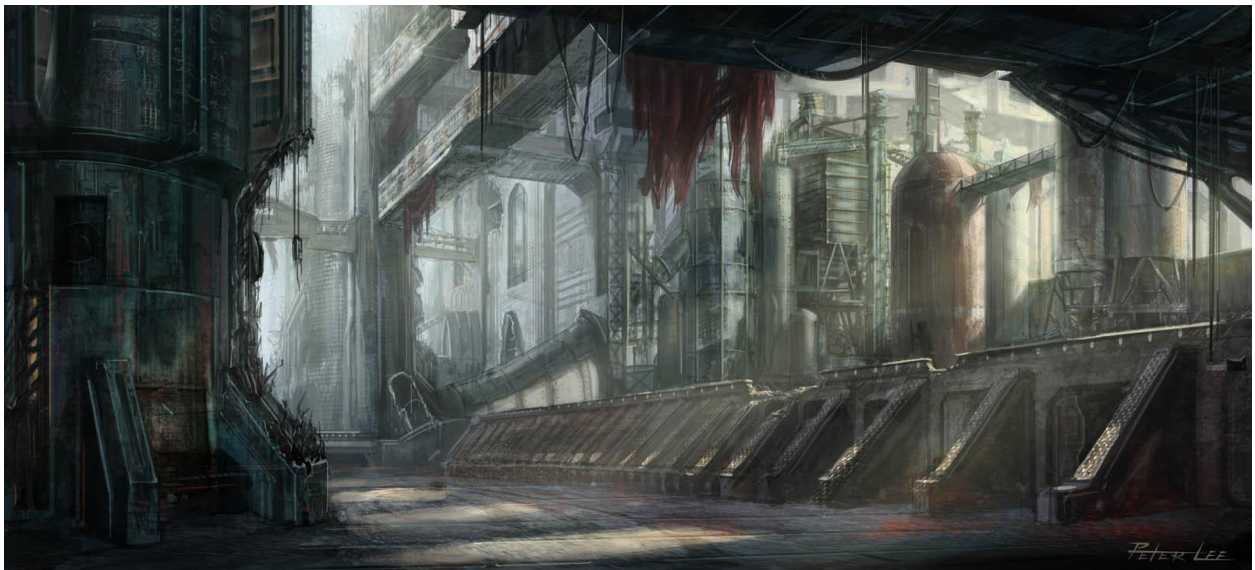


# *StarCraft Adventures: Beginning Conflicts*

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~By Leovaunt



# Every Hero Starts Somewhere

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Adventuring is a dangerous profession, especially in the war torn Koprulu Sector. The sector is filled with hazards beyond count. Regardless, the player characters have decided to embark on a dangerous lifestyle. This life will give them riches, glory, and, inevitably, death. They might die soon or after many years of warfare. But no matter how long they fight, they must start somewhere.

Beginning Conflicts is a series of introductory adventures for low level characters. Each adventure is tailored to one of the three races and is designed for parties of heroes comprised entirely of that race. Battle for Breet Street is a turf war involving conflict between street gangs. The Citadel is the exploration of an old protoss fortress that has been overwhelmed by the zerg. Finally, Death from Below is a labyrinth that zerg heroes must invade and infest to stage a later invasion. Each of these adventures is intended for characters between levels 1-5.

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## The Battle for Breet Street

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The Battle for Breet Street is an adventure for beginning level terran characters (levels 1-5). It involves a commercial avenue in the city of Augustgrad on Korhal, that has become site of a turf war between a corrupt corporation and a local gang.

This is a good early adventure for terran characters, because it is low risk and gets players familiar with many aspects of the game, such as influence tests, subterfuge, roleplaying, and basic combat. It also rewards a large stack of credits to get players adventuring career started. It also provides a morale choice for the players to decide what type of entity they want to control the neighborhood.

The Battle for Breet Street can occur anytime the players are wandering the streets of Augustgrad. The players might be on an errand or might be shopping or drinking nearby when they hear the gunshots. Either way, this adventure rewards the players for taking a chance and getting involved.

If your campaign does not take place on Korhal, the Battle for Breet Street can take place in any major city in terran space.



## **Adventure Background**

The Angel Claws gang have been the defacto owners of Breet Street since the Great War. Their leader, Harmonia, is the daughter of one of a veteran member of the Sons of Korhal. Her parent retired to the neighborhood and died shortly after from radiation poisoning. Since then, Henrietta Swan (Harmonia), has taken over control of the neighborhood. She uses her gang to clear the streets of drug dealers and violent criminals. In return, she taxes local businesses. She also runs a prostitution ring and uses business owners to help her customers subtly arrange 'meetings' with her girls.

The local businesses don't like paying Harmonia or her gang, but it is preferable to being robbed and threatened by the criminal underbelly. Things changed when a new Bestimore store opened on Breet Street, taking over the old derelict factory. Bestimore is a franchise known for distributing housewares and appliances that were constructed on location. They are known for offering, or sometimes pushing, business licenses to small retail locations that offer exclusive contracts for the sale of their products and support plans. This operation was headed by Boss Dave Mires, a corporate shark who maximized profits no matter what stood in the way.

Once the Bestimore store opened, they were visited by Radiance, Harmonia's younger sister. Radiance issued the terms of the street tax, which was larger than normal because Bestimore was a sizable venue. Boss Dave did not take this well and decided to turn the situation around on the Claws rather than be extorted.

Instead of suffering under a neighborhood tax, Boss Dave offered a partnership deal with Harmonia. His offer was a sizable portion of the profits the Bestimore store in exchange for leveraging local businesses to market and sell their products under a Bestimore business license. Seeing a potential for greater profits, Harmonia agreed to the proposition.

Over the next three months, the Angel Claws pressured local businesses to have a reduced street tax in exchange for possessing a Bestimore business license. Once 14 businesses had become owned by Bestimore, Harmonia sent her sister to a meeting with Dave's fixer, Sefford Defluer, to accept payment. Instead, Sefford killed Radiance and all her fellow gang members.

Upon receiving word of the betrayal, Harmonia declared war on the local Bestimore branch and their leader. Boss Dave and all his hired thugs would be shot on sight. In addition, even the store's retail employees would be hassled and robbed at knife point. Harmonia declared she would only end the conflict once Boss Dave and Sefford were both dead.

Thus, the Battle of Breet Street had begun, as the neighborhood was caught between a criminal gang and a corrupt business, both eager to gain a stranglehold on the neighborhood. The battle culminated with a Bestimore runner named Seth entering a gunfight with Crimson, an Angel Claw gangster, out on the open street. They ended up killing each other, and Seth dropped a briefcase. This briefcase had all of the signed business licensing agreements that the neighborhood members had signed that needed to be verified and officiated by the corporate office.

Make sure to read this section thoroughly, as it will give the deep background about the characters in the story and their motivations throughout this adventure. When the players are talking with the NPCs about the story, this will be the benchmark of their motivations. Also, before running this adventure, go to the final section in this resource and look at the individual character profiles. This gives in depth look at the different major player's personality and appearance and give you as the Game Master a solid idea about how to play them.

## **Adventure Overall Plotline**

The following is the general plot line of how events unfold for this adventure, based on the player's choices.

- 1) The player's will come to the sounds of gunfire in the open street. Afterwards, they will see a crowd gather around a pair of dead bodies. One of the bodies has a locked briefcase by them. Asking around will identify the body with the briefcase as member of the Bestimore Union. The other body is a gangster that is part of the Angel Claws.
- 2) The players can take the briefcase and bring it either to the Bestimore store or the Angel Claws hideout.
- 3) Bringing the briefcase to Bestimore will eventually stage a meeting with Boss Dave. He will pay the party 1,000 credits of returning the briefcase and will offer them 10,000 if they help with his gang trouble. He asks the players to infiltrate the Angel Claws gang by bringing them fake documents in the same briefcase and offering to help them.
- 4) Bringing the briefcase to the Angel Claws, either the legitimate or false documents, will organize a meeting with Harmonia, leader of the gang. She will also give the party 1,000 credits. Similarly, she will pay the players 10,000 credits if they help her sabotage Bestimore and get rid of Boss Dave.
- 5) Whether they are legitimately working for Harmonia or just infiltrating, she will give them the assignment to place a tiny tracker on Mister Daniels, the leader of the retail store of Bestimore. They are trying to find out where they keep their credits and documents. The players will have to draw Daniels out, and then subtly place the tracker on the front of him.
- 6) That night, the Angel Claws will go with the players to rob the Bestimore stash. If they are still working with Boss Dave, they can warn him about the heist. Either way, the Angel Claws will set off the silent alarm for the office, and Dave's thugs will attack them. It will turn into a gunfight. The players will have to choose a side in the battle.
- 7) If they sided with either Bestimore or the Angel Claws, the next day the faction leader will tell the players to go to the other faction's base and wipe out the enemy group and their leader. Upon completing this objective, the adventure ends, and the players are paid.

## **The Battle for Breet Street: The Adventure Path**

This section details the adventure for the Battle for Breet Street. This includes the plotline, events that will unfold, and descriptive sections to read to your players.

### **Sidewalk Skirmish**

The adventure begins with the players wandering the commercial district of Korhal. They could be shopping, resting between adventures, or even eating in a nearby diner or pub. The players will be interrupted in their current course by gunfire and screams. It seems crime has reared its ugly head in the streets of Korhal.

If the player's move to investigate, they will see a crowd of locals gathered around a pair of bodies. They look like they were in a standoff and killed each other in a hail of gunfire. One of the bodies is a young woman in leathers with pink spiked hair. The other was a large man in a black suit and sunglasses. Not far from the man was a high-quality briefcase with a biometric lock built into it.

The crowd surrounding the grizzly scene are whispering amongst themselves. Players can try to ask individuals if they recognized the bodies. This will require a DC 15 influence test. Players will gain a +5 to this influence check if they are recognizable and well-liked in this part of the city. Success on the check will reveal that the young woman is Crimson, member of a neighborhood gang known as the Angel Claws. The same check will reveal that the man likely worked for the Bestimore Store, a new business that has a stranglehold on the community. The fancy briefcase belonged to the Bestimore employee.

Opening the briefcase is very difficult due to the advanced lock. Cracking the biometric lock is either a DC 30 stealth, computers, or science check. If the players can somehow access the lock, they will find a series of business documents pledging a selection of local businesses to the Bestimore brand, fourteen locations in total.

None of the bystanders will touch the bodies or the briefcase. The players will have then have the option of seizing the briefcase and bringing it to one of the two involved parties.

If the players loot the dead bodies on the sidewalk, they will find some worthwhile items. The Bestimore man had a pistol, a full magazine on his belt, an empty magazine in the gun, and a wallet with 60 credits within. The female gangster had no money, but also had a pistol, an empty magazine, a full magazine, and a combat knife on her belt.

Subtly encourage the players to act upon the shooting and take up the briefcase. Imply upon them that the briefcase looks expensive and important, and not the type of thing that should be left lying around the street. Also tell the players the briefcase looks expensive, and whoever it belonged to clearly has deep pockets. That should appeal to the mercenary nature of a terran adventurer. The crowd will begin to disperse upon someone picking up the briefcase.



## Returning the Briefcase to Bestimore

Bestimore is easy to find. It's a large retail store attached to a manufacturing facility. It is one of the largest businesses in the neighborhood. A blue neon sign over the front doors broadcasts its identity to anyone heading down Breet Street.

Inside the players will be greeted by brightly dressed retail employees trying to dispense their products. Bestimore sells merchandise including kitchen appliances, laundry machines, mechanical tools, and even automated equipment such as service robots and mini auto-fabricators (devices that automatically assembly smaller items out of parts).

If the players come forward and tell an employee that they have the briefcase, they will call Mister Daniels to talk to them. The skittish man will be shocked to see the valuable cargo once again and will take custody of the briefcase. He will lead the players into the manufacturing facility in the back room, to talk to a suspicious man known as Sefford Defleur. Sefford will demand the players allow themselves be searched, and their weapons confiscated.

If they consent, they will be brought in the office looming over the factory floor, where Boss Dave is waiting for them. If they do not consent to having their weapon's seized, Sefford will dismiss them. Alternately, a DC 23 influence check to persuade or deceive may convince Sefford that disarmament is not necessary.



Boss Dave will unlock the briefcase and make sure everything is accounted for. If it is, he will graciously offer the players 1,000 credits for 'doing the right thing'. Afterwards, he gives them an opportunity for future employment. He says he will give the players an additional 10,000 credits if they help him deal with his gang problem. Dave claims that the Claws are extortionists who blackmail local businesses into paying them and are a nuisance on the entire neighborhood.

Dave is very secretive. He will not divulge the truth about his dealings with Harmonia, or even tell the players any more than he needs to. The players are tools he plans to use for his own ends. Regardless, he likes to know who he is dealing with to exert leverage. After ascertaining that it is the real documents, he will probe the players about their occupation and identity, just in case he needs to leverage it against them later. His questions will be disguised as innocent curiosity.

His request is that the players infiltrate the Angel Claws gang and earn their trust by providing them with the same briefcase, just with fake documents within. They will then perform tasks for the Angel Claws, reporting their activities back to Boss Dave, and earn their trust until they spring a trap on the gangsters. If they follow through all of their tasks, and those tasks lead to the extermination of the gang, then Boss Dave will reward the players 10,000 credits.

Their first task is to infiltrate the gang using the briefcase. Boss Dave admits he does not know where the gang's hideout is, and suggests they ask around.

## Returning the Briefcase to the Angel Claws

The players will inevitably be bringing the briefcase back to the Angel Claws. The question is whether it is their first stop, or if they will go there after dropping off the briefcase to Boss Dave.

## Getting Access to the Base

Unlike Bestimore, the Angel Claws hideout is difficult to uncover. They are an illegal organization that takes strides to remain hidden. The players will need to make a DC 15 influence check to gather information throughout the neighborhood. They players can reroll this check by spending 50 credits on bribery.

If the players succeed a DC 15 check, they will learn that many of the local businesses are under the thumb of the Angel Claws. The businesses are used to give messages back and forth or as a contact for reaching the prostitutes working for the gang. This gives the players two major options for approaches involving using the businesses. In addition, if the players gather information check is 20 or higher, careful eyed neighborhood members will point out they know what alley the entrance to the gang layer is at.

### **Set up a Meeting**

The first method is they can try to leave a message at one of the stores that they have the briefcase and are willing to bring it in. This requires a DC 20 influence check with one of the store owners. They gain advantage on the check if they offer at least 50 credits as an incentive for the owner's cooperation. A 50 credit bribe also lets them reroll a failed check with advantage. This method is slow and the gang will not get back with them for 24 hours. Afterwards, a ganger named Scarlet Thunder will meet with the players at the business that they negotiated at. Scarlet will ensure they have the briefcase and lead the players to the Tinston Diner and have them blindfolded.

### **Entrance to the Brothel**

The second options asking for an invite to the gang's brothel. The brothel is located within the gang's headquarters, so an invite to one is an invite to both. It requires a 20 credit down payment per head invited to the brothel. If they make the payment, they will told to be outside the Tinston Diner at 7PM sharp and an agent will meet with them. Upon arrival, the agent will ask the players to surrender their weapons and subject themselves to being blindfolded.

Either once they are inside or before being brought in, the players must confess to having the briefcase. Otherwise they will be brought straight to the brothel and have no chance for diplomacy with the higher ups.

### **Secret Entrance**

The gang's entrance is in the back alleys behind several major buildings, not far from Tinston Diner. The entrance is a hidden maintenance hatch behind a dumpster. Finding it will require a DC 15 perception check. The players gain advantage on the check if they have a motion detector, digital uplink, or navigation unit. The hatch is controlled by a nearby keypad. The players can hack it if they have a PDA they can plug into it and make a DC 15 computers check. Opening the hatch leads to a narrow stairwell downwards. The players will not have long to go before they run into the gang's bouncer, Bigun, standing guard with two Angel Claw gunners. The party will need to convince him that they mean no harm with a DC 17 influence check. They gain advantage on this check if they lay down their weapons of their own volition, and +10 to the check if they mention they have the Bestimore briefcase.

If the players fail all their checks regarding finding the Angel Claws base, no not fret. Eventually, the Angels will seek them out on their own. Witnesses seeing the players make off the briefcase, as well as the players asking questions about where to find the hideout, will eventually come back to the Claws. Scarlet Thunder will ambush the players in a time where they are least expecting it and offer to blindfold them and bring them to the hideout. If this is the result from the investigation, remove the overall quest rewards for completing the encounter by 25.

## Meeting Harmonia

The Angel Claws hideout is an old utility tunnel running between several structures that the Claws have taken over. They've blocked off any entrance to their lair except the street hatch and made themselves at home by bringing in furniture. They've painted the walls a lively coat of yellow, with some graffiti spread across the room. Drapes shroud the passageways between rooms and colorful rugs give the hideout even more color. They even burn cheap scented candles to make the moist basement not smell like a dusty cellar.

At this point, the players will have an opportunity to meet Harmonia, the young leader of the Angel Claws. She will take the briefcase and open it with an electronic lock pick she had specially prepared. Afterwards, she will offer the players drinks and talk about the war with Bestimore. She states clearly that Boss Dave and Sefford Defleur are guilty of murder, and it was they who initiated the war. She further states that the war will not end until the guilty are dead.

Harmonia will not divulge the reason behind the conflict. She will only state that Boss Dave is a murderer, a trickster, and a liar. She will state that he took 'something very dear to me'. However, if the players are very persuasive with good influence tests, she will reveal that Dave murdered her sister along with betraying her gang in a business deal.

Like Boss Dave, Harmonia offers the player 10,000 credits if they deal with Bestimore once and for all. She says she will give the players a selection of tasks, some of which will be dangerous, and that they must complete them to get paid.

The first task she has for the players is to place a tracking chip on Mister Daniels. This chip has a GPS tracker on it that will allow the Angels to monitor Daniel's location. It also has a tiny video camera that allows them to see what he sees. The players must find Daniels and place the chip somewhere on the front of his jacket. They will use the chip to track Daniels back to the Bestimore stash.

## Planting the Bug

No matter who the players are working for, they will need to comply with Harmonia's demands if they want to get paid. If the players are still working for Boss Dave, they must be very careful while they have the chip. If they are seen in the factory while carrying it, the Angel Claws will detect their location and know they are being betrayed. Therefore, they cannot visit Boss Dave if they possess the tracking chip.

Mister Daniels usually works in the back office of the Bestimore store. They will need to draw him out to place the chip. This can be done any number of ways, but the most tried and true method is to demand to speak to the manager with the employees. Once they have face to face contact with Daniels, they will need to make a Stealth check to place the chip, opposed by his perception bonus of +8. This check will be much easier if the Daniels is flustered or panicked. If the players bully him, succeeding a DC 15 influence check, he will be very distracted and suffer a -5 penalty to his perception. However, Daniels may not realize they are trying to place a chip on him even if he succeeds his perception; all it means is he evades contact. Daniels must surpass the stealth DC by 10 or more to realize they are trying to bug him. If he does, he flees to the back offices and calls for security to escort the party off the premise, assuming they are corporate spies.

If the players are still working for Bestimore, they can take advantage of that the chip has no audio elements (recognizable with a DC 20 science check). Daniels likely knows him already and they can try and persuade him (DC 16 influence) to let them put the chip on without fuss. They gain advantage on the influence check if they mention it is Boss Dave's will that they act upon.

After placing the chip, the party is free to go back to Harmonia. They will know the exact location of their hideout after the last time they were there. Harmonia reveals that Mister Daniels places the cash and any important documents in an off-sight safe at the end of every business day. They just need to know where that location is.

Harmonia tells the players the next step of the plan is to hit that very safehouse later that night. She tells the players to meet with Scarlet Thunder at 11PM outside the Tinston Diner. By then, they will have the location of the safehouse, and the players will help the gang rob it.

If the players are still loyal to Bestimore, they can return and tell Boss Dave what the Angel Claws are planning. He tells the players to go along with the plan, and that he and his men will ambush the gang at the safehouse.

If Harmonia learns the players are plotting against them, she will surround and interrogate the players next time they visit the hideout. This will most likely result in her trying to kill them, but smooth-talking players might be able to negotiate there way out of it by convincing her that they are switching sides or were acting on bad information.

## Firefight

The Bestimore safe is in a rented office that the company owns nearby. Its front is an accounting firm that works solely for Boss Dave.

Scarlet Thunder will meet the players alongside a strike squad of gangsters. Her gang will include 1 Angel Claw Gangster and 1 Angel Claw Gunner for each player character in the party. After meeting up, they will stalk down the street and strike at the office.

The party will be asked to keep watch while Scarlet unlocks the door. If the player succeeds a DC 25 perception check, they can see that they are being watched from an alleyway. Scarlet will state it is too late to stop the mission and go on ahead.

The players can press Scarlet on what she wants out of the safe. If they succeed a DC 16 influence test, Scarlet will admit they are trying to get proof that Boss Dave ordered the hit on Radiance, Harmonia's sister.

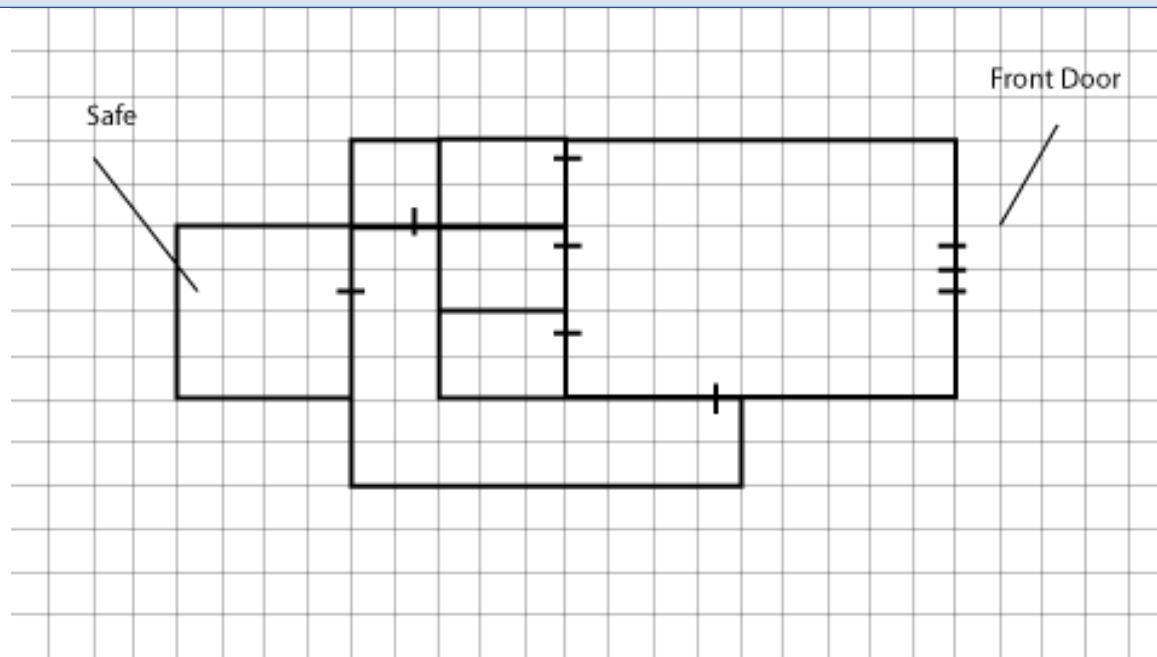
Upon breaking into the offices, Scarlet will have the players guard the door while she tries to open the safe. During this time, a surge of union thugs will come to retake the building. There will be 1 Hired Muscle and 1 Enforcer for every player. If the players warned Boss Dave of the attack, Sefford will be there with an additional Enforcer.

If the players are in the higher level range for this adventure (around 3<sup>rd</sup>-5<sup>th</sup> level), you can make the encounter more challenging if you think the party can handle it. You can do this by removing the gangsters and hired muscle from both sides and replace them with the more formidable gunners and enforcers. In this case, there will be 2 gunners and enforcers for every player character.

The Angels will see the attack coming and prepare themselves in the back office against the attack. The union thugs will come in the front, trapping the players between the two. The players will have to choose their side, as they will be in the front lines of the conflict. Whoever they chose to attack, the other side will support them.

If the players help Bestimore win, Sefford (or whoever is left) will tell the players to meet them at the factory the next afternoon. If the players help the Claws, Scarlet or another gangster will complement the players and tell them to head to the guild house after they've rested up, or even go to the guild house to rest.

Be prepared that players might wait until the last moment to decide who they are siding with. Between the two factions, the Angel Claws are the more honorable and benevolent group, but they are still an illegal organization. The dispute between the two factions is order versus good, a dichotomy the players will have to decide where they stand on eventually. An inquisitive group that learns that Boss Dave murdered Harmonia's sister in cold blood might cause them to betray him, even if they struck a deal first.



*~Bestimore Accounting Offices*



The battle environment for the accounting offices should not be empty. Let there be plenty of objects to use as blocking terrain or cover, such as furniture, cubicles, desks, and similar objects.

## Finishing the Fight

If the players have officially sided with a faction, they will have a final meeting with their faction leader. They will insist that the players go into the other faction's headquarters and kill their leadership and fracture their organization. This should be easy now that the other group's manpower is depleted. They promise the 10,000 credits upon proof of the deed.

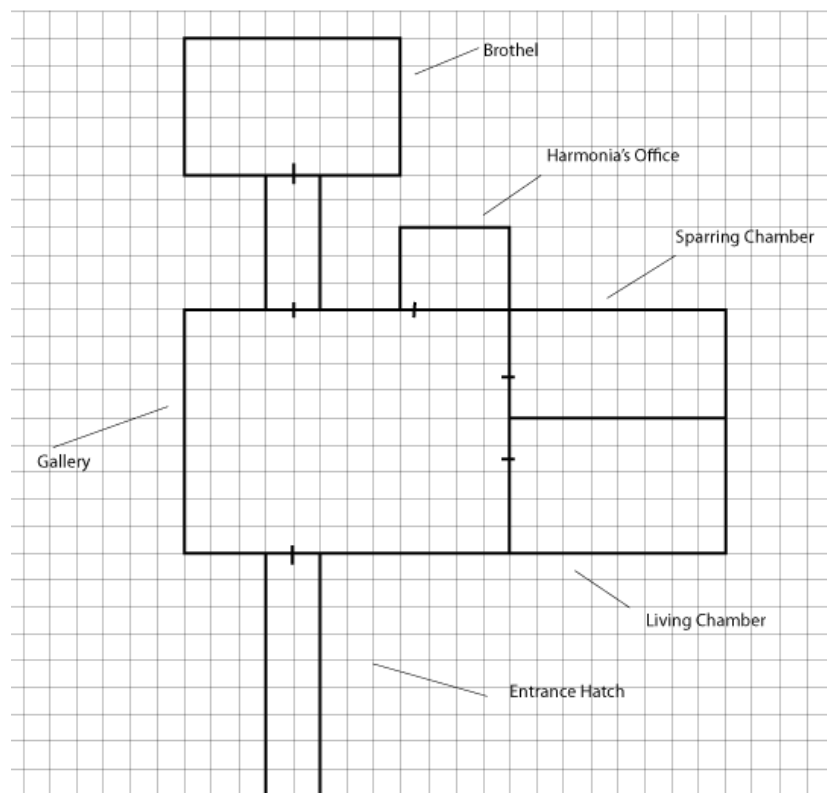
If the players attack either headquarters without doing the firefight at the accounting office, the enemy will possess twice the numbers they normally do. There is a reason neither faction is willing to move on the other until they are first severely weakened.

## Destroying the Angel Claws

Destroying the Angel Claws involves going into their headquarters and fighting in. They will first have to get past Bigun and 2 other gangsters guarding the front entrance. Afterwards, in the main guildhall, they will have to fight 1 Angel Claw Gangster and 1 Angel Claw Gunner for each player character in the party. Three rounds into the combat, Harmonia will join and fight with her gang, as will Scarlet if she is still alive.

Boss Dave does not care about the punishment of Harmonia's brothel or any of the other personnel living in the hideout. He simply wants the gang's warriors and leadership finished off. If they complete their task, Boss Dave will give the players their payment. They will have earned a corporate contact in Augustgrad and might be rewarded with extra work opportunities for the corporation. They players will be awarded 200 experience per character for completing the mission.

On the completion of the mission for Bestimore, they will stand as an unopposed power in the neighborhood, with tight reigns over all the local businesses and no one to compete against them.



*~Angel Claws Hideout*

Most of the fighting in the hideout will happen in the gallery. The outside ring of the gallery should have plenty of furniture and chairs spread around the room. A large poker table should dominate the center of the gallery.

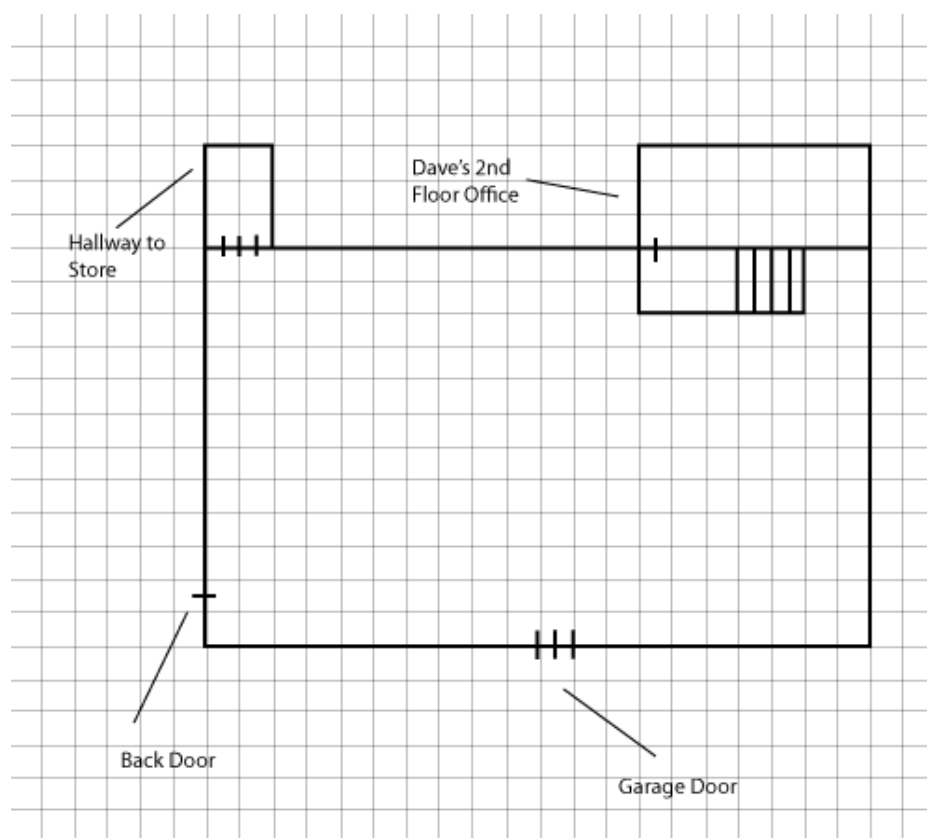
## Destroying the Bestimore Union

Harmonia does not wish the civilian members of Bestimore further harmed, such as Mister Daniels or the salesmen. She wants the party to enter the back entrance into the factory and wipe out all the hire muscle and enforcers lurking around the factory. On the factory floor, they will have to fight 1 Hired Muscle and 1 Enforcer for every player. If Sefford is still alive, he will be there as well. Two rounds into the combat, Boss Dave will join the fight from his office.

If the players were originally working with Bestimore to infiltrate the Claws, then changed their allegiance, they may wish to come clean with Harmonia. If they do, Harmonia will forgive them, provided they fetch the actual business licenses that were originally inside the briefcase.

If they complete their task, Harmonia will thank the players and give them their payment. She promises to hide their activities from the authorities, using their proof of her sister's murder as leverage against Bestimore. The players will have a grateful friend in Harmonia, who might give the players additional work or help as needed. They players will be awarded 200 experience per character for completing the mission.

With Boss Dave dead and his business crumbling, the Bestimore store on Breet Street will be quickly closed as the corporation tries to distance itself with his actions. Harmonia will destroy the business licenses, freeing the neighborhood businesses from Bestimore's corporate stranglehold. The neighborhood continues as it was before Dave's arrival.



The factory floor should be filled with organized rows of machinery that go across the room. Therefore, despite the size of the battle arena, this should be a very cramped battlefield that takes place between the rows of machines. The machines should provide improved cover (+10 defense) for anyone hiding behind it from a ranged weapon.

### ~Bestimore Factory Floor

After clearing out the lairs of either faction, the players might be keen on looting the area for whatever they can find. They are welcome to do this; they've earned what they've found through bloodshed! In either location, have roughly 2,500 credits worth of loot available. This should be broken down amongst commodities, credits, and cheap weapon, ammunition, and gear items.

## **Angel Claws Gang Details**

The Angel Claws are a street gang who mark Breet street and the surrounding neighborhoods as their chosen territory. The group is mostly female, with the males in the group typically functioning as security. Most of the gang members dress in tight leathers with high collar jackets emblazoned with their gang logo (a red screaming angel against a yellow and green background). Most of the gang members dye their hair different colors, such as yellow, pink, red, or purple. They carry long serrated knives to fight with.

### **Gang Member: Harmonia**

Harmonia is the young and confident leader of the Angel Claws gang. Daughter of a Dominion patriot, she marked off her own territory in the city of Augustgrad when she was only twenty years old. Harmonia believes her gang protects and regulates the neighborhood. She has a certain air of self-righteousness about her, confident about her course as if she was a legitimate government group.

Harmonia is a thin, needy woman in her mid-twenties. Attractive and fair-skinned, Harmonia dresses in the classic leather and jacket garb of her organization. Harmonia has sharp features, an angular face, and penetrating, hawk-like eyes and violet lipstick. Her hair is dyed pink and is set in a high ponytail atop her head.

The leader of the angel claws is honorable, but very proud and unable to let an insult slide or be dismissed. She rewards those who help her and frequently seems benevolent but has a vicious streak towards those who betray her.

### **Gang Member: Scarlet Thunder**

Scarlet Thunder is the gang name of a woman whose real name is Melissa Bright. Scarlet Thunder is Harmonia's second in command. She got her training in infiltration and assassination when serving as a rebel spy against the United Earth Directorate during their occupation of Korhal. Now, she serves Harmonia in protecting their neighborhood from thugs and violent criminals.

Scarlet Thunder is a tall woman with lean muscle and plenty of her own scars. She has spiky, scarlet red hair. She dresses in typical gang leathers but without the jacket and no sleeves covering her arms. Scarlet Thunder keeps her weapons in open sight; a UED-issued pistol and a knife with a vibrating blade.

### **Gang Member: Bigun**

The man known as Bigun is the front bouncer to the Angel Claws guild house. He is a hulking individual standing over six and a half feet tall and rippling with muscle but has a small head. Bigun, whose real name is Claude, grew up with Harmonia and follows her loyally wherever she goes. Before Scarlet Thunder came into the group, he served as the gang's primary enforcer.

Bigun is not educated, but he is not stupid. His street smarts allow him to avoid being manipulated or tricked, and he is very cautious before letting anyone into the hideout. He would gladly sacrifice his life to protect any of his charges.

## Angel Claw Gang Statistics

### Angel Claw Gangster

Level 1 Terran Non-heroic Character (Core Citizen/ Infiltrator), Low Threat

Skill Purchases: 5      Talent Purchases: 1      Ability Score Purchases: 1

Hit Points: 40	Healing Threshold: 6	Damage Threshold: 20
Defense: 17	Toughness: 16	Resolve: 12
Speed: 6	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 2	Psionic Resistance: 6	

-**Combat Knife** 1d20+3 accuracy, 11 damage, +2 strike maximum; *Special Traits*: Throwing

**Skills**: Acrobatics 3, Athletics 3, Defensive Training 3, Durability 2, Influence 1, Melee 2, Perception 1, Pilot 1, Ranged 2, Stealth 2

**Skill Focuses**: Stealth +2, Acrobatics +2

**Talents**: Resistant

**Strength**: 3      **Instinct**: 3      **Agility**: 4      **Fortitude**: 2

**Intelligence**: 3      **Willpower**: 2

**Gear**: Combat Knife, Equipment Belt, 10 credits

**Special Ability (Contacts)**: When the outlaw makes an influence test to gather information, they roll an additional dice and take half the duration while within a city with a population of at least 100,000.

**Special Ability (Urban Familiarity)**: The outlaw has advantage with the following skills while within an urban environment: acrobatics, athletics, perception, and stealth.

**Special Ability (Hide in Plain Sight)**: The outlaw can make stealth checks to hide in combat, even while inside an enemy's line of sight.

### Angel Claw Gunner

Level 3 Terran Non-heroic Character (Core Citizen/ Skirmisher), Low Threat

Skill Purchases: 8      Talent Purchases: 2      Ability Score Purchases: 2

Hit Points: 47	Healing Threshold: 6	Damage Threshold: 21
Defense: 18	Toughness: 16	Resolve: 12
Speed: 6	Shift Speed: 2	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 3	Psionic Resistance: 6	

-**Pistol w/ Dual Wielding** 1d20+1 accuracy, 12 damage, +2 strike maximum, 15 shots at medium range; *Special Traits*: Fast Reload

-**Pistol Whip** 1d20+1 accuracy, 9 damage, +1 strike maximum; *Special Traits*: NA

**Skills**: Acrobatics 3, Athletics 3, Defensive Training 3, Durability 3, Influence 3, Melee 3, Perception 3, Pilot 3, Ranged 5, Stealth 3

**Skill Focuses**: Ranged +2, Acrobatics +2

**Talents**: Dodge, Dual-Weapon Skill

**Strength**: 3      **Instinct**: 3      **Agility**: 5      **Fortitude**: 2

**Intelligence**: 3      **Willpower**: 2

**Gear**: Padded Jacket, Two Pistols with 4 magazines, 20 credits

**Special Ability (Moving Cover)**: If the outlaw has cover at any time during a move, he retains cover until the start of his next turn. Total cover is retained as improved cover. In addition, the skirmisher gains +1 movement speed.

## 'Bigun', Angel Claws Bouncer

Level 6 Terran Non-heroic Character (Core Citizen/ Brute/ Guardian), Low Threat

Skill Purchases: 12      Talent Purchases: 2      Ability Score Purchases: 4

Hit Points: 105	Healing Threshold: 7	Damage Threshold: 28
Defense: 18	Toughness: 18	Resolve: 12
Speed: 6	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 4	Psionic Resistance: 6	

-**Shotgun** 1d20+4 accuracy, 16 damage, 1 strike maximum, 2 shots at short range; *Special Traits*: Spread, Gradual Reload, Close Quarters

-**Heavy Tool** 1d20+3 accuracy, 19 damage, +1 strike maximum; *Special Traits*: Penetration 1, Smashing

**Skills**: Acrobatics 3, Athletics 3, Defensive Training 4, Durability 7, Endurance 5, Influence 3, Melee 4, Perception 4, Pilot 3, Ranged 4, Stealth 4

**Skill Focuses**: Durability +3, Endurance +2

**Talents**: Power Strike, Weapon Mastery (ranged)

**Strength**: 4      **Instinct**: 4      **Agility**: 4      **Fortitude**: 5

**Intelligence**: 3      **Willpower**: 2

**Gear**: Padded Jacket, Shotgun with 2 shells, Heavy Tool, Injector with one dose of Rage, 30 credits

**Special Ability (Shield Ally)**: The outlaw can shift as an immediate action to absorb a blow that was meant towards an adjacent ally. This can be any non-area melee or ranged attack. The outlaw and the ally swap squares.

**Special Ability (Mighty Swing)**: When the character makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

## Scarlet Thunder

Level 6 Terran Non-heroic Character (Core Citizen/ Infiltrator/ Cutthroat), Low Threat

Skill Purchases: 6      Talent Purchases: 3      Ability Score Purchases: 4

Hit Points: 53	Healing Threshold: 6	Damage Threshold: 22
Defense: 19	Toughness: 18	Resolve: 16
Speed: 6	Shift Speed: 2	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 3	Psionic Resistance: 6	

-**Combat Knife** 1d20+5 accuracy, 18 damage, +2 strike maximum; *Special Traits*: Penetration 3, Throwing

-**Pistol** 1d20+4 accuracy, 12 damage, +2 strike maximum, 15 shots at medium range; *Special Traits*: Fast Reload

**Skills**: Acrobatics 3, Athletics 3, Defensive Training 4, Durability 3, Influence 2, Melee 4, Mental Training 4, Perception 3, Pilot 1, Ranged 3, Stealth 4

**Skill Focuses**: Stealth +2, Acrobatics +2, Melee +2

**Talents**: Penetration, Sneak Attack, Stalker, Weapon Mastery (melee)

**Strength**: 4      **Instinct**: 3      **Agility**: 5      **Fortitude**: 3

**Intelligence**: 4      **Willpower**: 2

**Gear**: Combat Knife with Improved Potency and Piercing, Pistol with 2 magazines, Padded Jacket, Equipment Belt, Inject with one dose of Painkillers, 50 credits

**Special Ability (Throat Slitter)**: Whenever Scarlet damages a flat-footed opponent with a melee weapon, the target suffers 2 bleed damage.

**Special Ability (Hide in Plain Sight)**: Scarlet can make stealth checks to hide in combat, even while inside an enemy's line of sight.

## Harmonia, Leader of the Angel Claws

Level 5 Terran Heroic Character (Core Citizen/ Infiltrator/ Leader), Medium Threat

Skill Purchases: 10

Talent Purchases: 5

Ability Score Purchases: 4

Hit Points: 73

Defense: 21

Speed: 6

Space: 1 square

Damage Resistance: 6

Healing Threshold: 6

Toughness: 16

Shift Speed: 2

Reach: 1 square

Psionic Resistance: 13

Damage Threshold: 22

Resolve: 16

Morale Bonus: +3

Initiative: +2

-**Sword** 1d20+5 accuracy, 24 damage, +1 strike maximum; *Special Traits*: Defensive

-**Repeating Pistol** 1d20+5 accuracy, 12 damage, +2 strike maximum, 30 shots at medium range; *Special Traits*: Fast Reload, Automatic

**Skills**: Acrobatics 2, Athletics 1, Computers 1, Defensive Training 5, Durability 3, Influence 4, Leadership 4, Lore 1, Medicine 1, Melee 4, Mental Training 2, Perception 2, Pilot 1, Ranged 4, Stealth 5

**Skill Focuses**: Defensive Training +2, Leadership +2, Stealth +2

**Talents**: Defensive Fighting, Demean, Inspirational Presence, Sneak Attack, Stalker, Weapon Mastery (melee, ranged)

**Strength**: 3

**Instinct**: 2

**Agility**: 5

**Fortitude**: 3

**Intelligence**: 4

**Willpower**: 4

**Gear**: Sword, Repeating Pistol with 2 magazines, Protective Vest, Equipment Belt, 150 credits

**Special Ability (Rallying Boost)**: Whenever Harmonia uses the Rally function of the Leadership skill, each ally that gains a morale point also gains 5 temporary hit points.

**Special Ability (Hide in Plain Sight)**: Harmonia can make stealth checks to hide in combat, even while inside an enemy's line of sight.



## **Bestimore Union**

The Bestimore Corporation is a manufacturer and distributor of consumer home appliances. Despite this innocent front, Bestimore is known for underhanded processes to monopolize trade and drive up their stock price. They are known to hire local muscle to intimidate the competition or bully smaller venues into adopting their business licenses.

### **Union Member: Boss Dave Mires**

Dave Mires, formally known as 'Boss Dave', is a formidable individual that mixes the ruthless of a high-profile lawyer with a mob boss. Bestimore hires sharks like him to do the dirty deeds that typical business managers have no place in. Dave is ruthless, driven, and aggressive, but he knows how to play nice when he needs to.

Boss Dave is a formidable, broad shouldered man with large muscles. He is clean shaven with close cropped hair, and a dense frame. He dresses in long pants, a sleeveless shirt, and suspenders. He keeps a revolver at his side but usually fights with a sledgehammer. His voice is deep and loud, and booms across a room. He makes a bemused chuckle, like deepthroated devils laughter, when amused or angry. He composes himself well and is difficult to get riled up.

### **Union Member: Mister Daniels**

Mister Daniels runs the retail store of the Bestimore branch and guides the sales staff. He is a nervous, twitchy man who has no stomach for the aggressive business practices of Boss Dave or the other Bestimore thugs. He is strictly a midlevel manager for the store and is easily bullied and put in his place by Dave. Daniels is the front man of the store, but answers to Dave and is complicit in his crimes.

Daniels is a weedy man with a gaunt frame, thin hair and mustache, and a cheap suit. He reeks of cologne that is outside of his budget. He is confident and at home with office politics and sales, but conflict and confrontation make him squeamish under the collar and causes him to sweat and stammer.

### **Union Member: Sefford Defleur**

Sefford Defleur does not actually work for Bestimore, but is an outsider hired by Boss Dave. Sefford is a corporate fixer; an individual that solves problems for wealthy individuals by whatever means possible. Sefford functions as a corporate spy, hit man, and extortionist all in one. He was hired to help deal with the Angel Claws issue and solidify Bestimore's grasp on the neighborhood.

Sefford is a painfully gaunt man with a receding hair line and a dark blonde goatee. He has a long nose, small lips, and piercing brown eyes. He dresses in black dress shirts and pants, and a long grey trench coat. A suppressed gauss pistol is hidden in his coat. He has spectacles that hang from his neck that he uses for reading.

Sefford rarely speaks but is confident when he does. He pauses before talking, as if conversing with others is beneath him and he must stomach his pride. He is naturally condescending when addressing the players, referring to them as the little people. The players can't help but feel he is manipulating them with everything he does.

## Bestimore Union Statistics

### Bestimore Enforcer

Level 3 Terran Non-heroic Character (Core Citizen/ Survivalist), Low Threat

Skill Purchases: 4	Talent Purchases: 1	Ability Score Purchases: 2
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Hit Points: 59	Healing Threshold: 7	Damage Threshold: 23
Defense: 15	Toughness: 15	Resolve: 12
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 4	Psionic Resistance: 6	

-Long Rifle 1d20+3 accuracy, 22 damage, 1 strike maximum, 6 shots at medium range; *Special Traits*: Scope

-Rifle Butt 1d20+0 accuracy, 20 damage, 1 strikes maximum; *Special Traits*: Penetration 1, Smashing

**Skills**: Athletics 2, Defensive Training 2, Durability 3, Endurance 2, Melee 2, Perception 1, Pilot 1, Ranged 2

**Skill Focuses**: Endurance +2, Defensive Training +2

**Talents**: Power Strike, Hardened Survivalist

**Strength**: 3      **Instinct**: 3      **Agility**: 3      **Fortitude**: 4

**Intelligence**: 3      **Willpower**: 2

**Gear**: Long Rifle with 2 magazines, Padded Jacket, 20 credits

**Special Ability (Relentless)**: Whenever the outlaw would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.

### Bestimore Hired Muscle

Level 1 Terran Non-heroic Character (Core Citizen/ Brute), Low Threat

Skill Purchases: 3	Talent Purchases: 0	Ability Score Purchases: 1
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Hit Points: 40	Healing Threshold: 6	Damage Threshold: 20
Defense: 14	Toughness: 15	Resolve: 12
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 1	Psionic Resistance: 6	

-Heavy Tool 1d20+1 accuracy, 19 damage, 1 strikes maximum; *Special Traits*: Penetration 1, Smashing

**Skills**: Athletics 2, Defensive Training 1, Durability 2, Endurance 2, Melee 2, Perception 1, Pilot 1, Ranged 1

**Skill Focuses**: Endurance +2, Athletics +2

**Talents**: Power Strike

**Strength**: 4      **Instinct**: 3      **Agility**: 3      **Fortitude**: 2

**Intelligence**: 3      **Willpower**: 2

**Gear**: Heavy Tool, Equipment Belt, 10 credits

**Special Ability (Mighty Swing)**: When the outlaw makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

## Mister Daniels

Level 5 Terran Non-heroic Character (Core Citizen/ Personality/ Diplomat), Low Threat

Skill Purchases: 8

Talent Purchases: 0

Ability Score Purchases: 2

Hit Points: 40

Healing Threshold: 6

Damage Threshold: 20

Defense: 15

Toughness: 14

Resolve: 16

Speed: 5

Shift Speed: 1

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 1

Psionic Resistance: 13

-Unarmed 1d20+0 accuracy, 8 damage, +2 strikes maximum; *Special Traits*: NA

**Skills**: Computers 4, Defensive Training 2, Durability 2, Influence 6, Leadership 4, Lore 4, Medicine 2, Mental Training 2, Perception 4, Pilot 3, Ranged 2, Science 2, Stealth 3

**Skill Focuses**: Lore +2, Influence +2, Leadership +2

**Talents**: Dissuade, Natural Appeal, Great Speaker

**Strength**: 2

**Instinct**: 4

**Agility**: 3

**Fortitude**: 2

**Intelligence**: 4

**Willpower**: 4

**Gear**: Equipment Belt, Fone, Datapad, Communicator, 250 credits

**Special Ability (Impressionable)**: When making a combat influence test, Mister Daniels can affect 2 additional targets.

## Sefford DeFleur

Level 5 Terran Non-heroic Character (Core Citizen/ Personality/ Soldier), Low Threat

Skill Purchases: 9

Talent Purchases: 0

Ability Score Purchases: 3

Hit Points: 47

Healing Threshold: 6

Damage Threshold: 21

Defense: 18

Toughness: 16

Resolve: 18

Speed: 6

Shift Speed: 1

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 1

Psionic Resistance: 14

-Gauss Pistol 1d20+6 accuracy, 12 damage, +2 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 4, Silenced

-Pistol Whip 1d20+0 accuracy, 14 damage, +1 strike maximum; *Special Traits*: NA

**Skills**: Computers 2, Defensive Training 4, Durability 3, Influence 6, Lore 4, Melee 2, Mental Training 4, Pilot 2, Ranged 5, Stealth 2, Tactics 2

**Skill Focuses**: Influence +2, Ranged +2, Stealth +2

**Talents**: Dissuade

**Strength**: 2

**Instinct**: 4

**Agility**: 4

**Fortitude**: 2

**Intelligence**: 4

**Willpower**: 4

**Gear**: Gauss Pistol with Suppressor and 2 magazines, Equipment Belt, Fone, 200 credits

**Special Ability (Impressionable)**: When making a combat influence test, Sefford can affect 2 additional targets

## Boss Dave Mires

Level 5 Terran Non-heroic Character (Core Citizen/ Brute/ Slugger), Medium Threat

Skill Purchases: 7

Talent Purchases: 2

Ability Score Purchases: 5

Hit Points: 95

Healing Threshold: 7

Damage Threshold: 25

Defense: 17

Toughness: 19

Resolve: 14

Speed: 5

Shift Speed: 1

Morale Bonus: +2

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 4

Psionic Resistance: 12

-**Heavy Tool** 1d20+7 accuracy, 25 damage, 1 strikes maximum; *Special Traits*: Penetration 3, Smashing

-**Light Revolver** 1d20+2 accuracy, 18 damage, 1 strike maximum, 6 shots at long range; *Special Traits*: NA

**Skills**: Athletics 4, Defensive Training 4, Durability 4, Endurance 4, Influence 2, Leadership 2, Melee 5, Perception 2, Pilot 3, Ranged 2, Tactics 3

**Skill Focuses**: Endurance +2, Athletics +2, Melee +2

**Talents**: Power Strike, Resistant II, Weapon Mastery (melee)

**Strength**: 5

**Instinct**: 3

**Agility**: 3

**Fortitude**: 5

**Intelligence**: 4

**Willpower**: 4

**Gear**: Heavy Tool, Light Revolver with 6 rounds, 6 Light Slugs in a Quick Loader, Equipment Belt, Fone, 200 credits

**Special Ability (Mighty Swing)**: When the outlaw makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.



# The Citadel

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The Citadel is an adventure for beginning level protoss characters (levels 1-5). The citadel is a ruined protoss fortress, overwhelmed by the zerg during the fall of Aiur. As the protoss are resettling their home world, they are trying to reclaim such settlements from zerg infestation.

This is a good early adventure for protoss characters, because it is a classic 'dungeon crawl' style of adventure. The players get to search through a lost protoss relic, testing their battle skills against wandering zerg, and get in touch with the history of their people.

The Citadel takes place upon Aiur during the reclamation of the planet after the End War. The protoss people are unified like never before and their devastated populace is beginning to resettle their home world. The characters are probably agents of a fledgling colony on Aiur and are helping to clear out the feral zerg and reclaim protoss settlements for the new colonization.



## **Adventure Background**

During the peak of protoss civilization, Excellious Citadel was a templar bastion overlooking the region. It was commanded by a veteran templar named Crodaris, who oversaw the defense of the surrounding protoss settlements. Crodaris and his well-trained templar warriors perfected their battle skills in the citadel, then warped from Excellious to the surrounding territories as needed by the Judicators.

The citadel was a crucial establishment of the region because of its massive psi core. The psi core resembled a common pylon but was much larger and more powerful. This psi core brought life and control to the region, the beating psionic heart of the jungle.

When the zerg invasion of Aiur struck, Excellious was busy with activity. One by one, the templar warped away to support the surrounding colonies. One by one, they fell in battle. The region fell and only a token force remained to guard Excellious. The remaining templar fought room by room, cutting down the zerg and refusing the yield. In time, only Crodaris himself remained. He retreated to the roof of the citadel and called for help from the Conclave. No response came. He died in battle, surrounded by a small army of zerg.

As years passed, the zerg growth spread into the citadel and the jungles around it. Pestilent growths and living structures impregnated them within the superstructure of the citadel. Despite the damage, the psi core continues to pulse with dim but powerful surges of psionic energy. If it can be repaired and the citadel purified, it could once again be the heart of the region.

## **Adventure Hook**

For this adventure, the protoss player characters are citizens and warriors of the new protoss Daelaam. They are working to reclaim Aiur for the new empire. They are likely sent to reclaim the lost protoss citadel after a faint psionic pulse is detected from the region.

The mission objectives for the players are simple:

- Find the structure that is emitting the psionic power source
- Cleanse all zerg presence
- Make the citadel operational again
- Claim any technology that may be hidden within

If you are already running an Aiur campaign for your players, then use whatever settlement or benefactor you use for your campaign. If you do not have any setup yet, you can use the example NPCs described here.

## **Example Setting: Garisgona**

Garisgona is a fresh protoss settlement in the jungles of Aiur. It is a frontier region that constantly worries about the presence of feral zerg and infested beasts wandering the forests. Garisgona is a simple settlement that consists of a simple pyramid-shaped nexus and a few pylon clusters. The player characters live, work, and sleep within the nexus dormitories. It is their haven from the hostile region.

Garisgona is led by a dark templar named Tivasa, a female nerazim. Tivasa is a loyal servant of Vorazun and was trusted to lead operations to push the frontier forward. Tivasa is an expert duelist and psionic master. During one of her meditation sessions, she detected the distant psionic presence of the fractured psi core. Once she learned of it, she contacted the players the next day to give them their mission for the protoss empire. The source she found is about ten miles away, so the party will have to hike through dangerous jungles to reach this mysterious source.

### **Character Profile: Tivasa**

Tivasa is a young and passionate nerazim warrior. While she proved her combat abilities battling the forces of Amon during the End War, what is less known about her is her incredible passion and benevolence. She cares deeply for each of her friends and followers. She finds it difficult to risk good lives, even for a necessary mission. This hesitance is the deepest flaw as a leader she must learn to overcome: her inability to make difficult calls.

## **Random Encounters**

Protoss heroes have a chance of encountering feral zerg while traveling through the jungle or exploring the citadel. When the party provokes a random encounter, roll a d20 on the table below. The table will show if there is an encounter or what type of encounter there is.

<b>Encounter Roll</b>	<b>Encounter Type</b>
<b>1-12</b>	No Encounter
<b>12-13</b>	The party comes across five starving feederlings lingering in the area, which attack the party in mad hunger
<b>14-15</b>	Two wandering drones meet the party and attack them out of feral instincts
<b>16-17</b>	Two roaming zerglings attack the party with great ferocity
<b>18</b>	The party comes across five starving feederlings lingering in the area, which attack the party in mad hunger. In addition, there are two zerg drones burrowed nearby, which defend the feederlings with paternal instincts
<b>19</b>	The party is ambushed by a rogue roachling, wandering around the ruins looking for food. It hisses in delight as it attacks the party.
<b>20</b>	The party is attacked by a war pack of three zerglings defending their territory

When wandering through the Aiur jungle, roll once for the trip to the citadel, and once on the way back. In addition, if the party rests in the middle of the jungle, roll to see for an enemy attack while they are resting.

When the party arrives at the citadel, random encounters begin when the players clear the psi core chamber of the broodlings and their nests. Any time they enter a room, roll for a random encounter. If it is lairing creatures such as feederlings or burrowed drones, they find them within the chamber. If it is wandering creature, such as zerglings, roachlings, or mobile drones, they arrive a few minutes after the party enters the room, having wandered in from outside the citadel looking for food. They might attack the party in the room if they linger long enough, the hall as they are leaving, or in a future room.

In general, to balance the difficulty of the adventure, the players should not have more than 3 random encounters within the citadel. Once the party has resolved 3 random encounters, do not roll any more for the remainder of their time in the citadel.



## Adventure Location Breakdown

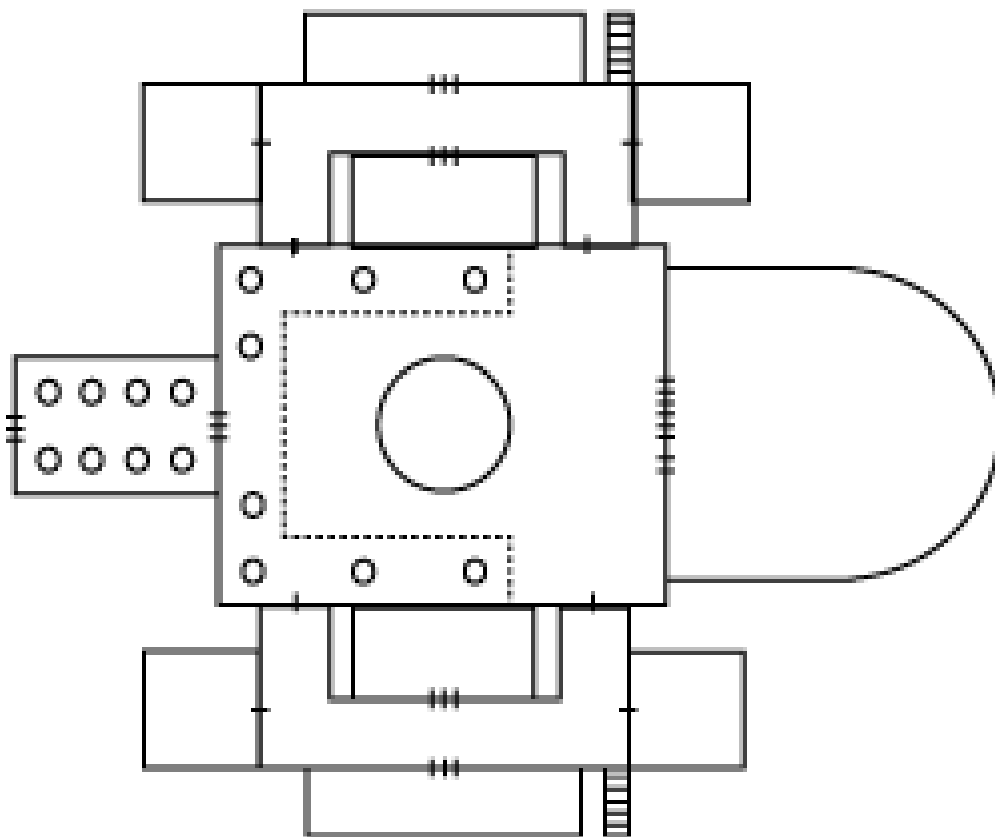
This section details the adventure location of the Citadel. Once they reach the location, read the following section to them aloud.

*As the tree line breaks in front of you, a towering protoss ziggurat looms over the clearing. This structure is old, an ancient work of protoss architecture clearly built in the early days of the empire. Despite its age, it was clearly still in use up to the fall of Aiur, with many sophisticated measures such as lights, automation, and communications built into the ancient structure.*

*Unfortunately, the zerg have made some additions as well. Cracks and battle damage scar the walls. Pestilent zerg growths surround the citadel grounds, oozing and dripping into these battle wounds. Odd organic structures surround the palace grounds, along with zerg spawning sacks and creep. Thankfully, while their presence is everywhere, no hostile zerg bio forms are within immediate sight. The citadel might be abandoned, or the threat may be hiding quietly within.*

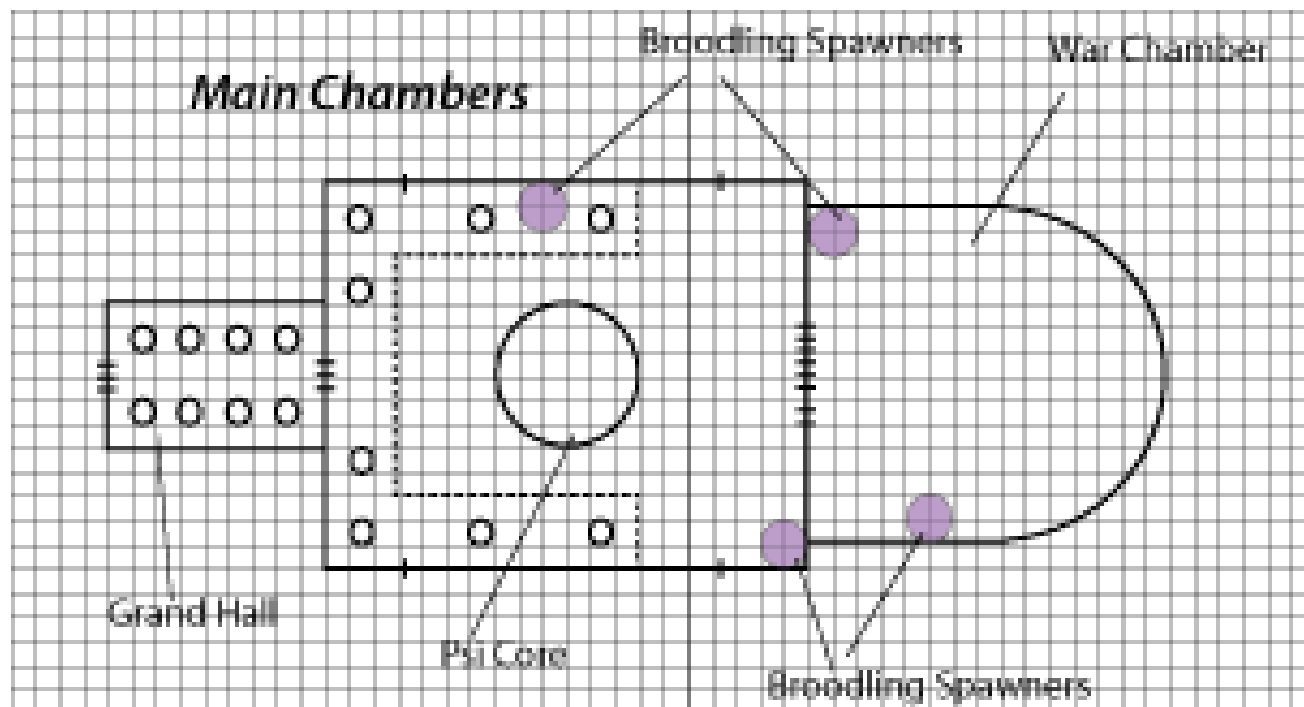
*Broken cobblestone steps lead you closer to the citadel, the path broken by overgrown weeds and zerg creep. At the back of your mind, you can feel the telltale psionic pulse you were warned of. Its power is amazing but fractured, like a dying star ebbing out its last bit of warmth. The citadel seems to be inviting you, daring you, to challenge it for control.*

### *The Citadel: Base Level*



## Main Chambers

The main chambers are the primary rooms of the fortress and consist of its largest chambers.



### Grand Hall

The grand hall is the entry way into the citadel. This chamber is a large, stone structure with round pillars leading up to the ceiling. The floor is made of hexagonal tiles that are dirty and blood stained from disuse and battle. The ceiling possesses a mural depicting the Age of Strife ending after the unification of the protoss people by Khas, the famed protoss who reignited use of the Khala.

This room also bears the strain of zerg habitation. Creep covers the north side of the hall, due to a tumorous growth still lingering on the far wall. The growth appears to be growing, slowly but surely, in size and produces creep in the hall.

The room is vacant of enemies, but there are many decayed zerg remains in the chamber. Cracks in the ground mark where zerg had previously burrowed into the floor. The only other passage from this room is a large, stone, double door that is partially open and leads into the Psi Core Chamber.

### Psi Core Chamber

This massive room is dominated by a deactivated psi power core that has been damaged from battle. This massive diamond shaped crystal is perched in a robotic cradle holding it upright, with numerous pieces of machinery around it. This towering chamber possesses an upper floor balcony that circles the perimeter of the room, and a massive, sealed, reinforced door that leads deeper into the citadel. Unfortunately, this room also has a zerg presence.

This room possesses two growths that steadily produce broodlings when they detect threats nearby. About two rounds after entering the chamber, each growth produces a zerg broodling. In addition, every 2 rounds afterwards, they produce an additional broodling. To stop the stream of broodlings from entering the room, the infectious growths will need to be destroyed. These growths count as large-sized, light density objects (6 damage resistance, defense 8, 100 hit points, 20 damage threshold). Each growth will be worth 10 experience per character, on top of the experience for all the broodlings slain.

After the growths and broodlings are slain, the characters can investigate the psi core. This massive crystalline power source can be used to power both the citadel and the surrounding region, but it needs to be repaired first. A DC 10 science

check performed over 5 minutes will reveal that the psi core requires three components in order to be fixed. Thankfully, all these components can be found throughout the citadel:

-Missing Piece of Khaydarin Crystal: The psi core is missing a large chunk of khaydarin crystal, which has been broken off and removed from the main crystal. It was stolen from psi core by covetous drones. It now resides in the teleporter chambers upstairs.

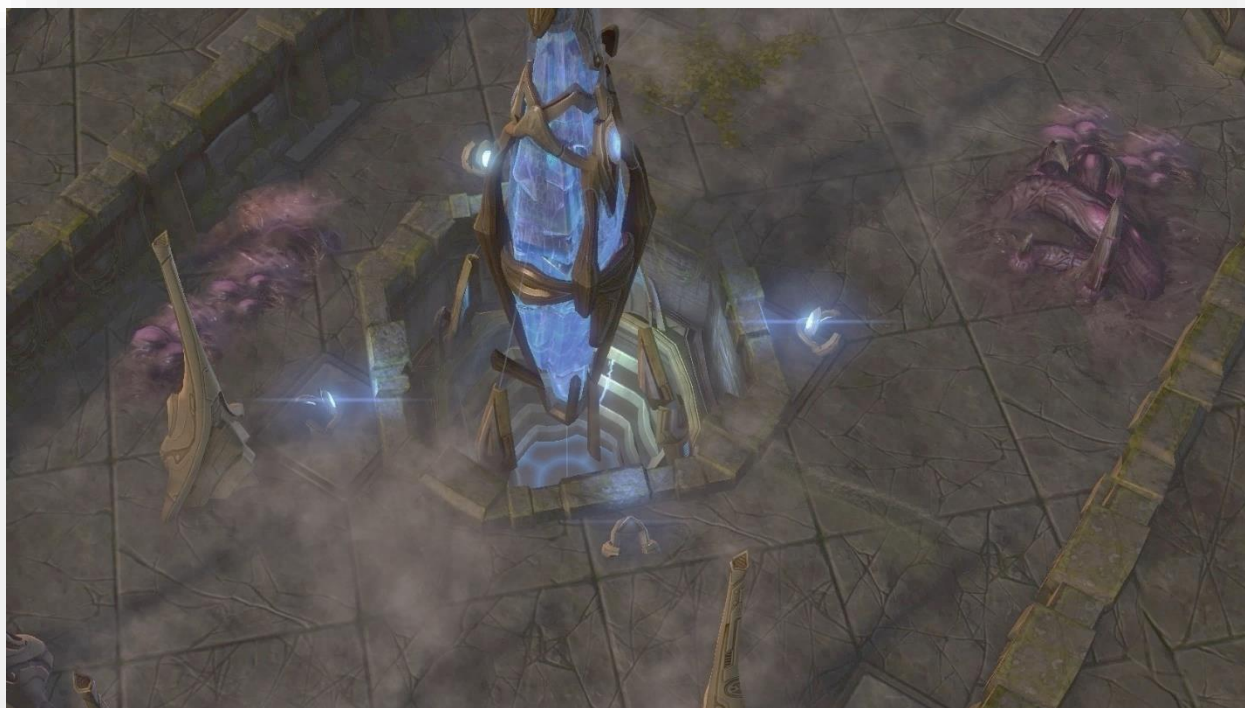
-Power Emitter: The power emitter is a section of the large ring that floats around the psi core. It takes the crystals psionic energy, using it to float, and projects it over a large area. The power emitter is essential for the psi core to distribute power beyond itself. A replacement power emitter circuitry can be found in the robotics bay.

-Dampening Cradle Core: The cradle holds and supports the psi core in place. The cradle core is an electronic siphoning device that siphons the heat and power away from the core. Without the dampening core, the psi core would produce too much psionic energy and become too unstable for prolonged use, even melting the cradle that carries it. A replacement dampening cradle core can be found on the body of a protoss phase smith in the morgue.

Once these three pieces have been recovered, a character can spend thirty minutes performing a science check to rebuild the psi core. This requires a DC 20 science check. A failed attempt does not prohibit future attempts, but the fluctuating core calls nearby zerglings to investigate. On a failed check to activate the core, two zerglings wander into the room from outside a few minutes after the check completes. If the core is successfully repaired, award 50 experience to each player.

If the players are struggling to repair the core, they can seek guidance from one of the memory crystals in the templar archives upstairs. There is a memory crystal detailing the exact sequence of actions that need to be undertaken to repair the psi core. If they follow these instructions, they will gain +10 on the science check to repair the core.

Once the psi core is repaired, power will return to the station. The players can activate the citadel defenses to help purify the station of zerg contamination. They can also open the doors to the war chamber, the sealed doors at the end of the room.



## The War Chamber

This room is the pinnacle of the citadel. It can only be accessed once the psi power core has been reactivated, which allows the massive set of doors to be opened.

Inside, the war chamber is a towering edifice filled with arming bays, vaults storing protoss armor, unused dragoon exoskeletons, and even a few protoss warriors still in stasis. They apparently sealed themselves away in case the citadel was ever reclaimed after the battle to hold it was lost. The most promising find inside the room is a titanic protoss colossus. It is covered in dust, battle damage, and some zerg creep, but with time and patience it could be made online again. The war room also has a set of rear, retractable doors to allow the colossus to exit the war room directly.

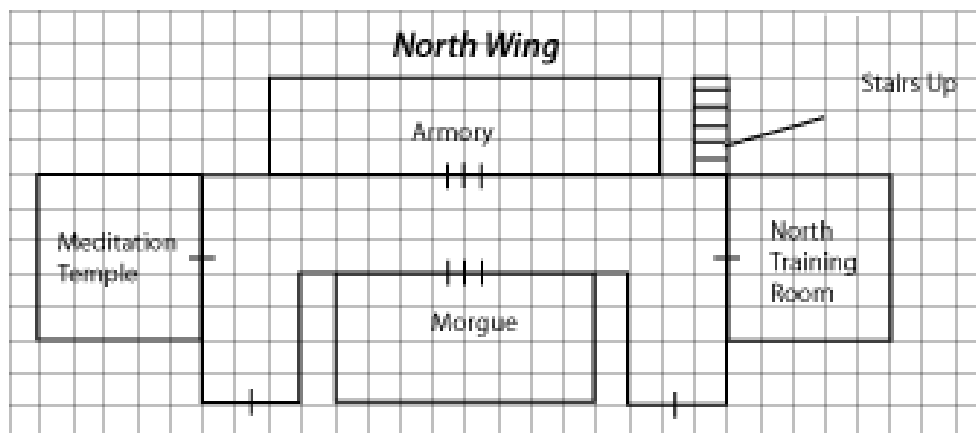
Unfortunately, this room also possesses a zerg defensive presence. Within the room are two zerg roachlings burrowed beneath the surface. Also, in the room are two zerg growths, identical to the ones in the psi core chamber. After 2 rounds into combat with the roachlings, they will each produce a broodling, and will continue producing broodlings every 2 rounds afterwards. The broodling spawners and roachlings must be slain to secure the war chamber.

Securing the war chamber is the final step in completing this adventure. Jump to the adventure conclusion section to see how this adventure ends.



## North Wing

The north wing can be accessed by the doors on the north side of the psi core chamber.



### Meditation Temple

This shrine is a resting place with statuary of ancient religious figures such as Khas and Adun. There is a fine threaded rug in the center of the room that is partly eaten away by zerg creep. The creep seems to be oozing out through a hole in the wall. There is little of interest in here, except the possibility of a random encounter.

### Armory

This chamber is filled with vaults, both along the walls and in the middle of the room, that are filled with protoss weaponry. Much of this weaponry is corroded and decayed, but there are a few pieces that might be worth salvaging. Opening one of the vaults can be done seamlessly once the psi core has been reactivated. Otherwise, they can be cut into using a laser cutter, or have their mechanisms breached by performing a DC 15 science check. There are three vaults of interest that contain pristine goods, each one containing one of the following:

- A focusing psi blade
- A second vault with a focusing psi blade
- An electro rod implement

### Morgue

This room mixed the purposes of a medical station and a crypt. Medical services were performed here with now defunct equipment and the fallen were interred within the vaults in the side of the room. Searching the room for medical supplies yields the discovery of 2 protoss medipacks.

On one of the medical slabs in the room rests a fallen protoss phase smith. He was killed by a trio of large puncture wounds in his torso. A DC 15 medicine check reveals these wounds are consistent with the spines of a zerg hydralisk. Searching his body reveals a harness garment with a plasma shielding crystal affixed to it. He also has the dampening cradle core next to his body. It looks like an elegant golden plate with several smaller crystals on the top, and electronic circuitry on the bottom.

### Northern Training Room

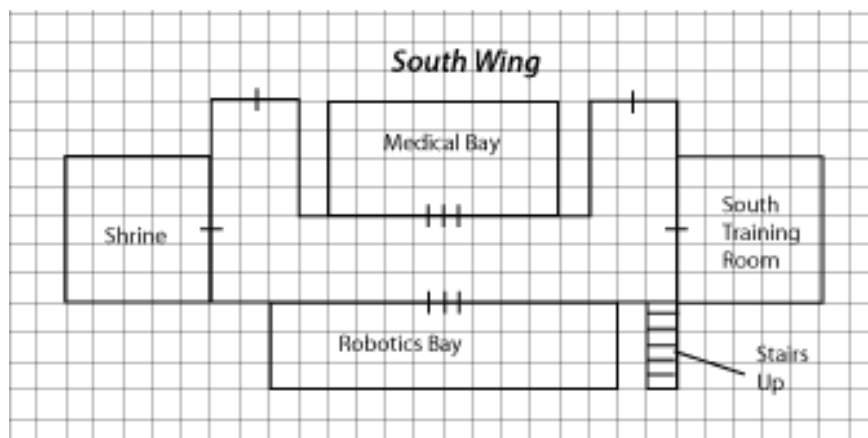
This chamber is largely empty. It has the markings of a training room where protoss warriors could battle one another to improve their warrior skills. A crimson rug dominates the floor, and the corners of the room are decorated with columns depicting fearless zealots in action. Otherwise, there is nothing of note within this chamber.

## Stairs Up

These stairs lead to the northern half of the citadel's second floor.

## Southern Wing

The south wing can be accessed by the doors on the south side of the psi core chamber.



## Robotics Bay

The technologically advanced infrastructure of this chamber belies the rustic design of the temples. This chamber a repair pit in the center of the room that is overseen by dozens of mechanical arms possessing grasper limbs, laser cutters, welders, and other tools. While most of this machinery is in serious need of repair before being used again, several equipment shelves on the walls have some useful salvage. This salvage includes a protoss repair kit, a light orb, and a laser cutter. Also on these shelves is the power emitter, an attachment for the round disk that surrounds the power core.

## Shrine

The shrine is a temple filled with pews and meditation mats. The shrine has a slab with imagery of a divine figure that is intended to represent a xel'naga, but now seems eerily like the hybrid destroyers that were so common during the End War. A Uraj fragment crystal lies before the slab.

## Medical Bay

This room was a medical station for wounded protoss warriors. Medical services were performed here with now defunct equipment and the fallen were interred within the vaults in the side of the room. A ruined teleporter platform rests on the far wall, a location for wounded warriors to teleport back to once crippled. Two protoss medipacks can be found in this room.

## Southern Training Room

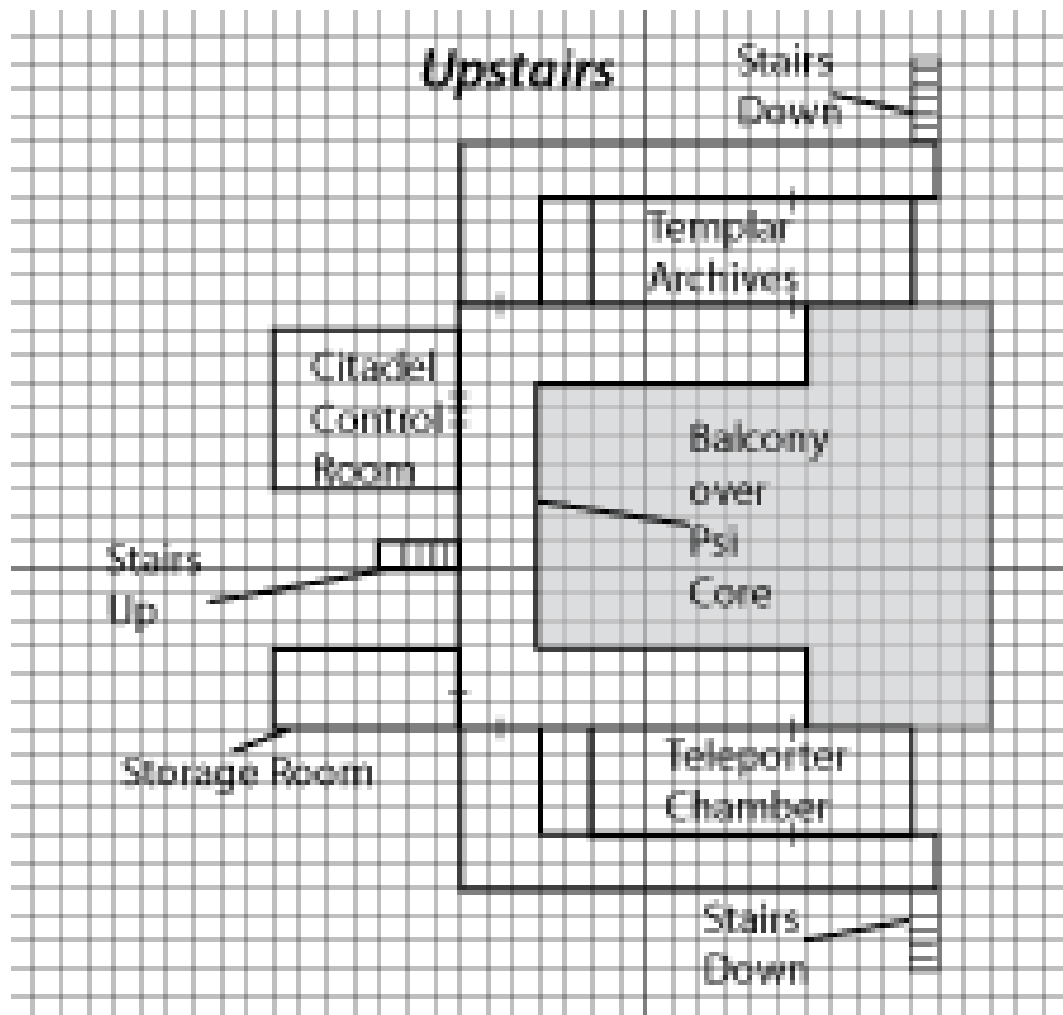
This chamber is largely empty. It has the markings of a training room where protoss warriors could battle one another to improve their warrior skills. A crimson rug dominates the floor, and the corners of the room are decorated with columns depicting fearless zealots in action. A blood-streaked weapon of antiquity, a strife great blade, lies in the center of this room, surrounding by decayed remains of zerglings.

## Stairs Up

These stairs lead to the southern half of the citadel's second floor.

## Upstairs

The second and third floors can be accessed via the stairwells.



### Templar Archives

The templar archives is a large chamber that is shrouded with curtains, decorative carpets, and shelves filled with memory crystals. There is a sitting station in the room that is connected to a large circular device, designed to help templar delve deeply into the khala, much like a preserver. Searching this room produces an Ilhan crystal already set to be used as an augmentation crystal. In addition, there are dozens of memory crystals filled with historical and tactical information involving past military engagements, including Aiur's fall. While interesting, most of it is not particularly useful. The one useful piece of information is a crystal detailing repair of the psi core. Reliving this memory gives a +10 bonus on the science check to repair the psi core once all the parts are recovered.

### Teleporter Chambers

The teleportation chambers were used to rapidly deploy troops on the battlefield. It was an early version of the protoss warp gates now used. In its day, it could only deploy troops to other gateways, not straight onto the battlefields. These teleporter chambers also controlled reactive teleportation, allowing a suit of protoss powered armor to 'key in' on the teleporter chambers and warp back to the citadel teleporter or medical bay once the warrior was grievously wounded.

This room is guarded by three burrowed zerg drones. Feral, they are not working on upholding any significant purpose and are instead lairing in the chamber, jealously guarding the section of the psi core they stole. The drones are attracted to the psionic energy it emanates. Once a player enters the room and approaches the psi core, they unburrow and viciously attack the heroes.

### Citadel Control Room

This room contains the automated systems and defenses of the citadel. A DC 10 computers check reveal that this room controls a host of servitor drones that can be released to begin purification of the zerg infestation of the tower. Unfortunately, the citadel will need power returned before the systems can be powered up and the servitors released. Once the players restore the psi core, they can come back here and activate the systems with a DC 15 computers check. Success will release servitors as they help remove the zerg infestation. Two servitors will also help the players clear the war room at the citadel's apex, if they have not done so already. Activating the automated systems is worth 25 experience to every player.

### Storage Room

This room held back up supplies and provisions for the station. While most of it is scrap and junk, there are a few valuables found within. Included within is a protoss medipack, protoss repair kit, a focusing psi blade, and three barrels of vespene gas. If returned and donated to the protoss people, each barrel of gas can be worth 3 honor requisition for the protoss.

### Commander's Quarters

A set of stairs leads to the third floor, which was the quarters for the protoss commander of the station. Records detail him as Crodaris, a seasoned zealot. This pyramid shaped-chamber has glass panels overlooking the surrounding jungle. Otherwise, the station has the finest amenities in the citadel, covering the grounds of a resting chamber, shrine, and office. The fallen commander is still here, his body cold and decayed. His armor and weapons are ruined. However, a plasma shielding crystal can still be pried from his armor. In addition, there is a xel'naga artifact Crodaris was studying left on his desk. This relic can be worth 10 additional requisition if returned to the reliquary.

Also on his Crodaris' desk is a memory crystal containing his experience in defending the citadel. While this could be interesting to learn the fortress' final days, it is not particularly relevant. If the players decide to embrace the memory, you as the GM should be encouraged to come up with an interesting story of the final days of the citadel during Aiur's fall.

### Stairs

Stairs connect the ground floor to the upper level on the northern and southern sections of the citadel. A central set of stairs leads to the commander's quarters on the third floor.



## **Adventure Conclusion**

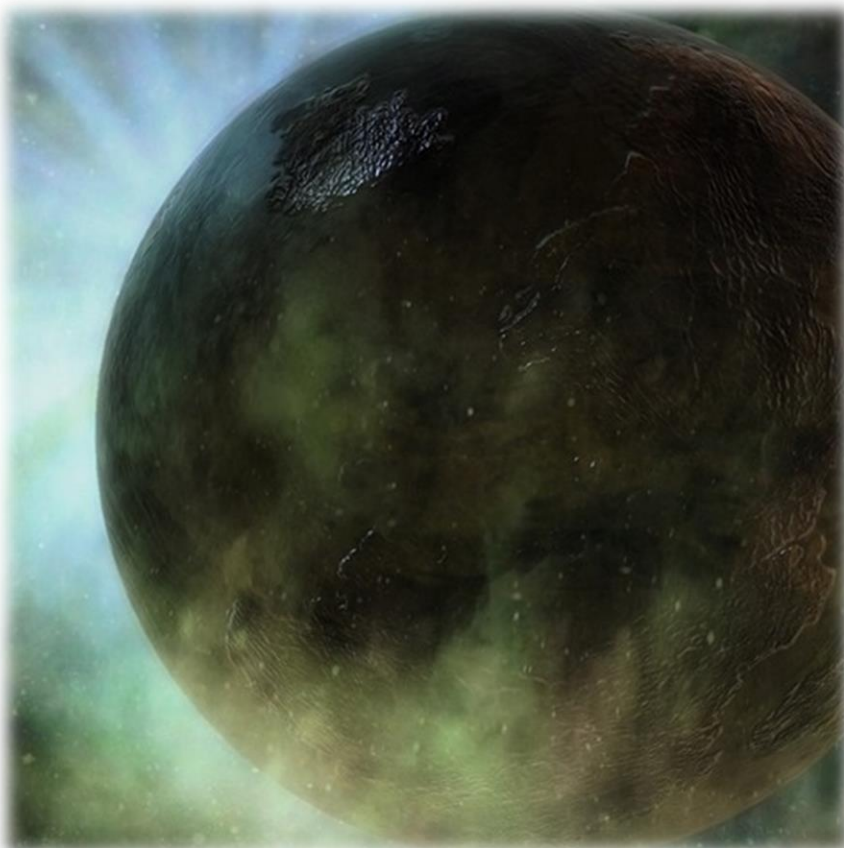
The adventure is concluded once the party reactivates the psi core and takes control of the war chamber. They gain completion experience for the following:

- +10 experience per character for every broodling spawner destroyed (total of 40)
- +25 experience per character for reactivating the automated systems upon restarting the core
- +50 experience per character for repairing the core
- +50 experience per character for clearing the citadel and returning to your benefactor with good news.

In addition, the players probably received some loot and treasures from searching the tower. This is theirs to keep. Any protoss relics, or commodities, that they do not need can be donated back to the reliquary, giving them to the protoss people. See the honor system in Supplement 3: The Protoss for details on how this works.

## **What Happens Next?**

This is only a small part of reclaiming Aiur for the empire! The protoss heroes are likely to be sent on more mission to clear out zerg lairs and reclaim historic structures. They might even come to other factions that seek to claim Aiur, such as primal zerg, rogue terrans, and the followers of Alarak. The citadel might become an important staging point for the party trying to keep control over the region.



## Enemy NPCs

All of the enemies the heroes will come across on this adventure are lesser strains of zerg. Most of these creatures are detailed in official supplements but are reprinted here for convenience.

### Broodling Description

Broodlings are an evolved combat strain of larva that is generated from a variety of sources. In the case of this adventure, they are created by Broodling Spawners, fleshly living structures that rapidly give life birth to broodlings. Broodlings are thankfully short lived and crave the flesh of their enemies to survive.

### 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

**Hit Points:** 36

**Healing Threshold:** NA

**Damage Threshold:** 17

**Defense:** 19

**Toughness:** 12

**Resolve:** 12

**Speed:** 7

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +3

**Damage Resistance:** 9

**Psionic Resistance:** 6

**Regeneration:** Special

**Biomass:** 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 scourge, 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.

## 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. The zerg in this adventure are feral, and will fight if found due to their strong survival instincts.

## Tactics

Drones 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 claws. 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.

## 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. The feederlings in this adventure are starving and will attack any non-zerg to consume them.

### Tactics

Feederlings are weak opponents in fight, but they can be dangerous when they swarm foes. Since they are tiny in size, they have to move into a character's square in order to attack them, which provokes opportunity attacks. They usually swarm the closet foe and try to devour them as a mob. Feederlings are not fighters, but their acidic bite attacks can deal great damage if they manage to land a hit.

### 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.



## Roachlings Description

Roachlings are tiny roaches around the size of a household dog. They are a much less dangerous variant of the common roach, introduced to Aiur when Amon had control of the swarm. They are the toughest foes the heroes are likely to face on this adventure, being very tough for such small creatures.

### Tactics

Roachlings use next to no strategy in combat, and simply surround and swarm the closest enemy. They use heavy strike attacks with their bite to consume their prey alive. Once they are without targets, they simply follow the nearest command strain or corpse roach into battle. Roachlings have heavy armor and large regeneration, and often require concentrated attacks to bring down. Unlike larger roaches, they do not have an acidic spit attack.

### Roachling

**Level 4 Small-sized Zerg Creature (Non-heroic Bruiser), Medium Threat**

Skill Purchases: 8	Talent Purchases: 2	Ability Score Purchases: 3
Hit Points: 90	Healing Threshold: NA	Damage Threshold: 21
Defense: 13	Toughness: 13	Resolve: 14
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 17	Psionic Resistance: 12	
Regeneration: 8	Biomass: 10	

**-Barbed Tendrils** 1d20+5 accuracy, 25 damage, 1 strike maximum; *Special Traits*: Penetration 5

**-Ripping Fangs** 1d20+6 accuracy, 22 damage +11 damage from acid coating, 1 strikes maximum; *Special Traits*: Penetration 3, Rending 4, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**Skills**: Defensive Training 4, Durability 6, Melee 4, Survival 2

**Skill Focuses**: Durability +2, Endurance +2

**Talents**: Awesome Abilities (fortitude), Enhanced Regeneration, Weapon Mastery (melee)

**Creature Abilities**: Fast Healing, Rapid Healing, Behemoth

**Strength**: 3      **Instinct**: 2      **Agility**: 3      **Fortitude**: 3

**Intelligence**: 1      **Willpower**: 4

**Gear**: Small-sized Barbed Tendrils, Small-sized Ripping Fangs with Acid Coating, Zerg Plated Carapace

**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.



## 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.

### 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 affect 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

Hit Points: 61

Healing Threshold: NA

Damage Threshold: 23

Defense: 20

Toughness: 17

Resolve: 11

Speed: 9

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 9

Psionic Resistance: 6

Regeneration: 2

Biomass: 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**: FI

**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 (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.

## Allied NPCs

The players might gain the benefit of protoss servitors in some of their later fights in the citadel.

### Protoss Servitor Description

Protoss servitors are flying variations of probes that are designed for purification instead of general maintenance. They purifier contamination, cut passageways to use, and eliminate enemies that threaten the protoss empire. If the party reactivates the control systems, servitors will begin purifying the zerg presence from the citadel. Two servitors will also help defend the party when they try to seize the war chamber. They count as two players for rewarding experience for the encounter.

#### Tactics

Servitors float 1 square above the ground and blast enemies with their disruption beams. They use aim actions to improve their precision, so they can gain as much attack overages (and hailfire) against their foes as they can). Their weapons are useless against the heavy armor of roachlings, so they focus their efforts on the broodlings and their nests.

#### Servitor

**Level 5 Medium-sized Construct (Non-heroic Robot), Medium Threat**

**Skill Purchases:** 6

**Talent Purchases:** 1

**Ability Score Purchases:** 2

**Hit Points:** 61

**Healing Threshold:** NA

**Damage Threshold:** 22

**Defense:** 17

**Toughness:** 16

**Resolve:** NA

**Speed:** 9 fly

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +3

**Damage Resistance:** 13

**Psionic Resistance:** NA

**Shield Pool:** 25

**-Disruption Beam** 1d20+5 accuracy, 12 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 4, Energy Damage, Focusing Beam\*

**Skills:** Defensive Training 4, Durability 4, Melee 2, Perception 4, Pilot 3, Ranged 4

**Skill Focuses:** Ranged +2, Durability +2

**Talents:** Awesome Attributes (intelligence), Weapon Mastery (ranged)

**Creature Abilities:** Energy Shields

**Strength:** 2

**Instinct:** 3

**Agility:** 3

**Fortitude:** 3

**Intelligence:** 2

**Willpower:** NA

**Gear:** Disruption Beam, Light Hull

**Special Ability (Focusing Beam):** After hitting a target, The weapon damage gains Hailfire (1) for every 2 points of overage the beam weapon achieved on the lock on check, with a maximum of hailfire (5).

**Special Ability (Flight):** The servitor uses repulsor technology to fly and quickly move around the battlefield. They can fly at a speed of 9 squares per round.

**Special Ability (Energy Shield):** This construct has a protective energy shield, with a shield pool of 25. These energy shields automatically recover while outside combat, at a rate of 5 shield points per minute.

# Death from Below

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The Death from Below is an adventure for beginning level zerg characters (levels 1-5). The adventure involves infiltrating a group of zerg heroes into a sewer complex beneath a major terran city. Once claimed, this tunnel will be a major zerg thoroughfare to allow zerg minions to infiltrate and control the city.

This is a good early adventure for zerg characters, because it tests their combat and stealth abilities. It is very straight forward but still allowing exploration and the management of resources. This adventure also leads to further adventures, potentially an entire campaign, about the zerg subverting a terran city from within.

Death from Below is an open adventure that can take place on any terran world with major population centers. This can be a custom world you created for your campaign or a world that you want your adventure to take place on. If you don't have a single world you want it to be set on, Death from Below works well on one of the outer metropolises on Korhal.



## **Adventure Background**

While the conflict between the many factions has died down with the conclusion of the End War, many generals and commanders are watching each other with a wary eye. One such leader is Brood Mother Iknar. Iknar believes it is only a matter of time before the terrans and protoss turn to wipe out the zerg. She also believes that without the leadership of the Queen of Blades, the swarm is vulnerable.

Therefore, without consulting Overqueen Zagara, Iknar has begun many subversive operations to undermine terran society. Her favored method is the creation of hundreds of advanced infested minions and changelings to infiltrate terran society from all possible levels. Her agents are part of the military hierarchy, local government, and run the criminal underworld in many places.

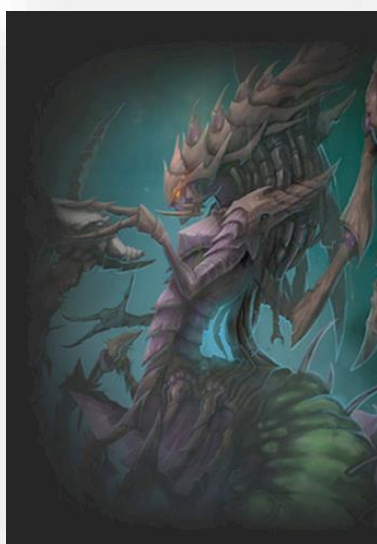
As she has spread her web of deception over the terran worlds, Iknar now seeks to move to the next phase of her plans. One of her most ambitious infested agents, Bizen, has taken over one of the largest gangs in his city and is using them to sabotage the terran defenses and weaken the local government. Iknar now seeks to move more of her infiltrators into the city as part of her coup but needs a direct connection point from the city outskirts to where Bizen's hideout is.

Iknar knows the value of skilled operatives and deploys the players to help her with this task. She plans to utilize the city sewer system to create a clean path between the outskirts and Bizen's hideout. The zerg heroes must enter the sewer system and clear a direct path to the correct sewer annex. They will plant creep tumors along their path that will take over large sections of the sewer and claim it for the zerg. If the players succeed, the city's underbelly will be a haven for zerg to move in and out of the city without anyone knowing.

## **Adventure Hook**

For this adventure, it is assumed that the players are zerg minions under Iknar's control. If the players are infested terrans, it is likely they were infested by Iknar as one of her operatives. She also might have acquired them from a different Brood Mother, or they serve her willingly.

If the players are primal zerg, they likely need a reason to serve Iknar. It is possible their parent or pack leader instructed them to. They also might agree with Iknar's objectives and serve her on their own volition. Work with your players to figure out what reason would best fit with them agreeing to serve the Brood Mother.



## **Adventure Set Up**

The entrance to the sewer is located on the outer perimeter of the city, outside the main walls and defenses. It is a poor, shanty town filled with the homeless and delinquent. The security is so light that the zerg have managed to sneak a sizable presence within the hamlet. Many infested terrans operate in broad daylight amongst the town, shrouding themselves with cloaks and baggy clothing. Rumors have spread amongst the locals about monsters in the night that steal residents and change them into monsters. The infested wandering in plain sight are known as the 'Diseased', sick and plague-ridden individuals that are in league with the monsters or are the monsters themselves. The ordinary residents give them a wide berth.

The operation in the outer city, known as Mercville, is run by none other than a swarm queen named Veriss. Veriss is a follower of Brood Mother Iknar and commands her minions in the town. The players will be answering to Veriss, who has taken shelter in an old, abandoned warehouse in a decommissioned part of Mercville, even more unsavory than the rest of the community. She has thoroughly infested the warehouse and filled it with larvae, eggs, and attending drones.

As a queen, Veriss is slow speaking and literal. Her kind does not have the form of autonomy that Brood Mothers like Iknar possess. However, she is very powerful, physically and psionically. She communicates via telepathy, using simple phrases and ideas.

Veriss contents that the zerg heroes must carve a path through the sewers towards annex 2C. They will begin with the sewer connection near her layer, which is Annex 5C. What they need to do is find a direct path through the sewer and guide her creep tumors to annex locations to continue her infestation. There must be a creep tumor in the place of every annex between 5C and 2C.

Veriss warns of threats in the sewers. In addition to vermin living on refuse, there are also terran officials that patrol and perform maintenance on the ancient tunnels. If one of them raises an alarm at a zerg presence, more terrans might emerge into the tunnels. They would be a risk to the players, or worse, the creep tumors.

Read the Line of Creep section below on how the creep tumors function for this adventure.

The sewer exit being sought out, Annex 2C, leads to a business quarter of town that is being run by an infested terran named Bizen. Bizen has taken over a local terran criminal gang and is leading it to prominence in that sector of town. Bizen is quite brilliant and has gained great power over the area while keeping his identity secret. He needs additional zerg forces, and the ability to infest additional personnel, to further his conquest of the city district. The creep path through the sewer will allow the zerg to control the underbelly of the city and move their forces discreetly.

## **Additional Zerg Rules**

Supplement 4: Monsters of Koprulu, contained rules regarding commander's command tactics and summoning minions. These rules can be used in conjunction with this adventure.

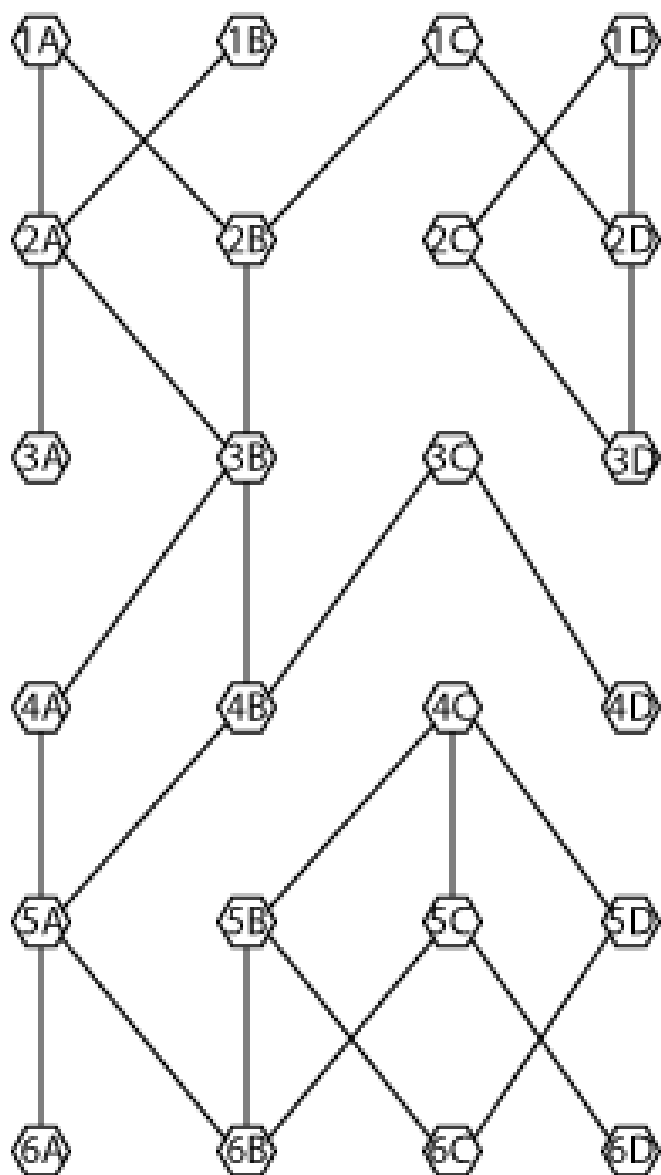
Summoning zerg reinforcements is only possible if the players are on part of the creep path, and the creep path connects back to annex 5C. The reinforcements arrive in 2 rounds per annex they have to travel along the path to reach the players. Summoned reinforcements can be very useful in guarding tumors from patrols (see Alarms later in the adventure).

For command benefits (page 90), you can use either option 1 or 2, as befits your campaign. On option 2, you select your benefit as normal and gain it based your level. For option 1, the players will be commanded by a swarm queen, which gives them a powerful +4 defense and toughness. This might be a good option for very low-level players. However, this benefit gives significant advantage over primal zerg players, who cannot benefit from psionic command.

## Sewer Infiltration

The city sewers are a maze made up of annexes and tunnels. The annexes are hexagon shaped chambers that connect to multiple tunnels. Each annex also has a link to the surface through a manhole. The goal of the adventure is to draw a line of creep between the entry point, Annex 5C, and the destination, Annex 2C.

This map details the annexes and the tunnels that lead between them.



The lines between the annexes (hexagons) are the tunnels between them. Note that some tunnels crisscross without an annex. You should describe these tunnel forks to your players when they occur.

Every annex is marked with its appropriate locator, which is a letter and a number. As mentioned, the players will start at 5C.

## Random Design

This dungeon is not set in stone, and instead features randomly generated obstacles, features, and encounters. You can generate these obstacles as the characters proceed through the dungeon, or you can take the time to preplan the layout of the sewers.

When players enter an annex for the first time, roll on the following chart to determine what noticeable features are found in the annex. These are setting features that make the annex more noticeable or interesting.

### Random Features of an Access Station

Dice Roll	Feature
1-2	Green, slimy, toxic mold penetrates this area, filling the area with toxic spores if disturbed (If an area attack (line, cone, or burst) goes off in the annex, every living creature must make a DC 12 endurance check or suffer 12 poison damage)
3-4	Barrels of radioactive waste have been deposited here, dripping lethal waste fluid into the sewer line (The sewage water in the Annex deals 20 damage per round of exposure).
5-6	Several (1-3, GM's choice) scantid eggs are deposited in the sewer much, pulsing with fledgling life beneath the surface (These eggs can be consumed for 2 points of biomass).
7-8	The manhole connecting the sewer to the surface is partially open. Voices and moving vehicles can be heard on the streets above.
9-10	A decomposing corpse of a sewer cleaner is found. It has been partially eaten by large creatures. Tiny larvae and other vermin are consuming the body.
11	You hear voices down the tunnel in a single direction (GM's choice). It sounds like a terran patrol is heading towards you from that tunnel! They have not spotted you yet (Roll or choose a terran encounter from the encounter table for the players to encounter)
12-13	The electricity in this annex has gone out. There is no lighting here. (Note: any terrans encountered here are using flashlights in one hand).
14-15	A cracked pipe is flushing waste into the chamber. It smells awful but does not appear detrimental to your efforts.
16-17	The annexes' chamber number has rotted away. There is nothing that directly tells which sewer annex this is (do not give the annex locator upon entering this chamber).
18	The walls and floor of this chamber are alive with insects, grubs, snakes, or rats (GM's choice, choice has no effect but makes the area difficult terrain regardless).
19	Roll twice on this table, ignoring and rerolling results of 19 or 20
20	Roll thrice on this table, ignoring and rolling results of 19 or 20



After determining the features of the annex, roll to see if there is a random encounter in the annex. You will roll for a random encounter every time the players enter an annex, not just the first time. The only times you will not roll for an encounter are: if the zerg have already infested the annex or if there was an encounter in the previous annex.

To determine a random encounter, roll a d20. An encounter occurs on a 16+. You gain a +2 bonus on the check for every annex that has been visited without an encounter. Remember, the first annex visited after an encounter automatically does not cause an encounter, nor does it grant a bonus on the check for going without an encounter.

Once you determine there is an encounter, you roll on two following tables. The first is what is encountered in the annex. The second is the encounter type. Encounter type determines the location of both the players and the enemies in relation to the annex. Roll a single d20 for each of these tables.

You can find the statistics of all these NPCs at the end of the adventure.

### Encounter Results

Dice Roll	Encounter
1-2	1 Sewer Cleaner
3-4	3 Caustic Grubs
5-6	2 Sewer Cleaners
7-8	5 Caustic Grubs
9-10	3 Sewer Cleaners
11-12	2 Police Officers
13-14	1 Terran Incinerator Bot
15-16	There is a security alarm in the annex. It takes a DC 20 perception check to notice it. Attacking the alarm sets it off. A DC 15 stealth check allows bypassing the alarm without setting it off. A DC 15 science or computers check can deactivate the alarm without it activating.
17	2 Sewer Cleaners with a Terran Incinerator Bot
18	1 Young Scantid
19-20	Roll twice on this table. Ignore further results of 19 or 20. If the encounter generated is the same race, it is an extra-large group. If it is different races, then the different factions also battle amongst themselves.

### Encounter Type

Dice Roll	Encounter
1-5	The enemy is inside the annex when the players approaches from the tunnel
6-10	Both the players and the enemies meet in the tunnel leading into the annex
11-15	The player is inside the annex while the enemy approaches from a random tunnel
16-20	Both the player and the enemy enter the annex from different tunnels

## Alarms

The sewer has an alarm system that calls the police to intervene if there is trouble in the sewers. Alarms are sounded by setting off any automated security in an annex (see the Encounter results table) or by a terran escaping from combat with the zerg. Terrans will often flee from zerg if they cannot win a battle. They count as having escaped if they get more than 20 squares from the player or escape up a manhole ladder.

If an alarm is sounded, then a squad of four police officers will enter the sewers at an annex adjacent to where the alarm sounded. They will immediately head to the annex where the alarm sounded and search for the characters. From then on, they will move from annex to annex looking for the characters. Every time the players move to a new annex, the patrol will as well.

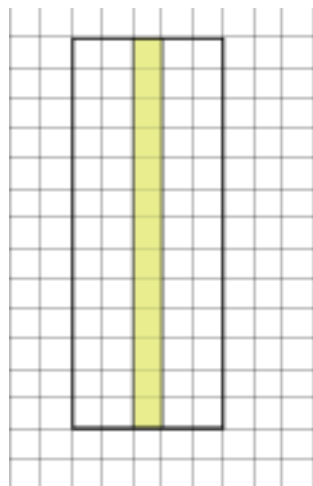
The patrols movement is usually random, but if there is fighting within 2 annexes of their location, they will move towards the sound of the fighting. If the players move within 1 annex of their location, they will follow them unless the entire party makes a DC 15 stealth check.

It is possible for multiple alarms to be sounded and several patrols be active at a single time. If a patrol reaches an annex that has a creep tumor, and the players are not there to protect it, the police will destroy the tumor.

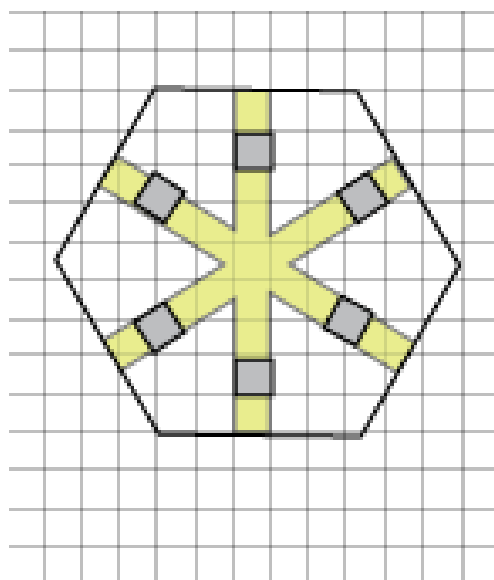
## Size and Maps of the Sewer

The layout of the sewer maps is divided into two areas: the walkways and the canal. The canal is deep water and moving through it is difficult terrain. The canal is 2 squares beneath the walkways. The canal edges can be climbed with a DC 10 athletics check.

The tunnels between the annexes are 100 squares long. It normally takes 20 rounds (2 minutes) to travel between the annexes. The map given here is just an example of the layout of the tunnels.



The sewer annexes are very similar to the tunnels, except they have ladders connecting the bottom of the canal to the walkways and leading up the manholes connecting the annex to the city. Ladders do not require a skill check to use. The Game Master should determine the location of the ladders in an annex, if they become necessary. The ladder from the annex to the city street is 4 squares high. It takes a DC 10 strength test to open a manhole.



When using the annex for an encounter, make sure to connect tunnels to whichever sides of the annex have adjacent tunnels.

## **Objective: Line of Creep**

The purpose of this dungeon is to infest a path through the sewer by expanding creep tumors from the entrance at 5C to the exit at 2C. When the adventure begins, a single creep tumor will be dropped at the sewer beginning at 5C. This tumor infests the annex and the surrounding tunnels, covering the walls and walkways with a thick carpet of moldy, purple, living creep.

Once an annex has been cleared and there is an adjacent annex with an active tumor, the players can order or guide the tumor into infesting the annex they are in. This takes about 1 minute worth of time.

There are two types of creep tumors: active and benign. Active creep tumors can spread to another adjacent annex. Once they do, they become benign and cannot spawn an additional creep tumor. They still spread creep around their annex and the surrounding tunnels, however.

Once an annex has been cleared and there is an adjacent annex with an active tumor, the players can order or guide the tumor into infesting the annex they are in. This takes 1 minutes. If the players have been light on random encounters, you as the GM can roll or decide for a random encounter to invade the annex while the players wait on the tumor.

An annex that has been claimed by the zerg, one that has a creep tumor, does not provoke random encounters if the players revisit it later.

The party's goal is to spread creep tumors all the way to the to Annex 2C. This is made more difficult by patrols that are summoned into the sewers. If a patrol visits an annex with a tumor, benign or active, they will destroy it. This can break the path of the creep that the players are trying to form. If a tumor is lost and the path is broken, the players will need to guide their active tumor back to reclaim that location.

It may be possible that all active tumors have been destroyed by patrols. If this happens, the players must return to Annex 5C and beseech the queen for a new creep tumor. A new active creep tumor will spawn at 5C and the players can guide it from there. Even if the active tumor is killed, all benign tumors remain in place unless killed by a patrol.

Once creep tumors infest every annex between 5C and 2C, the sewers have been claimed by the zerg and the adventure is complete. Reward each player 100 experience points for the completion of the adventure. Give them an addition 50 experience points if they never needed a replacement tumor.



## Adventure NPCs

### Police Patrol Description

Police officers regularly patrol the sewer searching for vagrants, criminals, and nests of large aliens. They typically form squads of 2-4 individuals. When faced with a zerg presence, they will stand their ground and fight. They use aim actions in conjunction with tactics to improve their defense. When 1 police officer remains, they will flee if the lone officer is at low morale or is wounded.

#### Police Officer

**Level 4 Terran Non-heroic Character (Core Citizen/ Soldier/Guardian), Low Threat**

**Skill Purchases: 5      Talent Purchases: 2      Ability Score Purchases: 2**

<b>Hit Points:</b> 45	<b>Healing Threshold:</b> 6	<b>Damage Threshold:</b> 21
<b>Defense:</b> 16	<b>Toughness:</b> 17	<b>Resolve:</b> 14
<b>Speed:</b> 5	<b>Shift Speed:</b> 1	<b>Morale Bonus:</b> +2
<b>Space:</b> 1 square	<b>Reach:</b> 1 square	<b>Initiative:</b> +4
<b>Damage Resistance:</b> 8	<b>Psionic Resistance:</b> 6	

**-Gauss Pistol** 1d20+5 accuracy, 14 damage, +2 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4

**-Stunner** 1d20+1 accuracy, 11 damage, 1 strike maximum; *Special Traits:* Stun, Energy Damage

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

**Skill Focuses:** Influence +2, Ranged +2, Defensive Training +2

**Talents:** Precision Shot, Weapon Mastery (ranged)

**Strength:** 3      **Instinct:** 4      **Agility:** 3      **Fortitude:** 3

**Intelligence:** 4      **Willpower:** 2

**Gear:** Gauss Pistol with 3 magazines, Stunner, Protective Vest with Extra Reinforcement, Communicator, Fone, Tier 2 Equipment Belt, 1d20x2 credits

**Special Ability (Shield Ally):** The police officer can shift as an immediate action to absorb a blow that was meant towards an adjacent ally. This can be any non-area melee or ranged attack. The police officer and the ally swap squares.

### Sewer Cleaning Crew Description

These civil servants perform maintenance on the sewer systems. They wear protective environmental suits to protect themselves from the radiation and corrosion in the sewers. They carry pistols to deal with the vermin lining the tunnels. Cleaners are in the tunnels for maintenance and the elimination of eggs and vermin nests. They are not prepared to deal with zerg. If wounded by a zerg, they will try and flee and signal an alarm.

#### Sewer Cleaner

**Level 1 Terran Non-heroic Character (Core Citizen/ Brute), Low Threat**

**Skill Purchases: 3      Talent Purchases: 0      Ability Score Purchases: 1**

<b>Hit Points:</b> 40	<b>Healing Threshold:</b> 6	<b>Damage Threshold:</b> 20
<b>Defense:</b> 11	<b>Toughness:</b> 15	<b>Resolve:</b> 12
<b>Speed:</b> 5	<b>Shift Speed:</b> 1	<b>Morale Bonus:</b> +1
<b>Space:</b> 1 square	<b>Reach:</b> 1 square	<b>Initiative:</b> +3
<b>Damage Resistance:</b> 3	<b>Psionic Resistance:</b> 6	

**-Heavy Revolver** 1d20+2 accuracy, 18 damage, 1 strike maximum, 6 shots at medium range; *Special Traits:* Gradual Reload

**-Light Tool** 1d20+1 accuracy, 12 damage, +2 strikes maximum; *Special Traits:* Penetration 1, Smashing

**Skills:** Athletics 2, Defensive Training 1, Durability 2, Endurance 2, Melee 2, Perception 1, Pilot 1, Ranged 1

**Skill Focuses:** Endurance +2, Athletics +2

**Talents:** Power Strike

**Strength:** 4      **Instinct:** 3      **Agility:** 3      **Fortitude:** 2

**Intelligence:** 3      **Willpower:** 2

**Gear:** Heavy Revolver with 12 rounds, Light Tool, Repair Kit, Plasma Torch, Equipment Belt, Environment Suit, 1d20 credits

## Incinerators Description

Incinerator bots are small, floating robots equipped with a short range, low power, flamethrower. Incinerators are deployed into the sewers to deal with monster nests, eggs, and toxic mold. If they encounter a zerg threat, they will engage them as well. While their fire spray lacks the power of an actual flamethrower, it is still very dangerous and can set a player on fire. However, using the incinerator as a combat attack is very taxing on their fuel, and an incinerator can only fire their fire spray 5 times before it runs out of ammunition.

If an incinerator goes below 20 hit points, it will use its automated repair actions. If it runs out of fuel for its flame thrower, it will not focus on repairs and instead bash its foes with heavy strike attacks until it is dead.

### Sewer Incinerator Bot

**Level 5 Small-sized Construct (Non-heroic Robot), Medium Threat**

**Skill Purchases:** 5

**Talent Purchases:** 0

**Ability Score Purchases:** 2

**Hit Points:** 41

**Healing Threshold:** NA

**Damage Threshold:** 17

**Defense:** 18

**Toughness:** 13

**Resolve:** NA

**Speed:** 4

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +3

**Damage Resistance:** 13

**Psionic Resistance:** NA

**-Fire Spray** 1d20+4 accuracy, 16 damage, 1 strike maximum, 5 shots at special range; *Special Traits:* Penetration 2, Line 3, Energy Damage, Flames, Close Quarters

**-Bash** 1d20+1 accuracy, 15 damage, 1 strike maximum; *Special Traits:* Penetration 1, Smashing

**Skills:** Durability 4, Defensive Training 4, Melee 2, Ranged 4, Perception 1

**Skill Focuses:** Ranged +2, Durability +2

**Talents:** Awesome Ability (intelligence)

**Creature Abilities:** Automated Repair

**Strength:** 3

**Instinct:** 3

**Agility:** 2

**Fortitude:** 2

**Intelligence:** 3

**Willpower:** NA

**Gear:** Small-sized Fire Spray, Small-sized Bash, Light Hull

**Special Ability (Automated Repair):** As a minor action, the robot activates repair procedures. It suffers -2 on all attacks and checks that turn but regains 12 hit points.

**Special Ability (Hover):** Incinerator Bots hover about half a meter above the ground, and thus are not subject to difficult terrain, ground-based hazards, or land mines. They are very silent and gain advantage on the stealth tests to sneak.

**Special Ability (Robot):** An incinerator bot is a machine constructed to fulfill a certain purpose. It is not a living creature, and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot has one type of robotic shell natural armor that determines its damage resistance. is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not have a Willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.



## Young Scantid Description

Scantids are mutated scorpions native originally to Korhal. While they are home to wastelands and caverns, they frequently enter sewer systems to lay their eggs. Newly hatched larvae are born into an area with plenty of refuse and small vermin to eat. Lucky scantids get to eat humans passing through the area, as well.

While these young scantids are not nearly as dangerous as their full-grown kin, they are still amongst the most dangerous residents of the sewer system. They possess a deadly poison, fast reflexes, and a hard carapace. Thankfully, these creatures crave isolation and are even aggressive to their own kin. Therefore, they are found alone.

### Young Scantid

**Level 10 Small-sized Creature (Non-heroic Hunter), Low Threat**

**Skill Purchases:** 12

**Talent Purchases:** 5

**Ability Score Purchases:** 9

**Hit Points:** 69

**Healing Threshold:** 7

**Damage Threshold:** 22

**Defense:** 22

**Toughness:** 15

**Resolve:** 11

**Speed:** 6

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +4

**Damage Resistance:** 11

**Psionic Resistance:** 3

**-Claw** 1d20+9 accuracy, 14 damage, +4 strikes maximum; *Special Traits:* Rending 1

**-Gore** 1d20+8 accuracy, 25 damage, +1 strike maximum; *Special Traits:* Penetration 1, Smashing, Poison

**Skills:** Acrobatics 4, Athletics 4, Defensive Training 4, Durability 6, Endurance 6, Melee 8, Perception 4

**Skill Focuses:** Melee +2, Athletics +2

**Talents:** Awesome Abilities (Strength), Swift Strikes, Weapon Mastery (melee)

**Strength:** 5

**Instinct:** 4

**Agility:** 6

**Fortitude:** 4

**Intelligence:** 1

**Willpower:** 1

**Gear:** Tier 2 Small-sized Gore, Tier 2 Small-sized Claw, Tier 2 Carapace

**Special Ability (Poisoned Stinger):** A scantid is poisonous. Any target struck by the scantid's gore attack, must make a DC 13 Endurance test versus poison or suffer 10 poison damage.



## Caustic Grub Description

These mutated grubs are commonplace in the sewers. They are essentially pale maggots dripping with dangerous, slimy, acid. They reproduce rapidly and are vicarious predators. They are the result of radiation mutation, plentiful food sources, and evolution based on experimental chemicals they feed upon. Grubs are typically encountered in groups of 3-6. Melee attacks have a chance of ‘popping’ a grub, causing it to spray its attacker with acid upon death.

### Caustic Grub

**Level 1 Tiny-sized Creature (Non-Heroic Oppressor), Low Threat**

**Skill Purchases:** 9

**Talent Purchases:** 0

**Ability Score Purchases:** 0

**Hit Points:** 19

**Healing Threshold:** 5

**Damage Threshold:** 12

**Defense:** 23

**Toughness:** 6

**Resolve:** 13

**Speed:** 4

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 0 squares

**Reach:** 0 squares

**Initiative:** +2

**Damage Resistance:** 4

**Psionic Resistance:** 9

**-Bite** 1d20+4 accuracy, 9 damage, 1 strike maximum; *Special Traits:* Penetration 1, Rending 2

**-Acid Spit** 1d20+2 accuracy, 10 damage, 1 strike maximum, short range; *Special Traits:* Penetration 5, Acid Damage

**Skills:** Athletics 3, Acrobatics 3, Defensive Training 3, Durability 3, Endurance 3, Melee 3, Ranged 3, Stealth 3, Survival 3

**Skill Focuses:** Athletics +2, Mental Training +2

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

**Creature Abilities:** Hobbled Strike

**Strength:** 1

**Instinct:** 2

**Agility:** 4

**Fortitude:** 1

**Intelligence:** 1

**Willpower:** 3

**Gear:** Tiny-sized Bite, Tiny-sized Poison Spit, Heavy Creature Hide

**Special Ability (Acid Burst):** If the caustic grub is reduced to 0 hit points by a melee attack, roll a d20. If they result is 10 or less, the grub's acid sacks burst, causing it to pop like a water balloon. When it does, it showers the attacker with corrosive fluids, causing them to take 10 acid damage (penetration 5).

**Special Ability (Hobbled Strike):** If the caustic grubs bite attacks bypass the defense and toughness of the target, the target is knocked prone in addition to the normal effects of the attack.



# Special Thanks

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