



OLD
SKULL
ZINE

2

BEYOND THE PRISMATIC NEBULA

- AN ADVENTURE FOR SECOND LEVEL PCS.
- A WRITE UP OF A FACTION COMPOSED OF MANY SPACE AMAZON TRIBES.
- A CULT OF A REBORN STAR GOD WHO HAS BEEN CORRUPTED.
- A SINISTER CULT GENERATOR FOR YOUR CAMPAIGNS.

FOR SOLAR BLADES & COSMIC SPELLS

OLD SKULL ZINE #2

BEYOND THE PRISMATIC NEBULA

Writing: Diogo Nogueira

Editing: Carol Darnell

Cover Art: Diogo Nogueira

Layout and Design: Diogo Nogueira

Interior Artwork: Diogo Nogueira, Dan Ramos, Penny Melgarejo, Alex Mayo, Je Shields, Bradley K. McDevitt, The Forge Studios (Maciej Zagorski, Pawel Dobosz), Tithi Luadthong.

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INTRODUCTION

Here we are, back with more new content for Old Skull Publishing games! Since the first issue focused mainly on *Dark Streets & Darker Secrets*, this issue is mostly about supporting material for *Solar Blades & Cosmic Spells*, our heavy metal science fantasy RPG.

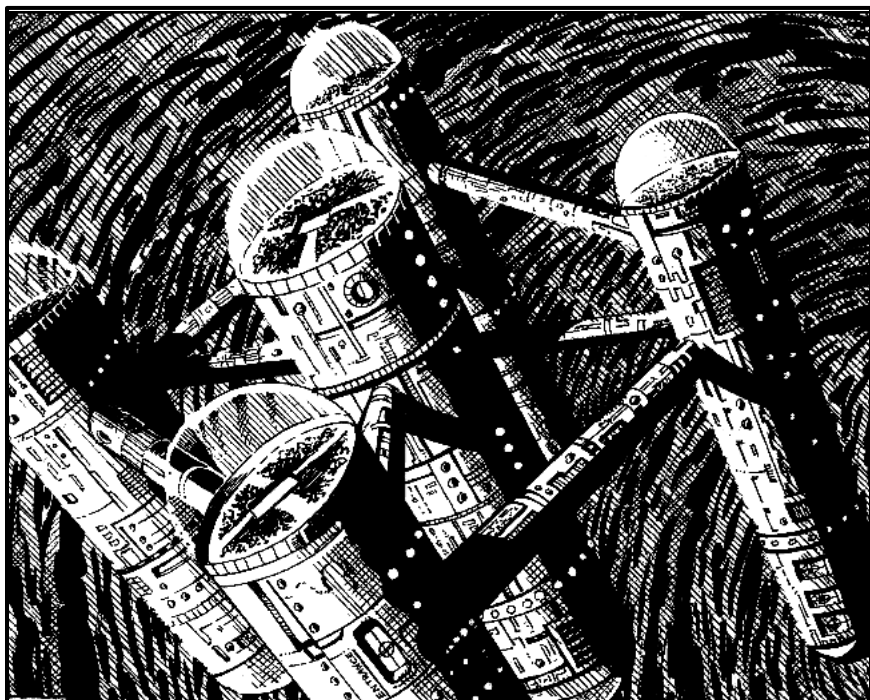
As with the previous issue, this one has material you can use right away at the table, presenting new possibilities, options and threats for the campaign. Particularly, we have an adventure where the PCs meet a previously unknown faction and have the opportunity to either aid them or oppose them. This faction also has a section detailed with tools to integrate them into the game, and even make PCs members of said faction.

Additionally, a cult dedicated to a corrupt Star God who has been reborn is presented with plenty of opportunity for adventure and conflict, as well as a complete generator for Cults and their Gods.

So prepare your star engines and ready your solar blades! Get ready for adventure!

Diogo Nogueira

February, 2020





IN SEARCH OF THE LIGHTNING SPEAR

In this adventure, the player characters stumble upon an ongoing conflict between a faction of space Amazons and cultists from a recently reborn sinister Star God. They will have the opportunity to ally themselves with whoever they want or even pursue their own path, avoiding both groups in search for personal gain.

The adventure takes place anywhere near the Prismatic Nebula, the frontier of the known universe of the game, and from there it can lead the group either inside the nebula or in search of the cultists who stole the artifact from the Amazons.

ADVENTURE BACKGROUND

The Prismatic Amazons is a group of various tribes of cosmic warriors who defend the Prismatic Nebula from the threats of the Galactic Overlords. This has been their secret sacred task for thousands of years, but things have changed.

A Star God has been reborn, but infused with the sinister energies from the Void. Called the Black Star by the cultists who worship it, this entity drains light and heat from everything around it, empowering itself and its followers. One of its first orders, however, was to steal the Lightning Spear that empowered the main Prismatic Fortress to drain its powers. The entity knew the location of the artifact and helped the cultists infiltrate the fortress.

Now, the Amazons are trying to recover the artifact, but their fortress is losing strength, and with it, part of the Prismatic Nebula fades, exposing the rest of the universe to the corruption of the Galactic Overlords.



ADVENTURE HOOKS

Characters can get involved in the events of the adventure in a variety of ways. With an ongoing campaign, Overlords can simply trigger the events of the adventure once the PCs are in the proximity of the Prismatic Nebula. Below, we also provide a few ideas to get the party of space adventurers involved in the situation presented here. These ideas can be easily adapted and extrapolated by creative Overlords

- The crew detects a great spike of energy coming from somewhere within the Prismatic Nebula. It seems to be an energy source strong enough to power an entire planet, but it is disappearing. Their ship's sensors have picked up the energy signature of the Lightning Spear when it was taken by the Black Star Cultists.
- The Cult of the Black Star offers a job to the crew to protect them during a perilous journey. They knew the Amazons would come after them and decided to hire extra muscle for the job.
- The scientists of the Barbaric Legions of the Outer Region believe a strong, powerful energy source is responsible for the intense discharges happening in the Prismatic Nebula and want to hire the characters to take and dispense some probes within the nebula, bringing them back a week later for analysis.
- The characters are fleeing an overwhelming force and their only hope is hiding in the mysterious Prismatic Nebula. While there, they stumble on the action while it's happening and they discover the cultists are connected with the force that was attacking them.

GETTING STARTED

But how does the adventure actually start? There is not a set encounter and depends on how the PCs are introduced to it. After reading through the adventure and understanding what each faction wants and how they plan on getting it, Overlords can use that to set an exciting starting scene to hook the players right in. Below there are a few possible solid beginnings to start the adventure with a bang.

- As the characters' ship is approaching the Prismatic Nebula, a sinister looking cruiser breaks out of the nebula, pursued by dozens of women riding energy beasts in the middle of the space. They look focused on boarding the ship and don't care who is in their way. The crew's ship might be caught in the crossfire.
- Looking for the source of the energy spike, the characters arrive on a cold planet where the cultists' ship has crashed. Once they get to the surface, they find themselves surrounded either by these shady individuals or a group of Prismatic Amazons who believe they are in collusion with the robbers.
- Lost in the Prismatic Maze, the characters reach the Prismatic Fortress, which is collapsing after the cultists absconded with the Lightning Spear. Without proper orientation and lost, the inhabitants of said place might be the only ones who can help the crew get back to a safe region.



FACTIONS AND NPCS

There are a few major factions in these events that the Overlord should familiarize themselves to extrapolate from and improvise as needed.

THE PRISMATIC AMAZONS

Defenders of the unknown universe, these women of various races have been standing guard for generations in the Prismatic Nebula. There are many Amazon tribes, but this adventure focuses on two of them.

LIGHTNING GUARDIANS

The Lightning Guardians are elite warriors charged with the protection of the Prismatic Fortress and the Lightning Spear. After hundreds of years of only training and no real action, they have been fooled and the artifact in their care was stolen. They suspect they were infiltrated by someone, but they were only played by the forces of the Void. Their leader is Princess Draria, who is overwhelmed with feelings of failure and desperate to prove she is still a strong leader and one worthy of calling herself an Amazon. Her soldiers are extremely loyal to her, and react strongly to anyone implying she has failed her duty.

Princess Draria

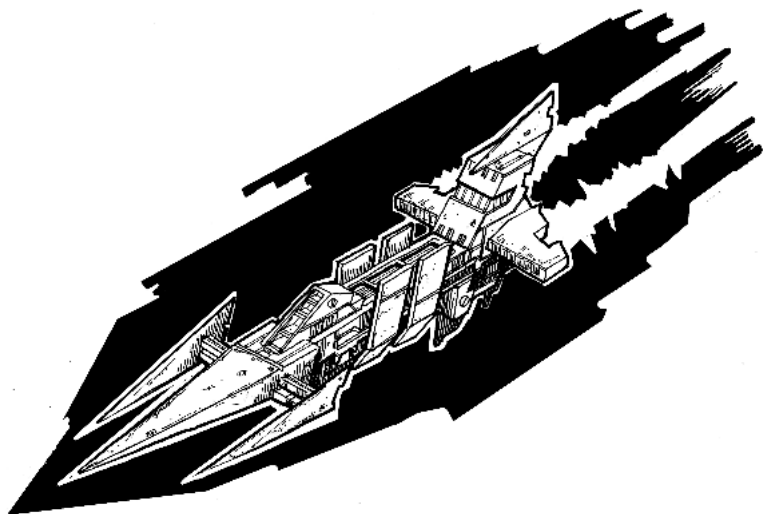
HD: 6

Special Abilities: DR: 1; Can attempt to block 2 attacks per round with her star shield; Can attack 2 targets side-by-side with the same attack; Gives Positive Die to all Morale Checks to allies within medium distance.

Lightning Guardians Soldier

HD: 2

Special Abilities: Can attempt to block 1 attack per round with their shield; If fighting side-by-side with another Amazon, they can divide the damage taken as they wish.



SWORDS OF AZAS

The hunters of the Prismatic Amazons, called only when a challenge mission must be taken and no one else can be trusted to fulfill the duty. Their leader is General Iza, who thinks the Lightning Guardians have become too complacent in their role as stationary guardians, and that their tribe should be the one in charge of defending such an important location. Most of the soldiers under her command agree, but one wants even more, claiming it is her destiny to become queen of all Amazons. Captain Gallira is her name, and she has decided to go with her most trusted soldiers and get the Lightning Spear back herself, no matter the cost.

General Iza**HD: 6**

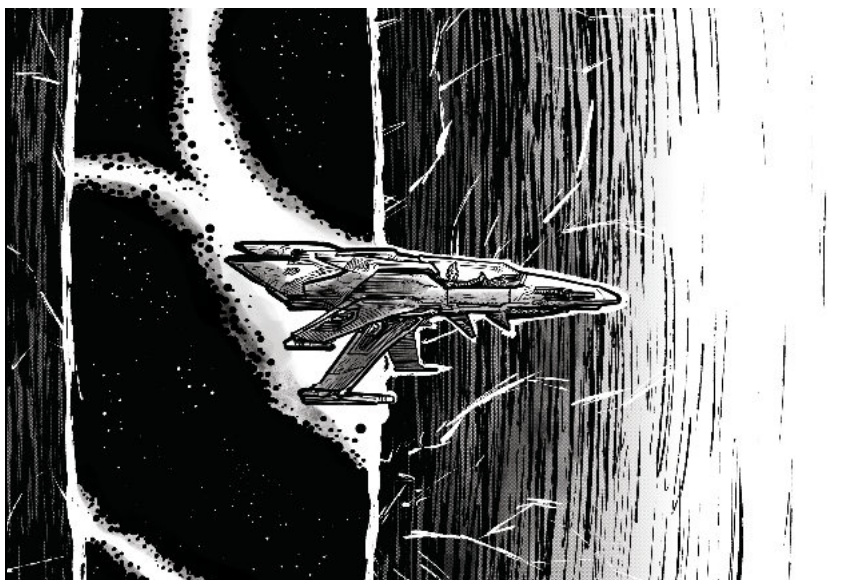
Special Abilities: DR: 2; Can attempt to parry 2 attacks per round with her starmetal sword; Her melee attacks can target every enemy within close range; Can sound a horn and summon 1d6+2 Swords to aid her who arrive in 1d6+1 rounds;

Captain Gallira**HD: 5**

Special Abilities: DR: 2; Can use an Attack action to build a chain wall and impose a Negative Die to all physical attacks against her; 2 attacks per round; If both attacks hit the same target, they are entangled and take automatic damage every round unless they escape with a Physique or Agility test with a Negative Die.

Sword Soldiers**HD: 2**

Special Abilities: 2 attacks per round; Can chose to parry attacks against them by spending one of their 2 attacks per round;



CULT OF THE BLACK STAR

A recent group, formed after the consciousness of a corrupted Star God dominated the mind of a fallen Knight of the Order of a Thousand Suns, the Cult of the Black Star wants all the light and energy of the universe to feed their god and themselves. The Star God revived after a breach to the Void opened inside it and gave it a malevolent consciousness. The Blind Prophet in the Dark is their leader, and although physically blind, he sees much more through the dark sorcery that poisons his mind. He and his followers receive gifts in the form of sorcery powers and mutations, which they consider blessings and signs of their holy purpose. The Prophet is very vain, however, and seeks recognition from everyone.

Blind Prophet in the Dark HD: 6

Special Abilities: Can cast spells as if he has an Attribute score of 16 and know 6 spells; Is never fooled by illusions and disguises; When he reaches 10 Vitality points, it turns into a Void Star Spawn.

Void Star Spawn HD: 6 (keep remaining Vitality points)

Special Abilities: Immune to mundane damage sources; Every round, anyone within short range must make a Physique test or lose 1d6 Vitality points while it regains the same amount; Anyone within short range also needs to make a Willpower test to avoid losing 1d6 points of Sanity every round, while they hear the screams of their loved ones being drained of life.

Cultists of the Black Star HD: 1

Special Abilities: Never need to make a Morale Check; Random Power from the Corebook's Monster Generator (page 392 of Solar Blades & Cosmic Spells).

OTHERS

There might be other parties involved in the events too, especially in a campaign where the Overlord already has a few factions that are part of the previous stories, such as known enemies, allies, and rivals to the PCs.

Possibilities include a group of rival space adventurers trying to get to where the PCs want to go before them, who then end up wanting to help the opposing faction.

Another could be a force of Punishers sent by a Galactic Overlord to capture the party and their only chance to escape is fleeing to the Prismatic Nebula and hope for the best. The Galactic Overlord might even want to become a third group trying to keep the Lightning Spear for themselves and complicate matters even further.

A last idea might be a former enemy of the PCs just happens to be working for the cultists, making the situation personal for the adventurers.



MAIN LOCATIONS

What follows is the description of the main locations of the adventure and their most important features, obstacles, and possible treasures.

ATHENAS, AMAZONS' BATTLESHIP

The spaceship of the Swords of Azas, it pursues the cultists in the known universe. It is a large but austere ship with few compartments beyond those necessary to those inside to train and fight. Inside there are at least 3d20 Amazons at all times, divided amongst the various chambers and compartments. At active guard duty, only half of that number, most of them stationed at the guns, sensors, and command of the ship.

Traits: Austere, full of weapons, sturdy, sharp angles.

Obstacles: Too many Amazons, security measures, heavy weaponry, strong engines.

Treasure: Lots of weapons, star dust, slaves (gladiators), secrets of the Prismatic Nebula.

1d6 What Is Happening Here?

- 1 They have lost the tracking signal of the cultists' ship and have just picked up the characters' ship signal on their sensors. Desperate, they attack the characters believing everyone in the known universe to be in league with the forces of the Void.
- 2 General Iza has left to perform a task and hasn't returned yet. The Amazons discuss whether they should continue their search without her or whether they should wait for her before continuing. Some Amazons are starting to lose their patience.
- 3 The Amazons have captured a small smuggler ship and are questioning the crew on the whereabouts of the cultists. The smugglers, obviously, know nothing about them but the General Iza's zeal edges closer to torture or death for the prisoners.
- 4 The crew of the ship captures a couple of Amazons from the Lightning Guardians tribe and is humiliating them in front of their tribe, telling them how they failed badly in their duty and how they should be stripped of any rank they still possess and assigned only the worst and most useless positions.
- 5 The ship has been contaminated by a Void virus that is infecting and corrupting all the systems. Slowly it turns against the Amazons inside it, and soon it turns back on its original course to attack the Prismatic Fortress.
- 6 The Blind Prophet In the Dark has set up a trap in a shattered world where it has placed a false Lightning Spear and the Amazons of the Swords of Azas are heading right to it. For some reason, the PCs detect something is wrong and have to decide to confront them to make them turn away or let them suffer their fate.



BLACK HAND

The fast and wicked-looking cultists' starship is designed for quick attack and stealth missions. Its interior is dark, dirty, and smells of heavy incense. Fueled by corpses of other living beings, this ship can be slowed down if someone manages to unplug all their victims from their needles. Inside, it feels like a maze and is hard to navigate for anyone not familiar with the place and the chaotic patterns of the Void. The ship has a small crew, and something baleful dwells inside.

Traits: Dark, maze, moving shadows, spikes, old.

Obstacles: Living shadows, crazy cultists, madness-inducing patterns, star god consciousness.

Treasure: Void crystals, survivors of the engine, Lightning Spear

1d6 What Is Happening Here?

1 Their "blood fuel" is running low and the only victims within reach are the player characters. They try to trick the characters; either posing as a derelict ship without crew or sending a distress signal to fool the PCs in believing they need help.

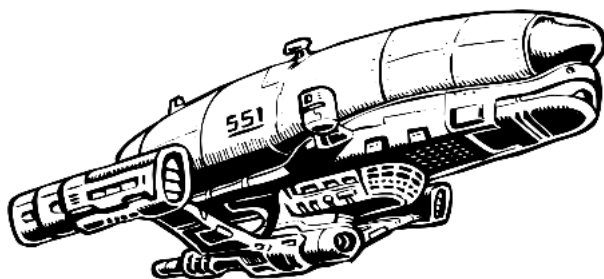
2 The Star God suddenly decides it wants a sacrifice and can't wait any longer. Now the cultists are deciding who must make the ultimate sacrifice and offer themselves to the nascent godling.

3 The Amazons hit the ship hard before it made the star jump to flee, and now it is out of control on a collision path with an inhabited planet. If the Lightning Spear crashes there, it could eradicate all life within the system with the explosion.

4 After consuming the souls of hundreds of sentients, the ship, which is possessed by a Void Entity, is evolving, becoming a much greater threat and able to take Athenas head on in combat. The characters have just a few minutes to either flee or help the Amazons.

5 The ship mysteriously vanishes as it passes through a Black Hole, and from it a terrible beast comes out, attacking any pursuing ship nearby. Can they do the same and use the cosmic phenomena as a portal or will they face the terrible creature?

6 One of the cultists actually tries to use the spear and acquire its powers. However, since their soul has already been claimed by the Void, they become a chaotic godling wanting to purge all existence.



BLACK MATTER MOON BASE

If the cultists are not intercepted before they reach their dark matter moon base in the Dead Zone, that is where they take the Lightning Spear. Made of an unknown material for most civilizations of this era, the base was constructed thousands of years ago to study the Prismatic Maze and was all but forgotten until the Star God was reborn, when the Blind Prophet arrived and started to bring followers and other more ominous companions. Due to the sterile atmosphere and extreme cold of the moon, the base is underground and proper sensors are needed to detect it, as it is invisible to the naked eye. Their base is also protected by the undead corpses of all the soldiers who one day defended this outpost when the Cleansing Wars happened at the fall of the Empire. Here, the Blind Prophet In the Dark prepares the last rituals to give the necessary power to expand the influence of their Void Star God.

Traits: Invisible, extreme cold, ancient, advanced, in disrepair.

Obstacles: Undead guards, powerful Void sorcery, ancient defenses.

Treasure: Ancient technology, the Lightning Spear, knowledge of the past.

1d6 What Is Happening Here?

- 1 The moon is draining the energy of a star and its surface is being bombarded with nuclear power. Anyone on the surface or near orbit would suffer severely due to the amount of raw radiation to which they are being exposed.
- 2 Some strange towers made of obsidian are forming at a very high speed out of nowhere. When seen from above, these towers are forming symbols of power capable of summoning malevolent entities from the Void.
- 3 They are preparing ritual for the assimilation and corruption of the Lightning Spear, and portals to the Void are opening everywhere, with writhing tendrils of darkness bursting from them, trying to pull in everything they touch.
- 4 The moon has absorbed enough energy and life that it is now expanding and becoming alive with Void energy. Caverns become mouths that try to bite you, trees can be used as lashing members and the grey sand in its surface will try to choke the life out of anyone it touches.
- 5 The dark matter contaminates anything with which it comes into contact, making them immaterial and practically nonexistent to the normal universe. Characters have a Durability score (4) assigned to them; and they must roll it every day before they disappear forever or until they find a way to reverse this effect.
- 6 The Blind Prophet In the Dark finally ascends to its true destiny and becomes this immense chaos beast wanting to devour everything in its path. It desperately seeks the Lightning Spear, and would ignore even peril to itself to slake its thirst for that level of power.



PRISMATIC FORTRESS

The great fortress where the Lightning Spear once resided. Now, without the energy of the artifact, the fortress is failing and falling apart. The energy shields that would make it impervious to the weapons of enemy ships are down, and it is no longer able to sustain part of Prismatic Nebula that kept the rest of the universe safe from the threats of the Galactic Overlords. The halls of the Fortress were also used as a place of meeting for all the Amazon tribes when a meeting is called for, something that last happened roughly five-hundred years ago. As of the events of the adventure, the Lightning Guardians are the Amazons who reside in the fortress, but most of them are now after the artifact and the cultists.

Traits: Large, malfunctioning, made of esoteric materials, energy failing.

Obstacles: Elite soldiers, energy fields, prismatic illusions.

Treasure: Magic weapons and armors, Prismatic technology, records of the order of Amazons.

1d6 What Is Happening Here?

- 1 Random energy blasts are harming not only anyone who approaches the fortress, but even the Amazons inside it. It has been too long since anyone had to deal with problems inside and they have no clue how to repair the core of their reactor until the Lightning Spear is brought back.
- 2 The fortress is fading in and out of existence (probably into a parallel dimension) and unless the Lightning Spear is brought back within a few days, it will vanish from this universe forever.
- 3 The fortress energy was responsible for keeping part of the Prismatic Nebula around the known universe. Now, a huge section of the nebula is dissipating and the nearest Galactic Overlord sensed this and has sent a small squad to explore what's on the other side.
- 4 One of the Amazons is stricken by an energy discharge so powerful, it essentially turns her into a battery, making her drain more and more energy until she explodes. Now she needs to find a way to reverse these effects or find a place so far away she can survive or die without putting anyone else at risk.
- 5 One of the Amazons decides it was all Princess Draria's fault and is trying to get support to challenge her and become the leader of the Lightning Guardians tribe. However, she has been tainted by the Void and voices in her head are responsible for this behavior.
- 6 Princess Draria is desperate and is sending all the Amazons in search of the Lightning Spear. This leaves the Prismatic Fortress vulnerable and the forces of the Void use this opportunity to attack and take over the place.



POSSIBLE ENCOUNTERS

Since the adventure has no clear and defined path to follow, it allows great freedom of choice and surprises for both the Overlord and the players.

Below we provide some ideas for encounters and scenes that might happen and can be used to extrapolate new scenes if necessary.

DESPERATE CHASE OR ESCAPE

The characters may encounter the Amazons and the cultists chasing one another, and in combat, right at the beginning of the adventure. It is quite possible that these factions decide to capture the party too, either to question them about the stolen artifact or offer them as sacrifices to their sinister god.

In a chase, all parties involved can take various actions to reach their opposition or escape them (and that includes attacking them).

To run a chase, characters in control of the ships can take an action to either catch their opposition, or escape from other participants. This is usually a Maneuverability test based either on Agility or Intellect with a varying Difficulty depending on the circumstances (see Potential Complications below).

When a participant obtains a success, they record the result of their die as their Distance score. Comparing the total Distance score, the Overlord can determine who is ahead of whom, who has caught up with whom, and who escaped whom. Depending on the circumstances at the beginning of the encounter, one or more participants might begin with a Distance score higher than the rest, since they were further away.

To determine how the chase ends, for example, the Overlord can compare the scores after a few rounds or determine that if anyone has 50 points more than other participants, they get away.

POTENTIAL COMPLICATIONS

Asteroid fields, strong gravitational pull, black holes, and many other obstacles might complicate these chases. When a chase happens, the Overlord can roll on the table below or use them as inspirations for their own obstacles in the game.



1d6 Chases' Complications

- 1 Asteroid Fields:** Ships need to avoid hitting asteroids and damaging themselves. To do so, they need to make a Maneuverability test every round the ship is in the asteroid field with a Difficulty equal to $1d6+1$. Failure within the Difficulty inflicts an amount of damage to the ship equal to the Difficulty rolled. Failure above the Attribute score means a bigger collision, inflicting twice that amount of damage.

- 2 Gravitational Pull:** During the chase, the starships pass near a strong gravity field that pulls them toward their center, possibly making them collide with an obstacle or at least slowing them down (allowing their opponents to escape or get to them). To avoid them, pilots and engineers must work together to power their engines. This could mean Intellect tests with a $3d6$ Difficulty score, that could have the Difficulty reduced by $1d6$ for each Durability point they spend (injecting more fuel to power it up). Failure within the Difficulty means the ship is slowly being dragged towards the center of the gravity field, nullifying any progress they were making in the chase. A failure above the Attribute score means the engines fail and the ship is forcefully pulled toward the field. The crew must make a Luck Roll to avoid colliding with anything and needs to restart their engines to escape.

- 3 Black Hole:** A black hole suddenly forms in a nearby star and in addition to the strong Gravitational Pull (as above), the black hole is emanating powerful discharges from the Void, possibly hitting starships and causing a lot of damage. Thus, anyone who fails the test to avoid the Gravitational Pull also needs to make a Maneuverability test to avoid being hit by a discharge of Void energy, which inflicts $3d6$ points of damage and forces a roll on the Malfunction table on the SB&CS corebook (page 161).

- 4 Proximity Traps:** This area of space was filled with proximity bombs to protect a strategic position in the Cleansing Wars of the past, and now the explosives lie waiting to be activated again. Unwary pilots and captains fall prey to these all the time, and now the participants must avoid getting near them (and can try triggering them to damage enemies) if they can. During every round in this area, all participants must make a Luck Roll to determine whether they are near a set of explosives or not. Unlucky pilots and captains must make a Maneuverability test to avoid the explosion. Failure means their ship suffers $5d6$ points of damage.

- 5 Energy Fields:** A secret base was once located nearby and some of its defenses are still in operation. Every round a starship remains in this area, its pilot or captain must make a Luck Roll to determine if one of the Energy Fields activates while they are passing by. If they are unlucky, the Overlord makes an attack as a 5 HD against the starship, and if it hits the ship, all its systems go offline until they can be brought back online, which requires a number of $1d6$ successful Intellect tests to repair them.

- 6 Shots Everywhere:** If combat is ongoing and there are starship firing at each other everywhere, besides dodging the standard obstacles, laser beams and other ammunition can hit the starships if they don't pay attention. Thus, every round, participants must make a Maneuverability test with a Difficulty equal to $1d6$ per Scale level. Failure means the ship is hit by $2d6$ points of damage.



VOID BREACH

At any point, the cultists or the Corrupt Star God can open a breach to the Void, effectively exposing anyone and anything nearby to its corrupting influence. If this happens (and it should, right?) everyone within long range of the breach must make a random Attribute Test every round to avoid the malevolent effects the Void tries to impose upon existence. The Difficulty of the Attribute test begins at 1 and increases by 1 point per round. Once it reaches 10, however, the Difficulty no longer increases.

1d6 Void Breach

1-2 Physique: This test determines whether the Void radiation weakens the character. This could mean that the energy is making the character tired and fatigued, draining their energy. Or this could also mean the character is rotting from the inside out as the Void consumes them entirely. Failure means the victim takes 1d6 points of damage to their Physique Attribute.

3 Agility: The breach is releasing terrible discharges of dark energy in the form of purple lightning bolts aimed at everyone in its vicinity. Those who fail the Agility test to avoid them are hit by the discharge and lose 1d6 Agility points, as they become impaired and paralyzed by the Void.

4 Intellect: Psychic manifestations from the Void can trigger the innermost fears of every sentient in the area, driving them to madness. If they fail an Intellect test, they lose 1d6 points of Sanity, as horrific vision corrode their minds.

5-6 Willpower: The entities from the Void whisper in their ears, influencing their decisions and eroding their free will. Anyone who fails their Willpower test makes an attack against the nearest target as chosen by the Overlord. That's a free attack, and they do not lose their normal action. Additionally, they suffer a Negative Die on all actions requiring focused concentration.

NEGOTIATIONS WITH THE AMAZONS

It's very likely that at one point the players will try to negotiate with the Amazons. They have to convince them they are not their enemies, nor allies of the cultists, and that they can work together for a common goal. This won't be an easy task, as the Amazons mistrust anyone coming from the sectors controlled by the Galactic Overlords. Any tribe of Amazons will prefer speaking to women, and if the one negotiating with them is a man, their Reaction Roll is made with 3d6 and the highest die result is discarded.

The sections above have already outlined what each of the tribes want and how they plan to pursue those objectives, so Overlords should have little problem using these cues to conduct these interactions.

The Lightning Guardians' first reaction to the PCs should be caution and suspicion, but not direct animosity. They don't really know the universe beyond the Prismatic Maze and know someone took their artifact. However, they are guardians, not slayers. They probably want to question the characters or arrest them for further investigation. Combat should only happen if the players themselves act violently toward them.



The Swords of Azas, on the other hand, are much more combative. Their first assumption is that the characters are involved with the robbery of the Lightning Spear, and take whatever measures they think necessary to punish them and reclaim the artifact. The players must figure out a way to convince them they have nothing to do with the cultists, and have an even harder time making them their allies. The Swords' first action is to attack their ship, capturing them for questioning, maybe even killing them if they resist.

THE SHATTERING

If the Lightning Spear ever get to the Blind Prophet in the Dark, he plans to perform the ritual to shatter it and absorb its power. This happens if the players fail to find the cultists ship before it reaches the Black Matter Moon Base. If after two and a half hours of game (or a more significant amount of time determined by the Overlord) they haven't actually gotten to the Black Hand, the prophet now has the spear and the ritual commences.

When the ritual begins, it has a Durability score of 3, and after every turn, the Overlord makes a Durability Roll. If it ever reaches zero before the party stops the prophet and recovers the artifact, the Lightning Spear is destroyed and an incredible amount of energy is released. Anyone within short range of the spear when this happen automatically suffers 5d6 points of damage (the Prophet is immune to this damage). Those within long range suffer 3d6 points of damage. Anyone on the moon suffers 1d6 points of damage.

Additionally, all cultists die, but the Blind Prophet in the Dark turns into an avatar of the Void Star God, and it seeks to devour any living thing in the vicinity. That includes the PCs.

Void Star God Avatar HD: 8

Special Abilities: Immune to mundane damage; Positive Die to resist Powers; 1d6 attacks per round; Can cast spells as if they have an Attribute score of 18 and know 8 spells; Is never fooled by illusions and disguises; When it reaches 0 Vitality, it explodes in a Void Supernova dealing 8d6 points of damage to anyone in short range, 4d6 to anyone within long range and 2d6 to anyone on the moon (an Agility test may halve this damage).



THE LIGHTNING SPEAR

The Lightning Spear is a very powerful artifact, imbued with the power of 10 suns. It is so powerful, in fact, that no mortal being is capable of fully unleashing its powers without being consumed by its unlimited energy. Not even the Amazons would wield it unless it was utterly necessary.

In game terms it functions like a Large weapon but always inflicts double damage. It can also parry energy attacks with an Agility test twice per round. Its main power, though, is the capacity to release powerful energy discharges that can blast almost anything out of existence. To use it, the wielder must burn at least either a point of Physique or Agility and any targets in a line up to distant range suffers a number of d6s in points of damage equal to the number of Attribute points the wielder has sacrificed. Additionally, each hour holding the artifact makes the wielder lose 1 point of either Physique or Agility automatically.

CONCLUDING THE ADVENTURE

There are many ways this adventure can end. They can get the Lightning Spear if they realize quickly what's going on, but who knows what they will do with such a powerful artifact. They could decide to take the artifact for themselves and use it for their own ends. They may fail to stop the cultists and watch as the Blind Prophet in the Dark becomes a new Star God. Or something completely different can happen. This adventure is intended to be as open-ended as we can make it. Play to find out what happens.

FURTHER ADVENTURES

After these events, what can happen? The cultists, even if defeated, continue seeking ways to cause the rebirth and growth of their corrupted Star God. With an opening in the Prismatic Nebula, what other threatening thing can come from the other side, or what the Galactic Overlords do when they find out about this gap? After knowing that there are those who oppose the rule of the Galactic Overlords, will the Prismatic Amazons take a more active role in the known Universe? Use the events of the adventure and ask "what now?". Many ideas will certainly come to your mind!





THE PRISMATIC AMAZONS

The Prismatic Amazons are a group of women warriors who live at and protect the Prismatic Nebula region. They don't restrict themselves to any specific race or species, as members can come from all the sentient cultures in the Universe. However, the women from this group all share some characteristics and are divided into many tribes, which are like large families, each with its own duties and vocations.

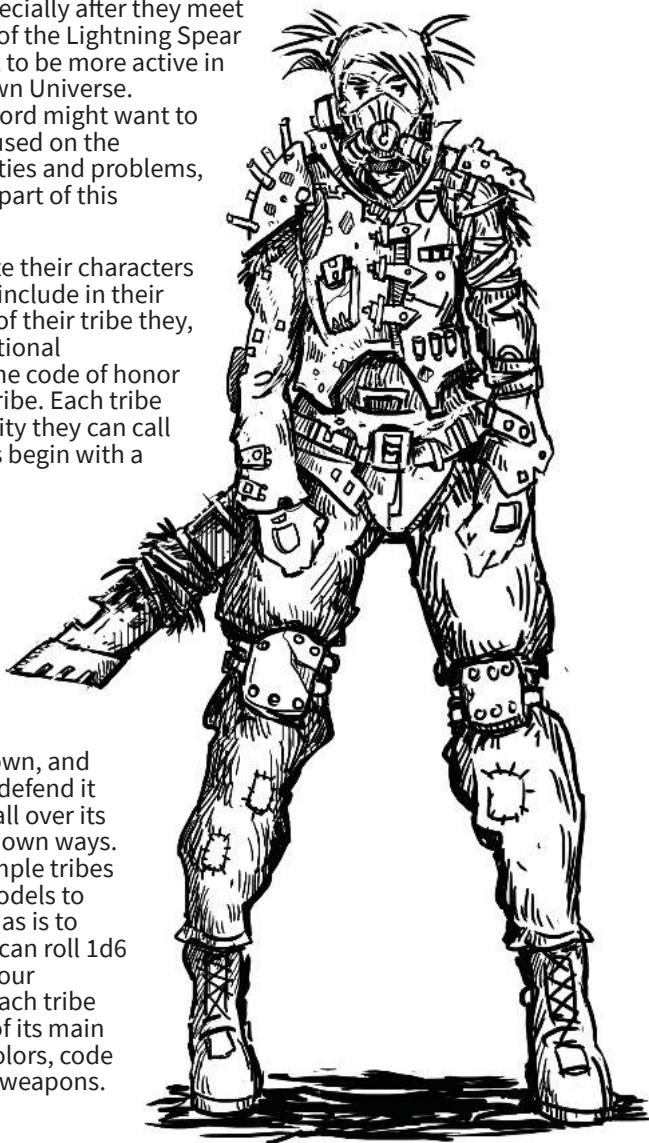
AMAZON CHARACTERS

Players might want to make characters who are members of the Prismatic Amazons' culture, especially after they meet them in the *In Search of the Lightning Spear* adventure, as they get to be more active in the events of the Known Universe. Alternatively, an Overlord might want to make a campaign focused on the Amazons and their duties and problems, making all characters part of this culture.

To do so, players create their characters normally, but have to include in their Concept the mention of their tribe they, and also have an additional Complication that is the code of honor associated with said tribe. Each tribe also has a Special Ability they can call upon, but all Amazons begin with a Luck score of only 3.

KNOWN TRIBES

There are probably hundreds of Prismatic Amazon tribes for all we know. The Prismatic Nebula dimensions are unknown, and these warrior women defend it against many threats all over its expanse, each in their own ways. What follows are 6 sample tribes that can be used as models to create more, or to use as is to make characters (you can roll 1d6 to see of which tribe your character is part of). Each tribe entry talks a little bit of its main role, its customs, its colors, code of honor, and favorite weapons.



LIGHTNING GUARDIANS

The Amazons responsible for guarding the Prismatic Fortresses along the nebula. These Amazons have been stationary for thousands of years, holding this fortress and protecting it from pirates, Galactic Overlords' forces, Mutant Space Beasts, and many other threats that occasionally find them and want to destroy the force behind the protective barrier that surrounds the Known Universe. They are steadfast defenders and are excellent at protecting a strategic position.

Colors: Gold and White

Code of Honor: You fall before the place you defend can.

Favorite Weapon: Spears

Special Ability: When they have time to study a location they plan to battle upon for at least 1 hour, they can come up with a strategy and receive a Positive Die on all tests to defend it and give a Positive Die to an additional ally for each Level they possess.

SWORDS OF AZAS

The Justicars of the Prismatic Amazons. They capture, judge, and execute criminals on the Prismatic Maze and are known to be ruthless and efficient (some even dare say cruel). These warriors train everyday, without taking a break, determined to eliminate any threat to their culture or to the lands beyond the Prismatic Nebula, which they believe to be the last barrier against the Forces of the Void and the Galactic Overlords. Every five years the tribe holds a great contest in a secret arena inside the Nebula, where any one of them can challenge the current leader and become the new Grand General of the Swords.

Colors: Red and Grey

Code of Honor: No crime goes unpunished.

Favorite Weapon: Swords

Special Ability: A member of this tribe always rolls its damage twice when attacking a target they are after because of a crime or wrongdoing, using the best result of these rolls.

VOICES OF THE MOTHER

The Chroniclers and Priests of the Prismatic Amazons, guarding their history, secrets and souls. Their members are very knowledgeable about their traditions and the way the Prismatic Nebula operates. Knowledge about the Known Universe or what lies beyond the nebula are unknown though, but they have various theories, and a large portion of them want to explore these frontiers of their world. Their council, however is still reluctant, as they fear this could pose a risk to all Prismatic Amazons, were they to attract unwanted attention.

Colors: Green and Purple

Code of Honor: Always seek the truth.

Favorite Weapon: Staff

Special Ability: A character of this tribe can make a Luck Roll and upon a success, ask a number of yes or no questions to the Overlord equal to the result of the roll, related to a piece of knowledge they could have read in a book or ancient record.



WINGED SPEARS

Terrible beasts roam the depths of the Prismatic Nebula. Beasts no one has ever seen before, with a hunger unknown anywhere else. The Winged Spears tribe are the hunters of those ferocious creatures. Their status among the tribe varies according to the quantity and ferociousness of the beasts they have taken down, making them very competitive individuals. The tribe is organized in small pack of hunters, dedicated to keep their territory safe from these dangerous creatures. To become a full member of the tribe, an amazon needs to go alone into the depths of the Prismatic Nebula and come back with the carcass of a creature at least twice as large as themselves. Many never return.

Colors: Brown and Gold

Code of Honor: The bigger the target, the larger is the trophy.

Favorite Weapon: Bow

Special Ability: A character of this tribe can always gain a Positive Die on actions against savage creatures of subhuman intelligence, be it to attack it, track it, or calm it down.

UNBREAKABLE MAIDENS

Some Amazons have lost their tribes or have been expelled by them. Many roam the Prismatic Nebula by themselves, trying to make it up for their mistakes or die an honorable death. Some, however, have found solace in each other's company and a tribe of renegades was formed. Calling themselves the Unbreakable Maidens, these Amazons do whatever it takes to set things right and protect the Universe from the threats of the Forces of the Void. They have no real organization and are usually treated as inferiors by other Amazon tribes, but they have saved their lives on numerous occasions, even if they don't realize.

Colors: Black

Code of Honor: We do whatever it takes.

Favorite Weapon: Any

Special Ability: They always recover 1 additional Vitality point when making any Recovery Roll, as nothing keeps them down.

WITCHES OF ZARTAS

The Amazons who have embraced sorcery and psychic powers to fight the Forces of the Void on their own terms. They are the only Prismatic Amazons tribe who openly make use of these ominous arts and thus are looked with suspicion by the other, more orthodox tribes. They are internally organized in covens, lead by the eldest and most powerful individuals in their tribe, gathering once every 13 years when the moons in the Prismatic Nebula align, to decide their goals and strategies for the next cycle. For some unknown reason, they have a powerful resistance against the corrupting powers of the Void, and very few of them ever join the other side of the eternal war.

Colors: Purple and Grey

Code of Honor: There is light even in the depths of darkness.

Favorite Weapon: Scythe

Special Ability: They gain a Positive Die to resist any mind-influencing effect originating from sorcery or psychic powers related to the Void.

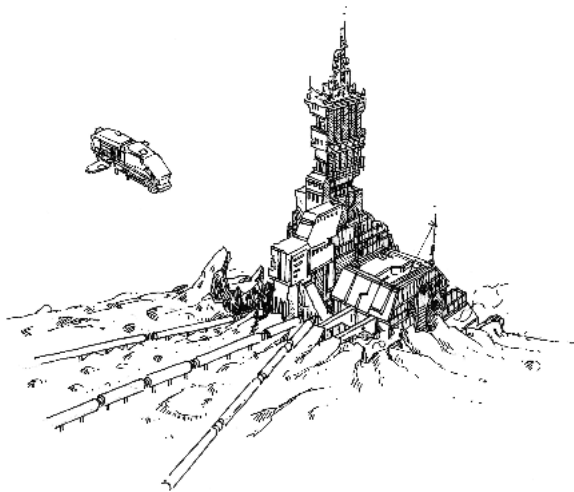


AMAZON ADVENTURES

After the Prismatic Amazons become more active in the Known Universe or if the Overlord decides to run a campaign centered around them, some of the Amazons' interests and problems can generate some compelling adventure hooks. What follows is a few of them.

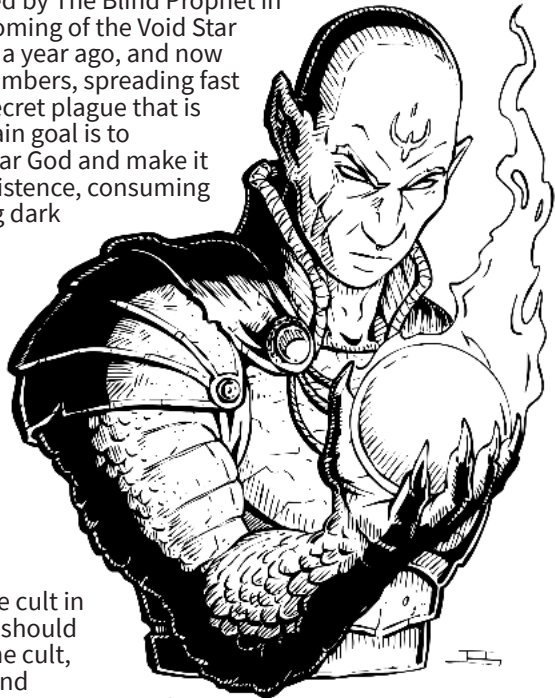
1d6 Adventure Hook

- 1 The Amazons guarding one of the Prismatic Fortress in the nebula have disappeared completely. Now the Lightning Guardians are asking for help to discover what happened and find their warriors or the security of the whole universe might be compromised.
- 2 The Prismatic Nebula is losing its colors and anything in the greyish portions of it is slowly losing its force and dying. Apparently, small stars are emitting a strange radiation that is causing this effect.
- 3 A group of Unbreakable Maidens has decided to attack a base of the nearby Galactic Overlord which has been installed very close to one of the moons where the Prismatic Amazons live. The other tribes want to remain hidden and fear the attack will draw attention to them.
- 4 Strange crystal formations are coming into the Prismatic Nebula from the outside. Initially, no tribe pays much attention to it, but after a few months the crystals became numerous and are now joining one another. What is their purpose? Who sent them?
- 5 A legendary amazon, known for her unbreakable courage and dedication against the Forces of the Void comes back from the legends telling about a parallel universe free from the evilness of the Void where all of them could go. This is, of course, a Void Demon in disguise.
- 6 A group of envoys from the Outer Regions has reached the Prismatic Nebula attracted by the legends of the stalwart warrior women who live there. The Amazons now debate whether to ignore them, attack them, or contact them. One thing that complicates the matter though, they have unwittingly freed a Void Beast that was imprisoned in an old prison of past Amazons.



THE CULT OF THE BLACK STAR

A recently found cult, created by The Blind Prophet in the Dark, after he saw the coming of the Void Star God. This happened almost a year ago, and now the cult has hundreds of members, spreading fast in the Outer Regions, as a secret plague that is spreading its virus. Their main goal is to empower their corrupted Star God and make it expand to encompass all existence, consuming everything in its threatening dark aura. Within a Universe that presents little hope for the downtrodden to find a better life or a chance to change things, a cult like this, promising a reward in this Universe that the Void Star God will rebuild after it consumes everything is quite attractive.



BELIEFS

In order to better portray the cult in the campaign, the Overlord should hint at the main beliefs of the cult, making it more believable and grounded in the Universe. Here are some of these beliefs in a table the Overlord can roll on to portray in the game.

1d6 Cult of the Black Star Beliefs

- 1 The Era of Light is over, as the stars have failed to prevent the apocalypse that befell the Universe. Now, the dark aura emanates above all others, ready to consume everything.
- 2 After the death of all Star Gods, the rebirth of the Black Star is a sign of new hope. A hope in the dark!
- 3 The greatest blessing and the perfect way to purify your soul and body of all the filth in this decadent universe is throwing yourself into the core of the Black Star, becoming one with our god!
- 4 The great Blind Prophet in the Dark is the envoy of our god, who can see clearly even without eyes! Follow him into the darkness, and your path is certain.
- 5 Spread darkness no matter where you are, protecting everyone from the weak light of the dying stars that blinds everyone from the truth.
- 6 Once the Black Star expands to cover the whole universe and consumes everything there is, a new Universe will be reborn inside the darkness, uncorrupted by the weak light and the faithful will be elevated to a new height!

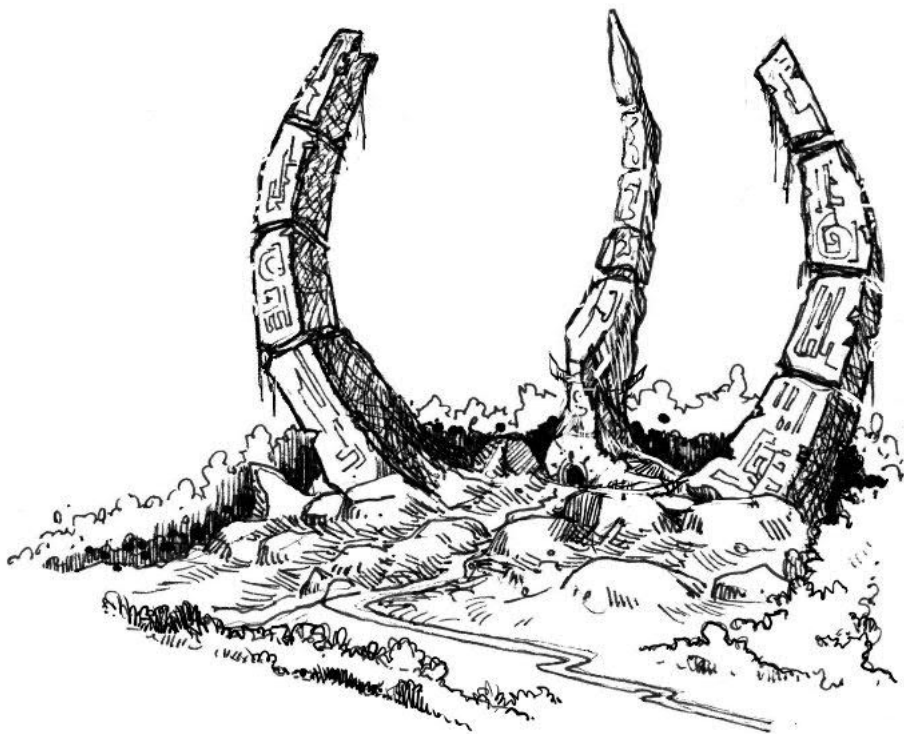


PRACTICES

Another way to slowly present the cult in an ongoing campaign is to portray their practices in the narrative wherever the PCs are, making them present and slowly expanding their membership everywhere they go.

1d6 Cult of the Black Star Practices

- 1 Always close your eyes when greeting a fellow member, as you can only truly see each other in the darkness.
- 2 Hide your eyes from the weakening light of the decadent stars, or they can blind you from the truth.
- 3 To pray for the ultimate darkness of the Black Star, you must be in complete darkness or your blessings will never come.
- 4 Wherever you go, do your part and take out the light that is blinding the eyes of the unfaithful, freeing them from this world of illusions and falsehoods.
- 5 As you ascend in the ranks of the cult, your eyes will be offered to the Black Star, making the eyeless the most revered members of the organization.
- 6 Every week, the sacrifices to the Black Star must be brought to the nascent star, feeding it to make its power expand. The more it's brought, the faster the new Universe will be reborn!



ADVENTURE HOOKS

But how to include the cult in your games? How can it inspire adventures for your campaign? What follows is a few ideas that kickstart an adventure involving the Cult of the Black Star.

1d6 Cult of the Black Star Adventure Hooks

- 1 Stars near the edge of the known universe are going through a transformation. Their white, blue, and orange light are turning dark blue and grey. At the same time, instead of giving warmth, they are taking it away and sentients are freezing to death. Coincidentally, on all these systems a vessel of strange configuration made of obsidian has passed by and seemed to drop some sort of seed into their star. Can this be stopped?
- 2 Some planets in the outskirts of the Outer Regions with the Dead Zone are being tidal-locked, keeping one of their sides in complete darkness. The Cult of the Black Star is behind this, installing some ancient and direful machine in the core of these planets to keep half of it in their sacred shadows and the other half burned by the constant light of the stars. Can this be reverted?
- 3 In one of the most inhabited planets in the Outer Regions, the populace is panicking, as their own shadows can now attack and strangle them. Only those who gouge out their eyes seem to be immune to that. People are being kept in rooms with light coming from all sides, but the effects of sleep deprivation is driving them to madness. Who could be behind this?
- 4 The Cult of the Black Star is offering great sums of Credits for any amount of Solar Crystals, and now many mercenaries are doing everything they can to get their hands on one, including raiding ships to get whatever amount travellers may have. The Cult feed it to their Void Star God, which is growing everyday and has already swallowed a small system in the outskirts of the Known Universe.
- 5 A new drug is taking the planets of the Freedalia Sector by the nose, as sentients from all walks of life sell even their internal organs to buy more of this dark powder they inhale, mix with food, or smoke to get high and see whatever they most desire. However, prolonged use is blinding them. Many still don't care and continue to consume this drug until they are totally blind and can't see anything else but the Void Star God that is now their lord.
- 6 The Cult of the Black Star is constructing a gigantic structure in space that looks like an ancient idol with the image of a spider. As the structure gets bigger and bigger, webs of ethereal fragments begin to form around it, entangling planets and moons nearby. The inhabitants of these places soon become cultists too, and now other structures are being built on nearby systems. Can this thing be destroyed?





CULT GENERATOR

There are literally thousands of Cults in the Universe, as are an infinite number of supernatural entities craving to form a following to gain a foothold in this reality. Overlords can use this generator to create new Void Cults for their campaigns.

First you can generate some details of the entity around which the cult revolves. Then, you can determine its portfolio, method of action in the Universe, and its personality.

The next step involves creating the cult surrounding it, how is it organized, the way in which it acts, their advantages, and the problems they are facing.

ENTITY'S NATURE

There are many types of beings being adored as Star Gods in Universe. Even though sentients will call them such no matter what their true nature is, it's useful to the Overlord to know exactly what that being is to have a basis to work from and to determine its true capabilities.

1d10 Entity's True Nature

- 1 **Mundane** (roll a d6: 1 - Statue; 2 - Object; 3 - A Rock; 4 - Plant; 5 - Animal; 6 - Sentient)
- 2 **Nature Feature** (roll a d6: 1 - A Tree; 2 - A Mountain; 3 - Fire; 4 - Feces; 5 - Hurricane; 6 - Sea)
- 3 **Undead** (roll a d6: 1 - Skeleton; 2 - Zombie; 3 - Shadow; 4 - Vampire; 5 - Lich; 6 - Blood)
- 4 **Alien** (roll a d6: 1 - Grey Humanoid; 2 - Sentient Polyhedron; 3 - Amorphous Mass of Tentacles; 4 - Sentient Insectoid; 5 - Humanoid Animal; 6 - Living Energy)
- 5 **Monster** (roll a d6: 1 - Giant Animal; 2 - Beastmen; 3 - Hybrid Animal; 4 - Carnivorous Plant; 5 - Mythical Creature; 6 - Deformed Human)
- 6 **Technological** (roll a d6: 1 - Weapon; 2 - Computer; 3 - Scrying Device; 4 - Vehicle; 5 - Portal; 6 - Robot)
- 7 **Demon** (roll a d6: 1 - Impish Child; 2 - Demonic Beastmen; 3 - Multi Armed Humanoid; 4 - Demonic Plant; 5 - Shadow and Ashes; 6 - Deformed Goat)
- 8 **Astrological** (roll a d6: 1 - Asteroid; 2 - Artificial Satellite; 3 - Moon; 4 - Star; 5 - Planet; 6 - Black Hole)
- 9 **Demi-God** (roll a d6: 1 - Smoke; 2 - Metallic Child; 3 - Hybrid Animal; 4 - Sentient Flower; 5 - Angel; 6 - Transparent Humanoid)
- 10 **True God** (roll a d6: 1 - Titan; 2 - Ever Changing Shape; 3 - Gigantic Crystal; 4 - Gigantic Organ; 5 - Colossal Reptile; 6 - Hive Mind of Worms)



ENTITY'S PORTFOLIO

Each of these Star Gods have subjects in which they are heavily invested and possess a strong influence upon. By rolling on this table, the Overlord can generate any number (or roll 1d6 times) for fields in which the entity has power over.

1d10 Entity's Sphere of Influence

- 1 **Nature** (roll a d6: 1 - A Plant; 2 - A Body of Water; 3 - A Season; 4 - Earth; 5 - An Environment; 6 - A Planet)
- 2 **Activity** (roll a d6: 1 - Hunting; 2 - Creating; 3 - A Crime; 4 - Flying; 5 - Whispers; 6 - Journey)
- 3 **Living Being** (roll a d6: 1 - An Insect; 2 - A Reptile; 3 - A Bird; 4 - A Mammal; 5 - Humankind; 6 - Microorganisms)
- 4 **Profession** (roll a d6: 1 - Crafters; 2 - Merchants; 3 - Warriors; 4 - Thieves; 5 - Undertakers; 6 - Musicians)
- 5 **Feeling** (roll a d6: 1 - Disgust; 2 - Curiosity; 3 - Lust; 4 - Greed; 5 - Horror; 6 - Tranquility)
- 6 **Knowledge** (roll a d6: 1 - Languages; 2 - Sorcery; 3 - Science; 4 - Math; 5 - Astrology; 6 - Storytelling)
- 7 **Monster** (roll a d6: 1 - Undead; 2 - Aliens; 3 - Serpentmen; 4 - Void Beasts; 5 - Fungoids; 6 - Demons)
- 8 **Element** (roll a d6: 1 - Fire; 2 - Water; 3 - Earth; 4 - Air; 5 - Lava; 6 - Fog)
- 9 **Objects** (roll a d6: 1 - Jewels; 2 - Weapon; 3 - Hats; 4 - Masks; 5 - Shield; 6 - Musical Instrument)
- 10 **Event** (roll a d6: 1 - Birth; 2 - Death; 3 - Volcanic Eruption; 4 - Tsunami; 5 - Eclipses; 6 - Fallen Stars)



ENTITY'S METHOD

The way in which the entity acts in the Universe varies wildly, some taking a more direct approach, sometimes even appearing to their devotees and performing actions in our reality; others prefer to remain in their own extraplanar dimensions, sometimes never interfering with mortal affairs. Overlords can use the table below to generate an overall way of acting for each entity.

1d10 Entity's Methodology

- 1 The entity never interferes with the mortal plane, either because it doesn't care about what happens or because it is restricted by some accord or powerful sorcery.
- 2 The entity rarely interferes in the mortal plane, and when it occasionally does, it does through cryptic messages to a very few chosen individuals who receive cryptic signs they must interpret.
- 3 The entity avoids meddling with mortal affairs as much as it can, but sometimes feels the need to send signs and messages to its followers. These, however, are cryptic and nonsensical to most of them.
- 4 The entity often tries to contact mortals either through dreams or when they are meditating. It never shows its true form or nature, often appearing as some strange manifestation such as a bright light, a flame, a cloud, or a pair of eyes.
- 5 The entity acts in the mortal world through specific proxies, such as statues, ponds, lanterns or something similar. Through them it speaks on important or holy dates to whoever may listen, sending warnings or teachings.
- 6 The entity eventually possesses a specific person or creature, which is deemed the chosen one and acts through it whenever it feels the need. The individual might know about it or not, and might take advantage of their position in the entity's cult.
- 7 The entity comes to the mortal world and mates with creatures until one of them bears its child, from which it will act in the Universe. Even as a small child, the demi-god acts as an avatar of the entity and spreads its word.
- 8 The entity send servants to our reality in the form of mythical creatures, such as angels, demons or other beings. These creatures although capable of acting independently, usually obey the entity's orders and wishes.
- 9 The entity occasionally forms a material body in the form most appropriate to its portfolio and followers. Through it, it can deliver messages, perform deeds and even battle the enemies of its faith.
- 10 The entity comes to the Universe and actually lives amongst mortals. The entity may either reveal itself or hide from the eyes of the lesser beings, but its power when revealed can be awe inspiring.



ENTITY'S PERSONALITY

These entities are capricious and fickle, having a personality difficult for sentients to comprehend. To make each of these supernatural beings more fantastical, the Overlord can generate multiple personality aspects so the entity can act erratically from time to time.

d66 Entity's Personality		d66 Entity's Personality	
11	Adventurous	41	Charming
12	Dramatic	42	Empathetic
13	Forgiving	43	Humorous
14	Individualistic	44	Logical
15	Peaceful	45	Rustic
16	Sentimental	46	Witty
21	Aggressive	51	Contradictory
22	Dreamy	52	Enigmatic
23	Frugal	53	Hypnotic
24	Inpatient	54	Maternal
25	Placid	55	Strict
26	Unpredictable	56	Whimsical
31	Aloof	61	Calculating
32	Cruel	62	Demanding
33	Disruptive	63	Fatalistic
34	Flamboyant	64	Haughty
35	Ignorant	65	Insecure
36	Lazy	66	Neurotic



CULT'S ORGANIZATION

Some cults are very strict with hierarchy and how their churches and temples are organized, having protocols for almost every occasion imaginable. However, there are many which aren't that organized, having just a loose set of principles, a leader and no central place of worship.

1d10 Cult's Organization

- 1 No organization at all in the cult. The followers each have their own vision and interpretation of the deity's desires and goals, often setting sects of the cult against one another, as they have completely opposing views about their religion.
- 2 Barely any organization, as the cult operates by broad principles most of the sects agree upon. Besides that, each cell has its own leader, their own sets of rules and hierarchy, sharing mainly only the most important rituals and ceremonies.
- 3 A central location of the cult with a more organized hierarchy and practices, while minor cells have more independence to act and structure themselves as they prefer, as long as they respect the authority of the central sect.
- 4 The cult is lead by a charismatic leader who makes all the decisions for the followers. Without formal organization, when the leader is not present or hasn't been clear enough, the devotees may become inactive or completely chaotic.
- 5 A council of Arch-Priests leads the cult, making decisions for their own congregations and, eventually for the whole faith when they gather. Sometimes, they don't agree and the cult may find itself divided into many factions, and even go to war with itself.
- 6 The cult has a main set of principles and a formal document that describes its main practices and hierarchy. However, due to the different circumstances that each sect faces in their locations, the cult allows some flexibility and modifications to their practices to make the religion more attractive to those individuals around it.
- 7 The cult is structured around a set of rules, procedures and hierarchy that are pretty strict, but it may occasionally revise these principles to make it more fit to the circumstances it currently faces.
- 8 A long time ago, the religion split in two major sects that are rivals in the eyes of one another, believing the other one has a corrupted view of the true principles of their faith and church. The two sects may occasionally work together to benefit their god, but most of the time they fight one another.
- 9 The cult is very organized and structured, having a strong set of procedures and very defined hierarchy. However, under dire circumstances and special times, it may allow some exceptions and may even change some of its rules to better serve their god.
- 10 The cult is extremely organized and traditionalist, fighting any change with all their forces. Any distinct thoughts are seen as treason and heresy, being punishable with dire measures and even death.



CULT'S METHOD

Some cults are not shy about their actions and may operate without any subterfuge. Others, however, may employ subtler methods and approach similar situations very differently. A cult may have as much as 1d6 methods of action.

d66 Cult's Methods	d66 Cult's Methods
11 Through the use of substances	41 Blackmailing those in power
12 By making a lot of noise	42 Bribing the authorities
13 Using intimidation	43 Through the bureaucracy of the government
14 Seducing influential people	44 Infiltrating merchant guilds
15 Employing thugs and bandits	45 By eloquent debates
16 By deceiving and conning others	46 By extremely logical deductions
21 By commotion of others	51 Using their charismatic leader
22 Spying on their rivals	52 Fast-talking those that doubt them
23 Doing as much work as they can	53 By using the sense of humor of others
24 Investigating those in their path	54 Using the law in their favor
25 Manipulating others	55 Tricking others with illusions
26 By throwing gold at their problems	56 By irritating their enemies
31 By negotiating with opponents	61 Through dire stubbornness
32 Being pitiful	62 By elaborate planning
33 Being quick to react	63 Doing extensive research
34 Spreading rumors and falsehoods	64 Sabotaging others' operations
35 Working as a tight team	65 By stealing what they need
36 Threatening anyone who defies them	66 By brutal and deadly violence



CULT'S ADVANTAGES

Every cult seeks something to put them ahead of their rivals, be it a powerful weapon, an economic advantage, or even a fanatical following.

d66 Cult's Advantages		d66 Cult's Advantages	
11	Controls authorities	41	Great at avoiding attention
12	Has favors with powerful individuals	42	Have charming followers
13	Financed by rich people	43	Doesn't leave evidence behind
14	Have many contacts	44	Knows shortcuts and secret passages
15	Launders gold for criminals	45	Leaders are important figures
16	Has many scholars in their midst	46	Knows the region well
21	Can construct believable lies	51	Have almost infinite funds
22	Powerful Leader	52	Highly trained members
23	Members are feared	53	Fortified location
24	Fanatic Members	54	Oracle with premonitory powers
25	They have nothing to lose	55	Bribes authorities
26	Has powerful allies	56	Have very useful items
31	Good reputation	61	Access to latest information
32	Widespread	62	Possesses advanced technology
33	Sorcery powers	63	Impersonates powerful individuals
34	Secret base of operations	64	Efficient methods of interrogation
35	Has many spies	65	Has an army
36	Criminal allies	66	Easy way of escaping



CULT'S PROBLEMS

In a similar way, every cult should have a problem to face and try to overcome. Some have internal conflicts weakening them, others have financial issues, while others are hunted down by authorities.

d66 Cult's Problems		d66 Cult's Problems	
11	Members addicted to something	41	Members debilitated
12	Weak allies	42	Members are cowards
13	Decadent members	43	Forbidden practices
14	The cult is overconfident	44	Member are infected
15	Members are cursed	45	Members are paranoid
16	Members are careless	46	Poorly equipped
21	Poor investments	51	Members are weak-willed
22	Members are greedy	52	Member aren't really faithful
23	Owens a lot of gold	53	Leader is an impostor.
24	Base of operations poorly defended	54	Leader draws too much attention
25	Members are soft-hearted	55	Predictable routine
26	Members are superstitious	56	Leader is suspicious of everyone
31	Insane Leader	61	They crave resources of another cult
32	Members leave evidence of their acts	62	Cult has many enemies
33	Receives false information	63	Resources stolen
34	Temperamental Leader	64	Members trust the wrong people
35	Base has a hidden weakness	65	Leader is missing
36	Members are hunted	66	Poor reputation



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OLD SKULL ZINE #2

BEYOND THE

PRISMATIC NEBULA

Here we are, back with more new content for Old Skull Publishing games! Since the first issue focused mainly on Dark Streets & Darker Secrets, this issue is mostly about supporting material for Solar Blades & Cosmic Spells, our heavy metal science fantasy RPG.

As with the previous issue, this one has material you can use right away at the table, presenting new possibilities, options and threats for the campaign. Particularly, we have an adventure where the PCs meet a previously unknown faction and have the opportunity to either aid them or oppose them. This faction also has a section detailed with tools to integrate them into the game, and even make PCs members of said faction.

Additionally, a cult dedicated to a corrupt Star God who has been reborn is presented with plenty of opportunity for adventure and conflict, as well as a complete generator for Cults and their Gods.

So prepare your star engines and ready your solar blades! Get ready for adventure!



OLD SKULL
PUBLISHING

