

TERROR OF THE STRATOSFIEND



CYCLE OF THE SNAKE-WOLF

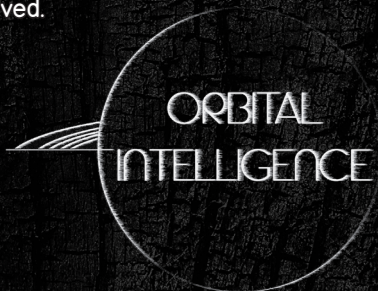
Trinkets of the Shattered Woods

Useful for searching huts, bodies and wells. Each comes with 1d3-1 Luck that can be drained with a DC 18 Will save. This effect is doubled for spellcasters—praise be the heretic.

1d16	Strange Items
1	Banjo that always plays the same song.
2	Vial of black fluid. +1d to patron bond with Council.
3	Bitter honey in a clay pot.
4	Collection of occult texts about the IX-777.
5	Flute made from a human jawbone.
6	Goliath Charcoal with half-drawn tentacled human with on canvas.
7	1d4 jugs of refined alcohol.
8	Cartilaginous dagger.
9	Spyglass that can only see bone.
10	Basket woven from Goliath Sassafras.
11	Singing saw (instrument).
12	1d3 jars of rendered fat (source unknown).
13	2d12 bone-tipped arrows in a quiver (+1 vs Neutral).
14	Hunter's hair beads died with blood and grease.
15	Barbed writing quill with ampoule of blood-and-berry ink.
16	Flock of 3d3 Ravens.

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These Damned Bones

Deep in the Shattered Woods, figures frolic across the trees, lit only by a glowing, growing fire. In the embers rest the bones of a faithful guardian, upon a sassafras spike hang the skulls of the fallen observers.

Each of these was provided by a different villager, who hid it with their life.

I know fear, for my village is forfeit. The witch coerces the flames into a whirlwind, and the hiss and crackle of wood is heard, sour, tinged by a snarl. It warps and ripples, a tear forming, and out pour the jaws of a wolf and the scales of a snake.

The witch laughs, her conjure at its end.

The distant chorus of the terrified villagers rises as they run, stumbling through the brush.

The Devourer is upon me. Six brutes with blades approach, gazes thickening. In the darkness their hunters nock arrows, and with a TWANG let fly. The fusilade strikes the witch, and a howl bursts forth. followed by screams.

Each blade falls, followed by the severed limbs of the brutes.

The air sizzles, more Snake-Wolves appearing in the flames. The fire is alive! Everything is burning! The village falls, as do the aggressors.

I watch, frozen by my own weakness.

I called this, I am the dead.

I am Stratosfiend.

I am the Guardian.

Rites of Bone and ESSENCE

The Stratosfiend bones are life; marrow is the ESSENCE. So long as it has not been drained, its innate power can be drawn upon. When the Essence is gone, the bone is useless and dead weight.

Any good practitioner licks the bones first, to determine if they're sound (Luck check). If they're not, the witch or shaman lied to you, and you're doomed to fail—and watch your village be slaughtered.

Armaments of the Gods

Armor can be reinforced with the bones the bonuses listed below stack. Hands include fingers, feet include toes, legs have femurs, etc. Skulls are also jaws.

1d6	Bone	Essence Die	AC Bonus	Check Penalty	Fumble Die	Damage
1	Skull	1d10	+2	+1	+1d	1d4
2	Rib	1d6	+1	-2	-	1d6
3	Arm	1d8	+2	-3	+2d	1d8
4	Hand	1d3	+0	+2	-1d	1d3
5	Leg	1d8	+3	-4	+2d	1d10
6	Foot	1d4	+1	+1	-1d	1d3

Whenever you collect a full set of Stratosfiend parts, make a Luck check. On failure the parts coalesce and the husk reanimates. It is rumoured that Stratosfiend serve no masters.

NSRH (Necrotic Stratosfiend Reanimated Husk): Init -10; Atk rending tentacle +7 melee (1d12+3) or decaying beam +3 missile fire (1d6+2, 30'); AC 18; HD 10d12; MV 30'; Act 3d20; SP *undead traits, decay* (DC 14 Fort save or -1 Stamina, healed normally); SV Fort +10, Ref +2, Will +10; AL C.

Essence Drain

Make a DC 10 *ESSENCE*

Drain check. This manifests as the bearer channeling their weakest attribute as the *ESSENCE* lashes away at their soul.

On each successful use the *ESSENCE* Die is -1d. When it is shrunk for the last time it instantly breaks on final use, no longer providing *ESSENCE*, AC (as armor) or Damage (as weapon). It becomes brittle and shatters, dealing 1d4 damage to all within 30'.

Weapons and armor made from Stratosfiend bones can be used for *ESSENCE* activation. It is an affront to all clerical deities—any partaking gain 1d3 disapproval whenever they call upon the power.

Essence Die	Result
1	<i>Sign of the Wolf</i> : +1 Luck.
2	<i>Rapid Divination</i> : +1d6 to next Skill Check.
3	<i>Sna-Communicate</i> : a 2-headed snake bites you and target. You're able to communicate telepathically for 1d4 turns.
4	<i>Hiss-Howl</i> : all within 40' make a DC 12 Will save or cower in fear for 2 rounds.
5	<i>Venom Burst</i> : all within 30' take 1d4 poison damage/round for 1d6 rounds. Make a DC 12 Fort save for immunity.
6	<i>Python Constrict</i> : target must make a DC 16 Ref save or is immediately restrained for 1d3 rounds by a spectral scion.
7	<i>Sign of the Snake</i> : +1d4 Luck.
8	<i>Cosmic Maw</i> : wolf jaws +8 melee (2d8), snap onto adjacent target.
9	<i>Hydraulic Viper Onslaught</i> : make an immediate +5 melee (1d16) attack against a target up to 60' away.
10	<i>Teleport Strike</i> : teleport to target, up to 100'. Target is -5 AC to your next attack.

Of Gargantuan Trees

The ritual requires a branch or piece of the Goliath Sassafras. Unfortunately for those in the shattered woods, all Goliath Sassafras has been animated as dryads (likely due to the drop). There is no way to just "saw" a branch off; in this case it is likely be a limb or appendage.

Rumour says their skin, when peeled and applied to human flesh, bonds permanently, endowing +1 AC. They say flesh needs to breathe, though...

Goliath Dryad: Init +10; Atk bite +4 melee (1d12+6) or +9 vicious sap rip (1d6+2); AC 18; HD 10d12; MV 30'; Act 1d20; SP *tree stride*, *fire weakness*; SV Fort +10, Ref +6, Will +4; AL N.

Tree Stride: passes through trees as though they were normal terrain.

Fire Weakness: takes 2x damage from fire, flame, and heat sources.

By force? Good luck. **By trade?** The Dryads gladly offer one of their limbs if one of flesh is offered, for they all want flesh and blood; to become or consume (no judgement).

It is after all...

FAIR TRADE*

1d6	Limb	Resilience	Proverb
1	Head	1d12	"Death heads for all."
2	Ribcage	1d10	"Auto-musicality charms all."
3	Leg	1d8	"Break them."
4	Arm	1d8	"Arm yourselves."
5	Foot	1d4	"Step lightly among the leaves."
6	Hand	1d4	"Every touch is returned ten-fold"

*It is up to the Judge to determine how this loss manifests. If the limb isn't used for the ritual it may be burned as an additional sacrifice for any spell, adding its Resilience to the spell check.

Snake-Wolf Cycling Ritual (Level 8 Ritual)

- A chaotic, last ditch effort spell serving more as diversion than protection. All perish after it is cast—it is a fool's spell.

Casting Time: 1d3 turns

Duration: until the bonfire goes out (1d12 turns).

Requirements: all pieces are consumed entirely by the ritual.

- *A tended bonfire.*
- *Skeletal pieces (up to a full skeleton):* add *ESSENCE* die for each piece. Bones given willingly are *ESSENCE* +1d.
- *Branch of Goliath Sassafras:* add its Resilience Die.
- *Flesh Sacrifice* (requires at least 5 points of spellburn).

Spell Check	Result
1	Lost, failure and localized drop. The cosmos bends and rips. All within 60' take 1d3 greater corruption results. The bones fuse and escape into the darkness from whence they came.
2-19	Lost. Failure. All within 60' take minor corruption as the spirit of the deceased Stratosfiend lashes out, digging its spectral tentacles.
20-25	Failure, but not lost. Fetid laughter is heard as bones rattle.
26-27	Flaming effigy of the deceased Stratosfiend animates, dealing 1 damage/round to all within 60' of the bonfire.
28-34	Scream-Hiss of the Snake-Wolf is heard as psionic flames deal 1d3 damage/round to all within 100' of the bonfire.
35-41	The nearest entity is dragged into the bonfire by spectral tentacles and suffers 1d10 damage/round until it escapes (DC 16 Ref save).
42-49	A flaming maw drags 1d4 entities into the bonfire. They suffer 1d12 damage/round until they escape (DC 18 Ref save).
50-58	The bonfire rages as it summons a Snake-Wolf Scion.
59-66	Bone shards spray from the fire. 1d3 Snake-Wolf Scions.
67-69	The heat mirage bursts and summons 1d6 Snake-Wolf Scions.
70+	Hissing permeates the skull of everyone within 200' as 1d12 Snake-Wolf Scions are summoned.

Snake-Wolf Scion: Init +8;
Atk bite +6 melee (1d8+4)
or +2 tail whip (1d4+2); AC 16;
HD 6d8; MV 40' (flight); Act 1d30;
SP vomit gas, swallow whole, scream-hiss,
constrict; SV Fort +6, Ref +10, Will +6; AL C.

Streaking forth from the worst nightmares of mankind, it bears the head of a wolf and the body of a snake. It slithers through the air, looking for victims to strangle and swallow alive.

It's rumoured they nest and form ravenous extra-planar hiveminds or "Councils". They are always looking for ways to penetrate into this reality. The Cycling ritual is their most common exploit.

Vomit Gas: spits a 15' cloud of gas. Those passing through or starting or stopping their turn within suffer 1d6 points of damage, and must make a DC 14 Fort save or start throwing up.

Swallow Whole: whenever a critical hit is scored during a bite, the target is swallowed whole. It must deal 20 hp to be vomited back up.

Scream-Hiss: target must make a DC 15 Will save or immediately drop its weapons and fall prone from the static in its brain.

Constrict: targets make a DC 14 Ref save when tail whipped. On failure they are restrained. Each turn the scion may make an extra action against them (DC 16 Ref save to break free).

1d4	Variation
1	<i>Poisonous Spots:</i> deals 1d3 damage whenever touched, including when attacked in melee and when constricting a victim.
2	<i>Quill Spray:</i> may deal 1d6 damage to all within 10' as an action. DC 14 Ref save for half damage.
3	<i>Wolf Space:</i> teleports instead of flying. Targets have -2 AC immediately after it appears.
4	<i>Omni-Sentience:</i> can communicate in all languages and with all machines.

Ritualistic Collapse

Stratos-Bone Truncheon (1d16 damage)

After the bonfire there is a 1-in-8 chance of recovering a piece of fused sassafras and Stratosfiend bone. Whenever equipped, the user must make a DC 13 Will save or take 1d8 damage as the spirits course through them.

All killed by this truncheon appear to the bearer as nightmarish apparitions.

Were-Snake-Wolf Binding Malevolence

Those critically failing any of the rituals listed make a DC 16 Will save or become afflicted by the Binding Malevolence.

Whenever witnessing a flame being lit they must make a DC 12 Will save or transform as below.

Transformed Form: they gain +2 AC and recover 1 hp/round. They revert back to human (or initial form) after 1 turn.

1d4	Particular Manifestation
1	<i>Grinding Jaw:</i> elongated snout, 1d6 ite attack, +1d to attack dice.
2	<i>Boar Constrictor:</i> targets make an opposed Ref save or bound 1 round.
3	<i>Variable Teleport:</i> teleports 5' in a random direction as a bonus action.
4	<i>Infecting Strike:</i> target makes a DC 14 Fort save when damaged or suffers 1 damage/round for 1d6 rounds.

Scorched Bone

Sarsaparilla

This potent beverage, extracted from the bones, can imbue strange powers and connections with bizarre ancestry. The bones must have *ESSENCE* remaining, and must have been used in the Cycling ritual before they can be rendered. This distilling process permanently destroys the bones used. There is only enough for one serving per bone.

The distilling ritual, known only to local shamans and witches (raised here, or spending 1d3 months with a practitioner), requires a DC 16 Ritual check.

Once prepared, roll for Cosmic Ancestor Effect*, take 1d3 permanent Stamina damage and fully heal HP. The Ancestor stays with you until dispelled or banished. If removed forcibly, lose 1d3 Personality and Stamina permanently.

Essence Die	Cosmic Ancestor Effect*
1	<i>J'an'ur the Saw</i> : +1 Luck, reroll Birth Augur.
2	<i>Van'deer the Unwanted</i> : learn Allure (Charm Person) at d14 with a CL of character level + Stamina modifier.
3	<i>Agilus the Crashing Moon</i> : +1 Agility.
4	<i>Mysteron the Unlikely</i> : +1d3 luck, reroll Birth Augur.
5	<i>Zephyra the Enduring Wind</i> : +1d3 Stamina.
6	<i>Mikara the Brute</i> : +1d3 Strength.
7	<i>Kre'bo the Scholar</i> : +1 Intelligence.
8	<i>A'Yat-ay the Acrobat</i> : Action Die +1d.
9	<i>En'Dalgo the Burning Rage</i> : learn Polyphemean Rage at d16 with CL of character level + Personality modifier.
10	<i>Warus the Seducer</i> : +1d3 Personality.

*Judge determines how the cosmic ancestor manifests itself to the characters. It is always a Stratosfiend Magistrate, and only speaks Greater Stratosfiend.

Council of the Snake-Wolf, a Deities

In deep fear-space roils a commune-nest of Snake-Wolves—they are legion. It is a primal energy that gnashes at all seeking wisdom, and constricts all who dare leave. Not even those using the summoning rituals are foolish enough to devote themselves to the commune. The devout embody **CHAOS** and use **SLASHING** weapons. **PREY** are unholy.

Lay on Hands

When a priest of these beliefs successfully casts lay on hands, roll 1d3.

1d3	Result
1	fangs grow in the mouth of the target
2	target's skin turns to scales
3	target blinks in and out of reality at random.

Spellburn

Those craving the guidance of the Council often wish they hadn't.

Roll 1d3 to course with the Wolves.

1d3	Result
1	Skin tears off from phantom mastication, manifesting as attribute loss.
2	Lets forth a howling-hiss (DC 13 Will save or -2 Init to all in earshot).
3	Teleports to a random location within 60'.

Patron Taint

The blessings of the Snake Wolf are three-fold.

Roll 1d3 to see how you're touched.

1d3	Result
1	Neck grows longer and scaly, like a serpent. +1' height, +1 initiative.
2	Jaw grows larger. Gain 1d3 bite attack. Damage +1d each result.
3	Burns with a green flame. Lights +10' area and -1 stealth per result.

Divine Favors

Wolfen Fervor: +1d12 bonus to hit and damage on next attack after critical hit.

Slide like a Snake: +2 to sneak silently and hide in shadows.

Teleporting Visage: +1 AC.

Cleric of the Council Titles

Level	Title
1	Slay-priest of the Wolf.
2 - 4	Shamer of the Six Moons.
5 - 7	Invoker of the Snake's Moon.
8+	Cycler.

Canticles

Level 2: STRATOS-Sense

You're innately able to find Stratosfiend within the plane, if you know what you're looking for. +1d to searching, tracking and hunting them. You also learn Greater or Lesser Stratosfiend.

Level 3: Self-Cycling

You immediately reanimate in the Were-Snake-Wolf form with only 1d4 hp. Your targets are randomly selected until at 1/2 HP. 1/month.

Level 5: Calling The Scions

Summon a Snake-Wolf Scion 1/day. You may touch a target to apply a targeting glyph (DC 15 Will save). The chaotic Scion targets the glyphs first, and then anyone in range. RUN!

Curse of the Cosmic Wasting

This curse is carried by the witches and shamans wandering the Shattered Woods. It is reserved for those deserting instead of staying and fighting, as a diversion for the weak and the child who must escape.

*i was once like you
ran and saved my own Skin like you
until it betrayed me
until it betrayed you
the Skin, I say, the Skin*

The dramatic irony is that only those cursed by this hex may learn to bestow it.

Curse: roll for a new Stigmatic Manifestation daily. Cannot heal attributes until curse is lifted.

Remedy: you must give your life defending a village (be reduced to 0 HP).

1d7	Stigmata Manifestation
1	Muscle tissue cramps and implodes, ultimately receding. -1 Strength.
2	Lungs drain and will to keep moving dies. -1 Stamina.
3	The constellations grow dim when you gaze at the sky. -1d3 Luck.
4	Your mind fills with tentacled giants that you cannot hide. -1 Personality.
5	Neon serpents bind to your legs. -1 Agility.
6	All your writing and drawing manifests as spirals. -1 Intelligence.
7	The throat cannot stop laughing. Roll again twice.



Carousing in the Shattered Woods

It's not safe in these woods; I wouldn't go looking for anything. Nothing wants to be found. Spend 1d4 Luck and 1d24 hours to wander these strange, hallowed woods and gain 1d4 XP. Roll 1d4.

1d4	Result
1	<p><i>Bonfire Smoldering:</i> you stumble across a rumbling fire, almost out or almost started... +1d4 xp and then...</p> <p>(1) You find a Stratos-bone truncheon inhabited by 1d4 ghosts. The ensuing psychic combat leaves you wounded with 1d4 hp remaining, and causes 2 permanent Personality damage. Gain 4d4 xp.</p> <p>(2) A wild cleric tends the flame. Wounded, they hand you a random bone. You're sucked into the flames and awake with your possessions incinerated and left with only 2 hp. Gain 3d4 xp.</p> <p>(3) A set of full plate armor, reinforced by hand bones, lays in the flames. Pulling it out, you feel your soul saw in half and lose 1 Stamina permanently. Gain 2d4 xp.</p> <p>(4) A Scion escapes from the burning heap, embedding itself into your spine. Lose 1d3 Agility and gain 1d3 Strength and 1d3 Stamina permanently. Gain 1d4 xp.</p>
2	<p><i>Weapon-Satellites Falling to Earth:</i> the skies blink with a putrid miasma of light. Gain 1d4 xp as the shine inhabits you. No one believes you.</p> <p>(1) Wreckage from the fallen core reveals a Reaper Onslaught Pistol (2d6 damage). Gain 1 xp.</p> <p>(2) A crate with 1d4 weeks of provisions and 5d10 gp. Gain 1 xp.</p> <p>(3) Strange glyphs alight as you touch them. Metallic bat wings of metal and wire and piston burst from your spine. Gain Flight (MV 20') and 1d4 xp.</p> <p>(4) Warning blips go off as a targeting reticule spins on your person. In 1d3 days a laser volley from the bat nebula blasts your position. Gain 2d4 xp. All targets within the area take 4d6 damage, DC 18 Ref save for half.</p>
3	<p><i>IX-777 Training Exercise:</i> a trio of Fear-Engines opens fire on you with their "Instruments." Suffer 2d3 Personality damage (recovers as normal). You awaken in a ditch. Black lightning courses through your skin. Deal +1d3 damage to anything you touch. Gain 2d4 xp.</p>
4	<p><i>Pterodactyl Eggs:</i> a cache of 1d3 eggs. 100 gp each. Gain 1 xp / egg.</p>

Rumours in the Shattered Woods

1d6	Rumour
1	Not even the Stratosfiend venture in these woods.
2	Charred bone tea grants the gifts of the Wolf.
3	Otherworldly giants used to stalk these woods.
4	There exists a creature both Snake and Wolf.
5	A bonfire is the sign of a village lost.
6	The trees in these woods are not what they seem.

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