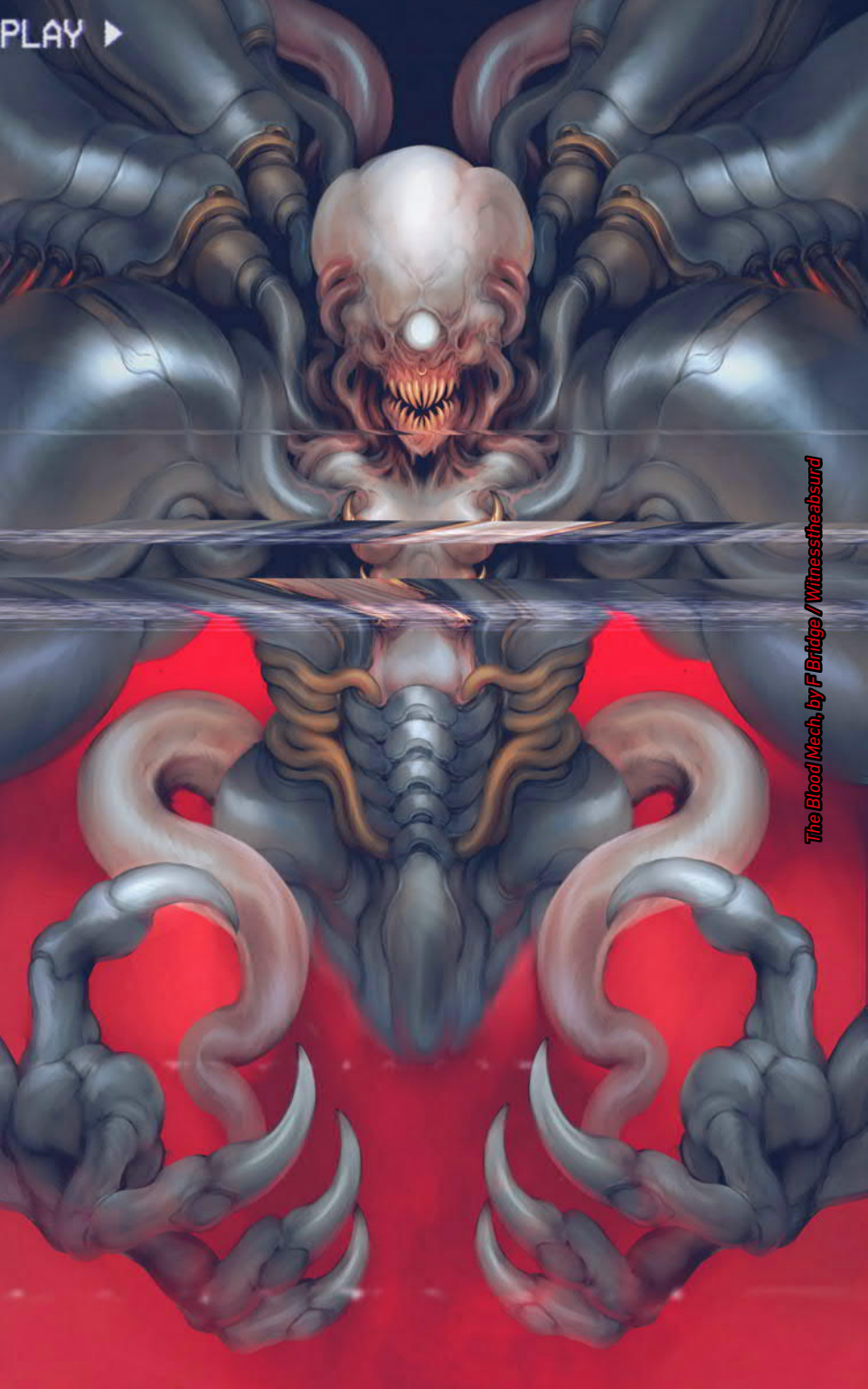
1D4 WHO DO YOU FIND ON THE SEA OF BLOOD?

- 3 **Cleric of the 7-Tongued Goat (as Cleric):**
Licking self, silently observing.
Hook: Building a temple in the sea of blood, needs help doing so. Takes 2d8 days, requires 6 boulders and 2 gallons of fresh goat spit.
Betrayal: On the 4th night, the Cleric licks their body, cloaking themselves, and turning their saliva to acid. They systematically bite each sleeping character, DC 16 Fort save or violent hallucinations of a many-tongued spectral goat. Victims are at Act -3d on the first day following, and Act +1d each subsequent day, as the poison subsides.
- 4 **Meteor's Folly (as Goliath Fractal-Engine, SF#2):** Wounded (+ hp). Fighting off 3d4 pteranodons. Needs help.
Hook: Knows the Bat-God is coming, offers their ship as a way off this world before the end arrives. The Capital-class ship, the size of a small castle, is hidden under a pile of bones about 3 days walk away. It requires 1d4 days of repairs, and the guidance of a Comm-Artist or Astro-Navigator to finish the Drop-engine.
Betrayal: There is no betrayal, except the ship is crewed by Satelli-Cultists (sans wing suits) that have seized control, and it's headed straight for geosynchronous orbit to commune with Sky-Lasher, the Everlasting.

ROLL ACTIVATION CODES: SPOKEN WHEN ACTIVATING
1D6 ANY MACHINERY, 1/DAY

- 1 **float with me (DC 12):** Machinist and machine hover at 10' high with MV 20' for 1d4 turns.
- 2 **we die together (DC 20):** Machinist and machine both must be at 0 hp for either to die. Lasts 1 turn.
- 3 **mine eyes alight (DC 14):** Machine has +4 against all targets the machinist can see with their bare eyes. Lasts 1d3 rounds.
- 4 **the sword, O God (DC 16):** Machinist pulls a sword+2 from the machine, and the machine pulls a sword+6 from the machinist. They both shatter after 1d8 hits.
- 5 **betray me, once more (DC 12):** Machine fails to activate, then sprays sparks, dealing 1d6 damage to all within 30'.
- 6 **DIE DIE DIE (DC 17):** A never-ending series of energy blasts burst from the machine, dealing 3d8 damage to 2d3 targets within 60'. DC 14 Ref save for half damage.

PLAY ►



The Blood Mech, by F Bridge / Witness the absurd

STRATOSFIEND DELVER R-MORE

Tempted by accolades of the IX-777 and other elite units of the Stratosfiend, some Delvers instruct their followers to clad them in living steel—after which, they consume said followers to fill their coolant systems.

They've traded their trademark psionic gifts for control of these warmachines built for destruction, tearing holes in fortresses, and scaling starships. Some seek out their still-psionic brethren to prove their new forms.

Covered in plating, massive thrusters, and two gargantuan claws, even giants think twice before engaging them.

There is a prophecy about a sea of blood, from which a legion emerges, though there is contention over whether the sea is of their creation.

At least they're prone to overheating.

- **Hit Points:** 1d10 per level.
- **Weapon Training:** Built-in weapon systems. Cannot wear armor.
- **Alignment:** Lawful ones assist the empire with actions in contested territory. Neutral Delvers are defectors. Those attuned to Chaos ignore the Empire, burn everything instead.
- **Luck:** Applies to Overheat Die. Always subtract from coolant checks.
- **Brute Tentacles:** Used for maintaining footing and balance. Make a Luck check to maintain balance when it would be lost.
- **Immense Size:** Towers over mere mortals at 30'.
- **Blood-Driven Power Armor:** Surgically attached to the Delver's innards, cannot be removed. Act -1d when using weapons that aren't built-in.
 - **Active:** AC +4. MV 20'. Damage Reduction of 1.
 - **Inactive:** AC -2. MV 5'. Act -2d. Built-in weapons cannot be used. Cannot use anything that requires Overheat Die.
- **Coolant System:** Overheat Die starts at d3. For a coolant check, roll Overheat Die under [Stamina + CL]. On success, all is good. On failure, power armor shuts down for a number of rounds equal to the result, then reset Overheat Die to d3.
- **Exposed Wiring:** Make a Coolant check when struck by a critical hit.

■ **Built-In Weapons:** Giant claws to rip flesh from demons and peel steel off of tanks.

❑ **Swift Swipe:** 1d6 damage.

❑ **Brutal Strike:** 1d10 damage. Overheat Die +1d. Make a coolant check.

❑ **Blood Rage:** When both Swift and Brutal Mighty Deeds succeed in the same round, add the results of the Deed Dice together and roll on the Blood Rage table. This effect strikes a random target within melee range. Overheat Die -1d as the coolant flows.

■ **“Heat” Actions:** Abilities that increase the Overheat Die.

❑ **Life Support:** Heal 1d3 HP. Overheat Die +1d. Make a coolant check.

❑ **Thruster Jump:** Thrust 60' in any direction, instead of taking a movement action. Damage +2d to next attack. Overheat Die +1d and make a coolant check.

❑ **Speed Burst:** Take an additional move. Overheat Die +1d and make a coolant check.

❑ **Polyphemean Core Implosion:** Overheat Die +3d. Cast Polyphemean Rage (SF#1), add CL and Overheat Die to spell check. Make a coolant check. +1d3 burning damage to all attacks for the next round.

■ **“Cool” Actions:** Abilities that decrease the Overheat Die.

❑ **Sea of Blood:** Generates 1 liter/day of blood coolant. Stores CL liters. Each liter spent grants Overheat Die -1d.

❑ **Forced Venting:** Consumed followers surge through the consciousness of the Delver, pacifying it and venting the armor. Overheat Die -1d and Act -1d until the end of the next round as the followers won't stop talking.

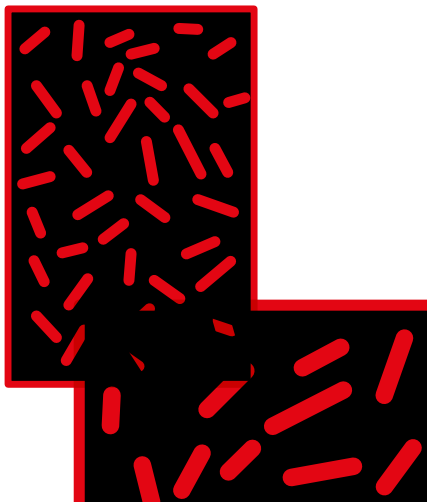
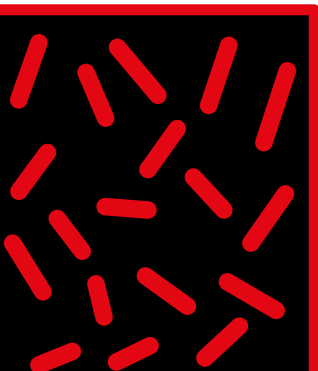


TABLE: STRATOSFIEND DELVER R-MORE

LEVEL	ATTACK	CRIT DIE / TABLE	ACTION DICE	REF	PORT	WILL
1	+d3	1d3 / G	1d20 + 1d12	0	0	1
2	+d4	1d4 / G	1d20 + 1d12	1	0	2
3	+d5	1d6 / G	1d20 + 1d12	1	0	2
4	+d6	1d8 / G	1d20 + 1d14	1	1	3
5	+d7	1d10 / G	1d20 + 1d14	2	1	3
6	+d8	1d12 / G	1d24 + 1d16	2	2	4
7	+d10+1	1d14 / G	1d24 + 1d16	2	2	4
8	+d10+2	1d16 / G	1d24 + 1d20	3	3	5
9	+d10+3	1d20 / G	1d24 + 1d20	3	4	5
10	+d10+4	1d24 / G	1d24 + 1d20	3	5	6

DEED

DIE SWIFT SWIPE

- 3 Claw swings violently at the target, stopping abruptly and ending with an elbow to their face. Target has AC -1 for 1 round in the resulting confusion.
- 4 Both claws swing through the air, narrowly missing the target. The rent air begins to bleed, splashing and enveloping them. Target has AC -4 for 1 round.
- 5 The Delver flicks the target with one of its claws, striking its skull. Target sees double for 1d3 rounds—all of its attacks are at disadvantage.
- 6 Flurry of strikes ravage the target. Frozen in terror, they make a Morale check or remain stuck for 1d3 rounds.
- 7+ The suit of armor strikes with such alacrity that the Delver immediately gains an extra action (1d20).

DEED

DIE BRUTAL STRIKE

- 3 A massive arm grabs the target and slams them into the ground, knocking them prone and dealing 1d4 damage. Target makes a DC 12 Fort Save to choose: stay standing, or half damage.
- 4 Coming from underneath, the Delver swats the target, and vaults them 1d3 x 10' feet into the air. They take 1d6 damage for every 10' fallen.
- 5 The air around the claw of the R-MORE sizzles with ozone, as particles are sucked into the claw. It glows white-hot, and then open-palm strikes the target as hard as possible, dealing 1d10 damage and knocking them back 20'.
- 6 A furious swipe and crush connects with the target, crushing its ribs and dealing 1d5 damage. They make a DC 16 Fort save, or their bones break (Act -1d).
- 7+ With a flash of lightning, and a glint of steel, the R-MORE appears behind the target. No evidence of a strike, save for the sudden appearance of 4 claw holes in the target's back. Realizing they've been hit, they fall to their needs, and a geyser of blood erupts. They take 1d10 damage, and spray 1d3 liters of blood each round for 1d6 rounds.

SUM
OF
DEED
DIE

BLOOD RAGE

- 6 The pilot fires a gout of blood at the target, drenching it and shocking its nervous system. It takes damage +1d for 1d3 rounds.
- 7 One of the pilot's previously inert tentacles goes rigid, lashes out, and strangles the target, dealing 1d4 damage. Target is restrained by the tentacle, and makes a DC 14 Fort save to escape, or takes 1d3 damage/round.
- 8 The Entrenched Psionic laughs wildly as it grabs onto the target, and proceeds to bite it (1d3), crunch it (1d4), and crush (1d5) it, before throwing it aside.
- 9 The metal beast runs at full stride and does a front flip, landing heel-first on the target's skull. 1d6 damage and knocks the target prone.
- 10 The Delver spits blood at the target, which it disgustingly ingests. Within moments the Psionic seizes control and forces the target to immediately make 2 attacks against random targets. The Delver's laughter continues until the blood stops dripping.
- 11 A spiralling column of blood forms around the Delver, pulling all entities within 50' 10' closer. It then releases the spinning blood at the target, knocking them 30' in a random direction and dealing 1d8 damage.
- 12 The War-Machine sinks into a rapidly-filling sea of blood at its feet, before reappearing in a pool of blood beneath the target, striking it with a brutal uppercut (1d12) and knocking it 30' back.
- 13 From the foretold sea of blood rises a blood giant. It roars defiantly at the skies above, then stomps on the target before turning into a crashing wall of blood. DC 18 Fort save or begin drowning.
- 14+ The Metal Titan grabs the target and raises them over its head. The target makes a DC 18 Fort save or takes 3d8 damage as it's ripped apart. Any killed by this maneuver are torn in half.

SUBTLY FLESH-BOUND GRIMOIRE

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WAIT FOR THE DROP

- ⤴ **Level:** 2
- ⤴ **Range:** Varies
- ⤴ **Duration:** Instant
- ⤴ **Casting Time:** Instant
- ⤴ **Save:** Ref v spell check DC

General

The art of opening miniature Drop gateways at the caster's hands. "Portal mages" use this spell to catch their opponents off guard and deliver surprise payloads to the unexpected.

Additional Cost: Must spellburn while casting.

Note: The attack may be skipped and the Drop-gateway will stay open for 1d4 rounds. Anything that fits can pass through.

Extra Note: As with all Drop magic, there is a 1-in-10 chance of attracting a Demon. Summoned Demons prioritize the casters' intended target, then turn on the caster. They unsummon in 1d4 turns.

Manifestation	<p>Roll 1d4:</p> <p>(1) The air chills around the target, as the caster bursts into flames.</p> <p>(2) The air around the caster and target electrifies.</p> <p>(3) Black holes open near the target and caster.</p> <p>(4) The air laughs and screams as it tears itself open, constantly taunting the caster.</p>
Corruption	<p>Roll 1d4:</p> <p>(1) A micro-Drop opens and severs a digit from the caster's hand as they try to manipulate the gate.</p> <p>(2) Items in inventory only have a 2-in-3 chance of being safely retrieved—they're falling through gates.</p> <p>(3) Incoming ranged attacks have advantage, due to projectiles flying through Drop-gates and retargeting the caster.</p> <p>(4) A random Demon stalks the caster. it never directly attacks the caster, but will kill NPCs. Usually to prove a point.</p>
Misfire	<p>Roll 1d4:</p> <p>(1) A random limb is pulled through the corrupted gateway and broken.</p> <p>(2) The gate opens, and a Demon reaches through, grabs the caster and slams them into the ground repeatedly (1d4).</p> <p>(3) The caster throws their arm through the gate, coming back around and punching themselves in the head.</p> <p>(4) The caster's head falls through the gate and is trapped for 1d4 rounds. The caster sees, hears and smells nothing.</p>

1	Lost, failure, and uncertain doom. Roll 1d6 modified by Luck: (0 or less) Corruption + misfire. (1-3) Corruption. (4+) Misfire. Roll 1d30 on the Drop table.
2-11	Lost. Failure. Roll 1d16 on the Drop table.
12-13	Failure, but the spell is not lost. Roll 1d10 on the Drop table.
14-15	Caster is only able to tear open a miniscule Drop instability, forcing their finger through and tapping a target up to 10' away. The target is distracted-AC -2 for 1 round. Roll 1d3 on the Drop table.
16-19	A tunnel opens 15' away, and the caster sends their fist through, hitting the target for 1d6+CL damage. The target is disoriented and has -2 to skill checks for 1d3 rounds. Roll 1d5 on the Drop table.
20-21	The air rusts and splits at the seams as the caster throws their arm through the portal, striking a target up to 20' away for 1d8+CL damage. Unfortunately for them, a spectral force grabs them then slams them into the ground for 1d4 damage. Roll 1d8 on the Drop table.
22-25	The distance between the caster and a target up to 30' away vanishes, as they force their arm through the portal. The force of the strike deals 1d10+CL damage. The caster then pulls part of themselves back through as the portal snaps shut, dealing an additional 1d6+CL damage. Roll 1d10 on the Drop table.
26-29	Opening a hole in the time-space continuum at waist level, they stomp through, striking a target up to 40' away in their skull and dealing 1d14+CL damage. The downward force knocks them prone, stunning them for 1d6 rounds. Roll 1d12 on the Drop table.

30-31 A flat circle portal tears open above the caster, and another beneath a target up to 60' away. The caster grabs the target and pulls their torso half-way through. The target takes 1d16+CL damage immediately and 1d8 damage/round for 1d4 rounds as the tear snaps like a guillotine. They are frozen half-in and half-out of the portals until the effect ends and they're expelled through a side at random. Roll 1d16 on the Drop table.

32-33 Micro-Drops form underfoot and in front of a target up to 80' away. Falling through, the caster bashes straight into the target, dealing 1d20+CL damage. Pivoting on one foot, the caster turns and throws the target back toward the gate. As the caster safely makes it through, a Demon's maw emerges, snapping down on the target dealing 1d16+CL damage and destroying their armor. Roll 1d20 on the Drop table.

34+ With great force, the caster wrestles open a gate under a target up to 120' away, and opens it back up 120' in the air above themselves. The target falls through, striking the ground for 1d2d6+CL damage.

Not wanting to be outdone, a Demon falls out of the same portal and lands a falling elbow, dealing 6d6+CL damage and explodes into a mess of circuitry and solder on impact.

Don't play with portals. Roll 1d30 on the Drop table.

DROP-MAGE

PORTAL DANCER

Strange, ever-laughing combatants, mind and body warped by years of Drop energy. Their eyes, black holes—cosmos dancing within.

Dance: Teleport 10' at random (via micro-drop) when dealt damage. Roll 1d3 on drop table.

Portal Dancer, Human: Init +1; Atk headbutt +3 melee (1d3); AC 14; HD 2d8; MV 30'; Act 1d20; SP Dance; SV Fort +0, Ref +4, Will +0; AL C.

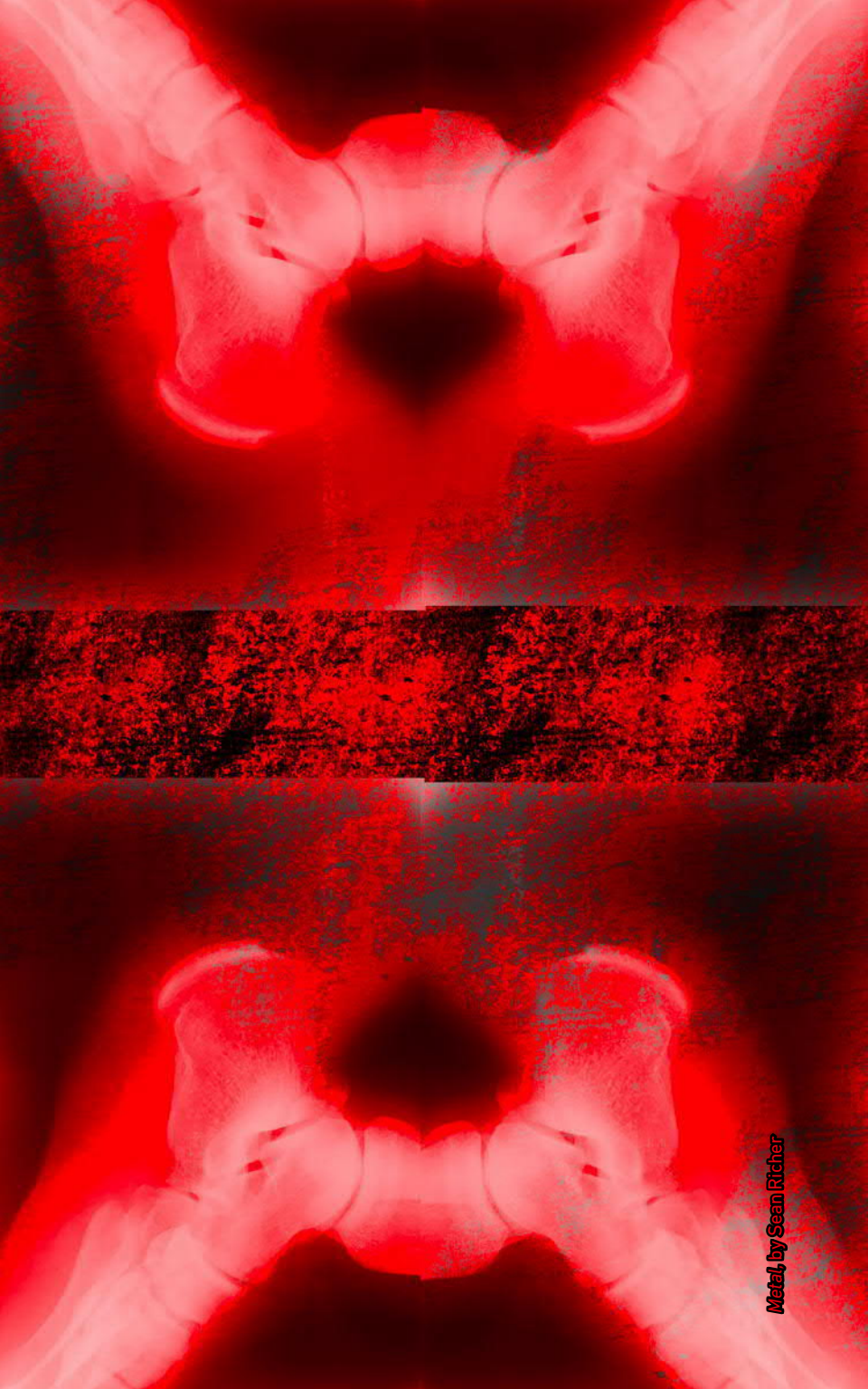
DROP ARTIST

Thieves who use the destabilizing power of micro-Drop bursts as diversions.

Cross The Streams: Bang their batons together, releasing a paralytic burst. Target makes a DC 14 Fort save or stunned for 1d3 rounds.

"Drop"ping Bombs (3): Release a drop charge. Roll 1d16 on the Drop table.

Drop Artist, Human: Init +3; Atk twin electro-batons +3 melee (1d4); AC 15; HD 3d8; MV 30'; Act 1d20; SP Cross the Streams, "Drop"ping Bombs; SV Fort +1, Ref +1, Will +5; AL C.



Metal, by Sean Richer

METAL FATIGUE

- ⤴ **Level:** 3
- ⤴ **Range:** Touch
- ⤴ **Duration:** Varies
- ⤴ **Casting Time:** Instant
- ⤴ **Save:** Fort vs spell check DC

General	<p>A brutal spell, used to bolster someone's defenses at the cost of fusing them with their armor. Strange boons for those willing to pay the price.</p> <p>Additional Cost: Sacrifice 10 gp of metal value per casting. Caster is at -1 to skills and attacks using metal items for 1d3 rounds (multiple instances stack).</p> <p>Optional: Can also be used to bore through solid metal. 2' x spell check.</p>
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Manifestation	<p>Roll 1d4:</p> <p>(1) Liquid metal flows from the caster into the target.</p> <p>(2) The caster kisses the target's armor, releasing a ripple.</p> <p>(3) The caster's hands become molten iron. (4) The target's armor screams as its soul is vaporized.</p>
Corruption	<p>Roll 1d4:</p> <p>(1) Worn armor immediately cracks. AC -2.</p> <p>(2) A random limb turns to metal.</p> <p>(3) The armor's soul awakens (Personality 2d8+2).</p> <p>(4) The caster's touch deals 1 damage as it turns the area to metal.</p>
Misfire	<p>Roll 1d4:</p> <p>(1) Random armor within 10' shatters.</p> <p>(2) Metal shards impale the caster (1d4 damage).</p> <p>(3) Metal armor screeches and pierces. Act -1d for 1 turn.</p> <p>(4) The caster's armor loses 1d4 AC and takes 1d4 damage.</p>

1	Lost, failure, and uncertain doom. Roll 1d6 modified by Luck: (0 or less) Corruption and misfire. (1-3) Corruption. (4+) Misfire.
2-11	Lost. Failure.
12-15	Target's skin swells and thickens. AC +1 and -1 to skill checks for 1 round.
16-17	Target's outer layers of skin ossify painfully. AC +2 and -2 to skill checks for 1d3 rounds.
18-21	The target's skin starts to ingest shavings of their armor, pinching their muscles. AC +3 and Act -1d for 1d4 rounds.
22-23	The caster coaxes the target's armor into their pores. AC +4 and Act -2d for 1d6 rounds as it begins to constrict and cut off circulation.
24-26	The armor anodizes the target's skin. AC +6 for 2d4 rounds. The armor itself is stripped and brittle, only able to withstand 1 more hit before shattering.
27-31	All essence of the armor's soul is forced into the target's bloodstream, shattering the armor. AC +16 for 2d10 rounds.
32-33	The armor's soul takes aggressive action against the host, melting into its skin, destroying itself forever and dealing 3d6 damage. AC +18 for 2d12 rounds.
34-35	Target is encased in a thin layer of what used to be its armor (which is now gone), freezing them into a statue. AC +22 for 2d16 rounds, after which they are rooted in place and must be chopped out.
36+	The Armor's soul breaks in two identical pieces. Roll this spell check 2 more times against the same target, and give an additional AC +4 to the final result.



METALWORKERS

IRON SHAPER

Forge workers loyal to the Bat. Their armor serves as additional ammunition for their furious onslaught. Black exhaust pours from their nostrils and exhaust vents. There is no metal they cannot tame.

Iron Shaper, Human: Init -2; Atk **forge hammer** +3 **melee** (1d10) or **weaponize armor** +4 **missile fire** (1d8); AC 3d20; HD 3d8; MV 15'; Act 1d20; SV Fort +6, Ref -2, Will +2; AL L.

Weaponize Armor: AC -1 for each point of damage dealt.

ARMOR-MAGE, HUMAN

Heretic mages that take joy in putting armor where it doesn't belong. All will be reinforced, all will be armored.

Vicious Bolster: Target makes DC 14 Fort save or takes 1d4 damage and gains AC +1 for 1d4 rounds.

Armor-Mage, Human: Init +4; Atk **rivet gun** +4 **missile fire** (1d5, 20'); AC 13; HD 4d8; MV 20'; Act 2d20; SP **Vicious Bolster**; SV Fort +4, Ref +0, Will +2; AL C.

ROLL 1D4 PRINCIPLES OF THE BAT: DECREES BLASTED THROUGH LOUDSPEAKERS. 1D4 TURNS. ONLY AFFECTS THOSE LOYAL TO THE BAT.

- 1 **Do It Now:** Immediately Act +1d with Init of 10+, or Act -1d.
- 2 **Fire in the Sky:** +2 to ranged attacks and damage rolls made in mid-air.
- 3 **Pizza Party:** Consuming pizza is a sacrament. Heal 1d12 from each slice.
- 4 **Failure Is Unacceptable:** Each failed action causes 1d3 damage to the one who failed.

BESTIARY

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BAT DOGMA

It's not easy worshipping a hedonistic Weapons Satellite.

Everything it

wants, it wants now. It values priority and fine whiskey above all else. Keep track of the following—or else.

ROLL 1D4 SIGNS OF SATELLI-CULT INFESTATION: SOMETHING IS WEIRD ABOUT THESE PEOPLE. 1-IN-6 CHANCE OF A NEW STAGE HAPPENING WHEN ENTERING ANY SETTLEMENT. WHEN ALL 4 ARE TRUE, PREPARE FOR INVASION (LOOK DOWN).

- 1 Population adds shrieks and screams to their colloquial communication.
- 2 Adherents begin wrapping their faces in gauze, denying themselves vision.
- 3 Pizza becomes the only food available locally.
- 4 Forge workers incorporate bat wings into everything they design.

ROLL 1D4 INVASION PREPARATION: PERHAPS QUESTS THAT BAT LOYALISTS ENGAGE IN? ROLL ONCE EVERY 1D3 DAYS IN FULLY-INFESTED SETTLEMENTS. THE FLEET ARRIVES IN 1D4 WEEKS.

- 1 Demolishing buildings and clearing roadways for landing strips.
- 2 Elevating local hackers and cyber operatives to Sat-Casters loyal to the Bat.
- 3 Preparing uplink cradles—locations used for beaming information from the orbital platforms directly into human skulls.
- 4 Uprisings. Flooding from the sewers and crevices. Thousands of Satelli-Cultists painting targets for the Bat's Navy and violently seizing power.



Await the Fleet and Arise the Cult, by James Everett Jackson

ELEMENTS UNIQUE TO THE LASHER-

CORPUS AND SATELLI-CULTS

Many upgrades became tools of war as a result of The Trident of the Sun's incursions.

- **Sat-Link:** May give any of its action dice to other sat-linked entities.
- **Laser-Painting:** Target makes DC 20 Ref save or is "marked" for 1 turn.
- **Laser-Guided:** Advantage vs marked targets.
- **Exit Velocity:** spend action die to make extra move. Act +1d and AC +1 until end of round.

Less "engines" and more "paradox untanglers." They take advantage of the bulges in the time-space continuum, bursting

DROP-ENGINES

Less "engines" and more "paradox untanglers." They take advantage of the bulges in the time-space continuum, bursting them to create "Drops." Travel through the Drops is possible, as reality bends and breaks. They are not safe by any means—ships frequently vanish without a trace. Configuration can take up to several days, but transmission is instant. You are flung through the gate the instant it opens.

- **Between Planets:** Not recommended. 2d4 rounds. 1d8 on the Drop table.
- **Between Solar Systems:** Don't bother. 1d3 turns. 1d12 on the Drop table.
- **Between Galaxies:** You're not listening. 1d4 days. 1d20 on the Drop table.
- **Between Dimensions:** Literally Hell. 1d4 weeks. 1d30 on the Drop table (2x).

As arias shouted in Tridenti Solaris fill the skies, clouds of bats descend in sick reverence to their Demon Patron. You should probably have a stat block for them.

BAT COUNTRY

In General, post-invasion, add 1d3 swarms to any encounter (or more).

CYBERNETIC BAT, SWARM

Flocks of wings and wiring. Often the final stage of invasion. A symptom we'd rather ignore.

Swarming Talons: Bite all targets within 20'x20' space, 1/2 damage from non-area attacks.

Cybernetic Bat, Swarm: Init +4; Atk **swarming talons** +1 melee (1d3, overload); AC 10; HD 2d8; MV 40' (flight); Act 1d20; SP **Sat-Linked, Laser-Guided, Swarming Talons**; SV Fort +2, Ref +8, Will -2; AL C.

SATELLI-CULT AND SKY "SATELLI-RAIL"

CAVALRY

SATELLI-RAIL DROP SHIP

Equal parts railway locomotive and living bat monstrosity. Not built, but hatched. They possess a limited sentience—just enough to keep them hovering in place while the pilots reload munitions. Because they have Drop-Engines, they're the only non-Demonic machines the Satellite uses. Can't trust Demons with reality breaks.

Their paradox engines allow them to "trap" falling prey.

Thirsty Neptune Missiles: Drain moisture from targets. Fort -1 until rehydration (stacks).

Carrier: Holds up to 10 Satelli-Cultists.

Inspire Double Agents: The mere sight of the Bat's armada emboldens Double Agents to activate. Double Agents make a DC 16 Will save or blow their cover on sight.

Infini-Fall Drop Paradox: While engaged, the Paradox Engines create an infinite vertical space around them—all within 300' fall perpetually. Falling entities have more than enough time (while falling forever) to explore and interact. Lasts for 1 turn. 1/day.¹

Blight Shockwave: Pestilence for all. All within 100' make a DC 14 Fort save or vomit for 1d3 rounds.

Satelli-Rail Drop Ship: Init +8; Atk **thirsty neptune missiles** +8 missile fire (3d6) or ram +6 melee (2d16+2); AC 18; HD 10d10 (body), 3d10 (wing x2); MV 80' (flight); Act 2d20; SP **Drop-Engines, Carrier, Infini-Fall Drop Paradox, Blight Shockwave**; SV Fort +12, Ref +6, Will -3; AL as Crew.

¹

When the engines disengage, you return to the mortal plummet. Haha!

SATELLI-CULT

Fanatics devoted to the Weapons Satellite, they install sonar processors into their skulls and dress in wingsuits. Many worlds' last moments were skies blacked out by descending Cultists. They believe the Bat God can possess their bodies, but they are wrong. Sky-Lasher the Everlasting frequently takes advantage of this misguided trust.

Special Requisitions

- **Whirlwind:** When you successfully attack an enemy in melee, strike all foes within 5' instead. 1/turn.
- **Scythe-Glaive** (1d10, 5', 2-handed): Vibro (target has AC -2). You can destroy the Scythe-Glaive to release a Cybernetic Bat Swarm.
- **Sonar:** Immune to visual impediments. Operates unhindered even in complete darkness. Act -1d when targeting or using skills from over 60' away. Loud noises induce visual static.
- **Shriek:** Target within 60' makes DC 18 Fort save or is stunned for 1d3 rounds. Everyone using Sonar within 60' is blinded for 1 round.

SATELLI-CULTIST, CAULDRON LEADER

Guiding from the front, the Cauldron Leaders are the first to leap from the Drop-Ships, drawing fire from the fleet and their own companies. Their code dictates that they are the last to burst their Scythe-Glaives. Their arias energize the legions to fight to the death.

Satelli-Cultist, Cauldron Leader:
Init +4; Atk **scythe-glaive** +4
melee (1d10+2); AC 14; HD 4d8; MV
30' (ground), 40' (glide); Act
2d20; SP **Sat-Linked**, **Whirlwind**,
Shriek, **Sonar**; SV Fort +2, Ref
+4, Will +1; AL L.

SATELLI-CULT, FLOCK CULTIST

Disposable. Devoted. Arriving by the thousands. No species can withstand the shrieked arias of the Bat. The infestations spread quickly. The lowest cult members take the burden of attaching the cybernetic bat membranes.

Satelli-Cult, Flock Cultist:
Init +2; Atk scythe-glaive
+2 melee (1d10); AC 12; HD
2d8; MV 30' (ground), 20'
(glide); Act 1d20; SP Sat-
linked, Sonar; SV Fort +1,
Ref +2, Will -2; AL C.

SATELLI-CULTIST, DROP-PILOT

Devout enough to don the flight suit, but calm enough to pilot. They assume the divine task of operating the Drop Ships. This inspires no trust. They also have the codes to the Drop-Engines.

Satelli-Cultist, Drop-Pilot:
Init +2; Atk talon dagger
+2 melee (1d4); AC 13; HD
2d8; MV 30' (ground), 30'
(glide); Act 1d24; SP Laser-
Painting; SV Fort +0, Ref
+2, Will +3; AL L.

Talon Dagger: AC -1 to target's armor each hit. Unrepairable.

LASHER-CORPS, AKA THE BAT'S NAVY, AKA RUN 4 COVER

The most terrifying members of the Rogue Satellite's infinite legions are the four wings of its armada. Gargantuan craft implanted with "beast drives" and an alien ferocity. They occasionally consume their crew and ascend to demon hood. The Satellite-turned-Demon claims this is a feature, not a bug.

They arrive in dozens, built from the wreckage of pillaged worlds. Every world bleeds their own additions to the wings. Honestly, most are here because the Bat God threatened not to invite them to the pizza party if they weren't.

- To engage the Beast Drive, the craft must spend 1d3 rounds ingesting its crew. Once consumed, they become Demons and gain the Beast Drive abilities. All of their abilities and weapons are targetable by the Demon-Engines (did you think we forgot them already?).
- If nearby, the Bat God can seize control of the craft and cast spells using their bodies. The craft becomes the caster in this case.
- All have Drop-Engines installed. When the Beast Drive engages, the Drop-Engines explode as the Demon rips through and takes hold.
- They Inspire Double Agents, as the Satelli-Rail (p. 63).

MARKER-DRONE

Humanoid forms with hover jets installed. They zip around, identifying targets for the wings.

Marker-Drone: Init +1; Atk eye-lasers +2 missile fire (1d4); AC 11; HD 1d8; MV 30' (flight); Act 1d20; SP Laser-Painting; SV Fort +0, Ref +1, Will +1; AL L.

Supposedly they were human at one point, but the Trident of the Sun turned them to husks.

REPAIR-BOT

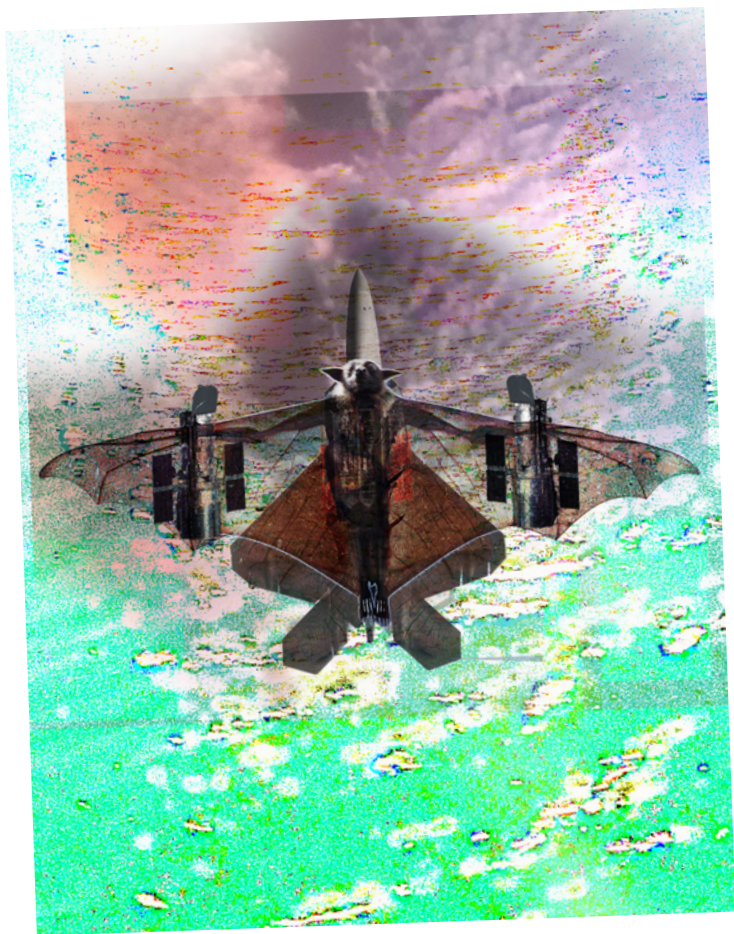
Small hovering robots. There are hundreds of them in the Satellite's orbital hangars.

Repair-Bot: Init -1; Atk electro-welder +2 missile fire (1d4, 10') or self-destruct +2 melee (2d6); AC 15; HD 2d8; MV 30' (hover); Act 1d20; SP Sat-Linked, Lay On Hands (Machines); SV Fort +4, Ref +2, Will -3; AL L.

ROLL

1D4 PILOT AND CREW ACTIONS

- 1 **Jhyron, Planetary Assault:** The best. Passive: +1 to skills, checks, and attacks for each other wing present.
- 2 **Cynthia III, Orbital Bombardment:** Torment and glee. Action: Target makes DC 16 Ref save or 1d16 damage from orbital laser.
- 3 **Eau'Mar, Reconnaissance:** Loyal unto death. Action: Give Sat-Link to an entity.
- 4 **Urntak, The Last:** Left on worlds to "turn out the lights." Action: Cannot be reduced below 1 hp for 1 round.



Northern Bombing Wing, by Michael Weeks



Eastern Bombing Wing, by Michael Weeks



Southern Support Wing, by Michael Weeks



Western Fighting Wing, by Michael Weeks

BOMBING WING, NORTHERN

Bombing Wing, Northern:
Init +10; **Atk** laser bombs
+10 melee (4dl2, dropped,
20' area) or small arms +8
missile fire (2d6, 60');
AC 24; **HD** 14dl0; **MV** 50'
(flight); **Act** 3d20; **SP**
Beast Drive, Sat-Linked,
Laser-Guided, Exit-
Velocity; **SV Fort** +14, **Ref**
+8, **Will** +4; **AL** L.

Most attuned with the Great Bat, these machines rain hell from above in the form of optical incendiaries. Lasers spray in all directions. Supposedly they are from a discontinued theme park attraction the God was working on. That's absurd, though. They have great jealousy for the Satelli-Bat Drones that allow the Bat into their bodies. Built from the parts of scrapped satellites and supersonic jets—with a fair amount of Bat DNA.

Beast Drive: Gain all of Sky-Lasher the Everlasting, Trident of the Sun's patron spells. Cast with +10.

Laser Bombs: All within 60' make DC 16 Fort save or blinded for 1d3 rounds. 1d3 actions to reload.

BOMBING WING, EASTERN

Bombing Wing, Eastern: **Init** +10; **Atk** sonic-napalm bombs +10 melee (4dl6, dropped, 20' Area) or sludge-canisters (2d8, 40'); **AC** 24; **HD** 14dl0; **MV** 50' (flight); **Act** 1d20; **SP** Beast Drive, Stealth, Turbo-Injectors; **SV Fort** +15, **Ref** +7, **Will** +6; **AL** L.

As a bat in the night, the Eastern Wing actively cloaks itself, making it hard to spot even in broad daylight. Made of geometry man was not meant to see, they carve the sky and view themselves as the divine will of the Bat. Built from ancient alien technology, geiger counters, and bat DNA—and some pillaged stealth bombers. Oh and some black helicopters (the Satellite chose... not us).

Beast Drive: +2d20 **Act**.
Grows giant obsidian arms (+14 melee, 2d8, 20') and gaping black jaw (+10 melee, 2d16).

Sonic-Napalm Bombs:
Targets make DC 16 Fort save or knocked prone, then DC 12 Ref save or burst into flames (1d6 damage/round) for 1d3 rounds. 1d3 actions to reload.

Stealth: Incoming ranged attacks and spell checks are at disadvantage.

Turbo-Injectors: Make an extra move. **Act** -1d and **Ref**

-2 until end of round. Creates an audible sonic boom—all within 30' make DC 10 Fort save or -2 to all checks for 1 round due to the cacophony.

SUPPORT WING, SOUTHERN

Support Wing, Southern:

Init +12; Atk **weak machine guns** +16 **melee** (1d8); AC 18; HD 20d10; MV 40' (flight); Act 2d20; SP **Carrier, Scanners, Countermeasures, EMPs, Tractor Beam**; SV Fort +6, Ref +6, Will +10; AL L.

Better known as the auxiliary wing. They're called in when things go wrong, which frequently happens as the other wings bite off more than they can chew. They serve as planet-bound drop ships, troop carriers, and scouts. Built from a mess of passenger jetliners and falcon DNA, this wing excels at denying passage to the enemy. They have a martyr complex, and they make sure everyone knows it.

Beast Drive: Becomes a humanoid colossus of flesh and metal. Gains laser claymore (+20 **melee**, 1d16). In its wake, satellites fall from orbit, leaving a trail of wreckage.

Carrier: Holds up to 1 Satellite-Tank or 12 Satellite-Cultists.

Scanners: All stealth and sneaking -1d within 1/4 mile.

Countermeasures (1d4):

AC +5 for 1 round. May fire in reaction to one incoming attack (skip next action).

EMP: Disables all electronics within 60'. 1/turn.

Tractor Beam: Target makes DC 16 Will save or dragged 30' into air. Spending an action to sustain the beam.

FIGHTING WING, WESTERN

Predatory brutes that exalt themselves over all others. The rest of the wings can't stand them. They believe they're the best—and for the most part, they are. They're the ones that finish the job when they get close enough. Rumor has it they're not even made of bat parts.

Beast Drive: Winged Plesiosaur. Gains 30' neck and bite (+10 **melee**, 1d30).

Overkill: Fires all its weapons with a single action die. 1/turn.

Fighting Wing, Western: Init +18; Atk **laser-cannon** +16 **missile fire** (2d12, 20') or **Trident Missiles** +10 **missile fire** (4d5, 70') or **tracer rounds** +12 **missile fire** (1d4, 60'); AC 26; HD 16d10; MV 70' (flight); Act 3d20; SP **Laser-Painting, Exit Velocity**; SV Fort +8, Ref +18, Will +4; AL C.



Enamel-Cortex, the Flesh Architect, by Eli Minaya

PATRON (YEAH WE ONLY GOT ONE THIS TIME)

(There will be more in the next book) (leave this note)

ENAMEL-CORTEX, THE FLESH ARCHITECT

Paragon of Humanity itself. Some say she's Humanity's immune system. A macro-organism, formed to fight off a phage unseen. She is surgical thought made real. A fear response to the incoming assault of the Orbital Intelligences.

Her followers argue whether she is the answer to the Bat, or if it was she who introduced the hedonistic Demon Tridentus into the Weapon Satellite to begin with.

Regardless, she will ensure her humans prevail.

P.S. She allegedly hates Acceptance, the Root Organ-Fractal. Something about the "unbound, unmonitored and uncontrolled" evolution of humanity.

INVOKE PATRON

Reshape. Carve. Inject. Insert. These are tenets of the Flesh Architect. Watch as her Chimera flood and her chemicals flow. What happens when you call upon her?

SPELL	RESULTS
CHECK	EFFECTS ARE CUMULATIVE AND ALL RESULTS BENEATH THE SPELL CHECK ACTIVATE.

1-13	Field Hospital Tent: Bones of the fallen are driven into the ground by mechanical limbs, propping up a tent (40'x40'). Lasts 1d4 turns before shredding into the wind. Heal 1d3/turn while inside. Visiting Sat-Casters of the Orbital Intelligence congregate inside.
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SPELL RESULTS

CHECK EFFECTS ARE CUMULATIVE AND ALL RESULTS BENEATH THE SPELL CHECK ACTIVATE.

14-17 A creation of stitched flesh and robotics runs out of the tent-s perfect simulacra of the Flesh Architect. It follows the caster, but is loyal to its God.

Chimera of Sewn Flesh: Init +3; Atk human head bite +3 melee (1d4); AC 13; HD 4d8; MV 20'; Act 1d20; SP Unstable Biology; SV Fort +3, Ref +2, Will +1; AL L.

Unstable Biology: DC 14 Fort save daily or unceremoniously expire.

18-19 Another human head is stitched to the Chimera right before the caster's eyes. Init +2; Atk +2; HD +1d8.

20-23 Yet another head is stitched into the Chimera, this one with mechanical jaw reinforcement. Init +2; Atk +2; cybernetic tongue +4 melee (2d4, 20'); HD +1d8.

24-27 2 more arms are lowered from a harness above and drilled into the torso of the Chimera. Act +2d20; Fort +3.

28-29 As the Chimera screams, 2 giant leathery wings are sewn in. Wing +6 melee (1d8+2); HD +2d8; MV 60' (flight).

30-31 A magnificent tail is "attached" to the Chimera. HD +2d8; SP Tail Launch.
Tail Launch: Target makes DC 16 Ref save or is thrown 30' into the air. Chimera may spend an action die to immediately pursue.

32+ The Chimera learns a new trick.
Incineration Beam: Chimera explodes (dying), dealing 2d12 damage to all within 20'. Target within 40' makes DC 18 Fort save or takes 3d6 additional damage.

ROLL

1D4 RESULT

- 1 Caster takes spellburn damage as normal, then heals 1d8 HP. Strange. Each instance of this result in a day heals -1d.
- 2 Caster's skin is peeled off by cybernetic servants of the surgical queen. This manifests as normal attribute loss from spellburn. The scarring is permanent—all know it was the work of Enamel-Cortex.
- 3 Caster's body goes numb as it lapses into anesthetic shock. Act -1d until full day of rest.
- 4 The caster's rib cage splits open and all their organs float out. 1 organ at random takes damage (changing which attributes suffer spellburn).
Roll 1d6:
(1) Lungs, Agility. (2) Intestines, Stamina.
(3) Brain, Intelligence. (4) Spleen, Personality.
(5) Muscles, Strength. (6) Bones, Luck.

ROLL

1D6 RESULT

- 1 **Flat Screen Face Mod:** The caster's face is replaced with a floating screen. +1 to notice and awareness checks and -1 to missile fire attacks.
- 2 **Robotic Limbs:** Pick a skill or spell. May reroll any check with selected skill or spell at -1d. For each result, pick a different skill or spell to apply this to.
- 3 **Adrenaline Surges:** +1d3 HP healed per day of rest. +1d3 to all damage received. Further results increase both dice by +1d.
- 4 **Corpse-Sense:** Detects recent corpses within 50' on first roll. Further rolls increase the range by 50' and include entities that can be saved and recovered.
- 5 **Anesthetic Blood:** Sacrifice 1d6 HP to provide 1d3 HP to someone else. 1/day. Further results increase both dice +1d and increase the number of uses by 1/day.
- 6 **X-ray Vision:** Can no longer see colors, can only see bone and dense matter. Act +1d vs vertebrates and -1d vs invertebrates.

PATRON SPELLS

BOLSTER SOUL

- ▲ **Level:** 1
- ▲ **Range:** Varies
- ▲ **Duration:** Touch
- ▲ **Casting Time:** 1d3 rounds
- ▲ **Save:** Will vs spell check

General	<p>Through the almighty power of Enamel-Cortex, the caster brings a soul back from beyond the grave.</p> <p>NOTE: This is an affront to ALL clerical deities and proper resurrection may never be attempted on the raised again.</p> <p>The returned dead maintain their alignment. They are willing to talk, once they calm down.</p>
Manifestation	<p>Roll 1d4: (1) Psionic breath pours from caster into target. (2) Caster's hands course with electricity and shock life into existence. (3) A gargantuan oscilloscope appears, beeping as the heart rate returns. (4) Cybernetic limbs burst from the corpse, standing it back up.</p>
Corruption	<p>Roll 1d4: (1) Caster has Act -1d near corpses. (2) When near a corpse, caster makes DC 10 Ref save or takes 1d4 damage as the corpse animates then disintegrates. (3) Laying on hands deals damage instead of healing the caster. (4) Clerics gain 1d4 disapproval when interacting with caster.</p>
Misfire	<p>Roll 1d4: (1) Spectral chains bolt the caster in place for 2d3 rounds. (2) Caster is flooded by memories of the deceased and remains frozen for 1d3 rounds. (3) Soul of the deceased shrieks, giving caster Act -1d for 1d3 turns. (4) Necrotic energy floods back into the caster dealing 1d3 points of Stamina damage.</p>

1	Lost, failure, and uncertain doom. Roll 1d6 modified by Luck: (0 or less) Corruption and misfire. (1-3) Corruption. (4+) Misfire.
2-11	Lost. Failure.
12-13	Caster kneels in front of the corpse, returning it to life for 1d3 rounds.
14-17	Raising the corpse from the earth, the caster calls down medic-drones from the Orbital Intelligence's facilities, bringing life for 1d4 rounds and Fort +2.
18-19	A surgical gantry drops from the heavens and operates on the target, bringing it back for 1d6 rounds. It gains AC +2 and Fort +4.
20-23	Liquid Uranium-238 seethes forth from the caster's mouth into the body of the corpse and brings it back for 1d8 rounds. The corpse gains AC +4, Necrotic Radiation, and Fort +6. Necrotic Radiation: All within 50' take 1 point of damage each round.
24-27	The caster hurls the deceased into the clouds, charging its atoms. When it lands, it returns for 1d12 rounds. It gains AC +4, Corpse Chain-Lightning, Fort +6, Will +6. Corpse Chain-Lightning (20'): Target makes DC 14 Fort save or takes 1d8 lightning damage and the next nearest possible target must repeat the effects.
28-29	Robotic limbs burst from the corpse, using its body as a thorax—a cybernetic, undead spider gazes upon you. It exists for 1 turn, and gains AC +6, Corpse Spider, Fort +8, Will +8. Corpse Spider: Climb sheer surfaces. Those struck by the beast make a morale check or pinned in terror.
30-31	Foul chimes echo on the wind as incense from Enamel-Cortex's censers waft into the area. The reanimated corpse persists for 1d3 turns. It gains Plague Wind. Plague Wind: All within 100' make a DC 8 Fort save or take 2d8 plague damage.
32+	You shouldn't have done this. The returned remains for 1 day and gains THIS spell, Bolster Soul. It casts with spell check +14 and can spellburn its health.

PARABLE.EXE

- ⤴ **Level:** 2
- ⤴ **Range:** 100'
- ⤴ **Duration:** 2xCL Rounds
- ⤴ **Casting Time:** Instant
- ⤴ **Save:** Fort vs spell check

General	<p>Operating on reality itself, the caster calls on Enamel-Cortex to surgically alter the world around it, forcing two targets to play out the parable. These twisted lessons are over before you know it—pray that you fulfill the intended resolution and earn the prize.</p> <p>The targets retain their current stats and abilities, gaining the new ones of their respective parables. They return to their original form when the spell ends, obviously. The transformation is horrible, though.</p>
Manifestation	<p>Roll 1d4: (1) Caster lays down on a spectral couch while regaling the targets. (2) The flesh architect walks in and offers to tell the story herself. (3) Caster's mouth sprays lightning to act out its words. (4) Caster pulls out a giant book and begins to recite the footnotes.</p>
Corruption	<p>Roll 1d4: (1) Caster's voice screeches. Personality -1. (2) Caster must always make self a target for Parable.exe. (3) Caster's ears become those of an animal. (4) Caster always goes last in combat, too busy calculating all the possibilities.</p>
Misfire	<p>Roll 1d4: (1) Caster's memories spill out onto the floor on instant-develop film. (2) Caster's imagination is damaged. Next spell check -1d. (3) Caster becomes a goat for 1d4 rounds. (4) All within 20' are deafened for 1d3 rounds as the caster's voice cracks.</p>

1	<p>Lost, failure, and uncertain doom. Roll 1d6 modified by Luck: (0 or less) Corruption and misfire. (1-3) Corruption. (4+) Misfire.</p>
2-11	<p>Lost. Failure.</p>
12-13	<p>With a rapid flick of the wrist, the caster calls down giant scalpels that carve a Fox and a Bigger Fox. Who is faster? Who is lunch? Fox: Bite (1d4); MV 45'; Ref +2. Bigger Fox: Pounce (1d6); MV 30'; Fort +2."</p>
14-15	<p>Enamel-Cortex regales the group about the time she saw a Boxer chase a House Plant around her living room. What's the message here? Boxer: Act +1d20. Ref +3. House Plant: Stuck in place. Heals 1d3 each round in sunlight. Fort +3."</p>
16-19	<p>With a burst of energy and much screaming, the caster hides behind a Teapot as a Buzz Saw comes flying straight at it. The Orbital Intelligence ignores this story most of the time. Teapot: Stuck in place. Spill (DC 14 Ref or 1d8 scalding); Fort +4. Buzz Saw: Saw-Spin (1d10); MV 40' (flight).</p>
20-21	<p>It was the Lightning Strike that burrowed into the Well that taught the Surgical God to sew copper meshes into all her patients. Lightning Strike: Spark (1d16, DC 16 Fort save or paralyzed 1d6 rounds); MV 70' (teleportation). Well: Bucket (1d4, 30'); AC +5; stuck in place; Fort +5."</p>
22-25	<p>From the jungle, the Cobra ran into the night, then the Mongoose. It's said they play amongst the stars, seeing who will strike first and who will kill. Cobra: Venom fang (1d8, DC 14 Fort or Act -1d for 1d3 rounds) or spit (DC 16 Fort or blinded 1d3 rounds); MV 20' (slither). Mongoose: Swipe (2d6+2); AC +7; MV 50'.</p>

26-29 The Flesh Architect pulls out sock puppets to tell the story of the mean Bat that came to earth, and the Centipede that was forced to drive it back.

Bat: Drain blood (1d12, heal half damage dealt); MV 35' (flight); blind; sonar.

Centipede: Pincer bite (1d6+1); AC +9; climb sheer surfaces.

30-31 From the sky fell the Jetliner, ever confused, as a Lion ran across its wings.

Jetliner: Thrusters (Act +1d when all MV used); AC +11; Fort +11, Ref +11.

Lion: Damage +3d; AC +11; Act +1d; Ref+11.

32-33 Hoping for a jovial story, the caster tells of a Mech-Knight and a Soccer Ball.

Mech-Knight: Power sword (2d8); AC +13; MV 10'.

Soccer Ball: Knocked back 30' when struck; Ref +13.

34+ The mornings brought great joy, in that a Dragon tried to find its lost pot of Porridge.

Dragon: Flame breath (3d8, 40'); AC +15; MV 40' (flight).

Porridge: Scald (1d8, DC 18 Fort save or knocked prone); stuck in place; recover 1d4 HP when someone bites the porridge. Fort -2, Ref -2.

HEAL-PUPPET TETHERING

- ⤴ **Level:** 3
- ⤴ **Range:** Touch
- ⤴ **Duration:** Varies
- ⤴ **Casting Time:** 1d3 rounds
- ⤴ **Save:** Will vs spell check

General	<p>A burst of cosmic IVs and robotic limbs cosmically attach the caster to its target. This symbiotic relationship heals the target and gives control of its body to the caster.</p> <p>Must spellburn to cast.</p> <p>The caster spends action dice to control the tethered target, and must spend at least 1 action each round. If at any point the caster has no remaining actions, they are mentally trapped in the body of the host until the next round, leaving them vulnerable (AC 8).</p>
Manifestation	<p>Roll 1d4: (1) Council of Sat-Casters loyal to Enamel-Cortex hover above shouting orders. (2) Robotic control visor slips over the caster's face as robotic limbs appear. (3) Surgical markings cover the bodies of the target and caster. (4) Giant syringe stabs target.</p>
Corruption	<p>Roll 1d4: (1) Caster loses 1 HP permanently. (2) Caster is prone to nightmares of puppets. Requires 2 days of rest to recover 1 HP or 1 point of attribute damage. (3) Caster cannot be repaired via surgery. (4) Caster has Will -2, permanently.</p>
Misfire	<p>Roll 1d4: (1) Nothing happens, then the caster is suddenly ejected from their body and must stare at themselves sleeping for 1d3 turns. (2) Caster attacks nearest ally as Enamel-Cortex bellows laughter. (3) Caster's mouth is sewn shut for 1d3 rounds. (4) Robotic limb throws the caster back 15'.</p>

1	Lost, failure, and uncertain doom. Roll 1d6 modified by Luck: (0 or less) Corruption and misfire. (1-3) Corruption. (4+) Misfire.
2-11	Lost. Failure.
12-15	Target receives a surge of life force, healing 2d3 HP and the puppetry link is formed for 1d3 rounds. Caster suffers 1 HP of damage as a result of the link.
16-17	Spectral IVs connect the caster to the target, healing the target for 2d4 HP. This link remains for 1d4 rounds, but drains 1d3 HP from the caster.
18-21	Robotic limbs burst from the caster and start operating on the target, healing 2d6 HP. The cybernetic link remains for 1d6 rounds. It also permanently scars the caster, who takes 1d3 Personality damage.
22-23	A giant scalpel pierces through the caster, connecting it to the target and healing 2d8 HP. This link persists for 1d8+CL rounds, and the caster takes 1d3 damage each to Personality and Stamina.
24-26	An ambulance possessed by a surgical-Demon drifts into the location, launching IVs at the target and healing 2d12 HP. The ambulance continues drifting around and maintaining the link for 1d12+CL rounds. It repeatedly rolls over and smashes into the caster, dealing 1d3 damage to Personality, Stamina and Agility.
27-31	Ultrasonic waves blast through the caster and into the target, healing 3d12 HP. This cosmic ultrasound maintains the link between the bodies for 1d16+CL rounds. The waves erode the caster's existence, dealing 1d3 damage to Personality, Stamina, Agility and Intelligence.

32-33 The caster's body explodes as helixes the size of the cosmos itself surge out and condense into the body of the target, healing 3d14 HP. This perfect DNA lock lasts for 1d20+CL rounds. The explosion deals 1d3 damage to the caster's Personality, Stamina, Agility, Intelligence and Strength.

34-35 The Surgical Patron's robotic limbs burst through the skyline and point at the target, unleashing a flurry of medical drones and healing 3d20 HP. The drones bestow a neural link to the caster for 1d24+CL rounds. They detonate, dealing 1d3 damage to each of the caster's attributes.

36+ Enamel-Cortex shows up with her surgical rigging, personally performing the operation. She fully heals the target, and the puppet link lasts 3d4+CL turns. The Surgical God collects her payment -1d4 damage to each attribute.



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Just An Arm Sticking Through A Portal, by Sam Mameli



Hey I heard you needed "A R A N D O M D E M O N". **ROLL SOME DICE THEN**

1D3 SOME RANDOM DEMON BASE STATS

- 1 **Little One:** Init +3; Atk spit +3 missile fire (1d4); AC 13; HD 3d8; MV 30'; Act 1d20; SP Random Demon Traits, Shadow-Meld; SV Fort +3, Ref +3, Will +3; AL C.

Shadow-Meld: Make an opposed Ref save to hide while gazed upon.

- 2 **Boss:** Init +5; Atk paper airplane +6 missile fire (1d8); AC 16; HD 6d8; MV 30'; Act 1d20; SP Random Demon Traits, Get It Done; SV Fort +5, Ref +4, Will +6; AL L.

Get It Done: Spend 1d8 HP, Act +2d for 1d3 rounds.

- 3 **Big Boss:** Init +7; Atk point and shout +7 missile fire (1d3+5); AC 19; HD 9d8; MV 30'; Act 1d20; SP Random Demon Traits, Critical Smash; SV Fort +7, Ref +6, Will +12; AL C.

Critical Smash: Critical threat range 15-20. Crit 1d10 / G.

1D3 SOME RANDOM DEMON TRAITS

- 1 **Laser Netting:** Target makes DC 14 Ref save or trapped for 1d3 rounds.
- 2 **"Literal" Missile Defense:** Attackers make DC 12 Ref save or take 1d6 damage.
- 3 **Life of the Party:** Always with a group of 3d6 humans. Never needs a key.

1D6 NO REALLY SOME RANDOM SPECIFIC DEMON

- 1 **Just An Arm Sticking Through A Portal:** Target makes DC 18 Ref save or is grabbed (1d3 damage each round).
- 2 **Crystal-Red:** Shimmering eyes. Incoming spells -2d.
- 3 **Mage Horn:** Fancy. Casts Color Spray (spell check +6) when damaged.
- 4 **Requin:** "Hammer Head"-Head. Act +1d20. Target's AC reduced to 12.
- 5 **Laugh-Track:** Always telling cosmic jokes. All within 50' have Will -6.
- 6 **Dip-Dip:** Skin is caustic acid. Weapons it touches are destroyed. DC 16 Will save to preserve magic or upgraded weapons.

So this book has **NEW CLASSES**, like 3 of them. The **Half-Ogre Demon-Engine** which hunts demons. It has **Pteranodons** with beaks of steel and rockets. It's got some **BLOOD MECHS** that have blood coolant. Also it has the Cybernetic **Satellibat Drones** loyal to the Weapons Satellite.

It's got new spells, like **Wait for the Drop** which is best described as aggressive portal magic, and **Metal Fatigue** which fuses armor to bones and flesh... Sounds useful right?

It has a bunch of new items like **bear traps** you drop from the sky and **wing boards** ridden by giants. That's cool right?

Oh oh oh, there's also **Enamel-Cortex, the Flesh Architect**. The new Orbital Intelligence that's ready to LITERALLY carve the future of mankind.

There's a bunch of new bestiary entries, like the **4 wings** of the Bat's Royal navy and like **cultists** that don wing-suits and leap from the sky.

There's some new occupations too if you want to play a Skulker or Pteranodon. Honestly there's a bunch of stuff in here. This Book is

\$15.