

TERROR OF THE #1.5 STRATOSFIEND



COMPATIBLE WITH

DCC RPG

ORBITAL
INTELLIGENCE

TERROR OF THE STRATOSFIEND

ISSUE #15 : PREAMBLE TO THE MELANCHOLIC
TERMINAL ASCENT

WRITTEN & EDITED: Sean Richer

LAYOUT: Glynn Seal (MonkeyBlood Design)

COVER ART: James Everett Jackson

INTERIOR ART: Krzysztof Bieniawski, Shane O'Neil, &
James Everett Jackson

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AN INTRODUCTION TO ELEVATORS

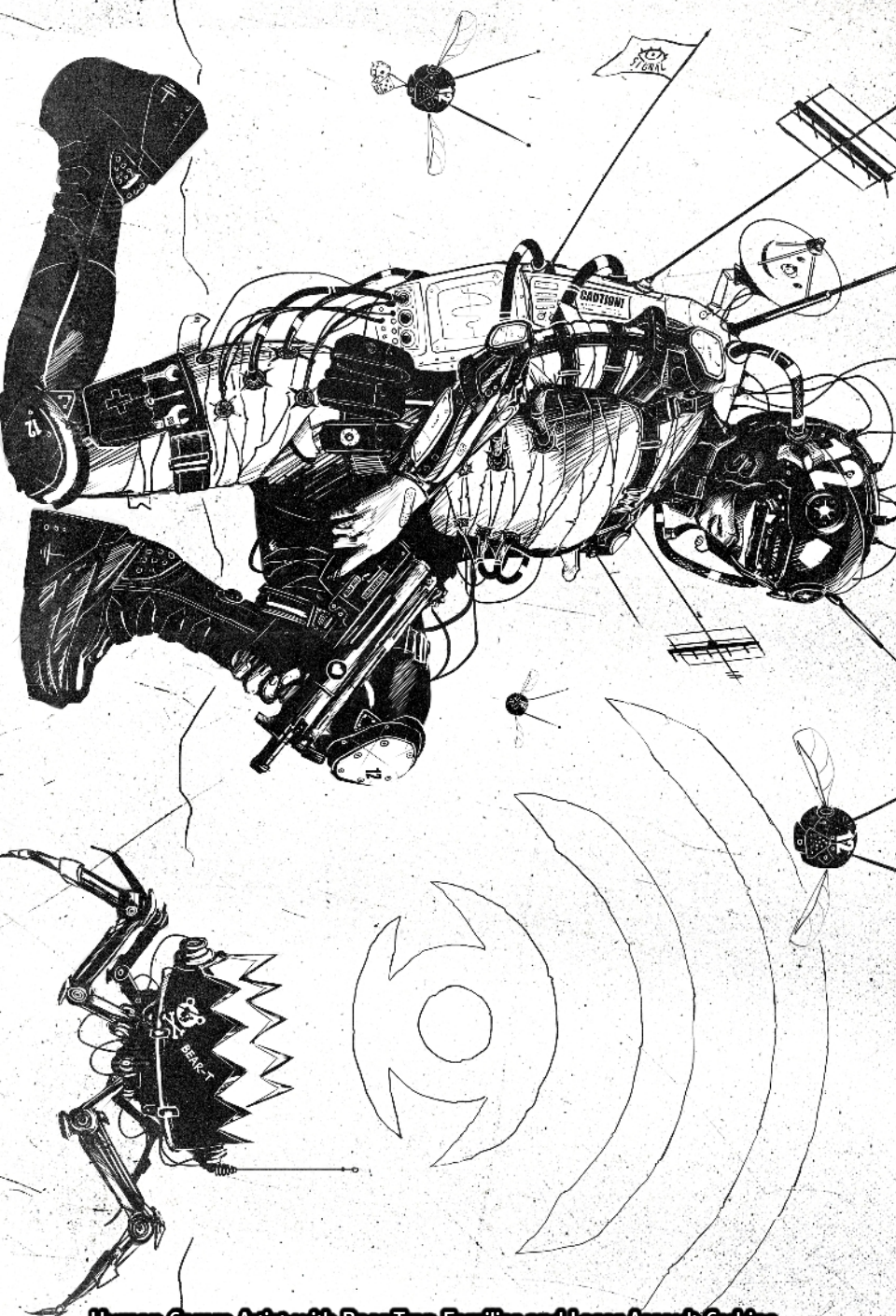
In the depths of space no one can hear you scream... unless you're trapped in an elevator hurtling through time and space. Propelled by the cabling of the Cosmic Gantry, and at the behest of the Elevator God herself... Razor-Worn, Henceforth The Shaft!

YES THERE IS A GOD OF ELEVATORS,
AND YES SHE COMMANDS ALL
LOCOMOTION.

In the pages to follow you will meet:

- **The Comm-Artist**, a combat engineer dedicated to rebuilding communication infrastructure. She can tame wild traps, and bring them to life as her pets; quite useful for those descents through dungeons.
- **Acceptance**, a patron that is best described as a headless body of bodies of bodies of bodies. Its patron magic will mutate the casters' bodies and gift them with all the auxiliary limbs they could hope or dream for.
- **Razor-Worn**, The Elevator God, a disembodied head that lashes at all that oppose her with the fury of 1000 elevators. Her patron magic hurls doors at targets, drops elevators on them, and traps them in elevators.

The true intentions of the Cosmic Gantry will be made known soon. Make your patron bonds and get to know the new Orbital Intelligences in the meantime.



**Human Comm-Artist with Bear Trap Familiar and Laser Assault Carbine,
by Krzysztof Bieniawski**

CLASSES

HUMAN COMM-ARTIST

After "The Drop" occurred the Bat God took control of the satellite networks and all communications went dead. It took a new breed of individual that could curry favor with the Orbital Intelligences to help repair the disconnected world.

The Comm-Artist is a rogue engineer that excels at setting up information relays, turrets, and long distance networks. Most communities would collapse without them, and even the most basic of trade would fall through.

Radio waves course through their veins, and exposure to data in all forms amplifies their nervous systems. Through deals they have brokered with the Orbital Intelligences, they've been gifted the ability to channel this data and bring life to machinery; specifically traps.


There's not a trap that exists that they cannot bend to their will.

HIT DIE: 1d6 per level

LANGUAGES: Comm-Artists are communications experts that start with common, and an additional 2 languages per point of personality modifier.

LUCK: Comm-Artist luck applies to animating their traps, and installing/upgrading their relays.

WEAPON TRAINING: These combat engineers are trained in the use of assault carbines, bows, pistols, and daggers. They rarely wear anything beyond light armor, due to its tendency to mess with radio frequencies.



ALIGNMENT: Neutral Comm-Artists tend to be out for themselves, trying to collect all the data that they can, and only connecting communities when advantageous. Those attuned to lawful tendencies will work to rebuild communications infrastructures, while establishing long distance communications for remote settlements. The most chaotic of Comm-Artists resort to building dangerous spawning beds full of traps that are waiting to animate. They tend to place these spawning beds outside of small remote towns under the guise of "private security".

ACTION DICE: Comm-Artist action dice can be used for attacks, transmitting & receiving data, making, and animating their traps.

TRANSMIT & RECEIVE DATA: This class is able to send and receive messages across long distances. They're able to leverage their relay network to instantly transmit data, audio, and even video data. This skill can even be used to operate trap-familiars, remote machinery, robotics, and mecha; at a distance. Rolling a 1, results in the Comm-Artists equipment malfunctioning until the next short rest.

DC 5: send or receive data to or from an installed relay.

DC 10: send or receive data up to 5 miles away.

DC 15: send or receive data up to 15 miles away.

DC 20: send or receive data up to 50 miles away

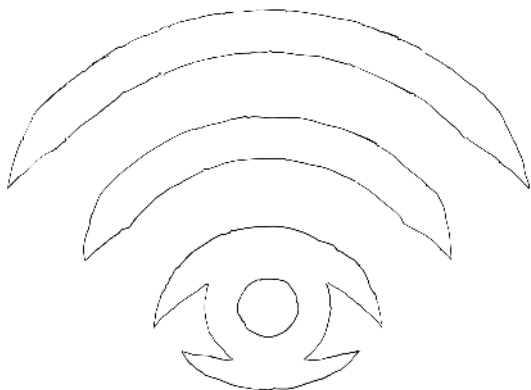


TABLE 1-1: HUMAN COMM-ARTIST

Level	Attack	Crit Die / Table	Action Dice	Ref	Fort	Will
1	0	1d10 / I	1d20	0	0	+1
2	1	1d12 / I	1d20	+1	+1	+1
3	2	1d14 / I	1d20	+1	+1	+2
4	2	1d16 / I	1d20	+2	+2	+2
5	3	1d20 / II	1d20 + 1d12	+2	+2	+3
6	4	1d24 / II	1d20 + 1d14	+3	+3	+3
7	5	1d30 / II	1d20 + 1d16	+3	+3	+4
8	6	1d30+2 / II	1d20 + 1d20	+4	+4	+4
9	6	1d30+4 / II	1d24 + 1d20	+4	+4	+5
10	6	1d30+6 / III	1d24 + 1d24	+5	+4	+5

TABLE 1-2: HUMAN COMM-ARTIST "SKILL" TABLE

Level	Transmit & Receive Data *	Install Relay †	Find Traps †	Disable Traps ‡	Make Traps †
1	+1	+3	+2	0	+3
2	+2	+5	+3	+1	+5
3	+3	+7	+4	+2	+7
4	+4	+9	+5	+3	+8
5	+5	+11	+6	+4	+9
6	+6	+11	+7	+5	+11
7	+7	+13	+8	+6	+12
8	+8	+13	+9	+7	+13
9	+9	+15	+10	+8	+14
10	+10	+15	+11	+9	+15

* the Comm-Artist's personality modifier, if any, also modifies these skills

† the Comm-Artist's intelligence modifier, if any, also modifies these skills

‡ the Comm-Artist's agility modifier, if any, also modifies these skills

INSTALL RELAY: The Comm-Artist is able to install relays that bounce signals off of satellites and through Orbital Intelligences. They initially can send text data, but can be upgraded for audio, video, and other features. Installed relays instantly transmit data amongst one another. All characters receive a +2 bonus to spell checks while within 50 feet of a relay. This skill can also be used to upgrade relays.

DC 10 : Install a relay that only transmits data. Cost: 50 gp. Additional features can be added below, they will modify the DC and cost to install the relay. Upgrades are based against this previously modified DC. (It gets prohibitively harder to install all the bells and whistles)

Failure results in the loss of 50% of currency used. Rolling a 1 results in the loss of all currency used in the installation, and the inability to attempt it again until after a long rest.

TABLE 1-3: HUMAN COMM-ARTIST "INSTALL RELAY" FEATURE

Feature	DC Mod	Cost GP
AUDIO: records and transmits audio. Has access to sub-frequencies	1	15
VIDEO: records and transmits video. Zoom / Night Vision / Infrared	2	35
TURRET: install a ranged weapon into the turret. Must use transmit data skill to trigger turret, or install sentience.	3	35*
REMOTE DETONATOR: instant or time-delayed. 4d6 damage to all within 10 feet. The relay is lost.	4	50
SENTIENCE: can hold its own conversations. 2d8 Intelligence. 2d8 personality. Init +2	6	50
SAT-SHRINE: additional +2 bonus to anyone that uses patron bond or invoke patron within 50 feet	6	75

*must provide ranged weapon. If the installation or upgrade fails, the weapon is immediately destroyed beyond repair.

FIND & DISABLE TRAPS: Before a Comm-Artist ever learns to tame a trap into a trap familiar, they must first be able to find and disable traps. They are trained in the thief skills of Finding and Disabling traps as per the DCC rulebook; they grow with level.

MAKE TRAPS: The Comm-Artist is able make customized traps for ensnaring her prey. Trap activation methods control what sets a trap off. Trap delivery methods adjust how the payload is delivered to the prey. Finally, trap payloads determine what the final "thing" that is sent to the victim is. Each method has a glitch rating (which adjusts how hard it is to install), and a DC for when someone wants to Find, Disable, or Avoid the trap. The particular save in question is up to player and Judge discretion, and of course they'd have to be looking to even find a trap.

A Comm-Artist can select one from each of the categories of Activation, Delivery, and Payload, to determine a final set of abilities and costs for the assembled trap. She can alternatively roll at random for each category and receive a 50% discount on the total cost of her trap.

DC 10: Successfully make the trap, and arm it if necessary. Add the glitch modifiers from the activation, delivery, and payloads to the DC.

Failure results in a loss of 50% of the currency invested. A roll of 1 results in a loss of all currency invested, and the inability to make a trap until a long rest.

TABLE 1-4: HUMAN COMM-ARTIST "MAKE TRAPS"

TRAP ACTIVATION METHOD

Roll d8	Trap Activation Method	Find DC	Glitch	Cost GP
1	TRIP WIRE: a thin wire is stretched across a 10' wide area. Triggered by crossing it.	9	+1	5
2	PRESSURE PLATE: triggered by stepping within 5'.	12	+1	5

TABLE 1-4: HUMAN COMM-ARTIST "MAKE TRAPS"

TRAP ACTIVATION METHOD

Roll d8	Trap Activation Method	Find DC	Glitch	Cost GP
3	DISTANCE SENSOR: arms by getting within 5'. Triggered if you move out of range.	15	+1	15
4	MOTION SENSOR: triggered by running within 5'.	15	+2	10
5	NOISE SENSORS: triggered by making noise above whisper level within 10'.	15	+3	15
6	TRIP LASER: a laser is projected across a 20' wide area. Triggered by crossing it.	15	+3	20
7	FOOT SNARE: triggered by stepping inside the loop itself.	8	+2	5
8	SPELL CIRCLE: large collection of runes, ink, blood, candles, or metals. Triggered by stepping inside of the 30' wide circle.	10	+3	15

TABLE 1-5: HUMAN COMM-ARTIST "MAKE TRAPS"

TRAP DELIVERY METHOD

Roll d6	Trap Delivery Method	Disable DC	Glitch	Cost GP
1	PROJECTILE: add 20' to range of trap.	10	+1	5
2	INJECTION: payload is injected directly into target, adding +3 to Avoid Trap DC of this trap.	12	+1	10
3	EXPLOSION: all entities within 10' must take a DC 12 reflex save, or take 1d5 points of damage.	12	☐	20

TABLE 1-5: HUMAN COMM-ARTIST "MAKE TRAPS"

TRAP DELIVERY METHOD

Roll d6	Trap Delivery Method	Disable DC	Glitch	Cost GP
4	TELEPORT: the target is momentarily warped into a dimension where they are hit with the payload, then brought back to reality.	15	+3	30
5	CURSE: the target is cursed, and cannot rest. The payload will trigger the next time the target attempts to rest or otherwise unwind.	20	+3	15
6	PROJECTION: A hologram is projected, distracting the target, and allowing the payload to activate.	15	+2	25

TABLE 1-6: HUMAN COMM-ARTIST "MAKE TRAPS"

TRAP PAYLOAD

Roll d10	Trap Payload	Avoid DC	Glitch	Cost GP
1	FALLING DOOR: deals d16 points of damage.	9	+1	50
2	SLEEPING DARTS: target passes out for 1d3 hours.	12	+1	5
3	BUZZSAWS: deals d4 points of damage, target's armor ruined.	12	+2	10
4	EXPLOSIVES: deals d8 points of damage to all within 10'	14	+2	20
5	NAPALM: d10 points of damage, target's armor is ruined, and fires start.	18	+3	30
6	ROPE SNARE: target is suspended 10' in the air.	10	+1	5

TABLE 1-6: HUMAN COMM-ARTIST "MAKE TRAPS"

TRAP PAYLOAD

Roll d10	Trap Payload	Avoid DC	Glitch	Cost GP
7	RODENTS: a small colony are released and deal d3 points of damage.	10	+1	5
8	DEMON: drags target into hell for 3 rounds. Deals d3 points of damage every round.	15	+3	30
9	SPEAR: impales the target, dealing d8 points of damage.	12	+2	15
10	BEAR TRAP: snaps and ensnares target, dealing d6 points of damage, and -5' MV	12	+2	10

ANIMATE TRAPS: Comm-Artists can not only find, disable, and create their own traps, but they can also breathe life into them and turn them into minions of their own. An animated trap will obediently follow its creator around. Use the Animate Trap Familiar spell on a trap to bring it to life! Use Transmit & Receive data to give it commands at a distance. Caster level is the character level, and it uses its personality modifier.

HEART OF RUST: The intravenous radio equipment has led to the Comm-Artists being able to channel satellite energy through all parts of their being. When they spellburn they may only draw from Personality, Intelligence, and Stamina; this is symbolic of their minds and souls eroding.

SPELLS AND PATRONS

ANIMATE TRAP FAMILIAR

- ⤴ **Range:** Touch
- ⤴ **Duration:** Varies
- ⤴ **Casting Time:** 1 action
- ⤴ **Save:** None

GENERAL: The caster, using itself as a conduit for the Orbital Intelligences, breathes life into a trap. If successful, the trap becomes a familiar and will obediently follow its new "creator".

Animated traps can take simple commands such as:

- **Follow:** the trap follows a target
- **Stay:** the trap familiar sits still
- **Arm:** the trap familiar arms its trap, and will trigger as it would normally.
- **Disarm:** the trap familiar disarms its trap.
- **Attack:** the trap familiar can attack with a melee, or ranged, attack if it has any.
- **Trigger:** the trap familiar immediately triggers its payload.

Once a trap familiar's payload is spent, it dies immediately. If a trap familiar dies without activating its payload, the payload simply goes inert unless otherwise stated. NOTE: It doesn't have to be a trap that the caster built themselves. It can be one they find in a dungeon.

MANIFESTATION: Roll 1d4: (1) caster lovingly strokes the trap; (2) caster whistles to the trap; (3) caster begins to connect wires from their manifold into the trap; (4) trap begins to hover in mid-air as sparks shower from it

CORRUPTION: Roll 1d4: (1) traps lust for the caster, -2 to future attempts to find or disable traps; (2) the next trap that animates will try to kill the caster; (3) caster can feel whenever a trap dies, -3 to all rolls for d3 rounds after ANY trap is triggered; (4) caster longs for the trap that got away, -2 to future attempts to animate traps

MISFIRE: Roll 1d4: (1) trap triggers immediately, targeting the caster; (2) soul of the trap escapes and takes over a nearby inanimate object; (3) caster's soul is loaded into the stationary trap for d3 hours; (4) trap lodges itself into the caster and disarms permanently.

TABLE 2-1: ANIMATE TRAP FAMILIAR SPELL EFFECTS

Roll	Effect
1	lost, failure, and uncertain trap-laden doom. Roll 1d6 modified by luck: (0 or less) corruption + misfire; (1-3) corruption; (4+) misfire.
2-11	Lost. Failure
12-13	Sentience is not granted, but the caster is able to imbue the trap with a +CL bonus to its find, disable, and avoid DC.
14-17	The caster transfers a soul into the trap, and it gains a personality of 2d8. It is able to speak, trigger itself, and can take commands from the caster. It remains stationary. Any amount of damage will trigger it.
18-19	IT MOVES! The caster channels a soul and sentience (as above) into the trap and it gains a single method of locomotion (crawl, climb, flight, swim) at MV 10'.

TRAP FAMILIAR (LEVEL 0): *Init -1; Atk none; AC 10; HP 1; MV 10' (crawl, climb, flight, or swim); Act 1d12; SP sentience (Personality 2d8), trap commands; SV Fort +1, Ref +0, Will +0; AL same as caster*

TABLE 2-1: ANIMATE TRAP FAMILIAR SPELL EFFECTS

Roll	Effect
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- 20-23** As above, the trap gains sentience, and locomotion. However, now the trap familiar begins to grow a layer of flesh-like skin, and it's able to make melee attacks.

TRAP FAMILIAR (LEVEL 1): *Init +0; Atk blunt strike +1 melee (1d4); AC 11; HD 1d4; MV 10' (crawl, climb, flight, or swim); Act 1d16; SP sentience (Personality 2d8), trap commands; SV Fort +2, Ref -1, Will -1; AL same as caster*

- 24-27** Now a full fledged Trap Familiar, its skin is reinforced with a carbon fiber lattice and it's prepared to go to war for the caster.

TRAP FAMILIAR (LEVEL 2): *Init +1; Atk blunt strike +2 melee (1d4); AC 12; HD 2d4; MV 15' (crawl, climb, flight, or swim); Act 1d20; SP sentience (Personality 2d8), trap commands; SV Fort +3, Ref +0, Will +0; AL same as caster*

- 28-29** A Twin-Soul courses through the cyber-veins of the trap, and it now gains a ranged attack. It can now operate as a turret, if the need arises.

TRAP FAMILIAR (LEVEL 3): *Init +2; Atk blunt strike +3 melee (1d4) or needle spit +1 missile fire (1d3, Range 10'); AC 13; HD 2d4; MV 15' (crawl, climb, flight, or swim); Act 1d20; SP sentience (Personality 2d8), trap commands; SV Fort +3, Ref +1, Will +0; AL same as caster*

TABLE 2-1: ANIMATE TRAP FAMILIAR SPELL EFFECTS

Roll	Effect
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30-31	Now fully harnessing the power of the Twin-Soul, the trap familiar is able to re-arm its payload. So via Reanimation it's able to trigger trap a 2nd time before dying a True Death.
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TRAP FAMILIAR (LEVEL 4): Init +3; Atk blunt strike +4 melee (1d4) or needle spit +2 missile fire (1d3, Range 10'); AC 14; HD 3d4; MV 20' (crawl, climb, flight, or swim); Act 1d20; SP sentience (Personality 2d8), trap commands, reanimation; SV Fort +4, Ref +1, Will +0; AL same as caster

32+	The final moment of ascension for a trap is for it to become a fully realized Trap Avatar. After its final true death, it leaves a Trap Egg that will hatch into a Trap Familiar (Level 1) within d3 hours.
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TRAP AVATAR: Init +4; Atk blunt strike +5 melee (1d4) or needle spit +3 missile fire (1d3, Range 10'); AC 15; HD 4d4; MV 30' (crawl, climb, flight, or swim); Act 1d20; SP sentience (Personality 2d8), trap commands, reanimation, trap egg; SV Fort +5, Ref +1, Will +2; AL same as caster

ACCEPTANCE, THE ROOT

ORGAN-FRACTAL

Acceptance was once the shed body of Razor-Worn, and served as her most devoted follower. Even though she had lost her body, Acceptance made sure it would still be there for her. Without a head, the body was dying, and an Organ-Fractal cluster was applied to save it. Organ-Fractals are biological machines that heal and then replicate themselves, mostly. As the body healed, it's limbs became bodies, and those bodies' limbs became bodies. It will always replicate itself, and those it welcomes. All will mutate, all that won't bow will become knees to bow with. All lacking compliance, will be forced to genuflect.

TABLE 3-1: INVOKE PATRON CHECK RESULTS (ACCEPTANCE)

Roll	Effect
12-13	Sinews burst and surge through the caster, as a rogue Organ-Fractal cluster begins to "augment" them. They gain +2d3 to their next roll that requires dexterity of any kind. Acceptance smiles.
14-17	Acceptance offers its mutations and limbs flay out from all parts of the caster, resulting in a +2d to all checks for the next d3 rounds. Afterwards they must pass a DC 12 Fortitude save, or fall unconscious for d6 rounds.
18-19	Acceptance calls for pacification, sending pheromone-laden exhaust from dying Organ-Fractals to seize control of a target entity. That entity must make a DC 15 Willpower save, or be unable to make any aggressive actions for 3d3 rounds.



Acceptance, The Root Organ-Fractal, by Shane O'Neil

TABLE 3-1: INVOKE PATRON CHECK RESULTS (ACCEPTANCE)

Roll	Effect
20-23	"Pacification for all" screams the Root Organ-Fractal as it calls down pheromonal exhaust. All entities within 30' of the caster (including the caster) must make a DC 13 Willpower save, or be unable to make any aggressive actions for d5 rounds.
24-27	Limbs burst forth from space itself and latch on to a target entity. Acceptance demands their Bio-Compliance. They must pass a DC 17 Fortitude save to break free. Each round that they remain restrained they take d6 points of damage.
28	Acceptance demands that all bow to its haunting beauty. All entities within 30' of the caster (including the caster) must pass a DC 17 Reflex save or immediately take 3d4 points of damage from the roiling limbs bursting from the void.
29	Acceptance's infinite limbs carve up the caster, shredding its flesh into ribbons. From the wreckage, 2d3 Level 0 characters emerge. Roll them at random, or have them provided by the Judge. The original caster does not return until all of the new characters have been killed, and their remains have been reunited.

TABLE 3-1: INVOKE PATRON CHECK RESULTS (ACCEPTANCE)

Roll **Effect**

30-31 The caster falls to its knees as Acceptance engineers a duplicate of itself. From the caster's own flesh rips forth an Avatar of Acceptance, causing a painful 3d3 points of damage. After d3 rounds the Avatar, if alive, will reinsert itself in the caster, healing it for 2d3 HP.

AVATAR OF ACCEPTANCE (TYPE V DEMON, ACCEPTANCE, THE Root Organ-Fractal): Init +10; Atk slap +9 melee (1d10); AC 25; HD 20d8; MV 30'; Act 1d30; SP Cascading Onslaught, demon traits; SV Fort +6, Ref +2, Will +0; AL C.
Cascading Onslaught: Each time the Avatar successfully wounds a target, it gets an additional attack at -1d. The -1d will stack for subsequent blows. Ex: first extra attack is at -1d, second is at -2d, etc.

32+ Acceptance claims the caster for Bio-Harvest, and immediately kills it. From its corpse 2d3 Avatars of Acceptance (as above) writhe free. In d6 rounds the Avatars will die, and the caster will wake back up with d3 HP.

PATRON TAINT : ACCEPTANCE, THE ROOT ORGAN-FRACTAL

Acceptance accepts those that accept its gifts! Roll a 1d6 when you get a patron taint to how Acceptance instills Bio-Compliance. Once you've earned all of the blessings, Acceptance has accepted you. Simple, right?

TABLE 3-2: PATRON TAINT (ACCEPTANCE)

Roll	Result
1	The caster's face disappears, and they lose 1 point of personality permanently. Acceptance doesn't have a face, Why should the caster? On a second result, they lose their head entirely, and with it another 2 points of personality. No one said that headless, faceless casting would be easy...
2	The caster begins to grow to match the stature of Acceptance. On every roll of this result, the caster grows 5' taller, gets an additional d5 HP, and loses 5' MV (it will never go below 1'). Acceptance will marvel, even if mortals recognize the oncoming paralysis.
3	The Organ-Fractals begin to fragment digits of the caster. On every roll of this result they grow another set of d3 fingers, add +1 to all skill checks, and -1 to any social skill checks. Other people are horrified, but Acceptance smiles.
4	With a set of d3 new toes, the caster gains a +1 to athletics and balance checks, on every roll of this result. Acceptance will make sure that its followers will never fall.
5	On the first roll of this result, the caster gains an extra arm; giving them an extra d12 action die. Further rolls of this result give the caster additional non-functional arms.

TABLE 3-2: PATRON TAINT (ACCEPTANCE)

Roll	Result
6	On every roll of this result, the caster gains an extra leg bestowing them an extra 5' MV. Acceptance welcomes all who run to it.

SPELLBURN : ACCEPTANCE, THE ROOT ORGAN-FRACTAL

Acceptance will give its Bio-Blessings freely to all that ask of it, though if you're going to demand power... it comes at a cost. Acceptance will take everything you can offer, including your limbs... especially your limbs. Roll a 1d4 and find out what the caster has to lose.

TABLE 3-3: SPELLBURN (ACCEPTANCE)

Roll	Spellburn Result
1	The Organ-Fractals go wild and another head sprouts from the caster's neck. Point loss manifests normally, but Acceptance is disgusted and the caster has -1 to their next spell check.
2	Acceptance reaches down and personally rips a finger off of the caster, manifesting as normal point loss. The caster's next skill check is at -1, after which the finger will grow back.
3	Acceptance has determined the caster has asked for too much, and rips one of their arms off; this counts as normal attribute loss. The spell is rolled at -1d though, and their arm grows back afterwards.
4	The caster's legs fuse together painfully, manifesting as normal attribute loss. They also lose -15' to MV and -3 to balance related checks for the next d3 hours. Some must crawl for Acceptance.

PATRON SPELLS : ACCEPTANCE, THE ROOT ORGAN-FRACTAL

Bio-Diversity, Mutation, and Acceptance are all tenets of the Root Organ-Fractal.

- **Level 1** : Crash of the Flesh
- **Level 2** : Quell the Pain
- **Level 3** : Organ-Fractal Strike

CRASH OF THE FLESH


- ⤴ **Level** : 1 (Acceptance)
- ⤴ **Range**: Self
- ⤴ **Duration**: 2d3 Rounds
- ⤴ **Casting Time**: 1 action
- ⤴ **Save**: None

GENERAL: Calling forth the infinite limbs of Acceptance, the caster is able to speed up its nervous system and reaction times. Casters often rely on this spell to give themselves a second wind, far before they even need one.

NOTE: to power the Organ-Fractals which activate this spell, the caster must use at least 1 point of spellburn

MANIFESTATION: Roll 1d4: (1) caster begins splitting into identical clones of itself; (2) caster's skin begins to peel all over; (3) caster's limbs begin to grow and shrink at random; (4) caster's skin begins to whistle

CORRUPTION: Roll 1d4: (1) caster's limbs turn to jelly and it must make a fortitude save whenever it takes damage, or fall over; (2) caster takes an extra 1 point of damage from all melee attacks; (3) caster's body is covered in chattering mouths. It has -2d to stealth rolls; (4) caster's nervous system needs to warm up. It has -2d for all checks for the first round of every combat.



MISFIRE: Roll 1d4: (1) caster's bio-systems fail and it loses an action die for d3 rounds; (2) caster's nervous system is fried and it has -3d to the next check it has to make; (3) nothing happens. Then in d3 rounds a bio-clone of the caster strikes it with a melee attack then disappears; (4) hunger overtakes the caster and it must eat within d3 rounds, or pass out for 1 hour

TABLE 3-4: CRASH OF THE FLESH SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire
2-11	Lost. Failure.
12-13	Acceptance's bio-systems surge through the caster, giving it an extra d12 action die.
14-17	The caster's skin begins to ripple as its nerves go into overdrive. It has an extra d14 action die.
18-19	Wherever the caster hands move, another set of hands trail behind them. It has an extra d16 action die.
20-23	The caster's back explodes as a series of arms burst forth and grab everything that they can. It has an extra d20 action die during its next turn, after which its new arms melt into its flesh.
24-27	New legs burst from the caster's thighs as it is thrust through the air. It has an extra d24 action die.
28-29	A series of legs tear through the skull of the caster, lashing out at everyone within range. It has an extra d24 action die during its next turn; it may re-roll this die once.
30-31	Fingers extend from every inch of the caster, offering ridiculous dexterity. It has an extra d30 action die during its next turn.

TABLE 3-4: CRASH OF THE FLESH SPELL EFFECTS

Roll	Effect
32+	An Avatar of Acceptance partially births itself out of the torso the caster. All who gaze upon the caster are perplexed as they see they thrashing of limbs. The caster has an extra d30 action die during its next turn; it may re-roll this die once. After the spell's effects end, the caster falls into a slumber...

QUELL THE PAIN


- ⤴ **Level** : 2 (Acceptance)
- ⤴ **Range**: 20'
- ⤴ **Duration**: Varies
- ⤴ **Casting Time**: 1 action
- ⤴ **Save**: Willpower vs Spell Check

GENERAL: The exhaust of overheating, and dying, Organ-Fractals is used to drown out the aggressive thoughts of targets. The strange pheromonal exhaust causes victims to abandon violence, and fall into a delusional trance.

NOTE: to power the Organ-Fractals which activate this spell, the caster must use at least 1 point of spellburn

MANIFESTATION: Roll 1d4: (1) thick black vapor begins to leak from the caster; (2) a cluster of bio-organisms swarm over the targets; (3) Acceptance is heard laughing and singing a lullaby to the target; (4) target begins to feel drowsy as its skull begins to rapidly vibrate

CORRUPTION: Roll 1d4: (1) caster becomes paranoid about strangers; (2) caster develops bloodthirsty and ruthless tendencies; (3) caster suffers from chronic apathy; (4) caster must pass a willpower save to make attacks of any kind.



MISFIRE: Roll 1d4: (1) intended targets gain an additional d30 action die for d3 rounds; (2) intended targets gain +5 to attacks for the next d3 rounds; (3) caster immediately makes a melee attack against nearest ally; (4) caster begins uncontrollably taunting everyone within 25'

TABLE 3-5: QUELL THE PAIN SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire
2-11	Lost. Failure.
12-13	Failure, but spell is not lost
14-15	The spray of bio-mechanical exhaust engulfs up to 1d3 targets. They must make a Willpower save or for 1d3+CL rounds they are unable to make aggressive actions and suffer from violent nose bleeds.
16-19	The skin of up to 1d3 targets begins to vent exhaust and vapor. They must make a Willpower save or spend 1d4+CL rounds unable to make aggressive actions. Any attempts to overcome it are met with rampant nausea.
20-21	The vocal cords of up to 1d5 targets begin to rupture, and vent. The targets begin to sing uncontrollably. They must make a Willpower save or spend 1d5+CL rounds singing and unable to make aggressive actions.
22-25	Organ-Fractals slough off of the caster and appear as limbs bursting forth from the targets. The limbs restrain the targets and they must make a Willpower save, or spend 1d6+CL rounds unable to make an aggressive action. They could try... but the hands will always hold them back...
26-29	Organ-Fractals course through the veins of up to 1d6 targets, instilling an immediate sense of a fear. They must make a Willpower save, or spend 2d6+CL rounds unable to make aggressive actions. The targets will try to flee the first chance that they get.

TABLE 3-5: QUELL THE PAIN SPELL EFFECTS

Roll Effect

- 30-31** The mind of up to 1d8 targets is incurred upon by a ravenous bio-entity, and their mind is forced into Bio-Compliance. They must make a Willpower save, or spend 3d6+CL rounds unable to make an aggressive action. They also will never attack the target ever again, no matter how hard they try or want to.
- 32-33** Organ-Fractals begin to circle around the caster and it's party; before bursting into dust. Up to 1d10 targets are moved by this selfless display and they must make a Willpower save or spend 4d6+CL rounds unable to make any aggressive actions. They will never be able to attack the target, or those loyal to it, again.
- 34+** The black sludge pours out of Acceptance's cooling systems and floods the nerve centers of up to 1d20 targets. They must pass a Willpower save or be permanently forced into a state of pacifism. Nothing except for divine intervention will be able to heal this...



ORGAN-FRACTAL STRIKE

- ⤴ **Level** : 1 (Acceptance)
- ⤴ **Range**: Touch (but varies)
- ⤴ **Duration**: Instantaneous
- ⤴ **Casting Time**: d3 actions
- ⤴ **Save**: None

GENERAL: The Organ-Fractals which inhabit Acceptance cause the caster's flesh to "erupt" toward a nearby target in a mess of fists, claws, teeth, legs, feet, tentacles, and overall fleshy bits. This spell packs the punch of a melee attack, with the volatility of patron magic. The caster risks their limbs exploding, or worse...

NOTE: to power the Organ-Fractals which activate this spell, the caster must use at least 1 point of spellburn

MANIFESTATION: Roll 1d4: (1) nerves and veins begin to bulge and pop all over the caster; (2) caster begins screaming as flesh explodes out of its flesh; (3) caster's arms and legs begin fragmenting into more arms and legs; (4) caster leaps out of its own skin, before it grows back, d5 times.

CORRUPTION: Roll 1d4: (1) everyone is attracted to the caster, never leaving them alone; (2) caster's skin is constantly burning and blistering. -1d to HD recovery; (3) caster takes d3 points of damage every time they attempt a melee attack; (4) caster's dominant arm bursts open. It is no longer load-bearing.

MISFIRE: Roll 1d4: (1) caster's arm explodes dealing d3 points of damage. It grows back within d3 rounds; (2) caster's leg explodes, dealing d6 points of damage. It grows back within d6 rounds; (3) caster's limbs all attempt to eat anyone within 10' for 1 hour; (4) caster's nervous system shuts down, and it blacks out for 2d3 rounds.

TABLE 3-6: ORGAN-FRACTAL STRIKE SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The caster's skin turns to razors as it touches a single target, dealing CL points of damage.
18-21	Additional fists begin to swim in and out of the caster's hand as it strikes a single target, dealing 1d6+CL points of damage!
20-23	The caster's tentacle and organ-wrapped fist rockets at a single target up to 5' away, dealing 2d6+CL points of damage. The target is thrown into the air from the prior impact.
22-23	Tentacles, Fingers, and Legs thrash out from the caster's arm and strike a single target up to 5' away, dealing 3d6+CL points of damage. An additional 1d3 targets are pulled 5' toward the caster if they fail a DC 15 Fortitude save.
24-26	The bones within the caster, spray out and lance a single target within 5' feet, dealing 6d6+CL points of damage. An additional 1d4 targets are knocked prone, and pulled 5' closer if they fail a DC 15 fortitude save.
27-31	From each arm, sprouts another arm (and another arm) that's striking toward a single target up to 10' away. Upon immediate impact it takes 10d6+CL points of damage. An additional 2d4 targets are knocked prone, unconscious, and pulled 10' closer if they fail a DC 15 fortitude save.



TABLE 3-6: ORGAN-FRACTAL STRIKE SPELL EFFECTS

Roll	Effect
32-33	The caster's limbs burrow and replicate beneath the earth bursting forth around a single target within 10', dealing 20d6+CL points of damage. The ensuing flesh cage proceeds to hurl 3d4 additional targets at each other, if they fail a DC 15 Reflex save.
34-35	The caster's mouth bursts open, revealing a fist that splinters into a tooth covered leg, that explodes into a rod of fingers. Regardless of what this mutating mass looks like, it hits a single target within 10' and deals 24d6+CL points of damage. An additional 4d4 targets immediately take 3 points of damage as the limbs flail about.
36+	Something is very wrong and the Organ-Fractals begin to duplicate alien physiology never before seen by the caster. It lashes out at every single entity within 15', dealing 30d6+CL points of damage. Any entity (friend or foe) that can make a DC 15 reflex save takes half damage.

RAZOR-WORN, HENCEFORTH THE SHAFT

Before she was a God, she was human. Abandoned at the Cosmic Dispatch as a child, she was raised by the Cosmic Gantry. Its girders span all of space itself and allow her to reach even the furthest corners of the stars beyond the stars. The Gantry is the framework of the universe, as well as a sentient elevator network. She drank of the Network's omniscience, and paid the price. Razor-Worn is the mind of the Gantry, and the Network is her body. All who move, do so by her will. All who rise, only do when the network allows. Under the watch of the Elevator God, no one will be abandoned. All who do not bow, will have their heads removed... in her image.

TABLE 4-1: INVOKE PATRON CHECK RESULTS (RAZOR-WORN)

Roll	Effect
12-13	The Cosmic Gantry flays a single target with its cables, dealing d3 points of damage and giving it -30' MV for d3 rounds.
14-17	The Elevator Network responds to the caster's cries for help and latches on to a single target with a mess of cables. The target takes d3 points of damage, and gains +30' MV for d3 rounds.
18-19	Razor-Worn demands inaction and latches on to a single target. The target must make a DC 18 Fortitude save or lose an action die for d5 rounds.
20-23	The Cosmic Dispatch selects a disciple and sends d3 cables to "enhance" a single target and drag it to victory. The target gains an extra d20 action die for each cable sent. The dice are single use only, and the cables return to the Gantry.



Razor-Worm, Henceforth the Shaft, by James Everett Jackson

TABLE 4-1: INVOKE PATRON CHECK RESULTS (RAZOR-WORN)

Roll	Effect
24-27	Razor-Worn's voracious appetite betrays the caster. Someone within the 15' (including the caster) is chosen at random. That target must pass a DC 15 Reflex save, or take 3d3 points of damage, and lose a single limb. The target will be at -1d to skill checks until it can be replaced.
28-29	The Elevator God hungers, someone within 10' (including the caster) is chosen at random for consumption. They must pass a DC 15 Reflex save, or take 4d3 points of damage, lose -1d from skill checks, and suffer permanent scarring.
30-31	The Cosmic Gantry latches onto a single target, and offers it a choice. It may gain +30' mv or +2d to skill checks for 2d3 rounds. After the effect ends the target must make a DC 18 Fortitude save, or be reduced to 1 HP as migraines set in.
32+	Space opens as the girders of the Gantry impale everyone within 50', dealing 2d4 points of damage to all. A single target is hurled into the depths of the space, and does not return for d10 rounds.

When it returns it is "changed" by wandering the gantry, reduced to d3 HP, and will have learned the Invoke Patron spell for a Patron of the Judge's choice. It can cast it once per day. (Caster level is d3, and uses the Personality modifier)



PATRON TAIN : RAZOR-WORN, HENCEFORTH THE SHAFT

You might get so excited that you lose your head! Roll a 1d6 when you get a patron taint to find out how the Elevator God acts on you. Once you've received all of her gifts, Razor-Worn will taint you no more.

TABLE 4-2: PATRON TAIN (RAZOR-WORN)

Roll	Result
1	On the first roll of this result, the caster loses one of their arms, receives a -1 to all skill checks, and a +5' to MV. On the second roll of this result, the caster loses their second arm, their action dice suffer from a -1d modifier, and they gain an additional +5' to MV.
2	Razor-Worn will take the caster's legs if allowed to. On the first roll of this result, the caster loses a leg, a -15' to MV, and a -2 to balance checks. On the second roll of this result, the caster loses their other legs. Razor-Worn will however offer them limited flight at a MV of 15', and +10 to balance checks. You must become like her.
3	On the first roll of this result, the caster's torso disappears. They can still breathe, pump blood, use their nerves, and so on. The caster suffers a -3 to any rolls involving their own charisma, as they are VERY unsettling to look at. They can cover it up, but everyone finds out. Always.
4	The Elevator God will gladly sublimate all into metal. On every roll of this result the caster gains +1 Stamina, and suffers a bonus +d4 damage from electrical, fire, and cold based attacks. No one said it would be pleasant...

TABLE 4-2: PATRON TAINT (RAZOR-WORN)

Roll	Result
5	<p>On each roll of this result, a metallic plate the size of the caster begins to follow them and they receive a bonus +1 to AC.</p> <p>After the sixth roll of this result, the plates fuse and the caster is trapped in a metal box. Their MV is reduced to 5', and they have a -5 to any checks or saves involving the use of stealth, their limbs, their ears, their eyes, or their voices (as they are trapped in a box). They must make a DC 18 Reflex save to use stairs and ladders, or they will fall. The caster now belongs to Razor-Worn.. And must answer her calls.. Or she'll hurl them into the abyss beyond.</p>
6	<p>On the first roll of this result the caster is gripped by d3 cables bursting forth from the Cosmic Gantry. Subsequent rolls add d3 additional cables.</p> <p>At the beginning of each day the caster must take a DC 15 Fortitude save. On success, they gain an extra 10' MV for that day. On Failure, they lose 10' MV for that day. Razor-Worn guides her charges.</p>



SPELLBURN : RAZOR-WORN, HENCEFORTH THE SHAFT

Razor-Worn is willing to lend her power, so long as the caster understands they are bound to the Cosmic Gantry forever more. Roll 1d4 and find out how the Gantry will control those who follow her.

TABLE 4-3: SPELLBURN (RAZOR-WORN)

Roll	Spellburn Result
1	The Elevator Goddess sends down metal plates that wedge into and around the caster. This manifests as normal attribute loss. In addition the caster has +4 AC until the spell casting is complete.
2	Cables of the cosmic gantry lash and restrain caster, which results in normal attribute loss. They receive a +2d to their spellcheck, but the spell takes an additional d3 rounds to cast.
3	Elevator doors rapidly eviscerate the caster during casting. For every point of spellburn they take d4 points of damage, and provide a +4 to the spellcheck. What's wrong with gambling your mortal form?
4	Limbs blink in and out of existence on the caster's body, manifesting as normal attribute loss. After the spellcasting they'll need a short rest before they can cast another spell.

PATRON SPELLS : RAZOR-WORN, HENCEFORTH THE SHAFT

The Elevator God believes that she alone is the source of all locomotion, that altitude is godliness, and that abandonment is the greatest sin one could commit. Perhaps these spells reinforce this? Perhaps they don't...

- **Level 1** : Elevator Going Up
- **Level 2** : Mind the Door
- **Level 3** : Elevator Going Down

ELEVATOR GOING UP

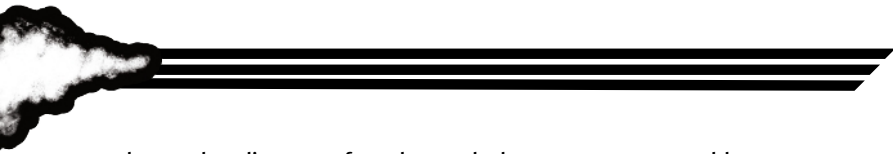
- ⤴ **Level** : 1 (Razor-Worn, Henceforth the Shaft)
- ⤴ **Range**: 30'
- ⤴ **Duration**: varies
- ⤴ **Casting Time**: 1 action
- ⤴ **Save**: none

GENERAL: Razor-worn sends an elevator to vertically move the caster or up to d6 targets, straight up into the air. If they don't get out, the elevator plunges dealing damage to the occupants. Of course, when you're 10+ feet into the air... you may not have anywhere to go...

NOTE: THIS SPELL REQUIRES THE CASTER TO HAVE A DOOR WITH THEM.

EXTRA BONUS NOTE: Casters that spellburn 10+ points while casting ignore the material door component, as a spectral door is created for the duration of the spell.

MANIFESTATION: Roll 1d4: (1) metal box begins to form around target area; (2) caster's door begins rising into sky; (3) large digital numbers appear above target area and start counting down; (4)



the earth splits open from beneath the target area as cables spray up and into the heavens.

CORRUPTION: Roll 1d4: (1) caster takes 1 damage whenever they jump; (2) caster takes 1 damage whenever they start climbing; (3) caster is suspended by cables, 1' above the ground, at all times; (4) caster has -1d to all rolls made below ground level.

MISFIRE: Roll 1d4: (1) caster is thrown into the air, taking d4 damage when they land; (2) caster is thrown into air, they are stuck about 50' up for d3 rounds before they float back down; (3) caster loses ability to climb, jump, or otherwise ascend vertically for d3 hours; (4) caster is unable to hold anything without dropping it the first time for d3 hours

TABLE 4-4: ELEVATOR GOING UP SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire
2-11	Lost. Failure.
12-13	A chime rings in the distance, and an single elevator unit shows up and grabs the target group. It raises them 10' into the air, and waits there for 1 round. After which it gently slams back into the earth. Those inside the elevator take 1d3 points of damage, half if they make a Fortitude Save against the Spell check. Even if they take damage, everyone is overall content as a result of the leisurely vertical trip!
14-17	An elevator shows up and sucks in the target group. Once inside they hear the sounds of some pleasant bossa nova. They are lifted 20' into the air, and remain there for 1 round. After which, the pleasant music turns into a black metal dirge and they plummet... Those inside the elevator take 2d3 points of damage, half if they make a Fortitude Save against the Spell check. Even though it was sudden and weird, everyone is pretty happy about the results.

TABLE 4-4: ELEVATOR GOING UP SPELL EFFECTS

Roll Effect

18-19 The Cosmic Gantry vomits up an elevator that goes tumbling and rolling toward the target group. As it rolls over them they are pulled inside and hurled upside down 30' into the air. The elevator hangs and spins in place for 1d3 rounds. After which it spins violently back toward the earth. Those inside the elevator take 3d3 points of damage, half if they make a Fortitude Save against the Spell check. Anyone who survives emerges from the elevator vomiting and nauseated.

20-23 An elevator appears out of nowhere, as though it was always there. Before the target group can react, it mutates into an escalator and forcibly carries them 40' into the air and fuses shut around them. They cannot escape. The mutated elevator unit hangs in place for 1d3 rounds, while screaming is heard from those inside. After which the elevator splits into large pieces and the contents (you know... the target group) is left to fall to the earth. They take 4d3 points of damage, half if they make a Fortitude Save against the Spell Check. All involved now have sore legs for a while.

24-27 Laughter is heard from the Cosmic Gantry itself... and it doesn't belong to Razor-Worn. The target group is instantly teleported into an elevator 50' in the air. They remain, somewhat stable, for 1d3 rounds. After which they are immediately teleported into the earth. Those that are teleported take 5d3 points of damage, half if they make a Fortitude Save against the Spell Check. Regardless of damage, all that withstand the impact are disarmed.

TABLE 4-4: ELEVATOR GOING UP SPELL EFFECTS

Roll **Effect**

28-29 The target group is interred inside of a fresh elevator unit. Something is wrong though, on its ascent 60' into the air it is rife with turbulence. It hangs in place for 2d3 rounds, but everyone knows something worse follows. It plummets to the ground, shattering, and impaling those inside. Those inside the elevator take 6d3 points of damage, half if they make a Fortitude Save against the Spell check. All inside that took the impact are bleeding and take 2 damage per round for d3 rounds, as the shards find new homes inside of the victims.

30-31 Razor-Worn reaches forth into the cosmos and encapsulates the target group in an elevator unit. Then while gnashing her teeth, hurls them into 70' into the air. The elevator is suspended in place for 2d3 rounds, before plummeting back to the earth. Those inside the elevator take 7d3 points of damage, half if they make a Fortitude Save against the Spell check.

... but wait there's more. Upon landing, The Elevator lashes back out at the target group...

...and **RECASTS THE SPELL.**

32+ The Cosmic Gantry ensnares the target group in an Elevator and hurls it 350' into the air. The doors open and they hang in place for 2d3 rounds, after which it bursts into flames and plummets back into the earth. Those inside the elevator take 35d3 points of damage, half if they make a Fortitude Save against the Spell check.

Upon landing, **RECAST THE SPELL.**

MIND THE DOOR

- ⤴ **Level** : 2 (Razor-Worn, Henceforth the Shaft)
- ⤴ **Range**: 100'
- ⤴ **Duration**: Varies
- ⤴ **Casting Time**: 1 action
- ⤴ **Save**: None

GENERAL: caster can weaponize doors. All castings REQUIRE the material component of a door. (Her wizards and devoted often carry doors on their backs). There is always a chance that the door will shatter permanently.

NOTE: Casters that spellburn 10+ points while casting ignore the material door component, as a spectral door is created for the duration of the spell. (Spectral doors can still shatter)

MANIFESTATION: Roll 1d4: (1) door begins to glow; (2) voice over distant loudspeaker announces the caster and its target; (3) door fragments into millions of pieces and reassembles at the target; (4) door used for spell begins whistling and flying around caster

CORRUPTION: Roll 1d4: (1) doors near the caster gain sentience, and will reject its presence however they can; (2) caster develops a mental allergy to doors and has a -2 to all skill checks within 10' of a door; (3) things. Just. don't. Fly. right. Caster has a -2 to any checks involving operating a projectile; (4) caster begins to have an uncanny resemblance to a door, they now have a +5 to stealth checks near doors.

MISFIRE: Roll 1d4: (1) caster is knocked prone from a flying door; (2) all doors within 5 miles of the caster seal and require a DC 20 check to open; (3) the next d3 doors the caster attempts to open, will explode dealing 2d4 points of damage; (4) the door spins off and strikes a random ally for d6 points of damage



TABLE 4-5: MIND THE DOOR SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire
2-11	Lost. Failure.
12-13	Failure, but spell is not lost
14-15	The door springs forth from the caster and hits the target, dealing 2d6 points of damage. There is a 70% chance of the door shattering, and dealing an extra d4+CL points of damage.
16-19	The caster manages to get the door airborne but it falls out of the sky onto the target, dealing 3d6 points of damage. There's a 60% chance of the door shattering, and dealing an extra d6+CL points of damage. The target spends the rest of their days wondering if all doors will fall on them.
20-21	The caster's door slams repeatedly into the target, dealing a total of 5d6 points of damage. There's a 60% chance of the door shattering, and dealing an extra d8+CL points of damage. The target develops a super minor fear of doors hunting and tormenting them.
22-25	The caster surfs on the door into the target, dealing 7d6 points of damage. There's a 50% chance of the door shattering, and dealing an extra d10+CL points of damage. The target is unable to enjoy watersports anymore.
26-29	After a long, and boring, stage performance of the complete history of doors in human history, the target falls asleep due to boredom. As they strike the ground, they shatter their skull and take 9d6 points of damage. There's a 50% chance of the door shattering, and dealing an extra d14+CL points of damage. Everyone nearby will applaud the fantastic show!

TABLE 4-5: MIND THE DOOR SPELL EFFECTS

Roll	Effect
30-31	Razor-Worn herself swallows the door and spits it back out at the target, dealing 13d6 points of damage. There's a 40% chance of the door shattering, and dealing an extra d20+CL points of damage. Razor-Worn will request a favor of the caster afterwards... I wonder what it will be.
32-33	The Cosmic Gantry latches onto the caster's door and uses its cables to swing the door into the target, dealing 17d6 points of damage. There's a 30% chance of the door shattering, and dealing an extra d24+CL points of damage. The Cosmic Gantry guarantees that the next casting of this spell will shatter the door in use.
34+	Lightning from the heavens above strikes into the caster's door and sends it thundering into the target, dealing 19d6 points of damage. There's a 20% chance of the door shattering, and dealing an extra d30+CL damage. All who see this must make a DC 15 Willpower save, or fall to one knee as they await the arrival of Razor-Worn, Henceforth the Shaft and her demon host. (Yes she shows up to talk to someone at random, Yes she will make demands, Yes it will be grisly)



ELEVATOR GOING DOWN

- ⤴ **Level** : 1 (Razor-Worn, Henceforth the Shaft)
- ⤴ **Range**: 60'
- ⤴ **Duration**: Instantaneous
- ⤴ **Casting Time**: 1 action
- ⤴ **Save**: None

GENERAL: Razor-Worn sends an elevator straight down onto a target, out of the elevator Bursts minions loyal to the goddess

NOTE: THIS SPELL REQUIRES THE CASTER TO HAVE A DOOR WITH THEM.

EXTRA BONUS NOTE: Casters that spellburn 10+ points while casting ignore the material door component, as a spectral door is created for the duration of the spell.

MANIFESTATION: Roll 1d4: (1) caster's door levitates then slams into the ground; (2) a large shadow is seen over the target area; (3) the elevator god hand delivers the elevator; (4) a message is heard announcing the arrival of reinforcements

CORRUPTION: Roll 1d4: (1) caster cannot pick up any item on the ground. It can however hold items that have been picked up and handed to them; (2) caster has -1d to all rolls made above ground; (3) caster takes double falling damage; (4) projectiles that seek random targets will always hit the caster.

MISFIRE: Roll 1d4: (1) A rogue elevator slams into the caster dealing d8 points of damage (2) elevator shaft jams causing a horrible ringing sound. Caster is stunned for d3 rounds; (3) the brakes on the cosmic gantry fail, -5 to next attempt to cast any Razor-Worn spell; (4) the elevator that was sent shatters, dealing 2 points of damage to d8 targets within 20'

TABLE 4-6: ELEVATOR GOING DOWN SPELL EFFECTS

Roll	Effect
1	Lost, failure, and doom! Roll 1d6 modified by Luck : (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	An elevator comes falling from the stars beyond the stars and crushes a target, dealing 2d6 points of damage. The elevator bursts apart and from the wreckage stands a single The Shift of the Shafted cultist ready to do the bidding of the caster. After d3 rounds the cultist walks off to find a way home.

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

- 18-21** Elevator doors coming flying from all angles as an elevator unit is formed, dealing 2d6 points of damage to a single target. From the metallic wreckage emerges a single The Glistening of the Guillotine cultist, ready to help the caster out. After d4 rounds the cultist rides an elevator door back into the stars beyond the stars.

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

TABLE 4-6: ELEVATOR GOING DOWN SPELL EFFECTS

Roll	Effect
20-23	A slow falling elevator careens into the target, dealing 4d6 points of damage. As the metal box spills open, d3 The Shift of the Shafted cultists spill forth (stats as above). They will help the caster out for d5 rounds before they ride their elevator back into the elevator network in the sky.
22-23	All is silent for a moment, then a swarm of elevator doors come slamming into the target, dealing 4d6 points of damage. On their backs are d3 cultists of The Glistening of the Guillotine (stats as above). They will do the bidding of the caster before they inevitably fly off with their doors in d6 rounds. They leave d3 elevator doors for the usage of the caster and their friends.
24-26	A large elevator rams into a single target, dealing 8d6 points of damage. As steam and blood vapor rise from the site of the collision, a Shaftmaster (stats as below) and d3 The Shift of the Shafted (stats as above) cultists emerge. They will attack those loyal to the target hit by the elevator and then leave after 2d3 rounds... after repairing the elevator

THE SHAFTMASTER (CULT LEADER) : Init +3; Atk

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

Bloody Fumbles: attacks self on natural rolls of 1-5 to hit.

Stilts: must make DC 11 reflex save whenever it takes damage, or it falls over.

TABLE 4-6: ELEVATOR GOING DOWN SPELL EFFECTS

Roll	Effect
27-31	An enormous ornate elevator crushes the target dealing 8d6 points of damage. From its gleaming doors emerges a shining idol from the elevator cults, a Glistener. Alongside the cult leader come d3 The Glistening of the Guillotine cultists. They will attack who ever most recently blasphemed an elevator, and after 2d4 rounds will return to their audience with the Elevator God.

THE GLISTERER (CULT LEADER): *Init +3; Atk living door spit +5 missile fire (2d6, range 15'); AC 14; HD 3d8; MV 30'; Act 1d20; SP living door; SV Fort +2, Ref +2, Will +3; AL N.*
Living Door: the glistened carries a living door on its back, and it can speak and has a intelligence of 2d8. It can cast charm person, and invoke patron for Razor-Worn and it has a +5 to spell checks.

32-33	Sweeping spotlights scan the entire area as a cluster of densely packed elevators fall upon the target, dealing 10d6 points of damage to everything within 15'. Out of the doors appear d3 Shaftmasters and d3 Glisteners (stats as above). The leaders serve only themselves, but they'll stick around for 3d4 rounds before going to recruit for their respective cults... or trying to kill each other.
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TABLE 4-6: ELEVATOR GOING DOWN SPELL EFFECTS

Roll	Effect
34-35	<p>In a strange twist for Razor-Worn, suppression fire strikes a single target dealing 20d6 points of damage.</p> <p>From the cosmic heavens above lowers a demon known as Anger in the form of all that the Cosmic Gantry, and Razor-Worn, hold dear. Suspended from cables is an oversized elevator unit, with human heads on stalks, limbs stolen from past victims, and a ravenous snapping "mouth". (the mouth is the elevator door guillotine... if that wasn't clear)</p> <p>Anger rampages for 5d4 rounds attacking everything in sight, after which cables attach to it and it is called back to the Cosmic Gantry for repairs.</p>

ANGER (TYPE II DEMON, RAZOR-WORN, HENCEFORTH THE SHAFT): Init +8; Atk head bite +10 melee (1d4), or kick +5 melee (1d8), or door bite +2 melee (2d12); AC 18; HD 8d12; MV 20'; Act 8d20; SP spew corpse, elevator stealth, demon traits; SV Fort +10, Ref +0, Will +0; AL C.

Spew corpse: 1/day. Target must pass a DC 17 reflex save, or take d6+6 points of damage. Recharges every time Anger kills something.

Elevator Stealth: +10 to stealth checks when near another elevator, or where an elevator would normally be.

36+ The Cosmic Gantry smiles on the caster and sends a flurry of elevator units. The caster immediately casts this spell 3 more times as a result.

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