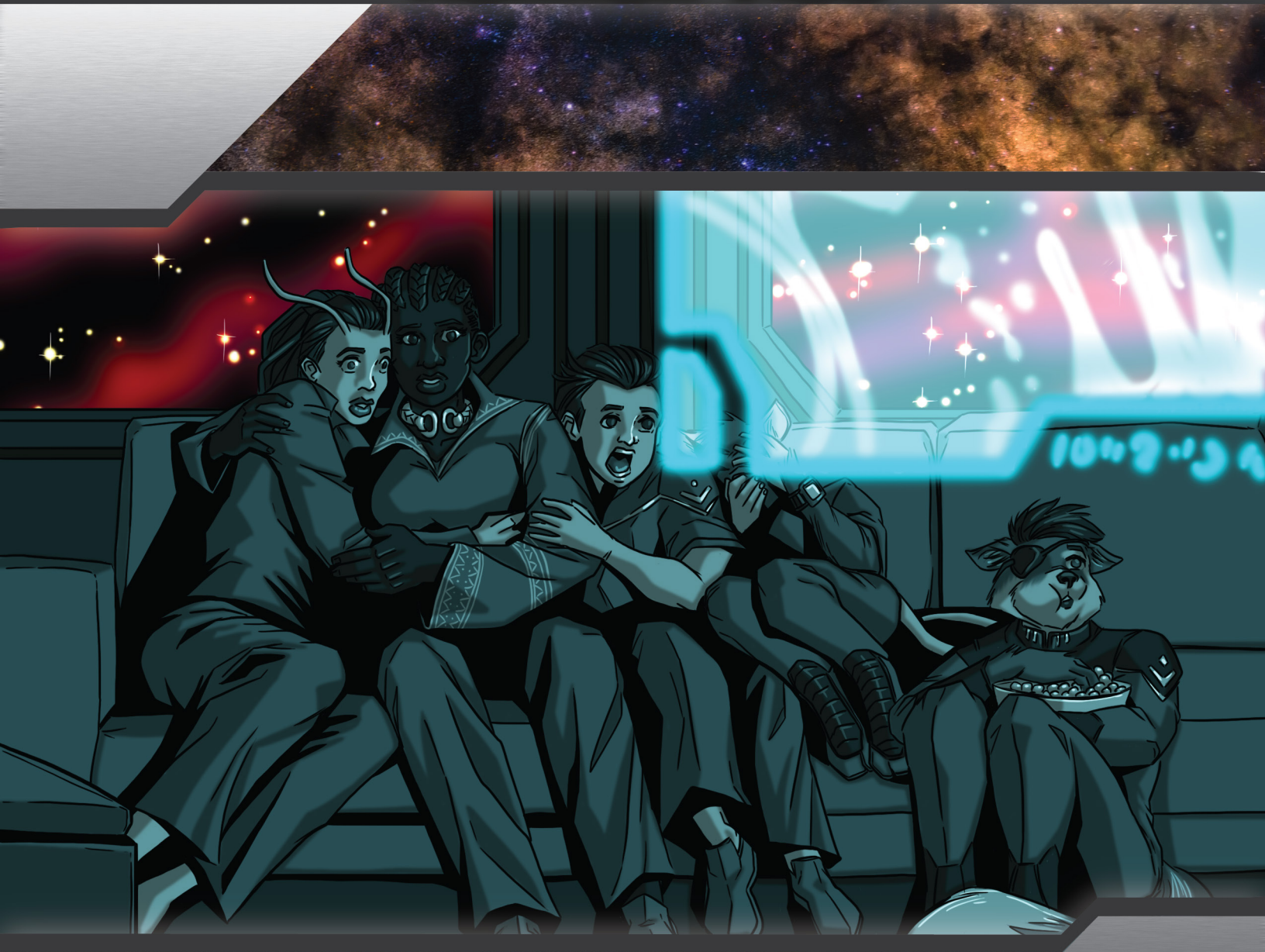


POP CULTURE CATALOG

HORROR VIDS



BY GEORGE "LOKI" WILLIAMS



POP CULTURE CATALOG

HORROR VIDS

Author: George “Loki” Williams

Cover Artist: Jacob Blackmon

Development: Alexander Augunas

DESIGNATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration

DECLARATION OF OPEN GAME CONTENT

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Compatibility with the *STARFINDER ROLEPLAYING GAME* requires the *STARFINDER ROLEPLAYING GAME* from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the *STARFINDER ROLEPLAYING GAME* and the *STARFINDER ROLEPLAYING GAME* Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

POP CULTURE CATALOG: HORROR VIDS © 2020 by Everybody Games.

ABOUT EVERYBODY GAMING

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since. In 2019, the company’s name changed to Everybody Games in order to reflect our mission to get everyone gaming.

Want to check out a full listing of Everybody Games’ products and stay up-to-date with Everybody Games’ announcements? Visit <http://www.everybodygames.net!> You can also follow Everybody Games on Facebook at <https://www.facebook.com/ttrpgeverybodygames> or on Twitter using our handle, [@EBGamesLLC](https://twitter.com/EBGamesLLC).

ACCESSING: CATALOG... ACCESS: GRANTED.

Welcome to *STAR LOGS.EM*, brought to you by Everybody Games! Here at Everybody Games, we strive to bring you exactly what you need for your starfaring adventures. From new class options and archetypes to the latest information on alien life forms found throughout the galaxy, Everybody Games is here to make sure that your space ship is stocked and your datajacks filled with everything you need to have safe, fun, and profitable adventures throughout the known galaxy. (Warning: Everybody Games takes no responsibility for any death, permanent affliction, potential brain scrambling, or similar impairments you may suffer during your adventures.)

Breathe a little extra life into your Starfinder campaign with Everybody Games's *POP CULTURE CATALOG* series! This high-flavor series specializes in providing both players and GMs with everything they need to feel like they're playing in a living, breathing world by providing setting-neutral popular culture grounded in Rogue Genius Games's Blood Space Campaign Setting that anyone can reference! Each installment of the *POP CULTURE CATALOG* tackles a new and exciting topic! Regardless of the theme or idea, all *POP CULTURE CATALOGS* are intended to add something cool or weird to your tabletop experience. We believe that every Everybody Games product is something special and wonderful, no matter how small, and hopefully after reading this installment of *POP CULTURE CATALOG* series you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games



FANDOM RULES

As you interact with popular culture, you'll no doubt begin to build a repertoire of your favorite brands, media, and entertainment, most of which possess a following of devoted and engaged individuals. Such followings are known as fandoms, and anyone belonging to a fandom is known as a fan. Belonging to a fandom grants you additional benefits and abilities, as described below.

JOINING A FANDOM

To join a fandom, you must engross yourself in the topics covered by the fandom. Most fandoms require that you engage with the fandom's topic for 24 hours. These hours don't need to be consecutive, but each session must be in 1-hour increments and cannot exceed 8 hours. Once you've accrued the necessary amount of engagement, you simply need to declare that you're a member of the fandom in order to join it.

You can belong to a total number of fandoms simultaneously equal to 1 + your Charisma modifier (minimum 1). In addition, for every 5 ranks you possess in any skill, you can join one additional fandom that lists that skill as an associated skill. For example, if you have 5 ranks in Computers, you can join one additional fandom that lists Computers as one of its associated skills. Detailed below is a list of several fandom categories and their associated skills:

- » Adult Entertainment (Culture, Profession [sex worker])
- » Bars (Culture, Life Science, Profession [bartender])
- » Infosphere Series (Culture, Profession [video personality])
- » Infosphere Sites (Computers, Culture)
- » Movies (Culture, Profession [actor])
- » Musicians (Culture, Profession [musician])
- » Resorts (Culture, Diplomacy)

LEAVING A FANDOM

You can leave any fandom that you belong to whenever you want simply declaring that you've left it. Once you leave a fandom, you immediately lose access to its fandom perk (see below). You can rejoin any fandom that you previously belonged to whenever you want, using the rules for joining a fandom as outlined above. When rejoining a fandom, you only need to engage with its topic for 12 hours instead of the usual 24.

FANDOM PERKS

Each fandom possesses a unique benefit that you gain for having engrossed yourself in the fandom's topic. This benefit is known as a fandom perk. Although you can have one fandom perk per fandom you belong to, you may only have one fandom perk active at a time. Each time you take a 10-minute rest to regain Stamina Points, you can choose one of your fandom perks to be your active fandom perk. This causes any previously chosen fandom perks to become inactive until chosen again. Additionally, you can spend 2 Resolve Points as a full action to swap your active fandom perk for a different fandom perk.

HORROR VIDS

Video technology is considered one of the greatest entertainment achievements of modern civilization, as it represents the ability to tell stories utilizing images and dialogue in a way that reading simply cannot match. While the power of the imagination to allow an author to paint vivid sceneries to be filled in by the reader's imagination cannot be denied, vids allow skilled directors and producers to paint a more complete depiction of a world and the people who inhabit it. Rather than merely imagine the story, these professionals create an illusion that vidgoers experience with their eyes, ears, and (sometimes) noses, and as many a great mind as said before, seeing is believing.

This section details a number of popular vids in the Xa-Osoro System. Each entry notes the vid's director, producer, production company, leading roles, and the year that the vid was released.

APEX PREDATOR

DIRECTOR	Alia Nova (female halfling)
PRODUCER	Memnephoret Xig (host shirren)
COMPANY	Black Mithril Omnimedia
RELEASED	297 AN
STARRING	Rupert Grimm (male dwarf), Arin Storr (male vesk), Ashley Frith (female human), Urarae Skystrider (female kitsune)

Among the best-known vids in the horror genre, *Apex Predator* is the original installment in one of the Xa-Osoro System's most beloved action/horror franchises. Centered around an alien horror engineered by an unholy union of magitech and necromancy, the film centers around the titular *Apex Predator*, a monster from the depths of space that teleports away after murdering its victims seemingly without a pattern. The movie follows scientist Andromae Frex (Frith), retired soldier Giln Harkax (Storr), and criminal lord Yl Barvaros (Grimm), who awaken mysteriously on an uninhabited jungle world alongside a half-dozen others, the next victims of the *Apex Predator* (Skystrider). Along the way, Frex, Harkax, and Barvaros uncover the origins of the *Apex Predator*, discovering it was a secret biotech experiment of a mad Radiant Imperium scientist gone terribly wrong. By the end of the movie, Andromae is the *Apex Predator*'s only survivor after she seemingly slays the creature by hoisting it by its own petard after sending it tumbling down into a minefield with a well-aimed leg sweep.

Apex Predator is noteworthy for having launched the career of action superstar Ashley Frith, who has maintained some role in each of the series' five sequels. Urarae Skystrider is praised for her work as the *Apex Predator*, which is noteworthy for having very little special effects. Director Alia Nova wanted the *Apex Predator* to feel as realistic as possible, so she dismissed all available CGI technologies in favor of detailed suits designed specifically for Skystrider's body. Among the cast, only Grimm never returned for another installment of the franchise, as his substance abuse was at its worst during shooting and he famously burned bridges with Alia Nova while on the red carpet when he told Bortath Skex of *The Bortath Skex Show* that Nova lacked any true appreciation for the horror genre, and that the movie would be great in spite of her live on Skex's

infosphere show. A famous rumor claims that a member of the production team even placed a hit on Grimm after the stunt, though such tales have never been commented upon.

The *Apex Predator* franchise currently has five sequels: *Return of the Apex Predator*, *Bride of the Apex Predator*, *Spawn of the Apex Predator*, *Revenge of the Apex Predator*, and *Apex Predator: Beginnings*. The franchise's fandom largely agrees that *Bride* and *Revenge* are fantastic movies, while the others are insanely lucrative cash-grabs at best.

FANDOM PERK

Repeated viewings of *Apex Predator* and its sequels have given you surprisingly useful insight on hunting and tracking prey. Whenever you use the follow tracks task of Survival, reduce the DC by 5.

CLAWS

DIRECTOR	Alia Nova (female halfling)
PRODUCER	Memnephoret Xig (host shirren)
COMPANY	Black Mithril Omnimedia
RELEASED	318 AN
STARRING	Ysenia Vert (nonbinary human), Shalta Day (female human), Urarae Skystrider (female kitsune), Hrelus Greenmane (male catfolk)

Considered by many to be the magnum opus of legendary horror director Alia Nova, *Claws* is celebrated as a masterpiece of suspenseful writing and macabre storytelling. Set in a fictional research facility on Bantosian, Ashel Roads (Vert), Yesell Jones (Skystrider), and Xelys Ranger (Day) are researchers studying the effects of blood space on indigenous creatures. Unbeknownst to them, their facility has a dark secret—they're using the women's research to attempt to create an army of mentally malleable catfolk super soldiers. When one mutation goes horribly wrong, a feline monstrosity (Greenmane) stalks the halls of the facility, hunting the scientist and brutally eviscerating them at every turn. In the end, the three protagonists escape the research center alive but scarred, defeating the monster by using a starship's robotic appendages to drag the beast into a vat of acid.

Claws is among the most beloved horror movies in the system, praised for its masterful use of atmosphere and score.

Director Nova originally reached out to Anxiety to perform the score, but they declined her offer, saying that working for a production company as large as Black Mithril Omnimedia was “selling out.” Instead, the work was offered to Tarbok, whose neoclassical rifts were a far cry from the dark sounds of Anxiety’s signature T-Punk sound. *Claws’* commercial success ended up catapulting Tarbok to success, landing him the gig with *#MutantSchool* that would ultimately result in the creation of his smash hit single “Rule the School,” while also dooming Anxiety, as the movie’s success created a schism between the members that ultimately resulted in the band reforming under the name Banner Noir.

Claws is also noteworthy for starring Urarae Skystrider, a kitsune actress, in a leading role. Director Alia Nova and Skystrider worked together on Nova’s Apex Predator franchise, where Skystrider played the role of the monster. She was offered the role of Yesell Jones in *Claws* after a dinner party where the actress lamented the difficulty kitsune actors have in landing starring roles in major studio productions, a fault that her friend reportedly promised to rectify by giving the role to Skystrider. Early versions of the script reportedly had the character of Yesell become one of the monster’s early victims, but the script was rewritten not only to avoid stereotyping kitsune-led roles, but in part due to Skystrider’s phenomenal performance.

FANDOM PERK

You’re especially competent at working through anxiety and fear thanks to dozens of viewing of *Claws*. You gain a +2 bonus to saving throws against effects that cause the shaken condition, and you reduce the duration of any effect that gives you the shaken condition by 1 round.

DEMONS FROM BEYOND THE MULTIVERSE

DIRECTOR	Vikk Minos (male nuar)
PRODUCER	Nigel Oakenshield (male dwarf)
COMPANY	Starmetal Screen Pictures
RELEASED	302 AN
STARRING	Ston Hedrin (male human), Mau’rrer Car (female catfolk), Rock Oddson (agender mechanoi), Aki Rosenya (female human), Kan Vertik (male lashunta)

Among the most beloved cult classic horror films of the past century, *Demons from Beyond the Multiverse* is a low-budget tale of horror and suspense wherein demonic intelligences from “someplace else” overshadow key figures throughout the governments of Tor and the 1010 SuperRing. Together, the titular demons throw the daily lives of the people of the Xa-Osoro System into upheaval as more and more people are kidnapped by overshadowed police and stuffed into virtual reality simulators where they are tormented ceaselessly, their suffered cries providing psychic fuel both for the demons and their unusual technologies. Alek Ral (Hedrin), Ashya Venross (Rosenya), and Myris Claw (Car) stagger through this strange, new world together, slowly learning the diabolical plans of the President (Vertik) as every friendly hand systematically turns

against them. In the end, the President conquers all, and the bleakness of this vid’s ending is legendary.

Demons from Beyond the Multiverse was an unexpected smash hit from then-freshman director Vikk Minos, but despite his obvious penchant for horror the nuar director never directed another horror film. Instead, Minos migrated to action films for a time before his recent foray into rom-coms. *Demons from Beyond the Multiverse* also marked the first time that Ston Hedrin and Mau’rrer Car co-started in a vid together, a choice met with wide critical approval due to the pair’s undeniably good chemistry on-screen. Hedrin and Car would go on to co-star in nine other films, but it’s said that by their fourth vid, *Deviltry on the Starless Station*, the pair could barely stand each other, and their differences caused frequent problems and shutdowns during subsequent productions.

FANDOM PERK

Frequent viewings of *Demons from Beyond the Multiverse* has given you insight on subtle nonverbal cues, and you’re especially good at intercepting them as a result. You gain a +2 bonus to opposed Sense Motive checks to intercept secret messages passed using the Bluff skill.

FEAR STALKS THE NEST

DIRECTOR	Oswald Hodekin (male kobold)
PRODUCER	Koval Hodekin (female kobold)
COMPANY	Gold Drake Productions
RELEASED	319 AN
STARRING	Jilda Parat (female kobold), Kalak Matoul (female kodold), Valtir Hodekin (male kobold), Yitsar Flete (female kobold), Baringa Burrowrunner (male kobold)

An all-kobold production, *Fear Stalks the Nest* was an unexpected smash hit among viewers of all species. The vid’s plot centers around an amalgamation of vengeful spirits from before the Nova Age that stalks the caverns beneath Site 46, a kobold mining operation on an asteroid out in the Belt of Azan. Roused when Yip Tattletail (Jilda Parat) and her crew accidentally burrow past the ancient wards and seals from lost Azan that were holding the horror at bay, the terrified inhabitants of Site 46 must muster the mettle and bravery mandated to defend their beloved nest from a supernatural onslaught of horror, including ghosts, ghouls, reanimated kobold corpses, and more. From pitched tunnel battles and traps of bewildering complexity to the eerie silent violence of action on and between the asteroids, *Fear Stalks the Nest* was the highest grossing vid of its production year, a first for a horror vid, and resulted in a massive wave of interest in hiring kobold actors across all genres.

Fear Stalks the Nest is the first production by Gold Drake Productions, a fledgling start-up run by the Hodekin kobold clan, a family of gold-scaled kobolds who claim to have gold dragon ancestry. The company is led by power couple Koval and Oswald Hodekin, and many of their family members and the vid’s cast list is littered with the names of children,

family members, and other clan affiliates. Stakeholders were originally scarce for *Fear Stalks the Nest* due to the perceived risks of working with a kobold start-up, but the vid's commercial success among people of all species catapulted Gold Drake Productions to the top overnight. Of course, tabloids at the time claim that the movie only got greenlit in the first place because legendary kobold musician King Cormic funded the project as a favor to Jilda Parat, his then-mistress.

FANDOM PERK

You've picked up a surprising amount of kobold culture from frequent viewings of *Fear Stalks the Nest*. Reduce the DC of Culture checks to recall knowledge about kobolds or their culture by 5; this bonus stacks with any theme knowledge you possess. You also gain a +1 insight bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against kobolds.

GONE

DIRECTOR	Spring Petalpaws (genderfluid kitsune)
PRODUCER	Memnetheret Xig (host shirren)
COMPANY	Black Mithril Omnimedia
RELEASED	320 AN
STARRING	Arin Storr (male vesk), Urarae Skystrider (female kitsune), Iliana Wildhair (female elf), Baringa Matoul (male kobold), Gascon Rush (male gnome)

Dubbed a paranoid masterpiece by Xa-Osoro Today, *Gone* is a psychological horror story that tells the tale of Kelso Ran (Arin Storr), who wakes up one morning to discover that he is "gone." No one remembers him, his accounts no longer exist, and all record of his life has vanished entirely. Completely unable to interface with or function in society, Ran soon finds himself on the run from Radiant Imperium soldiers who believe him to be a Vesk Empire spy. As the story progresses forward, Ran begins to doubt his own existence and memories. In the film's dramatic finale, Ran breaks into his parents' retirement facility, soldiers hot on his trail, only to discover that his mother is dying, and her final words before passing are that she regretted never having a son. Moments after hearing this, the stunned Ran is gunned down, the film ending as Ran lays on the ground in shock, his blood oozes out around him.

Beloved by audiences and critics alike, *Gone* is acclaimed for being brilliantly unsettling and a master class in paranoia and suspense. Critics are torn on the symbolism of Ran's dying scene, as the final sound audiences hear before the film cuts to credits are Ran gasping overlaid upon a black screen, and while one vocal camp claims that this final scene confirms that Ran dies without ever knowing why he vanished, another equally large and vocal camp speculate that Ran survived the encounter and was taken into custody. Arin Storr claims to know which of these interpretations is true based on the script, but to date neither he nor anyone on the project have spilled the secret.

FANDOM PERK

You've internalized much of *Gone*'s clever, fast-talking dialogue and can apply its script to your own speech.

Whenever you attempt a Bluff check to lie, you can spend 1 Resolve Point to roll 1d4 and add the result to your Bluff check as an enhancement bonus.

HEARTTAKER

DIRECTOR	Hugh Huston (male human)
PRODUCER	Aviles Rue (female elf)
COMPANY	Starmetal Screen Pictures
RELEASED	245 AN
STARRING	Akimura Starpaw (female kitsune), Ashton Reyton (male human), Gastin Red (male human), Sasha Fairwallow (female human)

Produced at the height of Xa-Osoro's so-called "kitsploitation" craze, *Hearttaker* is the most popular film in this exploitative horror subgenre. In the film, Avery Rodson (Reyton) and his best friend Jet Trailstrider (Red) are two young men living in Tor, struggling to make ends meet, when Jet suddenly begins acting peculiar. As Avery investigate leads with Jet's girlfriend, Aimee (Fairwallow), and their co-workers, it becomes clear that Jet has become infatuated by a mysterious woman named Verys (Starpaw), who Rodson discovers is a wicked nine-tailed kitsune in disguise who has been ensorcelling human men to eat their hearts as part of a ritual to undergo kyubi ascension. The film swaps frequently between action and mystery as Rodson and Aimee uncover the truth, all the while confronting the mysterious Verys and her reality-warping magical powers that grow with each new murder, representing by the gruesome appearance of a new tail. In the vid's final scene, Rodson manages to pierce Verys' heart with a silver dagger, but not before the wily kitsune unleashes a death curse upon him. Jet, finally free of Verys' magic, proposes to Aimee while mourning the loss of his friend. To both their surprise, Rodson suddenly awakens, seemingly without memory of what transpired between him and Verys. Jet happily embraces his best friend and begs him to be best man at his wedding, to which Rodson happily agrees. But as the credits roll, the camera slowly zooms in upon Rodson, who has the same piercing blue eyes as Verys and a wicked smile upon his face.

Like all kitsploitation films, *Hearttaker* revels in numerous stereotypes surrounding kitsune. Among the many on display in the vid, *Hearttaker*'s main character is a femme fatal who uses her mystic powers to manipulate humans, especially men, and heavily references heart-eating, a common, hurtful stereotype attributed to kitsune by bigoted humans during that era. Despite this, kitsploitation films were one of the few ways for open kitsune to get work in the Xa-Osoro System's film industry at the time, and Akimura Starpaw's stellar performance in *Hearttaker* launched her career into orbit, allowing her to attract dozens of artful, more serious works outside of the kitsploitation genre, such as her leading roll as Atori in the critically claimed rom-com *Star-Foxed Lovers*. Although modern film historians agree that the genre was necessary to integrate kitsune into the industry, Starpaw spent the rest of her life downplaying her involvement in *Hearttaker*.

FANDOM PERK

Hearttaker has given you a surprising amount of insight into the mythos surrounding kitsune. Reduce the Culture and Mysticism DCs to recall information about kitsune by 5; this bonus stacks with any theme knowledge you possess.

OUBLIETTE

DIRECTOR	Spring Petalpaws (genderfluid kitsune)
PRODUCER	Nigel Oakenshield (male dwarf)
COMPANY	Brain Freeze Productions
RELEASED	312 AN
STARRING	Ston Hedrin (male human), Ayana T'vir (female elf), Jilda Parat (female kobold), Bit-1023 (agender mechanoi), Kan Vertik (male lashunta), Vril M'klar (female vesk)

Based on the true story of Mine Site 149 on Tor, *Oubliette* is a psychological action thriller centered around the descent of a mysterious, white mist upon an otherwise quite megacity mining operation. Chez Railrider (Hedrin) and his team of miners emerge from the depths of the earth after a routine mining operation to find themselves trapped within the site's access facility as noxious clouds and amorphous, bloodthirsty entities lurk beyond the facilities pane glass windows. As the vid progresses, however, the real monsters are revealed to be Railrider's fellow miners as panic starts to set in as those trapped within begin to panic and turn on each other. In the end, the site's medic, Tringa (M'klar), succumbs to madness and throws open the gates, leading to a frenzy as the mists and the monsters they conceal rush into the facility, the vid's final scenes showing Hedrin disappear within them as the camera stares at an empty set, the mists slowly inching closer and closer until the audience is similarly engulfed and film ends with a long, blood-curdling scream.

Oubliette is considered among the greatest horror vids of all time, largely due to its masterful use of suspension. M'klar's performance in particular gained numerous accolades for its strength and passion, ultimately garnering her Best Supporting Actor for her role. The vid wasn't without its dramas, however, and bouts of pneumonia plagued the cast and crew while shooting on-location in the ruins of the real Mine Site 149, while Director Petalpaws fell ill with a particularly nasty case of shapeshifter's pox that ultimately ended up outing him publicly as a kitsune, a secret that the tabloids had a field day with. Petalpaws, Vertik, and Hedrin were all hospitalized at some point during production, and Bit-1023 frequently reported capturing images of strange entities that only its infrared sensors seemed to be able to see, though recordings of what Bit-1023 saw at Mine Site 149 have never been made public.

FANDOM PERK

You've learned much about the nature of panicked people from frequent viewings of *Oubliette*, and you can use this knowledge to soothe such individuals. You gain a +1 enhancement bonus to Diplomacy checks to change the attitude of any hostile, shaken, frightened, panicked, or cowering creature.

RITUAL

DIRECTOR	Brin Mahool (agender mechanoi)
PRODUCER	Aviles Rue (female elf)
COMPANY	Black Mithril Omnimedia
RELEASED	301 AN
STARRING	Ruper Grimm (male dwarf), Iliana Wildhair (female elf), Raddick Shimmerthistle (male ysoki), Sheesa Vin (female shirren)

A master class in supernatural suspense, *Ritual* is a story about an Outer God-worshipping cult that devises a ritual for releasing their god into the material world using the infospheres of various worlds in the Xa-Osoro System. The tale begins after everyday Cyberverser maintenance worker Hurk Stonethrow (Grimm) watches a infovid wherein a human woman is horrifically sacrificed upon an ebony alter. Strange phenomenon almost immediately begin occurring across the system after the video is shared on a prime time news network, as seemingly unrelated individuals begin horrifically mutilating and sacrificing themselves and others to the mysterious Szal'vygnos, all while new broadcasts are aired with increased frequency. In the movie's climax, Grimm finds himself paired with a resistance group that engages in a showdown with the occult terrorists at their base of operations on the 1010 SuperRing, just as the group attempts to sacrifice the star Xa herself in order to usher Szal'vygnos into the system. In the end, the cultists are stopped after Grimm uses his mechanical know-how to disable their broadcasts, but as the vid ends, the viewer sees that a small fragment of Szal'vygnos found its way into the universe regardless. The vid's final shot is of this fragment slithering its way up Grimm's leg unseen and burrowing into his neck as Grimm's hand smacks it.

Ritual was loosely based on a novel by kitsune author Kordell Brewce, who has made his disdain for the film no secret for the past 19 years. Brewce criticizes *Ritual* for being only superficially related to his work, and has pursued a dozen lawsuits and countless other legal actions against Black Mithril Omnimedia to no avail. Perhaps even more frustrating for Brewce, while readers consider Brewce's novel to be the superior tale, its sales are anemic compared to the vid's, as the vid is extremely popular with a variety of viewers. Activists praise *Ritual* for being the first major mainstream release to feature entirely non-human leading actors, while the vid itself features numerous cameos of famous personalities such as Xa-Osoro Today anchor Nimrod Calterra, talk show host Bortath Skex, Morg from Catch My Drift, and legendary music producer King Cormic dying in inventive and over-the-top fashions.

FANDOM PERK

You've seen *Ritual* so many times that you're able to pick out people who had cameos in it with ease. Whenever you use the recognize or pierce a disguise task of Sense Motive against an NPC with the icon theme's 6th-level benefit or a similar ability, the GM applies a +2 bonus to your result in secret to determine if you recognize or pierce the disguise of that icon.

THE HOWLING DEAD

DIRECTOR	Tisha Terr (female ysoki)
PRODUCER	Nigel Oakenshield
COMPANY	Brain Freeze Productions
RELEASED	299 AN
STARRING	Vod Mandel (male vesk), Carolyn Porter (female human), Gastin Red Jr. (male kitsune), Iliana Wildhair (female elf), Gascon Rush (male gnome), Minerva Blatz (female human)

A survival-horror thriller, *The Howling Dead* tells the story of the survivors of the Aurora, a transport ship traveling between the Xa-Osoro System and the Hyperspace Station System that crash-lands on a strangely habitable barge world within hyperspace. The survivors—headstrong Zex (Mandel), Usel Forager (Porter) and her 10 year-old daughter, Tally (Blatz), the eccentric Mister Maestio (Rush), the rugged ranger Rangar (Red), and the aloof beauty Raeux (Wildhair)—quickly discover that they aren’t alone on the adrift world when a nearby rift into the Negative Energy Plane bathes the planet in necromantic energy, causing the dead crew to rise from the wreckage and hunt the living. As the survivors struggle to fend off the zombies, fighting their way into the ship’s wrecked core in hopes of repairing it enough to make their escape, hope grows dimmer with every scene. In the end, only Rangar and Tally survive long enough to make it to the starship’s last functioning escape pod. The movie ends with Tally curled up sobbing in Red’s tail as he mournfully watches the dead barge grow smaller and smaller in the distance.

The Howling Dead was a box-office smash success, a fact that led to two sequels that, while receiving mediocre reviews from critics, were also smash-successes with fans of the franchise: *Return of the Howling Dead* and *Howling Dead 3: Orbital Decay*. The original vid was the freshmen offering of new actor Gastin Red Jr., the son of the acclaimed star of kitsploitation film *Hearttaker*. That Gastin Jr.’s mother—Gastin Sr.’s kitsune mistress—had the gall to name his bastard after him publicly irked Senior, and Junior has admitted on multiple occasions that his primary motivation for becoming an actor was to spite the father who disowned him. Gastin Red Jr. went on to star in several major roles since *The Howling Dead*, but he returned for each of the sequels, playing his character in an increasingly over-the-top manner each time, and is known for keeping a keen pulse on *The Howling Dead* fandom. The cast notes that Oakenshield was a stickler for realism in regards to the film’s portrayal of the undead, and reportedly consulted numerous experts on driftdead for the film.

FANDOM PERK

You’ve absorbed the many tactics that Rangar uses to combat the undead throughout *The Howling Dead* franchise, many of which are legitimately helpful in combat. You gain a +1 bonus to skill checks to identify undead, and can use Culture to identify common undead instead of Mysticism. In addition, you can spend 1 Resolve Point when you critically hit an undead creature to increase the save DC of your critical effects by +1.

THE NECROPOLIS

DIRECTOR	Se7en Fi7e (agender android)
PRODUCER	Se7en Fi7e (agender android)
COMPANY	Independent
RELEASED	319 AN
STARRING	Iliana Wildhair (female elf), Gascon Rush (male gnome), Rocklob-3253 (agender mechanoi), Gillian Firehair (agender lashunta)

Remembered for its highly stylized, super saturated, and high-contrast black and white cinematography contrasted with occasional explosions of primary color, *The Necropolis* is a noir horror vid masterpiece. Featuring the “everyday horror” of life on Tor, the film follows several groups of protagonists as they deal with the aftermath of a fey invasion from one of Tor’s greenscars. The film is presented non-linearly, focusing on kaleidoscopic montages juxtaposing the brutalist architecture of Tor with the verdant anomalies of the greenscars, set to scenes of high drama and violence. The vid deals with themes of depression, drug abuse, environmental destruction, and more as wicked fey assault the protagonists at every turn. In the end, the fey are driven back and the greenscar sealed, but every protagonist is dead. The movie ends just as it began, introducing a fresh crop of bright-eyed recruits the tactical training needed to fight against the greenscars, implying that the cycle of violence will never cease with mournful melodies.

Written, directed, and produced by Se7en Fi7e, *The Necropolis* is considered among the finest horror films of the modern era, beloved for its sheer delirium and its ability to shock and astound simultaneously. Xa-Osoro Today called it “an assault on sense and sensibility,” and the choice of using skiterpunk sensation NuFiend for the soundtrack was widely praised, immediately catapulting the skittermander band to the top of the Xa-Osoro System’s charts. Unfortunately, Se7en Fi7e didn’t survive to see his film’s success—he perished in a monorail accident on Tor the day before the film’s opening night. All viewings of the vid now dedicate the film to Fi7e, and some say claim his likeness can be spotted as a background extra throughout the film, though the vid’s distributors insisted that no such alteration was ever made to the film.

FANDOM PERK

You’ve learned to tolerate a surprising amount of stroboscopic effects and chaotic imagery through viewing *The Necropolis*. You gain a +2 enhancement bonus to saving throws against effects that cause the dazed or dazzled conditions.

WEIRD AMID THE WAVES

DIRECTOR	Akira Nine (male kitsune)
PRODUCER	Aviles Rue (female elf)
PRODUCTION	Starmetal Screen Pictures
RELEASED	320 AN
STARRING	Gastin Red Jr. (male kitsune), J’shon Kril (male catfolk), Ashiya von Levios (female human), Attersson Tels (male human), Yxwyr Vo (agender uramae)

A modern retelling of a famous pre-Nova Age horror tale by the same name, *Weird Amid the Waves* tells the story of a group of vacationers at a remote Bantosian resort who are victimized by the Weird, an otherworldly creature that rises up from the depths of Bantosian's ocean for incomprehensible reasons. The Weird's presence bends time and space, resulting in an intense psychological thriller that begins by introducing its four main characters—Yakuno Wildheart (Gastin), Reno Capper (Kril), Amity Heartson (Levios), Jo Strongan (Tels)—before deconstructing those characters and testing the bonds between them as the Weird worms its way into their innermost thoughts, memories, and desires and warps the world around them to lay those emotions bare before them. As the Weird worms deeper and deeper into the psyches of its victims, they quickly devolve into madness. Doctor Yez Hernic (Vo) makes a brief appearance in the vid's first act before becoming a major character in its final act, a framing device that reveals the Weird's peculiar ability to warp space-time at the resort. Once the monstrosity fully develops, it departs Bantosian for worlds unknown, restarting Yakuno, Reno, Amity, and Jo's lives and bestowing upon Doctor Henric a vision of truth. As the film ends, Henric reflects upon the maddening reality that the creature bequeathed to him as he cares for the others, mewling babes without any recollection of the people they once were.

Weird Amidst the Waves is a modern retelling of a short-story by the same name, written as part of the popular Cosmic Mythos that spawned a horror movement of the same name. *Weird Amidst the Waves* receives particular renown for its special effects budget, which spared no expense in accurately portraying as much of its psychedelic, mind-bending imagery without relying on CGI as often as possible. Most famously, Starmetal Screen Pictures approved within its budget significant dosages of *Rejuvies*, an anti-aging supplement, for each of the four main characters so as to accurately portray each actor becoming younger and younger accurately as the plot progressed. Unfortunately, the actors' depictions of infants was genuine—excessive use of *Rejuvies* during the vid's shooting corrupted the cast's genetic code. While the drug's producer Regevix was able to synthesize a cure to save the actors' lives, they were left physically stranded as newborns and were forced to grow up again. The young actors' agents successfully sued Regevix for sizable fortunes apiece, and while the young trope only recently came of age again three years ago, they've far from left the limelight since, sharing their story on countless talk shows and memoirs and gaining plenty of work playing children and adolescents on various programs and vids. Through it all, Gastin, Kril, Levios, and Tels have remained close friends.

FANDOM PERK

You've memorized much of the nihilistic horror that is abundant in the Cosmic Mythos, and as a result truly alien creatures don't phase you. You gain a +1 enhancement bonus to saving throws against effects that cause the confused condition or that deal ability damage or drain to your Intelligence, Wisdom, or Charisma scores.

Z FACTOR

DIRECTOR

Akira Nine (male kitsune), Ashton Wae (male human), Robert Roads (male human)

PRODUCER

Blogget Maru

PRODUCTION

Whimsey Entertainment

RELEASED

319 AN

STARRING

Mau'rrer P'kari (female catfolk), Talya Blushtail (female kitsune), Alverni Sun (female human), Conrad Starhelm (male human)

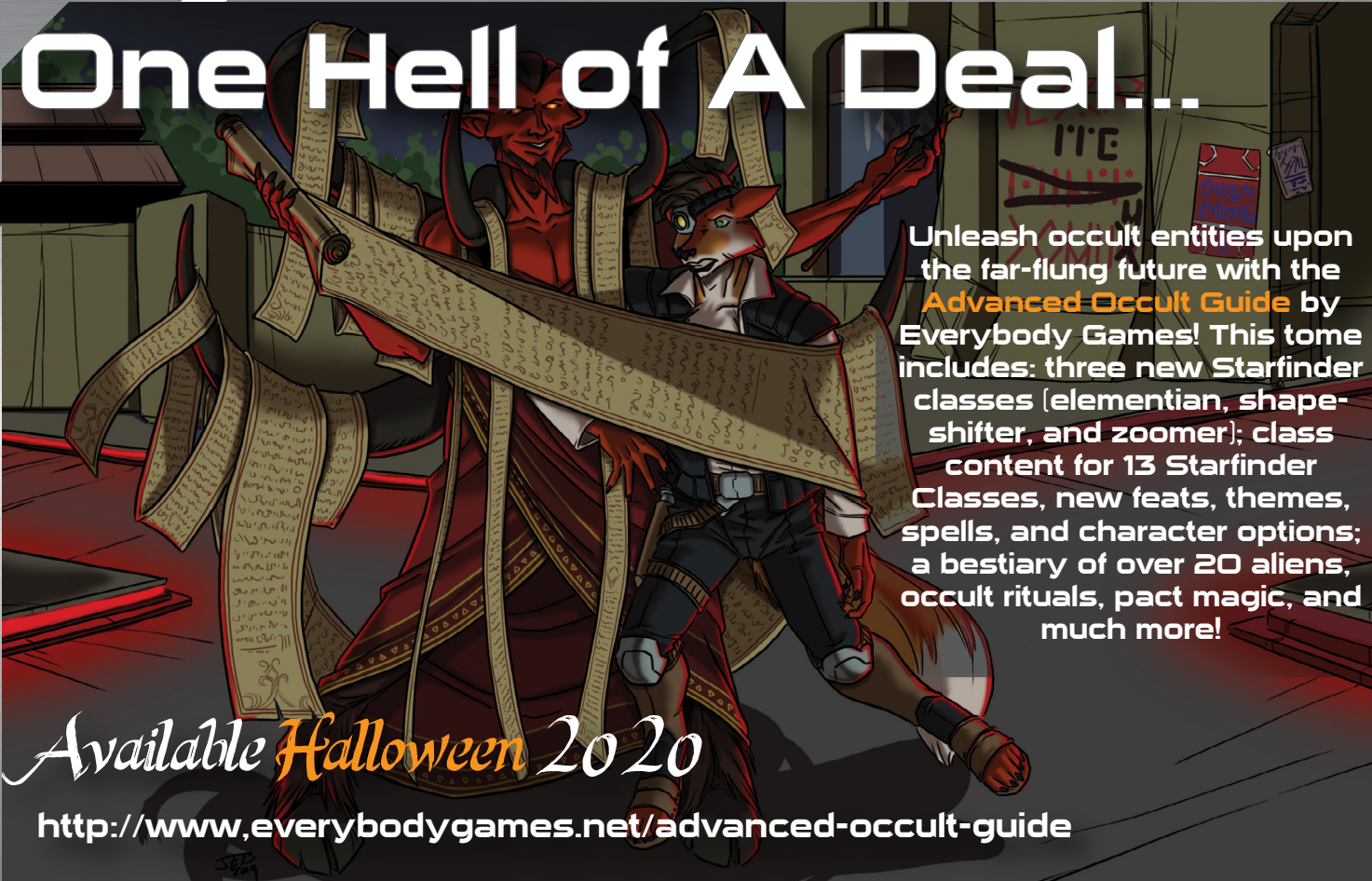
A legendary misfire from entertainment megacorp Whimsey Entertainment, *Z Factor* is a dark and broody entry in the Mayhem Superhero Universe that's as reviled by the fandom as *#MutantSchool* is beloved. A horror story featuring third-string characters from other Mayhem properties, *Z Factor* stars Mirande Ko aka Wildtail (Blushtail), Jest Ruebain aka Psyboy (Starhelm), and Angelia Featherwind aka Angel (Sun) as knack-users that have been detained at Arheim Asylum, run by Director Yin (P'kari) for the purpose of harvesting the genes that grant the super-powered teens their knacks, their so-called Z factors. The kids escape custody, but have nowhere to go as they realize that they're being detained on another plane of existence, the dreaded Dimension of Screams. One by one the kids are driven to the brink of insanity as the insidious Director forces them to confront their greatest fears. The film ends with the kids seemingly escaping the Dimension, only to discover that their freedom was an illusion—the heroes are captured by unstoppable horrors, dragged back to the asylum, and imprisoned once more. An after-credits cut scene features a call between the Director and one Demise, the former boasting about her success to the latter.

While critical reaction to *Z Factor* was lukewarm at best, audience reactions were ubiquitous and visceral. Few vidgoers appreciated the twist ending, which saw the protagonists defeated and the villain triumphant, and many claim that the movie is fraught with Mayhem Cinematic Universe continuity errors and plot holes. Director Akira Nine is the target of much of the fandom's backlash, as the movie was the young director's initial foray into the Mayhem Cinematic Universe. Yet such criticisms aren't entirely fair, as Nine was the 17th director assigned to the floundering project, and the only one willing to see it through to the end. Some hopeful fans take the fact that Whimsey Entertainment hasn't yet dissolved Nine's contract for his next movie in that universe, due next in the line-up, as an atrocity providing that the megacorp doesn't care about the Mayhem properties while others excitedly hope that teasers at the end of the movie point to the introduction of several long-awaited characters—specifically the Mysterious Moon Warden.

FANDOM PERK

Although some might claim that your frequent viewings of *Z Factor* have permanently bruised your sensibilities, they've given you practical insight on curses and extraplanar energies. You gain a +1 enhancement bonus to saving throws against curses and hazards from planes upon which you have the extraplanar subtype.

One Hell of A Deal...



Unleash occult entities upon the far-flung future with the **Advanced Occult Guide** by Everybody Games! This tome includes: three new Starfinder classes (elementian, shape-shifter, and zoomer); class content for 13 Starfinder Classes, new feats, themes, spells, and character options; a bestiary of over 20 aliens, occult rituals, pact magic, and much more!

Available **Halloween** 2020

<http://www.everybodygames.net/advanced-occult-guide>

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures heros; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of heros, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the

logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent

Pop Culture in the Palm of your Hand!

Make your Starfinder characters feel at home in your campaign with the **Pop Culture Catalog** series! This innovative product line by Everyman Gaming gives GMs and players alike everything they need to help campaign worlds feel alive, from clothing brands to vidgames and more.

Now Available

<http://www.everybodygames.net/pop-culture-catalog>

Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such

provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Core Rulebook. © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Pop Culture Catalog: Horror Vids © 2020, Everybody Games; Authors: George "Loki" Williams; Developers: Alexander Augunas.