

# StarCraft Roleplaying Game

## Game Supplement 1: The Zerg

-A Fan Project by Leovaunt Game Design



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# Chapter 1: Introduction

The zerg swarm is a race of biological advanced aliens. They are monstrous in appearance, and encompass a wide variety of species are genetically engineered to be the perfect tools for the swarm's prevalence. The zerg actively assimilate other races into their swarm, mutating them into new strains or taking worthwhile traits that are of interest to the leaders of the swarm. Relentlessly, the zerg crusade across the Koprulu sector spreading colonies to all worlds, occupied or unoccupied. Their purpose is simple: eradicate and evolve.

The zerg come in a wide variety of species, and even their buildings and colonies are living creatures linked together like the biological organs inside the human body. Individually, most zerg are feral animals, but they are controlled by more powerful and intelligent species who command their minions with pure psionic will. This forms a hierarchy of sorts, with the minion strains ruled by command strains, and those leaders in turn led by the mastermind strains. Therefore, the entire swarm is controlled by multiple layers of psionic domination, all leading up to one all-powerful being that rules of the entirety of the zerg.

In the StarCraft Roleplaying Game, zerg represent one of the most common and greatest threats to stability and safety in the sector. Adventurers in the sector will doubtlessly come into contact with zerg across many worlds around the sector, and such encounters will always be violent. The zerg do not negotiate, talk, reason, or interact with other species. They simply kill anyone they come across, unless their controller deems otherwise.

This supplement is everything that a Game Master needs to incorporate the zerg into their campaign. Due to varied nature of the Swarm, there is an opponent for every level, from the most novice wannabe-hero to the greatest champions of humanity. In addition to mere examples of the zerg the players are likely to come across, there is rules for the variety of zerg evolution powers, special traits, and natural weaponry that are likely to deploy. This allows the Game Master to capture the ever-evolving nature of the zerg, by creating offshoots off of the generic species or zerg with alternate abilities and traits. This supplement should be restricted to the Game Master, as most of the contents are for running zerg non-player characters in the game universe. However, there are a few options inside for the players, such as talents and rules for playing as infested terran characters. Note that any of the supplemental rules in this book are only allowed by the GM's discretion.



# Chapter 2: History of the Zerg

*~Rewritten from StarCraft Wiki*

## The Overmind and the Rise of the Swarm

The xel'naga feared that the individualism and different personalities of the zerg would lead to a chaotic species. There was a possibility that it would result in their estrangement from xel'naga. Therefore, to reign further control over the zerg, they created a single, powerful, psychic being known as the Overmind, that was tethered to them psychically. The Overmind was a sentient being that ruled over and governed the entirety of the Zerg.

The Overmind controlled the zerg through a 'hive mind', which allowed it to control its many minions. To help regulate its control, it created offshoot species known as cerebrates, to help it control and govern the swarm. Each cerebrate took control over one part of the swarm, bound psychically to its minions, controlling the actions of their lesser kin. In time, the Cerebrates created lesser psychic beings, such as overlords and queens, to help manage their broods.



While the majority of the zerg were bound together under the control of the Overmind, some Zerg escaped the linking of the hive mind, and hid on Zerus. These zerg, who became known as the primal zerg, retained their individualism and independence and continued to be the masters of their own destinies, evolving on their own without the direction of a higher power.

Unknown by all, a xel'naga named Amon corrupted the essence of the Overmind, giving the zerg a single overriding goal: to destroy the protoss, the psionically-advanced species that was also enhanced by the xel'naga. Driven by this compulsion without the ability to fight it, this corruption would put those two powerful races in conflict in the years ahead.

## Conquest of the Stars

The Overmind eventually realized that they could not evolve further while limited to Zerus, and turned its attention towards the stars. Using its psionic might to lure space-faring organisms to Zerus, the Overmind assimilated them into the swarm, gaining the ability for its strains to survive in the vacuum of space. It then turned its attentions towards the Xel'Naga worldships that resided in orbit of their world.



The Overmind severed the psychic link it had with its creators, and launched the majority of its swarm into space to deal battle with their creators. The xel'naga were caught unprepared for the attack, and their worldships were overwhelmed one after another. The xel'naga were consumed by the ravenous zerg, and their knowledge and history were assimilated by the Overmind. As part of this knowledge and the power it gleaned, the Overmind learned the general direction of Aiur, home world of the Protoss. Still possessed by Amon's influence, it took the swarm to the stars and began its long journey towards finding the protoss.

The zerg swarm abandoned Zerus entirely, leaving in their wake. In time, the primal zerg that had gone in hiding resumed their dominance of the planet. They, once again, became the most prevalent life form on Zerus.



As the zerg swarm traveled across the stars, they came across many other habitable planets, and assimilated new species into the swarm. However, the Overmind still doubted their ability to conquer the protoss, due to that specie's great psychic might. Their answer came when their deep space probes came across the terrans of the Koprulu Sector. The terrans all had latent psychic potential that the Overmind desired for the swarm, even if their physical forms leaved something to be desired.

The protoss learned of the encroaching Zerg by collecting and studying the deep space spores that landed on worlds around the sector. They realized that this was a race similarly engineered by the xel'naga, and that they would be a clear threat to the peace of the sector.

## **Invasion of the Koprulu Sector**

Upon the bulk of the swarm arriving in terran space, the zerg immediately set upon raiding fringe worlds around the sector. Afterwards, the zerg pushed forward and attacked the Sara system, beginning with the heavily populated world of Chau Sara.



The Confederacy, the reigning Terran power, downplayed the invasion to its populace, hiding the imminent threat that was on the horizon. Even worse, they tried experimenting with the Zerg, trying to find ways to control and manipulate them in order to increase their power

As the zerg infested and conquered worlds, a protoss expedition fleet, lead by Executor Tassadar, followed in their wake, incinerating previous terran occupied worlds. They fought the zerg infestation at every step, attempting to hold back the advance of the encroaching swarm.

The terrans were in the midst of their own personal civil war at this time, as a revolutionary named Arcturus Mengsk led the Sons of Korhal rebels against the Confederacy government. Mengsk, supported by his lieutenants Sarah Kerrigan and James Raynor, began to win many crucial battles against the Confederacy in the chaos of the Zerg invasion, even stealing plans to a device known as a psi emitter, which had the ability to create a beacon that could call the Zerg to a location. They used this on the planet of Antiga Prime, to escape a Confederate blockade.

After eradicating confederate forces across the sector, the zerg landed an invasion of Tarsonis, the confederate capital. They were lured to the planet by psi emitters, placed on the planet by Arturus Mengsk in order to destroy the throne world of his enemies. Both his lieutenants, Raynor and Kerrigan, challenged this vile use of the Zerg to overthrow a government. This invasion broke the power structure of the government, the Confederacy was defeated. It was replaced by the Terran Dominion, led by the newly crowned Emperor Mengsk.



In addition to his crimes against humanity, Arcturus Mengsk abandoned his psychically gifted lieutenant, Sara Kerrigan, to die on Tarsonis. It was punishment for her defying his orders and other past disputes. While she was presumed dead by her friend James Raynor, who abandoned the Sons of Korhal after Mengsk's betrayal, she was instead captured by the zerg, whom placed her within a chrysalis, to undergo a deep mutation.

In the meantime, even though the Protoss Expedition gathered to incinerate Tarsonis, Tassadar refused to destroy the planet, to preserve the remaining terran lives still fighting on the surface of the world.

## **Rise of the Queen of Blades and the Invasion of Aiur**

After the destruction of Tarsonis, the zerg advanced to the volcanic planet of Char to prepare for their invasion of Aiur. Pursued by both terrans and protoss, the zerg fought back both forces for control of the planet while protecting the chrysalis containing Sarah Kerrigan. Eventually, the chrysalis hatched, revealing a zerg infested monstrosity that was once Kerrigan. This being, twisted and evil and influenced by the same corruption inflicted upon the swarm by Amon, called herself the Queen of Blades. Her powers several times what she had as a Terran and now utterly loyal to the Overmind, Kerrigan went about cleansing Char of her enemies and increasing her own power.

However, the enemies of the zerg proved to be far more powerful than initially appraised. One of the cerebrates, Zasz, was killed by a protoss dark templar named Zeratul. These dark templar were a separate faction of protoss who wielded an energy that mirrored the Overmind's own, and was capable of killing its immortal servants. Although this led to Zasz and his brood being obliterated, the Overmind was able to discern the location of Aiur from Zeratul's mind, and the invasion of Aiur began in earnest.



The Protoss, their focus diverted towards Tassadar's defiant behavior and his sudden disappearance, were unprepared when the Zerg landed on masse on their planet. Quickly, the protoss defenses were torn apart, and the Overmind seeded itself onto the home world of their enemy. Their victory seeming assured, and the zerg set about to annihilating ever protoss on Aiur.

The protoss forces divided in the conflict. While all seemed dedicated to eliminating the zerg, many differing opinions on how it should be done caused the many protoss forces to fight amongst themselves. On one side, Executors Artanis and Tassadar worked with Zeratul and the terran rebel James Raynor. They sought to use Zeratul and his brethren's void energies to eliminate the Zerg commanders. Opposing them was the Conclave, the ruling body of the Aiur, who clung to tradition and refused to cooperate with the exiled dark templar.

In time, the forces put their differences aside, and the forces under the command of Artanis and Tassadar killed several more cerebrates guarding the Overmind. Afterwards, after an epic battle, Tassadar sacrificed himself to destroy the Overmind once and for all, bringing an end to the Zerg's conquest. Soon their chain of command collapsed, and the cerebrates were forced to rally the scattered swarm.



## **The Brood War**

After the Overmind's death, a brutal conflict followed where the Cerebrates battled Kerrigan for control of the swarm. Many of the Cerebrates fused together to birth a new Overmind, which would take full control of the Zerg once again, and dominate Kerrigan along with it.

Kerrigan acquired the needed allies on Shakuras, the protoss dark templar homeworld. Before approaching the Protoss, she remotely psionically dominated Matriarch Raszagal of the dark templar. Kerrigan's manipulated was aided by the immediate threat the rival swarm posed to Shakuras, led by the cerebrate Daggath. Some of the Daggath's followed the protoss evacuation of Aiur to Shakuras, and the protoss killed two cerebrates nesting near the Xel'Naga temple. Kerrigan's offer to aid the Protoss to activate the temple and secure Shakuras in return for aid against the New Overmind was accepted with Raszagal's support.

A Protoss judicator named Aldaris discovered Kerrigan's influence over Raszagal and led a revolt on Shakuras. Raszagal ordered Zeratul and Artanis to put down the revolt and kill Aldaris. However, instead the prelate and executor offered reconciliation in exchange for Aldaris' renewed cooperation. The judicator refused and was killed by Kerrigan before he could reveal her deception. Outraged by Kerrigan's interference, the alliance was broken but she left the planet having ensured the deaths of two rival cerebrates. The protoss subsequently activated the Shakuras temple and scoured the Zerg from the planet.

The Zerg civil war was complicated by the arrival of the United Earth Directorate Fleet from Earth, with orders to take control of the Overmind and take control of the Koprulu sector. Even as the terran Dominion fell to the UED, Kerrigan was preparing to remove the new invaders. She used Jim Raynor's conflicted feelings for her to gain the cooperation of Raynor's Raiders and a contingent of Protoss survivors from Aiur. The raiders and their Protoss allies helped Emperor Mengsk evade capture by the UED. Like with her previous protoss allies, Kerrigan used the threat of a greater enemy to gain cooperation.



For a time, Kerrigan was aided by an agent in the UED, Samir Duran. Duran was an entity secretly allied with Amon, but assumed constructed identities to enter the confidence of Kerrigan and the UUED. Duran joined the UED disguised as a terran anti-Dominion rebel, actually working for Kerrigan to sabotage the UED. Duran played a key role in Mengsk's escape. However, he was exposed to the UED leadership in a failed attempt to destroy the original psi disruptor. After that, Duran was known by the infested terran layer of his disguise.

The intact psi disrupter proved vital to the UED. It disrupted zerg control throughout the Sector, allowing the UED to attack Char and capture the Overmind. This gave the UED control over several broods.

## **Kerrigan Ascendant**

The psi disrupter gave the UED a significant advantage. It granted it control over broods, disrupted Kerrigan's control over her broods, and prevented her from controlling broods not yet claimed by either side. Kerrigan had a plan, however. Mengsk agreed to loan psi-emitters in exchange for the return of Korhal to the Dominion. Kerrigan used the emitters to gain control of feral Zerg on Braxis, which she used to destroy the psi disrupter.

Afterwards, the allies moved on Korhal. The defenses, reinforced by the UED Zerg, were broken, Korhal was restored to the Dominion, and the UED lost their primary staging point in the sector. With Char the only remaining UED stronghold, Kerrigan no longer needed her allies. Before leaving Korhal, she struck heavy blows against the Dominion and Protoss.

Kerrigan coerced Zeratul and the Dark Templar into killing the second Overmind on Char by taking Raszagal hostage. With the Overmind and its supporting cerebrates dead, Kerrigan gained control of the Zerg in the Koprulu sector. Zeratul discovered Raszagal was enthralled to Kerrigan, and Zeratul slew his matriarch rather than allow her continued enslavement. His forces were subsequently scattered.

Around this time, Duran abandoned the swarm. He crossed paths with Zeratul on a forbidden move, where Zeratul learned that the mysterious being was creating Zerg-Protoss hybrids for a grand conquest in the future.



The Dominion, protoss, and UED struck at Char with all their remaining forces before the Zerg could consolidate. The Zerg held and all assailants were forced to retreat. The Zerg Swarm was secure, and Kerrigan emerged as the sector's dominant power. After the destruction of the fleeing UED fleet by the swarm, the combatants were finally exhausted and an uneasy peace fell over the sector.

## **Leading up to the Second Great War**

The Zerg held their forces on Char for some time after the war. Only small skirmishes were fought across the sector, and the Zerg seemed hesitant to push outwards to conquer the sector. The last of the Zerg cerebrates were eliminated by Kerrigan, and she replaced them with brood mothers of her creation to help her govern the swarm.

Four years have passed since the end of the Brood War, and suddenly the Zerg are pushing a full invasion back into Terran space. Has Kerrigan decided to finish off humanity once and for all, or is this invasion the prelude to a larger threat?

# Chapter 3: Nature of a Zerg

The zerg are a collection of assimilated races that have been mutated and perfected into the perfect biological killing machines. As they are substantial different than the other major powers of the sector, the zerg have a number of basic characteristics that set them apart from other life forms. This chapter investigates the nature of the zerg, and the traits that define them.

## Zerg Strains

While there are dozens of subspecies of zerg, all zerg follow roughly under four different types of strains: minion, specialist, command, and mastermind. The strain determines much of a zerg's abilities, actions, and intelligence.

## Zerg Minion Strains

The most common strain by far is the minion strain. Minion strains include the various laborer and warrior strains that possess only a bestial intelligence. Minion strains include but are not limited to zerglings, hydralisks, mutalisks, and ultralisks.

All zerg are essentially psychics, even the lowliest Zergling, and have the ability to detect other psychics and receive and convey information back and forth via telepathy. Zerg do not use words or even exactly emotions to convey, and are essentially on a 'closed circuit' telepathic network that other psychics are generally not able to intercept or make any sense of. They simply send and receive information to the command strains on instinct.

Minion strains are generally not any more intelligent than beats or animals, and rely on a command strain to control them. Command strains do this through usage of the Command skill and the *Dominant Minions* psionic powers. When controlled, the Zerg act with greater organization, tenacity, and precision. When not commanded, they are feral, and are as likely to turn on each other as they are an enemy.

Minion strains are considered to have a Psi Level of 1 for the purpose of their Psionic Detection ability. However, larger packs of Zerg are known to increase their Psi Level for the purposes of detection range, although not detection power.

Finally, minion strains tend to be more bestial in intelligence, and do not perform certain combat actions. Unless commanded by a higher strain or noted otherwise in the individual creature description, these zerg cannot aim, thought block, evade, use burst fire or suppressing fire, or intentionally utilize combat tactics such as ducking behind cover. They can still, however, perform heavy strike actions and bob and weave.



~Art by Samwise

## Zerg Command Strains

The zerg command strains generally possess a limited amount of problem solving intelligence, although they are genetically designed to be very single-minded towards their purpose, whatever that might be. They have almost no independent thinking outside how best to perform their function. Like common strains, attempts to communicate telepathically with a command strain have continuously failed, partially because the command strains have no intention of communicating with other species, but also because most sentient life forms have trouble understanding with these zerg because of their simplistic single-minded alien mindset and utter lack of empathy. Command strains are generally capable of manifesting a limited number of psionic powers. Command strains include overlords, queens, and infestors.

Command strains fill the leader and support roll on the battlefield. They issue commands to their minions to make them more efficient in battle, and they support their minions with Psionics and Evolution powers. Some command strains are also solid fighters, and most of them are particularly difficult to kill.

In order to function as part of the Swarm, command strains must in turn be led by mastermind strains. Without being controlled, command Strains will also become feral, although they do so very differently than minion strains, because they have intelligence that equals or surpasses that of a terran. What they do exactly vary based on the breed. Overlords will generally try to carry out their master's last directive, although doing so without their guiding influence, and without being part of the larger zerg network generally leads to very little being accomplished. Queens will continue laying eggs, hatching larvae, and breeding the zerg population, but with no directive, and without coordinated effort with Overlords the newly-hatched minions simply run feral. Infestors continue their primary objective; the infestation and consumption of non-zerg bio-matter.

A command strain cannot command another command strain. It can, however, command a specialist strain.



*Art by Nathan Boyd*

## Zerg Specialist Strains

Specialist strain zerg are powerful creatures that are used to fill a complex niche in the Zerg armada, and always possess evolution abilities supplemented with some psionic ability, as well as overall combat prowess. They are often more intelligent than minion strain, but less so than command strain. However, these Zerg generally do not and cannot command other Zerg, except for those they spawn themselves. They are simply more evolved support creatures behaving little better

than feral beasts when not commanded. They are controlled by command strain or mastermind strain Zerg. Some examples of these command strains include the defiler, changeling, viper, brood lord, and swarm host.



## Zerg Mastermind Strains

The zerg mastermind strains are fully intelligent creatures that have independent thought and even varying personalities and agendas. Mastermind strains are usually prolific psychics, capable of using a wide variety of powers to defend themselves. A mastermind strain controls an entire brood on its own, and sets its brood's telepathic network, determining who and what is shared with the link. Although mastermind strains have the intelligence and ability to communicate with other races should they chose to, they generally choose not to. Mastermind strains include cerebrates, brood mothers, the Overmind, and the Queen of Blades.

Mastermind strains are capable of controlling far more than a Command Strain, and the distance they are able to command from is massive, controlling actions sectors away. Mastermind strains rarely command their minions; they are simply too numerous for even a mastermind to command, so the masterminds control the command strains instead, which in turn lead the minion strains under their masters directive.

Unlike their minions, mastermind strains do not go feral while not commanded, as it is them doing the commanding. Even while not under an overarching influence, such as the Overmind or Queen of Blades, the only beings to have commanded the Zerg, the masterminds have enough intelligence and influence to decide their own course of action, even show initiative and creativity. The brood mothers created by the Queen of Blades were the most proficient at this kind of independent thinking; the Overmind's cerebrates struggled without that higher power to guide them.

Mastermind strains have their own command abilities to use on their command strains, although a party of StarCraft adventurers is unlikely to notice a difference directly in encounters.





## Regeneration

All zerg possess the ability to regenerate their wounds at an alarming rate. The regeneration trait is described under the encounter rules chapter in the core rulebook, but will be reprinted here for clarification sakes.

The regeneration trait allows a creature to restore a number of hit points per round based on their size. Many zerg strains, namely Roaches and Mutalisks, regenerate at higher rates, or can perform functions that increase their regeneration.

Size	Base Regeneration
Tiny (Larva)	1
Small (Broodling)	2
Medium (Zergling)	2
Large (Hydralisk)	3
Huge (Queen)	5
Gargantuan (Ultralisk)	8
Colossal (Nydus Worm)	12
Massive (Leviathan)	30

Regeneration is more than simple hit point recovery. After taking a long rest, a zerg will heal from all crippling wound points that they suffered. In addition, a zerg can regrow a lost leg or arm after 10 days. Finally, zerg bodies never grow strained from extensive medical treatment, as they heal the wear and tear of their bodies. As such, **Zerg have no healing threshold**, and can be subjected to any amount of medicine skill checks, assuming anyone would want to use medicine on a zerg.



## Zerg and Morale

Zerg do not react emotionally the same way as terrans, nor do they truly experience fear, awe, or joy. As such, Zerg minion, specialist, and command strains do not have a morale bonus, cannot increase or decrease in morale, take talents that effect morale, and are immune to all uses of combat influence and influence related talents such as Demean or Distract. They function as if they have the Jaded and Cynic talents.

Zerg Command strains are technically able to feel such emotions as pain and fear, but not in the same way as Terran or other intelligent life form. Their alien directive-focused mindset prevents such issues from affecting them in a significant fashion.

Zerg Mastermind strains, however, are evolved and self-aware enough that they experience and act on these emotions. However, the Zerg's dispassionate 'survival of the fittest' philosophy and their virtual immortality make them not as easily as affected as other entities would be, and have highly controlled emotional states. Zerg masterminds are considered to have the Jaded talent for free without having to meet their requirements.

## **Zerg Vision and Detection**

Zerg are born and breed to function without the benefits of advanced technology. As such, even their senses have been finely tuned to function without advanced detection. Zerg can see in pure darkness up to 6 squares, and areas of light and dim light are twice as large as they are for human eyes.

Some zerg, such as Overlords and Overseers, are capable of detecting hidden, cloaked, and burrowed entities in much the same way as advanced scanners, such as those on missile turrets and radar towers. They usually have the innate abilities of either spotters or detectors.

Some Zerg have no eyes, and rely on other senses to detect their foes. These types of zerg, including scourges and corrupters, often rely on thermal vision or the guidance of an overlord to navigate their surroundings. Exact rules for these species will be found in their relevant entries.

Finally, command and mastermind strain zerg telepathically send what they are detecting back to their minions. The minion can act as if seeing a target through their own eyes and can even ignore concealment or total concealment if the command strain is able to send back an image without such concealment. This allows zerg with a flying overhead overlord to seem to have a supernatural understanding of what is going on in a battlefield and be able to react to changing conditions or avoid hazards without having firsthand knowledge of the obstacles they are avoiding.



## Zerg Psychics

While the zerg are telepathically connected, more advanced strains are capable of powerful psionic abilities that rival or surpass those of most terran ghosts. The following chart layout the Psionic capabilities of most Zerg, along with what Psionic disciplines they have access to.

Psychic Type	Maximum PL	Psionic Disciplines Accessed
Zerg Minion Strain	1	Instinctive Telepathic Link with other Zerg, Psionic Detection
Zerg Specialist Strain	4	Instinctive Telepathic Link with other Zerg, Psionic Detection, Augmentation
Zerg Command Strain	6	Instinctive Telepathic Link with other Zerg, Psionic Detection, Telepathy, Augmentation
Zerg Mastermind Strain	10	Instinctive Telepathic Link with other Zerg, Psionic Detection, Natural Mind Reading, Telepathy, Augmentation

As an innately Psionic race, the zerg have a significant amount of control over their Psionic abilities. For any mastermind strain, or command strain that is being controlled, there is no chance of overcharging on a natural psionics skill test roll. If a command strain is not being controlled, they only overcharge on a result of a 1. Any zerg psychic can overcharge through boosting still, however, zerg boosting their Psionic powers is virtually unheard of except for infested terran psychics.

Zerg gains powers and Psi Levels much like characters do; through the purchasing of talents. However, zerg do not begin with a Psi Level of 1, like terrans, as they are born with the innate ability to control their mental abilities. Zerg psychics begin with a Psi Level based off their species, which is loosely based on their level and strain. If the zerg further evolves, they can continue to increase their psionic potential through spending talents.

While they gain a higher Psi-Level for free, zerg psychics must still purchase their Psionic Powers through talents, and they do not gain free psychic powers through having a higher psi-level.

## Zerg Telepathic Link

Zerg have a full telepathic link being all members of the same brood. They can also use each other's senses, see what another is seeing or feel what another is feeling. It also prevents them from fighting one another and telling friend from foe. Zerg creatures rely on command and mastermind strains to provide the telepathic links. Without being under the command of a higher strain, most zerg that lose their telepathic link become feral. That is why creature's like overlords are required to follow zerg into battle when traveling long distances.

Mastermind zerg strains have the ability to close off their telepathic link per their own judgment. This typically used when one brood fights another brood; each brood shuts off their own telepathic link from the rival zerg, so one side does not have an advantage of the other.



## **Burrowing**

Most ground based Zerg have the capacity to burrow underground. This allows them to hide and wait, organizing ambushes, or gives them a chance to escape conflict and regenerate their wounds. They do this by vibrating billions of micro muscles, allowing them pass seamlessly through a variety of surfaces.

Entering into a burrow requires a standard action. Exiting a burrow requires a move action. While a zerg is burrowed, it is considered to be cloaked for the purposes of attacks against it, defenses, and being spotted or detected. In addition, burrowed zerg have a cover bonus to defense.

While burrowed, zerg can generally perform no actions, and are essentially blinded. They can feel motion on the surface around them at radius of 10 squares, and their hearing remains intact, although all targets are considered to have concealment against them for the purposes of perception tests. Some specialty zerg breeds, such as roaches and infestors, retain the ability to move while burrowed. Other creature's, such as lurkers, can use their subterranean spines attack while burrowed, making attacks at enemies they sense through their tremor sense without penalty. Some zerg command strains can release eggs on the surface around them, even while burrowed.



## **Biomass**

Every zerg has an accumulated amount of biomass, which represents their biological reserves of energy and mass that they have stored within their bodies. This Biomass allows them to activate abilities, protect themselves, undergo mutations, or similar functions. Generally, Biomass usage by minions requires some kind of command by a command strain, and generally does not need to be kept track of except in rare situations, while higher strains are constantly using and gaining Biomass in order to use and activate their abilities.

Every creature's default Biomass level is equal to their fortitude + strength + willpower. This is the level a healthy Zerg will have when encountered, and it is also the maximum Biomass that can accumulate.

Biomass goes up and down like hit points. Using an ability that requires biomass reduces their current Biomass by an amount based on how much the ability costs. Biomass does not come back on its own, and must be restored by consuming creep or through the use of special Evolution Powers.

Most of the uses of Biomass are covered under Evolution Powers.



## Creep

Creep is the name for the rapidly expanding zerg biomass that overwhelms the terrain around where zerg live. It is essentially a rapidly growing and regenerating zerg fungus that provides life and nourishment to a zerg colony. It forms a thick, slimy, purple carpet of mold spreading at a rapid pace across the landscape.

Creep by itself is not dangerous to a party of StarCraft adventurers, although it denotes a larger zerg presence, usually a hive. Zerg hive structures are essentially towering zerg organs that rely on the Creep for nourishment and sustainment. Even zerg creatures will feed upon the Creep for energy and biomass. Due to the creep's rapid growth, it regenerates consumed matter rather quickly.

Creep can be killed or held back, usually through heat or fire. Flamethrowers provide an excellent deterrent to holding back the spread of creep. However, creep will always keep coming back. To prevent the growth of creep, the source must be destroyed. Creep sources are usually creep tumors, hatcheries, or some Zerg life forms. Once the creep sources are destroyed, the creep will usually die off without something to sustain it.

Most creep providers create areas of 24 squares. They expand in the same area as a burst, generally increasing in size rapidly. Each round a creep provider is in place, the area increases by 1 in size, until it reaches its maximum area.

Creep provides zerg many benefits. Zerg life forms can take a full-round action consuming creep while in direct contact of it. Every round spent devouring creep increases the creature's current Biomass by 1, up to their normal maximum. In addition, zerg creatures walking along the surface of creep move faster when sprinting. When performing a sprint action on creep, every two squares of movement a Zerg creature moves along the creep, they gain an additional free square of movement. Obviously, creatures flying over the creep do not get this benefit.

Once an area of creep has been deprived of its creep source, it lingers for 1 minute, and then begins to recede at half the rate it grew, losing 1 square every 2 rounds.



*~Examples of Creep Infestation and Zerg Growth*

# Chapter 4: Anatomy of a Zerg

While the previous chapter described the basic traits that all zerg have in common, this chapter describes the individual functions and abilities that separate them. These include various things that a Game Master might be familiar with from the Core Rulebook, such as skills, talents, weapons, weapon upgrades, and armor. However, the nature of the zerg is very different than that of a terran, and many of these features and abilities vary greatly from a terran in how they function.

Note that one of the purposes of this chapter is, because zerg are generally not player characters, is to show how zerg can be customized and designed by the GM. Zerg are varied, always evolving, and are likely to be encountered across all difficulty levels. One zergling encountered near a basic hatchery on one jungle world might be totally different than a zergling found aboard a leviathan. This chapter includes options, so zerg can be constructed in a massive variety of ways to always be able to provide fresh and new challenges to the player.

## Designing a Zerg

Zerg are designed based on characteristic points, just like terran characters, NPCs, constructs, and alien fauna are described in the Core Rulebook. Like those entities, zerg have a number of characteristic points based on their level and degree of formidability. The rules for designing creatures is found in the StarCraft Core Rulebook, but is repeated here for clarity's sake, enhanced with information about specifically designing zerg.

To create a zerg you chose what threat level you want them to be. Threat level, as mentioned in the Core Rulebook, determines how much experience a creature is worth and how many encounter point it makes up for an encounter. Determine what threat level you want the creature to be, then refer to the following table for how many characteristic points you get to spend to design the creature. Unlike characters, creatures get all of their characteristic points to spend at once, rather than slowly progressing. Determine the threat of the creature you are designing based on how many characters of equivalent level you want it to be worth. Refer to earlier in the chapter for a breakdown of the different threat levels.

In addition, there are heroic creatures. Heroic zerg resemble special and unique variations of creatures of a certain threat level. A classic example would be a Torrasque, a rare special breed of ultralisk that is often found as an assault leader for the most powerful leaders of the swarm. For a heroic creature, they count as normal for a creature of their threat level, except they gain extra characteristic points and their base hit points based on size is based on the heroic standard, instead of the non-heroic that most creatures use.

Creature Threat Level	Starting CPs	CPs per level	Base Hit Points
Trivial Threat	10	2	Non-heroic level based on size
Low Threat	10	3	Non-heroic level based on size
Medium Threat	15	4	Non-heroic level based on size
High Threat	25	5	Non-heroic level based on size
Extreme Threat	30	6	Non-heroic level based on size
Formidable Threat	75	6	Non-heroic level based on size
Epic Threat	120	7	Non-heroic level based on size
*Heroic	+10	+1	Heroic level based on size

Zerg can spend their characteristic points on ability scores, skill, and talents as normal for any other creature. All creatures use the following base ability score array.

**Strength: 2      Instinct: 2      Agility: 2      Fortitude: 2      Intelligence: 1      Willpower: 2**

Creatures must observe the same maximum values for ability scores and skill as determined by their level as normal. The creature's size might modify some of these values (see below).

Level	Maximum Ability Score Value	Maximum Ranks in Skills
1	5	3
2	5	3
3	5	3
4	5	4
5	6	4
6	6	4
7	6	5
8	6	5
9	6	5
10	7	6
11	7	6
12	7	6
13	7	7
14	7	7
15	8	7
16	8	8
17	8	8
18	8	8
19	8	9
20	9	9
21	9	9
22	9	10
23	9	10
24	9	10
25	10	11
26	10	11
27	10	11
28	10	12
29	10	12
30	10	12

In addition, creatures have several special options they can and must spend characteristic points on. These are creature types, creature abilities, and size.

### Assailant

**Characteristic Points:** 3, requires natural ranged attack

**Instinct:** +1      **Fortitude:** +1

**Skill Focuses:** Ranged, Perception

**Talents:** Awesome Ability (Instinct I)

**Special Ability (Powerful Projectiles):** An assailant creature is skilled at using their natural ranged weaponry, and assailing foes from afar. Their natural ranged weapons gain +2 power ratings in damage.

**Special Ability (Advanced Assailant):** Every 6 levels the assailant has, it gains one of the following benefits: a free Assailant creature ability, +1 instinct, +1 fortitude, or a higher level of skill focus in either Ranged or Perception.

**Description:** Assailants are creatures that rely on natural ranged weapons, such as an acidic spit, firing quills, or a breath of fire. These creatures use their ranged arsenal to solve the majority of their woes, and prefer to stay out of direct combat. Assailant creatures tend to have good senses, Instinct, and are precision hunters.

### Bruiser

**Characteristic Points:** 3

**Fortitude:** +1      **Willpower:** +1

**Skill Focuses:** Durability, Endurance

**Talents:** Awesome Ability (Fortitude I)

**Special Ability (Living Tank):** A bruiser creature is very hardy, and is able to take incredible punishment without being taken down. A bruiser adds its Willpower to its damage threshold, and ½ its Willpower its damage resistances.



**Special Ability (Advanced Bruiser):** Every 6 levels the Bruiser has, it gains one of the following benefits: a free Bruiser creature ability, +1 fortitude, +1 willpower, or a higher level of skill focus in either Durability or Endurance.

**Description:** Bruisers are aggressive lifeforms that prefer to charge into battle, battering and pushing their enemies aside with their great Strength. They tend to have little regard for pain or personal injury, and are difficult to scare or intimidate. These creatures rely on extreme Fortitude and mass to take down their prey.

## Fury

**Characteristic Points:** 3

**Strength:** +1      **Agility:** +1

**Skill Focuses:** Defensive Training, Acrobatics

**Talents:** Awesome Ability (Agility I)

**Special Ability (Nimble Flight):** A fury creature has the natural ability to fly, and is quite adept at dodging attacks and incoming projectiles. The creature has a flight speed based on their size, and gains a permanent +2 bonus to defense.

**Special Ability (Advanced Fury):** Every 6 levels the fury has, it gains one of the following benefits: a free Fury creature ability, +1 strength, +1 agility, or a higher level of skill focus in either Defensive Training or Acrobatics.

**Description:** The fury is the hunter of the skies, a deadly raptor that flies nimbly through the air slashing and clawing at its prey. Furies are fast and maneuverable, and many can fly fast enough that they can keep up with aircraft. These creatures hunt on the move, tearing at their foes while traveling passed them and getting ready for another pass.

## Hunter

**Characteristic Points:** 3

**Strength:** +1      **Instinct:** +1

**Skill Focuses:** Melee, Athletics

**Talents:** Awesome Ability (Strength I)

**Special Ability (Killer Instincts):** A hunter acts with skill and precision granted from its killer Instincts. It adds  $\frac{1}{2}$  its Instinct instead of  $\frac{1}{2}$  Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

**Special Ability (Advanced Hunter):** Every 6 levels the hunter has, it gains one of the following benefits: a free Hunter creature ability, +1 strength, +1 instinct, or a higher level of skill focus in either Melee or Athletics.

**Description:** Hunters are predators that prefer to go after game that are at least their own size, preferably larger. Therefore, hunters are creatures that know how to fight. Amongst the beats of the universe, no creature fights with more skill and precision than a hunter. Many hunters are so aggressive that they hunt for sport, going after prey just to show their alpha status.

## Opressor

**Characteristic Points:** 3

**Strength:** +1      **Willpower:** +1

**Skill Focuses:** Mental Training, Athletics

**Talents:** Awesome Ability (Willpower I)

**Special Ability (Cunning):** An oppessor has an inborn, natural cunning, that fuels its actions. It adds  $\frac{1}{2}$  its Willpower instead of  $\frac{1}{2}$  Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

**Special Ability (Advanced Oppressor):** Every 6 levels the oppessor has, it gains one of the following benefits: a free Oppressor creature ability, +1 strength, +1 willpower, or a higher level of skill focus in either Mental Training or Athletics.

**Description:** An oppessor is a creature that shows both great Strength and great cunning. These beasts tend to project their alpha status by bullying and subjugating other life forms, and typically push, bully, or terrorize others into submission around them. These creatures are proud and unyielding, and are threatened by rival acts of dominance.

## Prowler

**Characteristic Points:** 3

**Agility:** +1      **Instinct:** +1

**Skill Focuses:** Melee, Stealth

**Talents:** Awesome Ability (Agility I)

**Special Ability (Swift Step):** A prowler is a fast and nimble creature, able to get up to its prey and unleash its fury on them. A prowler adds its full Agility to its movement speed, instead of just  $\frac{1}{2}$  Agility.

**Special Ability (Advanced Prowler):** Every 6 levels the prowler has, it gains one of the following benefits: a free Prowler creature ability, +1 instinct, +1 agility, or a higher level of skill focus in either Melee or Stealth.

**Description:** A prowler is a creature that relies on maneuverability and stealth to sneak about, either to avoid predators or to ambush potential prey. They creatures are fast and nimble, and know how to take advantage of cover and concealment to strike at the best opportune moment.

## Zerg Creature Types

In addition to the standard creature types, which are available to zerg as well as other life forms, there is also the Zerg Lifeform creature type. All members of the creature race have this type, and it does not count against the zerg's limit of number of creature types. As before, purchasing a zerg creature type involves spending a number of characteristic points. Additional characteristic points can be spent to upgrade what strain of zerg the creature is.

The zerg lifeform creature type also gives its own selection of creature abilities.

### Zerg Lifeform

**Characteristic Points:** 4

**Strain Options:** This creature type defines the zerg as a minion strain. If you would like the zerg to be a higher than minion strain, you may pay extra characteristic points to unlock the higher strain.

-To upgrade to Specialist Strain, you must pay 3 characteristic points.

-To upgrade to a Command Strain, you must pay 8 characteristic points

-To upgrade to a Mastermind Strain, you must pay 15 characteristic points. Mastermind strain zerg **MUST** also be heroic creatures.

**Special Ability (Zerg Nature):** The creature counts as a zerg for all purposes, including gaining access to abilities and talents restricted to zerg, or being affected by abilities that only effect zerg. They can acquire zerg lifeform creature abilities. Any time they gain a creature ability from a generic creature type, they can substitute it with a zerg creature ability.

**Special Ability (Zerg Senses):** Zerg vision ignores pure darkness within an area of 6 squares around them, and areas of dim light are twice as large for them. Zerg share their senses with all allied zerg on their telepathic link.

**Special Ability (Regeneration):** Zerg have a regeneration value based on their size (see Regeneration in the Nature of the Zerg chapter).

**Special Ability (Biomass):** Zerg have a biomass score equal to their strength + their fortitude +their willpower. They can spend these biomass points on evolution powers or other traits.

**Special Ability (Burrow):** All zerg (with a few exceptions) that do not have a fly speed have the ability to burrow (see Burrowing in the Nature of the Zerg chapter).

## Creature Size

Zerg come in all different size categories, from tiny mewling larvae to moon-sized leviathans. Below are the different size categories you can spend characteristic points on to purchase as a zerg, and the benefit and penalties for those sizes. Note that smaller sizes actually gives you characteristic points, rather than taking them away.

Size Category	CP Cost	Attribute Modifier
<b>Tiny</b>	-5	-2 strength, +2 agility
<b>Small</b>	-3	-1 strength, +1 agility
<b>Medium</b>	+0	No modifier
<b>Large</b>	+6	+2 strength, +1 fortitude, -1 agility
<b>Huge</b>	+12	+5 strength, +2 fortitude, -2 agility
<b>Gargantuan</b>	+20	+10 strength, +5 fortitude, -3 agility
<b>Colossal</b>	+40	+20 strength, +10 fortitude. -4 agility
<b>Massive</b>	+60	+30 strength, +15 fortitude, -5 agility

The following chart shows the effect size has on the creature's statistics.

Size	Defense	Toughness/ Damage Threshold	Base Movement Speed	Base Flight Speed	Max Strength and Fortitude
<b>Tiny</b>	+6	-8	2	3	-4
<b>Small</b>	+2	-4	3	6	-2
<b>Medium</b>	+0	+0	4	8	+0
<b>Large</b>	-2	+4	5	10	+5
<b>Huge</b>	-4	+8	6	12	+10
<b>Gargantuan</b>	-6	+16	8	14	+20
<b>Colossal</b>	-8	+32	10	16	+40
<b>Massive</b>	-10	+64	Varies	Varies	Infinite

This chart demonstrates how size effects a creature's hit points.

Size	Base Heroic Hit Points	Base Non-Heroic Hit Points	Hit Points from Durability
<b>Tiny</b>	20	10	1+ Fortitude
<b>Small</b>	30	15	3+ Fortitude
<b>Medium</b>	40	20	5+ Fortitude
<b>Large</b>	60	30	10+ Fortitude
<b>Huge</b>	100	50	20+ Fortitude
<b>Gargantuan</b>	200	100	30+ Fortitude
<b>Colossal</b>	500	250	50+ Fortitude
<b>Massive</b>	1,000	500	100+ Fortitude

## Creature Abilities

To make creatures more dynamic and engaging foes, most creatures have an array of abilities to affect the battlefield. These creature abilities are available to purchase for creatures, each ability costing 3 characteristic points. The abilities are structured that each one requires one of the creature types. Therefore, to take a bruiser creature power, you must have the bruiser creature type.

In addition to these common abilities, you can choose to give a creature any additional special trait that you desire. This can be anything unique to the creature, that makes it stand out or be special. You should generally charge the creature 3 characteristic points for every unique ability it has as well, as long as that ability is beneficial and makes a meaningful difference. Otherwise, it should cost nothing.

The following is the list of common creature abilities, organized by creature type.



## **Assailant Creature Abilities**

### **Assailant: Barrage**

**Effect:** The creature can injure itself to make a second ranged attack. The creature takes an amount of damage equal to twice its damage threshold, reduced by damage resistance as normal. Any crippling wounds target the core. However, the creature can make two standard action attacks with one of its ranged weapons, as long as the primary target for the secondary attack is 10 or more squares away from the first target.

### **Assailant: Concentrated Onslaught**

**Effect:** The creature's natural ranged attacks are much more lethal the closer the creature is to the target. If the target is at long range from the creature, their natural ranged attacks gains +5 penetration. If the target is at medium range, the attack gains +10 penetration. If the attack is at short range, the attack gains +20 penetration.

### **Assailant: Energy Resistance**

**Effect:** The creature's familiarity with expelling pure energy has made it resistant to outside sources of energy. The creature gains +10 damage resistance against any attack with either the Energy Damage or Acid Damage weapon trait (chosen when this is taken) and is immune to the effect of those chosen trait.

### **Assailant: Lob**

**Effect:** The creature has evolved to be able to transform its natural ranged attack into a ranged bombardment. If they chose to, they can make their attack gain the Delay, Grenade, and Burst (+1) weapon traits and lose the Line or Cone weapon traits. If the attack used to be a line or cone, then the attack has a range of medium.

### **Assailant: Organic Artillery**

**Effect:** The creature is experienced at assailing its foes from afar. All of the creature's ranged attacks, including natural weapon attacks, special abilities, evolution powers, and psionic powers, gain +2 accuracy.

### **Assailant: Powerful Shot**

**Effect:** The creature can use a standard action on their turn to 'charge' one of their natural ranged weapons. As they are using their standard action to empower the attack, they cannot also attack that turn. If they used the charged ranged attack on their next turn, the attack gains Hailfire (+2).

### **Assailant: Suppression**

**Effect:** The creature's natural ranged attacks with an area effect now automatically cause suppression, following the same rules as the effect granted by an automatic weapon. The effective area is the area covered by the ranged attack. This effect only deals one opportunity attack against targets entering or remaining in the area, but it is with the normal ranged attack.

### **Assailant: Tactical Strike**

**Effect:** The creature can use a standard action on their turn to instantly perform a shift, and then instantly follow up with a natural ranged attack.



*~A Zerg Guardian flying over ahead. The zerg Guardians is an example of a zerg Assailant*

## **Bruiser Creature Abilities**

### **Bruiser: Adapting to Pain**

**Effect:** The creature adapts and handles pain well. Whenever it suffers a crippling wound, it gains protection points equal to ½ its damage threshold.

### **Bruiser: Behemoth**

**Effect:** The creature is very hardy for its size, and gains +5 maximum hit points per rank of durability.

### **Bruiser: Brutal Slam**

**Effect:** The creature has very powerful blows that disorient and stagger their foes. If the creature ever deals a crippling wound with a melee attack, the target is staggered for a number of rounds equal to the crippling wound points.

### **Bruiser: Fast Healing**

**Effect:** The creature heals very quickly, and gains the regeneration trait. Its regeneration is based on its size as normal. If it has regeneration from another source, its regeneration instead increases by 5.

### **Bruiser: Quake**

**Effect:** The creature stomps the ground, sending out shockwaves in the area around it. Releasing a quake shockwave is a full-round action. The creature makes an attack versus the toughness of every target along the ground within the area, with an accuracy equal to strength score. Any struck targets take 2x the creature's Strength in damage and are knocked prone. The area of this attack is a burst centered on the creature, with an area dependent on the size of the creature.

Size	Blast Area
Medium or Smaller	Burst 1
Large	Burst 2
Huge	Burst 3
Gargantuan	Burst 5
Colossal	Burst 8
Massive	Burst 20

### **Bruiser: Smash**

**Effect:** The creature has a Bash natural weapon attack, if it doesn't already have one already. In addition, the creature can make its bash attack as a minor action, in addition to any other attacks it makes in a turn. This attack has no dual-wielding penalties, but can only be made once per turn.

### **Bruiser: Trample**

**Effect:** The creature is able to push through and stomp upon smaller targets. The creature can move as normal through creatures that are two sizes or more smaller than them while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can choose to forgo the attack, and instead use the reaction to shift to try to move out of the creature's way. At the end of the creature's move, all smaller creatures that it trampled over take 5x the creature's strength in damage. Creatures that shifted out of the creature's way take no damage.

### **Bruiser: Unyielding**

**Effect:** The creature is very stable, and is difficult to harm while it is holding its ground. In any turn where the creature does not move or shift, it gains +5 toughness, damage resistance, and damage threshold. These benefits last until the creature moves, shifts, evades, or is moved by something else.



*~Nothing epitomizes the Bruiser like the Ultralisk*

## **Fury Creature Abilities**

### **Fury: Aerial Combatant**

**Effect:** This creature is used to targeting and fighting rival flying targets. When attacking another airborne target, the creature's natural ranged attacks gain +1 range increment and gain +5 penetration.

### **Fury: Airborne Native**

**Effect:** The creature's fly speed increases by the creature's full Agility, instead of ½ their Agility, if it does not have rapid flight. If the creature has rapid flight, it gains +20 acceleration rating and +150 maximum speed. Finally, the creature's Nimble Flight bonus to defense increases to +4.

### **Fury: Nimble Slip**

**Effect:** The creature is skilled at avoiding attacks while in air. If the creature is attacked while flying, before the attack is made it can spend its reaction to shift 5 squares in any direction and reduce the current attack against by -10 accuracy. This action can only be performed once per round.

### **Fury: Bloodlust**

**Effect:** When this creature is attacking an enemy biological target, its attack gains +3 damage for every crippling wound point the target has.

### **Fury: Raking Strike**

**Effect:** This creature can make particularly lethal attacks against ground-based targets it is flying around. While flying and attacking a target on the ground with a natural melee weapon, its attacks gain 8 rending, and knocks their targets prone when the attack roll surpasses toughness.

### **Fury: Rapid Flight**

**Effect:** The fury has evolved the ability to fly fast enough to rival manufactured spacecraft. The creature is able to perform rapid flight, as described in the Game Universe Rules chapter. When gaining rapid flight, refer to the table below and pick one of the three options. The creature gains the acceleration rating and maximum speed of the option chosen, along with all beneficial, or negative, special traits related to that speed.

<b>Flyer Type</b>	<b>Acceleration Rating</b>	<b>Maximum Speed</b>	<b>Special Traits</b>
<b>Swift Flyer</b>	90	900	Suffers -4 damage threshold
<b>Soaring Flyer</b>	60	600	Reduces crippling wounds suffered to the mobility by 1; when losing control, can make a DC 20 acrobatics test to regain control immediately
<b>Steady Flyer</b>	30	300	Immune to mobility crippling wounds; never loses control while flying

### **Fury: Savage**

**Effect:** The creature leaves nasty wounds with its attacks. All of the creature's natural weapon attacks deal 3 bleed damage, or 5 bleed damage on a crippling wound.

### **Fury: Swooping Strike**

**Effect:** The creature can make a raking claw attack while flying by a target. If the creature performs an action move that involves a melee attack against a target, the attack gains +5 accuracy and Hailfire (1). In addition, if the creature is using rapid flight and makes a melee attack during their action, they attack gains Hailfire (+1) for every speed interval the creature is moving faster than the target (see the Speed Difference chart under Attacking Vehicles and Drivers in the Constructs chapter).

## **Hunter Creature Abilities**

### **Hunter: Bestial Challenge**

**Effect:** This creature thrives challenges against their enemies, and often threatens particular foes into attacking them. The creature can perform the Taunt combat influence action, using their melee skill + instinct ability to determine their total bonus, rather than the influence skill.

### **Hunter: Counter Attack**

**Effect:** Whenever this creature is missed by an incoming melee attack, it can instantly make an opportunity attack at that target as long as they are within reach.

### **Hunter: Furious Strikes**

**Effect:** When making multiple strikes with a natural weapon, the creature can split those strikes between two different, adjacent, targets. The creature must choose how many of each strike they are going to make against each target before rolling attacks. They roll the attacks against each target separately.

### **Hunter: Guarded Strike**

**Effect:** Whenever this creature is making multiple melee strike, it can choose to remove a number of strikes (and therefore accuracy bonus) from the melee attack they are about to make. For every attack that they choose not to perform, the creature gains +3 defense until the start of its next turn.

### **Hunter: Predator's Eye**

**Effect:** Creature is a true born killer and knows how to wound their foes. The creature gains +2 rending with all attacks.

### **Hunter: Rage**

**Effect:** The creature becomes increasingly aggressive for every wound it takes. The creature gains +2 accuracy and damage for every crippling wound point it possesses.

### **Hunter: Thrill of the Hunt**

**Effect:** Whenever this creature kills an enemy target of their level or higher, they can spend a healing threshold to regain a number of hit points equal to their damage threshold. Zerg are not required to spend a healing threshold.

### **Hunter: Vengeance**

**Effect:** Whenever this creature is making an attack roll, it gains advantage against a target that damaged it since its last turn.



*~Hydralisks and their Lurker cousins are examples of zerg Hunters*

## **Oppressor Creature Abilities**

### **Oppressor: Alien Mind**

**Effect:** The creature's mind is alien, disturbing, and utterly anathema to the thought processes of natural creatures. The creature gains +15 psionic resistance, and any character that uses a telepathic power on the creature, or is struck by the creature's telepathic psionic powers, loses 1 morale.

### **Oppressor: Antagonistic Presence**

**Effect:** The creature is constantly moving, flailing, or otherwise project an area of hazardous movement around it. All of the squares within the creature's reach count as difficult terrain.

### **Oppressor: Bully**

**Effect:** This creature is adept at pushing and manipulating its foes. All of its special combat attacks, special abilities, evolution powers, creature powers, or psionic powers that target an enemy's toughness gain a +5 accuracy bonus. This includes attacks that target multiple defenses, as long as one of them is toughness, but it only effects the attack roll in regard to toughness. In addition, as a minor action, the creature can make a free push or knock down special attack action every turn.

### **Oppressor: Hobbling Strike**

**Effect:** If any of the creature's natural attacks also bypass the toughness of the target, the target is knocked prone in addition to the normal effects of the attack.

### **Oppressor: Instill Fear**

**Effect:** The creature knows how to use its ferocity to inspire fear. The creature can spend a move action to terrorize its enemies, giving all enemies within medium range and line of sight -1 morale level. Alternately, it can spend a standard action to give -2 morale levels, or a full-round action to give -3 morale levels. The creature may also may make terrify actions using its mental training + willpower in place of the usual influence test.

### **Oppressor: Shove**

**Effect:** This creature can move into and through the squares of any target one or more sizes smaller than it. All creatures whose squares it moves through are automatically pushed out of the way, in a direction of the creature's choosing, so that they are no longer in its path. This ability can only move a creature once per turn, after which the creature cannot move into their space.

### **Oppressor: Snatch and Drag**

**Effect:** The creature can drag and pull enemies towards it. If any of its melee attacks against targets within its reach bypass both the target's defense and toughness, it can choose to pull the target to a square adjacent to the creature itself.

### **Oppressor: Staggering Strikes**

**Effect:** The creature has powerful blows that knock their target's off balance. If any of the creature's attack bypass both the target's defense and toughness, the target is staggered for 1 round.



*~The insidious zerg Infestor is an example of a zerg Oppressor*



## **Prowler Creature Abilities**

### **Prowler: Fast Step**

**Effect:** The creature is able to shift as a minor action, instead of a move action. It can still, however, only shift once per turn.

### **Prowler: Feeding Frenzy**

**Effect:** The creature fights in terrifying and vicious packs whenever its group smells blood. The creature gains a +1 bonus to melee damage and rending for every allied creature within medium range that also has this trait.

### **Prowler: Invisibility**

**Effect:** The creature can become virtually invisible when it needs to. If the creature is in the sneaking state and does not move in its turn, it instead counts as being Cloaked instead of Sneaking until it moves again.

### **Prowler: Pounce**

**Effect:** The creature can lunge at or leap upon its enemies with great speed. This ability functions identically to the Leap talent, except the distance it can leap is either  $\frac{1}{2}$  its strength or its full agility, whichever is higher. The creature can still only leap every other round.

### **Prowler: Prowl**

**Effect:** The creature is skilled at hiding and can make stealth tests to Sneak even while being watched or observed. In addition, the creature can make a DC 25 stealth test to avoid being detected by a motion detector or by a character using a spotter action.

### **Prowler: Rapid Swipe**

**Effect:** Whenever this creature hits and damages a creature with a natural melee attack, it can follow up with another single melee attack with that same weapon against the same target.

### **Prowler: Vampire Leeching**

**Effect:** The creature gains strength from tearing at its foes. Whenever this creature deals damage to a biological target with a melee attack, it heals a number of hit points equal to 5+ its willpower.

### **Prowler: Vulnerable Strike**

**Effect:** This creature knows to take its time and strike at its prey's weak point. The creature gains +2 penetration with all attacks.



*~The common Zergling is a zerg Prowler*

## **Zerg Lifeform Creature Abilities**

### **Zerg Lifeform: Acid Blood**

**Effect:** The zerg's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 2x level damage to a single adjacent target, the attacker if possible. If the zerg is flying when it is harmed, it can also deal this damage to any target beneath them. The damage has the Acid Damage and Penetration 5 weapon trait.

### **Zerg Lifeform: Enhanced Spawning**

**Requirement:** *Spawn Minions* evolution power, cannot be a minion strain zerg

**Effect:** The zerg is very skilled at spawning a certain breed of creature. When it manifests the Spawn Minion evolution power, the biomass cost is reduced by 1/3, the creature's hatch at the start of this zerg's next turn, and the power can be used as a standard action.

### **Zerg Lifeform: Fleet Movement**

**Effect:** The zerg can move at a speed that is amazing for a living creature. While moving across the ground, the zerg can spend a full-round action to move at 8x its normal land speed in a straight line. At the end of the movement, it can perform a melee weapon attack, if there is a target within reach.

### **Zerg Lifeform: Growth Hormones I-III**

**Requirement:** Cannot be a minion strain zerg

**Effect:** The zerg regenerates 1 Biomass every turn, up to its normal maximum. This creature ability can be taken up to 3 times, the second rank increasing the biomass recovery to 3 per round, then the final rank to 5 per round.

### **Zerg Lifeform: Rapid Healing**

**Effect:** This zerg heals at a greatly improved rate. It counts as two size categories larger than it is for determining its base regeneration.

### **Zerg Lifeform: Sensory Glands I-II**

**Requirement:** Cannot be a minion strain zerg

**Effect:** The zerg has highly attuned sensory organs that can detect the presence of nearby hidden targets. As a detector, it treats all characters as detected even if sneaking or cloaked, effecting everything within 150 squares (1 starship square), even if they are not within line of sight.. The creature can then automatically share this information with allied zerg. This talent has a second rank, which doubles the detection radius.

### **Zerg Lifeform: Tunneling**

**Requirement:** Creature must be able to perform a burrow action

**Effect:** While burrowed, the zerg can move at its normal movement speed underground, digging horizontal tunnels through the dirt, rock, and mud. These tunnels do not leave a passage to follow behind them, and cave in after the zerg passes by.

### **Zerg Lifeform: Unlock Evolution Disciplines**

**Requirement:** Cannot be a minion strain zerg

**Effect:** The zerg unlocks two new evolution disciplines. These can be two ranks of a single discipline, such as purchasing Basic and Advanced Infestation, or purchasing a single rank of two disciplines, like Basic Biomancy and Basic Spawning. This ability can be purchased multiple times, each time giving two additional ranks of evolution disciplines. A creature must be at least level 5 to purchase an Advanced Discipline, level 15 to gain a Master discipline, or level 25 for a Paragon discipline. This power does not actually give any evolutions, only access to the disciplines. Powers must be gained from the Evolution Power talent.

## Skills

Zerg gain skills just like any other entity in StarCraft does, by spending a characteristic point to gain a number of skill ranks. Usually this is 2 +1/2 intelligence skill ranks per purchase, but creature types such as oppressor or hunter might change the attached ability score that determines skill ranks.

Zerg have access to the same selection of skills as other characters. However, zerg rarely, if ever, have ranks in the Computers, Leadership, Medicine, or Science skills. Furthermore, the Lore and Influence skills are generally only used by the highest and most intelligent zerg strains.

Instead, the zerg has a new skill: Command. Command is the zerg's ability to exert control over their minions, and organize them into a more effective fighting force.

## Command (willpower)

The command skill is a zerg leader's ability to guide and control its minions. It is a test of will; the ability for the zerg to control the actions of those under them and push them to fight their best for the swarm.

This ability should not be confused with leadership. Leadership is a person's ability to rally his peers and push them to do what needs to be done. Command is a zerg-only ability that is utilizing psychic will to direct and control lesser strains.

### Using Command

The Command skill is used to empower zerg minions the commander has under their control. After using this skill as a minor action, all of the applicable zerg have the command tactic applied to them. This can affect as a few as one minion, or as many as every minion that is under the creature's command. Range and line of sight or not required. It cannot apply different commands with a single action, but it can override commands with future actions.

All commanding Zerg have a Command Limit, which is the maximum number of different Zerg they can control. Generally, the Command Limit for a Zerg is their Psi Level times their Willpower, although talents, and racial qualities can increase this. If the commander gains a bonus to their command limit, which then goes away, they lose control of a number of Zerg equal to how much they surpassed their command limit. The commander chooses which Zerg they lose control of. Controlling a swarm of zerg counts as 20 towards the command limit.

Applying a Command Tactic works similarly to using the Leadership or Tactics skill; the target of the command gains a benefit based on the success of the dice roll. The Command skill check is made to apply the effect. As long as the commander has a result of at least 15 on their command check, they successfully administer the benefit at base level. In addition, they can unlock additional benefits from higher skill check results as their level of mastery with command increases.

Effect	Dice Roll
Default Benefit	15
Default Benefit +1 bonus tier	20
Default Benefit +2 bonus tiers	25
Default Benefit +3 bonus tiers	30
Default Benefit +4 bonus tiers	35
Default Benefit +5 bonus tiers	40

The exact default benefit and bonus tier effects that apply are dependent on the Command Tactic that is used.

Unlike skill such as tactics or leadership, the Command Tactics are not all available to the creature just by having this skill. Command Tactics must be purchased through the use of talents..

See the Command Tactics section under the Essence of a Zerg chapter for a list of the different options under the use of the command skill.

## Talents

Zerg possess and gain talents much like characters. Zerg have access to all talents from the Core Rulebook that they meet the requirements for. In addition, this section has a number of talents specifically for zerg or for non-zerg players that are adept at dealing with zerg.

### **Biomass Reservoir**

Requirements: Zerg

Benefit: The creature gains +5 to their maximum Biomass. This feat can be purchased multiple time; its effects stack.

### **Command Abilities**

Requirements: Zerg Command or Mastermind Strain

Benefit: The creature gains access to a number of Command tactics equal to their intelligence. This feat can be purchased multiple times; each time the creature gains access to more Command abilities.

### **Evolution Powers**

Requirements: Zerg, Must be capable of using Evolution Powers

Benefit: The creature gains 2 Evolution Powers +1 per 5 points of fortitude. The character needs to have the appropriate level of skill in the Evolution Discipline for the powers chosen. This feat can be purchased multiple times; each time the creature gains access to more Evolution Powers.

### **Enhanced Regeneration I-V**

Requirements: Regeneration trait, Fortitude 4/6/8/10/12

Benefit: This creature regenerates faster than most. This talent increase the creature's round by round regeneration by 2. This talent has multiple ranks; each rank having an increased fortitude requirement. Each rank of this talent increases the creature's regeneration by 2, to a maximum of +10.

### **Improved Command**

Requirements: Zerg Command Strain or Zerg Mastermind Strain

Benefit: The zerg's Psi Level is 1 higher for determining the creature's command limit. This feat can be purchased multiple time; its effects stack. There is no limit to the number of times this talent can be taken.



## Purifier of the Swarm I-II

Requirements: Zerg Hunter II, Endurance 6/8, Lore 4/6

Benefit: The character is an expert at hurting zerg where it counts, and diminishing the effectiveness of their abilities. If they deal a crippling wound to a zerg target, the target loses biomass equal to 3+ the number of crippling wound points dealt. In addition, the character gains a +5 bonus on endurance tests against zerg poisons and zerg evolution powers. Finally, the character has advantage on endurance checks to resist the infestation process. This talent has two ranks; the second ranks having a higher endurance and lore requirement. The second rank increases the lost biomass to 4+ crippling wound points, increases the endurance bonus against poisons and evolution powers to +10, and make the character immune to being infested.

## Shatter Control

Requirements: Psi Level 4, Psychic Discipline Focus (telepathy), Zerg Hunter III

Benefit: This character understands how to shatter the zerg's instinctive chain of command. Upon affecting a zerg with any power from the telepathy discipline, the psychic remove any command tactics on all effected zerg. If the caster has a Psi Level of 8 or higher, they can also break the control over any minion strain zerg they effect, essentially making them feral until dominated again.

## Strained Command

Requirements: Zerg Command or Mastermind Strain, Psychic Discipline Focus (telepathy)

Benefit: The creature has the ability to strain its mind or body to control more zerg. The creature can give itself disadvantage on all checks to double its willpower for the purpose of command limits. In addition, while active, the creature gains advantage on all command skill tests., canceling out the disadvantage to everything else The creature can sustain this ability as a free action, and once the zerg ceases to focus this ability, it instantly loses its disadvantage penalty.

## Zerg Hunter I-V

Requirements: Non-zerg

Benefit: This character is adept in their knowledge and expertise against the Zerg. They gain +1 rending versus zerg targets. They also gain +2 to perception tests to detect Zerg, and +4 to Lore tests about zerg life forms. This talent has multiple ranks. Each ranks increases the character's rending versus by +1 (maximum of +5), and increases their perception and lore versus zerg by +2 (maximum of +10).

## Zerg Skill Focus

Requirements: Zerg

Benefit: The zerg has evolved to be dedicated to a single type of focus above all others. When taking this talent, you must choose one of the following categories: Brutality, Corrosive, Projectile, Stamina, or Speed. Once you pick a category, the zerg gains a number of benefits attached to a certain skill, including a skill focus in the attached prowess skill. This talent cannot be purchased multiple times; a zerg can only have one focus.

Focus Type	Focus Skill	Focus Benefit
<b>Brutality</b>	Melee	When attacking with a zerg natural melee weapon, or a zerg natural ranged weapon without the Acid Damage weapon trait, the zerg gains +1 rending and penetration for every 2 points of the melee skill.
<b>Corrosive</b>	Ranged	When attacking with a zerg natural ranged weapon with the Acid Damage weapon trait, the zerg gains +2 penetration for every 2 points of the ranged skill.
<b>Speed</b>	Defensive Training	The zerg gains +1 movement speed for every 2 points of the defensive training skill. If the zerg is a flyer, they also gain +25 maximum speed when using Rapid Flight for every 2 points of the defensive training skill.
<b>Stamina</b>	Durability	The zerg gains +1 to their maximum biomass and their regeneration value for every 2 points of Durability skill.
<b>Will</b>	Mental Training	For every 2 points of mental training the zerg has, they gain +1 to psionic manifestation checks and their command tests.

If you have Skill Focus in any skill, then your maximum ranks in that skill is increased by 2, not matter what level you are. If you gain multiple skill focuses in a single skill, your maximum ranks in skill increase by 1 for every Skill focus in that skill beyond the first.

## Natural Weapons

All zerg are bio-engineered instruments of war, and have a wide variety of natural weapons that they fight with. A zerg natural weapon is very different from that of a Terrans, as their weapons are part of their bodies; they cannot discard them and pick up another, obviously.

However, zerg natural weapons function very similarly to regular weapons. Each weapon has a profile that determines normal factors such as accuracy, penetration, damage, power rating, and so on. Both melee and ranged natural weapons exist. Ranged natural weapons do not have limited ammunition, as the creature regenerates any lost projectiles.

Like other weapons, zerg natural weapons scale in tier. Rather than representing finer manufacture and superior materials, Zerg natural weapons represent how evolved and genetically perfected a weapon is as well as how large that weapon is on that particular creature. The bonuses for increasing in tier are the same as the in terran weapons, increasing accuracy, damage by power rating, and burst area.

Natural weapons function differently in how they are present on the creature's body. Having one scything claw weapon does not mean the creature only has one claw; it means the creature has enough claws to make all the attacks it needs with that weapon. As such, a creature cannot have more than one of a natural weapon. Zerg can make attacks with multiple natural weapons as normal as long as they have multiple different natural weapons. For instance, a hydralisk can attack with both scything claws and ripping fangs; however it suffers all normal penalties for dual wielding, and gains normal benefits from dual-wielding talents.

Finally, many natural weapons deal additional damage and gain extra accuracy based on the size of the creature. Particularly large limbs hit very hard and are difficult to avoid! Because of this, the natural attacks scale based on how large or small the creature is. To do this, simply **increase or decrease the base damage of the weapon by the power rating based on what size the creature is and what weapon category it is**, as accordingly to the table below. This stacks with the increased power rating from skills. This only applies to natural weapons that are listed in the NPCs entry at being a certain size.

The tier of zerg natural weapons and armor is simply derived from their level. Zerg between levels 1-10 have tier 1 natural equipment; between levels 11-20 they have tier 2, and levels 21+ have tier 3.

Size	Weapon Power Rating	Weapon Accuracy Bonus	Weapon Traits
<b>Tiny</b>	-2 Power Ratings	+0	As Base Weapon
<b>Small</b>	-1	+0	As Base Weapon
<b>Medium</b>	+0	+0	As Base Weapon
<b>Large</b>	+2	+4	As Base Weapon
<b>Huge</b>	+4	+8	As Base Weapon
<b>Gargantuan</b>	+6	+16	As Base Weapon plus Cleaving (1)
<b>Colossal</b>	+8	+32	As Base Weapon plus Cleaving (2)
<b>Massive</b>	+12	+64	As Base Weapon plus Cleaving (4)

Finally, melee attacks benefit from strength as normal for determining damage and attack overages. Ranged attacks benefit from instinct for determining attack overages.

### Acidic Saliva

#### Zerg Ranged Weapon

Damage: 30

Accuracy: +1

RoF: Fast

Range: Special

Power Rating: +5

**Special Traits:** Scaling Line, Scaling Penetration (heavy), Corrosion, Acid Damage, Close Quarters

**Description:** Possessed by zerg with extreme acidic qualities, this attack is projecting a short-range spew of corrosive acid that covers and eats its target. The effects of this are quite horrifying, and at best will ruin a prized suit of armor. Creatures with this trait are typically avoided whenever possible.

## Acid Bomb

### Zerg Ranged Weapon

**Damage:** 50

**Accuracy:** +1

**RoF:** Average

**Range:** Strategic

**Power Rating:** +5

**Special Traits:** Scaling Penetration (heavy), Scaling Burst, Acid Damage, High Explosive, Downward Barrage

**Description:** Acid Bombs take a variety of forms, from acid-filled spores thrown at great distances, to orbs of collected acid that are then thrown or launched with great force. Either way, these weapons strike an area with tremendous force, blanketing an area with deadly corrosive acid.

## Barbed Tendrils

### Zerg Melee Weapon

**Damage:** 24

**Accuracy:** +1

**RoF:** Average

**Range:** Melee

**Power Rating:** +4

**Special Traits:** Scaling Penetration (moderate)

**Description:** A pair of barbed tentacles loom over the creature's back. These tentacles are not closely connected to the creature's nervous system, and it does not have as much control over them as its other limbs. However, when they strike, they strike very hard, and they tend to punch through even tougher armors with some force.

## Corrosive Acid Spores

### Zerg Ranged Weapon

**Damage:** 40

**Accuracy:** +0

**RoF:** Average

**Range:** Remote

**Power Rating:** +5

**Special Traits:** Scaling Penetration (heavy), Burst (8), Corrosion, High Explosive, Acid Damage, Hailfire (1)

**Description:** The feared weapon of the Devourer, these creatures can exhale these nauseous clouds of corrosive spores onto enemy ships. These spores eat away a massive section of hull, disintegrating enemy fleets of flyers and even opening up enemy capital ships.

## Glaive Wurm

### Zerg Ranged Weapon

**Damage:** 24/18/12

**Accuracy:** +1/0/-1

**RoF:** Average

**Range:** Distant

**Power Rating:** +4/3/2

**Special Traits:** Scaling Penetration (heavy), Moving Parasite, Acid Damage

**Description:** Mutalisks possess a parasite known as the Glaive Wurm, which they thrust at enemies from their tails. These dangerous organisms degrade quickly as the leap from target to target, dissolving their prey with corrosive acid.

## Grasping Claws

### Zerg Melee Weapon

**Damage:** 30

**Accuracy:** +0

**RoF:** Average

**Range:** Melee

**Power Rating:** +5

**Special Traits:** Scaling Penetration (moderate), Special Combat Action

**Description:** The creature possess one more oversized crab-like claws. These weapons are slow and unwieldy, generally not designed for combat. However, they can be quite powerful when used.

## Kaiser Blades

### Zerg Melee Weapon

**Damage:** 30

**Accuracy:** +2

**RoF:** Fast

**Range:** Melee

**Power Rating:** +5

**Special Traits:** Penetration (20), Cleaving (1)

**Description:** The formidable Kaiser blades are massive hook like arms that tear through anything that stands against them. The blades are so large that they can strike multiple targets with a single attack.

### Parasite Spore

#### Zerg Ranged Weapon

**Damage:** 50                                 **Accuracy:** +2  
**RoF:** Fast                                   **Range:** Remote  
**Power Rating:** +5

**Special Traits:** Penetration (40), Acid Damage

**Description:** The parasite spore eats and consumes anything it comes in contact with, clawing and dissolving through anything it hits, causing considerable damage. It keeps going until there is nothing left to go through, making it very effective at deal serious damage to capital ships.

### Ram

#### Zerg Melee Weapon

**Damage:** 30                                 **Accuracy:** +0  
**RoF:** Slow                                   **Range:** Area Melee  
**Power Rating:** +5

**Special Traits:** Area Bash, Scaling Penetration (moderate)

**Description:** A ram attack is simply a creature hurling its bulk at a group of foes. While not as powerful as other attacks, a ram attack can hit several targets at once when used by a larger creature.

### Ripping Fangs

#### Zerg Melee Weapon

**Damage:** 21                                 **Accuracy:** +2  
**RoF:** Average                               **Range:** Melee  
**Power Rating:** +4

**Special Traits:** Scaling Penetration (light), Rending (4)

**Description:** The creature has a mouth full of large, serrated teeth. The creature's bite can tear through flesh and armor with equal ease.

### Seeker Spore

#### Zerg Ranged Weapon

**Damage:** 20                                 **Accuracy:** +4  
**RoF:** Fast                                   **Range:** Remote  
**Power Rating:** +4

**Special Traits:** Scaling Penetration (moderate), Rending (5 versus Biological), Acid Damage

**Description:** The seeker spore is a large barbed pod that rips and tears apart its target while bleeding acidic fumes. It is particularly painful when used against living targets.

### Scything Claws

#### Zerg Melee Weapon

**Damage:** 16                                 **Accuracy:** +2  
**RoF:** Fast                                   **Range:** Melee  
**Power Rating:** +3

**Special Traits:** Scaling Penetration (light)

**Description:** The scything claws is a common close combat weapon of many zerg. It consists of a pair of radial blades that make meat cleaver like gashes across a target. The fine edge and nanosteel hard composition of the claw allows it to cleave through armor readily.

### Smash

#### Zerg Melee Weapon

**Damage:** 25                                 **Accuracy:** +1  
**RoF:** Average                               **Range:** Melee  
**Power Rating:** +4

**Special Traits:** Scaling Penetration (moderate)

**Description:** A smash mostly consists of a creature with incredible bulk and strength bashing an adversary with a leg, arm, or fist. As far as zerg natural weapons go, it is less ideal, but still effective.



## Spine Bank

### Zerg Ranged Weapon

Damage: 21

Accuracy: +1

RoF: Fast

Range: Long

Power Rating: +3

**Special Traits:** Scaling Penetration (light)

**Description:** The spine bank of a zerg contains hundreds of javelin-like spines fired at rates of fire that could penetrate the toughest metals. These spines, fired by muscular action, can be released frighteningly quickly, and can quickly shred an armored marine into ribbons.

## Subterranean Spines

### Zerg Ranged Weapon

Damage: 40

Accuracy: +2

RoF: Fast

Range: Special

Power Rating: +5

**Special Traits:** Scaling Penetration (moderate), Rending 4, High Explosive, Spine Row

**Description:** A dreaded ability first witnessed during the Brood War, the subterranean spines allow a creature to thrust forward dozens of massive spines through the ground, tearing apart any targets unfortunate to be on the surface in the area. A creature with this ability can quickly tear apart entire squads of enemies.

## Tentacles

### Zerg Melee Weapon

Damage: 20

Accuracy: +1

RoF: Slow

Range: Melee

Power Rating: +4

**Special Traits:** Special Combat Attack, Venom Coating

**Description:** Tentacles are usually found around a creature's mouth, replacing teeth. They are used to grab food and pool it inwards and are usually found exuding poison.



## **Weapon Traits**

The following are new weapon traits that correspond with the aforementioned Zerg natural weapons.

### **Acid Damage**

**Description:** This weapon deals damage in the form of some manner of chemical such as acid or bio-plasma. Acid damage attacks gain Hailfire (1) against constructs, stacking with other sources of hailfire.

### **Area Bash**

**Description:** This attack strikes at all targets within 1 square of the front facing of the creature.

### **Burst (X)**

**Description:** When this weapon is used, it makes an attack against all targets within a burst area in size based on the value under the weapon description. Characters can make evade attempts as normal. Higher-tiered variations of this weapon increase the burst size by 1 per each tier above first.

### **Cleaving (X)**

**Description:** This natural weapon has a burst area equal to the value next to the name, despite being a melee weapon. The attack hits all targets within the burst, but otherwise treats this as a standard melee attack. The creature wielding the weapon can choose to omit squares from the area, to avoid hitting itself or its allies.

### **Cone (X)**

**Description:** When this weapon is fired, it affects all targets in a cone area of effect with a size based on the X value. Characters can make evade attempts as normal. Higher tiered variations of this weapon increase the cone size by 2 per tier above first. See encounter rules chapter for more details.

### **Corrosion**

**Description:** This weapon shoots a spray of corrosive acid. If the attack bypasses defense and toughness, the target gains the Melting condition. Melting characters take 20 piercing damage and lose a morale at the start of their turns. The melting condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

### **Downward Barrage**

**Description:** For every 2 squares forward this weapon fires, the projectile goes 1 square down. For example, firing this weapon at a target 15 squares away, the weapon must also go at least 7 squares downwards. This weapon can be sent downwards at a steeper angle if desired.

### **Hailfire (X)**

**Description:** This weapon has the damage multiplier from the hailfire rule, after damage resistance and penetration applied, as detailed in the Core Rulebook. The value of the hailfire trait is the damage multiplier, with Hailfire (1) being x2 damage, and scaling up from there. Multiple sources of hailfire stack with one another.

### **High Explosive**

**Description:** When the primary target of a weapon with this trait is a swarm, the attack gains +1 hailfire for every 3 points of attack overage the attack gains on the attack, to a maximum of +3.

### **Line (X)**

**Description:** When this weapon is fired, it affects all targets in a line that is 1 square wide and a number of squares long equal to the traits value. The attack makes a single attack roll against every target in the area. Even if the attack misses, the target(s) still take half damage.

### **Moving Parasite**

**Description:** After landing a hit with this weapon, the attack bounces to another enemy target of the attacker's choice within short range. This attack has the damage, accuracy, and other statistic as the second entry in the weapon's statistic block. The target of the second attack cannot be the first target. If the second attack hits, then the attacker makes a third attack at an additional target within short range of the second target, using the final value in the weapon's entry for damage and accuracy. The third target cannot be either the first or second target. Whether the third attack hits or misses, the attack ends there.

### Penetration (X)

**Description:** A weapon with this trait has a base penetration value equal to the value next to this trait. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

### Piercing

**Description:** This weapon ignores all damage resistance.

### Rending (X)

**Description:** A weapon with this trait has a base rending value equal to the value next to this trait. Rending reduces their target's damage threshold against the attack by up to 20. Any rending over 20 converts one-to-one into base damage for the attack. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

### Scaling Burst

**Description:** This weapon has a Burst (X) area. Its burst area is based on the size of the zerg.

Size	Area of Effect
Large or Smaller	Burst 1
Huge	Burst 2
Gargantuan	Burst 3
Colossal	Burst 4

### Scaling Cone

**Description:** This weapon has a Cone (X) area. Its cone area is based on the size of the zerg.

Size	Area of Effect
Medium or Smaller	Cone 6
Large	Cone 9
Huge	Cone 12
Gargantuan	Cone 15
Colossal	Cone 24

### Scaling Line

**Description:** This weapon has a Line (X) area. Its line area is based on the size of the zerg.

Size	Area of Effect
Medium or Smaller	Line 8
Large	Line 12
Huge	Line 16
Gargantuan	Line 24, 2 squares wide
Colossal	Line 32, 3 squares wide

### Scaling Penetration (X)

**Description:** This weapon has a Penetration value that is based on the character's level. This trait always has a value of light, moderate, or heavy. This determines what the attack's exact penetration is based on the creature's level.

Size	'Light Penetration'	'Moderate' Penetration	'Heavy' Penetration
1-5	3	5	10
6-10	8	10	15
11-20	12	15	20
21 or higher	16	20	30

### Special Combat Action

**Description:** After striking with this weapon, the creature can choose to instantly make a Push, Knock Down, or Grab attack versus the target.

### Spine Row

**Description:** When this weapon is used, it affects all targets in a Double Line (30) that are within 1 square of the ground. Even if the attack misses, the target(s) still take half damage. To use a weapon with this trait, the creature must be burrowed or rooted in the ground. Upon making this attack while burrowed, the creature's location is revealed and counts as sneaking instead of cloaked until it spends a turn not attacking.

### Venom Coating

**Description:** This weapon is contaminated with poisons that the creature itself is immune to. When damage by a weapon with this trait, injured targets to make a DC 8+ the creature's level Endurance check or instantly take 2 times the creature's level in poison damage. Poison damage ignores damage resistance but does not deal crippling wounds.

## Natural Weapon Evolutions

Zerg natural weapons can also sport a wide variety of separate evolutions, lesser traits that empower the weapon or creature in some way. These function identically to weapon upgrades for terrans, including the same limitations on how many weapon evolutions can be applied to a weapon of a certain tier. Sometimes a particular hive of zerg will develop an adaptation that applies one of these evolutions to a natural weapon that generally does not possess that trait.

### Acid Coating

#### Melee or Ranged Natural Weapon Upgrade

**Benefit:** The creature has acid secreting pores on one of their melee or ranged natural attacks. When that attack is used, the struck target takes additional damage equal to ½ the attack's damage. This damage has the penetration (5) and acid damage weapon traits. This upgrade does not apply to weapons that already have the Energy Damage or Acid Damage weapon traits.

### Brutal Edge

#### Melee or Ranged Natural Weapon Upgrade

**Benefit:** This creature's melee or ranged attack has an improved fine grooved edge made of even more dense bone. That natural weapon gains +3 penetration. This upgrade does not apply to weapons that have the Energy Damage or Acid Damage weapon traits.

### Enhanced Regurgitation

#### Ranged Natural Weapon Upgrade

**Benefit:** The organ that control's the creature's acid or corrosion ranged attacks is improved, allowing it to spit more acid faster. This increases the accuracy of one of the creature's ranged acid damage attacks by +1 and gives it +4 penetration. This upgrade only applies to weapons that have the Acid Damage weapon trait.

### Extra Limbs

#### Melee Natural Weapon Upgrade

**Benefit:** This creature has an extra smaller set of the same limb. For bite attacks, this could be an extra set of jaws behind the first set. The creature has advantage with all attacks made with this weapon. This upgrade only applies to melee weapons.

### Hydrochloric Bile

#### Ranged Natural Weapon Upgrade

**Benefit:** This creature's ranged biological attack eats' through bio matter at a greatly enhanced rate. That natural weapon gains Rending (+5 versus biological). This upgrade only applies to weapons that have the Acid Damage weapon trait.

### Oversized Limb

#### Melee Natural Weapon Upgrade

**Benefit:** This natural weapon has a single, massive, limb that is larger than the others. When performing a heavy strike with that weapon, you gain +10 damage instead of +5. This upgrade only applies to melee weapons.

### Poison

#### Melee or Ranged Natural Weapon Upgrade

**Benefit:** This natural weapon is coated with the venom of one of the Zerg toxins. The weapon gains the Venom Coating weapon trait. This upgrade does not apply to weapons that already have the Energy Damage or Acid Damage weapon traits.

**Reactive Muscle**

**Melee Natural Weapon Upgrade**

**Benefit:** The muscles attached to one of the creature's melee weapon's are extremely fast, and almost function on their own, seeking for the enemy's weak points without the creature's focused effort. That weapon gains +2 accuracy. This upgrade only applies to melee weapons.

**Splintering Bone**

**Melee or Ranged Natural Weapon Upgrade**

**Benefit:** This creature's melee or ranged sheds tiny splinters of bone into the ones that they hit, causing considerable long-term damage to the limb struck. That natural weapon gains +3 rending. This upgrade does not apply to weapons that have the Energy Damage or Acid Damage weapon traits.



## Natural Armor

Zerg also possess thick natural armor, known as the carapace. Essentially, it is an armor-like shell that fits outside their skin. There are many types of carapace, and like natural weapons they can increase in evolution tiers. Natural armor functions identically to regular armor, except the Zerg cannot ever remove their natural armor.

Note that zerg armor is specifically designed not to slow or encumber its wearer. Therefore, all zerg natural armor does not have a maximum agility bonus.

### **Zerg Light Carapace**

**Damage Resistance:** 8      **Defense Penalty:** -0

**Resistance Rating:** +2      **Armor Type:** Light

**Special Traits:** Elemental Protection

**Description:** Light Carapace armor consists of a thick armored shell that shields the creature from outside attacks that lack penetrating depth. The carapace has gaps between the armor that allows free movement by the creature, but the gaps give the creature vulnerable spots.

### **Zerg Juggernaut Carapace**

**Damage Resistance:** 30      **Defense Penalty:** -4

**Resistance Rating:** +5      **Armor Type:** Super Heavy

**Special Traits:** Elemental Protection, Very Cumbersome

**Description:** The juggernaut carapace is only found the largest and fiercest Zerg monstrosities. It is similar to plated carapace, except the out layer is much thicker, usually with a rocky mineral outcropping radiating from the heaviest plates, which blunts attacks with an additional layer of stony growths, often accompanied with spines.

### **Zerg Plated Carapace**

**Damage Resistance:** 24      **Defense Penalty:** -2

**Resistance Rating:** +4      **Armor Type:** Heavy

**Special Traits:** Elemental Protection, Cumbersome

**Description:** The plated carapace is truly impressive armor, as it is several layers of reinforced carapace that shift and rotate as the creature moves to not restrict movement extensively and cover most of the creature's body. These creatures rarely have a visible weak point, and it sometime difficult to know where to shoot.

### **Zerg Reinforced Carapace**

**Damage Resistance:** 18      **Defense Penalty:** -1

**Resistance Rating:** +3      **Armor Type:** Light

**Special Traits:** Elemental Protection

**Description:** Reinforced Carapace is a multi-layered carapace, with a thick out shell guarded beneath by a flexible hardened coat over the skin. It allows the armor to be additionally protective without restricting movement much further.

# Chapter 5: Powers of the Zerg

Lacking technology, one might think the zerg have a disadvantage compared to all the other races in the sector. They would be mistaken, as the zerg make up for this limitation with a variety of special powers originating from their biology, command structure, and psionic nature.

## Using Psionic Powers

To represent the manifesting Psionic Powers, there is a Psionics skill. This is an adventuring skill available to any character with a Psi Level. For zerg, that is any zerg strain other than a minion strain. Whenever a caster decides to manifest a Psionic Power, they must make a skill check. The DC and time requirements to manifest the power depend on the power itself, and will be listed in the power's description. To successfully manifest a psychic power, the caster must surpass the manifestation DC with their psychic power check. If the psychic check fails, the power does not manifest and the action is wasted. If the psychic check succeeds, the psychic manifests the chosen power.

Psychic Type	Maximum PL	Psionic Disciplines Accessed
<b>Zerg Minion Strain</b>	1	Instinctive Telepathic Link with other Zerg, Psionic Detection
<b>Zerg Specialist Strain</b>	4	Instinctive Telepathic Link with other Zerg, Psionic Detection, Augmentation
<b>Zerg Command Strain</b>	6	Instinctive Telepathic Link with other Zerg, Psionic Detection, Telepathy, Augmentation
<b>Zerg Mastermind Strain</b>	10	Instinctive Telepathic Link with other Zerg, Psionic Detection, Natural Mind Reading, Telepathy, Augmentation

## **Power Effect**

The exact effect of a manifested power depends on two factors. The first is which power is used. The second is what Psi Level the caster is. The higher a character's psi level, the more powerful the effect. Psi level doesn't always increase the mere numerical value of the power, but can also increase the range, cause it to effect additional targets, or allow it to make attacks. Look at the table attached to the psionic power to see what its effect is at different Psi Levels.

Note that many offensive psionic powers will also require an attack roll to hit the target. The exact defense type struck will be listed in the powers description. For determining the accuracy bonus, use the **character's ranks in the psionics skill as the base accuracy, with an accuracy bonus equal to intelligence**. Damaging psychic powers still use attack overages, and the maximum number of attack overages is determined by willpower.

## **Energy Fatigue Score**

Psionic characters can get increasingly worn down by manifesting psionic powers. Their minds grow tired, their thoughts becoming blurred and unfocused, and even their body's bear the strain of their powers. This turns into Energy Fatigue, which penalizes a character's ability to manifest powers.

Upon successfully casting a power, they take an amount of energy fatigue equal to the power's cost. In addition, some powers have an energy fatigue cost for sustaining over multiple rounds. If the caster fails to manifest a power, then they do not suffer energy fatigue.

Every point of energy fatigue reduces the character's bonus to manifest Psionic powers by 1. If their Psionics skill is reduced to the point where their bonus to manifesting powers is 0 or less, they cannot sustain powers, use psionic items or psionic energy shields, and cannot manifest powers.

A character can make a full-round action to focus their mind, and relieve some of the strain. Doing this requires a DC 10 willpower test. They stop sustaining all powers while making this check, and any current effects are dispelled. The character recovers a point of energy fatigue equal to their willpower, +1 for every point they surpassed the DC. Furthermore, 5 minutes of complete rest and concentration will remove all Energy Fatigue.

## Zerg Psionic Powers

Most command and mastermind strain zerg has access to a variety of psionic powers, as well as some specialist strain. In addition to being able to use any Psionic Power in the Core Rulebook, there are a few new psionic powers available. Note that most of these powers can only be used by zerg (see the power requirements line if it is labeled a zerg power).

### New Telepathy Powers

#### *Compel Action*

Telepathy, Instant Power, PL 2, Zerg

Action Type: Standard Action

Manifestation DC: 14

Range: Distant

Energy Fatigue: 8

**Default Benefit:** *Compel Action* allows the caster to order zerg they are currently commanding to immediately take a standard action, even though it is not their turn. This power effects a number of commanded zerg equal to 1/2 the caster's Psi Level that are within range of the power. Compelled zerg can sacrifice the standard action to perform lower tier actions, such as a move or minor, as normal. The compelling creature decides what action the zerg minion takes. A zerg can only be compelled to act once per turn.

Psi Level	Benefit
2	Default Effect
5	This power effects a number of creatures equal to ½ the caster's PL +1
7	The power can be used up to remote range

#### *Psionic Droning*

Telepathy, Sustained Power, PL 4, Zerg

Action Type: Standard Action

Manifestation DC: 18

Range: Self

Energy Fatigue: 1, +1 for every round sustained

**Default Benefit:** Manifesting this power allows the caster to emit a psionic droning, a mental white noise that interferes with the concentration of nearby psionic beings of other races. Non-psionic beings cannot detect the droning, and other zerg are not bothered by it. The psionic droning effects a burst area centered on the caster equal to 5x PL. All non-zerg psychics within the area suffer disadvantage on all instinct, intelligence, and willpower based skill checks, including psionic manifestation checks. This does not affect strength, agility, or fortitude based skill checks, nor does it affect attack rolls. This power does not require an attack roll, but can be negated as long as the character is actively using the Thought Blocking combat behavior. This power can be sustained as a move action, costing energy fatigue each round it is sustained.

Psi Level	Benefit
4	Default Effect
6	Power's area increases to 10 x PL
8	Psychics within the area suffer disadvantage on ALL checks, including strength, agility, and fortitude checks, as well as attack rolls.
10	This power now effects non-psychics. It still does not affect zerg.



### ***Dominate Minion***

**Telepathy, Instant Power, PL 4, Zerg Command Strain or Zerg Mastermind Strain, Command skill**

**Action Type:** Standard Action

**Manifestation DC:** 18

**Range:** Distant

**Energy Fatigue:** 1 per zerg dominated

**Default Benefit:** The *Dominate Minions* power allows the psychic to seize control over a zerg minion that is not under their control. This cannot surpass the command limit of zerg they are currently controlling. Every dominated minion must be within medium of another minion dominated with this casting. This power automatically succeeds at seizing control if the target creature is feral. Otherwise, it requires an opposed Command skill test with the being that is currently controlling it. Once dominated, the Zerg is considered to be controlled by the caster, and can have a command function applied to it.

Psi Level	Benefit
4	Default Effect
6	Caster gains a bonus to command checks equal to ½ PL
7	Each dominated minion can be within long range of another minion.
8	Caster can automatically apply a command combat augmentation upon dominating the minion. This will still require a command test.

### ***Summoning***

**Telepathy, Instant Power, PL 4, Zerg, Dominate Minions**

**Action Type:** Minor Action

**Manifestation DC:** 18

**Range:** Special

**Energy Fatigue:** 10

**Default Benefit:** This power allows the zerg to summon additional reinforcements, beckoning feral zerg minions or the minions of another commander. This can only be used in locations where there is a substantial nearby zerg population, and new minions can arrive on a short notice. After this power is manifested, the zerg arrive at the top of the initiative turn two rounds after the power is used. When manifesting this power, the caster can summon a number of levels worth of zerg equal to twice their Psi Level. This power can only summon minion strain zerg, and cannot summon zerg higher than medium threat. The zerg can arrive by any beings the Game Master sees fit, such as drop pod, nydus worm, delivered by an overlord, or simply sprinting to the battlefield.

Psi Level	Benefit
4	Default Effect
6	The power can summon high threat zerg; power summons 3xPL levels of zerg.
8	The power can summon extreme threat zerg; power can also summon specialist strain zerg

## New Augmentation Powers

### *Enhanced Fangs*

**Augmentation, Channeled Power, PL 2, Zerg**

**Action Type:** Minor action

**Manifestation DC:** 12

**Range:** Self

**Energy Fatigue:** 6

**Default Benefit:** The *Enhanced Fangs* power strengthens the power of the caster's natural attacks. This affects any Zerg natural weapons that don't have the Acid Damage or Energy Damage trait. While this power is active, all such attacks deal +1 damage per PL. This lasts 1 round per PL.

Psi Level	Benefit
2	Default Effect
4	Power causes weapons to gain 1/2 rending equal to PL
6	Power causes natural weapons to do +2 damage per PL
8	Power lasts 10 minutes per PL

### *Surge of Activity*

**Augmentation, Instant Power, PL 3, Non-Infested or Primal Zerg**

**Action Type:** Reaction

**Manifestation DC:** 14

**Range:** Self

**Energy Fatigue:** 6

**Default Benefit:** By using *Surge of Activity*, the caster is filled with energy and push themselves into instantons reaction. This power is manifested as a reaction, usable before or after any other character's turn instead of during the caster's turn. If this power is successfully manifested, the caster can instantly take a move action the moment the power is manifested. Whether successful or not, this power can only be manifested once per turn.

Psi Level	Benefit
3	Default Effect
5	Power allows the caster to take a standard action instead of a move action
7	Power allows the caster to take a full-round action
10	Power can be manifested twice per turn, instead of once, if the caster has more than one reaction per turn.

## **Command Tactics**

Command Tactics are implemented onto lesser beings by the command or mastermind strain, who impose orders on to them. Their usage is described under the Command skill.

If any zerg have been grouped together under a single initiative for the ease of record keeping, it makes it easier if all of those zerg have the same Command tactics applied to them. In addition, if a command strain zerg is not directly involved in a combat, assume that they took a 10 on their command check on all commanded minions, and let the commander change command tactics at the end of initiative.

Below is the list of available Command Tactics that leader strains can pick up to apply to a zerg. The exact effect depends on what the creature scores on its Command skill check.

### **Adrenaline**

**Benefit:** The commanded zerg strike harder with all of their attacks. On a successful check, the affected zerg minions deal +2 damage with all of their melee and ranged weapon attacks, +1 additional damage for every bonus tier they reach.

### **Fervor**

**Benefit:** The commanded zerg strike with additional speed and strength. On a successful check, the affected zerg minions gain +1 accuracy with their attacks, +1 additional accuracy for every bonus tier they reach. In addition, the affected zerg can perform the aim action.

### **Focused**

**Benefit:** The commanded zerg acts with more precision, putting more emphasis into their actions. On a successful check, the affected zerg minions gain +2 to all of their skill checks, not counting attack rolls,, +1 additional bonus to their skill checks for every point bonus tier reached.

### **Push**

**Benefit:** The commanded zerg move faster than normal. On a successful check, the affected zerg minions gain +1 to their move speed and/or acceleration rating, +1 additional speed or every bonus tier reached.

### **Rejuvenation**

**Benefit:** The commanded zerg have empowered regeneration. On a successful check, the affected zerg minions increases their regeneration rate by 4, and increase it by a further 2 every bonus tier they reach.

### **Replenishment**

**Benefit:** The commanded zerg recharge their biological reservoirs. On a successful check, the affected zerg minions regain 1 biomass as the start of each of their turns, and recover an additional 1 every bonus tier they reach.

### **Swarm Maneuvering**

**Benefit:** The commanded zerg move evasively and actively try to dodge attacks. On a successful check, the affected zerg minions gain +2 defense and toughness, +1 additional defense and toughness every bonus tier they reach.

### **Terrifying**

**Benefit:** The commanded zerg are more vicious and primal, their every action unsettling to their foes. On a successful check, the affected zerg gives all enemies on the battlefield -2 to their morale bonus and willpower tests to everyone that can see it, -2 additional effect for every bonus tier reached with the command test. This ability does not stack with multiple zerg having this effect on in a single encounter.

### **Undying**

**Benefit:** The commanded zerg ignore their own injuries. On a successful check, the affected zerg minions gain 3 protection points when this power is activated, or at the start of each of the commander's turns. Every bonus interval gives the zerg 3 additional protection points.

### **Unyielding**

**Benefit:** The commanded zerg absorb the blows meant to slay them and keep on advancing. On a successful check, the affected zerg minions gain +2 to damage resistance, +1 additional damage resistance every bonus tier they reach.

## **Evolution Powers**

Evolution Powers are the terrifying abilities of the higher zerg strains. These are special evolutions that the creatures adopt, allowing them to invoke wicked powers such as draining life force, laying eggs, or creating a hungry swarm of flying parasitic insects. These powers have a wide variety of functions, and their abilities can turn a battle in the Swarm's favor.

Only command, specialist, and mastermind strains can use evolution powers. Evolution powers are used by expending the caster's biomass. If the caster does not have enough biomass to fuel the power, they cannot use the ability to use the power at that time.

There are four specialties of evolution powers, and four levels of mastery. The four specialties are Biomancy, Pestilence, Infestation, and Spawning. The four levels of mastery are Basic, Advanced, Master, and Paragon.

Every zerg that can use Evolution Powers has access to certain levels of mastery in each discipline. That zerg can gain access to all biological powers of a specialization that are up to the level of mastery it has. Furthermore, low mastery powers can be cast at the mastery power level the creature has access to.

For example, the zerg defiler has access to Master Pestilence. That allows it to select any pestilence power up to master level, which includes all Basic Pestilence, Advanced Pestilence, and Master Pestilence powers. It cannot gain Paragon Pestilence powers. Furthermore, all Pestilence powers it has, not matter what mastery they require, are cast at the Master level.

Zerg gain new Evolution Powers by taking the Evolution Powers talent, which grants new powers much like purchasing Psionic Powers. Most offensive zerg evolution powers require some type of attack roll, usually using the ranged attack skill. Evolution powers may not be used while grabbed except for those that only require a minor or free action. Regardless of the skill they require, **all offensive zerg evolution powers receive an accuracy bonus equal to the caster's strength, but always have 0 maximum attack overages.**

Following are the list of Evolution Powers, organized by specialization and mastery level.

## **Biomancy Powers**

Biomancy powers involve manipulating the biology and chemical makeup of zerg or other creatures. They are the ability to affect the physiology of other life forms, altering them, empowering them, or draining them. It allows the caster to create mutations and alterations in others. Finally, Biomancy allows the creation of volatile bio-plasma.

### ***Frenzy***

#### **Basic Biomancy Power**

**Biomass:** 2

**Action Type:** Minor Action

**Basic:** By altering zerg mutagen on the target's brain, the caster can send an allied zerg minion within short range into a mindless killing frenzy. The zerg is no longer controllable, it loses access to special abilities, and can only move and attack, in melee if possible. It gains one additional melee strike per round with all of its natural melee weapons. While frenzied, the creature gains Swiftess Boost (4), Mighty Boost (2), and 10 protection points at the start of each of its turns. It is immune to psionic damage and telepathy powers. If there are no enemies nearby to attack, it will attack its allies. This power lasts 5 rounds.

**Advanced:** As the basic power, except the bonuses increase to Swiftess Boost (5), Might Boost (3), and 20 protection points at the start of each of its turns, and *Frenzy* lasts 10 rounds.

**Master:** As the advanced power, except this ability can affect a number of Zerg equal to the caster's willpower.

**Paragon:** As the master power, except the Zerg does not become uncontrollable, still gains benefits from the Command skill, does not attack allies, and does not lose its special abilities.

### ***Corrosive Bolt***

#### **Basic Biomancy Power**

**Biomass:** 4

**Action Type:** Standard Action

**Basic:** The caster releases a blast of psychically charged acid, which strikes and eats away at the target. The *Corrosive Bolt* requires a ranged skill attack roll to hit with a range of medium. If it hits its target, it deals 40 damage with the Corrosion and Acid Damage weapon trait.

**Advanced:** As the basic power, except the damage increases to 60, and the range increases to long.

**Master:** As the advanced power, except the damage increases to 80, the attack becomes a Burst (2).

**Paragon:** As the master power, except the damage increases to 100, and the weapon gains the Penetration (5) weapon trait.

### ***Consumption***

#### **Basic Biomancy Power**

**Biomass:** 1

**Action Type:** Full-round action

**Basic:** The caster begins to channel biomass into usable energy, slowly draining nutrients, energy, and life force from another allied zerg within medium range. Every round this is maintained, the caster regains 3 Biomass, but the target loses 10 hit points. Damage resistance cannot reduce this damage. The caster can channel this power as long as they choose, although sustaining it is a full-round action.

**Advanced:** As the basic power, except the caster regains 5 Biomass per round, and the target loses 15 hit points per round.

**Master:** As the advanced power, except the caster regains 8 Biomass per round, and the target loses 20 hit points.

**Paragon:** As the master power, except the caster can drain from two targets at the same time, gaining Biomass from each one and dealing 20 damage per round to each target.

### ***Transfusion***

#### **Advanced Biomancy Power**

**Biomass:** 5

**Action Type:** Standard Action

**Advanced:** The caster spends biomass to restore hit points to an allied zerg within melee range. The target zerg regains 50 hit points.

**Master:** As the advanced power, except the target Zerg is restored 100 hit points.

**Paragon:** As the master power, except the target Zerg is restored 200 hit points.

### ***Wild Mutation***

#### **Advanced Biomancy Power**

**Biomass:** 5

**Action Type:** Standard Action

**Advanced:** The caster causes a massive amount of growth in a group of zerg allies. This affects all zerg in a Burst 2 at medium range, excluding the caster. All affected zerg gains Mighty Boost (4) and 25 protection points. This power does not stack with multiple castings. This ability lasts for 3 rounds.

**Master:** As the advanced power, except the area increases to a Burst 4, and the protection increase to 40. The Mighty Boosts increase to (6). The ability lasts for 4 rounds.

**Paragon:** As the master power, except the area increases to a Burst 6, and the protection increase to 60. The Mighty Boosts increase to (8). The ability lasts for 5 rounds.

### ***Devour***

#### **Advanced Biomancy Power**

**Biomass:** 0

**Action Type:** Full-round action

**Advanced:** The caster instantly devours a willing zerg minion or specialist strain allied zerg within melee range. The targeted zerg is instantly crushed, killed, and converted into energy that is devoured by the caster. The caster then instantly restores an amount of Biomass equal to twice target's level, up to their normal maximum of Biomass.

**Master:** As the advanced power, except this power also restores a number of lost hit points equal to 1/2 the number of hit points the targeted zerg had remaining, up to a maximum of 100.

**Paragon:** As the master power, except this power can bring the caster above their normal maximum of biomass. This extra biomass lasts 1 hour. The maximum number of hit points that can be gained increases to 200.

***Siphon Life*****Master Biomancy Power****Biomass:** 2**Action Type:** Standard action

**Master:** The caster begins to drain the life from a select enemy target, turning the stolen life energies into biomass. This is usable at long range, and does not require an attack roll. Every round this is maintained, the caster regains 3 biomass, and the target loses 30 hit points. Damage resistance cannot reduce this damage. The caster can channel this power as long as they choose, although sustaining it is a full-round action. If the target moves outside long range or the target gains total cover or concealment against the attack, the effect ends. The effect also ends if the target is reduced to 0 hit points.

**Paragon:** As the master power, except the caster can drain from two targets at the same time, gaining biomass from each one and dealing 30 damage per round to each target.

***Bio-Plasma Blood*****Master Biomancy Power****Biomass:** 1**Action Type:** Free action

**Master:** The caster enhances their blood into raw bio-plasma. Every time the caster takes damage, all targets within 1 square of the caster take 16 damage with the Piercing, Acid Damage, and Corrosion weapon traits, as they are sprayed by acidic blood. For every 20 points of damage that the caster suffers while under this effect, the range of the spray increases by 1 square. This power cannot be sustained, but it can be purchased round after round for a constant effect.

**Paragon:** As the master power, except acidic blood deals 32 damage.

***Mend*****Master Biomancy Power****Biomass:** 10**Action Type:** Free action

**Master:** The caster spends uses biomass to regenerate the damage their body has taken. When used, the caster instantly restores 60 hit points, and their regeneration increases by 10 for 5 rounds. In addition, all zerg within short range of the caster restore 30 hit points and their regeneration increases by 5 for 5 rounds.

**Paragon:** As the master power, except the amount healed to the caster and nearby zerg is doubled (120 hit point to caster and 60 to nearby zerg), and the increased regeneration rate of the caster and nearby zerg is also doubled (20 regeneration to caster and 10 to nearby zerg).

***Bio-Plasma Discharge*****Paragon Biomancy Power****Biomass:** 20**Action Type:** Standard action

**Paragon:** Upon using this power, the caster fires a massive blast of destructive bio-plasma towards a target. This attack requires a ranged skill attack, and strikes as at Burst 2 at remote range. This attack deals 10x Strength damage with the Piercing, Acid Damage, and Corrosion weapon traits.

***Bio-Plasma Stasis*****Paragon Biomancy Power****Biomass:** 24**Action Type:** Standard action

**Paragon:** Upon using this power, the caster creates a field of consuming bio-plasma that swallows all targets within a Burst 30. This power requires a ranged skill attack roll against targets' toughness, useable at remote range. While it does not harm them, the energy field completely Immobilizes and Stunned all targets. Vehicles' are instantly stopped and rendered immobile, and take damage as if they suffered a collision at the speed they were going. This power lasts 4 rounds.

## Pestilence Powers

Pestilence powers are from the Zerg creating millions of minuet organisms such as viruses, vicious insect-sized parasites, and fungi. These organisms fill an area with horrible and terrifying effects, which result in its targets decaying, rotting, or being consumed.

### *Ensnare*

#### Basic Pestilence Power

**Biomass:** 4

**Action Type:** Standard Action

**Basic:** The caster sprays sticky mucus over an area, clinging to surfaces and adhering individuals to the ground, making it difficult to move. The ensnare ability effects a Burst 4 at long range. That area becomes difficult terrain until the mucus dissolves after 1 minute, and the caster makes a ranged skill attack roll against all targets in the initial burst area. If the attack hits, the targets are Slowed and cannot benefit from Hidden or Cloaking conditions while effected by the slow. The penalties against struck targets can be removed by spending a full-round action to make a DC 20 acrobatics test.

**Advanced:** As the basic power, except the area increases to a Burst 8, and the DC to remove is 25.

**Master:** As the advanced power, except struck targets are Immobilized instead of Slowed, and targets that enter the area of difficult terrain suffer an attack roll or become Immobilized.

**Paragon:** As the master power, except the power increases to a Burst 16, and the mucus takes 5 minutes to dissipate.

### *Blinding Cloud*

#### Basic Pestilence Power

**Biomass:** 3

**Action Type:** Standard Action

**Basic:** The caster emits a thick, green cloud that obscures vision. This ability is a Burst 3 at long range. Anyone inside the area has the Blinded condition while they are within. This cloud always settles towards the ground, and this ability cannot be cast in the air. This power lasts 6 rounds.

**Advanced:** As the basic power, except the cloud's area increases to a Burst 6, and the sticky blinding vapors cause any target leaving the cloud to be Blinded for 1 round after leaving the area.

**Master:** As the advanced power, except the cloud's area increases to a Burst 12, and the sticky blinding vapors continue to render the target blinded after leaving the cloud, until he spends a full-round action to remove the effect.

**Paragon:** As the master power, except those within the area also have the Melting condition.

### *Creeping Infection*

#### Basic Pestilence Power

**Biomass:** 3

**Action Type:** Standard Action

**Basic:** The caster releases an invisible spray of dangerous zerg viruses towards a target. This is a ranged skill attack roll at short range against a target's toughness. The target gains a +2 bonus to their toughness if they are inside enclosed armor. If the target is hit, they are infected with a disease, and must make an Endurance test (DC 12+ caster's willpower) gain 2 points of health drain that last for 10 minutes. They must continue to make this test each round, until they succeed the test 3 times in a row. This ability is a poison effect, and antitoxins affect the endurance test as normal. Any character brought to 0 damage threshold by the health drain by this power is instantly reduced to 0 hit points.

**Advanced:** As the basic power, except the Endurance DC increases to 16+ caster's willpower, and the power becomes contagious. Whether the caster is still present or not, the caster makes another attack against the toughness of any character that comes within 1 square of the infected. If the attack hits, they are now infected as well, and can spread the infection.

**Master:** As the advanced power, except the power is now a Burst 2 area, with each target becoming contagious, and the Endurance DC increases to 20+ caster's willpower.

**Paragon:** As the master power, except the power is now a Burst 4 area, and the Endurance DC increases to 25 + caster's willpower.

### ***Fungal Growth***

#### **Advanced Pestilence Power**

**Biomass:** 6

**Action Type:** Standard Action

**Advanced:** The caster fires a spore that rapidly expands in air, and explodes once it reaches the target point, covering other targets in the burst area with fungi that rapidly grow and crush them. The power is fired at up to long range, and affects a Burst 4 area. The caster makes a ranged skill attack roll against the toughness of all targets in the area. Any struck targets gain the Crushed and Slowed conditions for 3 rounds. They can spend a full-round action to make an Athletics or Acrobatics test to end the effect early (DC 25)

**Master:** As the advanced power, except the power is now a Burst 6 area, and the targets are Immobilized instead of Slowed. The DC to end the effect increases to 30.

**Paragon:** As the master power, except the power is now a Burst 8 area, the Crushed condition deals 60 damage instead of 40, and gains Penetration 10.

### ***Dark Swarm***

#### **Advanced Pestilence Power**

**Biomass:** 5

**Action Type:** Standard Action

**Advanced:** The caster files an area with long range with a cloud of tiny micro-organisms that block line of sight into or out of an area. This area hits with in a Burst 6. Zerg organisms sharing a telepathic link with the casters can see perfectly, as their link allows them to share sight with the tiny organisms. Other entities outside are unable to see through the cloud, treating everything within as having total concealment, while non-zerg within the cloud count everything as having concealment. This power lasts 1 minute.

**Master:** As the advanced power, except the power is now a Burst 12 area and zerg within the area gain a +2 bonus to defense and enemies cannot gain flanking bonuses against them, thanks to their telepathic link with the winged microorganisms. Furthermore, the flying swam blunt the impact of explosives in the area, giving every entity inside the cloud +5 damage resistance against Burst attacks.

**Paragon:** As the master power, except the power is now a Burst 18 area, and all non-zerg within the cloud also suffer from total concealment.

### ***Miasma***

#### **Advanced Pestilence Power**

**Biomass:** 7

**Action Type:** Standard Action

**Advanced:** The caster releases a wave of invisible viral chemicals. This is a ranged skill attack roll against a target's toughness, effecting all non-zerg within 6 squares. The target's gains a +2 bonus to their toughness if they are inside enclosed armor. Struck targets are infected with a disease that causes extreme nausea and disorientation. Such targets are Stunned, overcome with nausea, unless they succeed an Endurance test (DC 15+ caster's willpower) at the start of their turns. This power persist until the target succeeds 3 consecutive endurance checks or is purged of poisons via use of anti-toxins.

**Master:** As the advanced power, except the power is now a Burst 8 area and the Endurance DC increases to 20+ caster's willpower.

**Paragon:** As the master power, except the power is now a Burst 12 area, the Endurance DC increases to 25+ caster's willpower, and the power becomes contagious. Whether the caster is still present or not, the caster makes another attack against the toughness of any character that comes within 1 square of the infected. If the attack hits, they are now infected as well, and can spread the infection.

### ***Plague***

#### **Master Pestilence Power**

**Biomass:** 12

**Action Type:** Standard Action

**Master:** The caster releases a cloud of deadly viruses, that quickly dissipates as it clings onto all targets and surfaces within the area. This is a ranged skill attack roll against a target's defense, targeting all targets in a Burst 8 at long range. Struck targets are infected with a disease that rapidly consumes them. This virus is not only a disease, but also a form of acid, as it also eats armor, plants, buildings, and constructs, leaving nothing behind but corpses, rot, and ruin. Everything struck by the disease take 20 damage per round, with a Penetration (10) and Rending (10) and suffers from the Tormented condition. This power lasts until a target is brought to 0 hit points, the virus wears off after 15 rounds, or the character can try to end it early by making a DC 30 Endurance check as a full-round action if they have Anti-Toxins in their system or applied to them.



**Paragon:** As the master power, except the power is now a Burst 10 area, the damage increases to 30 per round, and the duration increases to 20 rounds.

### ***Brain Eater***

**Master Pestilence Power**

**Biomass:** 7

**Action Type:** Minor Action

**Master:** The caster infects themselves with a Brain Eater worm, which begins eating at the caster's brain, until it can be transferred. The brain eater can be transferred through a successful melee attack that surpasses the targets toughness. If the attack does not beat the targets toughness, it remains inside the caster. The brain eater worm deals 5 piercing damage per round with the Rending 5 weapon trait. The damage the worm does increases by 5 each round it is inside its target. Any round the target takes damage from the worm, they have the Tormented condition until the start of their next turn. If the worm bypasses the targets damage threshold, the hit is automatically a crippling strike to the head and the character takes 1 point of intelligence damage. The worm can be killed by using 5 potency of anti-toxins, or by spending 5 Biomass.

**Paragon:** As the master power, except the worm deals 8 damage per round, and 8 more damage each round it remains inside the target. In addition, if it brings a target to 0 intelligence, the target becomes controlled by the caster as the *Neural Parasite* power.

### ***Devouring Swarm***

**Master Pestilence Power**

**Biomass:** 10

**Action Type:** Full-round Action

**Master:** The caster creates a swarm of tiny flying zerg, which float in a cloud and chase after the food. The *Devouring Swarm* can be created at medium range. The swarm has a Defense of 0, 100 hit points, its size equals a Burst with an area of 1 per 25 hit points it has, and takes no damage from attacks without one of the following weapon traits: Burst, Cone, Line, Energy Damage, or Acid Damage. It takes half damage from attacks with those weapon traits, or normal damage from attacks that possess two or more of those traits. The swarm flies at a speed of 6, and deals 15 damage per 25 hit points it has, dealing damage automatically to everything within its area. If it kills a target, it gains 50 hit points, possibly going over its starting hit points. The swarm lasts until killed, but is not under control of the caster, simply moving towards the nearest source of non-zerg organic life each round until the target is devoured.

**Paragon:** As the master power, except the swarm is created with 200 hit points.

### ***Razor Swarm***

**Paragon Pestilence Power**

**Biomass:** 16

**Action Type:** Full-round Action

**Paragon:** The caster creates a swarm of tiny flying Zerg, each built out of talon sharp razor blades which float in a cloud and tear apart anything in the area. The *Razor Swarm* is can be created at medium range. The swarm has a Defense of 0, 200 hit points, its size equals a Burst with an area of 1 per 25 hit points it has, and takes no damage from attacks without one of the following weapon traits: Burst, Cone, Line, Energy Damage, or Acid Damage. It takes half damage from attacks with those weapon traits, or normal damage from attacks that possess two or more of those traits. The swarm flies at a speed of 3, and deals 30 melee damage per 25 hit points it has, with Penetration (5), dealing damage to everything within its area. If it kills a target, it gains 50 hit points, possibly going over its starting hit points. However, it also loses hit points equal to all the damage prevented by damage resistance when it attacks a target. The swarm lasts until killed, but is not under control of the caster, simply moving towards the nearest source of non-zerg organic life each round until the target is devoured.

### ***Acid Fumes***

**Paragon Pestilence Power**

**Biomass:** 18

**Action Type:** Standard Action

**Paragon:** The caster releases a wave of invisible viral chemical that melt and destroy everything within their area. This creates a cloud of acid in a Burst (8) at long range. Every target within the area suffers from the Melting, Tormented, and Staggered conditions if they remain within the area. Outside the area, the Melting and Tormented conditions persist until they make a DC 25 Athletics check as a full-round action to remove the acid fumes. An adjacent ally can make the check for them. The area of fumes persists for 1 minute (10 rounds), and anyone that enters the area (or re-enters it), is subjected to its effects once again. This effect ignores energy shields of any targets within the area – the melting damage bypasses their shields. Constructs ignore the tormented and staggered conditions from this ability.

## Infestation Powers

Infestation powers are about the zerg hyper-evolutionary virus, which contaminates targets and fills them with rapidly changing zerg mutagen. Some infestation penalties merely disable or weaken its targets, but most of them turn other species into zombie-like infested monstrosities, or alter the virus to effect further mutation in an already infested target.

### *Contaminate*

#### Basic Infestation Power

**Biomass:** 5

**Action Type:** Standard Action

**Basic:** The caster sprays a column of zerg bio-matter onto a construct or structure, and the bio-matter begins to grow and mutate rapidly. This is a ranged skill attack roll, useable at medium range, that can target a structure or construct that is huge sized or smaller. The target becomes hampered and unable to function as the growths overwhelm the vessel, and it is Stunned and Immobilized. Vehicles immediately lose control. This power lasts 3 rounds. Piloted vehicles and robots can try to end the effect with a DC 20 pilot check.

**Advanced:** As the basic power, except the ability can now target gargantuan targets, can be used at long range, and gains a +15 accuracy bonus. The pilot check to end the effect increases to DC 25.

**Master:** As the advanced power, except the ability can now target colossal targets, can be used at distant range, and gains a +30 accuracy bonus. The pilot check to end the effect increases to DC 30.

**Paragon:** As the master power, except the power automatically hits, and lasts 10 rounds.

### *Corruption*

#### Basic Infestation Power

**Biomass:** 4

**Action Type:** Standard Action

**Basic:** The caster spews a volley for zerg bio-matter at a target, which sticks to the body or hull of the target, weakening the material. This requires a ranged attack roll and is useable at long range. Nanosteel becomes as pliable as rubber, and flesh becomes as soft as mud. The target of the *Corruption* power gains Health Drain (6). This power lasts 2 rounds.

**Advanced:** As the basic power, except the ability's duration increases to 3 rounds, and Health Drain increases to (12). Finally, the attack gains a +2 accuracy bonus.

**Master:** As the advanced power, except the ability's duration increases to 4 rounds, and Heal Drain increases to (18). Finally, the attack gains a +4 accuracy bonus.

**Paragon:** As the master power, except the target's damage resistance is reduced to 0 for the duration. The power becomes a Burst 1 area.

### *Mutagen*

#### Basic Infestation Power

**Biomass:** 3

**Action Type:** Minor Action

**Basic:** The caster causes attempts infest a target biological target with the hyper-evolutionary virus. To do this, the target must be within medium range and must already be subjected to one of the following effects: *Corruption*, *Viral Wave*, *Contaminate*, or *Infest*. When used with *Contaminate* or *Infest*, the target must be inside the infested construct or structure. To use this power, the caster must make a ranged skill attack roll, with a -2 accuracy penalty. If the attack hits, the target must make an Endurance test (DC 10+ caster's willpower) or be subjected to the virus. Details of the virus's effects are noted in the Infestation section.

**Advanced:** As the basic power, except the attack no longer has an accuracy penalty, and the Endurance DC becomes DC 15+ caster's willpower.

**Master:** As the advanced power, except the Endurance DC becomes DC 20+ caster's willpower, and gains a Burst 2 area.

**Paragon:** As the master power, except the power no longer requires the target to be under the effect of another power.

### ***Spawn Infested***

#### **Advanced Infestation Power**

**Biomass:** 2

**Action Type:** Move Action

**Advanced:** The caster regurgitates a previously consumed infested creature, which lands in an egg that hatches at the start of the next round. The egg can be launched to any location within short range. The minion can be any minion type that was previously consumed, but most often it is an Infested Marine or Volatile Infested Marine.

**Master:** As the advanced power, except the egg hatches instantly.

**Paragon:** As the master power, except this power can be used as a minor action and two eggs are created.

### ***Infest***

#### **Advanced Infestation Power**

**Biomass:** 6

**Action Type:** Full-round Action

**Advanced:** The caster begins to infest a structure, dwelling, or construct. Once infested, the target cannot be used for any of its previous functions; computers, hardware, electronics, and weapons of the target are rendered inoperable. To infest a construct, the construct must be immobilized and below half hit points. To infest a structure, the structure must be in poor condition, damaged, and be only partially functioning. Infesting a target takes 3 full-round actions per size the target is above Medium. Multiple casters can reduce the infestation speed, dividing the work by the number of casters. During this time, the caster remains on and inside the target, spreading creep, spraying viruses, and seeding growths. After the process is done, the mutation begins, and the target becomes an immobile zerg structure after 1 minute per size category above medium. Every target inside the structure or construct, either before or during the mutation process, must make a DC 28 Endurance test each round or infected by the hyper evolutionary virus, quickly mutating into an infested.

**Master:** As the advanced power, except both the infestation and mutation process takes half as long, and all biological entities inside the structure at the end of the infestation process suffer a +10 attack against their toughness every round they are inside. If they are hit, they are ensnared by the growths and are Immobilized rescued, mutated, or succeeding a DC 25 strength test.

**Paragon:** As the master power, except all infested minions created by this power have +1 equipment tier to their natural weapons and armor and 25 protection when spawned.

### ***Viral Wave***

#### **Advanced Infestation Power**

**Biomass:** 6

**Action Type:** Full-round Action

**Advanced:** The caster projects a cone of slimy, infectious creep towards its targets. The *Viral Wave* affects all targets in a Cone (8). The attack makes a ranged skill attack roll against every target in the area. Struck targets take 40 damage, and suffer a -2 penalty to their defense, toughness, and endurance skill tests for 1 minute. Any effect that removes a poison, toxin, or chemical removes this effect. Missed targets take half damage and no side effects.

**Master:** As the advanced power, except the damage increases to 60 damage, the cone increases to a Cone (12) and the penalty increases to -5 defense, toughness, and endurance skill tests.

**Paragon:** As the master power, except the damage increases to 80 damage, the cone increases to a Cone (15), and the penalty increases to -8 defense, toughness, and endurance skill tests.

### ***Create Aberration***

#### **Master Infestation Power**

**Biomass:** 14

**Action Type:** Minor Action

**Master:** The caster causes extreme further mutations on any infested terran. The infested terran enters into a chrysalis, gaining +20 to all damage resistances, but being unable to act for 10 rounds. When that time is over, the infested terran emerges as an Aberration. You must be within short range to activate this power.

**Paragon:** As the master power, except the spawned Aberration has +1 equipment tier to their natural weapons and armor, and hatches from the chrysalis after only 5 rounds.

### ***Adaptive Infestation***

#### **Master Infestation Power**

**Biomass:** 8

**Action Type:** Minor Action

**Master:** The caster causes extreme further mutations on any infested terran structure or construct. After 3 rounds, the growths expand further into the hardware of the object, attaching itself to wires, providing electrical systems, manipulating weapon systems into functioning. After the mutation ends, the structure or construct can once again function as normal. Mounted weapons can be used, computers can be accessed and manipulated, and the target regains its mobility. Infested Missile Turrets can be used to fire once again, infested barracks can once again lift off, and infested Adjutants can once again control computer functions, except all of these are under direct control of the Swarm. The only difference that constructs lose 2 points of instinct, to a minimum of 1. This power can be used to create infested vehicles, usable by infested terran characters.

**Paragon:** As the master power, except infested construct do not lose any instinct.

### ***Bolster Spawns***

#### **Master Infestation Power**

**Biomass:** 10

**Action Type:** Minor Action

**Master:** The caster empowers the mutation of a group of infested, dealing them damage but empowering their capabilities. This affects all Infested in a Burst 4, at medium range. All affected Zerg gains Swiftess Boost (5) and Mighty Boost (5) and at the start of each of their turns gain 20 protection points. However, this power negates the infested target's regeneration, and they take 8 damage per round, ignoring protection points. This power lasts 1 minute or until the infested die.

**Paragon:** As the master power, except bolstered infested only take 4 damage per round, and the protection increase to 30.

### ***Virophage***

#### **Paragon Infestation Power**

**Biomass:** 20

**Action Type:** Full-round action

**Paragon:** The caster implants a seed onto the ground, which begins to grow into a towering Virophage, an immobile Zerg creature that rapidly spreads infestation around where it has rooted. Once grown, a Virophage can usually infest a small town around it on its own, leaving the caster free to do other things. The Virophage takes 1 hour to grow to full size.

### ***Resurrection***

#### **Paragon Infestation Power**

**Biomass:** 18

**Action Type:** Full-round action

**Paragon:** The caster overworks the zerg mutagen inside a dead zerg within medium range, repairing bodily disfigurement and correcting bone and muscular damage. After 3 rounds, the zerg comes back to life, with 20 current hit points per level (up to its normal maximum) and no crippling wounds. Remember this can only be used to resurrect dead zerg that were killed by hit point damage, not zerg that were killed through crippling wounds to the core, vitals, or critical, or were otherwise mutilated, torn apart, or otherwise not whole.

## Spawning Powers

Spawning powers involve the creation of Zerg life, including parasites, larvae, and eggs. Spawning allows Zerg to bolster their numbers, gain allies in a fight, and create additional supplementary life form. As far as biological powers go, these have the least impact in a direct fight usually, but a Zerg with powerful spawning powers can make subsequent fights harder and harder, like pushing through waves of non-ending minions.

### *Spawn Larvae*

#### **Basic Spawning Power**

**Biomass:** 2

**Action Type:** Full-round action

**Basic:** The caster lays a small cluster of 2 eggs, which will hatch into either a larvae or a feederling within 5 rounds. The caster chooses what type of egg they are laying. If the egg is not laid in a location where they hatched creature can gather nutrition, such as a hatchery, spawning pool, or at least a large area of creep, the minions will quickly die off. The eggs have 40 hit points, defense of 14, and its damage resistance values are 25.

**Advanced:** As the basic power, except the caster lays 3 eggs.

**Master:** As the advanced power, except the caster lays 4 eggs.

**Paragon:** As the master power, except the caster lays 6 eggs.

### *Ocular Parasite*

#### **Basic Spawning Power**

**Biomass:** 4

**Action Type:** Standard Action

**Basic:** The caster launches a single parasite at long range towards a biological target. Hitting with the parasite requires a ranged skill attack roll against the target's defense. If the target is hit, there are imbedded with an ocular parasite, which transmits everything the target sees and senses back to the caster. In addition to being an excellent spying tool, the parasite makes it impossible to hide from the Zerg, making sneaking or cloaked useless against them. The caster can transmit the information to any allied Zerg on the telepathic link. The ocular parasite is permanent, until it is killed through a medicine check to perform surgery (DC 25), or through use of 5 potency of anti-toxins.

**Advanced:** As the basic power, except for the uncomfortable itching sensation caused by the parasite causes the target to suffer the Tormented condition. The zerg controlling the parasite can choose to deactivate the Tormented condition at will. The parasite allows the caster to not only see but hear everything around the target.

**Master:** As the advanced power, except the parasite has the ability, on command of the caster, to give the target the Blinded condition, making every target have concealment against them.

**Paragon:** As the master power, except the parasite has a closer link to the target's brain. The caster can make subtle, non-vocal, suggestions at the characters next action. The caster makes a psionic skill attack, adding instinct as normal, versus the target's resolve if they try to resist. If the attack fails, the target takes 30 melee damage with the Piercing weapon trait, as the parasite eats away at the insides of their skull. If the attack succeeds, the target must perform the action.

### *Generate Creep*

#### **Basic Spawning Power**

**Biomass:** 5

**Action Type:** Full-round action

**Basic:** The caster nestles into a location, and begins to emit creep out of all of their pores. The creep falls to the ground and gathers in a growing pool on the ground. If the caster is flying, the creep falls to the ground and emits as normal from there. The creep created is a Burst 1 in size when cast, but every round the caster channels, it increases 1 square in size, up to a maximum of a Burst 8. Sustaining this ability is a full-round action each turn. Once the caster ceases to sustain the ability, the creep degrades as normal.

**Advanced:** As the basic power, except the creep can expand up to a Burst 16, and increases 2 squares in size each round

**Master:** As the advanced power, except the creep can expand up to a Burst 32, and increases 3 squares in size each round.

**Paragon:** As the master power, except the creep can expand up to a Burst 64, and increases 4 squares in size each round.

### ***Neural Parasite***

#### **Advanced Spawning Power**

**Biomass:** 8

**Action Type:** Standard action

**Advanced:** By having this power, the caster has grown a special tentacle, which it can thrust towards enemies. Using this attack requires a ranged OR melee (user's preference) attack roll at medium range, against both the target's defense and toughness. If it surpasses the target's defense, it deals 30 damage with Penetration (5), modified by the caster's strength, always to the critical location. If it surpasses the target's defense and toughness, the target takes damage and the tentacle becomes imbedded in their brain. The tentacle is filled with neural cords, which allows the caster to control the actions of the target. The target is completely under the control of the caster while this power goes on, who dictates all of their actions. This power is sustained as a standard action, and lasts until the caster or target are slain, the caster and target move more than 15 squares away from each other, or the neural tentacle is severed. Severing the tentacle requires an attack, its statistics being 60 hit points, defense of 20, and the same damage resistance as the caster. If the tentacle is severed, the caster can grow another one after 1 minute. However, it happens, the target takes 1 intelligence and willpower damage after the domination is ended.

**Master:** As the advanced power, except the tentacle gains a Penetration (10) and increases its melee damage to 50.

Furthermore, the attack can be used on a vehicle as long as it has line of sight of its occupants within (via a target on the inside with an ocular parasite, or with a glass cockpit). First it makes an attack against the defense of the vehicle. If it successfully deals damage to the vehicle, it makes an attack against vehicle occupant, serving as normal. Depending on what type of sight it has to its target, the target may gain concealment or total concealment against the attack. The power's range also increases to Long.

**Paragon:** As the master power, except the damage increases to 75, the range increases to Distant, and the target suffers 2 points of intelligence and willpower damage once the effect ends.

### ***Spawn Broodling***

#### **Advanced Spawning Power**

**Biomass:** 9

**Action Type:** Standard action

**Advanced:** The caster launches a single parasitic egg at long range towards a biological target. Hitting with the parasite requires a ranged attack roll against the target's defense and toughness. If the target is hit, the target takes 30 damage with Rending (5), and the egg bursts, spawning two broodlings adjacent to the target, under control of the caster. The broodlings get their turn immediately after the caster's.

**Master:** As the advanced power, except the initial attack deals 50 melee damage, and 3 broodlings spawn.

**Paragon:** As the master power, except the initial attack deals 80 melee damage, and 5 broodlings spawn.

### ***Spawn Minion***

#### **Advanced Spawning Power**

**Biomass:** Varies

**Action Type:** Full-round action

**Advanced:** Some zerg have the ability to spawn other zerg without the need for larvae. When this ability is selected, the GM chooses one specific zerg creature for the creature to spawn. The spawned creature must be 2 sizes smaller than the caster and the same level or lower. When this ability is cast, an egg is set somewhere on the ground within short range of the caster (or a cocoon is spat out into the air, where it floats until hatching). The biomass required for this ability is equal to the biomass value of the created creature. The time until the egg hatches 1 round for every 5 levels of the target creature. This power can be purchased multiple times; each time a different zerg than can be hatched is chosen.

**Master:** As the advanced power, except the caster spawns 2 zerg eggs, without the cost of additional biomass. If the caster is capable of hatching multiple zerg minions, these eggs can be any combination of the chosen minion. Use the biomass cost of the most expensive creature.

**Paragon:** As the master power, except 4 zerg eggs are created.

### ***Spawn Creep Tumor***

#### **Master Spawning Power**

**Biomass:** 5

**Action Type:** Full-round action

**Master:** The caster can implants a creep tumor into a point of creep. The tumor is a large growth of zerg bio-matter, that projects creep furthermore. The creep tumor takes 2 rounds to spawn. The creep tumor expands an area of creep by 24 squares. A creep tumor counts as in immobile zerg creature with the following profile: medium sized, defense 10, 40 hit points, 10 damage resistance, and immunity to psionic damage. After 2 minutes, it gains the ability to spread, creating another tumor to any section of creep within 12 squares. Once it does this, the creep tumor deflates, having used much of its biomass, and sinks under the creep, becoming undetectable and counting as cloaked. This newly created creep tumor can also spread, as can its progeny.

**Paragon:** As the master power, except the creep tumor spawns after 1 round and only requires 1 minute before it can spread.

### ***Hatch Egg***

#### **Master Spawning Power**

**Biomass:** 2

**Action Type:** Free action

**Master:** The caster performs a psychic transfer that infuses one of the caster's eggs within short range with massive biomass, causing it to go through rapid growth and hatch quickly. Using this power causes an egg to hatch instantly, but creates a creature with limited lifespan. The creature that is quickly spawned survives only 3+spawned minion's fortitude rounds; afterwards it instantly collapses and dies from the exertion of the experience.

**Paragon:** As the master power, except the newly hatched minion is permanent.

### ***Incite Metamorphosis***

#### **Master Spawning Power**

**Biomass:** Varies

**Action Type:** Free action

**Master:** The caster performs a psychic transfer that infuses an allied zerg within short range with substantial biomass, which causes them to enter into a chrysalis form. While inside the chrysalis, the zerg immediately begins to evolve into another life form. The targeted zerg must have another form to turn into, examples include: hydralisks into lurkers, mutalisks into guardians or devourers, or corrupters into brood lords, or zerglings into banelings. The creature transforms after two rounds, and the cost of this ability is the biomass of the creature being evolved into.

**Paragon:** As the master power, except the caster can also create evolved versions of swarm minions, such as turning hydralisks into spine beasts or zerglings into raptors. These advanced minions will be detailed in a future supplement. This power also increases to medium range.

### ***Reincarnation***

#### **Paragon Spawning Power**

**Biomass:** 16

**Action Type:** Free action

**Paragon:** The caster has the ability to resurrect their own dead cells, spawning new muscle and bone to repair what was destroyed. As long as enough biomass to pay for this power after it dies, it can resurrect itself after being killed over the period of 3 rounds, with 10 current hit points per level and no crippling wounds. Remember this can only be used if the caster was killed by hit point damage, and will not function if the caster was killed through crippling wounds to the head or torso, or were otherwise mutilated, torn apart, or otherwise not whole.

### ***Spawn Swarm***

#### **Paragon Spawning Power**

**Biomass:** Varies

**Action Type:** Full-round action

**Paragon:** Rather than create an individual creature, the caster can lay a large cluster of eggs. When this ability is selected, the GM chooses one specific Zerg creature for the creature to spawn. This must be a creature that the caster can create with the *Spawn Minions* ability. When this ability is cast, the eggs are set somewhere on the ground within medium range of the caster (or cocoons are spat out into the air, where they float until hatching). The biomass required for this ability is equal to three times the biomass of the created individual. The time until the eggs hatch is 1 round for every 5 levels of the creature. Once hatched, the creatures form a Swarm of the selected creature (see rules below).

# Chapter 6: Zerg Infestation

## Infestation in Gameplay

In the constant battles and wars against the zerg Swarm, it is likely that a noble hero will die. That is however, the most dignified death against the Swarm. The most unfortunate, who are captured instead of killed, will find themselves mutated, infested, and turned into a monstrous servant of the Swarm.

Infestation is modifying a character into become a terran/zerg hybrid creation. Infestation plays into the game in one of the following ways:

- This resource gives the option to play as infested terran characters. These characters, are usually loyal to the zerg swarm, and are bred and designed with higher functionality and increased autonomy.
- Player characters fighting the zerg are at risk of becoming infested themselves. Characters that are exposed to zerg infestation follow the rules below for the stages of infestation.
- Mindless infested legions are usually thrown at the enemies of the zerg in great numbers. For this purpose, there is a wide variety of infested terran NPCs to use against a group of players.

Infestation occurs via certain infestation evolution powers, which triggers the process. Once a character has been affected by the zerg Hyper-Evolutionary Virus, they immediately enter the first phase of the transformation.

## Infested Character Creation Basics

This first section is dedicated to the creation of infested terran characters. Most of these rules are reprinted from the Core Rulebook. These are the rules for creating a heroic character at 1<sup>st</sup> level.



### **Characteristic Points**

The basis of designing characters in the StarCraft RPG is characteristic points. Characteristic points are spent both at character creation and when the character levels up by gaining experience. The number of characteristic points that a character has to spent at creation and level up depends on their character power level.

The character power level is a gauge on how exceptional the character is compared to others of their species. Most games of StarCraft are played at heroic tier gameplay, and therefore the players in the campaign play at heroic power level. Some Game Masters could choose to instead have their games be active at higher play levels, such as Advanced or Epic power levels. Note that all players in a StarCraft campaign should be playing at the same power level, to enforce fair play.

Character Power Level	Starting Characteristic Points	Characteristic Points per Level	Base Hit Points
<b>Heroic</b>	25	4	40
<b>Advanced Heroic</b>	32	5	40
<b>Epic Heroic</b>	40	6	40



## Infested Terran Character Creation Package

**Step 1:** Chose a game power level, Heroic, Advanced Heroic, or Epic Heroic, to determine your number of characteristic points both at character creation and on level up.

**Step 2:** Purchase a race, in this case the Infested Terran Race.

**Step 3:** Choose a directive for your infested character

**Step 4:** Spend your character's starting allotment of mutations

**Step 5:** Spend remaining characteristic points

**Step 6:** Purchase equipment for certain infested characters

**Step 7:** Finalize character name and backstory, as well as defining all of your character's statistics

While all infested characters have a few base traits in common, most of the character's starting ability scores, skills, and talents are determined by the spending of characteristic points. Beyond those, characteristic points can be spent on whatever a character chooses.

To create a character at higher levels, simply follow the same rules and advance the character to the desired level using normal development progression. Creating and playing a higher level character requires the permission of the Game Master. A higher level starting character begins with the minimum number of total experience to reach that level.

The following is the base race package for infested terrans:



## Infested Terran

**Characteristic Points:** 8

**Ability Score:** 3 Strength, 1 Instinct, 2 Agility, 2 Fortitude, 1 Intelligence, 2 Willpower

**Size:** Medium

**Talents:** Jaded, Cynic

**Directive:** The character is an infested terran, designed for effectiveness and power and to perform a purpose. At character creation, an infested terran must choose one Directive, which determines their purpose and what specialty evolutions they have available to them. All infested terran characters must choose a directive. As an infested terran advances, their purpose broadens, and their bodies develop to encompass addition directives. Therefore, at levels 10, 20, and 30, an infested terran character adopts an additional directive until they have a total of 4 directives.

**Mutation:** Infested Terrans are in a constant state of mutation and evolution. These mutations allow them to grow physically and mentally stronger and surpass the capabilities of most other races. At 1<sup>st</sup> level, an infested terran character has 3 mutations to choose from. Every level they advance, they get to choose an additional mutation. When they perform a long rest action, they can enter a chrysalis and activate any new mutations. Therefore, they should always have a number of mutations equal to 2+ their level. The mutation lists will be found on the following pages. Every mutation has a 'tier' which determines what level the infested terran will need to be to unlock the mutation. Refer to the chart below to see what level each tier requires. Following this table, an infested terran will need to be at least 5<sup>th</sup> level to gain Enhanced Mutations.

Evolution Tier	Required Level
Basic	1
Enhanced	5
Superior	10
Mastered	18
Ascended	25

### Infested and Terran Gear

Infested terrans cannot use terran armor, chemicals, or worn gear items unless they have an ability that allows it. They can use terran weapons and carried gear items without penalty. Infested Terrans that gain the ability to wear terran armor may use it but the armor bonus and defense penalties overlap with their natural armor – take the larger DR and defense penalty.

**Specialist Strain Zerg:** Infested Terrans are specialist strain zerg. They can be commanded and controlled by command or mastermind strain zerg and can benefit from their leader's command abilities. However, as specialist strains, they have a base Psi Level of 1, and can increase their Psi Level up to 4. They have access to the following psionic traits and disciplines: Instinctive Telepathic Link with other Zerg, Psionic Detection, and Augmentation. They do not begin the game with any powers and must spend talents to purchase new powers or psi levels.

**Zerg Traits:** Infested Terrans have a regeneration value based on their size (normally 2). They always count as having the Jaded and Cynic talents. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower. Infested terrans cannot make use of terran chemicals or cybernetics, but they start with the Zerg Light Carapace natural armor.

**Fear and Disgust:** Infested Terrans, and zerg in general, are common received as being horrible and disgusting to the other races of the universe. When dealing with other non-zerg races, they suffer disadvantage on all leadership checks as well as influence tests to befriend or persuade. However, the character receives advantage on all checks to terrorize, taunt, or intimidate other races.

**Description:** Infested Terrans are ordinary humans who have been captured and transformed by the zerg. They have been redesigned with zerg DNA from the ground up, until barely any terran traits are left within them. Not only designed as living weapon, infested terrans are also psychologically changed to be pitiless, unemphatic, and remorseless killers.

The vast majority of the infested are near mindless, used as cannon fodder and strike troopers by the zerg. This race refers to a type of infested that is given some level of independent thinking and special powers to complete more complex or difficult tasks for the swarm. Creating these 'advanced' infested is slower, more taxing, and requires the direct investment of a powerful zerg, therefore their rarity in galaxy.

Infested terrans appear fairly similar to their former selves, with many noticeable differences. They have pale skin, numerous massive growths and pustules, and have a hard, organic carapace covering their bodies. They often move with a stagger, like they are uncomfortable in their body, or sometimes skitter on hands and feet like insects. Depending on their mutations, they may have additional traits including claws, tentacles, extra limbs, transformed arms and legs, mechanical items fused into their bodies, or larger plates of natural armor.

## Directives

Infested Directives are what purpose the infested was designed for, as far as their role in the zerg war engine. Directives set a great deal of the infested's starting abilities and attributes and might set what direction and encounter role they might have going forward. Infested start with a directive, and gain additional directives every 10 levels, up to a maximum of 4 directives at level 30.

Directives give bonus to abilities scores. Remember, a directive cannot raise an ability score over its maximum value based on level. If that occurs, the character instead gains a bonus point in any other non-max ability score of their choice.

## Infested Agent of the Swarm

**Ability Scores:** +1 Instinct and +1 Intelligence

**Skill Focuses:** Command AND EITHER Defensive Training OR Mental Training

**Talent:** Precise Shot, Power Armor Training

**Special Ability (Swarm Commander):** Agents of the Swarm are command strain zerg, rather than specialist strain. They can gain the command skill and automatically learn the *Dominant Minion* psionic power. They gain a command limit, equal to the Psi Level times their Willpower. They can learn new command tactics through talents.

**Special Ability (Empowered Psychic):** As a commander strain zerg, the infested agent has improved psionic abilities. They have a maximum Psi Level of 6, and have access to the following psionic discipline and traits: Instinctive Telepathic Link with other Zerg, Psionic Detection, Telepathy, and Augmentation.

**Special Ability (Terran Equipment):** Agents of the Swarm make full use of terran armor and worn gear items in addition to their mutations. At character creation, an agent of the swarm has 250 credits to spend on gear. If creating the infested at higher than 1<sup>st</sup> level, refer to the Starting Credits table in Chapter 2 of the Core Rulebook, except reduce the number of credits by 1/2.

**Special Ability (Directed Strikes):** Agents of the Swarm are gifted at directing the attacks of their allies. All allied zerg on the instinctive telepathic link within a number of squares equal to the infested's intelligence score gain +2 penetration on all attacks. At level 5 this bonus increases to +3, at level 10 this increases to +5, and at level 15 the aura also grants 2 rending to all attacks as well. The Agent of the swarm may gain 2 energy fatigue at the start of their turn to expand the aura to medium range, unless their psionic manifestation bonus is +0 or lower.

**Special Ability (Zerg Commander):** Your ability to command the zerg around you is unparalleled; the swarm around you reacts to your psionic impulses driving them harder. You may make a DC 15 command check as a minor action to give friendly zerg within short range a command tactic effect, even if they are not under your command -- this has no effect on mastermind strain zerg or primal zerg. This is in addition to any command effect they already have, as long as it is a different command. Higher check results increase the range of the drive as well as its effectiveness (as normal): with a 20 result then the drive affects up to medium range, 25 affects up to long range, and 30 affects up to distant range. The maximum number of friendly zerg that can be affected in this way at any given time is equal to your command limit. This effect lasts a number of rounds equal to your intelligence score.

**Special Ability (Skilled Commander):** At level 10, the Infested Agent of the Swarm may apply two command tactics at a time each time they give the benefit of a command tactic.

**Description:** Agents of the Swarm are the most common form of advanced infested. These beings are designed to be adaptive and autonomous operatives for the swarm, performing acts including infiltration, sabotage, and espionage on their foes. The most respected agents are also expected to lead zerg attacks, their terran cunning surpassing that of more simple-minded overlords and queens.

## Infested Evolutionist

**Ability Scores:** +1 Instinct and Willpower

**Skill Focuses:** Ranged AND EITHER Durability OR Endurance

**Special Ability (Evolution Master):** You are filled with a variety of poisons, toxins, and growth sacs that give you access to a wide variety of evolution powers. At character creation, you begin with access to Basic Biomancy and Basic Infestation evolution disciplines, and every power out of each of those disciplines/ranks. Finally, you may ignore half of your evolutions mastery mutations for the purpose of the penalties of the evolutions master mutation.

**Special Ability (Precise Powers):** Your Evolution attack powers gain +2 to accuracy and penetration. These bonuses increases to +5 at level 5, +7 at level 10, and +10 at level 15.

**Special Ability (Power Fork):** The Infested Evolutionist can handle more biomass at a time efficiently. When manifested an evolution power that affects a target or area, the evolutionist can increase the cost of the power by 50% to affect another target or center another area within range. If the powers or areas overlap, any target is still only affected once.

**Special Ability (Master of Evolutions):** At level 5 the Evolutionist either gains a basic evolution discipline or increases an existing discipline to advanced. At Level 15 the Infested Evolutionist increases one of their advanced evolution disciplines to Master.

**Description:** A rare species of infested, evolutionists are usually created by a rare strain of infestor called Enslavers. Evolutionists are designed to provide close support to zerg forces with their evolution powers, or as nodes to spread additional infestation. Evolutionists are generally bloated, pulsating beings that are filled with a variety of chemicals and growths.

## Infested Metamorph

**Ability Scores:** +2 Strength

**Skill Focuses:** Melee AND ONE OF: Ranged OR Athletics OR Stealth

**Bonus Talent:** Dual-Weapon Skill

**Special Ability (Mutated Abomination):** Metamorphs gain an additional basic mutation and increases their regeneration by +1 +1 per 2 levels. At level 5 an infested metamorph also gains a bonus enhanced mutation.

**Special Ability (Enhanced Chitin):** The infested metamorph increases the damage resistance of their natural armor by its resistance rating. At Level 10 this bonus increases to twice the armor's resistance rating.

**Special Ability (Natural Weapon Mastery):** The infested metamorph gains +1 power rating with all zerg natural weapons. At level 5 the infested adds half their strength to their maximum attack overages with all zerg natural weapons, melee and ranged. At level 15 the infested gains an additional power rating with all natural weapons.

**Description:** Infested metamorphs are infested soldiers specialized in utilizing various combinations of combat mutations to great effect. Each metamorph is a highly creature, growing in specific ways to match their fighting style.

## Infested Psionic Node

**Ability Scores:** +2 Willpower

**Skill Focuses:** Psionics AND EITHER Mental Training OR Command

**Bonus Talent:** Psychic Power

**Special Ability (Prodigal Psychic):** You were once a psionic terran, and zerg biology has only heightened your psionic abilities. You are now a command strain zerg, you can gain a maximum psi level of 10, and have access to the following psionic disciplines and traits: Instinctive Telepathic Link with other Zerg, Psionic Detection, Natural Mind Reading, Telepathy, Augmentation, Telekinesis, and Cloaking. They gain a command limit, equal to the Psi Level times their Willpower. They can learn new command tactics through talents. You also gain a Psi-Level of 3. If you had purchased the Psi Level II or III talents, you gain a one-time refund of those characteristics points, and lose the talents. This will result in losing some psionic powers known, but you may take the psionic powers talent to regain them.

**Special Ability (Empowered Psionics):** The Infested Psionic Node gains +2 to manifestation checks and psionic accuracy. The bonus to manifestation check and psionic accuracy increases to +4 at level 5, +6 at level 10, and +8 at level 15.

**Special Ability (Psionic Specialist):** Choose one of the following psionic disciplines. Powers in that discipline are manifested at +1 PL. In addition, you gain the listed benefit for that discipline:

Psionic Discipline	Specialist Benefit
Telepathy	Foes hit by your offensive telepathy powers are slowed for 1 round
Telekinesis	Foes hit by offensive telekinesis powers suffer bleed equal to the PL of the power
Augmentation	Each of your active augmentation powers increases your regeneration and damage threshold by 2, in addition to the normal effects.
Cloaking	You may cloak without the use of a Hostile Environment Suit. While cloaked, your shift movements teleport you equal to your shift speed + 2

**Description:** After experimentation with the Queen of Blades, the swarm found that infested psionic agents could be very useful, if also a bit unpredictable. As leader of the swarm, Kerrigan continued to seek out and infest psionic individuals to create powerful agents of the swarm. Many of these agents were once Dominion Ghosts, while others were just rogue psychics the swarm were drawn to through their psionic presence.

## Mutations

As described in the Infested race description, infested terrans are in a constant state of mutation and evolution. To represent this in game, infested terrans constantly gain new mutations as they progress. They begin the game with 3 mutations, and gain an additional one every level.

Every mutation has a 'tier' which determines what level they must be to take that mutation. The level limit associated with tiers follows the following formula.

Evolution Tier	Required Level
Basic	1
Enhanced	5
Superior	10
Mastered	18
Ascended	25

Some mutations are exclusive to certain limbs, such as the arm, legs, or face. These mutations are exclusive to one another: you cannot have multiple different leg mutations at the same time. Arm mutations are usually broke up in different arms, so when choosing an arm mutation you choose whether to do the right or left arm. The mutation then becomes exclusive to that individual limb. If you replace a mutation with a mutation in the same body slot, then the old mutation disappears, and you regain the mutation slot you spent on it. The replacement mutation must be the same tier as the original mutation that was replaced.

Some mutations have multiple tiers, like talents. Just like talents, you must take the lower tier of a mutation before you can take the higher tier.

The following is the list of mutations that an infested terran character can choose from.

If you have Skill Focus in any skill, then your maximum ranks in that skill is increased by 2, not matter what level you are. If you gain multiple skill focuses in a single skill, your maximum ranks in skill increase by 1 for every Skill focus in that skill beyond the first.



~Art by Mr. Jack

## Mutation Quick Reference Table

Mutation	Level Requirement	Bonus
<b>Cannibalism</b>	5	Gains Biomass and protection by eating a corpse
<b>Clubs</b>	1	One arm transforms into a Smash natural weapon
<b>Corrosive Phlegm</b>	5	Head transforms to have an Acidic Saliva natural weapon
<b>Crawler</b>	18	Gains four legs; +3 move speed, walk on walls, +1 agility
<b>Dexterous Legs I-II</b>	10/18	Mobile legs: +1 agility, skill focus (athletics), controlled falls
<b>Enhanced Bone Structure I-III</b>	1/10/18	Reinforced skeleton gives bonus strength and agility
<b>Enhanced Health I-V</b>	1/5/10/18/25	+1 hit point per rank of Durability
<b>Enhanced Natural Attributes I-II</b>	10/18	Natural weapons and armor increases in equipment tier
<b>Evolutionary Perfection</b>	5/10/18	+2 accuracy with evolution powers
<b>Evolutions Mastery</b>	1	Gains access to a new evolution discipline
<b>Explosive</b>	1	Infested can detonate, killing itself but spreading acid
<b>Gigantism</b>	18	Increases to large size, gains physical attributes at cost of mental attributes
<b>Gun Fusion I-III</b>	5/10/18	Mutates and attaches terran pistol, rifle, or heavy weapon to an arm, can spend biomass to reload
<b>Hungering Maw</b>	1	Head transforms to have a Ripping Fangs natural weapon
<b>Immune to Pain I-V</b>	1/5/10/18/25	+1 damage resistance and damage threshold
<b>Improved Natural Plating I-II</b>	5/18	Increases to Reinforced Carapace natural armor
<b>Infested Tenacity</b>	1/5/10/18/25	+1 resolve and regeneration
<b>Monstrous Claws</b>	1	Arm transforms into Scything Claws natural weapon
<b>Predatory Instincts I-III</b>	5/18/25	+1 instinct
<b>Psionic Potential I-II</b>	18/25	Gains improved psionic capacity, Skill Focus (psionics), and +1 willpower
<b>Quill Nest</b>	5	Grows the Spine Bank natural weapon
<b>Sensory Nodes I-II</b>	10/18	Gain a detector radius
<b>Serpentine</b>	10	Legs transform into a single serpentine tail, can move on ceilings and gains +2 strength
<b>Shoulder Tendrils</b>	1	Grows the Barbed Tendril natural weapon
<b>Slavish Devotion I-II</b>	1/10	Command checks on the infested are more efficient, gains +1 willpower
<b>Strengthened Metabolism I-II</b>	10/25	More resilient; +1 fortitude, +3 biomass, and Skill Focus (durability)
<b>Tentacled Maw</b>	1	Head grows Tentacles natural weapon
<b>Thick Legs</b>	5	Legs become thick and bulky; +1 strength, +1 fortitude, and Bulwark talent
<b>Warrior Breed</b>	1/5/10/18/25	Combative instincts give +1 defense
<b>Weapon Growth</b>	10	One natural weapon gains a zerg weapon upgrade
<b>Zerg Fury</b>	1/5/10/18/25	Animal fury gives +2 damage with natural weapons

## Mutations List

### Cannibalism

#### Enhanced Mutation

**Tier 1 Description:** The infested gains the grotesque ability to consume dead, biological corpses for sustenance. By spending 1 minute eating a corpse, the infested regains an amount of biomass equal to the target's level and gains an equal number of protection points for their next encounter.

## Clubs

### Basic Mutation

**Tier 1 Description:** One of the infested's arms hardens into a club, and they gain the Smash natural weapon. This only effects one arm, and that arm cannot have any additional mutations on it. If both arms are equipped with this natural weapon, then they gain +1 attack when using that natural weapons.

## Corrosive Phlegm

### Enhanced Mutation

**Description:** The infested has grown a tube attached to its throat that moves acidic bile throughout its body. As a standard action, it can remove this tube and make an Acidic Saliva attack. This is a head upgrade, and replaces any existing head upgrades the character has.

## Crawler

### Mastered Mutation

**Tier 1 Description:** The infested now has four legs instead of two and is a quadruped. They gain +3 to their movement speed and can move on walls and ceilings as a limited movement method. In addition, they gain +1 to their agility. This is a leg upgrade, and replaces any existing leg upgrades the character has.

## Dexterous Legs I-II

### Superior/ Mastered Mutation

**Tier 1 Description:** The infested's legs have enhanced muscles and powerful joints, that gives them greatly enhance maneuverability. They gain Skill Focus (athletics), and +1 agility. In addition, all falls they undergo are considered controlled falls (see Game Universe Rules in the Core Rulebook). This is a leg upgrade, and replaces any existing leg upgrades the character has.

**Tier 2 Description:** The infested gains even more improved legs. In addition to all previous bonuses, they gain an additional +1 agility, Skill Focus (acrobatics), and they always ignore the first 20ft of falling distance. This tier requires the character be 18<sup>th</sup> level or higher.

## Enhanced Bone Structure I-III

### Basic/ Superior/ Mastered Mutation

**Tier 1 Description:** The infested has a reinforced skeleton giving them +1 strength.

**Tier 2 Description:** The infested's skeleton has improved to be durable as well as flexible. In addition to previous bonuses, the infested gains +1 agility. This evolution requires the character be 10<sup>th</sup> level or higher.

**Tier 3 Description:** The infested's skeletal structure has reached its peak. They now gain an additional +1 strength, on top of previous bonuses. This evolution requires the character be 18<sup>th</sup> level or higher.

## Enhanced Health I-V

### Basic/ Enhanced/ Superior/ Mastered/ Ascended Mutation

**Tier 1 Description:** The infested gains increased health and resilience and gains +1 hit point per rank of durability.

**Tier 2 Description:** The infested gains further improved health, gaining +2 hit points per rank of durability. This tier requires the character be 5<sup>th</sup> level or higher.

**Tier 3 Description:** The infested gains further improved health, gaining +3 hit points per rank of durability. This mutation requires the character be 10<sup>th</sup> level or higher.

**Tier 4 Description:** The infested gains further improved health, gaining +4 hit points per rank of durability. This mutation requires the character be 18<sup>th</sup> level or higher.

**Tier 5 Description:** The infested gains further improved health, gaining +5 hit points per rank of durability. This mutation requires the character be 25<sup>th</sup> level or higher.

## Enhanced Natural Attributes I-II

### Superior/ Mastered Mutation

**Tier 1 Description:** All the infested terran's natural weapons and natural armor increases to Tier 2.

**Tier 2 Description:** All the infested terran's natural weapons and natural armor increases to Tier 3. This mutation requires the character be 18<sup>th</sup> level or higher.

## Evolutionary Perfection I-III

### Enhanced/ Superior/ Mastered Mutation

**Tier 1 Description:** The infested learned to master its utilization of the evolutions, and gains +2 accuracy with all evolution powers

**Tier 2 Description:** The infested's perfection over evolution has improved and gains +4 accuracy with all evolution powers. This mutation requires the character be 10<sup>th</sup> level or higher.

**Tier 3 Description:** The infested's perfection over evolution has improved and gains +6 accuracy with all evolution powers. This mutation requires the character be 18<sup>th</sup> level or higher.

## Evolutions Mastery

### Basic Mutation

**Tier 1 Description:** The infested unlocks a new evolution discipline. This can be increasing to a higher tier of an existing discipline or starting a new evolution discipline. This ability can be purchased multiple times, each time granting a new evolution discipline. A creature must be at least level 5 to purchase an Advanced Discipline, level 18 to gain a Master discipline, or level 25 for a Paragon discipline. This power does not actually give any evolutions, only access to the disciplines. Powers must be gained from the Evolution Power talent.

Taking this mutation multiple times begins to take a toll, as infested now require such complex internal structures to sort and divide biomass for each of the powers that their body becomes less efficient. The infested gains a penalty based upon the number of times they have taken this mutation -- combine all effects that the infested qualifies for eg: an infested that has taken Evolutions Mastery 9 times has 2 less regeneration, halves all biomass generation, and requires an extra 4 biomass for every evolution power.

# of times taken	Evolution Power Cost	Extra Effects
2+ times	+1 Biomass	NA
4+ times	+1 Biomass	-1 Regeneration
6+ times	+1 Biomass	Half all Biomass Generation (round down)
8+ times	+1 Biomass	-1 Regeneration
10+ times	+1 Biomass	-5 Max biomass Capacity

## Explosive

### Basic Mutation

**Tier 1 Description:** The infested becomes filled with volatile bio-plasma and can set itself off as a bomb. This attack kills the infested but deals a great number of damage to enemy's around it. This attack, used as a standard action, uses the infested's ranged attack bonus, and deals an amount of damage equal to 5x their biomass in an area centered on them. This attack has the Burst 4, Penetration 5, Acid Damage, and Corrosion weapon traits. This evolution is generally not chosen by heroic infested terrans but is listed for completeness.

## Gigantism

### Mastered Mutation

**Tier 1 Description:** The infested grows in size, to become a monstrous, dull-witted hulk. The infested becomes large-sized, and gains all benefits of the size increase, including modifications to the following: space, defense, toughness, damage threshold, movement speed, natural weapon damage, and hit points. In addition, the zerg gains +2 strength, +2 fortitude, and a reach of 2. However, this growth diminishes many of the infested's faculties. They take a -1 penalty to intelligence, instinct, and agility.

## Gun Fusion I-III

### Enhanced/ Superior/ Mastered Mutation

**Tier 1 Description:** The infested has gained the ability to absorb a Tier 1 terran pistol, rifle, or heavy weapon into their arm. Once absorbed, the infested can use that weapon as normal, and it deals +1 power rating of damage. The infested weapon cannot be reloaded normally, and instead the infested can spend a move action to spend 3 biomass and reload the weapon. The infested can meld a weapon, or unmeld, a weapon into their arm as a full-round action. This only effects one arm, and that arm cannot have any additional mutations on it. If both arms are equipped with this natural weapon, then they can meld a different weapon with each arm. This does not count as a natural weapon, however, for gaining weapon upgrades or benefitting from the Zerg Fury mutation.

**Tier 2 Description:** The infested can now absorb a Tier 2 terran pistol, rifle, or heavy weapon into their arm. Their absorbed weapons now never need to reload. This mutation requires the character be 10<sup>th</sup> level or higher.



**Tier 3 Description:** The infested can now absorb a Tier 3 terran pistol, rifle, or heavy weapon into their arm. In addition, they can absorb a second pistol or rifle into that same arm, and fire that weapon against the same target as the primary weapon with no penalty. This mutation requires the character be 18<sup>th</sup> level or higher.

### **Hungering Maw**

#### **Basic Mutation**

**Tier 1 Description:** The infested gains an extended fanged mouth, which serve as the Ripping Fangs natural weapon. This is a head upgrade, and replaces any existing head upgrades the character has.

### **Immune to Pain I-V**

#### **Basic/ Enhanced/ Superior/ Mastered/ Ascended Mutation**

**Tier 1 Description:** The infested has increased pain tolerance and gains +1 damage resistance and damage threshold.

**Tier 2 Description:** The infested has further increased their pain tolerance and gains +2 damage resistance and damage threshold. This mutation requires the character be 5<sup>th</sup> level or higher.

**Tier 3 Description:** The infested has further increased their pain tolerance and gains +3 damage resistance and damage threshold. This mutation requires the character be 10<sup>th</sup> level or higher.

**Tier 4 Description:** The infested has further increased their pain tolerance and gains +4 damage resistance and damage threshold. This mutation requires the character be 18<sup>th</sup> level or higher.

**Tier 5 Description:** The infested has further increased their pain tolerance and gains +5 damage resistance and damage threshold. This mutation requires the character be 25<sup>th</sup> level or higher.

### **Improved Natural Plating I-II**

#### **Enhanced/ Mastered Mutation**

**Tier 1 Description:** The zerg gains a more dense and rigid natural carapace, and now has Zerg Reinforced Carapace instead of Zerg Light Carapace.

**Tier 2 Description:** The zerg's carapace has become even more heavy, and now has Zerg Plated Carapace instead of other natural armors. This mutation requires the character be 18<sup>th</sup> level or higher.

### **Infested Tenacity I-V**

#### **Basic/ Enhanced/ Superior/ Mastered/ Ascended Mutation**

**Tier 1 Description:** The infested has a stubborn refusal to relent that affects them on a cellular level. They gain +1 to regeneration and resolve.

**Tier 2 Description:** The infested's resolve grows stronger: their bonus to resolve and regeneration increases to +2

**Tier 3 Description:** The infested's resolve grows stronger: their bonus to resolve and regeneration increases to +3

**Tier 4 Description:** The infested's resolve grows stronger: their bonus to resolve and regeneration increases to +4

**Tier 5 Description:** The infested's resolve grows stronger: their bonus to resolve and regeneration increases to +5

### **Monstrous Claws**

#### **Basic Mutation**

**Tier 1 Description:** One of the infested's arms grows to develop a Scything Claw natural weapon. This only effects one arm, and that arm cannot have any additional mutations on it. If both arms are equipped with this natural weapon, then they gain +1 strike when using that natural weapons.

### **Predatory Instincts I-III**

#### **Enhanced/ Mastered/ Ascended Mutation**

**Tier 1 Description:** The infested has gained the killer instincts of a zerg warrior, heightening their precision and reaction time. They gain +1 instinct.

**Tier 2 Description:** The infested has grown even more precise and cunning, and an addition to the previous benefits, now gain +1 power rating of damage with all ranged weapons. This mutation requires the character be 18<sup>th</sup> level or higher.

**Tier 3 Description:** The infested has become the ultimate predator. Their bonus to instinct increases to +2 and their bonus power ratings to ranged weapons increases to +2. This mutation requires the character be 25<sup>th</sup> level or higher.

### **Psionic Potential I-II**

#### **Mastered/ Ascended Mutation**

**Tier 1 Description:** The infested has unlocked their psionic potential and has empowered their psionic capabilities. They count as a Command strain zerg, with access to the Telepathy and Augmentation psionic disciplines and a maximum PL of 6. If they are already a command strain zerg, then they gain Skill Focus (psionics) and +1 willpower.

**Tier 2 Description:** The infested has further expanded their psionic ability. They count as a Mastermind strain zerg, with access to Natural Mind Reading, and a maximum PL of 10. They also gain +1 willpower, cumulative with willpower gained from the previous rank. This mutation requires the character be 25<sup>th</sup> level or higher.

## Quill Nest

### Enhanced Mutation

**Tier 1 Description:** The infested grows a number of spine and quill nests upon their shoulders, and gains the Spine Bank natural weapon.

## Sensory Nodes I-II

### Superior/ Mastered Mutation

**Tier 1 Description:** The infested has highly attuned sensory organs that can detect the presence of nearby hidden targets. By spending a standard action, the infested can perform a spotter action to all targets within 20 squares, even if they are outside line of sight.

**Tier 2 Description:** The infested's sensory organs have improved, and now they can perform detector actions within their range, instead of merely spotter actions. This mutation requires the character to be 18<sup>th</sup> level or higher.

## Serpentine

### Superior Mutation

**Tier 1 Description:** The infested's legs have been replaced with a serpentine lower torso, like that of a hydralisk. The infested cannot be knocked prone, gains +4 to their toughness against being grabbed or pushed, and can move on walls and ceiling as a limited movement method. In addition, they gain +2 to their strength. This is a leg upgrade, and replaces any existing leg upgrades the character has.

## Shoulder Tendrils

### Basic Mutation

**Tier 1 Description:** A very common zerg evolution, this mutation gives the infested a pair of striking shoulder tentacles, which serve as a Barbed Tendril natural weapon.

## Slavish Devotion I-II

### Basic/ Superior Mutation

**Tier 1 Description:** The infested is fully indoctrinated in the swarm, and is easier to command and control but shows no initiative of their own. Command checks to give them command tactics gains a +10 bonus, and the infested gains +1 willpower. The character cannot benefit from tactics combat augmentations, cannot activate command combat augmentations, and always has a command limit of 0 regardless of any other rules they possess.

**Tier 2 Description:** The infested gains further satisfaction in serving the swarm. They gain the Emotionless talent, and the amount of protection points from the Emotionless talent doubles while being commanded by a higher zerg. This mutation requires the character be 10<sup>th</sup> level or higher.

## Strengthened Metabolism I-II

### Superior/ Ascended Mutation

**Tier 1 Description:** The zerg gains a strengthened metabolism, resulting in them becoming more resilient. The infested gains Skill Focus (durability), gains +3 to their maximum biomass, and increase their fortitude by +1.

**Tier 2 Description:** The zerg internal organs and endurance further expand. In addition to their previous benefits, they gain Skill Focus (endurance), +1 strength, and an additional +1 fortitude and +2 maximum biomass. This mutation requires the character be 25<sup>th</sup> level or higher.

## Tentacled Maw

### Basic Mutation

**Tier 1 Description:** The infested gains a network of prehensile, grasping, tentacles around their mouth, which serve as the Tentacles natural weapon. This is a head upgrade, and replaces any existing head upgrades the character has.

## Thick Legs

### Enhanced Mutation

**Tier 1 Description:** The infested has evolved thick, trunk-like legs to walk upon. They gain +1 strength, +1 fortitude, and the Bulwark talent for free if they do not already have it. This is a leg upgrade, and replaces any existing leg upgrades the character has.

## Warrior Breed I-V

### Basic/ Enhanced/ Superior/ Mastered/ Ascended Mutation

**Tier 1 Description:** The infested's warrior and survival instincts have improved and gains +1 defense.

**Tier 2 Description:** The infested's warrior cunning have further advanced and gains +2 defense. This mutation requires the character be 5<sup>th</sup> level or higher.

**Tier 3 Description:** The infested's warrior cunning have further advanced and gains +3 defense. This mutation requires the character be 10<sup>th</sup> level or higher.

**Tier 4 Description:** The infested's warrior cunning have further advanced and gains +4 defense. This mutation requires the character be 18<sup>th</sup> level or higher.

**Tier 5 Description:** The infested's warrior cunning have further advanced and gains +5 defense. This mutation requires the character be 25<sup>th</sup> level or higher

## Weapon Growth

### Superior Mutation

**Tier 1 Description:** One zerg natural weapon the infested has gains a natural weapon upgrade chosen from the weapon upgrades in Chapter 4 of this supplement. They cannot choose a terran weapon upgrade for this natural weapon, nor can they upgrade weapons absorbed with the Gun Fusion upgrade. This mutation can be chosen multiple times, and the maximum upgrades that a single weapon can have is the normal 2x tier.

## Zerg Fury I-V

### Basic/ Enhanced/ Superior/ Mastered/ Ascended Mutation

**Tier 1 Description:** The infested has perfected the savage brutality of the swarm and deals +2 damage and penetration with all zerg natural weapons.

**Tier 2 Description:** The infested has further perfected their savagery and deals +4 damage and penetration with all zerg natural weapons. This mutation requires the character be 5<sup>th</sup> level or higher.

**Tier 3 Description:** The infested has further perfected their savagery and deals +6 damage and penetration with all zerg natural weapons. This mutation requires the character be 10<sup>th</sup> level or higher.

**Tier 4 Description:** The infested has further perfected their savagery and deals +8 damage and penetration with all zerg natural weapons. This mutation requires the character be 18<sup>th</sup> level or higher.

**Tier 5 Description:** The infested has further perfected their savagery and deals +10 damage and penetration with all zerg natural weapons. This mutation requires the character be 25<sup>th</sup> level or higher.

## Spending Leftover Characteristic Point

After selecting the character's specialization and background, the player should have a good idea one what their character will be looking like. However, they are likely to have a few characteristic points leftover that can be spent to round off a character and make them more unique. These functions can be used any number of times, except where mentioned.

### Ability Scores

The character can spend 3 characteristic points to increase any ability score by 1.

### Talents

The character can spend 2 characteristic points to gain a talent.

### Skill Points

A character can spend 1 characteristic point to gain a number of skill points equal to 2+ one-half their intelligence.

### Finishing Details

After spending the last of the character's characteristic points, most characters will be done. Some infested characters might have a number terran credits to spend as well, however. All that is left is to calculate the numbers and values. Once everything is finished, the player will have a completed character. Now the player should start to think about what type of back story and personality the character will have. The choices made in character creation should give a good framework for what type of person the character is.

## Starting Mutation Points and Credits for Higher Level Characters

If a player is allowed to begin play with a higher-level play, the character begins play with a greater amount of mutation points, as well as credits for Agent of the Swarm infested characters.

Level	Mutations	Credits
1	3, Basic Mutations, 1 <sup>st</sup> Directive	500
2	4	1,000
3	5	2,000
4	6	2,500
5	7, Enhanced Mutations	3,000
6	8	4,000
7	9	5,000
8	10	7,500
9	11	10,000
10	12, Superior Mutations, 2 <sup>nd</sup> Directive	12,500
11	13	15,000
12	14	20,000
13	15	25,000
14	16	30,000
15	17	40,000
16	18	50,000
17	19	60,000
18	20, Mastered Mutations	75,000
19	21	90,000
20	22, 3 <sup>rd</sup> Directive	120,000
21	23	150,000
22	24	180,000
23	25	210,000

24	26	240,000
25	27, Ascended Mutations	270,000
26	28	300,000
27	29	330,000
28	30	360,000
29	31	400,000
30	32, 4 <sup>th</sup> Directive	500,000

## Leveling Up Characters

It costs 500 experience to gain each level. When character's meet the requisite experience to level up, they gain a level. Upon gaining a new level, follow these simple guidelines to determine what increases on a character.

-The character's gains 4 characteristic points, plus any bonus characteristic points they gain for their character tier. These characteristic points can be spent on increasing skills, ability scores, or increasing talents.

-Infested characters gain a number of mutation points equal to what level they are reaching.

-A character's ability score and skill maximum values might increase based on level. Use the following table for guidelines on what the maximum values are at each level.

Level	Maximum Ability Score Value	Maximum Ranks in Skills
1	5	3
2	5	3
3	5	3
4	5	4
5	6	4
6	6	4
7	6	5
8	6	5
9	6	5
10	7	6
11	7	6
12	7	6
13	7	7
14	7	7
15	8	7
16	8	8
17	8	8
18	8	8
19	8	9
20	9	9
21	9	9
22	9	10
23	9	10
24	9	10
25	10	11
26	10	11
27	10	11
28	10	12
29	10	12
30	10	12

## 'Banking' Characteristic Points and Mutation Points

Sometimes, upon leveling up, a character may choose not to spend all their characteristic points, and save them for future levels. This is allowed, to an extent. This is called 'banking' points. As characters with high intelligence are much more adept and storing and processing information, a character can only bank a number of characteristic points equal to their intelligence. Therefore, a character with 3 intelligence cannot have more than 3 characteristic points banked at anyone one time. Any an excess of their limit must be spent upon level up.

Mutations cannot be banked between levels. Once you level up, you must choose a new mutation. That mutation takes effect after your next 8 hour rest.



## Recap: Building your Character's Statistics

This section is a quick summary on to determine all of your character's statistics on their record sheet.

### Hit Points (for Heroic Infested)

40 + 3x Fortitude. In addition, character gains (5 + fortitude) for every rank of the Durability skill they have

### Healing Threshold

Infested have regeneration, and therefore do not have a healing threshold and can be healed any number of times

### Regeneration

Infested have a regeneration value based on their size, which is normally 2 for medium-sized characters

### Damage Threshold

16 + their Durability skill + Fortitude + Size Bonus

### Melee Accuracy

Melee skill + their weapon's accuracy bonus

### Ranged Accuracy

Ranged skill + their weapon's accuracy bonus

### Weapon Damage

Base Weapon Damage + Additional Weapon Power Ratings based on talents and weapon tier (also adds attack overages to damage, limited by strength for melee and instinct for ranged, see Encounter Rules)

### Defense

10 + Defensive Training skill + agility ability score + their armor's defense penalty + size bonus or penalty

### Toughness

10 + Defensive Training skill + strength ability score + size bonus or penalty

### Resolve

10 + Mental Training skill + willpower ability score

### Morale

$\frac{1}{2}$  their Mental Training +  $\frac{1}{2}$  willpower

### Biomass

Strength + Fortitude + Willpower

### Damage Resistance

One-half Fortitude + Armor Bonus

### Psionic Resistance

3x willpower + psi level + one-half their mental training

### Move Speed

4 + one half agility

### Initiative

Instinct OR ranks in Tactics skill



## Recap: Advancing Your Character

This section is a quick summary on how to spend characteristic points and what increasing statistics does to your character.

### Spending Characteristic Points

Purchase	Characteristic Point Cost
+1 Ability Score (up to normal maximum)	3
1 New Talent	2
2 +1/2 intelligence skill points to distribute amongst skills	1

### Statistical Changes based on Ability Scores

Ability Score	Changes
<b>Strength</b>	+1 toughness per point, +1 maximum melee attack coverage per point, +1 melee damage per even (2, 4, 6, etc) point of strength
<b>Instinct</b>	+1 maximum ranged attack coverage, +1 initiative (if instinct is higher than Tactics skill ranks)
<b>Agility</b>	+1 defense, +1 move speed per even (2, 4, 6, etc) point of agility, +1 shift speed per 5 points of agility (5, 10, 15, etc), extra strikes with weapons based on attack speed (see Equipment chapter)
<b>Fortitude</b>	+1 damage threshold, +1 damage resistance per even (2, 4, 6, etc) point of fortitude, increase maximum hit points by 3 + ranks of Durability
<b>Intelligence</b>	Every even point of intelligence (2, 4, 6, etc) retroactively gives 1 skill point per skill package that has been purchased
<b>Willpower</b>	+1 resolve, +1 morale bonus for per even (2, 4, 6, etc) point of willpower, +3 psionic resistance per point

### Statistical Changes based on Prowess Skills

Ability Score	Changes
<b>Defensive Training</b>	+1 defense and toughness per point
<b>Durability</b>	+1 damage threshold per point, each point increases maximum hit points by 5+ fortitude
<b>Melee</b>	+1 accuracy with melee weapons per point
<b>Mental Training</b>	+1 resolve per point, +1 morale bonus and psionic resistance per even point (2, 4, 6, etc)
<b>Ranged</b>	+1 accuracy with ranged weapons per point



## **Infestation Exposure in Game Play**

Ordinary terran characters are always at a risk of infestation when they are fighting the zerg, particularly advanced strains such as Brood Queens, Infesters, or Virophages. Most commonly, this will occur when a player is hit with the *Mutagen* evolution power. When a player character or an NPC ally is inflicted with the zerg virus, follow the following steps to see how and if the infestation takes place.

### **Infestation Phase 1: Sickened**

During this phase, the character is extremely sickly and weak. They take 1 point of ability score damage to strength, agility, instinct, and willpower, and all movement is considered limited movement. The zerg virus is replicating itself inside the victim's body. The disease can still be countered at this point by injecting the character with 5 potency of antitoxins, followed by the target succeeding a DC 20 Endurance test.

This phase lasts a number of rounds equal to 3+ the character's current strength score, and then moves onto the next phase.

### **Infestation Phase 2: Death**

During this phase, the character is nauseous and is effectively stunned and helpless. In order to move, they must be carried. Vomiting and gagging is common, as the zerg mutagen is overwhelming the human immune system and is destroying the human cells. The disease can still be countered at this point by injecting the character with 10 potency of antitoxins, followed by the target succeeding a DC 25 Endurance test.

The target takes 20 poison damage a turn during this phase. Once the target reaches 0 hit points, he effectively 'dies' and enters the next phase. After this phase, there is typically no way for the character to be saved.

### **Infestation Phase 3: Rebirth**

During this phase, the character is unconscious as the last bits of their terran identity is overwhelmed and destroyed. Physically, the character begins undergoing rapid mutation.

Over the period of 5 rounds, they transform into a zerg minion strain creature, and gain the Zerg Infested Minion template (described below), and all the traits that come with it.

At the end of this phase, they reawaken as a Zerg minion.

### **Infestation Phase 4: Mutation**

This phase takes about 5 minutes. During this phase, the infested is rapidly mutating, and gains all their specialty mutations and growths. In game terms, the infested gains all their mutations. At the end of the 5 minute period, they have access to all of their mutations. This makes the prime time to kill an infested to be between when they are reborn and when their mutations set in and they become truly dangerous.



Art by Samwise Didier





## Infested Minion Template

This form of infestation creates an infested minion, a mindless drone controlled by the swarm and used as dispensable cannon fodder. These are very different from the advanced infested that are controlled as player characters, described earlier in the chapter. The playable advanced infested take much longer to grow and evolve, and are typically specialty grown by powerful mastermind strain zerg for specific directives.

These infested, on the other hand, are mass produced via the infestation process above by specialist or command strain zerg to serve as rank and file troops. Therefore, they are less evolved and intelligent, and are created via a different process. For them, once they fully pass through the stages of infestation, they gain the Infested Minion template.

A template is a modification that can be placed on an NPC to transform it statistically into something else. This template is applied to any terran that has been mutated via the zerg virus. It transforms them into an infested zerg NPC. To use this template follow the step by step instructions to transform the character.

**Creature Type:** The character becomes a Minion Strain Zerg instead of a terran character. They retain their character and threat levels.

**Ability Score Modifier:** +2 Strength, +1 Fortitude, -1 Instinct, -1 agility, -2 Intelligence. This can bring the infested over their normal maximum ability score level limit but cannot reduce an ability score below 1.

**Skills:** Despite the loss of a point of intelligence, the infested minion's skills remain mostly unchanged. They do lose, however, all of their terran skill focuses, and all points in excess of their normal maximum due to skill focuses are lost.

**Talents:** The infested retains all of their talents, except those that they no longer meet the prerequisites for due to ability score changes. In addition, they gain the Jaded and Cynic talents. Infested that were reborn in power armor gain the power armor training talent for free.

**Mutation:** Ordinary infested terrans do not have the standard mutation system of advanced infested. Instead, they have a base stock of infestations, with some level of variance:

- Both arms have scything claws, except any arm that had a weapon. That limb gains a gun fusion instead.
- The infested has light carapace and barbed tendrils. Some zerg might have the Explosive mutation.
- The infested's natural weapons and armor are tier 2 if it is level 10-19, or tier 3 if it is level 20+.

**Equipment (Weapon):** Most infested gain a variety of natural weapons from their mutations, which they prefer over their old terran weapons. However, if they infested gains the Gun Fusion mutation, they will typically merge one arm with their primary weapon and use that instead. For example, infested marines typically use Gun Fusion with their Heavy Gauss Rifles.

**Equipment (Armor):** Any armor that the terran was wearing when they were infested is fused into their body. They now gain their armor's bonuses as permanent modifiers, including the damage resistance and ability score bonuses. Powered armor no longer needs to be charged. The infested also gains Zerg Light Carapace. The armor bonus to damage resistance uses the higher damage resistance between natural and manufactured armor, and the higher defense penalty of the two as well.

**Minion Strain Zerg:** Ordinary infested terrans are minion strain zerg. They can be commanded and controlled by command or mastermind strain zerg, and can benefit from their leader's command abilities. They do not have access to psionic powers but do gain access to Psionic Detection and an Instinctive Telepathic Link with allied Zerg. Unless commanded by a higher strain or noted otherwise in the individual creature description, these zerg cannot aim, thought block, or evade. Unlike normal minion strain, however, infested terrans can perform burst fire or suppressing fire actions. They can also perform heavy strikes and bob and weave actions.

**Zerg Traits:** Infested Terrans have a regeneration value based on their size (normally 2). Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower. Infested terrans cannot make use of terran chemicals or cybernetics.

**Fear and Disgust:** Infested Terrans, and zerg in general, are common received as being horrible and disgusting to the other races of the universe. When dealing with other non-zerg races, they suffer disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade. However, they receive advantage on all checks to terrorize, taunt, or intimidate other races. This replaces their special abilities from their terran backgrounds and specializations.



**Make them Unique:** Feel free to give the infested unique abilities to make them stand out. Perhaps their weapons shoot acid bullets, they explode when they die, or have some evolution powers.

**Recalculate:** Finally, recalculate all the infested's attributes (hit points, damage threshold, defense, etc.) based on the changes.

## Common Infested Minions

This section includes a series of common example infested minions to challenge a party of StarCraft adventurers.

### Infested Civilian Description

When the zerg take over a major population center, it results in hundreds, if not thousands, of civilians becoming infested. These unfortunate victims become a new army on themselves, thrown in reckless mass at enemy forces. Infested civilians do not possess a great deal of mutations, but instead greatly resemble mutated zombies that shamble towards their foes in huge numbers. To see so many horrid variations mutations of ordinary folk is often devastating to the terrans of the Koprulu sector.

### Tactics

Infested Civilians use no real strategy, except simply moving at their full speed to engage the nearest enemy. These foes are typically found in clusters, and try to mob and overwhelm their foes while staying in their group. This makes them particularly vulnerable to area effect attacks and weapons.

Once they reach their foes, they simply attack with their scything claws. They do not use heavy strikes, nor do they have enough self-preservation to bob and weave.

### Infested Civilian

**Level 2 Medium-sized Creature (Non-heroic Infested Terran Minion), Low Threat**

**Skill Purchases:** 5

**Talent Purchases:** 0

**Ability Score Purchases:** 2

**Hit Points:** 57

**Healing Threshold:** NA

**Damage Threshold:** 23

**Defense:** 14

**Toughness:** 18

**Resolve:** 13

**Speed:** 5

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +2

**Damage Resistance:** 10

**Psionic Resistance:** 9

**Regeneration:** 2

**Biomass:** 14

-**Barbed Tendrils** 1d20+3 accuracy, 27 damage, 1 strike maximum; *Special Traits:* Penetration 5

-**Scything Claws** 1d20+4 accuracy, 19 damage, +2 strikes maximum; *Special Traits:* Penetration 3

**Skills:** Acrobatics 2, Athletics 2, Defensive Training 2, Durability 2, Endurance 2, Medicine 2, Melee 2, Perception 2, Ranged 2, Survival 2

**Talents:** Hardened Survivalist

**Strength:** 6

**Instinct:** 2

**Agility:** 2

**Fortitude:** 5

**Intelligence:** 1

**Willpower:** 3

**Gear:** Zerg Light Carapace, Pair of Scything Claws, Barbed Tendril

**Special Ability (Fear and Disgust):** The infested marine suffers disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade when dealing with non-zerg. However, the infested receives advantage on all checks to terrorize, taunt, or intimidate other races.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action.





*~Infested Civilians (above)*



## Infested Marauder Description

Upon infestation, the marauder's advanced powered armor becomes as infested with the soldier, and the two become joined. As a result, the infested marauder is a giant, hulking, man-creature of tremendous strength and resilience. Complementing their durability, their grenade launcher arms now fire spores of explosive bio-plasma that are devastating to structures, fortifications, and just about anything that stands in their way.

The terror of these opponents has left many terran commanders to frag their own soldiers rather than let them become turned. Once they are converted to the swarm, they become nearly-indestructible line breakers.

### Tactics

An infested marauder fights very similar to a terran marauder, by getting within range and lobbing its bio-plasma grenades into the enemy's ranks. One key difference is the change of ammunition with infested marauders to the more concentrated acid spores. These weapons have smaller burst areas, but are much more effective against heavy armor. For this reason, infested marauders target fortifications and enemy armor before infantry groups or swarms.

As before with their armor, the infested marauder must alternate fire between their two arms. One arm cannot be fire in two subsequent turns. Unlike before, infested marauders are very lethal melee combatants as well, where they use the heavy strike behavior in conjunction with their barbed tendrils attacks. As they are large creatures, they take full advantage of the increased range with their natural attacks. Infested Marauders do not push into melee combat, however, and prefer to fight in range until their area attacks become a liability or they are threatened up close.

## Infested Marauder

**Level 12 Large-sized Creature (Non-heroic Infested Terran Minion), High Threat**

**Skill Purchases:** 14

**Talent Purchases:** 7

**Ability Score Purchases:** 8

**Hit Points:** 225

**Healing Threshold:** NA

**Damage Threshold:** 37

**Defense:** 17

**Toughness:** 35

**Resolve:** 14

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 2 by 2 squares

**Reach:** 2 squares

**Initiative:** +5

**Damage Resistance:** 22

**Psionic Resistance:** 12

**Regeneration:** 3

**Biomass:** 25

**-Grenade Launcher** 1d20+9 accuracy, 55 damage, +1 strike maximum, unlimited shots at medium range; *Special Traits:* Pen 10, Burst 1, Acid Damage, Ground Fire

**-Grenade Launcher w/ Dual-Wielding** 1d20+4 accuracy, 55 damage, +1 strike maximum x2, unlimited shots at medium range; *Special Traits:* Pen 10, Burst 1, Acid Damage, Ground Fire

**-Barbed Tendrils** 1d20+8 accuracy, 30 damage, 1 strike maximum; *Special Traits:* Pen 15

**Skills:** Athletics 5, Defensive Training 9, Durability 8, Endurance 6, Medicine 2, Melee 6, Perception 4, Ranged 9, Tactics 7

**Talents:** Chemical Tolerance, Defensive Fighting, Grenade Catcher, Hardened Survivalist, Powered Armor Training, Resistant II, Weapon Mastery (ranged II)

**Strength:** 12

**Instinct:** 5

**Agility:** 3

**Fortitude:** 9

**Intelligence:** 1

**Willpower:** 4

**Gear:** Infested 'Marauder' Armored Infantry Suit, Tier 2 Zerg Light Carapace, Tier 2 Barbed Tendrils, Tier 2 Ripping Fangs

**Special Ability (Bio Cannon):** The infested marauder's grenade launchers gain the Acid Damage and Penetration (10) weapon traits but only Burst 1.

**Special Ability (Fear and Disgust):** The infested marine suffers disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade when dealing with non-zerg. However, the infested receives advantage on all checks to terrorize, taunt, or intimidate other races.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action.



## Infested Marine Description

Powered armor is very limited protection against the zerg hyper-evolutionary virus. It is the great shame of terran military commanders that they will often be fighting their own soldiers during engagements with the zerg. In fact, it is almost guaranteed, as the zerg virus can turn a soldier within 10-15 minutes.

Infested marines are quite common on battlefields, or amongst any zerg infestations. These soldiers are highly durable and still use their heavy gauss rifles to deadly effect. Oftentimes, they are found supporting clusters of infested civilians, serving as the guards for creatures like Infesters, or working in squads of other infested marines.

### Tactics

Like other infested, the infested marine is near mindless and does not fight with much strategy or self-preservation. It simply moves into range, and then performs full auto bursts at the nearest foe or clusters of foes. It always uses empowered focused bursts to increase its accuracy, as it is not concerned about ammunition. Once it no longer has enough biomass to reload its weapon, it engages its foes in melee, using the heavy strike behavior with its barbed tendrils to rip apart its foes.

While infested marines do not have a great health pool, they have a terrifyingly high amount of damage resistance for their level. For that reason, terran generals recommend explosives, sniper rifles, and other high penetration weapons against infested marines, as automatic weapons tend to have limited effect against them.

## Infested Marine

### Level 5 Medium-sized Creature (Non-heroic Infested Terran Minion), Medium Threat

Skill Purchases: 7

Talent Purchases: 3

Ability Score Purchases: 3

Hit Points: 65

Healing Threshold: NA

Damage Threshold: 24

Defense: 13

Toughness: 21

Resolve: 14

Speed: 5

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 14

Psionic Resistance: 7

Regeneration: 2

Biomass: 14

-**Fused Heavy Gauss Rifle** 1d20+6 accuracy, 25 damage, full auto, 150 shots at long range; *Special Traits*: Penetration 5, Full Automatic

-**Barbed Tendrils** 1d20 accuracy, 27 damage, 1 strike maximum; *Special Traits*: Penetration 8,

-**Tentacles** 1d20+2 accuracy, 23 damage, 1 strike maximum; *Special Traits*: Penetration 1, Special Combat Attack, Venom Coating (DC 13 or 10 poison damage)

-**Scything Claws** 1d20+3 accuracy, 19 damage, +1 strike maximum; *Special Traits*: Penetration 4

**Skills**: Athletics 1, Defensive Training 4, Durability 3, Endurance 2, Medicine 2, Melee 1, Mental Training 2, Perception 2, Pilot 3, Ranged 5, Tactics 3

**Talents**: Penetration, Powered Armor Training, Weapon Mastery (ranged)

**Strength**: 7

**Instinct**: 3

**Agility**: 2

**Fortitude**: 5

**Intelligence**: 1

**Willpower**: 2

**Gear**: Fused Heavy Gauss Rifle, CMC-300 Powered Armor, Barbed Tendrils, Scything Claws, Tentacles, Zerg Light Carapace

**Special Ability (Fear and Disgust)**: The infested marine suffers disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade when dealing with non-zerg. However, the infested receives advantage on all checks to terrorize, taunt, or intimidate other races.

**Special Ability (Zerg Traits)**: Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action.





*~Infested Marine (above)*

*~Volatile Infested Marine (below)*



*~Art by Kaoinhin7 (<https://www.deviantart.com/kaoinhin7/art/infested-terran-sketch-193999555>)*

## Volatile Infested Marine Description

A volatile marine is a marine that has been filled with an overload of bio-plasma and acid, and is ready to blow. Rarer than typical infested marines, these suicide soldiers were common before the Second Great War, where they were sent charging towards their foes to explode in a final blaze of mayhem.

The volatile marine uses the Hardskin Mercenary as the base NPC, although this can be used for any example of a suicidal infested marine, namely the ones that were common during the First Great War or the Brood War.

### Tactics

The volatile marine lives to kill itself. Upon its birth, it generally uses shift actions to move as fast as it can towards the nearest enemy fortification, where it detonates itself causing terrible damage. Occasionally, these infested will be hoarded on colony defense, and wait at the peripherals of the creep line waiting for enemies to come into sight. Once they do, they follow their orders to take as many foes with them as they can.

More conservative zerg commanders might use the kamikaze soldiers more carefully, preferring them supplement other zerg forces with their acidic saliva attack. They do not forgoe the use of the self-detonation, but instead prefer the infested wade into combat and wait for the opportune moment to do maximum damage.

## Volatile Infested Marine

**Level 7 Medium-sized Creature (Non-heroic Infested Terran Minion), Medium Threat**

**Skill Purchases:** 8

**Talent Purchases:** 2

**Ability Score Purchases:** 6

**Hit Points:** 93

**Healing Threshold:** NA

**Damage Threshold:** 29

**Defense:** 14

**Toughness:** 28

**Resolve:** 14

**Speed:** 5

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +3

**Damage Resistance:** 14

**Psionic Resistance:** 12

**Regeneration:** 2

**Biomass:** 19

**-Suicide Explosion** 1d20+5 accuracy, 95 damage, 1 strike maximum; *Special Traits:* Penetration 5, Burst 4, Acid Damage, Corrosion

**-Acidic Saliva** 1d20+6 accuracy, 30 damage, +2 strikes maximum; *Special Traits:* Penetration 15, Line 4, Corrosion, Acid Damage, Close Quarters

**-Barbed Tendrils** 1d20+5 accuracy, 28 damage, 1 strike maximum; *Special Traits:* Penetration 10

**Skills:** Athletics 3, Defensive Training 3, Durability 5, Endurance 4, Medicine 1, Melee 4, Perception 3, Ranged 5, Tactics 4

**Talents:** Chemical Tolerance, Powered Armor Training

**Strength:** 9

**Instinct:** 3

**Agility:** 3

**Fortitude:** 6

**Intelligence:** 1

**Willpower:** 4

**Gear:** CMC-200 Powered Armor, Zerg Light Carapace, Barbed Tendrils, Acidic Saliva

**Special Ability (Suicide Explosion):** The infested is filled with volatile bio-plasma and can set itself off as a bomb. This attack kills the infested but deals a great number of damage to enemy's around it. This attack, used as a standard action, uses the infested's ranged attack bonus, and deals an amount of damage equal to 5x their biomass in an area centered on them (normally 95). This attack has the Burst 4, Penetration 5, Acid Damage, and Corrosion weapon traits.

**Special Ability (Fear and Disgust):** The infested marine suffers disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade when dealing with non-zerg. However, the infested receives advantage on all checks to terrorize, taunt, or intimidate other races.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action.



## Infested Pilot Description

Having a vehicle crash in zerg-controlled territory often results in having an infested pilot. Pilots are also frequently infested once zerg take control of battlecruisers, or infest starports or space installations. While infested pilots are not as great a threat as infested marines, the loss of such skilled personnel by the terran forces is much more drastic. In shames many to see such skilled as proficient individuals such as these turned into mindless zombies.

### Tactics

The infested pilot fights at a range with their gauss pistols, usually providing supporting fire to infested civilians or infested marines. They are faster than normal infested, and will actually take strides to avoid close combat as long as they have biomass to replenish their ammunition. They prefer bob and weave actions to all others.

Infested pilots are most dangerous once they are part of an infested vehicle. Many types of terran vehicles have been taken over and infested by the zerg, including siege tanks and banshees. Rules for these infested vehicles will be provided in a future supplement.

## Infested Pilot

**Level 7 Medium-sized Creature (Non-heroic Infested Terran Minion), Low Threat**

**Skill Purchases:** 8

**Talent Purchases:** 1

**Ability Score Purchases:** 8

**Hit Points:** 65

**Healing Threshold:** NA

**Damage Threshold:** 25

**Defense:** 18

**Toughness:** 20

**Resolve:** 18

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +4

**Damage Resistance:** 10

**Psionic Resistance:** 14

**Regeneration:** 2

**Biomass:** 13

**-Fused Gauss Pistol** 1d20+7 accuracy, 14 damage, +2 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4

**-Barbed Tendrils** 1d20+3 accuracy, 26 damage, +1 strike maximum; *Special Traits:* Penetration 10

**-Tentacles** 1d20+3 accuracy, 22 damage, 1 strike maximum; *Special Traits:* Special Combat Attack, Venom Coating (DC 15 or 14 poison damage)

**-Scything Claws** 1d20+4 accuracy, 18 damage, +2 strike maximum; *Special Traits:* Penetration 8

**Skills:** Athletics 1, Computers 3, Defensive Training 5, Durability 3, Melee 2, Mental Training 4, Ranged 5, Perception 3, Pilot 5, Science 3, Tactics 3

**Talents:** Weapon Mastery (ranged)

**Strength:** 5

**Instinct:** 4

**Agility:** 4

**Fortitude:** 4

**Intelligence:** 2

**Willpower:** 4

**Gear:** Gauss Pistol, Fused Flight Suit, Zerg Light Carapace, Scything Claw, Barbed Tendril

**Special Ability (Fear and Disgust):** The infested marine suffers disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade when dealing with non-zerg. However, the infested receives advantage on all checks to terrorize, taunt, or intimidate other races.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action.





# Chapter 7: Soldiers of the Swarm

This chapter has a large list of many of the varied species of Zerg fought against or encountered in the Koprulu Sector. The variety is staggering and includes infested minions, swarming creatures, suicide bombers, and command creatures with earth shattering psionic abilities. Zerg cover all possible level ranges and difficulty levels.

## **Aberration Description**

Aberrations were once terrans, which have gone through a full and terrible infestation cycle, turning them into massive monstrosities. These former-humans can punch through armor with their fists, and turn powered armored marines in mulch. These creatures are known to be incredibly resilient, even for their size, being supercharged with alien mutations.

Aberrations are zerg creatures rather than infested terrans because very little original terran DNA is left in them. They are wholly monsters. Their DNA structure has been absorbed, and now many brood mothers have begun to hatch aberrations directly from larvae, rather than go through the exhaustive process of mutating terrans.

Aberrations are most commonly found striding above the ranks of more common infested. There are commonly accompanied by several swarms of infested civilians and supporting infested marines. They walk over and amongst their lesser kin, and are the first to engage as part of infested war hosts.

## **Tactics**

Aberrations are amongst the simplest of zerg in battle, despite their unique origins. They rely solely on their ability to move into a group of enemies and smash them to bits. Aberrations initiate combat with a charge action, focusing on the closest, large foe if possible. Their unstoppable movement talent allows them to ignore difficult terrain, and they can move through the squares of medium-sized or smaller allies without penalty.

Once in melee, they use the heavy strike combat behavior along with the cleave talent to beat their enemies into oblivion. Their brutal slam and hobbling strike powers allow them to hinder, control, and weaken their enemy's ability to fight back. They fight with little self-preservation or restraint, and only Bob and Weave when explicitly ordered to. When they are swarmed by groups of small opponents, they use their trample ability to move over as many enemies as possible and relocate to a location where they are less crowded, then return to using their slam attack.



## Aberration

**Level 22 Huge-sized Zerg Creature (Non-heroic Bruiser/ Oppressor), Extreme Threat**

**Skill Purchases: 17**

**Talent Purchases: 16**

**Ability Score Purchases: 31**

**Hit Points: 671**

**Healing Threshold: NA**

**Damage Threshold: 58**

**Defense: 24**

**Toughness: 48**

**Resolve: 26**

**Speed: 11**

**Shift Speed: 2**

**Morale Bonus: NA**

**Space: 3 by 3 squares**

**Reach: 3 squares**

**Initiative: +4**

**Damage Resistance: 46**

**Psionic Resistance: 18**

**Regeneration: 5**

**Biomass: 45**

**-Smash 1d20+23 accuracy, 71 damage, +1 strike maximum; *Special Traits:* Penetration 26, Rending 6, Cleaving 1**

**Skills:** Athletics 10, Acrobatics 4, Defensive Training 10, Durability 12, Endurance 10, Melee 12, Mental Training 10, Perception 7, Survival 10

**Skill Focuses:** Durability +2, Mental Training +2, Endurance +2, Athletics +2, Melee +2

**Talents:** Awesome Abilities (fortitude willpower), Cleave II, Defensive Fighting II, Devastating Cripple (melee II), Emotionless, Hardened Survivalist, Leap, Power Strike II, Unstoppable Movement, Weapon Mastery (melee III), Zerg Skill Focus (brutality)

**Creature Abilities:** Behemoth, Brutal Slam, Trample, Hobbling Strike

**Strength: 20**

**Instinct: 2**

**Agility: 6**

**Fortitude: 19**

**Intelligence: 1**

**Willpower: 6**

**Gear:** Tier 3 Huge-sized Smash, Tier 3 Huge-sized Plated Carapace

**Special Ability (Hobbling Strike):** If the aberration's smash attack also bypasses the toughness of the target, the target is knocked prone in addition to the normal effects of the attack.

**Special Ability (Brutal Slam):** The aberration has very powerful blows that disorient and stagger their foes. If the aberration ever deals a crippling wound with a melee attack, the target is staggered for a number of rounds equal to the crippling wound points.

**Special Ability (Trample):** The aberration is able to push through and stomp upon smaller targets. The creature can move as normal through creatures that medium-sized or smaller while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can choose to forgo the attack, and instead use the reaction to shift to try to move out of the aberration's way. At the end of the creature's move, all smaller creatures that it trampled over take 100 damage. Creatures that shifted completely out of the creature's way take no damage. The aberration can also move through the squares of allies, without dealing them damage.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



## Baneling Description

The baneling is a terrifying evolution of the zergling, a moving suicide trooper that barrels into combat and self-detonates, showering an area with corrosive acid. These explosions are capable of breaking infantry lines and shattering buildings and defenses. Most terrifying about these creatures are their raw numbers, and swarms of banelings can reduce an entire settlement to ruins within a few moments.

Banelings were conceived between the Brood War and the Second Great War. Their genetic code was stolen from an acidic mold, then melded into a variation of the zergling. Banelings are bloated from all of the acid and plasma inside their bodies, and hence have significantly less agility and maneuverability than the creature they evolved from. They are poor close combatants, and rely heavily on their ability to explode to be useful.

Banelings are typically found mixed in with groups of zerglings as part of an attack force, usually at 1:3 ratio. As with zerglings, their attack parties are sometimes accompanied by an advanced warrior strain, such as a roach, hydralisk, or mutalisk. They are most likely to be seen in zerg raids on fortified locations or settlements.

### Tactics

Banelings are used as decreed by their commander. Generally, banelings are only made when they are required to be used against a large fighting force or fortified base. Banelings are generally not created to deal with small parties of adventurers. Therefore, many zerg commanders will have the banelings merely attack with their ripping fang attack, or simply avoid adventurers to move on to bigger targets. If a group proves to be a great enough threat, however, a zerg commander will not underestimate their foe further. They will send their banelings to move as close as possible to their enemy, and activate volatile explosion to hurt as many foes as possible.

Banelings do have several weaknesses. First, their volatile explosion damage is dependent on their biomass amounts, and talents such as Purifier of the Swarm that removes enemy biomass is highly effective against them. Secondly, if they are killed prematurely by torso attacks, they can detonate early and possibly damage their own allies that are clustered nearby. In fact, their burst area is so large it is very possible for them to kill allied zerglings and banelings with their explosion, even when they intentional detonate.

Remember that the baneling bleeds acid on enemy when hit.

## Baneling

### Level 5 Medium-sized Zerg Creature (Non-heroic Prowler), Medium Threat

Skill Purchases: 9	Talent Purchases: 0	Ability Score Purchases: 3
<b>Hit Points:</b> 61	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 22
<b>Defense:</b> 19	<b>Toughness:</b> 17	<b>Resolve:</b> 11
<b>Speed:</b> 9	<b>Shift Speed:</b> 2	<b>Morale Bonus:</b> NA
<b>Space:</b> 1 square	<b>Reach:</b> 1 square	<b>Initiative:</b> +3
<b>Damage Resistance:</b> 9	<b>Psionic Resistance:</b> 6	
<b>Regeneration:</b> 2	<b>Biomass:</b> 8	
<b>-Volatile Explosion</b> 1d20+8 accuracy, 40 damage, 1 strike maximum; <i>Special Traits:</i> Penetration 5, Burst 4, Acid Damage, Corrosion		
<b>-Ripping Fangs</b> 1d20+6 accuracy, 22 damage, +1 strike maximum; <i>Special Traits:</i> Penetration 3, Rending 4		
<b>Skills:</b> Athletics 4, Defensive Training 4, Durability 4, Melee 4, Stealth 2		
<b>Skill Focuses:</b> Melee +2, Stealth +2		
<b>Talents:</b> Awesome Abilities (agility)		
<b>Creature Abilities:</b> Acid Blood		
<b>Strength:</b> 3	<b>Instinct:</b> 3	<b>Agility:</b> 5
<b>Intelligence:</b> 1	<b>Willpower:</b> 2	<b>Fortitude:</b> 3
<b>Gear:</b> Ripping Fangs, Zerg Light Carapace		

**Special Ability (Volatile Explosion):** The baneling can self-detonate as a standard action, exploding in a massive blast of acid. The amount of damage is equal to 5x its current Biomass level (normally 40) This is a melee attack with +4 accuracy, can be used at the end of a charge, and has the Penetration (5), Acid Damage, Corrosion, and Burst (4) weapon traits. The volatile explosion is centered on the primary target, which is any target within reach when this activated. The baneling is killed when using this attack.



**Special Ability (Sudden Explosive):** When the baneling is killed, roll to see what body location is hit. If it is a core wound, the baneling instantly detonates where it was standing. This is a standard Volatile Explosion, except there is no primary target.

**Special Ability (Acid Blood):** The baneling's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 10 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage and Penetration 5 weapon trait.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



~Baneling (above)



~Broodling (below)

MR-JACK 09

~Art by Mr. Jack



## Broodling Description

Broodlings are an evolved combat strain of larva that is generated from a variety of sources, such as the spawn broodling evolution power, the destruction of zerg structures, or directly birthed by brood lords or omega worms. These nasty creatures are thankfully short lived, relying on their hosts for sustenance, and crave the flesh of their enemies in order to survive. They are often encountered in great numbers.

Broodlings are particularly vicious creatures, that spend their short lives brutally tearing apart the first thing they come across. Zerg commanders generally treat them with disdain, and rarely ever bother to command them, with the exception of brood lords. A broodling's general instincts are to attack non-zerg first, and that is enough excuse for most overlords and queens to not bother including them in the telepathic link.

Broodlings are almost always found in groups of at least 4 or more individuals. Due to their short lives, they are only found near their hosts, which is most commonly a brood lord, omega worm, or a zerg that created them with the *Spawn Broodling* evolution power.

## Tactics

Broodlings don't have much strategy, except to charge the nearest biological foe using their Consume or Die ability, and attacking it until they are their foes die. As broodlings are generally not controlled by a higher strain, they will turn on and attack other broodlings once all other biological foes are dead, each broodling trying to eat enough to prolong its life as long as possible. Broodlings only attack vehicles and robots when specifically commanded to.

## Broodling

### Level 3 Small-sized Zerg Creature (Non-heroic Prowler), Low Threat

Skill Purchases: 4	Talent Purchases: 0	Ability Score Purchases: 1
<b>Hit Points:</b> 36	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 17
<b>Defense:</b> 19	<b>Toughness:</b> 12	<b>Resolve:</b> 12
<b>Speed:</b> 7	<b>Shift Speed:</b> 1	<b>Morale Bonus:</b> NA
<b>Space:</b> 1 square	<b>Reach:</b> 1 square	<b>Initiative:</b> +3
<b>Damage Resistance:</b> 9	<b>Psionic Resistance:</b> 6	
<b>Regeneration:</b> Special	<b>Biomass:</b> 7	

-**Ripping Fangs** 1d20+5 accuracy, 22 damage, +1 strike maximum; *Special Traits:* Penetration 6, Rending 4

-**Scything Claws** 1d20+5 accuracy, 14 damage, +2 strikes maximum; *Special Traits:* Penetration 3

**Skills:** Athletics 3, Acrobatics 1, Melee 3, Defensive Training 3, Durability 3

**Skill Focuses:** Melee +2, Stealth +2

**Talents:** Awesome Abilities (agility)

**Creature Abilities:** None

**Strength:** 3      **Instinct:** 3      **Agility:** 4      **Fortitude:** 2

**Intelligence:** 1      **Willpower:** 2

**Gear:** Small-sized Ripping Fangs with Brutal Edges, Small-sized Scything Claws, Zerg Light Carapace

**Special Ability (Consume or Die):** When the Broodling charges a biological target; they can choose to move twice their movement speed +3 instead of standard charge distance. If they do this, and they do not deal damage to the target, they suffer an additional 5 damage at the end of their turn.

**Special Ability (Hunger):** The broodling does not have traditional regeneration. Instead, every round that it is away from its host, it loses 5 hit points at the end of its round. However, if during its turn, it deals damage to a biological target with one of its attacks, it instead gains 5 hit points at the end of its turn. The broodling dies if it is reduced to 0 hit points.

**Special Ability (Blind):** The broodling is utterly blind, and cannot see. It automatically fails all visual perception tests. However, it can detect heat signatures, such as a warm body or an active engine, and actively seeks out those targets it detects as hostiles. Also, if their ruling command strain is nearby, they can telepathic link their sight to the broodling, allowing the broodlings to see through the eyes of others.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



## Brood Lord Description

Brood Lords are terrifying zerg monstrosities that float slowly into a combat zone, covered with a nest of broodling minions. They are deadly creatures, throwing their minions down towards their foes with extreme impact, and enemies that aren't slain by the initial impact must contend with the broodlings that continue to try to eat them. These creatures are also hardy and tough, able to use their minions as countermeasures and possessing a wide variety of powers to protect and heal their massive bulks. A single brood lord can break the line of even the strongest fortifications.

A brood lord is a relatively autonomous and intelligent creature, and a single brood lord in a region serves as a substantial threat to all civilization in the region. If one or more brood lords are spotted in a region, local governors will pay dearly for a group of experienced mercenaries to dispose of the beast. A single brood lord in a civilized region is capable of terrorizing a populace that has no way to fight back. Brood lords are even more often encountered deep in zerg territory, amongst the largest zerg hives, where they patrol their territory looking for possible enemy intrusion.

Brood lords are generally encountered in groups of 1-2, where each brood lord is usually accompanied by a half dozen mutalisks. These mutalisks are not under the command of the brood lord directly, but instead are assigned to protect the larger strain by their mutual commander.

## Tactics

Brood Lords are extremely dangerous and dynamic foes. Their chief strategy involves using the swarms of broodlings that are crawling all over them. The average brood lord will go into an encounter with 10-48 broodlings (2d20+8), and cannot have more than 48 broodlings.

The primary brood lord ability is to throw its broodlings at its enemies, known as the broodling strike. The brood lord hurls its minions with incredible strength and vigor, and will instantly kill lesser targets or quickly tear apart massive war machines. The brood lord can make up to 4 broodling strike attacks in a single turn, each attack using up one of its broodlings. Once the attack is made, the broodling lands adjacent to the target and begins attack their designated prey. For simplicity's sake, it usually easiest to have any thrown broodlings act after the brood lord's turn.

Brood Lords tend to play the long game when fighting, and rarely through 4 broodlings a turn, unless they are going against a colossal or massive opponent. Generally, they start by throwing by throwing 2 per turn, with both broodlings going against the same target as long as they are large-sized or larger. They will only begin launching extra broodlings if their health gets low, and it becomes possible they will die before their broodlings are spent.

In addition to the standard broodling strike, broodlings can be used defensively as well. Hive strike allows them broodlings to assist their master's bite attacks, adding +2 damage for every broodling (therefore +40 damage for 20 attached broodlings). Interception allows a brood lord to throw broodlings towards incoming missile attacks, which it will gladly do to prolong its own survival. Finally, the brood lord will use willing sacrifice to eat its own broodlings to regain hit points and biomass. This is commonly used once per turn when the brood lord goes below half hit points (330).

When reduced below half hit points (330) the brood lord changes strategy. It generally uses its broodlings as fast as it can, supplemented by the *Eternal Form* psionic power and the *Mend* evolution power. The brood lord has extreme survival instincts, and will sacrifice whatever resources it has in order to survive. Once it has expended its broodlings, it is extremely vulnerable and will usually try to flee combat while using its spawning powers to create more broodlings.

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### **Brood Lord Favored Psionic Powers:** Psi Level 6, +17 psionic manifestation bonus

**-Eternal Form;** DC 20 manifestation as a standard; 15 energy fatigue; power makes the brood lord is stunned immune to all damage, powers, abilities, and conditions until the end of its next turn, brood lord cannot be moved.

**-Compel Action;** DC 14 manifestation as a standard action; 8 energy fatigue; power allows 4 command minions to instantly take a standard action out of turn sequence

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### **Brood Lord Favored Evolution Powers:** Biomass 64, regains 2 biomass per turn

**-Mend;** 10 biomass; as free action, allows brood lord to regain 60 hit points and increases regeneration by 10 for 5 rounds. Allied zerg within short range (including attached broodlings) heal 30 hit points and increase regeneration by 5.

**-Devour;** 0 biomass; power usable as a free action once per turn expends one broodling to heal the brood lord 15 hit points and restores 6 biomass

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**Brood Lord Favored Command Tactics:** Command +17

**-Fervor;** commanded minions gain +4 accuracy and can perform aim actions

## Brood Lord

**Level 24 Gargantuan-sized Zerg Creature (Non-heroic Bruiser/ Oppressor/ Assailant/ Specialist Strain), Formidable Threat**

**Skill Purchases:** 19

**Talent Purchases:** 9

**Ability Score Purchases:** 42

**Hit Points:** 953

**Healing Threshold:** NA

**Damage Threshold:** 73

**Defense:** 16

**Toughness:** 59

**Resolve:** 30

**Speed:** 10, fly 15

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 6 by 4 squares

**Reach:** 3 squares

**Initiative:** +7

**Damage Resistance:** 44

**Psionic Resistance:** 31

**Regeneration:** 8

**Biomass:** 64

**-Ripping Fangs** 1d20+31 accuracy, 71 damage, 1 strike maximum; *Special Traits:* Penetration 25, Rending 10, Cleaving 1

**-Broodling Strike** 1d20+32 accuracy, 170 damage, 1-4 strikes maximum, strategic range; *Special Traits:* Penetration 16, Rending 6, Expend broodlings

**Skills:** Acrobatics 10, Athletics 10, Command 9, Defensive Training 10, Durability 13, Endurance 12, Melee 12, Mental Training 12, Perception 12, Psionics 9, Ranged 13, Survival 9

**Skill Focuses:** Durability +3, Mental Training +2, Ranged +3, Melee +2, Endurance +2, Athletics +2, Perception +2

**Talents:** Awesome Abilities (willpower, fortitude, instinct), Command Tactics, Evolution Power, Psi Level 4, Psi Level 5, Psi Level 6, Psionic Powers, Resilience, Weapon Mastery (melee), Zerg Skill Focus (brutality)

**Psionic Powers:** *Acute Senses, Muscular Enhancement, Toughness, Regeneration, Eternal Form*

**Evolution Powers:** *Spawn Broodling, Spawn Minion (Broodling), Frenzy, Devour, Wild Mutation, Mend*

**Command Tactics:** *Fervor, Adrenaline*

**Creature Abilities:** Unlock Evolution Disciplines x3 (Master Spawning, Master Biomancy), Steady Flight\*, Growth Hormones II, Organic Artillery, Behemoth, Enhanced Spawning (broodling), Staggering Strikes

**Strength:** 28

**Instinct:** 7

**Agility:** 2

**Fortitude:** 28

**Intelligence:** 2

**Willpower:** 8

**Gear:** Tier 3 Gargantuan-sized Ripping Fangs with Brutal Edges, Tier 3 Broodling Strike with 2d20+8 broodlings, Tier 3 Zerg Plated Carapace

**Special Ability (Staggering Strikes):** The brood lord has powerful blows that knock their target's off balance. If the brood lord's bite attack or broodling strike bypass both the target's defense and toughness, the target is staggered for 1 round.

**Special Ability (Lay Broodling Eggs):** As a standard action, the brood lord can deposit two eggs on the back of its torso. These eggs hatch into broodlings at the start of the brood lord's next turn. This power costs 2 biomass to use. Once the broodlings spawn, they do not begin to use up biomass until they are expended by the brood lord, as they are attached to their host. Most brood lord begin encounters with 2d20+8 broodlings clinging to them.

**Special Ability (Broodling Host):** The colossal brood lord is host to a large population of tiny broodlings. To the brood lord, these broodlings are currency for its special attacks. The brood lord can spend one or more broodlings to perform one of the special actions listed below.

**-Broodling Strike:** As a standard action, the brood lord can throw anywhere between 1-4 broodlings at enemies. This attack uses the Broodling Strike weapon profile below. The brood lord makes a number of separate broodling strike attacks equal to the number of broodlings it throws, and can attack different targets with each broodling. It can throw up to 2 broodlings at a single target if the target is large-sized, or 4 broodlings at a target that is huge-sized or larger. Despite the brutality of the attack, the Broodlings are unharmed by this process and are dropped adjacent to the target at the end of the attack, whether the attack hit the target or not. Once a broodling has been thrown by the host, it begins to rapidly expire as normal, but is still commanded by the brood lord.



## Broodling Strike

### Zerg Ranged Weapon

**Damage:** 120

**Accuracy:** +15

**RoF:** Slow

**Range:** Strategic

**Power Rating:** +10

**Special Traits:** Downward Barrage, High Velocity

**-Interception:** When a brood lord is attacked by a missile or rocket attack it is aware of, it can use its opportunity attack to throw broodlings at the missiles. It expends a number of broodlings equal to the number of missiles heading towards it. It makes a Broodling Strike attack roll against the attack roll of the missiles. If the brood lord succeeds, the missile attack is canceled out and the broodlings are killed. If the attacker wins, the broodlings are wasted and the missile attack follows through as usual.

**-Willing Sacrifice:** The brood lord can command a broodling to feed itself to the Brood Lord, allowing it to use the *Devour* evolution power as a free action.

**-Hive Strike:** The brood lord can spend a minor action to have the broodlings on its back supplement its bite attack against a target. When it does this, its bite attack gains +2 damage for every broodling on it. Unlike other functions of Broodling Host, this function does not expend broodlings, and they remain connected to their host.

**Special Ability (Zerg Sub-Commander):** The brood lord is a specialist strain, but counts as a command strain for the broodlings it creates. It can use the Command skill to issue orders to its broodlings. Any broodlings it spawns are automatically under its control, and it cannot control any minions besides its broodlings. They have a Command limit of 48, and therefore never have more than 48 broodlings active at a time.

**Special Ability (Amazing Growth Hormones):** The brood lord regenerates 2 Biomass every turn, up to its normal maximum.

**Special Ability (Zerg Psychic):** The brood lord has a base Psi Level of 3, and can draw powers from the Augmentation discipline. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

**Special Ability (Evolution Powers):** The brood lord is capable of using zerg evolution powers, and has access to Master Biomancy and Master Spawning powers

**Special Ability (Blind):** The brood lord is utterly blind, and cannot see. It automatically fails all visual perception tests. However, it can detect heat sources and thermal energy, up to a range of 120 squares. Also, if their ruling command strain is nearby, they can telepathic link their sight to the brood lord, allowing the brood lord to see through the eyes of others

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. They have a fly speed with an acceleration of 30 and a maximum speed of 300. They are immune to mobility crippling wounds. They have a biomass score equal to their fortitude + strength + willpower.







## Brood Mother Description

By the time of the Second Great War, the Brood Mothers ruled the swarm under the legendary Queen of Blades. Each one was nobility amongst the swarm, possessing powers far beyond the imagination of most mortal creatures. They follow their own agendas under surveillance by the Queen of Blades, and each one is a destroyer of worlds. They are amongst the greatest threats a party of Terran adventurers might undertake, and, often, slaying a Brood Mother is the only way to save a world from certain annihilation.

Brood Mothers are leaders of millions and reagents of the galaxy's most horrific fighting force. Despite that, they are very difficult to discern from a common swarm queen. Their most distinguishing marks is their slightly increased size and muscular bulk, increased armor plating, and more prominent head crest and nerve tendrils.

Brood Mothers are usually found attending to masses of zerg in the center of the largest hive clusters. There they are surrounded by dozens, if not hundreds, of their minions under the protective eye of their overlords keeping a watchful eye from above. Brood Mothers are not afraid to fight, however, and will often lead their attacks at the head of a massive zerg host. Therefore, it is nearly impossible to fight a brood mother alone, as they are almost always accompanied by legions of zerg. This makes defeating one problematic for a party of heroes, and they might need an allied army to distract the brood mothers legions while they focus on killing her.

## Tactics

The Brood Mothers are as close to perfection as the zerg have been able to achieve, save for the Queen of Blades herself. Therefore, a brood mother has no real weaknesses or fault in her defenses. She is able to fight in any form of combat with expert precision. Despite this, the brood mother's greatest strength is her ability as a caster.

Brood Mothers have incredibly powerful psionic and evolution powers, and these are her preferred methods of combat. Any time she enters combat, she almost always has *Regeneration* and *Enhanced Fangs* active. From afar, she spends her actions to fight foes with a variety of offensive powers such as *Mind Ripple*, *Psionic Maelstrom*, and *Bio-Plasma Stasis*. She supplements these powers by using her Entity of Power trait to manifest lesser powers instantly, such as *Mind Blast*, *Corrosive Bolt*, and *Mend*.

A brood mother tries to balance her ability usage between evolution powers and psionic powers, so her growth hormones and endless energy can try to keep both resources at stable levels as much as possible. If she becomes low on resources but still has plenty of hit points, she will fight with her natural weapons. If a brood mother passes below 200 hit points, she will burrow and tunnel away. Brood mothers are not afraid to fight, but know the value of their own lives and will not fight to the death unless they have nowhere to retreat to.

***Brood Mother Favored Psionic Powers:*** Psi Level 8, +27 psionic manifestation bonus, recovers 4 energy fatigue per turn

- Regeneration;** DC 18 manifestation as a minor action; 8 energy fatigue; +16 regeneration, lasts 4 minutes (40 rounds)
- Enhanced Fangs;** DC 12 manifestation as a minor action; 6 energy fatigue; natural weapons gain +16 damage and +8 rending, lasts 80 minutes (800 rounds)
- Mind Blast;** DC 20 manifestation as a standard action; 6 energy fatigue; +16 attack versus resolve at medium range, target takes 72 psionic damage; Rending 4, Burst 1.
- Mind Ripple;** DC 22 manifestation as a full-round action; 12 energy fatigue; +16 attack versus resolve against all enemy targets in Burst 8 centered on the caster, struck takes 72 psionic damage; Rending 4
- Psionic Maelstrom;** DC 24 manifestation as a standard action; 16 energy fatigue; +20 attack versus resolve at medium range, Burst 8, targets are stunned until they succeed a DC 23 endurance test, +2 to the test for ever round they've been stunned can make a check to cancel when taking damage

***Brood Mother Favored Evolution Powers:*** Biomass 50, regains 3 biomass per turn

- Mend;** 10 biomass; as free action, allows brood mother to regain 120 hit points and increases regeneration by 20 for 5 rounds. Allied zerg within short range heal 60 hit points and increase regeneration by 10.
- Corrosive Bolt;** 4 biomass; power useable as a standard action; +33 attack at long range, 100 damage; Penetration 5, Burst 2, Acid Damage, Corrosion
- Bio-Plasma Stasis;** 24 biomass; power useable as a standard action; +33 attack against toughness at remote range, Burst 30 area, all struck targets are immobilized and stunned, and can only perform psionic actions, vehicles suffer a collision, power lasts 4 rounds



**Brood Mother Favored Command Tactics:** Command +27

- Fervor**; commanded minions gain +5 accuracy and can perform aim actions
- Push**; commanded minions gain +5 movement speed
- Swarm Maneuvering**; commanded minions gain +6 defense and toughness
- Undying**; commanded minions gain 15 replenishing protection points

## Brood Mother

### Level 28 Huge-sized Zerg Creature (Heroic Hunter/ Assailant/ Mastermind Strain), Formidable Threat

Skill Purchases: 18

Talent Purchases: 26

Ability Score Purchases: 51

Hit Points: 665

Healing Threshold: NA

Damage Threshold: 55

Defense: 26

Toughness: 47

Resolve: 33

Speed: 10

Shift Speed: 2

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +8

Damage Resistance: 41

Psionic Resistance: 64

Regeneration: 30

Biomass: 50

-**Spine Banks** 1d20+24 accuracy, 65 damage +32 damage from acid coating, +3 strikes maximum, long range; *Special Traits*: Penetration 21, Penetration (7, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

-**Scything Claws** 1d20+25 accuracy, 53 damage, +4 strikes maximum; *Special Traits*: Penetration 21

-**Barbed Tendrils** 1d20+24 accuracy, 70 damage, +2 strikes maximum; *Special Traits*: Penetration 25

**Skills**: Acrobatics 10, Athletics 11, Command 11, Defensive Training 11, Durability 11, Endurance 11, Melee 13, Mental Training 13, Ranged 13, Perception 13, Psionics 11

**Skill Focuses**: Melee +2, Ranged +2, Mental Training +2, Athletics +2, Perception +2

**Talents**: Awesome Abilities (strength, instinct), Command Tactics x2, Devastating Cripple (ranged), Endless Energy IV, Evolution Power x3, Hardened Survivalist, Penetration II, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psionic Power x3, Reilience, Resolute II, Weapon Mastery (ranged III, melee III), Zerg Skill Focus (will)

**Psionic Powers**: *Reading, Messaging, Stop Organ, Feedback, Hidden Sight, Mind Blast, Mind Ripple, Psionic Maelstrom, Compel Action, Dominate Minion, Summoning, Muscular Enhancement, Toughness, Enhanced Fangs, Regeneration, Surge of Activity, Eternal Form*

**Evolution Powers**: *Consumption, Corrosive Bolt, Transfusion, Mend, Siphon Life, Spawn Larvae, Bio-Plasma Stasis, Spawn Creep Tumor, Incite Metamorphosis, Hatch Egg, Reincarnation*

**Command Tactics**: *Adrenaline, Fervor, Focused, Push, Rejuvenation, Replenishment, Swarm Maneuvering, Terrifying, Undying, Unyielding*

**Creature Abilities**: Unlocked Evolution Disciplines x4 (Paragon Spawning, Paragon Biomancy), Tunneling, Entity of Power\*, Incredible Resilience\*, Growth Hormones III

Strength: 20

Instinct: 8

Agility: 9

Fortitude: 20

Intelligence: 5

Willpower: 10

**Gear**: Tier 3 Huge-sized Scything Claws with Brutal Edge, Tier 3 Huge-sized Barbed Tendrils with Reactive Muscle and Brutal Edge, Tier 3 Huge-sized Spine Bank with Acid Coating and Brutal Edge, Tier 3 Zerg Plated Carapace

**Special Ability (Entity of Power)**: Once per round, the brood mother can use a psychic or evolution power as a free action. If it is a psychic power, it must be a Telepathic power; if it is an evolution power, it must be a Biomancy power.

**Special Ability (Incredible Resilience)**: The brood mother gains +25 to her regeneration value, and she heals a crippling point to each limb every round. It only takes 1 minute to regrow lost limbs.

**Special Ability (Tunneling)**: While burrowed, the brood mother can move at its normal movement speed underground, digging horizontal tunnels through the dirt, rock, and mud. These tunnels do not leave a passage to follow behind them, and cave in after the zerg passes by.

**Special Ability (Prodigal Growth Hormones)**: The brood mother regenerates 3 Biomass every turn, up to her normal maximum.

**Special Ability (Evolution Powers)**: The Brood Mother is capable of using Zerg evolution powers, and has access to Paragon Spawning and Paragon Biomancy.



**Special Ability (Zerg Psychic):** The brood mother has a base Psi Level of 3, and can draw powers from the Augmentation or Telepathy disciplines. The creature also possesses Psionic Detection, Natural Mind Reading, and an Instinctive Telepathic Link with Zerg.

**Special Ability (Zerg Royalty):** The brood mother is a mastermind strain, and can use the Command skill to issue orders to minion and command strain Zerg. They can control 5 times as many Zerg as normal. They have a Command limit of 400.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



## Changeling Description

The changeling is a unique creature that is able to replicate other entities. It is an infamous infiltrator, able to replicate terrans and mingle within their environments. These creatures are used to scout weaknesses in fortifications, or perform sabotage by their Overseer creators. They are very difficult to discern, although can sometimes be spotted by their odd manner and lack of understanding of terran social culture.

Changelings are used by the swarm to scout enemy fortifications, or simply to fit in with an enemy army so that the swarm is aware of their plans and current location. Changelings tend to watch and listen, rather than mingle. Since they mirror specific individuals, they usually assassinate their chosen mark quietly and dispose of the body. They prefer replicating loners above all others, preferring people who have little social interaction with others or are relatively unimportant. Changelings replicate appearance only, not mindset or personality, and transformed changelings which are confronted by another race are poor at conversation, only having a slightly improved understanding of social skills than the common zerg.

Changelings act alone or in small teams of changelings, usually far away from the rest of the swarm. Therefore, when a changeling is encountered, it is usually by itself. Changelings will not generally risk their cover to save a discovered kin unless they are sure they can kill all of the witnesses and save their cover.

### Tactics

Changelings are not fighters. Their usual priority in combat is to flee, or hide using their sneak skill and invisibility rule. If they cannot flee, they will use their *Compulsion* power to try to manipulate their marks into thinking there is nothing wrong. However, if they are faced with a small group of individuals, such as isolated soldiers or a party of heroes, they might try to kill any witnesses in order to preserve their cover. In combat, they usually switch to a hybrid form, where they look like a standard member of the race, but with wicked claws, deformities, and an oozing physical form.

Changelings can only fight in melee combat with their claws. If possible, they try to use their move action every turn to use Instill Fear, and demoralize their enemies by piling them with multiple negative morale levels. They then use their standard action to move or attack, and their minor action to bob and weave, improving their already formidable defense.

#### **Changelings Favored Psionic Powers:** Psi Level 3, +8 psionic manifestation bonus

**-Compulsion;** DC 16 manifestation as a move action; 4 energy fatigue; +5 attack versus resolve, target is given a hypnotic suggestion of a certain action or idea without them realizing they were influenced, target is not aware they are effected by the power

**-Surge of Activity;** DC 14 manifestation as a reaction; 6 energy fatigue; upon manifestation, changeling can take a move action even though it is not their turn, can only be used once per turn between the turns of other characters or NPCs

## Changeling

### Level 8 Medium-sized Zerg Creature (Non-heroic Oppressor/ Prowler/ Specialist Strain), High Threat

Skill Purchases: 5	Talent Purchases: 2	Ability Score Purchases: 8
Hit Points: 48	Healing Threshold: NA	Damage Threshold: Not Applicable
Defense: 30	Toughness: 26	Resolve: 20
Speed: 11	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 9	Psionic Resistance: 20	
Regeneration: 5	Biomass: 13	

**-Scything Claws** 1d20+9 accuracy, 21 damage, +3 strikes maximum; *Special Traits:* Penetration 8

**Skills:** Athletics 4, Acrobatics 4, Defensive Training 5, Durability 5, Influence 2, Melee 7, Mental Training 7, Perception 3, Psionics 3, Stealth 4

**Skill Focuses:** Melee +2, Mental Training +2, Stealth +3, Athletics +2

**Talents:** Awesome Abilities (willpower, agility), Defensive Fighting, Psi Level 3, Psionic Powers, Weapon Mastery (melee)

**Psionic Powers:** *Compulsion, Surge of Activity, Acute Senses, Muscular Enhancement*

**Creature Abilities:** Instill Fear, Invisibility, Mutable Form\*

**Strength:** 5      **Instinct:** 3      **Agility:** 7      **Fortitude:** 3

**Intelligence:** 2      **Willpower:** 5

**Gear:** Scything Claws, Zerg Light Carapace



**Special Ability (Shapeshifter):** The changeling can shape change to adopt the form of any other creature that is also medium sized. This includes terrans and protoss. When adopting a humanoid form, they can perfectly replicate any individual they have seen, or a combination of different features they have witnessed to create a unique individual. They can appear clothed, armored, or carrying weapons, but nothing they replicate has any special in game function; when replicating powered armored they still use their base damage resistances. Shapeshifting also does not change any of their statistics. They can assume hybrid forms, such as manifesting a terran while still having their Scything Claws for hands, allowing them to use their natural weapons. Changing an entire form is a move action, a partial change is a minor action.

**Special Ability (Instill Fear):** The changeling can adopt a form that resembles the target's greatest fears. The creature can spend a move action to terrorize its enemies, automatically giving all enemies within medium range and line of sight -1 morale level. Alternately, it can spend a standard action to give the enemies -2 morale levels instead, or a full-round action to give -3 morale levels.

**Special Ability (Mutable Form):** The changeling has a highly mutable form made from shifting protoplasmic ooze. It gains many benefits from its unstable, non-physical form, including a +6 bonus to defense and toughness, +3 regeneration, immunity to crippling wounds, being unaffected by difficult terrain, and being able to climb sheer surfaces with checks or hindrances.

**Special Ability (Invisibility):** The changeling can shift its form and coloration to become nigh invisible. If the creature is in the sneaking state and does not move in its turn, it instead counts as being Cloaked instead of Sneaking until it moves again.

**Special Ability (Zerg Psychic):** The Changeling has a base Psi Level of 2, and can draw powers from the Augmentation discipline. Even though they do not have access to the Telepathy Discipline, the changeling gains the *Compulsion* psionic power for free. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



## Corrupter Description

The corrupter is a heavy flying beast vaguely resembling a flying squid that is designed to counter enemy aircraft. It is hardy, absorbing laser and missile fire with incredible ease, and is fast enough to keep up with aircraft not moving at full throttle. The parasitic spores it launches are designed to be deeply penetrating, cutting through multiple layers or decks of an opposing starship, causing incredible damage with a single spore. Worse yet, they expunge a vile slim that softens the hull of their prey, making it easier for allied zerg to tear their targets apart.

Corrupters are usually encountered in advanced hives that need a better counter for heavy aircraft than mutalisks. Corrupters are usually fielded as an accompaniment to mutalisks to deal with larger foes for their softer kin. Other times, they are found by themselves or with a wing of scourges, forming flocks of anti-capital ship raiders.

## Tactics

In combat, corrupters tend to gain up against the largest enemy there is, such as a terran battlecruiser or protoss carrier. Their parasite spore attack deals +50 damage and +20 penetration against any massive sized or larger targets, making them dangerous to ships like battlecruisers and carriers. Furthermore, they can use their corruption power as part of their attack to weaken the hull of an enemy flyer, so smaller zerg flyers such as mutalisks and scourge are more effective.

Their strategy changes when there are no colossal or larger targets to prey upon. When forced to deal with tactical fighters, each corrupter will usually take a single opponent and try to tear them apart. They generally do not bother to use corruption against such enemies, instead try to stay as close as possible and tear them apart with their spores. However, their preferred attack against enemy flyers is their melee, where they attempt to use their Snatch ability to latch onto their target. Once they are latched on, they deal reliable damage and cripple the vehicle's ability to fly. Once the motivator is destroyed, they let go and leave the vehicle to crash.

### **Corrupter Favored Evolution Powers:** Biomass 29

**-Corruption;** 4 biomass; can apply on a successful weapon attack; target's damage resistance is lowered by 12 and their damage threshold is reduced by 6, lasts 3 rounds

## Corrupter

### Level 16 Huge-sized Zerg Creature (Non-heroic Fury/ Bruiser), Extreme Threat

**Skill Purchases:** 18

**Talent Purchases:** 4

**Ability Score Purchases:** 22

**Hit Points:** 518

**Healing Threshold:** NA

**Damage Threshold:** 51

**Defense:** 20

**Toughness:** 39

**Resolve:** 14

**Speed:** 9, fly 15

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 2 by 4 squares

**Reach:** 2 squares

**Initiative:** +4

**Damage Resistance:** 42

**Psionic Resistance:** 12

**Regeneration:** 5

**Biomass:** 29

**-Ripping Fangs** 1d20+19 accuracy with advantage, 50 damage, +1 strike maximum; *Special Traits:* Penetration 12, Rending 4

**-Parasite Spore** 1d20+19 accuracy, 80 damage, +3 strikes maximum, remote range; *Special Traits:* Penetration 40, Acid Damage

**Skills:** Acrobatics 4, Defensive Training 10, Durability 10, Endurance 6, Melee 8, Ranged 8, Survival 4

**Skill Focuses:** Defense Training +2, Durability +2, Acrobatics +2, Endurance +2

**Talents:** Awesome Abilities (agility, fortitude), Hardened Survivalist, Resilience, Weapon Mastery (ranged II, melee I)

**Creature Abilities:** Rapid Flight [Soaring Flyer], Collateral Damage\*, Behemoth, Snatch\*

**Strength:** 11

**Instinct:** 4

**Agility:** 6

**Fortitude:** 14

**Intelligence:** 1

**Willpower:** 4

**Gear:** Tier 2 Huge-sized Parasite Spore, Tier 2 Huge-sized Ripping Fangs with Extra Limbs, Tier 2 Zerg Juggernaut Carapace

**Special Ability (Corruption):** The Corrupter is capable of using the *Corruption* evolution power, and can use it as if they have Advanced Infestation evolution discipline. They can manifest this power in the same action that they use an attack, but the attack must hit for the power to have effect.

**Special Ability (Snatch):** If the corrupter's ripping fangs attack surpasses the defense and toughness of an enemy aircraft of gargantuan-size or smaller, it latches onto it. The vehicle is considered to be in a unique grab. The pilot may make a pilot test against a strength test by the Corrupter each round to break free. Even if it breaks free, the vehicle instantly suffers a Lose Control result. If the pilot does not break free, each round on the corrupter's turn it deals automatic bite damage and 1 automatic crippling wound point to the vehicle's Core location.



**Special Ability (Collateral Damage):** The corrupter's parasite spore attack gains +50 damage and +20 penetration against targets that are massive-sized or larger.

**Special Ability (Blind):** The corrupter is utterly blind and cannot see. It automatically fails all visual perception tests. However, it is able to detect heat signatures, such as a warm body or an active engine, and actively seeks out those targets it detects as hostiles. Also, if their ruling command strain is nearby, they can telepathic link their sight to the corrupter, allowing the corrupter to see through the eyes of others.

**Special Ability (Rapid Flight):** The corrupter is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the corrupter has an acceleration rating of 60 and a maximum speed of 600. They reduce suffered mobility wounds by 1.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.



~Corrupter (above)



~Defiler (below)



~Mr. Jack





## Defiler Description

The defiler is a thankfully rare zerg strain, one that is a living factory of diseases, viruses, and pestilence. The defiler uses these chemicals as a weapon, and can turn the tide of a battle by emitting massive fields of rot and decay. Life of all kind dies around the defiler, and vegetation slowly withers and dies as it passes by. Such are the diseases it carries that standing orders are to keep a clear distance from the defiler, and bombard it quickly from range rather than expose oneself to its myriad plagues.

Defilers fill a tactical role in the swarm that is akin to a terrorist, where they perform surprise sabotage attacks against their enemies. For that reason, they are typically found sneaking on the outskirts of enemy settlements, releasing their toxins and diseases from afar, then hiding or burrowing so they are not found. Sometimes, they are accompanied by hydralisks and lurkers that protect them from harm. When not performing acts of sabotage, defilers are found supplementing the zerg's primary invasion forces with their powers.

A party of StarCraft heroes are most likely to encounter defilers either performing acts of sabotage, or resting and awaiting new commands. While they have many large scale assault abilities, the presence of a defiler in close combat should not be underestimated. Their very presence infects the area around them, like a looming cloud of illness, and even armored foes might find themselves enfeebled and vomiting from the presence of these beasts.

## Tactics

When pressed into close combat, the defiler is an insidious foe. It always begins by casting a *Dark Swarm* centered on itself, which gives it a massive tactical advantage in combat and conceals it from attackers. Afterwards, it relies on using its aura of contamination and its *Creeping Infection* power to weaken as many foes as possible. Once facing clustered opponents, it unleashes a *Plague* to tear apart its foes. It remains within its *Dark Swarm* if possible, relying on its defensive benefit while using its Rejuvenating Rot to keep it healthy and full of biomass.

A defiler is a careful creature, but not a coward. It will engage its foes in melee if it must, or if it is low on biomass. If it can, it saves some biomass so it can use *Brain Eater* to spread killer parasites to its foes. If it creates a parasite within itself and cannot get rid of it, it will spend biomass to kill it before it starts to do too much damage to the defiler. Whenever possible, it positions itself tactically so that it does not get surrounded, but can still effect as many enemies as possible with its Aura of Contamination.

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**Defiler Favored Psionic Powers:** Psi Level 4, +13 psionic manifestation bonus

**-Surge of Activity;** DC 14 manifestation as a reaction; 6 energy fatigue; upon manifestation, defiler can take a move action even though it is not their turn, can only be used once per turn between the turns of other characters or NPCs

**-Acute Senses;** DC 10 manifestation as a minor action; 4 energy fatigue; caster gains +15 bonus to perception tests for 4 minutes, can make spotter actions

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**Defiler Favored Evolution Powers:** Biomass 27, regains 3 biomass per turn

**-Creeping Infection;** 3 biomass; power useable as a standard action; +16 attack versus toughness at short range, Burst 2 area, all struck by the power must make a DC 26 Endurance test every round or gain 2 health drain. Power ends once player succeeds 3 subsequent tests. Effected targets are contagious and can spread the disease to adjacent allies, in which the targets suffer an attack versus toughness as normal. Lasts 1 minute (10 rounds)

**-Dark Swarm;** 5 biomass; standard action; at long range, creates a dense cloud of zerg organisms that block line of sight for non allied zerg in a Burst 12 area, total concealment for non-zerg attacking into the swarm, concealment for those in the swarm attacking, all within the swarm gain +5 damage resistance against burst attacks, zerg within swarm gain +2 defense and cannot be flanked

**-Plague;** 12 biomass; power useable as a standard action; +16 attack at long range, Burst 8 area, struck targets take 20 damage per round with the Penetration 10 and Rending 10, deals Tormented Condition, lasts 20 rounds or until removed with DC 30 endurance check as full-round action (anti-toxins required)

**-Brain Eater;** 7 biomass; power useable as a minor action; infects the defiler with a brain eater parasite, which it tries to give to someone else through a melee attack, melee attack must bypass target's toughness, if attack is unsuccessful parasite remains in defiler, target with worm takes 5 damage with Piercing and Rending 5 and increases 5 damage every turn, deals crippling wounds to vitals, causes Tormented condition on turn in which it deals damage, worm killed though spending 5 potency of anti-toxin or 5 biomass

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## Defiler

### Level 20 Huge-sized Zerg Creature (Non-heroic Prowler/ Specialist Strain), Extreme Threat

**Skill Purchases:** 32      **Talent Purchases:** 6      **Ability Score Purchases:** 20

<b>Hit Points:</b> 396	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 43
<b>Defense:</b> 23	<b>Toughness:</b> 39	<b>Resolve:</b> 24
<b>Speed:</b> 13	<b>Shift Speed:</b> 2	<b>Morale Bonus:</b> NA
<b>Space:</b> 2 by 3 squares	<b>Reach:</b> 2 squares	<b>Initiative:</b> +6
<b>Damage Resistance:</b> 28	<b>Psionic Resistance:</b> 26	
<b>Regeneration:</b> 16	<b>Biomass:</b> 27	

**-Ripping Fangs** 1d20+21 accuracy, 48 damage, +2 strikes maximum; *Special Traits:* Penetration 12, Rending 4, Venom Coating (DC 28 or 40 poison damage)

**Skills:** Acrobatics 7, Athletics 7, Defensive Training 9, Durability 11, Endurance 9, Melee 9, Mental Training 8, Perception 6, Psionics 7, Ranged 9, Stealth 7, Survival 7

**Skill Focuses:** Melee +2, Durability +2, Stealth +2

**Talents:** Awesome Abilities (agility), Skill Focus (stamina) Evolution Power x3, Psi Level 4, Psionic Power

**Psionic Powers:** *Enhanced Fangs, Surge of Activity, Acute Senses*

**Evolution Powers:** *Frenzy, Devour, Wild Mutation, Creeping Infection, Dark Swarm, Miasma, Plague, Brain Eater, Devouring Swarm*

**Creature Abilities:** Unlocked Evolution Disciplines x3 (Master Pestilence, Master Biomancy), Vampire Leeching, Fast Step, Growth Hormones III, Rapid Healing, Aura of Contamination\*

**Strength:** 7      **Instinct:** 6      **Agility:** 8      **Fortitude:** 9

**Intelligence:** 2      **Willpower:** 6

**Gear:** Tier 3 Huge-sized Ripping Fangs with Venom Coating, Tier 3 Reinforced Carapace

**Special Ability (Fields of Decay):** Once per round, the defiler can manifest a Pestilence evolution power as a free action. This power costs 1 additional biomass.

**Special Ability (Aura of Contamination):** Any enemy creature that starts its turn within medium range of a defiler is affected by the *Creeping Infection* power, as manifested by the defiler. This does not cost the Defiler biomass or require an action for them and is recast each round at each target starting its turn within medium range of the Defiler.

**Special Ability (Rejuvenating Rot):** Every point of health drain dealt to enemies within medium range of the defiler grant the defiler +2 biomass and instantly restore 25 hit points. The strength damage must be caused by one of the defiler's evolution powers or the Aura of Contamination. In addition, the defiler regains 10 hit points every time a target within medium range takes damage from the *Plague* evolution power.

**Special Ability (Vampire Leeching):** The defiler gains strength from tearing the essence from its foes. Whenever the defiler deals damage to a biological target with a melee attack, it heals 11 hit points.

**Special Ability (Prodigal Growth Hormones):** The defiler regenerates 3 Biomass every turn, up to its normal maximum.

**Special Ability (Fast Step):** The defiler is able to shift as a minor action, instead of a move action. It can still, however, only shift once per turn.

**Special Ability (Evolution Powers):** The defiler is capable of using Zerg evolution powers, and has access to Master Pestilence and Master Biomancy powers.

**Special Ability (Zerg Psychic):** The defiler has a base Psi Level of 3, and can draw powers from the Augmentation discipline. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



## Devourer Description

An elite war beast, these veterans of the Brood War are nearly indestructible monstrosities used to dominate the air with sheer power. Missiles and explosives merely bounce off their juggernaut hide, and the acid spores they release can eat away the hull of smaller ships and cruisers with equal ease. When forced to, these beasts can use their bulk to plow through enemy ships at high speeds.

Devourers were the zerg answer to the UED invasion fleet, but were almost as effective against tactical fighters and rival swarms of mutalisks and scourges. The powerful acid of a devourer can disintegrate large sections of a battlecruiser's hull with a single blast, and a pack of devourers can consume such a ship in just a few minutes. In the meantime, the wide spray of their attacks and their fast flight speed allows them to engage with smaller targets in high-speed duels.

Devourers are rarely found alone, and usually fly besides mutalisks or guardians. The mutalisks will engage smaller targets to allow the devourers to focus on large ships, or the devourers will provide anti-aircraft support for lumbering guardians. Even a lone devourer is a substantial threat to a party of airborne players, as it is one of the most resilient and versatile zerg flyers.

### Tactics

The most important tactical consideration of a devourer is quality of quantity. Devourers never attack two turns in a row; instead they always use their Powerful Shot ability to charge their corrosive acid spore attack, then attack on the next turn for maximum damage. In combat, their priority is swarms of clustered flyers, such as mutalisk swarms or scourge swarms, and then capital ships. If none of those targets are present, devourers will engage single targets until their destruction, matching their speed and striking them continuously with their acid spores. If the target is huge-sized or smaller and already substantially damaged, they will drastically increase their acceleration and try to ram through the target, finishing it off in a destructive finality.

Devourers rarely try to engage ground forces; their priority is against aircraft. However, devourers that fly low enough can disintegrate entire marine squadrons with a single blast of their spores, and enemies that are flying via jet packs, hover disks, or hover bikes might be subjected to the devourer's ram attack. Devourers very rarely use their melee attacks, except in case they are pushed into tight corridors.

## Devourer

**Level 21 Huge-sized Zerg Creature (Non-heroic Fury/ Bruiser/ Assailant), Extreme Threat**

Skill Purchases: 32	Talent Purchases: 6	Ability Score Purchases: 24
Hit Points: 603	Healing Threshold: NA	Damage Threshold: 59
Defense: 23	Toughness: 41	Resolve: 14
Speed: 7, fly 15	Shift Speed: 2	Morale Bonus: NA
Space: 3 by 3 squares	Reach: 2 squares	Initiative: +7
Damage Resistance: 54	Psionic Resistance: 12	
Regeneration: 9	Biomass: 39	

**-Corrosive Acid Spores** 1d20+21 accuracy, 80 damage, +1 strike maximum, remote range or strategic range against flying opponents; *Special Traits*: Penetration 40 or 45 against flying opponents, Burst 10, Corrosion, Acid Damage, Hailfire (1)

**-Scything Claws** 1d20+21 accuracy, 41 damage, +3 strikes maximum; *Special Traits*: Penetration 16

**-Ripping Fangs** 1d20+21 accuracy, 52 damage +21 damage from acid coating, +1 strikes maximum; *Special Traits*: Penetration 16, Rending 4, Corrosion, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**Skills**: Acrobatics 6, Defensive Training 11, Durability 11, Endurance 6, Melee 9, Mental Training 6, Ranged 11, Perception 6

**Skill Focuses**: Defensive Training +2, Durability +2, Ranged +3, Acrobatics +2, Endurance +2, Perception +2

**Talents**: Awesome Abilities (agility, fortitude, instinct), Enhanced Regeneration II, Resilience, Resistant II, Zerg Skill Focus (corrosive)

**Creature Abilities**: Rapid Flight [Soaring Flyer], Powerful Shot, Behemoth, Aerial Combatant, Degrading Spores\*

**Strength**: 15      **Instinct**: 7      **Agility**: 7      **Fortitude**: 20

**Intelligence**: 1      **Willpower**: 4

**Gear**: Tier 3 Huge-sized Corrosive Acid Spores, Tier 3 Huge-sized Ripping Fangs with Acid Coating, Tier 3 Huge-sized Scything Claws, Tier 3 Zerg Juggernaut Carapace



**Special Ability (Powerful Shot):** The devourer can use a standard action on their turn to ‘charge’ their corrosive acid spores attack. As they are using their standard action to empower the attack, they cannot also attack that turn. If they used the charged ranged attack on their next turn, the attack increases to Hailfire (3).

**Special Ability (Degrading Spores):** When the devourer hits the defense of a colossal-sized or smaller vehicle with a ranged attack, the target’s damage resistance is reduced by 2 and its acceleration rating by 5. This stacks with multiple hits. These penalties last until a science check is made to repair the damage. The science check has a DC of 30 and takes 8 hours of work.

**Special Ability (Corrosive Bite):** The devourer’s melee attack has the Corrosion weapon trait, applying melting when surpassing a target’s defense and toughness.

**Special Ability (Flying Ram):** The Devourer is so hardy and resilient that it can make ram attacks against other flyers while using Rapid Flight. This follows all normal rules for ramming, except the devourer suffers only ¼ damage from ramming attacks it initiates.

**Special Ability (Rapid Flight):** The devourer is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the devourer has an acceleration rating of 60 and a maximum speed of 600. They reduce suffered mobility wounds by 1.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.



~Art by Mr. Jack



## Drone Description

Drones are the workers and gatherers of the zerg race. They generally do not participate in combat, avoiding nearby enemies and continuing their duties as normal, except in extreme cases. While not a designated combat breed, a Drone can be dangerous opponents nonetheless, as they have powerful claws. Designed for breaking apart mineral patches, these claws are very powerful and can just as easily tear through powered armor and light vehicles.

Drones spent most of their lives attending to the needs of their colonies, and are rarely found outside the protective current of creep. Drones loiter around hives in groups of dozens, or even hundreds, under the watchful eyes of queens and overlords. Because of this, they are very difficult to get to, because a terran soldier must either fight his way through the colony, or sneak in.

Drones are almost always encountered with at least a half dozen additional drones. In addition, while within the colony drones are usually not far from a protective zerg queen. Additional zerg forces might be nearby for defense, such as zerglings, hydralisk, and spine or spore crawlers. Drones are also encountered roaming the wilderness to set up new colonies for expansion, and these drones are typically guarded by warrior zerg such as zerglings, roaches, or hydralisks.

Drones are vital to a growth of a colony, and therefore are commonly targeted by opposition forces. A group of adventurers might make a good living being paid by local magistrates to raid zerg colonies and assassinate their drones to dampen the swarm's growth.

## Tactics

Drones are not fighters and flee from combat and let the warrior strains do the fighting. If there are not greater strains to protect them, drones will gang together in a mob and throw themselves recklessly at their foes. Drones tend to gang up on single targets, each one of them using heavy strikes with their grasping claws while benefitting from flanking because of the mass of focused drones. They try to use their special combat action with their claws to knock their target prone, to make it easier for the drones to tear at them. Drones have a special attack bonus of +14, thanks to their heavy lifter and bully abilities.

## Drone

### Level 4 Medium-sized Zerg Creature (Non-heroic Oppressor), Medium Threat

Skill Purchases: 5

Talent Purchases: 0

Ability Score Purchases: 4

Hit Points: 53

Healing Threshold: NA

Damage Threshold: 22

Defense: 15

Toughness: 18

Resolve: 17

Speed: 5

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 9

Psionic Resistance: 12

Regeneration: 2

Biomass: 12

**-Grasping Claws** 1d20+4 accuracy, 32 damage, 1 strike maximum; *Special Traits*: Penetration 5, Special Combat Action

**Skills**: Athletic 4, Durability 3, Defense Training 3, Endurance 1, Melee 4, Mental Training 3, Perception 1, Survival 1

**Skill Focuses**: Mental Training +2, Athletics +2

**Talents**: Awesome Abilities (willpower)

**Creature Abilities**: Bully

**Strength**: 5

**Instinct**: 2

**Agility**: 2

**Fortitude**: 3

**Intelligence**: 1

**Willpower**: 4

**Gear**: Grasping Claws, Zerg Light Carapace

**Special Ability (Heavy Lifter)**: The drone counts as large sized for determining its carrying capacity, and gains a +5 to its special attack bonus and attacks versus toughness. This bonus is cumulative with the Bully trait, giving a total +11 bonus to special combat attacks against toughness.

**Special Ability (Bully)**: This creature is adept at pushing and manipulating its foes. All of its special combat attacks, special abilities, evolution powers, creature powers, or psionic powers that target an enemy's toughness gain a +5 accuracy bonus.

**Special Ability (Hover)**: The drone hovers a foot above the ground, and therefore does not trigger pressure plats or land mines.



**Special Ability (Mutation):** As per the command of a command strain, a drone can undergo a mutation into a large stationary zerg bio structure. This includes combative entities such as Spine Crawlers. The mutation must perform on an area of creep large enough to support the lifeform. The time it takes to complete is based on the level of the entity being morphed into.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



*Zerg Drone (above)*



*Zerg Larvae (bottom left)*

*Zerg Feederling (bottom right)*



*~Drone and Larvae Art by Mr. Jack*



## Feederling Description

The feederling is an offshoot of the zerg larva that attends the hatchery grounds, eating refuse, scraps of discarded egg, and dead creatures. While doing this, it transfers all these substances into zerg biomatter. Large creatures, namely command strains such as queens and infestors, will eat the feederlings to replenish their biomatter when defending their lairs.

Feederlings are almost completely harmless, and will not even recognize a threat if they see one. Their own purpose worth mentioning is that they are often found sprinkled around zerg hives, and any battle that takes place in a large colony has a chance of having some feederlings present. This is important, because feederlings are often consumed for their biomass by larger zerg.

### Tactics

Feederlings do not participate in combat, and are not intelligent enough to recognize danger or enemy combatants. Most are not even controlled by higher strains, and are simply left to scavenge on their own accord. Rarely, an overlord might take over any feederlings in an area and throw them at the enemy in a last-ditch defense. However, this is a highly desperate tactic, and more of a stalling maneuver than anything else.

## Feederling

### Level 1 Tiny-sized Zerg Creature (Non-heroic Prowler), Trivial Threat

Skill Purchases: 6	Talent Purchases: 1	Ability Score Purchases: 0
Hit Points: 22	Healing Threshold: NA	Damage Threshold: 12
Defense: 24	Toughness: 6	Resolve: 12
Speed: 7	Shift Speed: 2	Morale Bonus: NA
Space: 0 squares	Reach: 0 squares	Initiative: +3
Damage Resistance: 9	Psionic Resistance: 6	
Regeneration: 3	Biomass: 10	

**-Ripping Fangs** 1d20+2 accuracy, 13 damage +6 damage from acid coating, +1 strike maximum; *Special Traits*: Penetration 3, Rending 4, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**Skills**: Athletics 3, Durability 2, Defense Training 3, Endurance 2, Perception 2

**Skill Focuses**: Melee +2, Stealth +2

**Talents**: Awesome Abilities (agility), Enhanced Regeneration

**Creature Abilities**: None

**Strength**: 1      **Instinct**: 3      **Agility**: 5      **Fortitude**: 2

**Intelligence**: 1      **Willpower**: 2

**Gear**: Tiny-sized Ripping Fangs with Acid Coating, Zerg Light Carapace

**Special Ability (Biomass Reservoir)**: The feederling lingers around a zerg hatchery, consuming biomass and scattered refuse and waste. It processes all of this in a large personal supply of biomass that exceeds what might be expected of a creature of its size. The feederling gains +5 maximum biomass, and any zerg creature can take a standard action to eat an adjacent feederling, instantly gaining an amount of biomass equal to the feederling's biomass (usually 10)

**Special Ability (Reliant on Creep)**: The feederling must continuously feed on creep to survive. Every hour it goes with contact or chance to devour creep, it loses 1 Biomass. Once the feederling has been reduced to 0 biomass, it must make a DC 10 strength test every hour or die. This DC increases by 1 on every successful test.

**Special Ability (Zerg Traits)**: Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower +5.



## Guardian Description

The hulking guardian is a slow flying zerg monstrosity, a terror of the Great War. They are commonly encountered defending zerg hives or being used as living siege weapons. It spews long range globs of acid, easily destroying fortified defenses at a range that surpasses convention weaponry. In addition to this incredible offense, guardians are hardy and difficult to kill, and are known to become tougher and meaner when facing death.

Guardians often serve the role as bombers in the zerg arsenal, but due to their slow speed they are most typically found protecting zerg hive clusters. Their long-ranged bombardments punish their enemies and can eliminate siege ordinance before they get in range to fire upon zerg bio structures. For this reason, guardians are often the first zerg deployed on a defense for a major hive cluster.

Guardians are usually found by themselves, but are sometimes accompanied by mutalisks or devourers. Heroes might be tasked to eliminate guardians that are bombarding large buildings or guarding an isolated zerg settlement. By the time of the Second Great War, guardians have been largely replaced by the more formidable brood lord in the main zerg swarm, but are still commonly encountered in feral zerg colonies.

## Tactics

Guardians obey a simple strategy, where they stay at distance from their opponents and regularly attack them with their acid bomb attack. The raw power of the attack will instantly destroy most smaller targets, and cripple the most potent fortifications in short time. Guardians prioritize the largest targets first, namely giant war machines such as a siege tanks, thors, missile turrets, photon cannons, or reavers.

The guardian's dynamic include their manipulation of hit points, and they gain protection from gaining crippling wounds or being brought to low hit points. Specifically, the guardian gains great strength when brought below half hit points, gaining defense, speed, and protection every turn. It uses these hit points as a buffer to prolong its survivability, or expends them quickly by using the barrage ability to make two quick attacks at the cost of extreme life loss. Guardians rarely use the barrage ability without having protection, due to its steep cost in hit points, but are more likely to when they are sharing attack priority with other allies. In these cases, guardians usually begin a large engagement by using barrage.

## Guardian

**Level 21 Huge-sized Zerg Creature (Non-heroic Bruiser/ Assailant), Extreme Threat**

**Skill Purchases:** 38

**Talent Purchases:** 6

**Ability Score Purchases:** 22

**Hit Points:** 520

**Healing Threshold:** NA

**Damage Threshold:** 56

**Defense:** 17

**Toughness:** 40

**Resolve:** 25

**Speed:** 4, fly 13

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 4 by 2 squares

**Reach:** 2 squares

**Initiative:** +7

**Damage Resistance:** 42

**Psionic Resistance:** 24

**Regeneration:** 5

**Biomass:** 33

**-Acid Bomb** 1d20+22 accuracy, 100 damage, 1 strike maximum, strategic range; *Special Traits:* Penetration 40, Burst 4, Acid Damage, Downward Barrage

**-Grasping Claw** 1d20+19 accuracy, 70 damage, 1 strike maximum; *Special Traits:* Penetration 20, Special Combat Action

**-Ripping Fangs** 1d20+21 accuracy, 59 damage +29 damage from acid coating, 1 strike maximum; *Special Traits:* Penetration 16, Rending 4, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**Skills:** Athletics 8, Defensive Training 9, Durability 11, Endurance 11, Mental Training 9, Melee 9, Ranged 11, Perception 11, Survival 9

**Skill Focuses:** Durability +2, Ranged +3, Endurance +2, Perception +2

**Talents:** Awesome Abilities (fortitude, instinct), Devastating Cripple (ranged), Hardened Survivalist, Resilience, Resolute, Weapon Mastery (ranged II, melee II), Zerg Skill Focus (corrosive)

**Creature Abilities:** Steady Flyer\*, Organic Artillery, Barrage, Adapting to Pain

**Strength:** 13

**Instinct:** 9

**Agility:** 2

**Fortitude:** 14

**Intelligence:** 1

**Willpower:** 6

**Gear:** Tier 3 Huge-sized Acid Bomb, Tier 3 Huge-sized Ripping Fangs with Acid Coating, Tier 3 Huge-sized Grasping Claws, Tier 3 Zerg Plated Carapace





**Special Ability (Barrage):** The guardian can injure itself to make a second ranged attack. The guardian suffers 84 damage (which includes their damage resistance). They suffer 1 crippling wound to the core, which is negated by the guardian's resilience talent. However, the guardian can make two standard action attacks with its acid bomb, as long as the primary target for the secondary attack is 10 or more squares away from the first target.

**Special Ability (Adapting to Pain):** The guardian adapts and handles pain well. Whenever it suffers a crippling wound, it gains 25 protection points. This is cumulative with the protection from primordial rage.

**Special Ability (Primordial Rage):** If the guardian is reduced to half of its maximum hit points (260 hit points), it enters a frenzied state. While enraged, it counts it gains +4 defense, +4 flight speed, and gains 20 protection points at the start of each round. While in this state, the guardian loses 5 biomass at the start of every turn. The rage ends when the Guardian has no Biomass left.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a fly speed, with an accelerating rating of 30 and a maximum speed of 300. They are immune to mobility crippling wounds and never lose control while flying. They have a biomass score equal to their fortitude + strength + willpower.



~Art by Mr. Jack



## Hydralisk Description

The prime warrior beast of the zerg, the hydralisk's ferocity is even worse than its reputation suggests. Tough and powerful, the hydralisk is a true fighter, able to rip opponents to pieces with its claws, or shred them apart at range with their deadly spine banks. While far from the most dangerous zerg breed, this creature will tear apart even veteran marines and light vehicles, and anything less than that will have trouble eliminating this vicious beast.

Hydralisks are the most commonly encountered zerg breed, along with the zergling. Hydralisks can be found with any combination of other zerg, and function on the offensive or defense. In the case of small zerg presence, hydralisks are often found individual or in pairs supporting groups of zerglings and banelings. Larger assault forces can be squads entirely made up of hydralisks, or a mixed group of hydralisks and roaches. Many specialist or command strain zerg outside the hive frequently have groups of 2-6 hydralisks serving as their escorts.

## Tactics

Hydralisks are dangerous, but simple combatants. They move towards their opponents and fire their spine banks at a single target until they expire. They begin attacking when they are at long range from their foe, but only stop advancing once they are within medium range of their prey. Because of their deadly poison, hydralisks prefer biological infantry as their first target, such as marines, marauders, or zealots. Command strain will frequently override this instinct, and cause groups of hydralisks to concentrate their fire on single heavy vehicles.

Hydralisks are natural hunters, and fight their best in cramped quarters such as inside an installation, cavern, or space station. Hydralisks are able to slither across walls and ceilings, and often wait in the shadows of a tall ceiling for their prey to walk by so they can pounce on them from behind. While they prefer their ranged weapons, hydralisks are equally comfortable in melee combat and will use their scything claws if approached in melee. They save their bite attack for high armor enemies and to use with their counter attack ability.

## Hydralisk

### Level 10 Large-sized Zerg Creature (Non-heroic Hunter), High Threat

**Skill Purchases:** 12

**Talent Purchases:** 4

**Ability Score Purchases:** 11

**Hit Points:** 144

**Healing Threshold:** NA

**Damage Threshold:** 32

**Defense:** 19

**Toughness:** 28

**Resolve:** 18

**Speed:** 7

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 2 by 2 squares

**Reach:** 2 squares

**Initiative:** +4

**Damage Resistance:** 13

**Psionic Resistance:** 9

**Regeneration:** 3

**Biomass:** 16

**-Spine Banks** 1d20+12 accuracy, 37 damage, +2 strikes maximum, long range; *Special Traits:* Penetration 12, Rending 5, Venom Coating (DC 18 or 20 poison damage)

**-Scything Claws** 1d20+13 accuracy, 32 damage, +2 strikes maximum; *Special Traits:* Penetration 12, Rending 5

**-Ripping Fangs** 1d20+13 accuracy, 37 damage, +1 strike maximum; *Special Traits:* Penetration 12, Rending 9

**Skills:** Athletics 5, Acrobatics 5, Defensive Training 6, Durability 6, Endurance 6, Melee 6, Mental Training 6, Ranged 6, Perception 5, Stealth 5

**Skill Focuses:** Melee +3, Athletics +2

**Talents:** Awesome Abilities (strength), Penetration, Weapon Mastery (ranged, melee), Zerg Skill Focus (brutality)

**Creature Abilities:** Predator's Eye, Counter Attack

**Strength:** 8

**Instinct:** 4

**Agility:** 5

**Fortitude:** 6

**Intelligence:** 1

**Willpower:** 2

**Gear:** Tier 2 Large-sized Scything Claws, Tier 2 Large-sized Ripping Fangs, Tier 2 Large-sized Spine Bank with Venom Coating, Tier 2 Zerg Light Carapace

**Special Ability (Counter Attack):** Whenever the hydralisk is missed by an incoming melee attack, it can instantly make an opportunity attack at that target if they are within reach.

**Special Ability (Serpentine):** The hydralisk has a meaty tail instead of legs. The hydralisk cannot be knocked prone and takes a +5 bonus to toughness to resist against special combat attacks.

**Special Ability (Slither):** The hydralisk can slither up walls without effort. It can move up any surface without having to make climb checks or move as a limited movement method.



**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



## Infestor Description

One of the most dreaded zerg monstrosities, the infestor is like a dread necromancer of the zerg. It lives to infest and assimilate all other life, bringing all other creatures into the zerg fold. It has a terrifying array of evolution and psychic powers, and such is the volatility of this creature that even being near it can make one noxious and sickly. Its powers allow it to combat an array of foes at once, and anyone getting too close to it risks becoming a mindless shambling monstrosity under the effect of the Swarm.

Infestors are highly intelligent for zerg, and are given a large amount of independence to enact their goals. One infestor let loose on a crowded civilian center can create thousands of infested soldiers in very little time. For this reason, infestors are priority targets for elimination. Even then, infestors will usually have waves of infested minions to use as cannon fodder to protect themselves. Very long-lived infestors while usually have an aberration to serve as their personal bodyguards.

Infestors are also found as support for zerg swarms, where they are found amongst more common warrior organisms. These are typically short term arrangements; infestors stay with the swarm as long as they have to before they find an infestation-rich environment to plague, then they branch off on their own.

## Tactics

Infestor's are highly durable, but very weak combatants. Their danger comes from their vast network of overwhelmingly powerful evolutions. Infestors usually begin combat by trapping a group of enemies in a *Fungal Growth* and follow up with a *Viral Wave* to begin contaminating their foes. Infestors prefer to stay relatively close to their enemies, so they can force their foes to succumb to their *Miasma* aura from expunged chemicals and ensure they are within range of their *Viral Wave* cone. They burrow and tunnel away when surrounded or confronted by foes that are attacking from outside the range of their powers.

Infestors do not heavily rely on psionic powers but will use *Mind Blast* to damage hard to hit opponents, or while they are waiting for their growth hormones to regenerate biomass. If they are leading an army of infested and feel they already have the upper hand, infestors will use *Compel Action* to let their minions to the dirty work for them. They are much more likely to use *Compel Action* regularly if they have an aberration available and will typically augment their aberration with the *Terrifying* command tactic.

Infestors overriding goal, the purpose of their existence, is to spread infestation. For this reason, they will spend biomass and a minor action to use *Mutagen* whenever they are granted the opportunity. Striking foes with their *Viral Wave* is their primary way of introducing infestation, followed by a strike of *Mutagen* in the same location. Infestors are so driven to infest their enemies, that they will do so when it makes no tactical sense to try, such as using their last remaining biomass to manifest *Mutagen*. Infesting an enemy does not kill them, or take them out of the fight, so this is often no benefit to a dying infestor. Furthermore, infestors will refrain from attacking targets that are undergoing infestation, preferring to flee and tunnel rather than kill their creations.

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### **Infestor's Favored Psionic Powers:** Psi Level 5, +17 psionic manifestation bonus

**-Compel Action;** DC 14 manifestation as a standard action; 8 energy fatigue; power allows 3 commanded minions to instantly take a standard action out of turn sequence

**-Mind Blast;** DC 20 manifestation as a standard action; 6 energy fatigue; +18 attack versus resolve at medium range, target takes 60 psionic damage, effected targets take -2 morale markers

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### **Infestor's Favored Evolution Powers:** Biomass 34, regains 2 biomass per turn

**-Viral Wave;** 6 biomass; as full-round action; +21 attack in Cone 12, deals 60 damage on hit and target takes a -2 penalty to defense, toughness, and endurance for 1 minute (10 rounds), on a miss deals half damage and no additional effects

**-Miasma;** 7 biomass; as standard action; +26 attack versus toughness with all non-zerg within a Burst 8 centered on the infestor, struck targets are Stunned unless they succeed a DC 28 Endurance check, must succeed 3 consecutive endurance tests or take anti-toxins to end the effect

**-Fungal Growth;** 6 biomass; power useable as a standard action; +26 attack versus toughness at long range, Burst 6, struck targets are Crushed and Immobilized for 3 rounds (cannot move, shift, or evade, suffer -2 to attacks, checks, and defenses, and 40 damage every round); effect can be ended with a DC 30 Athletics or Acrobatics test as full-round action

**-Mutagen;** 3 biomass; power useable as a minor action; +24 attack versus toughness at medium range, Burst 2 area, struck targets must make a DC 28 Endurance check or begin to undergo the infestation process, effected targets must already be under the effect of one of the following powers: *Corruption*, *Viral Wave*, *Contaminate*, *Infest*.



**-Spawn Infested;** 2 biomass; power useable as a move action; creates an Infested Marine or Volatile Infested Marine within short range

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**Infestor's Favored Command Tactics:** Command +17

**-Adrenaline;** commanded minions deal +4 damage

**-Focused;** commanded minions gain +4 to skill checks

**-Terrifying;** commanded minions give all enemies that can see it -6 to morale bonus and willpower checks

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## Infestor

**Level 19 Huge-sized Zerg Creature (Non-heroic Oppressor/ Command Strain), Extreme Threat**

**Skill Purchases:** 19

**Talent Purchases:** 8

**Ability Score Purchases:** 18

**Hit Points:** 452

**Healing Threshold:** NA

**Damage Threshold:** 48

**Defense:** 17

**Toughness:** 35

**Resolve:** 27

**Speed:** 7

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 2 by 4 squares

**Reach:** 1 square

**Initiative:** +3

**Damage Resistance:** 27

**Psionic Resistance:** 48

**Regeneration:** 10

**Biomass:** 34

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**-Tentacles** 1d20+19 accuracy, 44 damage, 1 strike maximum; *Special Traits:* Special Combat Attack, Venom Coating (DC 27 or 38 poison damage)

**Skills:** Athletics 4, Acrobatics 4, Command 9, Defensive Training 9, Durability 11, Endurance 7, Melee 9, Mental Training 9, Perception 9, Psionics 9, Ranged 9, Stealth 8, Survival 8

**Skill Focuses:** Mental Training +2, Durability +2, Athletics +2

**Talents:** Awesome Abilities (willpower), Command Abilities, Evolution Powers x3, Psi level 4, Psi level 5, Psionic Powerx2, Zerg Skill Focus (Stamina)

**Psionic Powers:** *Reading, Messaging, Compel Action, Psionic Droning, Compulsion, Mind Blast*

**Evolution Powers:** *Frenzy, Consumption, Fungal Growth, Miasma, Mutagen, Spawn Infested, Infest, Viral Wave, Create Aberration, Adaptive Infestation, Bolster Spawns, Neural Parasite*

**Command Tactics:** *Terrifying, Adrenaline, Focused, Swarm Maneuvering*

**Creature Abilities:** Unlocked Evolution Disciplines x10 (Master Infestation, Master Pestilence, Advanced Spawning, Advanced Biomancy), Bully, Alien Mind, Tunneling, Growth Hormones II, Expunged Chemicals\*

**Strength:** 8

**Instinct:** 3

**Agility:** 2

**Fortitude:** 13

**Intelligence:** 4

**Willpower:** 8

**Gear:** Tier 2 Huge-sized Tentacles, Tier 2 Reinforced Carapace

**Special Ability (Bully):** This infestor is great at manipulating and controlling their enemies. All of the infestor's attacks and powers that target an enemy's toughness gain a +5 accuracy bonus to determine whether or not they surpass the target's toughness. This includes evolution powers and the special combat action of their tentacles.

**Special Ability (Expunged Chemicals):** If the infestor is not burrowed and did not move on its turn, it creates an area around itself that functions identically to the *Miasma* evolution power. This effect lasts until the infestor moves. In addition, the infestor gains +4 accuracy with their evolution powers.

**Special Ability (Amazing Growth Hormones):** The infestor regenerates 3 Biomass every turn, up to its normal maximum.

**Special Ability (Tunneling):** While burrowed, the zerg can move at its normal movement speed underground, digging horizontal tunnels through the dirt, rock, and mud. These tunnels do not leave a passage to follow behind them, and cave in after the zerg passes by.

**Special Ability (Slime Trail):** The infestor leaves a trail of slime behind it as it moves. The slime counts as difficult terrain for all non-zerg. The slime dissipates after 2 rounds.

**Special Ability (Alien Mind):** The infestor's mind is alien, disturbing, and utterly anathema to the thought processes of natural creatures. The infestor gains +15 psionic resistance, and any character that uses a telepathic power on the creature, or is struck by the creature's telepathic psionic powers, gains -2 morale markers.



**Special Ability (Evolution Powers):** The Infestor is capable of using Zerg evolution powers, and has access to Master Infestation, Master Pestilence, Advanced Spawning, and Advanced Biomancy.

**Special Ability (Zerg Psychic):** The infestor has a base Psi Level of 3 and can draw powers from the Augmentation or Telepathy disciplines. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

**Special Ability (Zerg Commander):** The infestor is a command strain and can use the Command skill to issue orders to its minions. The infestor can only control infested minions or aberrations, and any infested they create are automatically under their control. They have a Command limit of 40.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



*Zerg Infestors (above)*

*Zerg Larvae (below)*



## Larva Description

The zerg larva is the base species of the zerg race. Inside its body is every zerg DNA strain, along with endless possibilities for mutation. These small, crawling grub do little in their time except for consume biomatter, and are little individual threat to an intruding terrans, unless they are immobilized, in which case the larva will consume them slowly for sustenance. Despite their lazy, uneventful lives, larva are the most important zerg species, as they are the building block for all other zerg life.

Despite being weak, mewling creatures, larva are incredibly well armored and shielded. This helps them, as their survival is crucial for the prevalence of a hive cluster. They are usually heavily guarded within the depths of zerg hatcheries, where they are overseen by queens.

## Tactics

Larva do not participate in combat. They do not attack targets, approach enemies, or even flee from them. They will consume to disabled and the dying, but at a leisurely pace. The one key danger of a larva or out of an encounter is that it can transform into any other form of zerg, depending on how developed the hive cluster is. However, most zerg forms take too long to hatch if the larva is already under attack. If the hatchery is being closed in on, most queens will have the larva turn into zerglings or sometimes roaches, as they take the least time to spawn.

## Larva

### Level 1 Tiny-sized Zerg Creature (Non-heroic Bruiser), Trivial Threat

Skill Purchases: 6	Talent Purchases: 1	Ability Score Purchases: 0
Hit Points: 31	Healing Threshold: NA	Damage Threshold: 17
Defense: 20	Toughness: 10	Resolve: 13
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 0 squares	Reach: 0 squares	Initiative: +2
Damage Resistance: 27	Psionic Resistance: 9	
Regeneration: 1	Biomass: 7	

**-Ripping Fangs** 1d20+4 accuracy, 13 damage, +1 strike maximum; *Special Traits*: Penetration 3, Rending 2

**Skills**: Athletics 3, Defensive Training 2, Durability 3, Endurance 2, Melee 2

**Skill Focuses**: Durability +2, Endurance +2

**Talents**: Awesome Abilities (fortitude), Resistant

**Creature Abilities**: None

**Strength**: 1      **Instinct**: 2      **Agility**: 4      **Fortitude**: 3

**Intelligence**: 1      **Willpower**: 3

**Gear**: Tiny-sized Ripping Fangs, Zerg Plated Carapace

**Special Ability (Durable Crawler)**: The Larva is exceptionally heavy for its size, and can be rather difficult when clinging to the ground. It gains a +5 bonus to its toughness.

**Special Ability (Evolution)**: On the order of a command strain, the Larva can begin metamorphosis into a higher strain of Zerg. It takes 2 full rounds to enter an egg state. Once in the egg state, it gains +20 to all damage resistances and toughness. The mutation takes a number of rounds equal to the level of the target creature. Over time the egg steadily grows to be as large as the evolving creature. Once the hatch time is complete, the new zerg emerges. If it emerges into an existing encounter, the GM then rolls a new initiative for it.

**Special Ability (Reliant on Creep)**: The Larva must continuously feed on creep to survive. Every hour it goes with contact or chance to devour creep, it loses 1 Biomass. Once the larva has been reduced to 0 biomass, it must make a DC 10 strength test every hour or die. This DC increases by 1 on every successful test.

**Special Ability (Zerg Traits)**: Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



## Locust Description

Locusts are short-lived warrior beasts spawned directly from a larger zerg beast known as a swarm host. Swarm hosts create locusts throw towards enemy lines as powerful but expendable soldiers, or use them in their own personal defense. Locusts always have short but brutal lives, as they are dangerous creatures that are on par with many of the powerful warrior breeds such as hydralisks and roaches.

Locusts always indicate the presence of a nearby swarm host. Since swarm hosts spawn locusts in groups of 2s, it is very unlikely to fight a solitary locust.

## Tactics

From the moment they spawn, locusts lose a biomass every round they are alive. Since a locust typically has 18 biomass they generally only live 18 rounds before they expire. Locusts live without fear of their inevitable death, and the moment they are born they sprint until they are within firing range of their foes.

Locusts stay at near the maximum base range (medium) and volley their prey with their acid coated spines. Locusts generally focus their fire on the target that is closest to them. If their enemy is intent on advancing towards them, or reaches them in melee, they will use tactical strike to shift, attack, and then use their move action to get further away. Locusts are far more proficient with their acid spines than anything else, and prefer to stay at range to use that weapon above other.

If the parent swarm host is under attack, locusts will generally stop whatever they are doing to defend their parent.

## Locust

### Level 18 Medium-sized Zerg Creature (Non-heroic Hunter/ Assailant), Medium Threat

**Skill Purchases:** 12      **Talent Purchases:** 7      **Ability Score Purchases:** 13

<b>Hit Points:</b> 137	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 31
<b>Defense:</b> 29	<b>Toughness:</b> 27	<b>Resolve:</b> 14
<b>Speed:</b> 7	<b>Shift Speed:</b> 2	<b>Morale Bonus:</b> NA
<b>Space:</b> 1 square	<b>Reach:</b> 1 square	<b>Initiative:</b> +7
<b>Damage Resistance:</b> 13	<b>Psionic Resistance:</b> 12	
<b>Regeneration:</b> 2	<b>Biomass:</b> 20	

-**Spine Bank** 1d20+12 accuracy, 41 damage +20 damage from acid coating, +3 strikes maximum, medium range; *Special Traits:* Penetration 16, Rending 4, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

-**Scything Claws** 1d20+9 accuracy, 33 damage, +2 strikes maximum; *Special Traits:* Penetration 16, Rending 4

-**Ripping Fangs** 1d20+11 accuracy, 42 damage, 1 strikes maximum; *Special Traits:* Penetration 16, Rending 8

**Skills:** Acrobatics 7, Athletics 8, Defensive Training 8, Durability 8, Melee 9, Perception 8, Ranged 10

**Skill Focuses:** Melee +3, Ranged +2, Athletics +2, Perception +2

**Talents:** Awesome Abilities (strength, instinct), Defensive Fighting II, Weapon Mastery (melee II, ranged II), Zerg Skill Focus (brutality)

**Creature Abilities:** Tactical Strike

**Strength:** 9      **Instinct:** 7      **Agility:** 7      **Fortitude:** 7

**Intelligence:** 1      **Willpower:** 4

**Gear:** Tier 2 Scything Claws, Tier 2 Ripping Fangs, Tier 2 Spine Bank with Acid Coating, Tier 2 Light Carapace

**Special Ability (Tactical Strike):** The creature can use a standard action on their turn to instantly perform a shift, and then instantly follow up with a natural ranged attack.

**Special Ability (Limited Life):** A locust's growth is at an accelerated rate and their lives are often very short. Every round a locust is active, it loses 1 Biomass. Once it is reduced to 0 Biomass, it dies.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.







*Zerg locust (above)*



*Zerg lurker (below)*



## Lurker Description

This evolution of the hydralisk is a particularly vicious breed. The lurker waits in hidden underground burrows waiting for enemies to come by. Once one passes by its lair, it releases a volley of spines that pass along the ground and rip its targets to shreds. This effect is as devastating as it is demoralizing, and the signs of mutilated bodies and wrecked vehicles are the first signs of a lurker inhabitation. Sometimes particularly vicious lurkers will instead live outside habited structures, killing anything that leaves their door.

Lurkers can be found just about anywhere there is even a remote zerg presence. Oftentimes, lurkers can be found in the middle of the wilderness, in a mountain canyon, or underneath a street in a war torn city, just waiting for potential prey to come by. In a region haunted by these monsters, the only safe place is in the air. Lurkers found waiting for prey are usually alone, or accompanied by 1 or more additional lurkers.

In addition to wayward sabotage, lurkers are commonly used to defense zerg hives, or act as terror weapons when razing enemy settlements. In either case, they are typically accompanied by their hydralisk cousins, which serve both as protectors and distractions.

## Tactics

When unborrowed, lurkers can fight quite efficiently with their fangs and claws, but rarely chose to do so. Instead, they rely on their much more dangerous subterranean spines, which effect a straight line from the edge of their squares that is 2 squares wide, and 15 squares long. They make their attack roll against every target that is along the ground within that area. In sustained fighting, lurkers prioritize weak or wounded targets to benefit from their thrill of the hunt.

As burrowing is an effect identical to cloaking, attacking from their subterranean burrows follows several rules. All enemies that are unaware of the hidden lurker are flat-footed against their attacks. Using the subterranean spines does not reveal their location, only their presence, but a detector action can reveal where the lurker is burrowed. Even then, attacks against the lurker are still at -10, although the victims are no longer flat-footed against its attacks.

Despite how focused they are on burrowing, lurkers cannot tunnel and therefore must surface in order to move or reposition. They often need to move once they are detected by enemies that they cannot hit back. Upon breaking the surface, they use their dust cloud create concealment, and hide in the cloud until their next turn. Afterwards, they sprint to wherever they need to go to be able to counter, or at least hide from, their attackers.

## Lurker

### Level 14 Huge-sized Zerg Creature (Non-heroic Hunter), Extreme Threat

**Skill Purchases:** 16

**Talent Purchases:** 9

**Ability Score Purchases:** 14

**Hit Points:** 314

**Healing Threshold:** NA

**Damage Threshold:** 42

**Defense:** 18

**Toughness:** 36

**Resolve:** 20

**Speed:** 8

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 2 squares

**Initiative:** +4

**Damage Resistance:** 34

**Psionic Resistance:** 15

**Regeneration:** 5

**Biomass:** 26

**-Subterranean Spines** 1d20+18 accuracy, 70 damage, +2 strikes maximum, 30 square line that is 2 squares wide; *Special Traits:* Penetration 22, Rending 5, Spine Row, must be burrowed to use

**-Scything Claws** 1d20+18 accuracy, 39 damage, +2 strikes maximum; *Special Traits:* Penetration 19, Rending 5

**-Ripping Fangs** 1d20+18 accuracy, 50 damage, +1 strike maximum; *Special Traits:* Penetration 19, Rending 9

**Skills:** Athletics 7, Acrobatics 7, Defensive Training 7, Durability 7, Endurance 7, Melee 7, Mental Training 6, Ranged 7, Perception 5, Stealth 7, Survival 6

**Skill Focuses:** Melee +2, Athletics +2

**Talents:** Awesome Abilities (strength), Defensive Fighting, Hardened Survivalist, Penetration IV, Weapon Mastery (melee, ranged), Zerg Skill Focus (brutality)

**Creature Abilities:** Predator's Eye, Counter Attack, Thrill of the Hunt

**Strength:** 11

**Instinct:** 4

**Agility:** 5

**Fortitude:** 11

**Intelligence:** 1

**Willpower:** 4

**Gear:** Tier 2 Huge-sized Scything Claws, Tier 2 Huge-sized Ripping Fangs, Tier 2 Huge-sized Subterranean Spines, Tier 2 Zerg Plated Carapace



**Special Ability (Counter Attack):** Whenever the lurker is missed by an incoming melee attack while unburrowed, it can instantly make an opportunity attack at that target if they are within reach.

**Special Ability (Thrill of the Hunt):** Whenever the lurker kills an enemy target of their level or higher, it regains 41 hit points.

**Special Ability (Terror from Below):** Being in combat with a hidden lurker while it tears apart everything it comes across can be quite unnerving. Any turn in which the lurker attacks with its subterranean spines and is not detected, all enemy targets take -2 morale levels.

**Special Ability (Dust Cloud):** When a lurker breaks ground out of a burrow made of dirt, sand, or similar substance, it creates a thick cloud around itself, obscuring vision towards it. The burst 2 area around where the lurker emerges is an area of concealment for 1 round. Alternatively, a lurker above ground can spend a move action to create a dust cloud in the same fashion.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.

## Mutalisk Description

The terror of the skies, the mutalisk is the Swarm's premier fly striking beast. Lightning fast, the mutalisk can dart through the air, raining its destructive glaive worm parasites down at its prey. These acidic projectiles can tear through groups of soldiers with ease, while the mutalisk circles from above preparing its next attack run. They are difficult to harm, with incredible regeneration and the vindictively spraying their own acidic blood down once they are wounded.

Mutalisks are amongst the most ubiquitous species of zerg, and are a common sight anywhere the zerg inhabit. They are rarely alone, and instead roam the skies in flocks from as few as one or two individuals, to dozens. Hundreds or thousands may even group together in the most heated engagements.

Mutalisks are so fast that most other aerial zerg have trouble keeping up with them. Zerg commanders often have mutalisks serve as interceptors to protect larger and more high value zerg such as overlords, guardians, or brood lords. Frequently, there may be small groupings of scourges helping their kin take down large vessels such as battlecruisers.

## Tactics

Mutalisks are simple and dull-witted creatures that are nonetheless very aggressive. Mutalisks are known to be able to detect the scent of blood from miles around and gather like sharks to prey upon the wounded. This makes feral mutalisks rather whimsical and unpredictable, and their attention often flitters from one target to the next based on proximity or degree of injury. Therefore, overlord tend to have tight reigns on mutalisks at all times and use them to focus on eliminating groups of enemies. The damage of their attacks is by far best suited against lightly armored targets, not vehicles, so that is where they are prioritized.

The glaive worm of the mutalisk is their signature ability, and it is a damage attack that 'chains' to one target after another. The mutalisk makes its primary attack at a nearby target as normal, using the 'first hit' entry in the profile. If that attack successfully hits, then the mutalisk chooses another secondary target within 6 squares of the primary target, and then applies the 'second hit' profile against that target. If that attacks hits then it, like the first, bounces to a third target. The third target cannot be the first or second target. Whether or not that attack hits, that is the end of the attack and there are no more bouncing.

While the mutalisk gains multiple attacks with its glaive worm, follow the normal rules for attacking with multiple attacks. Do not deviate the secondary and tertiary attacks to different targets. Instead, simply apply the +4 accuracy bonus to the following attacks, just like the first.

The mutalisk also has acid blood that bleeds onto targets that are adjacent to it when it is injured. As the mutalisk is in the air, these attacks rarely have great effect on others. However, the acid falls downward and strikes any targets beneath the burst of the acid blood.



## Mutalisk

Level 12 Large-sized Zerg Creature (Non-heroic Fury), High Threat

Skill Purchases: 17

Talent Purchases: 3

Ability Score Purchases: 11

Hit Points: 144

Healing Threshold: NA

Damage Threshold: 26

Defense: 26

Toughness: 28

Resolve: 12

Speed: 13, fly 18

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +4

Damage Resistance: 13

Psionic Resistance: 6

Regeneration: 8

Biomass: 14

-**Ripping Fangs** 1d20+13 accuracy, 40 damage +20 damage from acid coating, +3 strikes maximum; *Special Traits*: Penetration 12, Rending 4, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

-**Glaive Wurm w/ First Hit** 1d20+12 accuracy, 40 damage, +2 strikes maximum, distant range; *Special Traits*: Penetration 20, Moving Parasite, Acid Damage

-**Glaive Wurm w/ Second Hit** 1d20+12 accuracy, 30 damage, +2 strikes maximum, short range of 1<sup>st</sup> target; *Special Traits*: Penetration 20, Moving Parasite, Acid Damage

-**Glaive Wurm w/ Third Hit** 1d20+12 accuracy, 20 damage, +2 strikes maximum, short range of 2<sup>nd</sup> target; *Special Traits*: Penetration 20, Moving Parasite, Acid Damage

**Skills**: Acrobatics 6, Defensive Training 8, Durability 6, Melee 6, Ranged 6, Perception 6

**Skill Focuses**: Defensive Training +3, Acrobatics +2

**Talents**: Awesome Abilities (agility), Weapon Mastery (ranged I, melee I), Zerg Skill Focus (speed)

**Creature Abilities**: Acid Blood, Rapid Healing, Rapid Flight (Swift Flyer), Airborne Native

**Strength**: 6

**Instinct**: 4

**Agility**: 8

**Fortitude**: 6

**Intelligence**: 1

**Willpower**: 2

**Gear**: Large-sized Tier 2 Glaive Wurm, Large-sized Tier 2 Ripping Fangs with Acid Coating, Tier 2 Zerg Light Carapace

**Special Ability (Acid Blood)**: The mutalisk's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 24 damage to a single adjacent target, the attacker if possible. If the zerg is flying when it is harmed, it can also deal this damage to any target beneath them. The damage has the Acid Damage and Penetration 5 weapon trait.

**Special Ability (Rapid Flight)**: The mutalisk is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the mutalisk has an acceleration rating of 110 and a maximum speed of 1,050.

**Special Ability (Zerg Traits)**: Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.



~Art by Mr. Jack



## Nydus Worm Description

The dreaded nydus worm is a creation by the Queen of Blades after the Brood War to replace the nydus network. This monstrosity is capable of burrowing through the ground at a prodigious rate, after which it bursts from the surface and spews armies of minions at its enemies. In addition to this terrifying ability, in which the number of reinforcements it creates seemingly has no end, the creature can swallow an entire squad of marines with a single bite. A single one of these creatures can annihilate a fortified encampment if the defenders are not prepared to kill the worm when it shows itself.

Nydus worms are typically used as a troop deployment purpose. The rear in of the worm is part of a cavernous zerg structure that zerg minions are piled into and can then travel through the worm like a mobile tunnel. The head of the worm then bursts through the ground at an advanced location and deploys itself so that the minions inside can swarm from its gullet.

Many zerg invasions of a region begin when nydus worms start bursting from the ground nearby. Due to their size and the speed at which they burrow, nydus worms give noticeable seismic disturbances and tremors when they pass by. It gives diligent terran settlements a few minutes of advanced warning on the presence of an incoming zerg army.

There are stories of an even more potent version of the nydus worm called the omega worm. Rumors say that the omega worm is substantially larger, and spawns swarms of minions in addition to simply transporting them.

### Tactics

Nydus worms rarely participate in combat directly. Their threat comes from their ability to rapidly deploy hordes of minions. After a nydus worm breaches the surface, it must spend a full-round action setting up in troop deployment mode. While in deployment mode, the nydus worm also generates an area of creep around it, giving its minions a head start or allowing crawlers to settle in. At this point, a stream of warriors come out of its gullet every round, using the rules for Overwhelming Swarm below. A common assortment of minions within a nydus worm is 20 zerglings, 10 banelings, 8 hydralisks, and 5 roaches. Usually the zerglings and banelings are deployed first, followed by the roaches and then hydralisks.

After all minions are deployed, the nydus worm usually retreats back under ground while more zerg fill its innards. However, some cunning zerg commanders have realized that the nydus worms incredible strength makes it a viable living siege weapon. After exiting troop deployment mode as a full-round action, the nydus worm will try to bite and swallow nearby enemies. It gets to make a grab attempt to swallow anything hit by its bite attack, trapping its prey within its maw while consuming them. The nydus worm has a special attack bonus of +55. Its mouth is large enough that it can hit entire groups of enemies in a single bite, potentially swallowing most if not all of them.

When dealing with massed forces, or when its foes are spread out, the nydus worm can slam its bulk into the ground to create a localized earthquake, dealing considerable damage in a large area. When pressed, or attacked by foes outside its range, the nydus worm will burrow, and tunnel to a new location where it can begin tearing apart fresh targets.

Note that, because a nydus worm is always attached to a distant nydus network, it can never fully emerge from the earth. Part of it will always be underground connected by a mile-long tunnel to the network hub.

Nydus worms are epic threats, and as such are incredibly dangerous for a group of adventurers. Players facing a nydus worm and their host of minions had best be equipped with powerful vehicles, or lots of supporting reinforcements.

## Nydus Worm

**Level 15 Massive-sized Zerg Creature (Non-heroic Bruiser/ Oppressor/ Specialist Strain), Epic Threat**

**Skill Purchases:** 11

**Talent Purchases:** 16

**Ability Score Purchases:** 31

**Hit Points:** 1,952

**Healing Threshold:** NA

**Damage Threshold:** 135

**Defense:** 8

**Toughness:** 121

**Resolve:** 23

**Speed:** 30

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 30 by 30 squares

**Reach:** 30 squares

**Initiative:** +4

**Damage Resistance:** 56

**Psionic Resistance:** 21

**Regeneration:** 38

**Biomass:** 90

**-Ripping Fangs** 1d20+76 accuracy with advantage, 97 damage, 1 strike maximum; *Special Traits:* Penetration 15, Rending 4, Cleaving 10, free Grab action

**Skills:** Athletics 6, Defensive Training 7, Durability 9, Endurance 7, Melee 7, Mental Training 7, Perception 6, Survival 6



**Skill Focuses:** Durability +3, Mental Training +2, Endurance +2, Athletics +2

**Talents:** Awesome Abilities (fortitude, willpower, Enhanced Regeneration II, Hardened Survivalist, Penetration III, Power Strike II, Resilience, Resistant V, Weapon Mastery (melee), Zerg Skill Focus (stamina)

**Creature Abilities:** Behemoth, Brutal Slam, Fast Healing, Quake, Tremors (Antagonistic Presence), Tunneling, Massive Maw\*, Overwhelming Swarm\*

**Strength:** 40      **Instinct:** 4      **Agility:** 1      **Fortitude:** 40

**Intelligence:** 1      **Willpower:** 6

**Gear:** Tier 2 Colossal-sized Ripping Fangs with Extra Limbs and Reactive Muscle, Tier 2 Zerg Plated Carapace

**Special Ability (Massive Maw):** The nydus worm is able to use its bite attack when not set up to deploy minions. Its mouth is so large it gains the Cleaving 10 weapon trait. In addition, it automatically makes a grab attempt at all living targets of huge size or smaller that it hits. When grabbing targets within its mouth, the worm is never considered grabbed. All grabbed creatures take bite damage every turn until they escape. In addition to normal methods of leaving a grab, characters can leave by making a successful DC 25 Athletics or Acrobatics check.

**Special Ability (Overwhelming Swarm):** A nydus worm that has broken ground can spend a full-round action setting up to deploy the minions that travel within its bowels. Once in this form, it is immobile and cannot move, make attacks, or reburrow. The exact minion type is dependent on the GM, but usually consists of broodlings, zerglings, hydralisks, and roaches. Every round it can deposit 8 medium or smaller creatures, 4 large creatures, 2 huge creatures, 1 gargantuan creature, or 1 colossal creature can emerge after two full rounds. Most Nydus worms carry 16-48 creatures within them at once, although they usually replenish spent numbers rather quickly, usually having a new group of creatures after it has relocated nearby. Once a nydus worm has let loose all of its minions, it usually retreats back into its lair or finishes off its opponent with its bite attacks. Leaving deployment mode is a full-round action. Finally, while in deployment mode, it generates an area of Creep that reaches out in a burst 24 squares at 3 squares per turn.

**Special Ability (Quake):** The nydus worm slams its bulk into the ground rather than using its bite attack, sending out shockwaves in the area around it. The creature makes a +40 attack versus the toughness of every target along the ground within the area. Any struck targets take 80 damage and are knocked prone, or half damage and no prone on a missed attack. The area of this attack is a Burst 20 centered on one of the creature's squares but does not affect the creature.

**Special Ability (Tremors):** The nydus worm disgorges creep at the location it spawns at and causes constant ground tremors and cracked earth. All the squares within the creature's reach count as difficult terrain.

**Special Ability (Burrowing Behemoth):** The nydus worm glides the earth instead standard moving. The worm burrows through the ground at a speed of 100 and is so strong not even plascrete will impede its passage. Once it has broken the surface of the ground with its head, it can set up to either attack or deploy minions. Finally, if a worm breaks ground in a location where there are other creatures or characters, it can make a bite attack against all those targets.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action while not in troop-deployment mode, and have a biomass score equal to their fortitude + strength + willpower.



## Overlord Description

The overlord is a common sight in a zerg infestation, serving as the supervisors and officers of the zerg Swarm. They have little offense individually, but are incredibly tough, and have access to a wide range of special powers that bolster their many minions.

Overlords are essential for the swarm, because they control the vast majority of zerg minions. In a typical hive, queens command the drones, larva, and new hatched, infestors control their infested minions, and overlords command everything else, including the warrior strains. In turn, overlords are commanded by mastermind strains such as cerebrates or brood mothers.

Overlords are also frequently used as shuttles for the swarm, as they can carry zerg instead their hollow bodies and fly them to wherever they need to go.

## Tactics

Overlord generally supervise battles from a long distance away, through the eyes of their minions. However, in desperate situations overlords may take a direct hand in its own defense. Even then, most of its combat actions involve supporting and supplementing its minions actions. Most overlords spend their standard action using *Compel Minion* on their strongest minions, such as hydralisks, or performing spotter actions to find hidden foes. In addition, overlords will use the *Summoning* power once they are running low on support, or they are in threat of taking damage themselves.

Overlords have a powerful claw attack, but they rarely use it except in the most desperate circumstances. Despite how rarely they show in combat, overlords are involved in most any fight with the zerg, because of their command tactics augmenting their forces.

**Overlord's Favored Psionic Powers:** Psi Level 5, +16 psionic manifestation bonus

-**Compel Action;** DC 14 manifestation as a standard action; 8 energy fatigue; power allows 3 commanded minions to instantly take a standard action out of turn sequence

**Overlord's Favored Command Tactics:** Command +16

-**Fervor;** commanded minions gain +3 accuracy and can perform aim actions

-**Focused;** commanded minions gain +4 to skill checks

-**Swarm Maneuvering;** commanded minions gain +4 defense and toughness

-**Unyielding;** commanded minions gain +4 damage resistance

## Overlord

Level 10 Gargantuan-sized Zerg Creature (Non-heroic Oppressor/ Command Strain), Extreme Threat

Skill Purchases: 8

Talent Purchases: 8

Ability Score Purchases: 8

Hit Points: 361

Healing Threshold: NA

Damage Threshold: 47

Defense: 9

Toughness: 42

Resolve: 23

Speed: 8, fly 16

Shift Speed: 1

Morale Bonus: NA

Space: 5 by 5 squares

Reach: 5 squares

Initiative: +2

Damage Resistance: 34

Psionic Resistance: 29

Regeneration: 8

Biomass: 30

-**Grasping Claws** 1d20+23 accuracy, 72 damage, 1 strike maximum; *Special Traits:* Penetration 10, Cleaving 1, Special Combat Action

**Skills:** Command 6, Defensive Training 3, Durability 6, Endurance 6, Melee 6, Mental Training 6, Perception 6, Psionics 6

**Skill Focuses:** Mental Training +3, Athletics +2

**Talents:** Awesome Abilities (willpower), Command Tactics x2, Psi Level 4, Psi Level 5, Psionic Power, Resistant, Zerg Skill Focus (will)

**Psionic Powers:** *Reading, Messaging, Dominate Minions, Compel Action, Summoning*

**Command Tactics:** *Swarm Maneuvering, Unyielding, Focused, Fervor*

**Creature Abilities:** Sensory Glands I

**Strength:** 14

**Instinct:** 2

**Agility:** 1

**Fortitude:** 9

**Intelligence:** 2

**Willpower:** 7



**Gear:** Tier 2 Gargantuan-sized Grasping Claws, Tier 2 Zerg Plated Carapace

**Special Ability (Ventral Sacs):** Overlords can carry other Zerg within the hollows of their body, acting as flying transports. Overlords have a carry capacity for 16, with large creatures taking up 4 slots, huge creatures taking up 8, and gargantuan creatures taking up all 16. Picking up or dropping off enemies requires a standard action, and the Overlord can move 8 carrying capacity of creatures per turn.

**Special Ability (Sensory Glands):** The zerg has highly attuned sensory organs that can detect the presence of nearby hidden targets. As a detector, it treats all characters as detected even if sneaking or cloaked, effecting everything within 150 squares (1 starship square), even if they are not within line of sight. The creature can then automatically share this information with allied zerg.

**Special Ability (Creep Spew):** An overlord can use the *Generate Creep* evolution power as normal, cast as Master discipline level. This does not cost any biomass for the Overlord to use.

**Special Ability (Slow Flight):** The overlord can fly at its normal land movement speed. It cannot use rapid flight, and it cannot sprint across the ground or while flying.

**Special Ability (Zerg Psychic):** The Overlord has a base Psi Level of 3, and can draw powers from the Augmentation or Telepathy disciplines. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

**Special Ability (Zerg Commander):** The Overseer is a command strain, and can use the Command skill to issue orders to its minions. They have a Command limit of 35.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a biomass score equal to their fortitude + strength + willpower.



~Art by Mr. Jack





## Overseer Description

The overseer is an evolved strain of the overlord. Whereas the overlord attends to the Zerg hives, the overseer leads its minions into combat. This strain has significant combat benefits over the overlord, including a variety of evolution and psychic powers that allow it to directly assist in combat, and can see anything that hides, including cloaked enemies. Its command abilities are slightly tailored towards offensive combat and helping in invasions.

Overseers spend less time clustered in the safety of the hive cluster. Most of their lives are spent patrolling surrounding territories, using their keen senses to survey the landscape for any possible expansion points or invading enemies. They have the ability to create changeling minions to further survey the surrounding lands, even getting inside enemy command centers and listen in on the enemy's plans.

While surveillance and patrol are their primary responsibilities, overseers frequently lead swarm attack parties into battle. Their offensive-tuned nature and deadly powers makes them ideal for guiding warrior beasts into battle against foes, or at least serving as a counter to hidden threats, namely those that are cloaked or burrowed. In the case of overseers contributing to a zerg attack force, there are usually several changelings already hiding in the enemy army, ready to use chaos to assassinate enemy leaders during the battle.

## Tactics

Overseers contribute to zerg attack forces in a wide variety of different ways. The most obvious is performing general support to the swarms by using *Compel Action* to give their minions additional actions, or activating their True Sight ability as a standard action to reveal hidden targets such as ghosts, dark templar, or spider mines.

However, overseers also have many direct interaction ability to aid their minions in combat. Overseers use *Contaminate* in order to shut down enemy defenses, such as missile turrets, photon cannons, or siege tanks, allowing their minions to surge forward without the threat of suppressive fire. *Corruption* is used on the most durable targets, such as thors, that have damage resistance that makes them too difficult for many minions to harm. Finally, overseers use spawn broodling on vital enemy soldiers, such as medics or high templar, to cause their victims to die slow, agonizing deaths, and eliminate them from the enemy command structure.

When fighting protoss, overseers fly in close and activate their *Psionic Droning* power, which debilitates their enemy's actions and cripples their psionic potential. However, like overlords, overseers avoid getting too close. They disdain physical combat or having to use their claws to defend themselves, and will usually retreat before such a method becomes necessary.

### ***Overseer's Favored Psionic Powers:*** Psi Level 5, +14 psionic manifestation bonus

-**Compel Action;** DC 14 manifestation as a standard action; 8 energy fatigue; power allows 3 commanded minions to instantly take a standard action out of turn sequence

-**Psionic Droning;** DC 18 manifestation as a standard action; 1 +1 per round sustained energy fatigue; all non-zerg psychics in a Burst 25 area centered on the overseer have disadvantage on all instinct, intelligence, willpower, and psionics checks, can be resisted by thought blocking, sustained as a move action

### ***Overseer's Favored Evolution Powers:*** Biomass 35

-**Contaminate;** 5 biomass; gargantuan or smaller construct or structure within long range; +36 attack, target is Stunned and Immobilized for 3 rounds, vehicles automatically lose control; can be ended with a DC 25 Pilot check

-**Corruption;** 4 biomass; target within long range, +21 attack; target's damage resistance is lowered by 12 and their damage threshold is reduced by 6, lasts 3 rounds

-**Spawn Broodling;** 9 biomass; biological target within long range; +21 attack versus defense and toughness, 30 damage, Rending 5, two broodlings appear adjacent to target an act after the caster.

### ***Overseer's Favored Command Tactics:*** Command +14

-**Adrenaline;** commanded minions deal +3 damage

-**Rejuvenation;** commanded minions gain +6 regeneration

-**Undying;** commanded minions gain replenishing 6 protection per round

-**Focused;** commanded minions gain +3 to all skill checks



## Overseer

**Level 14 Gargantuan-sized Zerg Creature (Non-heroic Oppressor/ Command Strain), Extreme Threat**

**Skill Purchases:** 12

**Talent Purchases:** 9

**Ability Score Purchases:** 11

**Hit Points:** 490

**Healing Threshold:** NA

**Damage Threshold:** 51

**Defense:** 13

**Toughness:** 47

**Resolve:** 24

**Speed:** 8, fly 14

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 5 by 5 squares

**Reach:** 5 squares

**Initiative:** +3

**Damage Resistance:** 33

**Psionic Resistance:** 29

**Regeneration:** 12

**Biomass:** 35

**-Grasping Claws** 1d20+24 accuracy, 72 damage, 1 strike maximum; *Special Traits:* Penetration 10, Cleaving 1, Special Combat Action

**Skills:** Command 7, Defensive Training 7, Durability 9, Endurance 7, Melee 7, Mental Training 7, Ranged 7, Perception 7, Psionics 7

**Skill Focuses:** Mental Training +3, Athletics +2

**Talents:** Awesome Abilities (willpower), Command Tactics x2, Evolution Powers x2, Psi Level 4, Psi Level 5, Psionic Power x2, Command Tacticsx2, Zerg Skill Focus (stamina)

**Psionic Powers:** *Reading, Messaging, Dominate Minions, Compel Action, Psionic Droning, Surge of Activity, Stop Organ*

**Evolution Powers:** *Contaminate, Corruption, Ocular Parasite, Spawn Minion (Changeling), Spawn Broodling, Spawn Infested*

**Command Tactics:** *Adrenaline, Focused, Rejuvenation, Replenishment, Swarm Maneuvering, Undying, Fervor*

**Creature Abilities:** Sensory Glands II, Unlock Evolution Disciplines x2 (Advanced Spawning, Advanced Infestation), Steady Flight\*

**Strength:** 14

**Instinct:** 3

**Agility:** 1

**Fortitude:** 10

**Intelligence:** 3

**Willpower:** 7

**Gear:** Tier 2 Gargantuan-sized Grasping Claws, Tier 2 Zerg Plated Carapace

**Special Ability (True Sight):** The zerg has highly attuned sensory organs that can detect the presence of nearby hidden targets. As a detector, it treats all characters as detected even if sneaking or cloaked, effecting everything within 300 squares (2 starship squares), even if they are not within line of sight. The creature can then automatically share this information with allied zerg. In addition, overseers always ignore concealment or total concealment from darkness or any other source.

**Special Ability (Flight):** The overseer has a fly speed. It has an acceleration rating of 30 and a maximum speed of 300.

**Special Ability (Zerg Psychic):** The overseer has a base Psi Level of 3, and can draw powers from the Augmentation or Telepathy disciplines. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

**Special Ability (Zerg Commander):** The overseer is a command strain, and can use the Command skill to issue orders to its minions. They have a Command limit of 35.

**Special Ability (Evolution Powers):** The overseer is capable of using zerg evolution powers, and has access to Advanced Spawning and Advanced Infestation powers.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. They have a biomass score equal to their fortitude + strength + willpower.





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## Brood Queen Description

The brood queen is an earlier era species of queen that governed the hives while they are overseen by cerebrates. They oversaw the hives and governed the growth of larva and the actions of drone workers. However, they also played an important role in spearheading attacks, as they would fly ahead of ground forces and demoralize an enemy with debilitating spore attacks, overwhelming and confusing enemy forces with broodlings bursting for their hosts, adhesive spores slowing troop movements, and even infesting undefended buildings and raising an army of zombie-like slaves to attack their former allies.

Brood Queens spent much of their lives attending to hive cluster, and were frequently surrounded by drones, larva, and overlords. However, they still had a great deal to contribute on the offensive front, where they use their powers to weaken an enemy's ranks before the main zerg force. Even after the battle begins, queens still hung around the battlefield, waiting for opportunities to spread zerg infection to enemy settlements.

Brood Queens are rare during the Second Great War, as they have been replaced by the ground-based swarm queens. However, brood queens are typically found amongst feral zerg clusters that have been abandoned since the fall of the cerebrates. Aiur in particular had a large population of brood queens still attending to the hives.

## Tactics

When pressed into battle, brood queens usually serve the role of saboteurs or guerrilla combatants. They usually begin encounters by enveloping a large cluster of enemies in mucus via their *Ensnare* ability, then hit the most vulnerable looking target with *Spawn Broodling*. Afterwards, they retreat and let their minions do the fighting while they manifest *Compel Action* and allow their biomass to recover.

When the brood queen returns to battle, they will try to strike another target with *Spawn Broodling* and then use *Corruption* to cripple the strongest foe. Once a target is under the effect of *Corruption* they will then try to strike them with *Mutagen* to begin the infestation process. Again, they will retreat or use their seeker spore attack to support their minions in battle

Most of the brood queen's abilities, such as *Mutagen* or *Spawn Broodling*, are lethal to a player character, but take a long time to take effect. Therefore, a brood queen prolongs a battle as much as possible but throwing disposable, distracting minions at her foes, while she flies off to recover biomass and let her infections do their work.

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### **Queen's Favored Psionic Powers:** Psi Level 4, +13 psionic manifestation bonus

**-Compel Action;** DC 14 manifestation as a standard action; 8 energy fatigue; power allows 2 commanded minions to instantly take a standard action out of turn sequence

**-Surge of Activity;** DC 14 manifestation as a reaction; 6 energy fatigue; upon manifestation, queen can take a move action even though it is not their turn, can only be used once per turn between the turns of other characters or NPCs

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### **Queen's Favored Evolution Powers:** Biomass 25, regains 1 biomass per turn

**-Mutagen;** 3 biomass; power useable as a minor action; +13 attack at medium range, struck targets must make a DC 21 Endurance check or begin to undergo the infestation process, effected targets must already be under the effect of one of the following powers: *Corruption*, *Viral Wave*, *Contaminate*, *Infest*.

**-Ensnare;** 4 biomass; Burst 8 at long range; area becomes difficult terrain for 1 minute (10 rounds), +15 attack roll against all targets within the area, area is difficult terrain, struck targets are Slowed and cannot benefit from Hidden or Cloaking; removed with a DC 25 acrobatics test as full-round action; area lasts 10 rounds

**-Corruption;** 4 biomass; target within long range, +17 attack; target's damage resistance is lowered by 12 and their damage threshold is reduced by 6, lasts 3 rounds

**-Spawn Broodling;** 9 biomass; biological target within long range; +15 attack versus defense and toughness, 30 damage, Rending 5, and two zerg broodlings spawn next to the target under the Queen's control.

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### **Queen's Favored Command Tactics:** Command +13

**-Fervor;** commanded minions gain +2 accuracy and can perform aim actions

**-Rejuvenation;** commanded minions gain +6 regeneration

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## Queen, Brood

**Level 15 Huge-sized Zerg Creature (Non-heroic Oppressor/ Command Strain), Extreme Threat**

**Skill Purchases:** 12

**Talent Purchases:** 8

**Ability Score Purchases:** 14

**Hit Points:** 285

**Healing Threshold:** NA

**Damage Threshold:** 39

**Defense:** 19

**Toughness:** 33

**Resolve:** 23

**Speed:** 9, fly 15

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 3 squares

**Initiative:** +4

**Damage Resistance:** 24

**Psionic Resistance:** 25

**Regeneration:** 8

**Biomass:** 25

**-Barbed Tendrils** 1d20+17 accuracy, 48 damage, +1 strikes maximum; *Special Traits:* Penetration 15, Venom Coating (DC 23 or 30 poison damage)

**-Seeker Spore** 1d20+20 accuracy, 40 damage, +3 strikes maximum, remote range; *Special Traits:* Penetration 15, Rending (5 versus biological), Venom Coating (DC 23 or 30 poison damage)

**Skills:** Acrobatics 6, Command 7, Defensive Training 7, Durability 7, Mental Training 7, Melee 7, Perception 5, Psionics 7, Ranged 7

**Skill Focuses:** Mental Training +3, Athletics +2

**Talents:** Awesome Abilities (willpower), Command Tactics, Evolution Powers x3, Psionic Powersx2, Psi Level 4, Zerg Skill Focus (stamina)

**Psionic Powers:** *Messaging, Dominate Minions, Hallucination, Surge of Activity, Compel Action*

**Evolution Powers:** *Spawn Larva, Ocular Parasite, Spawn Broodling, Neural Parasite, Contaminate, Infest, Mutagen, Ensnare, Corruption*

**Command Tactics:** *Fervor, Rejuvenation*

**Creature Abilities:** Unlock Evolution Disciplines x3 (Advanced Spawning, Advanced Infestation, Advanced Pestilence), Soaring Flight\*, Growth Hormones

**Strength:** 8

**Instinct:** 4

**Agility:** 6

**Fortitude:** 8

**Intelligence:** 2

**Willpower:** 6

**Gear:** Tier 2 Huge-sized Barbed Tendrils with Venom Coating, Tier 2 Huge-sized Seeker Spore with Venom Coating, Tier 2 Zerg Reinforced Carapace

**Special Ability (Spore Cloud):** The queen can, as a minor action, release a cloud of spores centered on itself. Releasing spores costs 3 Biomass and fills an area equal to a burst 4 centered on the queen. The cloud does not move with the queen. The exact effects of the spore cloud vary based on which type of spores the queen emits. Any of the spores give concealment to whoever is inside. The spores last 5 rounds.

**-Thermal Spores:** These spores give off great heat, following missiles or thermal sensing creatures. Any creature firing a missile with a target lock at a target within 50 squares of thermal spores must make a DC 20 instinct test or have their missile fly into and detonate in the thermal spores. In addition, thermal seeking creatures, such as scourges, see the thermal spores as a great heat source, equal to that of a gargantuan creature, and seek it out over other targets.

**-Infusion Spores:** These spores accelerate a zerg's metabolism. Any zerg inside the spores has their regeneration rate increased by 40.

**-Pheromone Spores:** These spores have a chemical signature that send allied zerg running to the queen's aid. Depending on the location, allies will show up after 1 round. If the GM does not have any planned zerg reinforcements nearby, then randomly either 6 zerglings, 6 banelings, 2 scourges, 2 hydralisks, or 2 mutalisks will show up to defend the queen.

**Special Ability (Growth Hormones):** The queen regenerates 1 Biomass every turn, up to its normal maximum.

**Special Ability (Rapid Flight):** The queen is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the queen has an acceleration rating of 60 and a maximum speed of 600. They reduce all mobility crippling wounds by 1.

**Special Ability (Zerg Psychic):** The queen has a base Psi Level of 3, and can draw powers from the Augmentation or Telepathy disciplines. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

**Special Ability (Zerg Commander):** The queen is a command strain, and can use the Command skill to issue orders to its minions. They have a Command limit of 24.



**Special Ability (Evolution Powers):** The queen is capable of using zerg evolution powers, and has access to Advanced Spawning, Advanced Infestation, and Advanced Pestilence powers.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.



*Zerg Brood Queen (above)*

*Zerg Swarm Queen (below)*



## Swarm Queen Description

The Swarm Queen attends the hives in the post-Brood War era. An intelligent creature, she supervises the larva and drones, and lays larva eggs at the hatchery so more Zerg are constantly being produced. Her role is not strictly nursing, however, and the Swarm Queen is a brutal combatant, able to fit with claw and spine as well as supplement the defense of the hatchery with deadly psychic powers.

Swarm queens spend their time maintaining the larva and controlling the drones in the hatchery. She is constantly spawning new larva, to ensure the hive's population steadily grows. In the meantime, the swarm queen is a powerful warrior creature, and aids in the defense of her colony. She fights alongside spine and spore crawlers to defend the drones and overlords. Occasionally, common warrior breeds will be nearby assisting her in defense.

## Tactics

Unlike most command strain zerg, the swarm queen is a formidable warrior and does not rely on her powers to fight for her. Instead, she uses her powers to supplement her physical prowess. Swarm queen's always begin a battle by spending a minor action to activate *Toughness*, increasing her defenses. Then she will use her spine banks to tear apart the foe that appears most dangerous to her and her charges. The queen has acid coating on her spines, which deals an additional hit of damage whenever she strikes with them.

Unlike most command strain, swarm queens are more interested in protecting her minions than herself. They never flee from combat, and will die protecting the vulnerable members of their hives. Swarm queens usually activate the *Swarm Maneuvering* command tactic on her drones to keep them alive, and use transfusion on powerful warrior creatures that are aiding in the defense to keep them fighting. The queen uses *Surge of Activity* when she thinks it will help her finish off a wounded target. She will use *Mind Blast* in much the same fashion against non-psionic foes.

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***Queen's Favored Psionic Powers:*** Psi Level 5, +17 psionic manifestation bonus, recovers 2 energy fatigue per turn

-**Mind Blast;** DC 20 manifestation as a standard action; 6 energy fatigue; +9 attack versus resolve at medium range, target takes 60 psionic damage

-**Surge of Activity;** DC 14 manifestation as a reaction; 6 energy fatigue; upon manifestation, queen can take a standard action even though it is not their turn, can only be used once per turn between the turns of other characters or NPCs

-**Toughness;** DC 14 manifestation as a minor action; 8 energy fatigue; +5 damage and psionic resistance and +2 damage threshold, lasts 3 rounds

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***Queen's Favored Evolution Powers:*** Biomass 27

-**Consumption;** 1 biomass; power useable as a full-round action; allied zerg with medium range takes 20 damage per round sustained, while queen restores 8 biomass per round, damage resistance does not protect against damage, sustained as a full-round action

-**Transfusion;** 5 biomass; targeted allies zerg within melee range; target regains 100 hit points instantly

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***Queen's Favored Command Tactics:*** Command +17

-**Swarm Maneuvering;** commanded minions gain +4 defense

-**Focused;** commanded minions gain +6 to all skill checks

-**Rejuvenation;** commanded minions gain +8 regeneration

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## Swarm Queen

**Level 15 Huge-sized Zerg Creature (Non-heroic Hunter/ Command Strain), Extreme Threat**

**Skill Purchases: 13      Talent Purchases: 10      Ability Score Purchases: 15**

<b>Hit Points:</b> 290	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 41
<b>Defense:</b> 17	<b>Toughness:</b> 35	<b>Resolve:</b> 24
<b>Speed:</b> 8	<b>Shift Speed:</b> 1	<b>Morale Bonus:</b> NA
<b>Space:</b> 3 by 3 squares	<b>Reach:</b> 3 squares	<b>Initiative:</b> +4
<b>Damage Resistance:</b> 26	<b>Psionic Resistance:</b> 29	
<b>Regeneration:</b> 5	<b>Biomass:</b> 27	

**-Spine Banks** 1d20+16 accuracy, 45 damage +22 damage from acid coating, +2 strikes maximum, medium range; *Special Traits:* Penetration 12, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**-Scything Claws** 1d20+18 accuracy, 36 damage, +2 strikes maximum; *Special Traits:* Penetration 12

**-Barbed Tendrils** 1d20+17 accuracy, 49 damage, +1 strike maximum; *Special Traits:* Penetration 15

**Skills:** Athletics 5, Command 7, Defensive Training 7, Durability 7, Endurance 6, Melee 7, Mental Training 7, Ranged 7, Psionics 7

**Skill Focuses:** Melee +2, Mental Training +2, Athletics +2

**Talents:** Awesome Abilities (strength), Command Tactics x2, Endless Energy II, Psi Level 4, Psi Level 5, Psionic Powers x2, Weapon Mastery (ranged), Zerg Skill Focus (will)

**Psionic Powers:** *Messaging, Dominate Minions, Mind Blast, Surge of Activity, Toughness, Regeneration*

**Evolution Powers:** *Consumption, Transfusion, Spawn Larvae, Spawn Creep Tumor, Incite Metamorphosis, Hatch Egg*

**Command Tactics:** *Replenishment, Swarm Maneuvering, Rejuvenation, Focused*

**Creature Abilities:** Unlocked Evolution Disciplines x3 (Master Spawning, Master Biomancy)

**Strength:** 10      **Instinct:** 4      **Agility:** 4      **Fortitude:** 10

**Intelligence:** 2      **Willpower:** 7

**Gear:** Tier 2 Huge-sized Scything Claws, Tier 2 Huge-sized Barbed Tendrils, Tier 2 Huge-sized Spine Bank with Acid Coating, Tier 2 Zerg Reinforced Carapace

**Special Ability (Evolution Powers):** The Queen is capable of using Zerg evolution powers, and has access to Master Spawning and Master Biomancy powers.

**Special Ability (Zerg Psychic):** The queen has a base Psi Level of 3, and can draw powers from the Augmentation or Telepathy disciplines. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

**Special Ability (Zerg Commander):** The queen is a command strain, and can use the Command skill to issue orders to its minions. They have a Command limit of 35.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.





## Roach Description

The roach is a relatively new addition to the swarm, and is a tough combat beast able to endure incredibly punishment. In addition to a resilient physique and bulky armor, the Roach regenerates health at a massive rate, and seemingly heals from bullet wounds as soon as they are dealt. In addition, the creatures acidic spit melts armor, turning a character's precious suit of powered armor into useless slag in under a minute. This creature has a horrible reputation amongst the Dominion Marine Corps, who have claimed that they'd rather go against an ultralisk than a pack of vile zerg roaches.

Roaches are assault beasts, and are chiefly used on the offense. Roaches provide an extreme tactical threat, as they will tunnel directly through the walls of a military commander's fortress, and wreak havoc from inside the enemy battle lines. Mercenaries and adventurers are often called to stop the roaches that dug into their base. These roaches are often isolated units of only 1 or 2 creatures. However, even a pair of roaches is a grave threat, because of their indomitable defenses, and blasts of potent acids.

When not tunneling into the enemy stronghold, roaches will lead zerg assaults. They use their bodies to shield other approaching zerg, such as hydralisks and banelings.

## Tactics

Roaches are short ranged combatants and must get within 4 squares to make best use of their acidic saliva. Roaches are not afraid of close combat and will gladly get closer if they can hit more targets. Their acidic saliva is a line, and hits all targets with that area, and still does half damage on a miss. Their corrosion weapon trait will cause enemies or their armor to melt if it bypasses the target's toughness. If their saliva proves in effective in combat, they will use the heavy strike combat behavior and use their ripping fangs, taking benefit from their acid coating trait.

While the roaches armor is impressive for a lesser creature, their most noticeable trait is their regeneration and health pools. It will generally take incredible sustained fire to bring down a roach. Psionic damage and head shots are very effective against them. Roaches heal twice as fast when burrowed, up to 36 regeneration, so some canny zerg commanders have found that burrowing heavily wounded roaches for several rounds will allow them to quickly and safely get back to health while protecting them underground, allow them to get more use out of the creature.

The cleverest commanders will take best use of roaches and their tunneling and regeneration. They will have roaches emerge from the ground, spit acid, absorb enemy fire, then reburrow and tunnel to another location. With groups of multiple roaches, they will alternate between which roaches are burrowed and which are fighting.

## Roach

### Level 9 Large-sized Zerg Creature (Non-heroic Bruiser), High Threat

**Skill Purchases:** 14      **Talent Purchases:** 3      **Ability Score Purchases:** 6

<b>Hit Points:</b> 219	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 37
<b>Defense:</b> 12	<b>Toughness:</b> 25	<b>Resolve:</b> 14
<b>Speed:</b> 5	<b>Shift Speed:</b> 1	<b>Morale Bonus:</b> NA
<b>Space:</b> 2 by 2 squares	<b>Reach:</b> 2 squares	<b>Initiative:</b> +2
<b>Damage Resistance:</b> 29	<b>Psionic Resistance:</b> 12	
<b>Regeneration:</b> 18	<b>Biomass:</b> 20	

**-Acidic Saliva** 1d20+10 accuracy, 45 damage, +1 strike maximum; *Special Traits:* Penetration 15, Line 12, Corrosion, Acid Damage, Close Quarters

**-Barbed Tendrils** 1d20+10 accuracy, 35 damage, 1 strike maximum; *Special Traits:* Penetration 10

**-Ripping Fangs** 1d20+11 accuracy, 32 damage +16 damage from acid coating, 1 strikes maximum; *Special Traits:* Penetration 8, Rending 4, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**Skills:** Athletics 2, Defensive Training 5, Durability 7, Endurance 4, Melee 5, Ranged 5, Survival 4

**Skill Focuses:** Durability +3, Endurance +2

**Talents:** Awesome Abilities (fortitude), Enhanced Regeneration, Hardened Survivalist, Weapon Mastery (ranged), Zerg Skill Focus (stamina)

**Creature Abilities:** Fast Healing, Rapid Healing, Tunneling, Behemoth

**Strength:** 6      **Instinct:** 2      **Agility:** 1      **Fortitude:** 7

**Intelligence:** 1      **Willpower:** 4

**Gear:** Zerg Plated Carapace, Large-sized Barbed Tendrils, Large-sized Ripping Fangs with Acid Coating, Large-sized Acidic Saliva



**Special Ability (Improved Burrowing):** While burrowed, the zerg can move at its normal movement speed underground, digging horizontal tunnels through the dirt, rock, and mud. These tunnels do not leave a passage to follow behind them, and cave in after the zerg passes by. In addition, while burrowed, the roach's regeneration rate is double its normal value.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



*Zerg Roach (above)*



*Zerg Scourge (below)*



## Scourge Description

The scourge is the Zerg response to enemy fighter craft. A fast-moving creature with the capacity to transform itself into a flying missile, a flock of scourges is a dreaded sight amongst veteran Terran pilots. Zerg hives have learnt to hatch dozens of these creatures quite quickly, providing a quick response to the aircraft assaulting their hives. These creatures are as apt at taking down cruisers as they are fighters, and the former is their preferred prey.

Scourge live short lives. They are usually bred quickly and in great numbers to deal with a significantly airborne threat. Within second of being born, they are sent off to die, usually supporting other zerg flyers such as mutalisks, guardians, or brood lords. Some long lasting scourge might serve as the escort for an overlord, only to kamikaze itself at the first sign of trouble.

Scourge are born in twos from a single larva, but are usually bred in massive clusters of five or more eggs at once.

## Tactics

Scourge don't use much in the form of strategy. Upon being alarmed to an enemy presence, they fly as fast as they can into the nearest enemy as use plasma metamorphosis once they get in range. They rely on their nimble slip ability to avoid enemy fire, using it against the first attack against them every turn, ensuring they reach their target. While scourge will attack the nearest target on their own, zerg commanders will sometimes direct them to focus an entire scourge population on a single massive target, such as a battlecruiser.

While scourge are primarily anti-air combatants, there is nothing stopping them from dive bombing the ground to eliminate tanks or fortifications. In times where there is no imminent threat requiring the scourge's explosive capacity, they will swarm over lightly armored targets and tearing them apart with their fangs, like a horde of hungry insects.

## Scourge

### Level 7 Large-sized Zerg Creature (Non-heroic Fury), High Threat

Skill Purchases: 12

Talent Purchases: 2

Ability Score Purchases: 7

Hit Points: 90

Healing Threshold: NA

Damage Threshold: 23

Defense: 22

Toughness: 24

Resolve: 12

Speed: 5, 13 fly

Shift Speed: 1

Morale Bonus: NA

Space: 2 by 2 square

Reach: 1 square

Initiative: +2

Damage Resistance: 10

Psionic Resistance: 6

Regeneration: 3

Biomass: 12

-**Plasma Metamorphosis** 1d20+5 accuracy, 120 damage, 1 strike maximum; *Special Traits*: Penetration 32, Burst 1

-**Ripping Fangs** 1d20+11 accuracy, 31 damage, +1 strike maximum; *Special Traits*: Penetration 8, Rending 4

**Skills**: Athletics 5, Acrobatics 5, Defensive Training 5, Durability 4, Melee 5, Perception 4

**Skill Focuses**: Defensive Training +2, Acrobatics +2

**Talents**: Awesome Abilities (agility), Penetration II

**Creature Abilities**: Rapid Flight (Swift), Collateral Damage\*, Nimble Slip

**Strength**: 5      **Instinct**: 2      **Agility**: 7      **Fortitude**: 5

**Intelligence**: 1      **Willpower**: 2

**Gear**: Large-sized Ripping Fangs, Zerg Light Carapace

**Special Ability (Plasma Metamorphosis)**: The scourge can self-detonate as a standard action, exploding in a potent blast of bio-plasma. The amount of damage is equal to 10x its current Biomass level (normally 120) This is a melee attack, can be used at the end of a charge, and has the Penetration (25) and Burst (1) weapon traits. The plasma metamorphosis is centered on the primary target, which is any target within reach when this activated. The scourge is killed when using this attack.

**Special Ability (Collateral Damage)**: When the scourge uses its plasma metamorphosis against a massive-sized or larger target, their blast gains +100 damage and +40 penetration.

**Special Ability (Rapid Flight)**: The Scourge is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. The scourge has an acceleration rating of 90 and a maximum speed of 900 squares.

**Special Ability (Blind)**: The scourge is utterly blind, and cannot see. It automatically fails all visual perception tests. However, it can detect heat signatures, such as a warm body or an active engine, and actively seeks out those targets it detects as hostiles.



Also, if their ruling command strain is nearby, they can telepathic link their sight to the scourge, allowing the scourge to see through the eyes of others.

**Special Ability (Genetic Simplicity):** The scourge is a very simple creature genetically, and two scourges are spawned instead of one from a single zerg egg, or any other ability that spawns scourges.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.

## Spine and Spore Crawler Description

Crawlers are large zerg organisms that are intended for colony defense. These creatures are essentially a single weapon organism that is mounted on a series of spider-like legs. They position themselves all around a zerg hive, acting as the primary method of defense against hostile intrusion. Spine crawlers are close range combatants, that swat away foes with a powerful and reactive spiked tentacle. Spore crawlers, on the other hand, mount a giant spore launcher that fires rapid acidic spore against anything that invades zerg airspace.

Crawlers spend most of their lives around the hive clusters, waiting and searching for any possible enemies. They are rooted most of the time, allowing the use of their weapon evolutions. Occasionally, a command-strain zerg will order them to uproot and crawl to another location to defend. This mobile defense allows the zerg to react to changing battlefield conditions, an edge that rival factions do not have access to.

Terran adventurers will probably have to overcome at least one crawler if they try to invade a zerg settlement. Therefore, all heroes must be prepared to counter the dangerous offense of crawlers.

### Tactics

Crawlers can only use their primary weapon while rooted in the ground, and they cannot root anywhere with a source of creep to nourish them. Crawlers without a source of creep are usually traveling the landscape to find another colony to settle at. These crawlers are particularly vulnerable, and have only a body slam to protect themselves with. They will generally flee if approached, using their ram attack only when they cannot escape or their foe seems vulnerable enough.

Treat crawlers without the capacity to root and use their main weapons as High threat opponents, instead of Extreme threat.

Spine crawlers rely on a single massive tentacle to defend their homes with. This long reaching appendage gives them a natural reach of 15 squares, allowing them to hit anyone in that area as if it was a melee attack. Remember, that those 15 squares all count as threatened areas, and moving through one threatened square from another provokes opportunity attacks. Spine crawlers have the combat reflexes talent, which allows them to make multiple such attacks against the first foes that enter their radius and provoke them.

Spine crawlers have the furious strike ability, which allows them to spread their attack between two adjacent targets. They do this whenever possible, to spread as much pain as possible, except for when they are having trouble hitting their foes.

Since the attack of a spine crawler is not a ranged attack, they cannot attack at additional range increments. Therefore, they must leave the rooted stance and crawl towards their foes in order to engage foes outside their range. Zerg commanders tend to place spine crawler in crowded choke points, between cliff edges or zerg structures, so that their foes have to fight them within reach of their tentacles.

Spine crawlers are simpler foes, that have an anti-air spore launcher to tear apart the nearest enemy target. These spores are particularly deadly against biological targets, due to their venomous acid and tearing barbs. Since the spore crawler can only hit at targets at least 6 squares of the ground, they are vulnerable to being assaulted from ground level.

Spore crawlers do have improved sensory glands, which allows them to detect hidden or cloaked targets. Whenever they have nothing to fire at, they will spend their turns performing detector actions.



## Spine Crawler

**Level 15 Huge-sized Zerg Creature (Non-heroic Bruiser/ Hunter), Extreme Threat**

**Skill Purchases:** 13

**Talent Purchases:** 5

**Ability Score Purchases:** 20

**Hit Points:** 419

**Healing Threshold:** NA

**Damage Threshold:** 48

**Defense:** 16

**Toughness:** 41

**Resolve:** 13

**Speed:** 7

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 30 squares

**Initiative:** +4

**Damage Resistance:** 33

**Psionic Resistance:** 9

**Regeneration:** 5

**Biomass:** 33

**-Barbed Tendrils** 1d20+22 accuracy, 61 damage, +1 strike maximum; *Special Traits:* Penetration 20, Rending 7

**-Ram** 1d20+19 accuracy, 74 damage, 1 strike maximum; *Special Traits:* Penetration 20, Rending 7

**Skills:** Athletics 9, Defensive Training 7, Durability 9, Endurance 8, Melee 10, Perception 6, Survival 7

**Skill Focuses:** Durability +2, Melee +3, Endurance +2, Athletics +2

**Talents:** Awesome Abilities (fortitude, strength), Combat Reflexes, Power Strike II, Weapon Mastery (melee II), Zerg Skill Focus (brutality)

**Creature Abilities:** Behemoth, Unyielding, Furious Strikes, Predator's Eye, Thrill of the Hunt

**Strength:** 18

**Instinct:** 4

**Agility:** 4

**Fortitude:** 12

**Intelligence:** 1

**Willpower:** 3

**Gear:** Tier 2 Huge-sized Barbed Tendril with Reactive Muscle and Brutal Edge, Tier 2 Huge-sized Ram, Tier 2 Zerg Plated Carapace

**Special Ability (Furious Strikes):** When making multiple attacks with a natural weapon, the crawler can split those attacks between two different, adjacent, targets. The creature must choose how many of each type of attack they are going to make against each target before rolling attacks. They roll the attacks against each target separately.

**Special Ability (Thrill of the Hunt):** Whenever the crawler kills an enemy target of their level or higher, they instantly regain 44 hit points.

**Special Ability (Extended Tentacle):** The crawler's barbed tendril has a 30 square reach, and can attack any enemy within that area, and considers that area to be threatened. It is still considered a melee weapon.

**Special Ability (Rooted):** The crawler can root itself in the ground, halfway burying itself so it is firmly in place but still somewhat maneuverable. Rooting is a move action, and leaving the rooted state is a minor action. While rooted, it gains +5 toughness, damage resistance, and damage threshold and can make barbed tendril attacks, but cannot make ram attacks, move, or shift. When not rooted, it can move freely but cannot make barbed tendril attacks.

**Special Ability (Creep Dependence):** The crawler is very dependent on creep, and can only root in a location with creep, and moves at half speed when not on creep. When rooted in an area where creep is no longer present, the crawler loses their regeneration trait.

**Special Ability (Blind):** The crawler is utterly blind and cannot see. It automatically fails all visual perception tests. However, it is able to detect movement on the ground around, up to a range of 30 squares. If a target is on the ground, the crawler counts as being able to see them through normal vision. Also, if their ruling command strain is nearby, they can telepathic link their sight to the crawler, allowing the crawler to see through the eyes of others.

**Special Ability (Drone Mutation):** The crawler cannot hatch from an egg or be spawned from larvae and can only be created by the metamorphosis of a drone. This metamorphosis must take place on creep and takes 15 turns to finalize.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. They have a biomass score equal to their fortitude + strength + willpower.



## Spore Crawler

**Level 15 Huge-sized Zerg Creature (Non-heroic Bruiser/ Assailant), Extreme Threat**

**Skill Purchases:** 9

**Talent Purchases:** 6

**Ability Score Purchases:** 22

**Hit Points:** 419

**Healing Threshold:** NA

**Damage Threshold:** 48

**Defense:** 16

**Toughness:** 35

**Resolve:** 13

**Speed:** 7

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 1 square

**Initiative:** +12

**Damage Resistance:** 35

**Psionic Resistance:** 9

**Regeneration:** 5

**Biomass:** 27

**-Seeker Spore** 1d20+25 accuracy, 56 damage, +2 strikes maximum, remote range; *Special Traits:* Penetration 25, Acid Damage, Venom Coating (DC 23 or 30 poison damage)

**-Ram** 1d20+13 accuracy, 66 damage, 1 strike maximum; *Special Traits:* Penetration 15, Area Bash

**Skills:** Athletics 5, Defensive Training 7, Durability 9, Melee 4, Perception 5, Ranged 10, Survival 4

**Skill Focuses:** Durability +2, Ranged +3, Endurance +2, Perception +2

**Talents:** Awesome Abilities (fortitude, instinct), Combat Reflexes, Precision Shot, Survival Instincts, Weapon Mastery (ranged II), Zerg Skill Focus (corrosive),

**Creature Abilities:** Behemoth, Unyielding, Organic Artillery, Sensory Glands II

**Strength:** 12

**Instinct:** 10

**Agility:** 4

**Fortitude:** 12

**Intelligence:** 1

**Willpower:** 3

**Gear:** Tier 2 Huge-sized Seeker Spore with Venom Coating, Tier 2 Huge-sized Ram, Tier 2 Zerg Plated Carapace

**Special Ability (Airborne Spores):** The crawler's seeker spore launcher is aimed skywards and can therefore only be used against opponents at least 6 squares tall or 6 squares over the ground.

**Special Ability (Sensory Glands):** The crawler has highly attuned sensory organs that can detect the presence of nearby hidden targets. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares, even if they are not within line of sight. The creature can then automatically share this information with allied zerg.

**Special Ability (Rooted):** The crawler can root itself in the ground, halfway burying itself so it is firmly in place but still somewhat maneuverable. Rooting is a move action, and leaving the rooted state is a minor action. While rooted, it gains +5 toughness, damage resistance, and damage threshold and can make seeker spore attacks, but cannot make ram attacks, move, or shift. When not rooted, it can move freely but cannot make seeker spore attacks.

**Special Ability (Creep Dependence):** The crawler is very dependent on creep, and can only root in a location with creep, and moves at half speed when not on creep. When rooted in an area where creep is no longer present, the crawler loses their regeneration trait.

**Special Ability (Blind):** The Spore Crawler is utterly blind and cannot see. It automatically fails all visual perception tests. However, it is able to detect heat sources and thermal energy, up to a range of 60 squares. Also, if their ruling command strain is nearby, they can telepathic link their sight to the crawler, allowing the crawler to see through the eyes of others.

**Special Ability (Drone Mutation):** The crawler cannot hatch from an egg or be spawned from larvae and can only be created by the metamorphosis of a drone. This metamorphosis must take place on creep and takes 15 turns to finalize.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. They have a biomass score equal to their fortitude + strength + willpower.



## Swarm Host Description

A powerful new addition to the zerg war machine, the swarm host is a creature that rapidly spawns swarms of powerful zerg minions called locusts. A single swarm host can rapidly fill an entire battlefield with these monsters, and be able to do it all over again a few minutes later. Swarm Hosts use their locusts to defend against enemy waves and besiege any fortifications while never going close to the battlefield themselves.

Swarm hosts serve a similar role to siege tanks in terran armies. They constantly send waves of minions to wear down opponents through attrition, while never getting close to the action themselves, or being vulnerable to counterattack. There are often bounties on swarm hosts in regions, and players can earn a handy profit eliminating these troublesome invaders.

Swarm Hosts are usually encounter with their locusts, or with other swarm hosts. Hydralisks frequently serve as their guardians, to provide close protection and anti-air support. Overseers also frequently accompany swarm hosts, and are usually the command strain that oversees them.

## Tactics

Swarm hosts that are besieging locations from afar spend their time rooted to gain the increased biomass recovery. Every round they produce another wave of locusts, although never have more than six active at any one point. When doing this, they do not use their *Hatch Egg* power, as there is no real hurry and they want their minions to live as long as possible. They give their locusts the *Swarm Maneuvering* command tactic to ensure their survival is long enough to deal damage.

Swarm hosts that are attack individual, such as by a collection of heroes, fights very differently. They will not root or burrow in place, and instead will try to engage their foes in close combat. They always start by producing locusts quickly, and then using *Hatch Egg* to make sure their children are able to act instantly. They then use their thunder strike ability to make bash attacks as a minor action against nearby foes. Swarm hosts continue these actions round by round until they are maxed out on locusts.

When a swarm host cannot make any more locusts, or is running low on biomass, they will continue to engage their foes up close, making ram attacks and more thunder strike instant hits. Swarm hosts that are low on hit points and have no additional reinforcements will generally try to sprint away from combat to preserve themselves.

***Swarm Host's Favored Evolution Powers:*** Biomass 49, regains 3 biomass a turn (or 6 while rooted)

-**Consumption;** 1 biomass; power useable as a full-round action; allied zerg with medium range takes 10 damage per round sustained, while swarm host restores 3 biomass per round, damage resistance does not protect against damage, sustained as a full-round action

-**Spawn Locusts;** 6 biomass; standard action; creates two eggs anywhere within short range, at the start of next turn they hatch into locusts

-**Hatch Egg;** 2 biomass; free action; locust egg instantly hatches, but locust dies after 10 rounds (1 minute)

***Swarm Host's Favored Command Tactics:*** Command +14

-**Swarm Maneuvering;** commanded minions gain +3 defense

-**Fervor;** commanded minions gain +2 to attack accuracy, can perform aim actions



## Swarm Host

**Level 18 Huge-sized Zerg Creature (Non-heroic Oppressor/ Bruiser/ Specialist Strain), Extreme Threat**

**Skill Purchases:** 13

**Talent Purchases:** 10

**Ability Score Purchases:** 18

**Hit Points:** 527

**Healing Threshold:** NA

**Damage Threshold:** 57

**Defense:** 17

**Toughness:** 44

**Resolve:** 26

**Speed:** 8

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 3 squares

**Initiative:** +2

**Damage Resistance:** 38

**Psionic Resistance:** 23

**Regeneration:** 10

**Biomass:** 49

**-Smash** 1d20+18 accuracy, 53 damage, +1 strike maximum; *Special Traits:* Penetration 15

**-Ripping Fangs** 1d20+19 accuracy, 55 damage, +1 strike maximum; *Special Traits:* Penetration 12, Rending 4

**-Ram** 1d20+17 accuracy, 71 damage, 1 strike maximum; *Special Traits:* Penetration 15, Area Bash

**Skills:** Athletics 4, Command 8, Defensive Training 8, Durability 11, Endurance 10, Melee 8, Mental Training 10, Perception 8, Stealth 4, Survival 5

**Skill Focuses:** Durability +3, Mental Training +2, Endurance +2, Athletics +2

**Talents:** Awesome Abilities (fortitude, willpower), Biomass Reservoir II, Command Tactics, Evolution Powers, Hardened Survivalist, Power Strike, Weapon Mastery (melee II), Zerg Skill Focus (stamina)

**Evolution Powers:** *Consumption, Spawn Minion (locust), Hatch Egg*

**Command Tactics:** *Fervor, Swarm Maneuvering*

**Creature Abilities:** Smash\* (Thunder Strike), Unyielding\* (Rooted), Staggering Strikes, Unlocked Evolution Discipline x2 (Master Spawning, Basic Biomancy), Enhanced Spawning (locust), Growth Hormones III

**Strength:** 12      **Instinct:** 2      **Agility:** 4      **Fortitude:** 16

**Intelligence:** 1      **Willpower:** 6

**Gear:** Tier 2 Huge-sized Smash, Tier 2 Huge-sized Ripping Fangs, Tier 2 Huge-sized Ram, Tier 2 Huge-sized Zerg Plated Carapace

**Special Ability (Spawn Locusts):** As a standard action, the swarm host can deposit two eggs, placing each at any location within short range of the swarm host. These eggs hatch into locusts at the start of the swarm hosts next turn, or the swarm host can use the *Hatch Egg* evolution power for them to hatch instantly. This power costs 6 biomass to use.

**Special Ability (Rooted):** The swarm can root itself in the ground, halfway burying itself so it is firmly in place but still somewhat maneuverable. Rooting is a move action, and leaving the rooted state is a minor action. While rooted, it gains +5 toughness, damage resistance, and damage threshold and regains 6 biomass every turn instead of 3. While rooted, it cannot make Smash, Ram, or Bash attacks, and cannot use its Thunder Strike Ability.

**Special Ability (Prodigal Growth Hormones):** The swarm host regenerates 3 Biomass every turn, up to its normal maximum. If the swarm host is rooted, it instead regains 6 biomass.

**Special Ability (Thunder Strike):** The swarm host can make its 'Smash' attack as a minor action, in addition to any other attacks it makes in a turn as long as it is not rooted. This attack has no dual-wielding penalties but can only be made once per turn.

**Special Ability (Zerg Sub-Commander):** The zerg is a specialist strain and counts as a command strain for the locusts it creates. It can use the Command skill to issue orders to its locusts. Any locusts it spawns are automatically under its control, and it cannot control any minions besides its locusts. They have a Command limit of 6, and therefore never have more than 6 locusts active at any one time.

**Special Ability (Evolution Powers):** The swarm host is capable of using zerg evolution powers and has access to Master Spawning and Basic Biomancy powers.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.





## Ultralisk Description

The ultralisk is the ultimate warrior beast of the Swarm. A simplistic and barbaric creature, it performs no actions besides charging into combat and slicing apart its enemies. It does this extremely well, however, and can single handedly break strongholds and annihilate fortified outposts by itself. Only the strongest of weaponry can hope to break an ultralisk's charge, as its fury will annihilate anything in its path to ruin and dust.

Ultralisks are birthed in the largest hive clusters, and are only spawned for the most apocalyptic battles. Ultralisks are often part of the same battle group as other horrid monstrosities such as brood lords, aberrations, defilers, and guardians. Due to the scale and breadth of these battlefields, occasionally an ultralisk can be found on its own, embracing rampant, senseless, destruction.

Be very careful when including an ultralisk into a StarCraft adventure as an adversary. They are extremely lethal, especially to small groups of individuals.

## Tactics

Ultralisks are defined by their seething rage. They tend to charge towards the nearest target of gargantuan-size or larger, and simply use action moves to trample and use their Kaiser blades against anything that gets in their way. It takes substantial fire to draw an ultralisk attention to smaller creatures, and those that do often wish they didn't.

While it is exceptionally difficult to deal crippling wounds to an ultralisk, it is also rarely worth it. For every crippling wound point that an ultralisk gains, it gains a +2 bonus to accuracy and damage, and 35 protection points. Pain only makes it angrier.

Ultralisk generally prefer to use their trample attack against medium-sized or smaller creatures, with their potent If trampling does not work, ultralisks will rear up and smash into the ground, causing an earthquake that damages all enemies in an area. Kaiser blades reserved for larger targets or foes that prove their worth as opponents. When using their blades, ultralisks always take advantage of the cleave talent and heavy strike combat behavior to further enhance the effectiveness of their natural weapon.

Remember that the devastating cripple talent allows the ultralisk to deal 2 additional crippling wound points for every wound that it deals, and brutal slam ability causes targets of its crippling wounds to be staggered for a number of rounds equal to the wound points.

## Ultralisk

### Level 26 Colossal-sized Zerg Creature (Non-heroic Bruiser/ Hunter), Formidable Threat

**Skill Purchases:** 19      **Talent Purchases:** 24      **Ability Score Purchases:** 32

<b>Hit Points:</b> 1,555	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 91
<b>Defense:</b> 16	<b>Toughness:</b> 83	<b>Resolve:</b> 27
<b>Speed:</b> 11	<b>Shift Speed:</b> 2	<b>Morale Bonus:</b> NA
<b>Space:</b> 8 by 8	<b>Reach:</b> 8 squares	<b>Initiative:</b> +4
<b>Damage Resistance:</b> 55	<b>Psionic Resistance:</b> 30	
<b>Regeneration:</b> 12	<b>Biomass:</b> 69	

**-Kaiser Blades** 1d20+50 accuracy with advantage, 112 damage, +2 strikes maximum; *Special Traits:* Penetration 31, Rending 7, Cleaving 4

**-Smash** 1d20+47 accuracy, 94 damage, 1 strikes maximum; *Special Traits:* Penetration 31, Rending 7, Cleaving 2

**-Ram** 1d20+46 accuracy, 112 damage, 1 strike maximum; *Special Traits:* Penetration 31, Rending 7, Area Bash

**Skills:** Athletics 4, Defensive Training 7, Durability 14, Endurance 11, Melee 14, Mental Training 11, Perception 4, Survival 11

**Skill Focuses:** Melee +4, Durability +3, Athletics +2, Endurance +2

**Talents:** Awesome Abilities (strength, fortitude), Bulwark, Cleave II, Devastating Cripple (melee II), Hardened Survivalist, Penetration IV, Power Strike II, Resilience, Resistant V, Weapon Mastery (melee III), Zerg Skill Focus (brutality)

**Creature Abilities:** Fleet Movement, Behemoth, Quake, Trample, Predator's Eyes, Rage, Brutal Slam

**Strength:** 34      **Instinct:** 4      **Agility:** 3      **Fortitude:** 29

**Intelligence:** 1      **Willpower:** 6

**Gear:** Tier 3 Colossal-sized Kaiser Blades with Extra Limbs and Brutal Edge, Tier 3 Colossal-sized Smash, Tier 3 Colossal-sized Ram, Tier 3 Zerg Plated Carapace



**Special Ability (Brutal Slam):** The ultralisk has very powerful blows that disorient and stagger their foes. If the creature ever deals a crippling wound with a melee attack, the target is staggered for a number of rounds equal to the crippling wound points.

**Special Ability (Rage):** The ultralisk becomes increasingly aggressive for every wound it takes. The creature gains +2 accuracy and damage for every crippling wound point it possesses.

**Special Ability (Fleet Movement):** While moving across the ground, the ultralisk can spend a full-round action to move 88 squares in a straight line. At the end of the movement, it can perform a melee weapon attack, if there is a target within reach.

**Special Ability (Trample):** The ultralisk is able to push through and stomp upon smaller targets. The creature can move as normal through creatures that huge-sized or smaller while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can chose to forgo the attack, and instead use the reaction to shift to try to move out of the ultralisk's way. At the end of the creature's move, all smaller creatures that it trampled over take 170 damage. Creatures that shifted completely out of the creature's way take no damage. The ultralisk can also move through the squares of allies, without dealing them damage.

**Special Ability (Quake):** The ultralisk can rear up and stomp the ground in front of it, sending out shockwaves in the area around it. The creature makes a +34 attack versus the toughness of every target along the ground within the area. Any struck targets take 68 damage and are knocked prone, or half damage and no prone on a missed attack. The area of this attack is a Burst 8 centered on one of the creature's squares but does not affect the creature.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



## Viper Description

The viper is a battle caster of the zerg race, introduced late in the Second Great War. In addition to having strong battlefield control abilities, the viper is able to tear enemies apart with extendable grasped claws. Even more terrifying, the viper can grab enemies from distance, pull them into the air, and having them drop and fall to their deaths. This can also be used to seize long ranged artillery and drop it into the maws of a hungering zerg horde.

Vipers were derived from the genetic stock of the primal zerg of Zerus, and introduced into the swarm during the Second Great War. They are flying saboteurs that live to cause anarchy and mayhem amongst enemy battle lines. Like many specialist airborne strains, vipers are frequently supported by mutalisks and corrupters, which are more suited to sustained fighting than the vipers. Sometimes they occupy their airspace alone, watching over their ground-based kin while looking for an opportunity to create chaos.

## Tactics

Vipers do not generally fight on their own, instead preferring to act as supporting creatures. However, they are still a great threat to a party of adventurers. Vipers start all engagements by dropping a *Blinding Cloud* amongst all their enemies, knowing that it will take them several rounds to escape from the effects. If the viper chooses to stay and fight rather than flee, it will wait for its prey to exit the cloud, and then use the heavy strike combat behavior with its barbed tendrils. Its extendable grasp allows it to make this melee attack from 60 squares away. It tends to focus on a single target, letting its bleed damage from the tendrils stack up and drain their target away.

If targets prove too resilient to kill with claws, or start putting up too much of a fight, vipers will use their *Corrosive Bolt* power to deal heavy damage to them. When it begins to run low on biomass, the viper gets close and begins using *Siphon Life* on the most injured biological target to replenish its biomass. Finally, if nothing else succeeds and the viper is commanded not to flee, it flies close to its target and activate its *Miasma* power while tearing its foes apart with tendril strikes.

Against vehicles and other aircraft, the viper will not stay and fight without accompanying zerg. In these situations, it will use its abduct ability to pull tanks and walkers into the air and dropping them, or pulling escaping aircraft in to be surrounded by the viper's protectors.

### Viper's Favored Evolution Powers: Biomass 47

**-Consumption;** 1 biomass; power useable as a full-round action; allied zerg with medium range takes 20 damage per round sustained, while viper restores 8 biomass per round, damage resistance does not protect against damage, sustained as a full-round action

**-Corrosive Bolt;** 4 biomass; as standard action; +25 attack at long range, 80 damage, Corrosion, Acid Damage, Burst 2

**-Siphon Life;** 2 biomass; targets enemy biological target within long range, each round power is sustained target takes 30 damage and viper recovers 3 biomass, damage resistance does not protect against damage, sustained as full-round action, power ends if target moves outside line of sight or outside long range

**-Miasma;** 7 biomass; as standard action; +25 attack toughness with all non-zerg within a Burst 8 centered on the viper, struck targets are Stunned unless they succeed a DC 28 Endurance check, must succeed 3 consecutive endurance tests or take anti-toxins to end the effect

**-Blinding Cloud;** 3 biomass; as standard action; cloud effects a Burst 12 along the ground, everyone within the area is Blinded until they leave the cloud and spend a full-round action cleansing themselves of the chemicals, cloud lasts for 6 rounds



## Viper

**Level 20 Huge-sized Zerg Creature (Non-heroic Fury/ Oppressor/ Specialist Strain), Extreme Threat**

**Skill Purchases:** 13

**Talent Purchases:** 8

**Ability Score Purchases:** 22

**Hit Points:** 320

**Healing Threshold:** NA

**Damage Threshold:** 42

**Defense:** 29

**Toughness:** 41

**Resolve:** 26

**Speed:** 11, Fly 23

**Shift Speed:** 3

**Morale Bonus:** NA

**Space:** 2 by 3 squares

**Reach:** 2/5 squares

**Initiative:** +3

**Damage Resistance:** 37

**Psionic Resistance:** 28

**Regeneration:** 9

**Biomass:** 47

**-Barbed Tendrils** 1d20+21 accuracy with advantage, 63 damage, +2 strike maximum; *Special Traits:* Penetration 20, Bleed 3, Extendable Grip, Abduct

**-Ripping Fangs** 1d20+22 accuracy, 60 damage, +2 strikes maximum; *Special Traits:* Penetration 16, Rending 4, Bleed 3

**Skills:** Acrobatics 11, Athletics 11, Defensive Training 11, Durability 8, Endurance 7, Melee 10, Mental Training 8, Perception 10, Ranged 10, Stealth 10

**Skill Focuses:** Defensive Training +2, Mental Training +2, Acrobatics +2, Athletics +2, Durability +2

**Talents:** Awesome Abilities (agility, willpower), Biomass Reservoir x2, Evolution Power x3, Weapon Mastery (melee II), Zerg Skill Focus (stamina)

**Evolution Powers:** *Corrosive Bolt, Consumption, Transfusion, Siphon Life, Bio-Plasma Blood, Ensnare, Blinding Cloud, Miasma, Mend*

**Creature Abilities:** Unlocked Evolution Disciplines x3 (Master Pestilence, Master Biomancy), Rapid Flight (Soaring), Airborne Native, Savage, Bully, Snatch and Drag (Abduct)\*

**Strength:** 15

**Instinct:** 3

**Agility:** 11

**Fortitude:** 10

**Intelligence:** 2

**Willpower:** 8

**Gear:** Tier 3 Huge-sized Ripping Fangs, Tier 3 Huge-sized Barbed Tendrils with Reactive Muscle and Extra Limbs, Tier 3 Zerg Plated Carapace

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**Special Ability (Extendable Grasp):** The viper's barbed tendril attack has +3 reach (giving it a reach of 5). However, when the viper makes a heavy strike attack with its barbed tendril weapon, this reach can expand to 60 squares for this attack. This attack can also gain the benefit of the viper's Abduct ability.

**Special Ability (Abduct):** When the viper attack makes a heavy strike attack with its barbed tendrils against a large-sized or smaller target, that can try to drag the target back to them. When doing this, apply the viper's attack against both the target's defense and toughness, except double their normal bonus against the target's toughness. They receive the heavy strike bonus to this attack, and their Bully trait bonus. Therefore, their bonus versus the target's toughness is +44. If the viper succeeds the grab attempt, it instantly pulls the target to a square adjacent to itself, or on the ground directly beneath it (as long as the ground is within 60 squares). Targets that are pulled into the air and cannot fly take falling damage as normal. This ability can be used even if the barbed tendril attack did no damage.

**Special Ability (Savage):** The creature leaves nasty wounds with its attacks. All the creature's natural weapon attacks deal 3 bleed damage, or 5 bleed damage on a crippling wound.

**Special Ability (Bully):** The viper is skill at manipulating its foes and pushing them around. All of the viper's attacks and powers that target an enemy's toughness gain a +5 accuracy bonus to determine whether or not they surpass the target's toughness. This includes evolution powers and their abduct ability.

**Special Ability (Rapid Flight):** The viper is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the viper has an acceleration rating of 80 and a maximum speed of 750.

**Special Ability (Evolution Powers):** The viper is capable of using Zerg evolution powers and has access to Master Pestilence and Master Biomancy powers.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.



## Virophage Description

The virophage is a zerg bio-structure that is placed near a terran settlement, which it quickly infests. They are a creation of the Queen of Blades, who designed the Virophage to be able to rapidly create an army of infested soldiers without requiring an active zerg presence. They are tough to kill, and dangerous to get near, although eliminating one is often the only way to save a group of people's humanity, and cut down the Zerg numbers.

Virophages are more biological machines than true creatures, and cannot move around or act. However, they should not be underestimated, as they have the directive to infest anything around them that can be, and destroy everything else. As they are usually placed in a settled area, virophages almost always have a host of infested waiting around to protect it, including infested marines and occasionally aberrations.

## Tactics

Virophages cannot move, and do not have any melee attacks. They are so focused on spreading infestation, they do not even attack non-biological targets unless they are attacked first. However, once they are triggered, they unleash a plague of evolution powers upon their foes. Virophages begin most engagements by blasting clusters of terran infantry with *Mutagen*, to try to begin the infestation process, and using *Bolster Spawns* to empower their infested minions. They use their minor action to use bio barrage, burying enemies in their poisonous spore attacks.

If approached by targets that cannot be infested, such as armored vehicles or protoss, they rely on the *Corruption* power to weaken their foes, and then blast them with *Viral Waves* and seeker spores, or bolstered minions. If they lose a valued allied, such as an aberration, they will spend their turn to use *Resurrection* on them to get them back in the fight.

Virophages have large amounts of biomass and hit points, and considerable regeneration on both. However, neither is infinite. Virophages do not try to conserve their biomass, and use their powers recklessly without regard to draining their energies. Once a virophage has used up its biomass, it has no options other than using its seeker spore to defend itself and wait for its growth hormones to return enough energy so that it can manifest powers.

Being immobile, virophages cannot flee combat or burrow to avoid it.

***Virophage's Favored Evolution Powers:*** Biomass 83, regains 3 biomass per turn

-**Viral Wave;** 6 biomass; as full-round action; +36 attack in Cone 15, deals 80 damage on hit and target takes a -8 penalty to defense, toughness, and endurance for 1 minute (10 rounds), on a miss deals half damage and no additional effects

-**Corruption;** 4 biomass; target within long range, +40 attack; target's damage resistance is reduced to 0 and their damage threshold is reduced by 9, Burst 2 area, lasts 3 rounds

-**Mutagen;** 3 biomass; power useable as a minor action; +34 attack at medium range, Burst 2 area, struck targets must make a DC 30 Endurance check or begin to undergo the infestation process

-**Bolster Spawns;** 10 biomass; power useable as a minor action; effects a group of infested in a Burst 4 area, every infested in the area gains +4 movement speed, attack accuracy, and attack damage, as well as 30 protection points as the start of each of their turns, infested do not gain regeneration while under effect and take 4 damage per round, ignoring damage resistance, power lasts 10 rounds (1 minute)

-**Resurrection;** 18 biomass; power useable as a full-round action; used on a dead zerg zerg within medium range, after 3 rounds target comes back to life with 0 crippling wounds and 20xlevel hit points, up to their normal maximum



## Virophage

**Level 25 Gargantuan-sized Zerg Creature (Non-heroic Oppressor/ Assailant/ Specialist Strain), Formidable Threat**

**Skill Purchases: 11      Talent Purchases: 20      Ability Score Purchases: 38**

<b>Hit Points:</b> 890	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 70
<b>Defense:</b> 12	<b>Toughness:</b> 58	<b>Resolve:</b> 33
<b>Speed:</b> 0	<b>Shift Speed:</b> 0	<b>Morale Bonus:</b> NA
<b>Space:</b> 5 by 5 squares	<b>Reach:</b> 0 squares	<b>Initiative:</b> +6
<b>Damage Resistance:</b> 40	<b>Psionic Resistance:</b> 32	
<b>Regeneration:</b> 46	<b>Biomass:</b> 83	

**-Seeker Spore** 1d20+37 accuracy, 64 damage, +1 strike maximum, remote range; *Special Traits:* Penetration 20, Rending (5 versus biological), Venom Coating (DC 33 or 50 poison damage)

**Skills:** Defensive Training 7, Durability 13, Endurance 11, Melee 11, Mental Training 11, Perception 11, Ranged 13

**Skill Focuses:** Mental Training +2, Ranged +4, Durability +2, Athletics +2, Perception +3

**Talents:** Awesome Abilities (willpower, instinct), Biomass Reservoir x3, Enhanced Regeneration IV, Evolution Power x2, Resilience II, Resistant IV, Weapon Mastery (ranged III), Zerg Skill Focus (stamina)

**Evolution Powers:** *Contaminate, Corruption, Mutagen, Infest, Viral Wave, Create Aberration, Adaptive Infestation, Bolster Spawns, Resurrection, Generate Creep, Spawn Creep Tumor*

**Creature Abilities:** Unlocked Evolution Disciplines x4 (Paragon Infestation, Paragon Spawning), Growth Hormones III, Rapid Healing, Acid Blood, Concentrated Onslaught, Energy Resistance (Acid Damage), Organic Artillery, Bio Barrage\*

**Strength:** 25      **Instinct:** 6      **Agility:** 1      **Fortitude:** 25

**Intelligence:** 1      **Willpower:** 12

**Gear:** Tier 3 Gargantuan-sized Seeker Spore with Venom Coating, Tier 3 Zerg Reinforced Carapace

**Special Ability (Bio Barrage):** The virophage can make its seeker spore attack as a minor action once per turn.

**Special Ability (Zone of Infestation):** When the virophage is created, it automatically begins infesting all structures and objects within 30 squares of it, as per the *infest* power, except the virophage is not required to enter or move from its spot, and infests all structures simultaneously.

**Special Ability (Airborne Mutagen):** At the end of each of the virophage's turns, every non-zerg biological target with 30 squares is affected by the *Mutagen* evolution power as if it was casted by the virophage. In addition, every non-zerg biological target damaged by its seeker spore attack is exposed to the *Mutagen* power as well.

**Special Ability (Acid Blood):** The virophage's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 50 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage and Penetration 5 weapon trait.

**Special Ability (Concentrated Onslaught):** The virophages seeker spore attack is much more lethal the closer the creature is to the target. If the target is at long range from the creature, their natural ranged attacks gains +5 penetration. If the target is at medium range, the attack gains +10 penetration. If the attack is at short range, the attack gains +20 penetration.

**Special Ability (Acid Resistance):** The virophage is an acidic creature, and therefore those sources of damage have little effectiveness against it. The creature gains +10 damage resistance against any attack with either the Acid Damage weapon trait (chosen when this is taken), and is immune to the effect of that chosen trait.

**Special Ability (Prodigal Growth Hormones):** The virophage regenerates 3 Biomass every turn, up to its normal maximum.

**Special Ability (Evolution Powers):** The virophage is capable of using Zerg evolution powers, and has access to Paragon Infestation and Paragon Spawning powers.

**Special Ability (Blind):** The virophage is utterly blind, and cannot see. It automatically fails all visual perception tests. However, it is able to detect heat sources and thermal energy, up to a range of 60 squares. Also, if their ruling command strain is nearby, they can telepathic link their sight to the virophage, allowing the virophage to see through the eyes of others

**Special Ability (Zerg Structure):** The virophage is a zerg structure, and is rooted deep into the ground and is therefore immobile. It cannot be pushed, moved, grabbed, or knocked prone. As a zerg structure, it is not created from larvae or an egg. A virophage is only created from the *Virophage* evolution power. It has biomass and regeneration values



## Zergling Description

The zergling is the most common and widespread zerg breed. It serves the role of a swarming raider and mass melee infantry. While not particularly durable, the Zergling possesses great speed, and can engage into melee with enemies at a frightening pace. This is their great strength, as they can quickly engage without giving their foes enough time to whittle down their numbers. Once up close, they can tear apart their enemies with their terrible claws, and only full powered armor will protect an individual from a quick and gruesome death. Zerglings are also prodigious leapers, and can jump over cliffs, short walls, and onto their enemies as part of their charge.

Of the course of a battle, zerg hives may expend hundreds or even thousands of zerglings. They are used recklessly, as they are easily replaceable by the hive cluster. They can be found amongst any type of zerg; leading hydalisk strike forces, skittering amongst the feet of ultralisks, or zooming across the landscapes with mutalisks flying overhead. They are very quick for the queens to grow in the hatcheries, and are often quickly spawned to help defend the hatchery.

Adventurers in the Koprulu sector will encounter countless zerglings over their careers. Even novice characters are likely to run across small scouting parties of 2-6 zerglings, exploring the landscape for their overlord masters while searching for easy game.

### Tactics

Upon detecting an enemy, zerglings move as fast as possible, sprinting or charging, to engage their foes up close. They prefer to rip at their foes with their flurry of claw strikes, but will use their fangs against heavily armored opponents or as part of their opportunity attacks. Zergling strikes are pure madness; each zergling engages with its closest foe that there is room to attack, or whatever enemy has attacked in.

Once engaged in combat, zerglings use their pounce ability to leap from one enemy to another, allowing easy strikes against enemies surprised by the sudden action. Zerglings do their best to surround their foes, so they can gain the benefit of flanking against their enemies.

More than any other zerg, zerglings are heavily influenced by their commanders. An overlord applying *Fervor* or *Swarm Maneuvering* to a group of zerglings can hugely effect their effectiveness, even allowing zerglings to remain a relevant challenge as the party increases in level.

## Zergling

### Level 5 Medium-sized Zerg Creature (Non-heroic Prowler), Medium Threat

Skill Purchases: 9      Talent Purchases: 3      Ability Score Purchases: 3

<b>Hit Points:</b> 61	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 23
<b>Defense:</b> 21	<b>Toughness:</b> 17	<b>Resolve:</b> 11
<b>Speed:</b> 9	<b>Shift Speed:</b> 2	<b>Morale Bonus:</b> NA
<b>Space:</b> 1 square	<b>Reach:</b> 1 square	<b>Initiative:</b> +3
<b>Damage Resistance:</b> 9	<b>Psionic Resistance:</b> 6	
<b>Regeneration:</b> 2	<b>Biomass:</b> 7	

-**Scything Claws** 1d20+6 accuracy with advantage, 20 damage, +3 strikes maximum; *Special Traits:* Penetration 3

-**Ripping Fangs** 1d20+6 accuracy, 26 damage, +2 strikes maximum; *Special Traits:* Penetration 3, Rending 4

**Skills:** Athletics 3, Acrobatics 3, Defensive Training 4, Durability 4, Melee 4

**Skill Focuses:** Melee +2, Athletics +2

**Talents:** Awesome Abilities (agility), Defensive Fighting, Swift Strikes, Weapon Mastery (melee)

**Creature Abilities:** Fleet Movement, Pounce

**Strength:** 3      **Instinct:** 3      **Agility:** 5      **Fortitude:** 3

**Intelligence:** 1      **Willpower:** 2

**Gear:** Scything Claws with Extra Limbs, Ripping Fangs, Zerg Light Carapace

**Special Ability (Fleet Movement):** While moving across the ground, the zergling can spend a full-round action to move 72 squares in a straight line. At the end of the movement, it can perform a melee weapon attack, if there is a target within reach.



**Special Ability (Pounce):** The Zergling can make a leap as a move action, moving 5 squares while ignoring opportunity attacks. During the same turn after the leap, any target they attack in melee do not gain their agility bonus to defense. The Zergling cannot pounce in two subsequent turns.

**Special Ability (Genetic Simplicity):** The Zergling is a very simple creature genetically, and two zerglings are spawned instead of one from a single zerg egg, or any other ability that spawns zerglings.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.

