



XENO FILE:

Issue # 2

September 2017

\$ 1.25



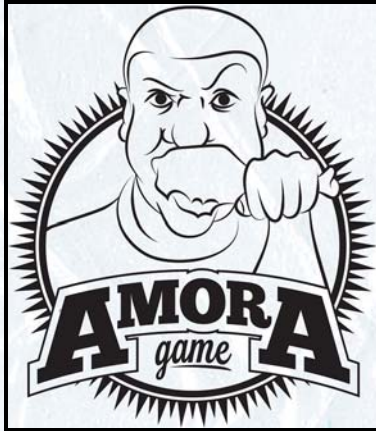
Dyson Alehouse: The Best Tavern Everywhere Since...

PLUS: Daji: Goddess of the Umvee
& Umvee conversion for Starjammer

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Xeno File: Issue 2

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Publisher: Greg LaRose, Amora Game

This product makes use of the *Pathfinder Roleplaying Game Core Rulebook* and *Advanced Race Guide*.

These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd

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Xeno Files: Issue 2

Table of Simple Contents

Dyson Ale House

By Chance Phillips. XF-3

Chart: Drink Appearance & Effect. . . . XF-4

Chart: Door Generation. XF-5

Chart: Room Generation. XF-6 to XF-9

Daji - The Living Kami. XF-10

Umvee - Starjammer & Pathfinder XF-11

OGL XF-12

XF-2

DYSON ALEHOUSE BY CHANCE PHILLIPS

Read this out loud when the players first encounter the Dyson Alehouse:
Massive neon signs saying Dyson Alehouse and "The Best Tavern Everywhere Since [Unintelligible]" in a variety of languages, some dead and some you don't understand, decorate the building. It resembles a Western saloon coated with chrome and steel plates. Antennae, fluorescent lights, and docking stations scatter the exterior of the building and a single automatic door lies at the front of the building.

Read this out loud when the players first enter the Dyson Alehouse:

Aliens and creatures of all descriptions swirl around the room, some popping into doors and others picking up drinks from the circular bar in the center. But one thing is constant, when you step in, all of them glare at you before continuing on their way.

From the outside, the Dyson Alehouse resembles nothing so much as a saloon plucked straight from the heydays of the Wild West, albeit with more chrome and flashing lights. However, once you step inside, this facade is proved inaccurate. Every portion of the interior walls is covered with doors, portholes, and apertures of every shape, color, and kind. A bar made entirely of a dull silver metal occupies the center of the room, with an insectoid android handing out beverages with their four arms.

If a player character attempts to take a drink from Dyson, the insectile android, they will emit a whirring sound before stating that the character must purchase a ticket in a broken version of the character's native language. If a character tries to talk to Dyson about things besides purchasing a ticket, there is a 50% chance that Dyson will brokenly respond and a 50% chance that Dyson will not recognize the character at all.



A terminal detaches from the bar with a coin slot. Once one hundred gold pieces worth of coinage has been inserted into the terminal, a ticket is spat out with the inscription, 'Valid for ten drinks'.

The ticket is a bright red, metallic, rectangle that is around four inches by ten inches. Every time a drink is taken from Dyson's arms, the ticket changes shades, becoming a cooler color. The ticket is not valid in other rooms and traditional payment must be made. Once it reaches baby blue, the next time a drink is taken, the ticket dissolves into a fine ash.

In order to determine the appearance and effects of a drink, roll twice on the "Drink Appearance and Effects" chart.

Valid for
10 Drinks

Drink Appearance and Effects		
1d20:	Description:	Effects:
1	Releases floating bubbles	Causes hallucinations of butterflies
2	Slowly changes color while fizzing	Skin turns a light blue for a short while
3	Exceedingly viscous	Grants ability to see in total darkness as if daylight for one hour
4	Emits a soft green light	Ears harmlessly emit steam while drinking
5	Emits a soft whistling sound	Pupils temporarily expand to fill the whole eye
6	Sickeningly sweet, tar-like substance	Causes horrific hallucinations in peripheral vision
7	Constantly swirls counterclockwise	Hair grows an additional inch
8	Consists of small spheres	Hair begins to fall out in clumps
9	Remains very hot in all conditions	Fingernails grow an additional four inches
10	Viscosity increases with pressure	Skin droops while drinking
11	Appears to be liquid shadows	Lose consciousness for 1d6+1d4 minutes
12	Looks like melted gold	Drink phases through the consumer
13	Drink floats around a small cube	The consumer moves 50% quicker for five minutes
14	Completely transparent	Turns the consumer's skin transparent
15	Emits a harmless flame	Small boils pop up on the consumer's skin
16	Gaseous substance in a glass jar	Become temporarily blind for 1d12 minutes
17	Identical to a watery mud	Reminds the consumer of their fondest memory
18	Smells like fresh wildflowers	Warms the consumer from the inside
19	Green with consistent pink foam	Hair begins to oscillate between different colors
20	Emits a bright, warm light	A green slime is emitted from the consumer's pores

Every twenty seconds or so, one of the patrons pops into or out of one of the doors or portholes in the walls before either heading to another door or leaving the building. If a player character pays particular attention to this cycle, they will notice that the doors sometimes switch locations or vanish altogether. If they watch for at least ten minutes, they will notice that four doors remain constant, one each in the middle of the four walls. These four doors are the entrance to the Alehouse and the other three cardinal doors, the only constants in the Dyson

Alehouse, besides Dyson themselves.

N.Door: The north door leads to a small room, around fifty feet by fifty feet with purple walls and a luscious shag carpet on the ceiling and on the roof. In fact, around half of the inhabitants of the room are walking on the roof instead of the floor, discussing obviously important matters with the other patrons of the room, as the room always appears to be on the brink of being embroiled in a raging fight.

West Door: The west door leads to a large mead hall, around thirty feet by one hundred feet with a massive fireplace at the farthest end and large wooden tables scattered throughout. Large bucket sized tankards of ale and mead are on the table and several of the patrons are drinking it by the bucket, whilst boasting of their, often impossible, deeds of strength or heroism.

East Door: The east door leads to a bar more representative of what you would think would be in a saloon from the Wild West,

rotgut and all. The second you step in, your clothes morph, altering into stereotypical Wild West clothing, regardless of your actual body shape; any weapons you may own do not change however, and for all mechanical purposes, it is just an illusion that affects people upon stepping into the room.

Each of the three cardinal doors' rooms also have doors and other portals of all kinds covering the wall, although, unlike the central room, each of the doors in the three rooms is a specific color. The doors in the east room are black, the doors in the west room are all made

of charred oak, and the doors in the north room are all the same color purple as the walls. When the player characters closely observe a door, roll once for each column on the following table:

d20:	Description:	Shape:	Miscellaneous:
1	Dandelion yellow	Octagonal porthole	Splatters of yellow paint
2	Very dark brown	Ogre sized door	Red and white polka dots
3	Mirrored paint	Pixie sized door	Deep grooves
4	Glass; no color	Swirling vortex	Discharges bolts of lightning
5	Translucent blue	Open hole	Blood stains
6	Swirls of different colors	Barred trapdoor	Emits a soft white light
7	Deep crimson	Collapsible door	Tugging at its hinges
8	Shows clouds in a red sky	Revolving door	Cracked down the middle
9	Painting of a tower	Hidden door (bookshelf)	Torn to shreds
10	Painted over window	Large hatch	Emits agonizing shrieks
11	Dog door	Penetrable forcefield	Tiny stars revolve around it
12	Batwing doors	False wall	High pitched keening
13	Revolving door	Sliding curtains	Appearance changes with an-
14	Black as the void	Collapsible rice paper	Soft breeze from the door
15	Rainbow colored swirls	Pliable glass panel	Burning hot to the touch
16	Drawing of pixelated eyes	Sliding oak panel	Frosty cold aura
17	Black holographic spirals	Collapsible fence	Transparent from one angle
18	Clashing colors	Vault/safe door	Sickening odor of decay
19	Red and green stripes	Laser grid	Flickers in and out of existence
20	Graffitied	Porcelain plug	Intangible to organic material

Every room in the Dyson Alehouse has a particular set of rules and patrons who frequent it. Quite often, the rules are nonsensical due to the slightly lacking sanity of the criminal inhabitants, but the punishments are still so exacting that no one really crosses the line.

In order to randomly generate the patrons and rules of a room that the characters enter, roll for each column on the “Room Generation Table” presented in the following pages. You may want to roll several times to generate rules and punishments.

In order to determine the size of the room, just use your best judgment and decide what would be best for the scene. If you think that it would be more cinematic or enjoyable if an alien biker gang is crammed into a tiny room or if microscopic people are in a massive, sprawling room, than they are.

Room Generation Table:

d100	Rules:	Punishments:	Patrons
1	Can't wear the color yellow	One hundred gold fee	Paranoid space cabal
2	Must buy a drink for everyone	Sever the right hand	Violent drug cartel
3	All weapons must be bound	Cut out the tongue	Alien mercenaries
4	Can only enter in groups of three	Trial by combat	Archivist cult
5	Only inorganic clothing allowed	Drink Valois juice	Compulsive drinkers
6	Robots must accompany biotic guests	Be frozen for one year	Robbers on the lam
7	Must tell story of greatest victory	Must write a novel	Neo-hippies
8	Must donate one novel or memoir	An impossible quest	Illegal book club
9	Everyone has to be drunk to remain	Death by bamboo	Undercover journalists
10	No recording devices of any kind	Ritual scarification	Sentient furniture
11	No patrons can have horns	Branding	Nihilistic A.I.s
12	No melee weapons; only ranged ones	Tied between two ships flying apart	Technological Luddites
13	No silver jewelry is permitted	Tossed out into space	Luddite androids
14	Can not insult anyone else in the room	Fed to the Beast	Proselytizing sell-swords
15	Must communicate in a 'dead' language	Death by a thousand cuts	Infamous cult
16	No flowers of any kind	Must apologize	Undercover cops
17	Must be seated immediately	Cannot talk again	Zealous monks
18	Must be from a class V or higher planet	Must leave the room	Biker gang
19	Must bring offering of finest alcohol	Must drink blood	Lazy adventurers
20	No leather or furs whatsoever	Burned alive	Impertinent druids
21	Must be a card carrying member	Imprisoned for a day	Minor demons
22	Must be a citizen of the Federation	Gagged and blindfolded	Druggies
23	Must bring tribute of premium fuel	Right eye cut out	Insectile clan
24	Must kiss the leader of the crew	Tooth yanked out	Rowdy dwarves
25	No pets allowed	Coated in pheromones	Pyromaniac elves
26	Cannot have published any writing	Beaten to death with their own limbs	Scholarly orcs
27	Must win a gladiatorial match first	Hunted by the Space Hound	Greedy slavers
28	Must be able to jump >5 feet high	Bound to a tree	Careful bookies
29	Must be missing at least one limb	Put on the Registry	Space pirates
30	Must be a spellcaster	Reported to the authorities	Artificers of all sorts

Room Generation Table Con't:

31	Must be blind or mute to enter	Battle to the death	Bootleg dealers
32	Cannot draw a weapon at all	Must drink till unconscious	Microscopic folk
33	Sign name to parchment with blood	Infected with spores	Sentient shadows
34	Cannot have taken a drink yet	Cast into the 9 th dimension	Uncaring hive-mind
35	Must have heavy scarring	Magically aged	Food critics
36	Must own a spaceship of some kind	Whipped ten times	Artist collective
37	Must be >100 years old	Cold shoulder	Mixture of people
38	Must have all appendages	One pint of blood	Transhumanists
39	Has to be clean shaven	Must break a bone	Cyborg meeting
40	Can not have two or more heads	One hour in the Chamber	Vampire collective
41	Can not wear any silk	Memories wiped	Two headed aliens
42	Must chug whiskey at midnight	Greatest possession is taken	Secret meeting of the Federation
43	Cannot be over 30 years of age	Ritually sacrificed	Xenophobes
44	Must don a tinfoil hat upon entrance	Framed for a crime	Conspiracy nuts
45	Has to be a wanted man in 2+ systems	Kindly asked to leave	Sentient mushrooms
46	Must have a hat of some description	Publically shamed	False god meeting
47	Must relinquish greatest possession	Spaceship is taken	Hoarders meeting
48	Fee is required upon leaving	Clothes are burned	Mutant silkworms
49	All communication has to be written	Weapon confiscated	Moonshiners
50	No electric circuits or electronics	One week in jail	Scaleless dragons
51	No heavily radioactive equipment	Starved for a week	Worm hunters
52	No talking or communicating at all	Electronics are fried	Toad worshippers
53	Cannot be called by a certain name	Banned from the room	Non-carbon based life forms
54	No gasping or sighing permitted	Twenty lashings	Evolved viruses
55	No robots or androids permitted	Gear confiscated	Robotic cabal
56	Cannot have been arrested	Magically de-aged	Vigilante group
57	Must be a cyborg of some fashion	Shrunk	Supercomputer AI
58	Must abstain from alcohol	Stretched out	Meteor miners
59	Must complete a puzzle	Death by quicksand	Phobia sufferers

Room Generation Table Con't:

60	Patrons must've written a scholarly paper	Name slandered	Moonshine brewery
61	Must have completed an impossible quest	Companions sent away	Committee of Manners
62	Has to be able to lift one ton	Crushed by weights	Worldly temple
63	Cannot say the word 'orange'	Wrestle a monster	Fighting ring
64	No gold can change hands	Confiscate all gold	Neocolonialists
65	Must donate to a charity often	Hair shaved	Sawbones meeting
66	Cannot insult the musicians	Finger amputated	Makeshift hospital
67	Must offer prayers on the half hour	Thrown into pit	Vengeful warriors
68	Must sacrifice a small creature	Death by rats	Solitary hologram
69	Must plant a tree in the room	Blood used to paint	Ratcatchers' union
70	Must add to the collective painting	Polymorphed	Space warlocks
71	Must assist with the Great Hunt	Drowned in alcohol	Bazaar of secrets
72	Cannot stop someone from drinking	Toes chewed off	Secretive traitors
73	Cannot trade blows with anyone	Opened to insanity	Unholy monks
74	Must wear a blindfold in the room	Eyelids sewn shut	Weightlifters' guild
75	Must add a spell to the spellbook	Tarred & feathered	Master artisans
76	Cannot have feathers or scales	Pit of Despair	One monkey/ape
77	Cannot question room's authorities	Used as a sculpture	Drunken warlord
78	Must create a piece of art before leaving	Lost to time itself	Time-travelers
79	Must wear a mask in the room	Possessed by spirits	Insane cenobites
80	No food can be eaten in the room	Gorged to death	Paranoid refugees
81	No aquatic aliens can enter	Eyes sewn open	Revolutionaries
82	Must witness the hologram	Sent to desert world	Questing party
83	Cannot leave before a day's passed	Must stay forever	Fasting priests
84	Robots must be shut down	E.M.P. detonated	Dwarven clan
85	All jewelry must be surrendered	Hated by patrons	Thieves
86	No holograms of any kind	Lips sewn shut	Immortal beings
87	All ammunition must be surrendered	Shot with own guns	Pacifists
88	Must sample everyone's dish	Brain digitized and encrypted	Illegal marketplace
89	Cannot be invisible or use magic	Ears severed	Miniature country

Room Generation Table Con't:

90	All spellcasters must be gagged	Sent to timeless void	Gravediggers
91	Must light a fire in the room	Spellbook burned	Broken optimists
92	Cannot say 'no' in the room	Skin turned orange	Self-fueling robots
93	Must wait six hours before talking	Bomb installed in body	Hunters of the Beast
94	Must kiss everyone's hand	Shot by firing squad	Government goons
95	Cannot ask any questions at all	Skin used as rug	Mercenary squad
96	Must donate to the local beggar	Burned alive	Anti-spellcasters
97	Cannot refuse a drink	Become a beggar	Burglars
98	Only priests can talk in the room	Indefinitely cursed	Turnkey zealots
99	Only lies can be spoken in the room	Buried alive	Preppers' room
100	None	None	Completely empty

Using this Building:

The Dyson Alehouse is meant to serve as a more secure inn or resting place for the player characters after an adventure. It also provides a ready to use location for when the characters are trying to extract some information from the criminal underground, or when they need some really good alcohol. It also serves as a unique location that you could base an entire session around, as the party tries to track down a criminal who ducked into one of the doors, forced to try every door until they find the one with their target inside. Plus, due to how erratic the Dyson Alehouse is, you can easily incorporate it anywhere in your campaign setting, even somewhere the players have already explored, with minimal explanation.

How Do the Doors Work?

The doors in the Dyson Alehouse actually serve as wormholes to other locations scattered throughout various systems. But due to the erratic nature of wormholes, they are constantly disappearing and reappearing, but when someone from the Dyson Alehouse enters a wormhole, the wormhole will almost always stay open until they return, although the door may change location.

There still is the odd campfire story of a patron who entered a wormhole before the wormhole closed, without any way to get back to the tavern. The three cardinal doors are the only ones that were stabilized properly so they are on the only wormholes that never close, and even stay in the same place all of the time. In the locations that the doors link to, the wormholes are seen as a potential security hazard, but so long as the travelers follow the rules of the establishment and don't cause too much trouble, they're generally allowed to stay. Because the three cardinal rooms have been connected to the Dyson Alehouse for as far as anyone has remembered, they have adapted to it, and many people from the native system of the cardinal rooms head there for tales of galactic adventure and traders of odd goods or services from all over the universe.

DAJI

The Living Kami

LN goddess of Umvee, adaptation, community, tradition, symbiosis

Centers of Worship:

Amorian, assorted minor cults throughout the Realm

Symbol: Kitsune clan mon from the old world

The Umvee have followed the “Great Practice” from the time the first Kami placed their thumbprint onto the forehead of Man. Daji lived among these Kami and helped mankind move forward into the world. In guise of a human, she walked with them, guiding their first civilization into a grand dynasty. Daji even birthed a bloodline in order watch over mankind as she grew tired of her human form. She returned to the lands of her origin to be with her sibling kami and enjoy her first children, the Kitsunemimi. Then like other kami, she slept, but a faithful group continued to watch over her. When she woke, she explored a world that was absent from her presence, grow and mature. Then she cleansed the world of the children that had gone astray, leading her faithful children to an advanced “clean slate” world.

Daji is an opportunist, with only regard for the betterment of her children. She has walked the material plane for millennia and has herded her flock of loyal followers to a brighter future. Even taking the time to learn the technology in order to modify the Umvee genetically, instead of changing them with her divinity.

Symbiosis with the natural environment and technologic advancements is the largest concern of hers. She feels there should be an ebb and flow between the two, while keeping the environment untouched. Work with science as a tool to improve natural order and achieve greater biological perfection.

Worshippers of Daji follow her philosophy and oral tradition that has been written in press and digital format called the *Great*



Pathfinder Compatible: Starjammer Compatible

DAJI

Alignment: LN

Domain: Animal, Community, Plant, Law, Trickery

Favored Weapons: Katana, Stun Baton

Nationality: Amorian

Practice. One part environmental survival guide and one part cultural instructions on how to live, its table of contents boast ancient poems, tenets of faith, guidelines on traditional ceremony for serving tea, arranging living quarters to best motivate an individual, along with wardrobe, color preferences, and practical living guide for the technology assisted naturalist. It contains doctrines on social and physical combat, along with ancient and present warfare strategies to include aerial and spacecraft combat.



UMVEE CONVERSION

Umvee Racial Traits

+2 Constitution, +2 Intelligence, -2 Charisma (0 RP): Umvee are genetically designed to be hardy and intelligent, but follow a strict social hierarchy.

Kemonomimi (0 RP): Umvee are humanoids with kemonomimi subtype.

Medium: Umvee are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed (0 RP): Umvee have a base speed of 30 feet.

Genetically Engineered (2 RP): Umvee are born with a genetic advantage. Choose one of the following genetic birthrights:

Alpha: Bulkier and stronger, alphas gain with a +1 racial bonus to damage on melee attacks. Starting at 1st level, an alpha gains 1 Stamina per level.

Beta: More social than the others, betas gain a +1 racial bonus to two of the following Skills: Bluff, Diplomacy, Intimidate, or Sense Motive.

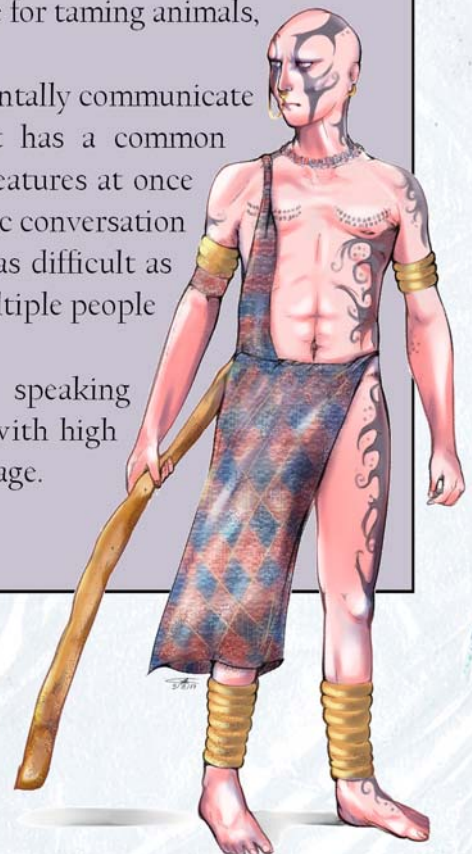
Omega: Omegas hold the role of spiritual advisors and gain +1 racial bonus to Knowledge (arcana) and Knowledge (religion) checks and receive a +2 on caster level checks.

Zeta: Zetas are the hardest of the birthright. Zetas receive a +2 racial bonus on saving throws against disease, poisons, and becoming nauseated or sickened, and mind-affecting effects.

Natural Hunters (4 RP): Umvee have a +2 racial bonus to Handle Animals and Survival skill checks. They have natural aptitude for taming animals, hunting, and tracking.

Limited Telepathy (Su) (4 RP): Umvee can mentally communicate with any other creature within 30 feet that has a common language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Language: Umvee begin play speaking Common and Amorian. Umvee with high Intelligence scores can choose any language.



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