

TERROR OF THE STRATOSFIEND

#1



COMPATIBLE WITH
TROIKA!

ORBITAL
INTELLIGENCE

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WELCOME TO TERROR : TROIKA! EDITION

The very fabric of the world bent and broke, as portals from stars beyond the stars started to open at random in an event known as “The Drop”. Cruel psionic tentacled giants, and a menagerie of entities both cthonic and cosmic erupted forth. Mankind was doomed as they knew it, until humans began pouring out of the portals. Humans that spoke the same language, and breathed the same air, but were from distant stars beyond the stars.

Something was different though, both Stratosfiend and Humans from both sides began to defect. The Half-Stratosfiend were born (honestly, don’t ask) and offered their services to the highest bidder. It was no longer Chaos vs Law.

It is up to you to determine how this engagement plays out.

The new backgrounds are an awesome way to make Terror of the Stratosfiend compatible with TROIKA! You’ll notice that the Orbital Intelligences are now playable backgrounds! This is very much intended, why shouldn’t players be able to play the Gods & Patrons that they worship and form pacts with! Not only is this allowed, but it’s encouraged. The Drop is a strange event, and it only makes sense that rampant mutation and infiltration would occur.



Human Sat-Caster in Explorer Exo-Suit by 2headedgiant.com



BACKGROUNDS

HUMAN SAT-CASTER

Curious. Brave. Hubris. All these things describe the humans that have risen above the odds to keep the horrors of space at bay. They may not be the strongest, or the fastest, but they make up the only line of defense against the terrors that space has to offer.

Sat-Casters call down hell from the skies above. They've learned to tame the wild intelligences that inhabit rogue space stations, and weapons satellites. They serve as the eyes and ears of what they call Orbital Intelligences (Gods), and will stop at nothing to spread their word.

POSSESSIONS

- ✧ *Explorer's Tools*
- ✧ *Satellite Uplink*
- ✧ *Human Soul*
- ✧ *Explorer Exo-Suit*
- ✧ *Dagger*

ADVANCED SKILLS

- 2 Satellite Tracking
- 2 Spell - Laser-Cannon "Judgement's Rain"
- 2 Satellite Sight
- 1 Mathmology
- 1 Secret Signs - Orbital Intelligences
- 1 Astrology
- 1 Dagger Fighting
- 1 Spell - Random

SPECIAL

Reduce satellite skills and spells to 0 while indoors.



Half-Stratosfiend Street Whisperer by 2headedgiant.com

HALF-STRATOSFIEND STREET

WHISPERER

Through genetic engineering, or stranger couplings, hybrid half-Stratosfiend have emerged. Feared by mankind, and hated by their brethren, their bodies are routinely evolving. They are as human as you can get with a mess of tentacles sprouting from your body.

Street-Whisperers excel at hiding in the shadows, learning what they can, and striking when the enemy least suspects it. They are always for sale.

POSSESSIONS

- ⤴ *Tentacles* (as Small Beasty Weapon); permanently takes up random inventory slot.
- ⤴ *Cloak* (as Unarmoured)
- ⤴ *2D6 Cans of Spray Paint*
- ⤴ *Dagger*

ADVANCED SKILLS

- 1 Awareness
- 1 Climb
- 1 Acrobatics
- 1 Etiquette
- 1 Languages - Stratosfiend (Greater & Lesser)
- 1 Graffiti
- 1 Run
- 1 Sneak
- 1 Tentacle Fighting
- 1 Dagger Fighting

SPECIAL

Whenever the Street Whisperer successfully advances a skill, they may sacrifice a random inventory slot, force a random mutation, and gain an extra increase of 1 skill point.



Stratosfiend Delver in Psionic War Focus, with Incubating Psionic-Focus Carbon Staff and followers by 2headedgiant.com

STRATOSFIEND DELVER

The Stratosfiend are a terrifying race from beyond the stars. They are bipedal humanoids with tentacles that protrude from their spines. They tower over humans and bear many of their features, which begs the consideration that they share an ancestor.

Delvers are relentlessly curious and will regularly halt their plans to inspect every detail that seems out of place. Their spells derive from inside of their massive brains, and they rarely if ever will bond with a patron.

POSSESSIONS

- ✧ *Super Long Tentacles* (as Modest Beastly Weapon); permanently takes up random inventory slot.
- ✧ *Incubating Staff*
- ✧ *Psionic War Focus*
- ✧ *Tentacle Bindings* (+1 to anything involving tentacles)

ADVANCED SKILLS

- 2 Spell - Polyphemean Rage
- 2 Gain Followers
- 2 Spell - Random
- 2 Etiquette
- 1 Tentacle Fighting
- 1 Languages - Stratosfiend (Greater)
- 1 Astrology

SPECIAL

Whenever the Delver strikes a target with a Spell, it invades the target's mind. The target's next action against the Delver automatically misses, in the most over the top way possible.



Stratosfiend Magistrate Gladiatrix in Blade Harness, with Chainsaw-Drive
Buzz Gauntlet by 2headedgiant.com

STRATOSFIEND MAGISTRATE

GLADIATRIX

All races have natural born leaders and in the case of the Stratosfiend, the magistrates are hatched from the will of the hive-mind. While Stratofiends tower over humans, the magistrate sub-race towers over its brethren.

Most have devoted themselves to infiltrating large population centers and crushing resistance leaders to their own will. The rest seem just fine battling anything to the death.

The Gladiatrix in particular are brutal killing machines. They delight in ripping their prey to pieces with axes and their tentacles. They even charm their prey to draw them closer.

POSSESSIONS

- ✧ *Gauntlet*
- ✧ *Blade Harness*
- ✧ *Heavy Bladed Tentacles* (as Large Beastly Weapon); permanently takes up 3 random inventory slots.
- ✧ *Relics from a Space Station that wasn't supposed to Exist*

ADVANCED SKILLS

- 3 Strength
- 3 Gauntlet Fighting
- 2 Tentacle Fighting
- 2 Spell - Presence
- 1 Spell - Polyphemean Rage
- 1 Languages - Stratosfiend (Greater)

SPECIAL

As a living Siege Engine, the Gladiatrix can test their luck against things not made of flesh or blood. On success they will smash, break, destroy, or otherwise render the item inert.



Sky-Lasher the Everlasting Trident of the Sun by SkullThug

SKY-LASHER THE EVERLASTING, TRIDENT OF THE SUN

The manifestations of Sky-Lasher are many, ranging from a bat-winged flaming demon, to a sentient defense satellite. The only thing that's for certain, is that solar panels are soldered into its skin. Its desire is to bring the cleansing fire that only the sun can offer, as well as render illumination and introspection that turns a soul to ash. Offer it something it has not yet judged, and it may do you a solid. Offer yourself as a burnt offering, and it very well will start listening to you. When you see beams of fire pouring from the heavens, Sky-Lasher is smiling. It should also be noted that it has its own personal fleet of bombers, fighter craft, drones, and zealots.

POSSESSIONS

- ✧ *Entourage of D3 Weapon Satellites* (each has Stamina 3 and Skill 4, moves on the same action as Sky-Lasher, occupies 2 item slots, and adds +1 to both Spells and Mixology)
- ✧ *Bottle of Whiskey*
- ✧ *Cybernetic Implants* (reduces damage rolls made against Sky-Lasher by 1, to a minimum of 1)
- ✧ *Lance-Glaive*

ADVANCED SKILLS

- 5 Mixology
- 3 Fly
- 2 Call Weapon Satellite (summons another; as above)
- 1 Spell - Flaming Auto-Sacrifice
- 1 Spell - Burning Revelation
- 1 Spell - Laser-Cannon "Judgement's Rain"
- 1 Lance-Glaive Fighting

SPECIAL

May transform into Satellite Form, adding +2 to Fly, +1 to "Judgement's Rain", +1 to Armour, and reducing all other skills to 0.



Terror-Eater, the Earth-Mother by SkullThug



TERROR-EATER, THE EARTH-MOTHER

What's more beautiful than a visceral, hungry, destructive, and all powerful monstrosity? Nothing. Nothing at all. She values her cosmic hunger above all else; if you can feed her, you keep her happy. She's more than willing to make you more like her, if being a tentacled monstrosity is what you want. She lives beneath the Earth, but rumour has it that she IS the Earth.

POSSESSIONS

- ✧ *Roiling Tentacles* (as Large Beastly Weapon); permanently takes up 3 random inventory slots.
- ✧ *Maw*
- ✧ *Micro-Evolution Syringe*

ADVANCED SKILLS

- 2 Spell - Tell Mother What's On Your Mind
- 2 Awareness
- 2 Tentacle Fighting
- 2 Burrow
- 2 Strength
- 1 Spell - Yes Mother
- 1 Spell - Give It To Mother
- 1 Maw Fighting

SPECIAL

Every time that Terror-Eater takes damage, the earth splits and screams and the attacker must Test Their Luck or be knocked prone.

WEAPONS

The future is weird. Weapons are weirder. Sometimes they have upgrades, sometimes they don't. Pick a weapon at random and pick some upgrades at random, and see what shows up!

TABLE 1-1: MELEE WEAPONS

Damage Roll	1	2	3	4	5	6	7+
Maw/Jaw #†	2	3	4	4	5	6	7
Gauntlet	2	2	3	4	5	7	8
Lance-Glaive #‡	2	4	6	8	10	13	16

TABLE 1-1: RANGED WEAPONS

Damage Roll	1	2	3	4	5	6	7+
Blade on a Chain #‡	1	1	2	3	5	8	13
Shotgun *	2	4	6	7	9	13	18
Assault Carbine *†	1	3	6	10	15	20	24

* indicates a Weapon that requires at least two hands to use

indicates a Weapon that ignores 1 point of Armour

† indicates a Weapon that requires at least one mouth to use

‡ indicates a Weapon that has +1 to Damage Rolls when you use two hands

MAW / JAW: filters air, and serves as additional mouth!

GAUNTLET: more or less an armoured glove

LANCE-GLAIVE: used for piercing the sides of gods

BLADE ON A CHAIN: for swinging around dangerously. Length of 10'.

SHOTGUN: +1 to damage rolls at melee range. Has 2 shots.

ASSAULT CARBINE: may spend 1 shot to reroll hit dice. Has 10 shots.

UPGRADES

The weirdness of the cosmos occasionally imbues weapons with strange, borderline mystical, upgrades. Roll below to find out what upgrades a weapon has, if any! (re-roll any previous results).

TABLE 1-3: CHECK FOR UPGRADES

Roll D6	1	2	3	4	5	6
Number of Upgrades	0	0	1	1	2	3

TABLE 1-4: WHAT KIND OF UPGRADES?!

Roll 4D6	Upgrade
4	EQUILIBRIUM : +1 to Damage Rolls when user is below half Stamina. -1 to Damage Rolls when user is above half Stamina.
5	HOMING : roll for attack twice, select which total to use
6	PHASING : roll for damage twice, select which total to use
7	PSIONIC FOCUS : +1 to Spells
8	LASER : +1 to Attacks
9	INCREDIBLY SHINY : increased Value!
10	DETONATING : May be rigged to explode!
11	VIBRO : Negates target's armour
12	BUZZ : +1 to Damage Rolls
13	LIVING : Dies if user takes any damage. Must be healed, not repaired.
14	CHAINSAW DRIVE : +1 to Damage Rolls. When an attack misses Test Your Luck, on Failure roll for Damage against yourself.
15	SENTIENT : Can hold conversations of its own. Has Skill of 3D3.
16	BURROWING : when it deals damage, the target must Test their Luck. On failure, they are automatically wounded again by the weapon the beginning of the next round. (Roll for Damage again)
17	THIRSTY : Increase attack and damage rolls by +1 each time it misses. (+5 max bonus). Resets whenever it deals damage.

TABLE 1-4: WHAT KIND OF UPGRADES?!?

Roll
4D6 Upgrade

- 18 BLINKING LIGHTS:** Operates as flashlight that never turns off, -2 to stealth checks
- 19 SENTRY:** can be configured to operate as a turret. Takes 1 round to setup, and 2 rounds to tear down.

SENTRY WEAPON

Skill 5

Stamina 4

Initiative 1

Armour 0

Damage (and Range) as Host Weapon

Special

It is Immobile when configured as a sentry.

- 20 ACID:** Permanently reduce Target's Armour by 1 whenever damaged by this weapon.
- 21 PROJECTION / CONDENSATION MATRIX :** If weapon was a Melee Weapon, it is now a Ranged Weapon. If it was a Ranged Weapon, it is now a Melee Weapon.
- 22 GENE-LINKED:** goes inert if anyone other than bound owner holds it (it will not activate). Must Test Your Luck successfully 3 times to rebind it.
- 23 INCUBATING:** user may spend d3 rounds hatching the entity inside of the weapon. When it hatches, the weapon is gone forever.

DREAMING HORROR

Skill 6

Stamina 6

Initiative 2

Armour 1

Damage (and Range) as Host Weapon

Special

Must Test its luck once per day, or die.

- 24** Roll 2 More Times!

ARMOR

Even the jaded require a suit of armor to withstand the horrors that the stars beyond the stars have to offer. Below you'll find a neat variety of stuff! Ranging from a mechanical suit primed for exploration, to a vaguely living demon, or even some nice clothes for the beach! Of course all of your standard space fantasy crawling fare still works!

TWITCHING CARAPACE (STARTS AS UNARMoured): Each time the user takes damage, the armour mutates to the next level of Armour [Unarmoured > Lightly > Modestly > Heavily]. Once it mutates the first time, it cannot be removed. If the user takes damage while it's Heavily Armoured, the armor breaks and hatches into a twitching horror. The twitching horror will stop at nothing to destroy the source that caused it to hatch.

TWITCHING HORROR

Skill 6; Stamina 6; Initiative 2; Armour 2; Damage as Small Beast

BLADE HARNESS (AS LIGHTLY ARMoured): Adds +1 to melee damage rolls. Whenever you take damage, attacker takes 1 Stamina of Damage.

EXPLORER EXO-SUIT (AS HEAVILY ARMoured): A working explorer's armor. It offers a universal +1 bonus to skills and spells while inside! It's also fully sealed, in case of airborne contaminants. Unfortunately, it's incredibly heavy and most entities will be reduced to a crawl.

PSIONIC WAR FOCUS (AS UNARMoured): This barely classifies as armor; it's a collection of rings, and hoops that offer peace of mind to casters. While equipped it allows them to focus longer and deeper on whatever mysteries they're trying to ponder.

SIEGE PREPARATION MATRIX (AS LIGHTLY / HEAVILY ARMoured): A configurable piece of armor that can be switched into siege mode (takes 1 round). Super useful for laying suppression fire. While in Siege Mode, all non-fighting skills are reduced to 0.

BEACH GEAR (AS SUPER-UNARMoured): You look good and ready for a day on the beach. You feel free, oiled up, and move a lot faster. You seem to take heavier hits though... (+1 to Damage Rolls against you).



EQUIPMENT

Here we have a strange collection of parasites, hormonal cocktails, and scanning equipment. I for one wouldn't want to be caught dead without a Micro-Evolution Syringe... then again, maybe death would be better than tempting evolutionary fate.. There are no prices listed... but i'm sure we could work something out.

STEALTH ORGANISM : A living parasite that binds with its owner and uses a combination of pheromones and adrenal boosts to blend with shadows. If the user takes damage, the parasite dies instantly.

PERSUASION ORGANISM : a living parasite that uses a combination of pheromones, rapid mutations, jaws, and tentacles to help the owner to persuade, intimidate and taunt. If the user takes damage, the parasite dies instantly.

HEAVY SURGE: A dangerous hormone and chemical cocktail that overloads the users adrenals and muscles. One use only. Add +2 to melee damage rolls for 2 minutes. Test Your Luck, on failure take 2D3 Stamina of Damage

TERROR FOUNTAIN : one use only. Takes one full round to activate. When active, all entities within 20 feet must successfully Test their Luck to do anything beyond move. Lasts 3 minutes.

OPTICAL "ENHANCE" ARRAY: Allows night and heat vision up to 30'. Has 10x optical zoom.

MICRO-EVOLUTION SYRINGE: one use only. Automatically pass the next roll the user makes. On first injection, develop a major mutation and lose 1 Luck permanently. On all further injections, develop a super-bad mutation, lose 1 luck, 1 stamina, and 1 skill permanently.

SPELLS

STRATOSFIEND

POLYPHEMEAN RAGE (2)

A beam originates from the user's single giant eye and seers the target in plasma while also knocking it 10 feet back.

TABLE 2-1: POLYPHEMEAN RAGE SPELL

Damage Roll	1	2	3	4	5	6	7+
Polyphemean Rage	1	2	3	4	7	12	16

ORBITAL INTELLIGENCE

FLAMING AUTO-SACRIFICE (2)

The caster ignites themselves, trading pain and purification for the power of the defensive satellite. Caster's melee attacks automatically hit for the next 5 minutes

BURNING REVELATION (4)

The caster literally sets their mind ablaze to drink of the knowledge of the all-seeing Sky-Lasher the Everlasting Trident of the Sun. Caster gets 1 free re-roll of each skill, spell, and damage roll for the next 5 minutes.



LASER-CANNON "JUDGEMENT'S RAIN" (6)

Purification by Laser-Cannon has been ordered by The Trident of the Sun. It's up to the caster to determine who is punished, but it's up to Sky-Lasher to determine when it happens. The Trident of the Sun is overzealous however, and upon damage being dealt... it thirsts for more. The laser doesn't arrive until the end of D3 rounds, but it strikes D3 times (roll damage for each)

TABLE 2-2: "JUDGEMENT'S RAIN" SPELL

Damage Roll	1	2	3	4	5	6	7+
"Judgement's Rain"	2	3	5	7	9	12	16

TELL MOTHER WHAT'S ON YOUR MIND (2)

A jaw clamps down on the targets head, forcing them to reveal what's on their mind. Target takes 1 Stamina of damage, and must Test their Luck (or Skill) successfully or spout 1 random truth they hold dear.

YES MOTHER (4)

A tentacle drives its way into the mind of the target, and their will becomes that of the Earth-Mother. Target takes 2 stamina of damage, and must Test their Luck (or skill) successfully or they must comply with one command from the caster.

GIVE IT TO MOTHER (6)

The earth cracks and splits beneath the caster, as tentacles and teeth try to force their way through. The Target is ensnared by tentacles, and then swallowed whole. It is spit up within a couple minutes.

TABLE 2-3: GIVE IT TO MOTHER SPELL

Damage Roll	1	2	3	4	5	6	7+
Give It To Mother	3	8	10	12	14	16	18

BESTIARY

CHILDREN OF SPACE

As the Trident of the Sun tore open holes in time and space, his noble progeny poured on through in waves. Expect the seekers to poke and prod, the Skulkers to infiltrate and ambush, and the Goliaths to be wrecking crews. Nothing can stand in the way of Sky-Lasher's spawn, and nothing will be unbroken.

SEEKER OF THE SCOURGE

SEEKER OF THE SCOURGE :

Skill 6; Stamina 10; Initiative 3; Armor 0; Damage as Modest Beast

Imagine the offspring of an octopus, a dire wolf, and a lamprey; that's a seeker. They serve as the first wave of the invading cosmic forces. They gather the primitive masses of the world they arrive on, and if possible... hunt them to extinction.

SPECIAL: Whenever a Seeker of the Scourge strikes a target 2 or more times in a round, the target is knocked prone as it tries to devour its face.

MIEN

- 1 Cruel
- 2 Hungry
- 3 Tormented
- 4 Excited
- 5 Playful
- 6 Vicious

"IMAGINE THE OFFSPRING OF
AN OCTOPUS, A DIRE WOLF,
AND A LAMPREY;
THAT'S A SEEKER."



Children of Space : Goliath of the Horror, Goliath Birth-Engine, Seeker of the Scourge, and the Skulker of the Harbinger by James Everett Jackson

SKULKER OF THE HARBINGER

SKULKER OF THE HARBINGER

Skill 7; Stamina 8; Initiative 4; Armour 2; Damage as Small Beast, or Weapon

Ever seen a six armed creature, the size of a man, and with deer legs? Neither have I. The Skulkers strike with such a ferocity that their target is left stupefied. They're master infiltrators, and there's not a surface they can't scale.

SPECIAL: If it strikes a target 2 or more times in a round, the target is entranced by the Skulker's flurry of limbs and its skill is cut in half (rounding down) until the end of combat. They can also climb sheer surfaces and have heat-vision.

MIEN

- 1 Hunting
- 2 Sarcastic
- 3 Relaxed
- 4 Aggressive
- 5 Juggling
- 6 Violent

GOLIATH OF THE HORROR

GOLIATH OF THE HORROR

Skill 10; Stamina 20; Initiative 1; Armour 2; Damage as Gigantic Beast

Goliaths aren't leaders; they are a primal force that all lesser beings willingly bow to. They tower over 50' and have massive tentacles they use to crush structures and rend bone from flesh. They aren't the most clever, but they're near impossible to kill and their blood is what builds their hordes. Their single cyclopean eye is the source of their power, and as long as it remains in its socket.

SPECIAL: If the Goliath is killed without removing its Eye, it will wake within D6 rounds, with 2D6 Stamina. Whenever the Goliath takes damage; its blood spills and it gains +1 initiative, and spawns D3 Seekers of the Scourge.

MIEN

- 1 Reanimating
- 2 Ponderous
- 3 Plotting
- 4 Exhausted
- 5 Perturbed
- 6 Furious

GOLIATH BIRTH-ENGINE

GOLIATH BIRTH ENGINE

Skill 8; Stamina 16; Initiative 1; Armour 4; Damage as Assault Carbine

This is what happens when a Goliath has fallen, and they get tended to in time. They are encased in an impenetrable cylinder of glass, amniotic fluid, and hormones, that allow them to heal their way back to grace... eventually. Their eye has been removed and set inside of its own protective casing, and their motor functions are left to operate the massive turrets that line the cylinder.

SPECIAL: If the Goliath is killed without removing its Eye, it will wake as a Goliath of the Horror within D6 rounds, with FULL Stamina.

Whenever the Goliath takes damage; its blood spills and it gains +2 initiative, and spawns 2D3 Seekers of the Scourge.

MIEN

- 1 Annoyed
- 2 Exploring
- 3 Nurturing
- 4 Patrolling
- 5 Reloading
- 6 Healing

"THEY ARE ENCASED
IN AN IMPENETRABLE
CYLINDER OF GLASS."

CHILDREN OF EARTH

It's not clear whether Terror-Eater brought these hellspawn with her or not, but they have definitely grown to adore and worship her. The Nulls signify her drive for obedience, the Ogresses drive for beauty, and the Howlers embody her aspect of hunger. They're not demons yet... but they will be.

CLOUD-THIRST NULL

CLOUD-THIRST NULL

Skill 7; Stamina 7; Initiative 1; Armour 1; Damage as Small Beast, or Pistolet

Their eyes are opaque, you can hear the thrumming in their veins, and they move painfully and without rhythm. Once they get hit, they roar into life; able to destroy and vex anything in their way. They were probably human at some point, but now they're mindless drones. They often travel in packs. Oh, and they can spray needles...

SPECIAL: When dealt damage, they enrage and can move up to 60 feet per turn. This continues until the end of the next round, when they immediately return to their passive state.

MIEN

- | | |
|---|-------------------|
| 1 | Tired |
| 2 | Hungry |
| 3 | Yawning |
| 4 | Completely Vacant |
| 5 | Dazed |
| 6 | Confused |

“...YOU CAN HEAR THE
THRUMMING IN THEIR
VEINS...”



Children of Earth: Ogress of the Earthen Chimes, Cloud-Thirst Null, Earth Howler by James Everett Jackson

OGRESS OF THE EARTHEN CHIMES

OGRESS OF THE EARTHEN CHIMES

Skill 9; Stamina 16; Initiative 4; Armour 1; Damage as Large Beast, or Weapon

Bound to the will of Terror-Eater herself, the Ogresses spread the word of the Earth-Mother. They tower at 7 feet tall, have only one arm, and walk the battlefield with a grace rarely seen in humans. Everything they do and say is beautiful, even being berated by one is enough to reduce a target to a whimpering mess. They even say being killed by one... can make you beautiful.

SPECIAL: Whenever a target is damaged by the hands of the Ogress, she begins to sing The Chants of the Goddess. The target must test its luck successfully, or it loses the ability to be aggressive until the end of the next round.

MIEN

- 1 Singing
- 2 Inquisitive
- 3 Curious
- 4 Enraged
- 5 Lost in Thought
- 6 Enamoured

EARTH HOWLER

EARTH HOWLER

Skill 8; Stamina 20; Initiative 2; Armour 1; Damage as Modest Beast

Imagine the horrible offspring of a horned toad and an orangutan; this would still be more pleasant than an Earth Howler. They love nothing more than to pound their prey with their massive arms. When they grow tired of pursuit, they bellow a cursed melody from their throat sacs that paralyzes their prey. No one knows where they came from, and even Earth-Mother doesn't love them.

The easiest way to take one out, is to wait until it stops howling...

MIEN

- 1 Playful
- 2 Twitching
- 3 Hungry
- 4 Self-Grooming
- 5 Predatory
- 6 Calculating

SPECIAL: The Earth Howler can spend its turn howling and all within 20 feet must test their luck successfully to take any actions. The howling continues until the Earth Howler halts, or dies...

TERROR OF THE STRATOSFIEND

Beasts, Horrors, and humans from stars beyond stars, pour through portals and reduce the land to ash. What more could you want? A talking shotgun? We've got that. A staff that hatches into a living breathing creature? We've got that too.

Ever wanted to take command of a 15 foot tentacled horror? Maybe you would rather find out what it's like to unleash unbridled psionic energy? Perhaps you'd rather sneak through the streets and sell your skills to the highest bidder? Or maybe you just wanted to call down the aid of a maniacal weapons satellite?

Inside you will find 6 new backgrounds, new equipment to harness, new armor to wear, new weapons to use, and a new weapons upgrade system.

Compatible with TROIKA!

Offering of Dark Space Nachoes:

Terror of the Stratosfiend : TROIKA! Edition is an independent production by Orbital Intelligence, LLC and is not affiliated with the Melsonian Arts Council.

\$10.00

COMPATIBLE WITH
TROIKA!

