

# StarCraft Roleplaying Game

## Game Supplement 4: Monsters of Koprulu

~A Fan Project by Leovaunt Game Design



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# Chapter 1: The Primal Zerg

## History of the Primal Zerg

*~Rewritten from StarCraft Wiki*

The following section chronicles the origins and nature of the powerful primal zerg.

### **Creation of the Zerg**

The history of the primal zerg goes back many millennia, back to the ancient and distant world of Zerus. On this world, a group of insignificant insectoid creatures entered a pool of a catalytic solution, the first spawning pool, that split and amplified the genetic information of the creatures within. One by one, they turned on and consumed one another, and slowly stole the genetic information from those they consumed. This created a creature, while small and generally unthreatening, that possessed peerless ability to assimilate the essence of other creatures. This was the first zerg.



In time, the planet was visited by the xel'naga, and ancient and powerful extra-galactic species. The xel'naga were masters of genetic manipulation and altering other life forms and shepherded life throughout the sector. This was out of self-preservation, as to continue their immortal lives, they combined both a species pure of form and one pure of essence to create a new generation of xel'naga. The xel'naga recognized the potential of the fledgling Zerg race and used their mastery of genetic manipulation to push the species onwards. Within them, they saw the possibility of purity of essence.

The zerg thrived under the xel'naga's guidance, evolving into parasites that burrowed into larger creatures, controlling and feeding on them simultaneously. These early zerg evolved further by assimilating the genetic information, the 'essence', of their host species. In time, the zerg grew increasingly larger and more powerful, mastering their environment. The strongest species they competed with were assimilated into the swarm, while lesser species were eradicated. Assimilated species were mutated with spines, claws, and dense carapace, transformed into monstrosities designed for combat, bearing little resemblance to the original creature they had been. The zerg in time became the dominant species on Zerus with the aid of the xel'naga.

## The Overmind and the Rise of the Swarm

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

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

In time, Amon used the zerg as soldiers in a civil war to annihilate the other xel'naga. They succeeded in destroying their creators, and took to the stars, traveling across the galaxy. While Amon was destroyed as well, his influence over the zerg remained. In their departure the primal zerg were left as the inheritors of Zerus and became the masters of the planet again. In turn they became masters of their own destiny.

## Pack Leaders of Zerus

No longer having to compete with the hive-minded zerg swarm, the primal zerg flourished and became the dominant species on Zerus once again. With no rules, laws or governing bodies, every creature was left to their own devices to seek their survival and evolution. Some lived long lives, while others were brutally short.

Due to their evolutionary development, there was no 'typical' primal zerg, as they could dictate their evolution to mirror any species they came across. However, most shared both reptilian and insectoid features. Some even developed intelligence and sentience, and even learned language and speech. However, they never evolved psionic powers, nor did they have access to evolutions that allowed them to travel through space. Therefore, they remained grounded on Zerus, where they maintained their zerg-eat-zerg lives.

As with any ecology, apex predators evolved. These creatures had constantly pressed their evolutionary path to grow larger and more powerful. In time, they became uncontested, and no other creature could match their power. Rather than simply sustaining themselves on essence, they used their power and intelligence to organize their own herds, or packs, of zerg that followed under their control.



*~There was a variety of forms primal pack leaders took*

This was no social hierarchy as with the human races, or a slaved control system like was present with the Zerg Swarm. These pack leaders ruled through might and brutality, and other zerg served them out of fear, and the promise that the pack leader would bring them more essence to feed upon. Over the millennia after the Zerg Swarm left their home world, these titanic and powerful primal zerg ended up rounding most of the primals on Zerus into their private hordes. They competed with the other primal pack leaders for essence, territory, and food.

This brutal state lasted thousands of years, with some pack leaders coming and going, while others grew increasingly stronger over the millennia. Everything changed when the zerg swarm came back to Zerus.

## Return to Zerus

Much had happened to the Swarm over the years. They had launched an invasion into the Koprulu Sector and declared war on both the terran and protoss races. The result reined them as the superior power over the sector, even despite the Overmind's death at the hands of the protoss. They became controlled by the infested terran, Kerrigan, also known as the Queen of Blades. Kerrigan was defeated on the surface of Char during the Second Great War and turned back into a human. However, revenge drove her to seek power and the company of zerg once again, and she guided the swarm back to Zerus in her quest for personal power.

On her arrival, she found the chaotic state of the planet, and was instantly challenged by the primal pack leaders. It was their belief that the Swarm was perverted and corrupted and were instantly hostile to the swarm. Kerrigan was forced to lead her forces against the constantly evolving primal forces, which were able to steal the essence of her swarm and mimic their powers.

In her stay on the planet, Kerrigan discovered the original spawning pool, where the first zerg were created, and tried to absorb its incredible power for herself. After surviving the process, she found herself transformed: not terran, not zerg nor primal, but a combination of all of them, with unrivaled psionic might and freedom from mind altering zerg mutagens and Amon's corruption. With her newfound power, Kerrigan subjugated the primal pack leaders, and killed those who would not serve her. After her military victory, all zerg, both those of the swarm and the primals, served her power.

## State of the Primal Zerg

Kerrigan brought the majority of the primals back with her to the Koprulu Sector, where they stole essence from the terrans, and the other races of the sector. Thanks to this action, the primals are found in small pockets across many planets. With their endless potential to grow and evolve, the primals are now a threat to all other races in the Koprulu sector, with only one rule: consume and evolve.



## The Primal Zerg

The Primal Zerg are unlike any other being in the galaxy. Each individual zerg dictates its own evolutionary path, and rapidly changes based on its own needs and wants. This has led to them being a race of independent creatures, each customizing and designing themselves to create their own breed of monstrosity.

Unlike ordinary zerg, primals are playable as characters in high powered campaigns. This is because they are independent, and not lead by a hive mind, and have many options for personal character growth and development in the form of their evolutions. They have the potential to grow to unrivaled strength and power over the course of their lives.

For this reason, and for the general hostile nature of a primal zerg, the Game Master should make sure that he wants to allow players to play as these creatures. At low levels, they are fairly weak and their lack of intelligence gives them limited roleplaying opportunities. At higher levels, however, they can grow to massive sizes and possess incredible strength, and a single primal zerg can grow far stronger than an entire party of regular characters could hope to achieve together.

If the Game Master allows it, or if they are trying to create their own custom Primal Zerg NPCs from scratch, they can follow these rules. Designing primal zerg is unique. The step by step creation of a primal zerg is like designing a character rather than a creature, and involves spending characteristic points, and improving the creature one level at a time. The first step is choosing the Primal Zerg race.

## Character Creation Basics

These are the rules for creating a heroic primal zerg character at 1<sup>st</sup> level.

### Characteristic Points

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

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

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

### Primal Zerg Character Creation Package

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

**Step 2:** Purchase a race. The only race listed here is Primal Zerg

**Step 3:** Choose your genetic quirk

**Step 4:** Spend your essence points on your remaining 3 evolution slots

**Step 5:** Chose an archetype (starting level 5 or higher only)

**Step 6:** Spend remaining characteristic points.

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

## Primal Zerg Race

**Characteristic Points:** 12

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

**Size:** Medium (at the start)

**Consume, Change, Evolve:** Primal Zerg are in an active state of evolution, constantly transforming themselves, growing new limbs, modifying their body, and changing their very essence. Primal zerg gain evolution points by consuming their prey and consuming their essence. When they purchase an evolution, they must place it in one of their available 'slots'. The slots are the limit of customization for the primal zerg based on their DNA. They can spend those evolution points to modify their body: growing extra limbs, changing their shape, upgrading their natural weapons, developing the ability to spit acid, and more. At 1<sup>st</sup> level, the primal zerg is only developed enough to support 5 evolutions. As they increase in level, they gain additional mutations, up to 20 at level 30.

A primal zerg can devour the corpse of a dead organic creature to consume its essence. This essence is used to grow and evolve and undertake new evolutions. This is measured in essence points. When a primal zerg consumes a creature, they gain essence points equal to the devoured target's level. Primal zerg cannot gain essence from an enemy that is more than 10 levels below them. Consuming a level 5 creature is therefore worth 5 essence points. A primal zerg cannot have more essence points at any one time than 5x their level +10. They can also not purchase evolutions that cost more essence than their maximum essence. They have simply not evolved enough to adapt that mutation. Devouring a corpse requires 10 minutes, halved for each size category lower than you the corpse is, and doubled for each size category the corpse is above you.

Alternately, a primal zerg can devour a creature for one of its traits, instead of its essence. Many evolutions can be gained by consuming a creature with the correct biological trait instead of accumulating essence points. Only one evolution or archetype can be gained from eating a single creature. The individual mutations will detail what traits need to be consumed to gain an evolution. All evolutions can eventually be purchased with essence points, if such a creature is not available. See the Evolutions section on all evolutions available to primal zerg and what it takes to gain them. Even through this method, they cannot gain an evolution through consumption that costs more essence than their maximum essence points per level.

The primal zerg can choose to spend essence points during an 8 hour rest, where they enter into a chrysalis state during their sleep. While in these state, they are helpless until finished. During the rest, the primal zerg chooses what evolutions to spend their essence points on. They can fill empty slots with new evolutions or replace existing slots with different evolutions of that type. After 8 hours have passed, they emerge from the chrysalis changed.

At level 1, a primal zerg character begins with 15 essence points. In addition, two of their starting five slots are taken up by the Primal Light Carapace and Primal Ripping Fangs evolutions. Heroic primal zerg also gain the Sapience evolution, that does not take up a body slot. They can use their 15 essence points to change these evolutions, fill their remaining evolution slots, save them for later, or a mix of the three.

**Genetic Quirk:** Every primal zerg has one genetic quirk that is chosen at character creation. The quirk is one of the six ability scores that the primal has natural skill with. Unlike evolutions, quirks can never be changed once chosen. See the Genetic Quirks section on the description of various quirks.

**Archetypes:** Archetypes are a special form of evolution that changes the creature's base capacities by focusing their evolution and mindset to perfecting a certain type of behavior. Unlike standard evolutions, archetypes do not take body slots and instead take archetype slots. Primal zerg gain the first archetype slot at 5<sup>th</sup> level and gain up to five by the time they reach level 30.

Like evolutions, archetypes are gained by spending essence points against their cost, or by consuming a creature with the correct biological trait. Assuming a new archetype also requires 8 hours spent in a chrysalis to fully adopt it. Unlike evolutions, archetypes cannot be changed once chosen.

**Assimilate:** When a primal zerg consumes a target to take their essence, they also recover an amount of biomass equal to the target's level, up to their normal biomass amount.

**Primal Zerg Traits:** Primal Zerg have a regeneration value based on their size (normally 2). Primals can be healed any number of times per day and do not have healing thresholds. They always count as having the Jaded talent. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a biomass score equal to their fortitude + strength + willpower. In addition, non-heroic primals (non-player primals) cannot gain the Computers,



Influence, Leadership, Lore, Medicine, Pilot, Psionics, Science, or Tactics skills, cannot speak or communicate verbally, and cannot perform the Thought Blocking, Focus, or Aim combat behaviors. Player controlled primals do not have these penalties. **Burrow:** All primal zerg can burrow underground as a standard action. Exiting a burrow requires a move action. While a zerg is burrowed, it is considered to be cloaked for the purposes of attacks against it, defenses, and being spotted or detected. In addition, burrowed zerg have a cover bonus to defense. While burrowed, primals can generally perform no actions, and are essentially blinded. They can feel motion on the surface around them at radius of 10 squares, and their hearing remains intact, although all targets are considered to have concealment against them for the purposes of perception tests.

**Description:** The primal zerg were the original zerg native to Zerus. When Amon came the Zerus and bound the majority of their species in the Hive Mind, the primal zerg remained independent and unfettered by Amon's corruption. After the new Zerg swarm left their home world, the primal zerg remained behind and thrived. They remained there, isolated, until Sarah Kerrigan came to their world in search of the hidden power of the Primal Zerg. She obtained it, and slew most of the pack leaders, bringing the primal zerg into her fold, and returned to the Koprulu Sector with them.

The primal zerg have not been unleashed on the populated universe as a unified force and are building their own colonies and civilization amongst the sector. Without a hive mind connecting them, and the ability to evolve intelligence, speech, and self-awareness, every primal zerg has the potential for greatness. Most begin their lives as small, weak creatures, but have the potential to become the most powerful monstrosities in the sector. Primal zerg grow by consuming the essence, or life force, of others, and using their essence to customize their shape and form.

Even primal zerg with human-level self-awareness tend to be simplistic creatures. They talk using basic words and simple language, often very slowly. Their 'culture', if it could be called that, is based around survival of the fittest and reverence of the strong. Primal zerg have little interest in higher philosophical notions such as honor, loyalty, commitment, or glory. Their sole interests are constant evolution, survival, and growing stronger.



*~Primal Zerg come in many different forms and often mix reptilian and insectoid features*

## Spending Leftover Characteristic Point

After choosing their starting evolutions and genetic quirk, the character should have a few characteristic points that can be spent to round off a character and make them more unique.

### Ability Scores

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

### Talents

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

### Skill Points

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

### Finishing Details

After spending the last of the character's characteristic points, most characters will be done. All that is left is to calculate the numbers and values. Once everything is finished, the player will have a completed character. Now the player should start to think about what type of back story and personality and appearance the character will have.

### Starting Evolutions for Higher Level Characters

If a player is allowed to begin play with a higher-level play, the character has additional body slots to fill with evolutions. As a rule, a primal zerg starting at higher level can have all of their body slots filled with an evolution that is within their maximum evolution allowance. For example, a primal zerg starting at level 5 can have up to 7 evolutions, as long as none of them cost more than 35 essence points.

Level	Maximum Ability Score Value	Maximum Ranks in Skills	Maximum Essence Points/ Essence Cost Restriction	Body Points	Archetypes
1	5	3	15	5	0
2	5	3	20	6	0
3	5	3	25	6	0
4	5	4	30	7	0
5	6	4	35	7	1
6	6	4	40	8	1
7	6	5	45	8	1
8	6	5	50	9	1
9	6	5	55	9	1
10	7	6	60	10	2
11	7	6	65	10	2
12	7	6	70	11	2
13	7	7	75	11	2
14	7	7	80	12	2
15	8	7	85	12	3
16	8	8	90	13	3
17	8	8	95	13	3
18	8	8	100	14	3
19	8	9	105	14	3
20	9	9	110	15	4
21	9	9	115	15	4
22	9	10	120	16	4
23	9	10	125	16	4
24	9	10	130	17	4
25	10	11	135	17	5
26	10	11	140	18	5
27	10	11	145	18	5
28	10	12	150	19	5
29	10	12	155	19	5
30	10	12	160	20	6

## Genetic Quirks

Genetic quirks are one of the first decisions you will make in designing your primal zerg. Essentially, every primal is born with an increased aptitude with one attribute, chosen from the normal selection of ability scores. This chosen attribute gives them great power related to their genetic quirk, be it unnatural speed, strength, or intelligence. A genetic quirk is chosen at character creation and is a permanent decision. No amount of essence points can change a primal's inherent gifts.

### **Genetic Quirk: Agility**

**Ability Score:** +1 agility and +1 maximum agility. Gain an additional +1 agility at levels 10, 20, and 30.

**Special Ability (Fleet Movement):** The zerg can move at a speed that is amazing for a living creature. While moving across the ground, the primal can spend a full-round action to move at 8x its normal land speed in a straight line. At the end of the movement, it can perform a melee weapon attack, if there is a target within reach. If the creature is flying, it cannot use this function. It does, however, gain an extra move action each turn while flying.

**Special Ability (Evade):** If the primal used bob and weave on their turn, they can make an evasion attempt against any attack once per round, including single target and melee attacks. This functions as a normal acrobatics test to evade. Succeed or fail, it cannot be performed again until the start of the primal's next turn.

### **Genetic Quirk: Fortitude**

**Ability Score:** +1 fortitude and +1 maximum fortitude. Gain an additional +1 fortitude at levels 10, 20, and 30.

**Special Ability (Indomitable):** The primal is extremely difficult to stop. It gains bonus maximum hit points equal to 5x its level. It also gains +5 regeneration.

**Special Ability (Growth Hormones):** The primal regenerates its biomass and regains 1 biomass at the start of every round.

### **Genetic Quirk: Instinct**

**Ability Score:** +1 Instinct and +1 maximum instinct. Gain an additional +1 instinct at levels 10, 20, and 30.

**Special Ability (Precision Blast):** The primal is precise and effective with ranged attacks. It adds its full instinct to ranged damage when making ranged attacks.

**Special Ability (Advanced Senses):** The primal has very keen sensory organs. It automatically detects all creatures in area around it as if it made a spotter action. This area has a range of 5x instinct squares.

### **Genetic Quirk: Intelligence**

**Ability Score:** +1 Intelligence and +1 maximum intelligence. Gain an additional +1 intelligence at levels 10, 20, and 30.

**Special Ability (Language Adaptation):** The primal is a sapient creature, capable of speech, language, and understanding. It can use any skill, converse in an audible language, and even learn new languages by consuming prey. In addition, the primal can steal a victim's memories by eating their brain. They can make DC 15 intelligence test to recall a basic memory, or a DC 22 intelligence test to recall a more elaborate or distant memory. The difficulty is up to the GM and the action takes 1 minute.

**Special Ability (Adaptable):** The primal is very adaptive and a fast learner. Whenever they purchase skill ranks through characteristic points, they gain 3+ ½ intelligence skill points. In addition, the primal starts with 2 skill focuses in any two skills of their choosing.

### **Genetic Quirk: Strength**

**Ability Score:** +1 strength and +1 maximum strength. Gain an additional +1 strength at levels 10, 20, and 30.

**Special Ability (Mighty):** The primal makes very powerful blows. It adds its full-strength score to melee damage, instead of ½ strength.

**Special Ability (Unyielding):** The primal's strength and fury makes it difficult to stop. It gains protection points at the start of each turn equal to its level.

### **Genetic Quirk: Willpower**

**Ability Score:** +1 willpower and +1 maximum willpower. Gain an additional +1 Willpower at levels 10, 20, and 30.

**Special Ability (Zeal):** Despite having the Jaded or Cynic talents, the primal can still gain up to 3 positive morale levels. Its negative morale is still limited, or removed, by its talents.

**Special Ability (Pack Leader):** The primal is a natural alpha and leader over other primal zerg. They can command other primals as if they had the Pack Leader archetype. If they later gain the pack leader archetype, then they gain +10 on command checks.

**Special Ability (Terrifying Roar):** The primal knows how to fill its enemies with dread. As a minor action, they can perform a roar action, that functions as a Demoralize combat influence attempt against all enemies within Willpower squares. Their bonus for this check is their Command skill plus twice willpower.



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

## Archetypes

Archetypes are powerful and permanent evolutions. They represent mindsets, full body changes, and changes in overall morphology. Archetypes are similar to both evolutions as well as infested terran directives. Like the latter, archetypes give bonus ability score points and skill focuses. However, archetypes are acquired like evolutions, by spending essence points or through consuming special creatures. They use their own slots, however, and do not take normal body slots. Primal zerg gain their first archetype slot at level 5 and gain up to six by level 30.

### Apex Predator

**Essence Point Cost:** 30

**Special Acquisition Method:** Consume a large-size or larger creature with the Hunter creature type

**Ability Score:** +1 strength

**Skill Focuses:** Melee

**Special Ability (Counter Attack):** When you are hit by a melee attack, you can make an opportunity attack at that target. This attack gains the Cleaving (1) weapon trait. You gain bonus opportunity attacks every round equal to  $\frac{1}{2}$  your instinct. These bonus opportunity attacks can only be used for counter attacks.

**Special Ability (Fury):** You make your full number of strikes when making opportunity attacks.

**Description:** Apex predators are dangerous, warrior organisms that focus on combat prowess. They have instinctually tuned themselves for battle and react quickly to their enemy's actions. Most of the most successful hunters on zerus are apex predators, who perfect their skills to battle with other primals.

### Bilemaw

**Essence Point Cost:** 30

**Special Acquisition Method:** Consume a creature with acidic blood or a Zerg Roach or Encroacher

**Ability Score:** +1 fortitude

**Skill Focuses:** Ranged

**Special Ability (Destructive Acid):** Your acid attacks are particularly hard to resist and eat through steel like flesh. All your attacks that deal acid damage gain +10 penetration. In addition, if you deal the melting condition to an enemy, the condition damage deals +5 damage.

**Special Ability (Acidic Bite):** Your mouth constantly exudes acid that infects targets once you bite them. When you use the Ripping Fangs natural weapon, the struck target takes additional acid damage equal to  $\frac{1}{2}$  the attack's base damage (before attack overages). This damage has the penetration 15 (including the benefit from Destructive Acid). The acid damage does not gain attack overages.

**Description:** Bilemaws are filled with acid. It infects their blood stream, their saliva, and all their organs. Their affinity with acid makes also makes their bodily acid much more destructive and consuming. Bilemaw's acid allows them to chew through bulkheads and cave walls by lashing out with acid-lathed teeth and spouts of virulent molecular acid.

## Birther

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume a creature that can rapidly spawn minions, such as a Zerg Swarm Host

**Ability Score:** +1 fortitude      **Skill Focuses:** Durability

**Special Ability (Spawning Powers):** You are naturally able to spawn other creatures and gain access to the Spawning evolution discipline. If you are level 5-9, you gain Basic Spawning. At levels 10-17 you gain Advanced Spawning. At levels 18-24, you gain Master Spawning. At 25 or higher, you gain Paragon Spawning.

**Special Ability (My Children):** You are a breeding creature and can constantly spawn minions to serve you for a short time. You gain the *Spawn Minions (primals)* evolution power, regardless of requirements. When you have access to this power, you have a special mechanic known as spawning points. This is how many creatures you can spawn in a short period of time. Your spawning points are equal to your fortitude x 5. When you use this power, you select which primals you are going to spawn from the following list. Each one has a level and size requirement that you must be in order to spawn them, and a cost in spawning points. When you chose to spawn minions, you can spawn any number and variety of minions at once up to your spawning point limit. Thus, if you have a spawning limit of 40, you could chose to spawn 5 roaches, 8 zerglings, or 2 roaches and 4 zerglings. Keep in mind your spawning limit is a per encounter resource not a per usage resource; if you use all your spawning limit early in an encounter, you will not have any spawn limit to use later on. Spawn limit regenerates naturally at a rate of 10 points per minute out of encounters. See the *Spawn Minions (primal)* evolution power for more information on how this works.

**Description:** Birthers are primal parents, who focus on spawning other primal zerg minions. The constant parent, birthers can create a variety of different minions, based on the essence of other primals they have consumed throughout their lives. Birthers usually deploy eggs at the first sight of danger, so their minions will readily defend them against enemy attacks.

### Birther Archetype and Game Balance

The birther archetype can be incredibly powerful, possibly game breaking, depending on how it is used. This is especially in the case of extremely large and high level primals. There are important balance factors to remember for birther player characters.

- 1- First, **birthers can only create the example primal zerg listed under the Spawn Minions (primal power)**. They cannot custom create their own primal characters and spawn them. This prevents exploitation. Birthers can only create the most common variants of their kinds. More unique primals are created through individual evolution, not mass production
- 2- Birthed primals go their own way after battle. Thus, a birther cannot pool massive hordes of minions and use the to sweep the world. Birthed minions stay for a battle, and then go live their own lives.
- 3- Birthers can potentially create huge numbers of minions, and the GM should make sure such characters control their minions quickly. Have them all go after the birther in initiative, and make sure the player takes their actions quickly. Give them a time limit to get all their minion actions done, so they do not take much game time doing precise manipulation on each of their minions. Have them move, attack, maybe a combat behavior, and be done.

## Crusher

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume a creature with the Bruiser creature type

**Ability Score:** +1 strength      **Skill Focuses:** Melee

**Special Ability (Mighty Blow):** Your blows are slow, but powerful. When you perform a heavy strike action, the you gain bonus penetration equal to 1/2 their strength score.

**Special Ability (Impact Wave):** When you make a heavy strike attack, the strength of your blow can destabilize those nearby. After making a heavy strike attack, make an attack against the toughness of all targets near the primary target. This attack has an accuracy of your melee skill plus your strength, and effects a burst area equal to 1/3 your strength. Any target hit by the attack is knocked prone and pushed 1 square away from the center of the burst. Vehicles need to make DC 10+ speed modifier pilot checks or loses control of their vehicles.

**Description:** Crushers are slow and ponderous creatures that possess great strength. They focus on heavy attacks, building up weight and muscles so their every blow is made with great impact. Crushers strike with the force of a mountain, and their momentum can create an impact wave that throws enemies off their feet or off-balance.

## Devourer

**Essence Point Cost:** 60

**Special Acquisition Method:** Consume a creature with a huge-sized or larger bite or ripping fangs natural weapon

**Ability Score:** +1 strength      **Skill Focuses:** Melee

**Special Ability (Massive Maw):** You have an extraordinary large mouth and head. Your primal ripping fangs natural weapons gains +5 base damage. In addition, many of your natural ranged weapons count as one size larger for determining their area. The primal acid blast, primal acid spew, and primal acid spit natural weapons increase in area and range as if you were one size category larger than you are.

**Special Ability (Consume):** When you make a heavy strike action against a target that is 2 or more sizes smaller than you, you can try to grab them in your jaws. You must surpass both the target's defense and toughness with the attack. If you succeed, the target is grabbed in your mouth and gains the Crushed and Stunned condition. At the end of every turn they are in your mouth, they can make an athletics or acrobatics test to escape your mouth and land in an adjacent square. The DC of this check is 10+ your strength score. You cannot make ripping fang or any primal acid natural weapon attacks while you have a creature in your mouth.

**Description:** Primal with heads larger than their bodies are known as devourers. Devourers make gigantic bite attacks to grab enemies in their mouths and crush them in their jaws. Devourers have a great appetite to match their large maws and often consume anything they come across, even if they don't possess usable essence.

## Eternal

**Essence Point Cost:** 60

**Special Acquisition Method:** Consume a creature with a regeneration value of 15 or higher

**Ability Score:** +1 fortitude      **Skill Focuses:** Durability

**Special Ability (Improved Regeneration):** You have very fast regeneration, more so than most primals. You add your fortitude to your regeneration value.

**Special Ability (Resurrection):** Once per 24 hours, once you are reduced to 0 hit points, you can automatically revive yourself. When you do so, you instantly regain 25 hit points, +10 hit points for every point of biomass spend once you go below 0. If you activate this power, you don't fall prone, roll for disfigurement, or suffer any of the normal penalties, as if you didn't drop to 0 hit points at all.

**Description:** Eternals focus their bodies for longevity. Their regeneration has been tuned so they can live long lives without needing to constantly consume others (not that they stop seeking essence!). In addition, their regeneration is powerful enough to pull them back to life from death, giving them a chance to escape and increase their eternal lives.

## Eviscerator

**Essence Point Cost:** 30

**Special Acquisition Method:** Consume a creature with the Hunter create type

**Ability Score:** +1 strength      **Skill Focuses:** Melee

**Special Ability (Sharpened Claws):** Your claws are unnaturally sharp. You gain +3 penetration and rending with the following natural weapons: primal ripping fangs, primal scything claws, primal goring horn, primal spine banks, and primal spine batteries.

**Special Ability (Shredding Bone):** Some of your natural weapons are effective at causing bleeding injuries. These natural weapons do 3 bleed against a target for every crippling wound they deal. The effected natural weapons include: primal ripping fangs, primal scything claws, primal goring horn, primal spine banks, and primal spine batteries.

**Description:** An eviscerator is a living weapon. Their blades are sharper and more dangerous, and they are designed to wound. Eviscerators prefer to engage enemies with hooked claws, barbed spines, and rows of serrated teeth. They have evolved to be focused on causing pain and carnage with every strike, and they excel at it.

## Fireborn Aberration

**Essence Point Cost:** 75

**Special Acquisition Method:** Consume a creature with natural fire attacks or breath weapon, such as an Ash Worm

**Ability Score:** +1 willpower      **Skill Focuses:** Endurance

**Special Ability (Fire Beast):** Your body exudes fire and heat. All of your weapons with the Acid Damage and/or Corrosion traits instead gain the Energy Damage and Flames traits as well as +5 penetration. In addition, you gain +20 damage resistance against attacks with the Flames trait and cannot gain the Burning condition.

**Special Ability (Fire Aura):** You produce a natural aura of blazing heat. Any creature that ends their turn within your reach suffers 10+ 2x your level energy damage.

**Description:** Fireborn primal have tapped into the essence of pure fire like the dragons of terran lore. They can spout blasts of fire, swim through lava, and emit great heat from their molten carapace. Fireborn aberrations are deadly creatures that use their flames to create charred foes that are easily digested.

## Frostfel Aberration

**Essence Point Cost:** 75

**Special Acquisition Method:** Consume a creature that is perfectly adapted to the cold, exudes cold, or has a freezing breath, such as an Ursadon

**Ability Score:** +1 willpower      **Skill Focuses:** Endurance

**Special Ability (Glacial Beast):** Your body channels icy temperatures and drains the heat from your surroundings. All of your weapons with the Acid Damage and/or Corrosion traits instead gain the Energy Damage and Freeze traits. You also gain a permanent +4 bonus to your damage resistance. In addition, you gain +20 damage resistance against attacks with the Freeze trait and cannot be penalized with that condition.

**Special Ability (Frozen Aura):** You drain heat from the area around you, creating an area of bitter cold. Any creature that ends their turn within your reach must make an Endurance check (DC 8 + your level). If they fail their endurance check, they have the Slowed and Staggered condition on their next turn. Enemies must make this check every round they end their turn within your aura.

**Description:** Frostfel aberrations are a new group created once the primal zerg reached the Koprulu Sector. These aberrations come from primal zerg that have settled on frozen worlds such as Braxis and Kaldir. They can drain the warmth from their area and freeze the area round them. Enemies standing before them feel they are standing in the depths of space.

## Hive

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume a creature that is filled with tiny parasites or exudes swarms of creatures, such as a Scantipede or zerg with the Pestilence evolution discipline

**Ability Score:** +1 agility      **Skill Focuses:** Ranged

**Special Ability (Pestilence Powers):** You can create zerg gases, clouds, and microorganisms. You gain access to the Pestilence evolution discipline. If you are level 5-9, you gain Basic Pestilence. At levels 10-17 you gain Advanced Pestilence. At levels 18-24, you gain Master Pestilence. At 25 or higher, you gain Paragon Pestilence.

**Special Ability (Infection):** When you kill a living enemy with a pestilence power or a melee natural weapon, you fill their corpses with an angry swarm that rapidly multiplies within it. One round after their death, the body explodes and swarm of insects remains in its place. You make a ranged skill attack against all targets near the body, and a cloud fills that same area, providing concealment for 2 rounds. The damage, and the burst area of the explosion and cloud are based on the creature's size:

**-Tiny or Small:** 10 damage, Burst 1

**-Medium:** 20 damage, Burst 1

**-Large:** 30 damage, Burst 2

**-Huge:** 40 damage, Burst 4

**-Gargantuan:** 60 damage, Burst 8

**-Colossal,** 80 damage, Burst 12

**Description:** A zerg primal hive is a host to millions of microscopic primal zerg that live inside their body. They are symbiotes with these creatures, weaponizing them to be a swarm of infectious chemical weapons that fight on their behalf. Hives often infest those they kill with these creatures, allowing their children to consume the corpse and turn it into a 'corpse bomb'. These tiny organisms split and multiply as they eat and they all return to their parent once they are sated.

## Hydra

**Essence Point Cost:** 60

**Special Acquisition Method:** Consume a creature with a regeneration value of 20 or more

**Ability Score:** +1 willpower      **Skill Focuses:** Endurance

**Special Ability (Limb Recovery):** You recover crippling wounds very quickly. At the start of every round, you can make a DC 25 endurance check. If you succeed, you remove one crippling wound point of your choice. In addition, if you lose a limb from a crippling wound, you replace it with two limbs. This extra limb lasts for 5 minutes before it falls off. If the limb was a natural weapon, then that weapon gains Hailfire 1 until it is gone.

**Special Ability (One Mind above All):** If you have the Extra Head I or Extra Head II evolution, you gain +2 on your willpower check to keep control over your body.

**Description:** Hydras are capable of rapidly replicating cells and tissue, allowing them to recover from grievous wounds very quickly. In fact, a hydra can instantly replace a lost limb with a pair of limbs, at least for a short while. Hydras also adapt to having multiple brains very well, as part of being accustomed to splitting limbs, and have greater control over their multiple heads and personalities.

## Living Cannon

**Essence Point Cost:** 75

**Special Acquisition Method:** Consume a creature that is huge-sized or larger with natural ranged attack

**Ability Score:** +1 instinct      **Skill Focuses:** Ranged

**Special Ability (Independent Weapon):** Your body spawns a biological cannon that possesses its own brain and intelligence. You gain an additional body slot; this slot can only be used for a primal natural ranged weapon. You also gain another standard action every turn. This action can only be used for firing the ranged weapon in the specialty slot. The weapon suffers no penalty for dual-wielding or moving in that turn. The cannon does not use the primal's skills, talents, or attributes. Instead, it counts as having an instinct and agility equal to 1/3 the primal's level and a ranged skill of 1/3 the primal's level +2.

**Special Ability (Living Artillery):** The ranged weapon used in the Independent Weapon trait gains +1 base range increment.

**Description:** The living cannon is a symbiotic organism that grows out of the primal's body. Taking the form of a giant cannon, often sprouting from the primal's spine or stomach, this cannon fires ranged volleys independent of what the primal does. It is an unusual sensation for the primal to have a limb that is controlled by a separate brain, but the extra firepower is hard to argue with.

## Miasmatic Aberration

**Essence Point Cost:** 75

**Special Acquisition Method:** Consume a creature that is huge-sized or larger with natural corrosive attacks, such as a Devourer

**Ability Score:** +1 fortitude      **Skill Focuses:** Endurance

**Special Ability (Toxic Beast):** Your body exudes poison, acid, and toxic fumes. All of your weapons with the Acid Damage trait instead gain +2 power ratings of damage. If you deal the melting condition to an enemy, the melting damage gains Hailfire 1. In addition, you gain +20 damage resistance against attacks that deal acid damage trait and cannot gain the Melting condition.

**Special Ability (Toxic Vapors):** You produce a noxious, stinking cloud, that is sickens and nauseates anyone within it. Any living creature that ends their turn within your reach must make an Endurance check (DC 8+your level) or suffer 2x your level poison damage.

**Description:** The most common form of primal aberration is the miasmatic aberration. These creatures exude toxic clouds and poison, making it dangerous to simply breathe near them. Their expertise on deadly compounds extends beyond poisons and onto acids. The acidic attacks of a miasmatic aberration are amongst the deadliest.

## Nester

**Essence Point Cost:** 30

**Special Acquisition Method:** Consume a creature that builds nests or spins webs that is at least small sized

**Ability Score:** +1 instinct      **Skill Focuses:** Athletics

**Special Ability (Web Shot):** You can hurl webs to snare targets. Throwing webs is a medium ranged attack that uses your ranged skill plus instinct for accuracy. If the attack hits both a target's defense and toughness, they are Immobilized. Winged creatures instantly fall out of the air at 10 squares per round. Creatures that fly without wings are Immobilized but do not fall. Immobilized targets must make an athletics test on their turn to escape the web (DC 8 + your level). Otherwise, the webs evaporate after 3 rounds. Shooting webs costs 1 biomass.

**Special Ability (Set Traps):** When given time to set up, you can set a series of traps across an area. You can spend 10 minutes preparing a 20 by 20 area with a series of pitfalls, web traps, and cover. You can alter a number of squares equal to ½ your level, by adding a special effect to those squares. These alterations last 24 hours or until used. You can apply one of the following effects to a square.

**-Web Trap:** This square is covered with thick webbing. It counts as difficult terrain. Any creature that steps on such a square must make a DC 20 athletics check or be immobilized until of their next turn.

**-Pitfall:** This square is false ground covering a shallow pit. When a creature steps on such a square, they must make a DC 20 acrobatics test or fall 2 squares down a pit. They suffer 20 damage and must climb out of the pit requires a DC 10 athletics checks.

**-Tossed Earth:** The square is a pile of loose earth and scrap piled upwards. This counts as a source of cover for ranged attacks passing through the square, as long as the target is large-sized or smaller.

**Description:** Nesters are primal zerg that have adapted tendencies like ant lions and spiders. Nesters excel at defense, as they can sit up pit traps, webbing, and blockades to seal off an area and prepare against an attack. These primal zerg are cunning creatures who excel at ambush. They can also use their webs to immobilize prey, making them vulnerable to consumption.

## Pack Leader

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume a creature with an intelligence and willpower of 6 or higher

**Ability Score:** +1 intelligence      **Skill Focuses:** Command

**Special Ability (Pack Leader):** You are now a pack leader capable of commanding other primal zerg. You can use the command skill, gain command tactics, and can implant your will on any primal zerg allies. You instantly gain access to three command tactics of your choice.

**Special Ability (Direct Minions):** You can spend a full-round action directing your minions. Chose a number of allies, up to your intelligence, that are under your command. They can instantly perform a standard action.

**Description:** Pack Leaders are intelligent primal zerg that can use words, growls, and motions to direct, command, or inspire other primal zerg. Pack leaders are usually as intelligent as a terrain but bullheaded and simple. Their commands tend to be simple and straightforward, their tactics filled with ferocity.

## Psychic Abomination

**Essence Point Cost:** 80

**Special Requirement:** Genetic Quirk: Intelligence

**Special Acquisition Method:** Consume a creature with psychic abilities and a Psi Level of at least 6

**Ability Score:** +1 intelligence      **Skill Focuses:** Mental Training

**Special Ability (Psychic):** You evolve the ability to naturally use psionics, against the recommendation of the rest of your kin. You gain a maximum Psi Level of 6 and access to the Augmentation and Telepathy disciplines. You gain the Psionic Detection trait. In addition, you count as a Command strain zerg, even though you are a primal. You can command and apply tactics to zerg minion and specialist strains, and in turn be commanded by mastermind strain. When commanding, or being commanded, by swarm zerg, you gain Instinctive Telepathic Link with Zerg that you are attached to.

**Special Ability (Greater Mind):** Your advanced mind has a higher resistance to telepathic attacks and powers. You gain psionic resistance equal to 2x your intelligence.

**Description:** Most primal zerg eschew psionics, dreading the servitude that a zerg gets once they can connect with other zerg. The psychic aberration does not fear this connection, and instead decides to use it as the next stage of their evolution. These psychic abominations possess many basic psionic abilities and even have the power to 'tap in' to the zerg hive mind and be able to use it, despite being a primal.

## Raider

**Essence Point Cost:** 60

**Special Acquisition Method:** Consume a creature with rapid flight and an agility of at least 8

**Ability Score:** +1 agility      **Skill Focuses:** Defensive Training

**Special Ability (Soar):** You can fly faster than any other primal zerg. Your maximum speed while flying increases by 150. Your acceleration rating and fly speed increases by 20. You can also fly in space.

**Special Ability (Evasive Flying):** When an enemy makes a target lock against you, you can try to break their connection against you. You can try to break target locks as a minor action. Doing so requires you to make an acrobatics test versus the attacker's tactics check. If you succeed, you break the target lock.

**Restriction:** You must have the Wings and Extra Wings evolutions to take this archetype. If you lose those evolutions, you lose all special abilities of this archetype until you gain them

**Description:** Raiders airborne strike beasts, that swoop over the terrain and descend with fury and savagery upon unsuspecting prey. Raiders are vicious and opportunistic killers, like vultures. Pack leaders use them as terror troops, to attack vulnerable convoys, and harass miners and laborers.

## Shadow Hunter

**Essence Point Cost:** 30

**Special Acquisition Method:** Consume a creature with the Prowler creature type

**Ability Score:** +1 agility      **Skill Focuses:** Stealth

**Special Ability (Lurker):** Any time you complete a move or shift action, you can try to hide from sight, if you are not being observed. You can also move at full speed when hidden. Attacks against you while you are hidden suffer a -10 penalty, instead of -5. Finally, you gain advantage on all stealth checks.

**Special Ability (Shadow Strike):** When you attack an enemy that is flat-footed against you, you gain +4 damage, penetration, and rending.

**Description:** Shadow hunters are prowlers that stalk their victims through the brush and darkness. They forgo brawls to instead wait for their prey to expose themselves, and then strike with brutality. Shadow hunters are more cunning, or sometimes more cowardly, than most primal zerg. They are opportunists that love opportune strikes against wounded or vulnerable enemies.



## Shifter

**Essence Point Cost:** 60

**Special Acquisition Method:** Consume a creature that has the ability to change their shape, such as a Zerg Changeling

**Ability Score:** +1 agility      **Skill Focuses:** Athletics

**Special Ability (Shapeshifter):** You can change your form into any other creature that is within 1 size category of you. When you do so, make an intelligence check with a +10 bonus. Creatures that see you must make a perception check, with a DC equal to your intelligence result, to know that something is amiss about you. Anyone who is highly familiar with the figure that you are replicating gains +5 to their perception check. Changing form requires 3 full-round actions.

**Special Ability (Horrific):** You can twist your shape to horrific forms when you attack. If your natural melee attacks bypass a target's resolve, the target loses 1 morale level.

**Restriction:** You must have the Boneless evolution to take this archetype. If you lose the Boneless evolution, you lose all special abilities of this archetype until you gain it again.

**Description:** The shifter is a primal archetype that was first encouraged by Dehaka, who had his minions consume zerg changelings to consume their essence. The shifter then adapted lateral abilities to a changeling, able to shift their form to become any creature that is roughly their same size. These primals are a form of primal ambush hunter, who hide as terrain features or harmless creatures to draw their enemies close before landing a crucial ambush. Smaller shifters can even infiltrate terran or protoss society, assuming they are intelligent enough.

## Stalwart Guardian

**Essence Point Cost:** 60

**Special Acquisition Method:** Consume a creature that has a damage resistance value of at least 25

**Ability Score:** +1 fortitude      **Skill Focuses:** Durability

**Special Ability (Extra Armor Plates):** Your armor spouts additional defensive plates, helping to mitigate damage. Your natural armor gives extra damage resistance equal to its resistance rating. You also gain a shield bonus to defense equal to your natural armor's resistance rating.

**Special Ability (Threatening Howl):** You can make a threatening howl as a standard action, baiting enemies to attack you. All intelligent enemies within 6 squares of you are Taunted, suffering -5 to attack any targets other than you. This lasts until they are attacked by someone other than you.

**Description:** More armor is usually better. That's the philosophy behind the stalwart guardian, at least. These primals expand their natural plating with additional layers and shield-like plates to deflect blows. They are brave and fearless primals that embrace battle and dare others to fight them. They make threatening roars to attract enemy's attention to them in battle.

## Storm Aberration

**Essence Point Cost:** 120

**Special Acquisition Method:** Consume a creature with natural electricity attacks or can channel lightning

**Ability Score:** +1 willpower      **Skill Focuses:** Endurance

**Special Ability (Storm Beast):** Your body exudes crackling electricity and lightning. All of your weapons with the Acid Damage and/or Corrosion traits instead gain the Energy Damage and Stun traits. Alternately, you can cause those natural weapons to deal EMP damage but lose the stun effect. You can chose which attack variant you use every time you manifest this power.

**Special Ability (Electrical Aura):** Your body crackles with electrical currents. When a unit ends their turn within your reach, make a ranged skill attack against them, with an accuracy bonus equal to your instinct. If the attack hits, the target is deal 10 +2x level damage, with the Stun and Penetration 10 weapon traits.

**Description:** The storm aberration is the rarest of all primal archetypes. These primals have converted their body to manipulate bio-electricity and have the ability to releases surges of lightning. This powerful ability lets them stun living enemies and short circuit vehicles equally well. Anyone approaching a storm aberration must contend with the crackling current of electricity coming off their body.



## Thornback

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume a creature that has a natural damage resistance of at least 15 and possesses a spine or quill natural weapon

**Ability Score:** +1 strength

**Skill Focuses:** Ranged

**Special Ability (Thorn Body):** Your bodily defenses from Nest of Blades is improved. Nest of Blades gains +10 damage and +5 penetration.

**Special Ability (Spine Shed):** You can release your protective spines in a fury of blades around you. Doing this is a standard action, and effects all enemies within your reach. You make a ranged skill attack against all enemies within the area, with an accuracy bonus equal to your instinct. Any target struck suffers damage as if they were harmed by your protective spines. Targets that were missed take half damage. Upon using this power, you no longer have your nest of blades protecting you against melee attacks. However, you can spend 5 biomass as a standard action to regrow all your spines, and have your protective curtain once again.

**Restriction:** You must have the Nest of Blades evolution to take this archetype. If you lose the Nest of Blades evolution, you lose all special abilities of this archetype until you gain it again.

**Description:** Thornbacks are covered with thousands of spines and detachable spikes, that can be anywhere in size from a sewing needle to a grown man. These defensive spines are the primal's greatest defense as well as potent weapons. All of their spines have powerful muscles attached to them, allowing them to release their spines in a defensive cloud of blades when threatened or surrounded.

## Vampiric Primal

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume a creature that has bleeding melee attacks or the Vampiric Leeching creature trait.

**Ability Score:** +1 willpower

**Skill Focuses:** Melee

**Special Ability (Essence Drain):** When you strike a living enemy with a melee attack you can consume part of their essence for yourself. When you damage a living creature with a melee attack, you heal hit points equal to your ½ your fortitude plus your willpower. You gain bonus healing equal to the amount of bleed damage the target had on them before the attack.

**Special Ability (Blood Draw):** Your natural melee attacks deal bleed damage to your opponent equal to ½ your willpower.

**Description:** Vampiric primals focus on draining the life force from their victims. Rather than total flesh consumption, they focus on drinking the blood of their foes. They gain their essence through the digesting of these fluids. Vampiric primals can even drain essence from still living foes, by taking their blood in their claws and fangs and revitalizing their own life essence.



*~Kerrigan gained freedom and strength by claiming the power of Zerax, becoming the queen of both zerg and primals*

## Primal Zerg Evolutions

Primal zerg do not concern themselves with equipment, tools, or vehicles. Instead, they develop themselves through self-evolution. They increase their power and gain new abilities by stealing essence from those they consume. This essence is used to bring about change in their body and essence.

How evolutions and essence power works is described in the Consume, Change, Evolve ability in the primal zerg racial description. This section details all the numerous possible evolutions that a primal zerg can undergo. These evolutions are organized in a series of categories:

- Movement Evolutions
- Natural Weapon Evolutions
- Natural Armor Evolutions
- Size Evolutions
- Miscellaneous Evolutions

As described earlier, a primal must have access to either the essence points or the essence of a specific creature to gain an evolution. Even then, they have a limited number of body slots dependent on their level. They cannot have evolutions more than their physical body slots.

### Movement Evolutions

Movement evolutions are the primal's ability to move around. Without any movement evolutions, the primal can barely move and has a speed of 1 + ½ agility. Many of these movement methods give additional land movement speed, or alternate movement speeds, such as climb, swim, tunneling, or fly speeds. These movement methods slightly differ from normal land movement:

-**A climb speed** allows the primal to move up walls and ceilings, including sheer surfaces, without requiring athletics checks or treating it as limited movement. Instead, they can climb without checks at the speed described.

-**A swim speed** allows the primal to swim through water or other fluids without requiring athletics checks or treating it as a limited movement. Instead, they can always move through water without checks at the speed described.

-**A tunneling speed** allows a primal zerg to dig through the ground while burrowed. They can tunnel through soft earth, rock, and steel at their tunneling speed. Without a tunneling speed, a primal zerg cannot move while burrowed.

-**A fly speed** allows the creature to move through the air, including up and down. In addition to this versatility, flying is just generally faster than movement on land. See 'Flight' on page 238 of the Core Rulebook for more information on flying creatures and rapid flight.

While a primal can take multiple movement methods, many of them do not cooperate with one another. For example, a creature with fins is slower on ground, while a primal with wings is less effective underground. Some multiple movement methods do synergize, such as having fins and a serpentine torso.

### Biped

**Essence Point Cost:** 5

**Special Acquisition Method:** Consume any bipedal creature, including terrans and infested terrans

**Benefit:** The primal zerg walks upright like a human. They gain a land speed based on their size, with no other special benefits.

**Restriction:** You cannot have this movement mutation if you already have Serpentine or Quadruped.

### Climbing Hooks

**Essence Point Cost:** 10

**Special Acquisition Method:** Consume creature with natural climb speed that is primal's size or larger

**Benefit:** The primal's body is covered with tiny hooks that aid in climbing across surfaces. The primal zerg gains a climb speed equal to their movement speed, or +2 climb speed if they already have a climb speed.

**Restriction:** None

## Crawler

**Essence Point Cost:** 20

**Special Acquisition Method:** Consume creature with at least a dozen legs that is the primal's size or larger

**Benefit:** The primal zerg has a network of dozens, even hundreds, of legs that it uses to crawl like a centipede. It gains a land speed based on their size, but they add their full agility bonus to movement speed. The primal gains a climb speed equal to their movement speed, or +2 climb speed if they already have a climb speed.

**Restriction:** This mutation takes up 3 body slots rather than 1. Furthermore, if the creature's flight speed is reduced by 2 if it can fly.

## Extra Wings

**Essence Point Cost:** 60 (must possess wings evolution)

**Special Acquisition Method:** Must have consumed one of the following creatures: Zerg Devourer, Zerg Viper, Zerg Mutalisk Fiend, Zerg Canny Mutalisk, or a primal with this evolution that is the primal's size or larger

**Benefit:** The primal sprouts additional sets of wings that allow it to fly faster. The zerg gains +10 fly speed, +30 acceleration, and +300 maximum speed.

**Restriction:** These wings still do not function in space. If the primal has a tunneling or swim speed, these are furthered reduced by 2 squares.

## Fins

**Essence Point Cost:** 10

**Special Acquisition Method:** Consume creature with a natural swim speed that is the primal's size or larger

**Benefit:** The primal has fins, flippers, and a streamline body that helps it glide through the water. The primal gains a swim speed equal to twice their land speed.

**Restriction:** This evolution does not automatically grant the ability to breathe underwater. Fins do not function well on land or underground, and reduce the creature's land, climb, and tunneling speeds by 1.

## Floater

**Essence Point Cost:** 25

**Special Acquisition Method:** Consume a creature capable of flight in outer space or a creature that floats through the air by emitting gases, creature must be at least the primal's size or larger

**Benefit:** The primal has orifices that it can use to emit invisible gases, allowing it to project itself in air. If the creature does not have a flight speed, then it can fly at a speed of 6 squares per round. If the creature does have a flight speed, then it gains +20 acceleration rating and +6 fly speed. Floaters can fly in space.

**Restriction:** Moving while floating, ether to hover or fly through space, costs 1 biomass per 30 minutes.

## Quadruped

**Essence Point Cost:** 5

**Special Acquisition Method:** Consume a creature with 4 legs that is the primal's size or larger

**Benefit:** The primal zerg develops four legs ideal for running. It gains a land speed based on their size, but they add their full agility bonus to movement speed instead of ½ agility.

**Restriction:** This mutation takes up 2 body slots rather than 1. You cannot have this movement mutation if you already have Biped or Serpentine.

## Roll

**Essence Point Cost:** 15

**Special Acquisition Method:** Consume a baneling or other creature with natural ability to roll into a ball

**Benefit:** The primal can tuck their bodies into a tight ball and roll towards their enemies. Curling into a ball is a minor action. When in a ball, the primal gains +4 land speed, +2 damage resistance, and ignores difficult terrain. The creature can exit a roll-stance as a minor action.

**Restriction:** While rolling, the primal cannot make attacks, use evolution powers, tunnel, swim, or fly.

## Serpentine

**Essence Point Cost:** 12

**Special Acquisition Method:** Consume any serpent-like creature that is the primal's size or larger, such as a hydralisk

**Benefit:** The primal zerg has a serpentine appendage instead of legs. The primal zerg does not move quickly, but they are effective in many different movement methods. The primal gains a climb and land speed equal to their movement speed based on size, or +2 climb speed if they already have a climb speed. If they have a swim, fly speed, or burrow speed, they gain +1 movement speed with those methods. Serpentine creatures cannot be knocked prone.

**Restriction:** Serpentine creatures have their shift speed reduced by 1. You cannot have this movement mutation if you already have Biped or Quadruped.

## Tunneling Claws

**Essence Point Cost:** 10

**Special Acquisition Method:** Consume creature with a natural tunneling speed that is primal's size or larger

**Benefit:** The primal has adopted tunnel claws, rapid vibrations, or other methods that allow them to tunnel through the ground while burrowed. The primal can dig through the ground while burrowed at their full land speed.

**Restriction:** None

## Winged

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume creature with wings that is the primal's size or larger

**Benefit:** The primal sprouts a pair of wings large enough to carry its bulk. Wings give the primal zerg a flight speed based on their size, and an acceleration rating of 60 and maximum speed of 600 when using rapid flight.

**Restriction:** Wings reduce the primal's tunneling and swim speeds by 2 if they possess these speeds. These wings do not function in space.



## Natural Weapon Evolutions

A primal zerg is a naturally dangerous creature and have many advanced natural weapons to help them kill. These weapons are very similar to zerg natural weapons. Every natural weapon costs 1 body slot. Natural weapons can be purchased with essence points or through consuming a creature with a similar weapon. Like all weapons, these natural weapons can be further empowered through equipment tiers. A weapon can be upgraded in tier by paying the essence cost to improve it. Higher tiered weapons cannot be gained through consuming certain creatures, but also do not require additional body slots.

### Primal Acid Blast Evolution

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume a creature with this natural weapon that is your size or larger or consume a Zerg Guardian or Zerg Devourer.

**Benefit:** The primal zerg gains the Primal Acid Blast natural weapon of their size. This weapon can be increased to tier 2 by spending 60 essence points to upgrade it or upgraded to tier 3 by spending 120 essence points.

### Primal Acid Blast

**Primal Zerg Ranged Weapon**

**Damage:** 20                      **Accuracy:** +0  
**RoF:** Average                      **Range:** Special  
**Power Rating:** +4

**Special Traits:** Scaling Burst, Scaling Range, Scaling Penetration (heavy), Acid Damage

**Description:** The acid blast is a regurgitated blast of acid that allows the primal to hurl a globule that explodes into a blast of acid. Like many primal breath attacks, it scales heavily on level and size.

### Primal Acid Spew Evolution

**Essence Point Cost:** 30

**Special Acquisition Method:** Consume a creature with this natural weapon that is your size or larger or consume a Zerg Roach or Encroacher

**Benefit:** The primal zerg gains the Primal Acid Spew natural weapon of their size. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

### Primal Acid Spew

**Primal Zerg Ranged Weapon**

**Damage:** 20                      **Accuracy:** +0  
**RoF:** Average                      **Range:** Special  
**Power Rating:** +4

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

**Description:** The acid spew is a regurgitated blast of acid that allows the primal to spew a column of virulent acid in front of it. Like many primal breath attacks, it scales heavily on level and size.

### Primal Acid Spit Evolution

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume a creature with this natural weapon that is your size or larger or consume a Zerg Infestor, Defiler, or Virophage

**Benefit:** The primal zerg gains the Primal Acid Spit natural weapon of their size. This weapon can be increased to tier 2 by spending 60 essence points to upgrade it or upgraded to tier 3 by spending 120 essence points.

### Primal Acid Spit

**Primal Zerg Ranged Weapon**

**Damage:** 20                      **Accuracy:** +0  
**RoF:** Average                      **Range:** Special  
**Power Rating:** +4

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

**Description:** The acid spit is a regurgitated blast of acid that allows the primal to vomit a wave of acid and corrosion that washes over an area. Like many primal breath attacks, it scales heavily on level and size.

### Primal Acid Spores Evolution

**Essence Point Cost:** 20

**Special Acquisition Method:** Consume a creature with this natural weapon that is your size or larger or consume a Zerg Mutalisk or Corruptor

**Benefit:** The primal zerg gains the Primal Acid Spores natural weapon of their size. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

### Primal Acid Spores

**Primal Zerg Ranged Weapon**

**Damage:** 25

**Accuracy:** +2

**RoF:** Fast

**Range:** Special

**Power Rating:** +4

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

**Description:** The acid spore is a regurgitated blast of acid that allows the primal to rapid spit acidic spores at individual targets with great speed and strength. Like many primal breath attacks, it scales heavily on level and size.

### Primal Barbed Tendrils Evolution

**Essence Point Cost:** 5

**Special Acquisition Method:** Consume a creature that is your size or larger with one of the following natural weapons: barbed tendrils, primal barbed tendrils, gore

**Benefit:** The primal zerg gains the Primal Barbed Tendrils natural weapon of their size. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

### Primal Barbed Tendrils

**Primal Zerg Melee Weapon**

**Damage:** 24

**Accuracy:** +1

**RoF:** Average

**Range:** Melee

**Power Rating:** +4

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

**Description:** The barbed tendril usually takes the form of a large pair of lashing tendrils located above a creature's shoulders. They strike with considerable force, with independent muscles drive a claw at the end of the tendril forward.

### Primal Flailing Tentacles Evolution

**Essence Point Cost:** 8

**Special Acquisition Method:** Consume a creature that is your size or larger with one of the following natural weapons: tentacles, primal flailing tentacles, or a poisonous natural weapon

**Benefit:** The primal zerg gains the Primal Flailing Tentacles natural weapon of their size. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

### Primal Flailing Tentacles

**Primal Zerg Melee Weapon**

**Damage:** 20

**Accuracy:** +1

**RoF:** Slow

**Range:** Melee

**Power Rating:** +4

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

**Description:** The primal has a network of tentacles, often around their mouth, which they use to flail outwards towards creatures, grabbing them and pulling them close. These tentacles are always poisoned, making them more lethal.

### Primal Grasping Claws Evolution

**Essence Point Cost:** 10

**Special Acquisition Method:** Consume a creature that is your size or larger with one of the following natural weapons: grasping claws or primal grasping claws

**Benefit:** The primal zerg gains the Primal Grasping Claw natural weapon of their size. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

## Primal Grasping Claws

### Primal Zerg Melee Weapon

Damage: 30

Accuracy: +0

RoF: Average

Range: Melee

Power Rating: +5

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

Description: Grasping Claws are giant pincers or shovel-like limbs that strike with great strength. They are common with the largest zerg, who can use them to tear down buildings.

## Primal Goring Horn Evolution

Essence Point Cost: 10

Special Acquisition Method: Consume a creature that is your size or larger with one of the following natural weapons: gore, barbed tendrils, primal barbed tendrils.

Benefit: The primal zerg gains the Primal Goring Horn natural weapon of their size. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

## Primal Goring Horn

### Primal Zerg Melee Weapon

Damage: 30

Accuracy: +1

RoF: Slow

Range: Melee

Power Rating: +5

Special Traits: Scaling Penetration (moderate), Great Charge

Description: Goring horns are usually a large spike or horn mounted on the top of a creature's head. These horns can be devastating weapons on a charge, where they build up momentum and charge through battle tanks.

## Primal Kaiser Blades Evolution

Essence Point Cost: 40

Special Acquisition Method: Consume a creature that is your size or larger with one of the following natural weapons: Kaiser Blades or primal Kaiser Blades

Benefit: The primal zerg gains the Primal Kaiser Blades natural weapon of their size. This weapon can be increased to tier 2 by spending 80 essence points to upgrade it or upgraded to tier 3 by spending 120 essence points.

Special: You must be at least huge-sized to take this weapon evolution.

## Primal Kaiser Blades

### Primal Zerg Melee Weapon

Damage: 30

Accuracy: +2

RoF: Fast

Range: Melee

Power Rating: +5

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

Description: The iconic kaiser blades were stolen by the zerg swarm when the primal zerg first came across ultralisks. Now, these giant sweeping claws are used by primal ultralisks.

## Primal Ripping Fangs Evolution

Essence Point Cost: 3

Special Acquisition Method: Consume a creature that is naturally carnivorous (excluding omnivores such as humans)

Benefit: The primal zerg gains the Primal Ripping Fang natural weapon of their size. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

## Primal Ripping Fangs

### Primal Zerg Melee Weapon

Damage: 21

Accuracy: +2

RoF: Average

Range: Melee

Power Rating: +4

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

Description: The teeth of a primal zerg are very important. Even if they do not use them for battle, they are used to consume the flesh of their foes and hence gather their essence.



### Primal Scything Claws Evolution

**Essence Point Cost:** 3

**Special Acquisition Method:** Consume a creature that is your size or larger with one of the following natural weapons: scything claws, primal scything claws, or claws

**Benefit:** The primal zerg gains the Primal Scything Claws natural weapon of their size. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

### Primal Scything Claws

**Primal Zerg Melee Weapon**

**Damage:** 16

**Accuracy:** +2

**RoF:** Fast

**Range:** Melee

**Power Rating:** +3

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

**Description:** The scything claws is the most common close combat weapon of the primal zerg. Some zerg might have only a single claw, while others might have dozens or more of these scythe-like blades.

### Primal Smashing Fist Evolution

**Essence Point Cost:** 5

**Special Acquisition Method:** Consume a creature that is your size or larger with one of the following natural weapons: smash, primal smashing first, or bash

**Benefit:** The primal zerg gains the Primal Smashing Fist natural weapon of their size. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

**Special:** You must be at least large-sized to take this weapon evolution.

### Primal Smashing Fist

**Primal Zerg Melee Weapon**

**Damage:** 25

**Accuracy:** +1

**RoF:** Average

**Range:** Melee

**Power Rating:** +4

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

**Description:** The smashing fist is a large limb with an oversized fist or club-like protrusion used to bash enemies. For particularly large primals, the smashing fist may be a simply stomping on an enemy with their feet.

### Primal Spine Bank Evolution

**Essence Point Cost:** 10

**Special Acquisition Method:** Consume a creature that is your size or larger with one of the following natural weapons: spine banks, primal spine banks, or quills

**Benefit:** The primal zerg gains the Primal Spine Bank natural weapon of their size. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

### Primal Spine Bank

**Zerg Ranged Weapon**

**Damage:** 21

**Accuracy:** +1

**RoF:** Fast

**Range:** Long

**Power Rating:** +4

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

**Description:** The primal spine bank is identical to the spine bank of the swarm hydralisk but was a result of lateral evolution rather than a product of theft from the swarm.

### Primal Spine Batteries Evolution

**Essence Point Cost:** 40

**Special Acquisition Method:** None

**Benefit:** The primal zerg gains the Primal Spine Battery natural weapon of their size. This weapon can be increased to tier 2 by spending 60 essence points to upgrade it or upgraded to tier 3 by spending 120 essence points.

**Special:** You must be at least huge-sized to take this weapon evolution.



## Primal Spine Batteries

### Zerg Ranged Weapon

**Damage:** 21

**Accuracy:** +3

**RoF:** Average

**Range:** Long

**Power Rating:** +4

**Special Traits:** Scaling Penetration (light), Scaling Burst, Hailfire (2)

**Description:** An evolution of the primal spine banks, the spine batteries allow a primal to release huge quantities of smaller spines over a potentially huge area.

## Natural Armor Evolutions

Just as primal zerg need weapons to kill, they need armor to survive. These weapons are very similar to zerg natural armor. While light armor requires a single body slot, more advanced armors require additional body slots. Zerg plated carapace, for example, requires three body slots. Natural armors can be purchased with essence points or through consuming a creature with a similar natural armor. Like all armor, these natural weapons can be further empowered through equipment tiers. A armor can be upgraded in tier by paying the essence cost to improve it. Higher tiered armors cannot be gained through consuming certain creatures, but also do not require additional body slots other than what the armor already requires.

### Primal Light Carapace Evolution

**Essence Point Cost:** 3

**Special Acquisition Method:** Consume a creature that is your size or larger with one of the following natural armors: zerg light carapace, primal light carapace, or heavy creature hide

**Benefit:** The primal zerg gains the Primal Light Carapace natural armor. This armor only uses one body slot. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

**Restriction:** This natural armor takes up only one body slot, as per normal

### Primal Light Carapace

**Damage Resistance:** 8

**Defense Penalty:** -0

**Resistance Rating:** +2

**Armor Type:** Light

**Special Traits:** Elemental Protection

**Description:** The primal light carapace is the thinnest armor available to the primal zerg. It involves having extra layers of thick skin covering the primal's zerg's hide.

### Primal Juggernaut Carapace Evolution

**Essence Point Cost:** 50

**Special Acquisition Method:** Consume a creature that is your size or larger with one of the following natural armors: zerg juggernaut carapace or primal juggernaut carapace.

**Benefit:** The primal zerg gains the Primal Juggernaut Carapace natural armor. This weapon can be increased to tier 2 by spending 70 essence points to upgrade it or upgraded to tier 3 by spending 140 essence points.

**Restriction:** This natural armor takes up five body slots

### Primal Juggernaut Carapace

**Damage Resistance:** 30

**Defense Penalty:** -4

**Resistance Rating:** +5

**Armor Type:** Super Heavy

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

**Description:** The juggernaut carapace is only found the most indomitable of the primal zerg. Essentially, the primal zerg has become a living beast of armor, covered with thick layers of bone growths that cover their body. Everything on the primal is armored, including bone plates on the eyelids. Attacks must pierce through several feet of exoskeleton before hitting any vital organs.

### Primal Plated Carapace Evolution

**Essence Point Cost:** 25

**Special Acquisition Method:** Consume a creature that is your size or larger with one of the following natural armors: zerg plated carapace or primal plated carapace.

**Benefit:** The primal zerg gains the Primal Plated Carapace natural armor. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

**Restriction:** This natural armor takes up three body slots

### Primal Plated Carapace

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

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

**Special Traits:** Elemental Protection, Cumbersome

**Description:** Primal plated carapace is impressive armor, and very similar to the exoskeleton powered armor worn by terrans. Plated carapace is a often takes the form of a massive bone growths covering most of the body, accompanied by thick scales that protect everywhere not covered by the shell.

### Primal Reinforced Carapace Evolution

**Essence Point Cost:** 10

**Special Acquisition Method:** Consume a creature that is your size or larger with one of the following natural armors: zerg reinforced carapace, primal reinforced carapace, carapace, or rugged creature hide

**Benefit:** The primal zerg gains the Primal Reinforced Carapace natural armor. This weapon can be increased to tier 2 by spending 50 essence points to upgrade it or upgraded to tier 3 by spending 100 essence points.

**Restriction:** This natural armor takes up two body slots

### Primal Reinforced Carapace

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

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

**Special Traits:** Elemental Protection

**Description:** Primal reinforced carapace is a multi-layered shell, with a thick outer shell guarded beneath by a flexible hardened coat over the skin. The reinforced carapace has many gapes in the shell, allowing free range of movement for the primal zerg.



## Size Evolutions

Unique amongst playable races, primal zerg can grow substantially larger. This is an exciting prospect that allows a player character to become as large as a tank, building, or even a small capital ship!

Increasing size category works like any other evolution, requiring spending essence points or consuming certain creatures. The differences for increasing in size, however, is massive. It effects the primal zerg's defense, toughness, damage threshold, movement speed, max attributes, hit points, space, reach, and natural weapon damage. The following charts are included to describe how primal zerg scale based on size.

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

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

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

Size	Base Heroic/Non-Heroic Hit Points	Base Regeneration	Hit Points from Durability
Small	30/15 +3x fortitude	2	3+ Fortitude
Medium	40/20 +3x fortitude	2	5+ Fortitude
Large	60/30 +3x fortitude	3	10+ Fortitude
Huge	100/50 +3x fortitude	5	20+ Fortitude
Gargantuan	200/100 +3x fortitude	8	30+ Fortitude
Colossal	500/250 +3x fortitude	12	50+ Fortitude

This chart demonstrates how size effects a primal's natural weapons.

Size	Weapon Power Rating	Weapon Accuracy Bonus	Weapon Traits
Small	-1 power rating	+0	As Base Weapon
Medium	+0	+0	As Base Weapon
Large	+2	+4	As Base Weapon
Huge	+4	+8	As Base Weapon
Gargantuan	+6	+16	As Base Weapon plus Cleaving (1)
Colossal	+8	+32	As Base Weapon plus Cleaving (2)

If your defense or agility goes below 1 because of penalties, it still counts as 1 for gameplay purposes. However, keep track of the actual number. That determines how much that attributes needs to be raised before you can benefit from a raised value.

The important detail to understand is a primal growing larger greatly increases their lethality. A primal zerg in a party with other characters might grow to be larger and more powerful than the rest of the party combined, potentially as powerful as them in vehicles. In addition, the primal zerg might grow too large to go on certain adventures or explore installations with the rest of the party, forcing them to be left behind.

For this reason, the Game Master should set a limit on the maximum size that a primal zerg can obtain. This limit should be based on what the rest of the party is playing, what type of campaign they are running, and what the other players want. Most campaigns should limit primal zerg players to large or huge size. However, in particularly epic campaigns with open minded groups, the RPG group may wish to ignore this restriction entirely.

Gaining a size upgrade requires already having all size upgrades before it. For instance, becoming huge size requires the player to still have the large-sized evolution. The body slots cost of all the size upgrades are cumulative with one another. For example, becoming huge-sized requires 2 body slots, one for large, and one for huge.

Size evolutions also give bonuses and penalties to attributes, namely strength, fortitude, and agility. These modifiers are cumulative across all size evolutions the primal has purchased.

Finally, being a large size makes a primal player remarkably more powerful than other players. Therefore, size effects the character's threat level, much like being inside a vehicle does for terran and protoss characters. A player at a higher threat level counts as multiple characters for splitting or rewarding experience. For example, a large-sized, level 12 primal zerg is a High threat. When rewarding experience, they count as two level 12 characters for the party's experience split. See the rewarding experience section in Chapter 10 of the Core Rulebook for more information on this.

### Size Evolution: Small

**Essence Point Cost:** 5

**Special Acquisition Method:** Consume a creature that is small-sized

**Base Benefit:** The primal zerg shrinks to a smaller size. They gain +1 agility. Their speed, hit points, toughness, defense, maximum attributes, and natural weapon damage change as per the size advancement tables above. In addition, the primal zerg gains the following special ability:

**Special Ability (Scurry):** The primal zerg counts their agility as 4 points higher to determine their movement and shift speeds. They also gain +2 defense in any turn they action move.

**Restriction:** This size takes up only one body slot, as per normal. The primal also suffers -1 strength (minimum of 1). They cannot have any other size evolutions to have this evolution.

### Size Evolution: Large

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume a creature that is large-sized or larger

**Base Benefit:** The primal zerg becomes large-sized. They gain a space of 2 by 2 squares and a reach of 2 squares. They gain +2 strength and +1 fortitude. Their speed, hit points, toughness, defense, maximum attributes, and natural weapon damage increase as per the size advancement tables above. In addition, the primal zerg gains the following special ability:

**Special Ability (Sudden Strike):** The primal zerg can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. For example, they can make their normal claw attacks as a standard action, then make a sudden strike as a minor action with their bite.

**Restriction:** This size takes up only one body slot, as per normal. The primal also suffers -1 agility (minimum of 1). The primal zerg now counts as a High threat creature, and thus as worth 2 characters for the purposes of splitting experience.

### Size Evolution: Huge

**Essence Point Cost:** 70

**Special Acquisition Method:** Consume a creature that is huge-sized or larger

**Base Benefit:** The primal zerg becomes large-sized. They gain a space of 4 by 4 squares and a reach of 4 squares. They gain +4 strength and +2 fortitude. Their speed, hit points, toughness, defense, maximum attributes, and natural weapon damage increase as per the size advancement tables above. In addition, the primal zerg gains the following special ability:

**Special Ability (Battering Ram):** The primal zerg can spend a full-round action to throw its weight against a terrain feature or immobile vehicle. This does not require an attack roll. They deal 5x their strength to the object in question, with a penetration of 2x their strength.

**Restriction:** This size takes up only one body slot but is in addition to previous size upgrades. The primal must also have the Size Evolution: Large trait to gain this trait. The primal also suffers -1 agility (minimum of 1). The primal zerg now counts as an Extreme threat creature, and thus as worth 4 characters for the purposes of splitting experience.

### Size Evolution: Gargantuan

**Essence Point Cost:** 125

**Special Acquisition Method:** Consume a creature that is gargantuan-sized or larger

**Base Benefit:** The primal zerg becomes gargantuan-sized. They gain a space of 6 by 6 squares and a reach of 6 squares. They gain +6 strength and +4 fortitude. Their speed, hit points, toughness, defense, maximum attributes, and natural weapon damage increase as per the size advancement tables above. In addition, the primal zerg gains the following special ability:

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

**Restriction:** This size takes up two body slots and is in addition to previous size upgrades. The primal must also have the Size Evolution: Huge trait to gain this trait. The primal also suffers -1 agility (minimum of 1). The primal zerg now counts as a Formidable threat creature, and thus as worth 8 characters for the purposes of splitting experience.

### Size Evolution: Colossal

**Essence Point Cost:** 150

**Special Acquisition Method:** Consume a creature that is colossal-sized or larger

**Base Benefit:** The primal zerg becomes colossal-sized. They gain a space of 10 by 10 squares and a reach of 10 squares. They gain +10 strength and +5 fortitude. Their speed, hit points, toughness, defense, maximum attributes, and natural weapon damage increase as per the size advancement tables above. In addition, the primal zerg gains the following special ability:

**Special Ability (Earthquake):** The primal zerg stomps the ground, sending out shockwaves in the area around it. Releasing an earthquake is a full-round action. The creature makes a strength check versus the toughness of every target along the ground within the area. Any struck targets take 3x the creature's Strength in damage and are knocked prone. Targets take half damage on a missed attack and are not prone. The area of this attack is a Burst 8 centered on the creature.

**Restriction:** This size takes up two body slots and is in addition to previous size upgrades. The primal must also have the Size Evolution: Gargantuan trait to gain this trait. The primal also suffers -1 agility (minimum of 1). The primal zerg now counts as an Epic threat creature, and thus as worth 16 characters for the purposes of splitting experience.





## Miscellaneous Evolutions

After choosing the primal zerg's weapons, movement methods, armor, and size, you should have a solid core of your primal zerg. To fill in your remaining body slots, you have miscellaneous evolutions to choose from. These evolutions are various additional appendages, senses, growths, or parasites that your primal zerg has developed on their figure. They allow deeper customization and adding some personal touches to enhance your primal zerg character beyond their normal limitations.

These evolutions are gained in the same way as any other evolution. Unless stated otherwise, each miscellaneous evolution requires one body slot.

### Evolution Quick Table

Evolution	Essence Cost	Benefit
<b>Acid Strikes</b>	40	One natural weapon deals bonus acid damage
<b>Adhesive Slime</b>	20	Bonus to attacks versus toughness, immobilizes nearby creatures, grabs enemies
<b>Adrenal Glands</b>	45	+1 strike with melee weapons
<b>Array of Limbs</b>	10	Reduces dual-wielding penalty with a weapon, allows dual-wielding multiple instances of a weapon
<b>Bioshock Spike</b>	75	Gains a special weapon that can damage or hack machinery
<b>Blindsense</b>	30	Can make detector actions within 10x instinct squares
<b>Biomancy Evolution I</b>	15	Gains basic biomancy powers, but sneaking is harder
<b>Biomancy Evolution II</b>	50	Gains advanced biomancy powers, but sneaking is impossible
<b>Biomancy Evolution III</b>	80	Gains master biomancy powers, but more selective on collecting essence
<b>Biomancy Evolution IV</b>	125	Gains paragon biomancy, but occasionally goes berserk and attacks allies
<b>Boneless</b>	30	Gains agility, loses strength and natural armor, gain squeeze through cracks, mold their body, and limit falling damage; permanent evolution
<b>Chameleon</b>	40	Stealth while watched or observed, hides faster, more difficult to notice by spotter actions
<b>Clone</b>	120	Create two clones of self that serve the creator for 3 rounds
<b>Consuming Acid</b>	20	Acid attacks gain Corrosion
<b>Dominant Sail</b>	10	Advantage on influence and command checks with other primals
<b>Extendable Jaws</b>	60	+5 bite damage, can swallow enemies whole
<b>Extra Eye: Electric Vision</b>	10	Can spot construct, even cloaked constructs, with 5x instinct squares
<b>Extra Eye: Improved Vision</b>	3	+5 perception and +2 initiative
<b>Extra Eye: Infared Vision</b>	10	Can spot living creatures, even cloaked creatures, within 5x instinct squares
<b>Extra Eye: Night Vision</b>	5	No penalties from concealment from darkness
<b>Elementally Charged Claws</b>	100	Deals extra status effects with melee attacks based on Elemental Aberration archetypes
<b>Extra Head I</b>	30	Powerful advantages for bite attacks and ranged weapons, at the cost of losing control of character
<b>Extra Head II</b>	60	Even more powerful advantages for bite attacks and ranged weapons, very difficult to control your character
<b>Extra Lung I</b>	3	Can hold breathe longer, can seal mouth to avoid toxins
<b>Extra Lung II</b>	10	Can hold breath for an infinite duration
<b>Functional Hands</b>	5	Possesses usable humanoid limbs that allow fine manipulation
<b>Gills</b>	3	Allows breathing underwater
<b>Glaive Wurm Parasite</b>	30	Acid Spores attack bounces between targets
<b>Growth Sacks</b>	10	+10 maximum biomass, slow biomass recovery, +3 regeneration
<b>Infectious Growth</b>	70	Covered with a dangerous fungus that spreads to others nearby when the creature is hit

Evolution	Essence Cost	Benefit
Keen Senses	5	Can make spotter actions at nearby enemies
Mutating Carapace Slime	60	Gains protection points at the start of each turn
Nest of Blades	15	Melee attackers or grapplers suffer damage for touching the primal
Oversized Limb	10	One melee weapon counts as being a size category larger
Ovipositor	120	Can implant eggs in targets via melee attacks, eggs kill target from within
Pheromones Trace	5	Tags a target with pheromones, making them easy to track
Poison Strike	15	One natural melee weapon is envenomed
Retractable Blades	20	Scything claws are more effective on a heavy strike
Sapience	5	Self-aware, capable of speech, and can use any skill
Snatching Tendrils	30	Can grab distant targets and pull them adjacent
Spawning Sacks	80	Excels at spawning minions to fight for you
Special Blood: Acid Blood	25	Attackers against you suffers 2x level acid damage upon hitting you
Special Blood: Incendiary Blood	60	Attackers against you must test acrobatics or be set on fire
Special Blood: Mutagenic Blood	60	+5 regeneration
Special Blood: Poisonous Blood	60	Attackers against you must test endurance or suffer poison damage
Subterranean Strike	80	Has a limb that can stretch and attack from a distance will burrowed
Tail	5	Tail attack can be made as minor action, deals 2x strength damage
Tail Augmentation: Armored	30	Tail can be used to increase bob and weave bonus to +5
Tail Augmentation: Barbed	15	Tail attack gains penetration based on strength
Tail Augmentation: Fin	10	Creature gains swim speed or improved swim speed
Tail Augmentation: Pincer	30	Tail deals 3x strength damage
Tail Augmentation: Stinger	15	Tail deals poison damage
Tail Augmentation: Twin Tails	15	Tail attack has advantage and gives +2 acrobatics and athletics
Toxic Emissions	60	Passively emits a cloud of poison, causing concealment and suffocating those around you
Tremorsense	15	Feels movement on the ground within 15 squares
Tusks	5	Bite attack gains +4 penetration and rending

## Evolution List

### Acid Strikes

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume a creature with acidic attacks or blood

**Benefit:** Chose a natural melee weapon, or a spine bank or spine battery natural weapons. That weapons is covered with acid. Upon landing a hit, this weapon a bonus hit of 2xlevel acid damage, with Penetration 5. The effects of this stack with the Bilemaw archetype. If a bilemaw takes acid strikes on their bite, then the damage is ½ base damage + 2x level and the penetration increases by 5. A primal can take this evolution multiple times to have multiple acid weapons.

**Restriction:** None

### Adhesive Slime

**Essence Point Cost:** 20

**Special Acquisition Method:** Consume a slug-like creature or monster that exudes sticky slime, acid, or residue, such as a Vile Roach

**Benefit:** The primal zerg exudes a sticky slime that protects it and contaminates the area around it. If the creature hits a target with a melee attack, they can automatically grab them if the attack bypasses toughness. They gain +10 bonus accuracy for the attack for the purpose of targeting toughness. In addition, any creature that ends their turn wholly within the creature's reach must make an acrobatics test (DC 10 + primal's level) or be Immobilized for 1 turn.

**Restriction:** None

### Adrenal Glands

**Essence Point Cost:** 45

**Special Acquisition Method:** Consume a creature with one of the following creature traits: Rage, Thrill of the Hunt, Adrenal Glands, Bloodlust, or Feeding Frenzy.

**Benefit:** The primal zerg has glands that provide a surge of adrenaline in combat. The primal zerg gains +1 strike with all melee attacks.

**Restriction:** None

### Array of Limbs

**Essence Point Cost:** 10

**Special Acquisition Method:** Consume a creature with at least four different natural weapons; weapons with the Extra Limb weapon upgrade count as 2

**Benefit:** The primal zerg has multiple pairs of a single natural weapon. This weapon must be primal smashing fist, primal flailing tentacles, primal grasping claws, primal Kaiser blades, or primal scything claws. The primal gains advantage when attacking with that natural weapon. In addition, the primal zerg can dual-wield two instances of that natural weapon. If they do, they reduce the accuracy penalty for dual-wielding by 2.

**Restriction:** None

### Bioshock Spike

**Essence Point Cost:** 75

**Special Acquisition Method:** Consume a creature an inherent electrical attack, a creature capable of using Mastered Biomancy evolution powers, or a psychic with access to the Energy or Technomancy psionic disciplines and a Psi Level of 5 or higher

**Benefit:** The primal zerg can exude a small spike that it can use to deliver an electricity-draining shock. Primals use this ability to circumvent technological countermeasures and damage vehicles. Using the bioshock probe is a full-round action that requires a melee attack versus defense. If it hits an enemy, it deals EMP damage equal to 20+ 2x the primal's level. If it hits a computer console, the primal can make an instant computer or mental training check. The DC is the console's computer skill DC to hack it. If the check is successful, the console shuts down, as do any systems attached to it.

**Restriction:** None

### Blindsense

**Essence Point Cost:** 30

**Special Acquisition Method:** Consume a creature that can make inherent spotter or detector actions without requiring special equipment

**Benefit:** The primal zerg has advanced sensory organs that allows them to notice hidden enemies beyond their sight. They can make a detector action as a standard action, effecting all enemies within 10x instinct squares.

**Restriction:** None

### Biomancy Evolution I

**Essence Point Cost:** 15

**Special Acquisition Method:** Consume a creature that capable of using Basic Biomancy evolution powers

**Benefit:** The primal zerg gains the ability to learn and use Basic Biomancy evolution powers, and gains one basic biomancy evolution power of their choice.

**Restriction:** The creature projects light from glowing streaks in their hide. They suffer a -5 penalty to stealth checks.

### Biomancy Evolution II

**Essence Point Cost:** 50

**Special Acquisition Method:** Consume a creature that capable of using Advanced Biomancy evolution powers

**Benefit:** The primal zerg gains the ability to learn and use Advanced Biomancy evolution powers, and gains one basic or advanced biomancy evolution power of their choice.

**Restriction:** The creature's body is covered with phosphorescent lights. They cannot benefit from sneaking or the Hidden condition unless they are burrowed. The creature must have Biomancy Evolution I before they can gain this evolution.



### Biomancy Evolution III

**Essence Point Cost:** 80

**Special Acquisition Method:** Consume a creature that capable of using Master Biomancy evolution powers

**Benefit:** The primal zerg gains the ability to learn and use Master Biomancy evolution powers, and gains one basic, advanced or master biomancy evolution power of their choice.

**Restriction:** The creature's budding powers require them to be choosier what on essence they collect. They cannot collect the essence of a creature unless 5 levels below them or. The creature must have Biomancy Evolution II before they can gain this evolution.

### Biomancy Evolution IV

**Essence Point Cost:** 125

**Special Acquisition Method:** Consume a creature that capable of using Paragon Biomancy evolution powers

**Benefit:** The primal zerg gains the ability to learn and use Paragon Biomancy evolution powers, and gains one biomancy evolution power of their choice.

**Restriction:** The creature has an unstoppable hunger to collect essence. At the start of every day cycle, they must make a DC 10 willpower check or attack the first creature they see that is powerful enough to still give essence, even if it is an ally. The creature must have Biomancy Evolution III before they can gain this evolution.

### Boneless

**Essence Point Cost:** 30

**Special Acquisition Method:** Consume a creature that has a gelatinous physiology, such as a jellyfish, slug, cephalopod, or a Zerg Changeling.

**Benefit:** The primal zerg has evolved to lack solid bones and can condense their body to fit through tiny areas. The primal zerg gains +4 agility. It can also squeeze to fit through spaces as small as 1 inch around, although this uses normal squeezing rules. Their light weight allows them to suffer only ¼ normal falling damage.

**Restriction:** The primal zerg cannot benefit from a natural armor while they have this evolution. Any natural armor they possess is inert and useless. Finally, they suffer -2 strength (minimum of 1). This evolution is permanent; it cannot be removed after purchased.

### Chameleon

**Essence Point Cost:** 40

**Special Acquisition Method:** Consume a creature that has a natural ability to hide (such as the Prowler or Invisibility creature abilities) or has access to the Cloaking psionic discipline

**Benefit:** The primal zerg is skilled at hiding and can make stealth tests to Sneak even while being watched or observed. It can try to hide as a move action instead of a standard action. In addition, the creature can make a DC 25 stealth test to avoid being detected by a motion detector or by a character using a spotter action.

**Restriction:** None

### Clone

**Essence Point Cost:** 120

**Special Acquisition Method:** Consume a creature that this trait, the Separation evolution power, or the ability to split once they die (such as a mitoscarab)

**Benefit:** The primal zerg can create two clones of itself that follow and serve its bidding for 3 rounds. Using this ability costs 12 biomass and requires a full-round action. These clones are identical to the primal, except do not have evolution powers, only have a standard and move action every turn, suffer disadvantage on all attacks, and have half the hit points of the core creature. Consuming these clones is not worth any essence or biomass.

**Restriction:** None

### Consuming Acid

**Essence Point Cost:** 20

**Special Acquisition Method:** Consume a creature that uses a natural weapon with the Acid Damage and Corrosion weapon traits

**Benefit:** The primal zerg's acid is very dangerous and consuming. All their attacks with the Acid Damage trait gains the Corrosion weapon trait.

**Restriction:** None

**Dominant Sail****Essence Point Cost:** 10**Special Acquisition Method:** Consume a primal zerg with this evolution**Benefit:** The primal zerg has a dominant sail which exerts its authority over other primals. It gains advantage on influence and command checks when dealing with other primal zerg.**Restriction:** None**Extendable Jaws****Essence Point Cost:** 60**Special Acquisition Method:** Consume a creature with a huge-sized or larger bite or ripping fangs natural weapon**Benefit:** The primal zerg has grown an oversized jaw. Their ripping fang natural weapon gains +5 base damage. This is cumulative with the devourer archetype. In addition, the primal zerg can swallow enemies inside its mouth whole. The primal zerg can make a strength test against the target in its mouth as a move action. If this strength test surpasses the target's damage threshold, they are swallowed. Swallowed targets suffer from the Crushed, Stunned, and Melting conditions. They only escape the primal's stomach if the primal zerg is killed or reduced to 0 hit points. In the meantime, the primal zerg can make bite and acid attacks once again.**Restriction:** Must have the Devourer archetype**Extra Eye: Electrical Vision****Essence Point Cost:** 10**Special Acquisition Method:** Consume a creature that can perform detector actions without requiring special equipment**Benefit:** The primal zerg has grown an extra pair of eyes that specifically see electrical signals. The primal zerg can see constructs and vehicles within 5x instinct squares, including cloaked constructs and constructs beyond line of sight.**Restriction:** If the primal zerg is hit by a weapon that deals EMP damage, they are blinded for 1 round.**Extra Eye: Improved Vision****Essence Point Cost:** 3**Special Acquisition Method:** Consume a creature with more than two eyes that is the primal's size or larger**Benefit:** The primal zerg has grown an extra pair of eyes that helps with its vision. The primal gains +5 to perception checks and +2 initiative.**Restriction:** None**Extra Eye: Infrared Vision****Essence Point Cost:** 10**Special Acquisition Method:** Consume a creature that can perform spotter actions without requiring special equipment, or consume a creature that's vision is naturally based on heat, such as a Zerg Scourge**Benefit:** The primal zerg has grown an extra pair of eyes that specifically see heat signatures. The primal zerg can see living creatures within 5x instinct squares, including living cloaked creatures and creatures beyond line of sight.**Restriction:** If the primal zerg is hit by a weapon with the Flames trait, they are blinded for 1 round.**Extra Eye: Night Vision****Essence Point Cost:** 5**Special Acquisition Method:** Consume a creature that has natural darkvision, including any non-blind zerg**Benefit:** The primal zerg has grown an extra pair of eyes that aids in seeing in the dark. The primal zerg can see perfectly in pure darkness, and never suffers penalties to vision or attacks due to darkness.**Restriction:** If the primal zerg is blinded by a weapon with the Flash weapon trait, the blinded effect lasts 1 additional round.

## Elementally Charged Claws

**Essence Point Cost:** 100

**Special Acquisition Method:** None

**Benefit:** The primal zerg's natural attacks are empowered by their natural elemental nature. Whenever the primal's natural weapons bypass a target's defense and toughness, they deal one or more conditions based on what archetypes the primal has.

**Fireborn Aberration:** Target is set on fire and gains the Burning condition

**Frostfel Aberration:** Target is Staggered and Slowed for 1 turn

**Miasmatic Aberration:** Target is covered with acid and gains the Melting condition

**Storm Aberration:** They suffer a hit of 25 energy damage (pen 10) and are Staggered for 1 turn

**Restriction:** The creature must have one of the listed archetypes for this ability to have any effect.

## Extra Head I

**Essence Point Cost:** 30

**Special Acquisition Method:** Consume a creature that is the primal's size or larger and has at least 2 heads

**Benefit:** The primal zerg sprouts an additional head. These heads sometimes work together for great effect, but often fight for dominance over control of the body. The primal acid blast, primal acid spit, primal acid spew, and primal acid spore attacks gain the twin-linked weapon trait. The primal ripping fang weapon also gains advantage and hailfire 1.

**Restriction:** In combat, the primal must make a DC 15 willpower check at the start of their turn. If they fail, the heads fight for control over the body and the primal counts as being stunned for that round. If they succeed the willpower check, they can act normally that turn. In addition, sapient primals with multiple heads often develop multiple personalities, one for each head, and may bicker and argue amongst themselves.

## Extra Head II

**Essence Point Cost:** 60

**Special Acquisition Method:** Consume a creature that is the primal's size or larger and has at least 3 heads

**Benefit:** The primal zerg sprouts a third head in addition to the second. These heads sometimes work together for great effect, but often fight for dominance over control of the body. The primal acid blast, primal acid spit, primal acid spew, and primal acid spore attacks gain the triple-linked weapon trait. The primal ripping fang weapon also gains advantage and hailfire 2. This replaces the benefits of Extra Head I

**Restriction:** As per Extra Head I, except the willpower check every round increases to DC 25. This evolution requires Extra Head I.

## Extra Lung

**Essence Point Cost:** 3

**Special Acquisition Method:** Consume a amphibious creature, or a living creature that can survive in space

**Benefit:** The primal zerg has extra lungs and can hold their breath 10x as long as normal. They can voluntarily stop breathing, close off their mouths and nostrils, and rely on internal air supply to avoid breathing in poisonous gases. They cannot make bite or breath attacks while their mouth is sealed.

**Restriction:** None

## Extra Lung II

**Essence Point Cost:** 10

**Special Acquisition Method:** Consume a living creature that can survive in space

**Benefit:** The primal zerg has an evolved lung that provides breathable air to the creature. They can hold their breath for an infinite duration as long as their mouth and nostrils are sealed.

**Restriction:** This evolution requires Extra Lung I.

## Functional Hands

**Essence Point Cost:** 5

**Special Acquisition Method:** Consume a terran, infested terran, or protoss, or any primal with this trait

**Benefit:** The primal zerg grows a pair of hands with opposable thumbs and grasping fingers. These hands can be used to make checks that require fine manipulation, including most science, computer, and medicine checks. They can be used for anything that a human hand can. Terran weapons can be used as long as they have a grip extension and the primal zerg is not more than large sized. Protoss weapons can similarly not be used if the primal zerg is huge-sized or larger, and primal zerg cannot use psionic weapons or implements.

**Restriction:** A primal zerg must have the sapience and an intelligence of 2 to gain this evolution.

## Gills

**Essence Point Cost:** 3

**Special Acquisition Method:** Consume a living creature that can breathe water

**Benefit:** The primal zerg has fish-like gills that allows it to breathe underwater for as long as it needs. It can still breathe air, as normal.

**Restriction:** None

## Glaive Wurm Parasite

**Essence Point Cost:** 30

**Special Acquisition Method:** Consume a mutalisk or mantis screamer infected with glaive wurm parasite

**Benefit:** The primal zerg adapts their acid spore natural weapon with the glaive wurm parasite. This semi-intelligent parasite is affixed to mutalisks and the mantis screamers they evolved from, allowing their attacks to 'jump' between targets. It allows their acid spores to bounce and strike multiple targets. This evolution reforms their acid spore attack to the following statistic block.

**Restriction:** You must have the Primal Acid Spores natural weapon to use this attack.

## Primal Acid Spores with Glaive Wurm

**Primal Zerg Ranged Weapon**

**Damage:** 25/20/15

**Accuracy:** +2

**RoF:** Fast

**Range:** Special

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

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

## Growth Sacks

**Essence Point Cost:** 10

**Special Acquisition Method:** Consume a zerg with a biomass of 20 or higher

**Benefit:** The primal zerg has large growth sacks that allow them to store excess biomass, and even regain biomass slowly on their own. The primal zerg gains +10 maximum biomass. Outside of an encounter, they recover 1 biomass every minute.

Furthermore, they increase their regeneration value by 3.

**Restriction:** None

## Infectious Growth

**Essence Point Cost:** 70

**Special Acquisition Method:** Consume a zerg with the Advanced Pestilence evolution power, consume a creature that naturally spawns fungus or is inflicted with a killer fungus

**Benefit:** The primal zerg has evolved a symbiotic relationship with a dangerous fungus. This fungus, often appearing like green creep or algae, coats their carapace and body and eats into their hide. However, this fungus can be even more dangerous to others. When the primal zerg is damaged by an attack, the fungus releases a dangerous toxin cloud that damages those nearby. All within the creature's reach must make an Endurance check versus poison (DC 8 + level) or suffer (2 x level) poison damage. Anyone who takes damage from the fungus must make a DC 20 endurance check or be inflicted by the mold.

The mold is not so benign when attached to a subject that is not symbiotic with it. Living creatures inflicted with the mold suffer the Tormented condition while they are affected. They can also spread the mold onto other targets via contact. Anyone touching the target must make a DC 10 Endurance check or have the mold move to them. The mold can be removed by any source that extinguishes poison effects.

Finally, the mold allows the creature to recover 1 biomass every turn.

**Restriction:** The mold requires much of the primal's growth hormones to sustain itself. While the creature regains biomass every turn, their maximum biomass is reduced by 3. Furthermore, the primal zerg counts as one size smaller for their base regeneration.

### Keen Senses

**Essence Point Cost:** 5

**Special Acquisition Method:** Consume a creature with natural scent or detection abilities, including a dog

**Benefit:** The primal can use its various senses, namely its sense of smell, to root out nearby hidden enemies. It automatically detects all creatures in area around it as if it made a spotter action. This area has a range of 2x instinct squares. If the primal has the Advanced Senses ability from Genetic Quirk: Instinct, then the range increases to 10x instinct squares.

**Restriction:** None

### Mutating Carapace Slime

**Essence Point Cost:** 60

**Special Acquisition Method:** None

**Benefit:** The primal's body is covered with a translucent slime that moves and shifts on its own. This slime has great density and reinforces the primal's body and seals its wounds. The primal zerg gains 5 protection points at the start of each turn. At 15<sup>th</sup> level, this protection increases to 10. At 25<sup>th</sup> level, this protection increases to 20.

**Restriction:** This mutation is restrictive to movement. Increase the defense penalty of whatever primal carapace the zerg uses by 3.

### Nest of Blades

**Essence Point Cost:** 15

**Special Acquisition Method:** Consume a creature with at least four different natural weapons; weapons with the Extra Limb weapon upgrade count as 2, can also consume a creature covered with thorns or spikes

**Benefit:** The primal zerg is covered with spikes, thorns, and tiny claws. These spikes make it very dangerous to touch or attack the creature. Any creature that melee strikes or is involved in a grapple with the primal zerg suffers 12+ strength damage, with bonus penetration equal to ½ strength.

**Restriction:** Friendly targets touching or healing the primal zerg must make a DC 15 acrobatics test or suffer the damage from the nest of blades.

### Oversized Limb

**Essence Point Cost:** 10

**Special Acquisition Method:** Consume a creature at least 2 sizes larger than the primal zerg

**Benefit:** One of the primal zerg's natural melee weapons is grossly larger than it should be. Choose one of the following weapons: primal scything claws, primal flailing tentacles, primal smashing fists, or primal kaiser blades. That weapon is one size category larger than the creature is, gaining extra power ratings of damage per the normal size increases.

**Restriction:** None

### Ovipositor

**Essence Point Cost:** 120

**Special Acquisition Method:** Consume a creature that is capable of spawning parasites, minions, Zerg Larvae, or Primal Wurms

**Benefit:** The primal zerg has a special appendage or second set of jaws inside their throat that allows them to insert primal eggs through their bite attack. To perform this attack, they must hit a target's defense and toughness with their bite attack. After imbedding a host with the eggs, the eggs begin hatching after a random number of rounds. Roll a d20 and subtract the result from the target's toughness. This is the numbers of rounds before the parasite hatches. If the result is 0 or less, it hatches after 1 round.

Once the eggs hatch, the target takes 30 damage per round with 10 rending and the Piercing trait, and the target has the Tormented condition (disadvantage on all attacks and checks). Once the target is killed, two primal wurms emerge from its corpse. From there they act as normal. As with most parasites, the eggs can be killed with 5 potency of Anti-toxins, however the anti-toxins must be done before the eggs begin hatching. Once they begin hatching, however, there is little that can be done to save the character without advanced medical equipment. If the host drops the target to 0 hit points, the primal wurms spawn instantly. The wurms spawn in the hosts square or an adjacent square.

**Restriction:** None

### Pheromones Trace

**Essence Point Cost:** 5

**Special Acquisition Method:** Consume a primal with this trait or any other creature that has pheromone-based ability

**Benefit:** The primal zerg can lace a target with pheromones in order to track them. Launching pheromones is a short-ranged attack that uses the primal's ranged skill, with instinct as an accuracy bonus. Shooting pheromones is a minor action that costs 1 biomass. If a target's defense is struck with pheromones, then they can be easily tracked. Any primal zerg can detect the traced targets location within up to 2 kilometers and the creature cannot gain the Hidden condition against them. The primal zerg that tagged the target can track the target from up to 5 kilometers away, and the target cannot even benefit from the cloaked condition against them.

**Restriction:** None

### Poison Strikes

**Essence Point Cost:** 15

**Special Acquisition Method:** Consume a creature with poisonous attacks or blood

**Benefit:** Chose a natural melee weapon, or a spine bank or spine battery natural weapons. That weapons is covered with poison. Any living creature struck by that weapon must make an endurance check (DC 8+ primal's level) or take 2x primal's level poison damage. A primal can take this evolution multiple times to have multiple venomous weapons.

**Restriction:** None

### Retractable Blades

**Essence Point Cost:** 20

**Special Acquisition Method:** Consume a creature with this evolution

**Benefit:** The primal has grown extra-long nails with their scything claws, so long that they are normally restrict movement. They can unleash these claws quickly when making a powerful strike and retract them just as fast. When making a heavy strike attack with their scything claws, the primal gains +1 reach and +10 damage on top of the normal benefits for a heavy strike.

**Restriction:** Must have the primal scything claws natural weapon

### Sapience

**Essence Point Cost:** 5

**Special Acquisition Method:** Consume a terran, command strain zerg, or sapient primal zerg

**Benefit:** The primal zerg has adapted full, self-aware intelligence and understanding. It can speak, communicate via language, and has access to any skill. They are self-aware and often adopt names and personalities.

**Restriction:** Once this mutation is acquired, it cannot be removed. Heroic primal zerg possess this mutation without having to spend a body slot.

### Snatching Tendrils

**Essence Point Cost:** 30

**Special Acquisition Method:** Consume any creature with extra-long reach, any creature with this trait, or a Zerg Viper

**Benefit:** The primal zerg can extend a tongue, extra-long limb, or other appendage to grab distant targets and pull them towards them. The primal zerg can grab targets that are at most 2x strength squares away as a standard action. It must make a melee attack against their defense and toughness, with an accuracy bonus of 2x strength when applying versus toughness. If the attack hits, the target is pulled 1 square towards them, +1 square for every point the attack roll surpasses their toughness. Using this ability costs 2 biomass.

**Restriction:** None

### Spawning Sacks

**Essence Point Cost:** 80

**Special Acquisition Method:** Consume any creature that can spawn minions, such as the Zerg Swarm Host

**Benefit:** The primal zerg is dedicated host parent, with several large pours on their body that allow them to brood creatures directly on their body. They are constantly incubating primal eggs, allowing them to hatch creatures instantly. The spawning point cost of creatures you create with *Spawn Minions (primal)* is reduced by 25% and spawned creatures hatch instantly. This cost reduction of spawned creatures also applies to the base cost with Spawn Swarm.

**Restriction:** The primal must have the Birther archetype to gain this evolution, and must be at least huge-sized

**Special Blood: Acid Blood****Essence Point Cost:** 25**Special Acquisition Method:** Consume any creature with acidic blood, such as a Zerg Roach**Benefit:** The primal zerg's blood is highly acidic and dangerous once the creature is wounded. Once the zerg is wounded by a melee attack or an adjacent ranged attack, the attacker suffers 2x the primal's level acid damage (penetration 5).**Restriction:** None**Special Blood: Incendiary Blood****Essence Point Cost:** 60**Special Acquisition Method:** Consume any creature with natural flame attacks, such as a Zerg Ravager, Ash Worm, or primal with the Fireborn archetype**Benefit:** The primal zerg's blood is combustible once exposed to air. Once the zerg is wounded by a melee attack or an adjacent ranged attack, the attacker must make an acrobatics test (DC 10 + primal's fortitude) or gain the Burning condition. This only effects enemies 1 size or smaller than the primal. Vehicles can make pilot checks instead.**Restriction:** None**Special Blood: Mutagenic Blood****Essence Point Cost:** 60**Special Acquisition Method:** Consume any zerg with the Rapid Healing creature ability**Benefit:** The primal zerg's blood contains mutagenic compounds that constantly evolves and repairs the primal's body. The primal zerg gains +5 regeneration.**Restriction:** None**Special Blood: Poisonous Blood****Essence Point Cost:** 60**Special Acquisition Method:** Consume any creature with poisonous natural attacks or blood**Benefit:** The primal zerg's blood is poisonous when exposed to foreign touch. Once the zerg is wounded by a melee attack or an adjacent ranged attack, the attacker must make an endurance test (DC 8 + primal's level) or suffer poison damage equal to 2x the primal's level. Enemies that have powered armor with the environmental shielding trait gain +4 to their endurance checks.**Restriction:** None**Subterranean Strike****Essence Point Cost:** 80**Special Acquisition Method:** Consume any creature that can attack while burrowed, such as a Zerg Lurker or Impaler**Benefit:** The primal has an extendable limb that can stretch and grow while underground to attack enemies on the surface of the ground. While burrowed, the primal zerg can attack with either their primal scything claw or primal barbed tendrils without revealing their location in the ground. This requires a full-round action. This attack has a range of 2x strength squares. Any target of the attack must be within 1 square of the ground. It still uses the melee skill and any melee-based talents or traits.**Restriction:** Must have the Primal Scything Claws or Primal Barbed Tendrils weapons**Tail****Essence Point Cost:** 5**Special Acquisition Method:** Consume any creature with a tail**Benefit:** The primal zerg has adapted a prehensile tail. This tail can be used to grasp objects, aid in movement and balance, or be used to make quick attacks. Having a tail gives the primal zerg a +1 bonus on athletics and acrobatics tests. In addition, the primal can attack with their tail once per turn as a minor action. The tail has an accuracy equal its melee skill. On a hit, it deals 3x strength damage with penetration of ½ strength. Its attack overages are based on strength, as normal. The tail does not benefit from size bonus, weapon mastery, or similar bonuses in regards to damage, but it does gain size bonus to accuracy.**Restriction:** None



**Tail Augmentation: Armored****Essence Point Cost:** 30**Special Acquisition Method:** Consume any creature with tier 2 natural armor**Benefit:** The primal zerg's tail is augmented with wide, protective armor plates. It can use these armor plates to shield itself from fire. If the primal zerg does not move on its turn and performs a bob and weave action, its bonus defense from bobbing and weaving increases to +5.**Restriction:** Must have the tail evolution. A primal cannot have more than 2 tail augmentations.**Tail Augmentation: Barbed****Essence Point Cost:** 15**Special Acquisition Method:** Consume any creature with the barbed tendrill or primal barbed tendrill natural weapons**Benefit:** The primal zerg's tail is augmented with jagged barbs and spikes. The primal's tail natural weapon gains penetration equal to the primal's strength, instead of ½ strength.**Restriction:** Must have the tail evolution. A primal cannot have more than 2 tail augmentations.**Tail Augmentation: Fin****Essence Point Cost:** 10**Special Acquisition Method:** Consume any creature with a natural swim speed**Benefit:** The primal zerg's tail has a streamline structure and possesses swimming fins. The primal gains a swim speed equal to their land speed. If they already have a swim speed, then their swim speed is equal to double their land speed.**Restriction:** Must have the tail evolution. A primal cannot have more than 2 tail augmentations.**Tail Augmentation: Pincer****Essence Point Cost:** 30**Special Acquisition Method:** Consume any creature with the barbed tendrill or primal barbed tendrill natural weapons**Benefit:** The primal zerg's tail is augmented with a pincer claw that is very dangerous. The tail's base damage increase's to 4x strength.**Restriction:** Must have the tail evolution. A primal cannot have more than 2 tail augmentations.**Tail Augmentation: Stinger****Essence Point Cost:** 15**Special Acquisition Method:** Consume any creature with a poisonous natural weapon**Benefit:** The primal zerg's stinger has a poisonous stinger. Any living creature damage by the primal's natural weapon must make an endurance check (DC 8 + creature's level) or suffer poison damage equal to 2x the primal's level.**Restriction:** Must have the tail evolution. A primal cannot have more than 2 tail augmentations.**Tail Augmentation: Twin Tails****Essence Point Cost:** 15**Special Acquisition Method:** Consume any creature with a serpentine body structure**Benefit:** The primal zerg has two tails instead of one. It's bonus to acrobatics and athletics increases to +2, and the tail attack has advantage on attack rolls.**Restriction:** Must have the tail evolution. A primal cannot have more than 2 tail augmentations.**Toxic Emissions****Essence Point Cost:** 60**Special Acquisition Method:** Consume a zerg with access to Master Pestilence evolution powers or this evolution**Benefit:** The primal zerg has several biological vents in their body that they use to emit a cloud of toxic zerg spores. These emissions take up all the area within the creature's space and reach. Everyone within that area gains concealment.

Furthermore, any non-zerg in the cloud is unable to breathe and must hold their breath or suffocate. Because of the infectious toxicity of the spores, anyone suffocating takes twice normal damage and fatigue from drowning (30 poison damage and +2 exhaustion per round).

**Restriction:** The cloud of concealment hurts the primal zerg to a lesser extent, reducing their visibility. They suffer -2 on all attacks and visual perception checks, but do not otherwise suffer penalties from their own concealment.

### **Tremorsense**

**Essence Point Cost:** 15

**Special Acquisition Method:** Consume a creature with natural ability to detect surface motion, such as an Encroacher or Sunken Colony

**Benefit:** The primal can detect movement along the ground in a vicinity around it. It can feel movement on the ground within 15 squares of it. It knows the location of all creatures, including hidden and cloaked targets, along the ground. It still suffers penalties to attack cloaked targets within the area. When the zerg is burrowed, the range of this power extends to 30 squares.

**Restriction:** None

### **Tusks**

**Essence Point Cost:** 5

**Special Acquisition Method:** Consume a creature with this evolution

**Benefit:** The primal has powerful tusks that give power to their bite attacks. A primal that has both ripping fangs and tusks gains +4 penetration and rending with their ripping fangs attack.

**Restriction:** None



## Recap: Building your Character's Statistics

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

### Hit Points (for Heroic Primals)

40 + 3x Fortitude. In addition, character gains (5 + fortitude) for every rank of the Durability skill they have. This further varies based on size (see below)

### Healing Threshold

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

### Regeneration

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

### Damage Threshold

16 + their Durability skill + Fortitude + Size Bonus

### Melee Accuracy

Melee skill + their weapon's accuracy bonus

### Ranged Accuracy

Ranged skill + their weapon's accuracy bonus

### Weapon Damage

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

### Defense

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

### Toughness

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

### Resolve

10 + Mental Training skill + willpower ability score

### Morale

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

### Biomass

Strength + Fortitude + Willpower

### Damage Resistance

One-half Fortitude + Natural Armor Bonus

### Psionic Resistance

3x willpower + one-half their mental training

### Move Speed

4 + one half agility

### Initiative

Instinct OR ranks in Tactics skill

## Size Effect on Statistics

Because primals change greatly based on size, these tables are reprinted so heroic primal zerg can determine their statistics based on their size quickly.

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

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

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

Size	Base Heroic Hit Points	Hit Points from Durability
Small	30 +3x fortitude	3+ Fortitude
Medium	40 +3x fortitude	5+ Fortitude
Large	60 +3x fortitude	10+ Fortitude
Huge	100 +3x fortitude	20+ Fortitude
Gargantuan	200 +3x fortitude	30+ Fortitude
Colossal	500 +3x fortitude	50+ Fortitude

This chart demonstrates how size effects a primal's natural weapons.

Size	Weapon Power Rating	Weapon Accuracy Bonus	Weapon Traits
Small	-1 power rating	+0	As Base Weapon
Medium	+0	+0	As Base Weapon
Large	+2	+4	As Base Weapon
Huge	+4	+8	As Base Weapon
Gargantuan	+6	+16	As Base Weapon plus Cleaving (1) for melee weapons
Colossal	+8	+32	As Base Weapon plus Cleaving (2) for melee weapons



If your defense or agility goes below 1 because of penalties, it still counts as 1 for gameplay purposes. However, keep track of the actual number. That determines how much that attributes needs to be raised before you can benefit from a raised value.

## Recap: Advancing Your Character

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

### Spending Characteristic Points

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

### Statistical Changes based on Ability Scores

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

### Statistical Changes based on Prowess Skills

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

## Primal Zerg Natural Weapon

This section details the natural weapons most commonly used by primal zerg. Most of them are similar to zerg natural weapons. Many of the ranged weapons are based heavily on level and size to determine their effectiveness. Make sure to see the new item traits to understand how the scaling traits work for these weapons.

### Primal Acid Blast

#### Primal Zerg Ranged Weapon

**Damage:** 20                      **Accuracy:** +0  
**RoF:** Average                      **Range:** Special

**Power Rating:** +4

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

**Description:** The acid blast is a regurgitated blast of acid that allows the primal to hurl a globule that explodes into a blast of acid. Like many primal breath attacks, it scales heavily on level and size.

### Primal Acid Spew

#### Primal Zerg Ranged Weapon

**Damage:** 20                      **Accuracy:** +0  
**RoF:** Average                      **Range:** Special

**Power Rating:** +4

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

**Description:** The acid spew is a regurgitated blast of acid that allows the primal to spew a column of virulent acid in front of it. Like many primal breath attacks, it scales heavily on level and size.

### Primal Acid Spit

#### Primal Zerg Ranged Weapon

**Damage:** 20                      **Accuracy:** +0  
**RoF:** Average                      **Range:** Special

**Power Rating:** +4

**Special Traits:** Scaling Cone, Scaling Penetration (heavy), High Explosive, Close Quarters, Acid Damage

**Description:** The acid spit is a regurgitated blast of acid that allows the primal to vomit a wave of acid and corrosion that washes over an area. Like many primal breath attacks, it scales heavily on level and size.

### Primal Acid Spores

#### Primal Zerg Ranged Weapon

**Damage:** 25                      **Accuracy:** +2  
**RoF:** Fast                      **Range:** Special

**Power Rating:** +4

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

**Description:** The acid spore is a regurgitated blast of acid that allows the primal to rapid spit acidic spores at individual targets with great speed and strength. Like many primal breath attacks, it scales heavily on level and size.

### Primal Barbed Tendrils

#### Primal Zerg Melee Weapon

**Damage:** 24                      **Accuracy:** +1  
**RoF:** Average                      **Range:** Melee

**Power Rating:** +4

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

**Description:** The barbed tendril usually takes the form of a large pair of lashing tendrils located above a creature's shoulders. They strike with considerable force, with independent muscles drive a claw at the end of the tendril forward.





## Primal Smashing Fist

### Primal Zerg Melee Weapon

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

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

**Description:** The smashing fist is a large limb with an oversized fist or club-like protrusion used to bash enemies. For particularly large primals, the smashing fist may be a simply stomping on an enemy with their feet.

## Primal Spine Bank

### Zerg Ranged Weapon

**Damage:** 21                      **Accuracy:** +1  
**RoF:** Fast                      **Range:** Long  
**Power Rating:** +3

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

**Description:** The primal spine bank is identical to the spine bank of the swarm hydralisk but was a result of lateral evolution rather than a product of theft from the swarm.

## Primal Spine Batteries

### Zerg Ranged Weapon

**Damage:** 21                      **Accuracy:** +3  
**RoF:** Average                      **Range:** Long  
**Power Rating:** +3

**Special Traits:** Scaling Penetration (light), Scaling Burst, High Explosive, Hailfire (2)

**Description:** An evolution of the primal spine banks, the spine batteries allow a primal to release huge quantities of smaller spines over a potentially huge area.

## Primal Zerg Natural Armor

The primal zerg natural weapons are identical to zerg natural armor mechanically, but often manifest with different appearances and styles than zerg exoskeletons.

### Primal Juggernaut Carapace

**Damage Resistance:** 30      **Defense Penalty:** -4  
**Resistance Rating:** +5      **Armor Type:** Super Heavy  
**Special Traits:** Elemental Protection, Very Cumbersome

**Description:** The juggernaut carapace is only found the most indomitable of the primal zerg. Essentially, the primal zerg has become a living beast of armor, covered with thick layers of bone growths that cover their body. Everything on the primal is armored, including bone plates on the eyelids. Attacks must pierce through several feet of exoskeleton before hitting any vital organs.

### Primal Light Carapace

**Damage Resistance:** 8      **Defense Penalty:** -0  
**Resistance Rating:** +2      **Armor Type:** Light  
**Special Traits:** Elemental Protection

**Description:** The primal light carapace is the thinnest armor available to the primal zerg. It involves having extra layers of thick skin covering the primal's zerg's hide.

### Primal Plated Carapace

**Damage Resistance:** 24      **Defense Penalty:** -2  
**Resistance Rating:** +4      **Armor Type:** Heavy  
**Special Traits:** Elemental Protection, Cumbersome

**Description:** Primal plated carapace is impressive armor, and very similar to the exoskeleton powered armor worn by terrans. Plated carapace is a often takes the form of a massive bone growths covering most of the body, accompanied by thick scales that protect everywhere not covered by the shell.

### Primal Reinforced Carapace

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

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

**Special Traits:** Elemental Protection

**Description:** Primal reinforced carapace is a multi-layered shell, with a thick outer shell guarded beneath by a flexible hardened coat over the skin. The reinforced carapace has many gaps in the shell, allowing free range of movement for the primal zerg.

## Weapon Traits

The following are item traits that relate to primal zerg natural weapons or armor.

### Acid Damage

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

### Area Bash

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

### Burst (X)

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

### Cleaving (X)

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

### Close Quarters

**Description:** This weapon takes no accuracy penalty when used while the character is in melee with a foe.

### Cone (X)

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

### Corrosion

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

### Elemental Protection

**Description:** This armor protects against extreme heat and cold. It allows prolonged survival in high and low temperatures, and the character does not need to make endurance checks to survive in such environments and makes the character immune to energy damage resulting from exposure to extreme ambient temperatures.

### Energy Damage

**Description:** This weapon deals damage in the form of some manner of energy such as a laser, flame, or electricity. Energy damage attacks ignore the damage resistance of enemies in light or no armor.

**Flames**

**Description:** This weapon shoots flames as a projectile. It gives targets the Burning condition if the attack surpasses defense and toughness. Burning characters take damage equal to their damage threshold and lose a morale at the start of each turn. This damage can be reduced by damage resistance. The burning condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

**Freeze**

**Description:** This weapon can encase a target in solid ice. If the attacks beat both the target's defense and toughness, they gain the Frozen condition. Frozen targets are stunned for 3 rounds, until they take any damage, including damage from conditions other than Bleeding, or an ally spends a standard action breaking them out of the ice.

**Great Charge**

**Description:** When this weapon is used on a charge attack, the charge attack gains +20 damage rather than its normal bonus to damage.

**Hailfire (X)**

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

**High Explosive**

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

**High Velocity**

**Description:** When this weapon hits the defense and toughness of a non-vehicle target, the target is knocked prone, staggered for 1 round, and loses 2 morale.

**Line (X)**

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

**Moving Parasite**

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

**Penetration (X)**

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

**Piercing**

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

**Radiation Shielding**

**Description:** The wearer of this armor is immune to the penalties dealt by ambient radiation, but not the damage.

**Rending (X)**

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

### Scaling Burst

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

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

### Scaling Cone

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

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

### Scaling Line

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

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

### Scaling Penetration (X)

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

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

### Scaling Range

**Description:** This weapon has a base range depending on the creature's size.

Size	Range
Medium or Smaller	Medium
Large	Long
Huge	Distant
Gargantuan or Larger	Remote

### Special Combat Action

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

### Spine Row

**Description:** When this weapon is used, it affects all targets in a Double Line (30) that are within 1 square of the ground. Even if the attack misses, the target(s) still take half damage. To use a weapon with this trait, the creature must be burrowed or rooted

in the ground. Upon making this attack while burrowed, the creature's location is revealed and counts as sneaking instead of cloaked until it spends a turn not attacking.

### **Smashing**

**Description:** This weapon gains a point of penetration for every 3 points of the wielder's strength.

### **Stun**

**Description:** If an attack with this weapon bypasses the target's defense, they must make an Endurance check (DC 5 + 10 per weapon tier). If they fail the endurance check, they are staggered for 1 turn. Staggered targets can only take a standard action on their turn. If they fail by 10 or more, they are stunned. Stunned targets cannot perform any actions. If they succeed their endurance check, they suffer no adverse conditions. Targets in super heavy armor, are huge-sized or larger, or protected by energy shields are immune to this effect.

### **Venom Coating**

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



## **Evolution Powers**

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

The four levels of mastery for an evolution discipline are Basic, Advanced, Master, and Paragon. Every primal that can use Evolution Powers has access to certain levels of mastery in each discipline. That primal can gain access to all biological powers of a specialization that are up to the level of mastery it has. Furthermore, low mastery powers can be cast at the mastery power level the creature has access to.

Primal zerg gain access to evolution disciplines from archetypes and evolutions. They gain access to evolutions from the Evolution Powers talent, as normal. Most offensive zerg evolution powers require some type of attack roll, usually using the ranged attack skill. Regardless of the skill they require, **all offensive zerg evolution powers receive an accuracy bonus equal to the caster's strength.**

Following are the list of Evolution Powers, organized by specialization and mastery level. This section includes the new evolution powers detailed in this supplement. Note that primal zerg cannot gain infestation powers.

## **Biomancy Powers**

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

### ***Frenzy***

#### **Basic Biomancy Power**

**Biomass:** 2

**Action Type:** Minor Action

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

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

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

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

### ***Primal Bio-Electric Surge***

#### **Basic Biomancy Power**

**Biomass:** 2

**Action Type:** Standard Action

**Basic:** The caster manipulates their own bio-electric energies causing them to release a surge of electricity in a burst around themselves. The caster loses a number of hit points equal to their damage threshold, ignoring damage resistance but not dealing a crippling wound, and makes an attack roll against all adjacent enemies. If the attack hits, the enemies take an amount of damage equal to the creature's damage threshold, with the Energy Damage and Penetration 5 weapon traits.

**Advanced:** As the basic power, except the surge gains the Stun and Penetration 10 weapon traits.

**Master:** As the advanced power, except the power effects enemies targets within 2 squares of the caster and gains the Penetration 20 weapon trait.

**Paragon:** The power gains +20 accuracy and Penetration 20.

### ***Corrosive Bolt***

#### **Basic Biomancy Power**

**Biomass:** 4

**Action Type:** Standard Action

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

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

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

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

### ***Consumption***

#### **Basic Biomancy Power**

**Biomass:** 1

**Action Type:** Full-round action

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

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

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

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

### ***Transfusion***

#### **Advanced Biomancy Power**

**Biomass:** 5

**Action Type:** Standard Action

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

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

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

### ***Wild Mutation***

#### **Advanced Biomancy Power**

**Biomass:** 7

**Action Type:** Standard Action

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

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

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

### ***Devour***

#### **Advanced Biomancy Power**

**Biomass:** 0

**Action Type:** Full-round action

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

***Consume Essence*****Paragon Biomancy Power****Biomass:** 12**Action Type:** Full-round Action

**Paragon:** The caster can forcibly consume the life essence of a nearby target, ripping all life from their body and stealing it for themselves. This power targets a creature at short range. If the creature is helpless or willing (usually through psionic control) they do not require an attack roll. If the target is unwilling, then the zerg must make a ranged attack roll against the creature's defense, toughness, and resolve. They gain +10 to this check if the creature is below half health, or +20 to the check if the creature is below ¼ health. If the check surpasses all defenses, then the target is instantly killed. The zerg using this power then regains lost hit points equal to however many hit points the creature had remaining, up to their normal maximum. They also regain a number of biomass and lose an amount of energy fatigue equal to the creature's level, up to their normal maximum limits.



~Art by Samise Didier

## Pestilence Powers

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

### *Ensnare*

#### Basic Pestilence Power

**Biomass:** 4

**Action Type:** Standard Action

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

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

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

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

### *Blinding Cloud*

#### Basic Pestilence Power

**Biomass:** 3

**Action Type:** Standard Action

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

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

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

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

### *Creeping Infection*

#### Basic Pestilence Power

**Biomass:** 3

**Action Type:** Standard Action

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

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

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

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

### ***Fungal Growth***

#### **Advanced Pestilence Power**

**Biomass:** 6

**Action Type:** Standard Action

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

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

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

### ***Primal Dark Swarm***

#### **Advanced Pestilence Power**

**Biomass:** 5

**Action Type:** Standard Action

**Advanced:** The caster files an area with long range with a cloud of tiny micro-organisms that block line of sight into or out of an area. This area hits with in a Burst 6. Entities outside the cloud are unable to see through the cloud, treating everything within as having total concealment. The area is concealment for everything inside the cloud. This power lasts 1 minute.

**Master:** As the advanced power, except the power is now a Burst 12 area and zerg within the area gain a +2 bonus to defense. Furthermore, the flying swam blunt the impact of explosives in the area, giving every entity inside the cloud +5 damage resistance against Burst attacks.

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

### ***Miasma***

#### **Advanced Pestilence Power**

**Biomass:** 7

**Action Type:** Standard Action

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

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

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

### ***Parasitic Bomb***

#### **Advanced Pestilence Power**

**Biomass:** 8

**Action Type:** Standard Action

**Advanced:** The caster releases a parasite that latches onto a target within long range. This requires a ranged attack roll to hit. After hitting, the parasitic bomb lasts for 3 rounds, dealing 20 acid damage per round to the target and everything within a burst 6 area. This attack has the Penetration (20) weapon trait. The bomb is attached to the target and follows it when it moves. If the target is destroyed while the parasite bomb is still active, then the bomb remains in place where the target died, continuing to do damage in the burst area. When attached a living creature, it can be removed by spending a standard action to make a DC 20 strength check to pull it off. Even once detached, it sill continues to deal damage in an area around it. If the bomb misses its initial attack roll, then this power has no effect.

**Master:** As the advanced power, except the power is lasts for 4 rounds, deals 30 damage per round, and affects a burst 8 area.

**Paragon:** As the master power, except the power deals 40 damage per round, has Penetration (30), and affects a burst 12 area.

### ***Slime Wave***

#### **Advanced Pestilence Power**

**Biomass:** 4

**Action Type:** Full-round Action

**Advanced:** The caster emits a wave of zerg slime that expands from them in a wave washing over an area. This power effects a Burst 4 centered on the caster but does not affect caster. The caster makes a ranged skill attack roll versus the defense and toughness of all targets in the area. If the attack hits defense, struck targets suffer 40 damages, or half that much on a missed attack. If the attack hits toughness, the target is Slowed for 2 rounds and cannot benefit from the Hidden or Cloaked conditions. The penalties against struck targets can be removed by spending a full-round action to remove the slime.

**Master:** As the advanced power, except the power increases to a Burst 6 and the Slowed duration increases to 3 rounds. In addition, the slime is very corrosive. It gains penetration 10 and targets whose defense and toughness are struck gain the Melting condition

**Paragon:** As the master power, except the power increases to a Burst 8 and the damage increases to 60.

### ***Plague***

#### **Master Pestilence Power**

**Biomass:** 12

**Action Type:** Standard Action

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

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

### ***Brain Eater***

#### **Master Pestilence Power**

**Biomass:** 7

**Action Type:** Minor Action

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

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

### ***Devouring Swarm***

#### **Master Pestilence Power**

**Biomass:** 10

**Action Type:** Full-round Action

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

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

### ***Razor Swarm***

#### **Paragon Pestilence Power**

**Biomass:** 16

**Action Type:** Full-round Action

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

### ***Acid Fumes***

#### **Paragon Pestilence Power**

**Biomass:** 18

**Action Type:** Standard Action

**Paragon:** The caster releases a wave of invisible viral chemical that melt and destroy everything within their area. This is a ranged skill attack roll against a target's toughness, targeting all enemies in a Burst (8) at long range. Every target within the area suffers from the Melting, Tormented, and Staggered conditions if they remain within the area. Outside the area, the Melting and Tormented conditions persist until they make a DC 25 Athletics check as a full-round action to remove the acid fumes. An adjacent ally can make the check for them. The area of fumes persists for 1 minute (10 rounds), and anyone that enters the area (or re-enters it), is subjected to its effects once again.

## Spawning Powers

Spawning powers involve the creation of life, including parasites, larvae, and eggs. Spawning allows Primals to bolster their numbers, gain allies in a fight, and create additional supplementary life form.

Many of the spawning powers are slightly different from the common zerg version.

### *Spawn Primal Wurm*

#### **Basic Spawning Power**

**Biomass:** 2

**Action Type:** Full-round action

**Basic:** The caster lays a small cluster of 2 eggs, which will hatch into a primal wurm within 5 rounds.. The eggs have 40 hit points, defense of 14, and its damage resistance values are 25.

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

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

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

### *Ocular Parasite*

#### **Basic Spawning Power**

**Biomass:** 4

**Action Type:** Standard Action

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

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

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

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

### *Primal Toxic Nest*

#### **Basic Spawning Power**

**Biomass:** 2

**Action Type:** Standard Action

**Basic:** The caster creates a toxic spore that they can plant into the ground. After 3 rounds, the spore will develop into a hidden mine of acid and poison. The first hostile target to step into the square containing the nest sets it off. The nest explodes in a Burst 1 area centered on nest's square and has a +5 attack roll. If it hits, it deals 40 acid damage, or half that much damage on a miss. The attack has penetration 5.

**Advanced:** As the basic power, except the nest's accuracy increases to +10, the burst increases to 2, and the damage increases to 50.

**Master:** As the advanced power, except the nest's accuracy increases to +15, the burst increases to 4, the damage increases to 60, and penetration increases to 10.

**Paragon:** As the master power, but when laying a toxic nest you can place up to 3 at a single time, within any squares in your reach. They only require 2 rounds to arm.



### ***Neural Parasite***

#### **Advanced Spawning Power**

**Biomass:** 8

**Action Type:** Standard action

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

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

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

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

### ***Primal Spawn Broodling***

#### **Advanced Spawning Power**

**Biomass:** 9

**Action Type:** Standard action

**Advanced:** The caster launches a single parasitic egg at long range towards a biological target. Hitting with the parasite requires a ranged attack roll against the target's defense and toughness. If the target is hit, the target takes 30 melee damage with Rending (5), and an egg containing a pair of primal wurms are imbedded inside their body. After being imbedded, the eggs begin hatching after a random number of rounds. Roll a d20, and subtract the result from the target's toughness. This is the numbers of rounds before the parasite hatches. If the result is 0 or less, it hatches after 1 round. Once it hatches, the target takes 30 melee damage per round with 10 rending and the Piercing trait, and the target has the Tormented condition. Once the target is killed, two wurms emerge from its corpse. From there they act as normal. As with most parasites, the worm egg can be killed with 5 potency of Anti-toxins, however the anti-toxins must be done before the worm begin hatching. Once they begin hatching, however, there is little that can be done to save the character without advanced medical equipment. If the attack's damage drops the target to 0 hit points, the wurms spawn instantly.

**Master:** As the advanced power, except the initial attack deals 50 melee damage, the roll to determine how long it takes for the wurms to emerge increases to d20+2, the damage per round that the character takes from the hatching increases to 45, and three wurms are created instead of two.

**Paragon:** As the master power, except the initial attack deals 80 melee damage, the roll to determine how long it takes for the wurms to emerge increases to d20+5, the damage per round that the character takes from the hatching increases to 60, and four wurms are created instead of two.

### ***Spawn Minion (primals)***

#### **Advanced Spawning Power**

**Biomass:** 20

**Action Type:** Full-round action

**Advanced:** The primal can spawn a variety of different smaller, weaker primal minions. When you have access to this power, you have a special mechanic known as spawning points. This is how many creatures you can spawn in a short period of time. You spawning points are equal to your fortitude x 5. When you use this power, you select which primals you are going to spawn from the following list. Each one has a level and size requirement that you must be in order to spawn them, and a cost in spawning points. When you chose to spawn minions, you can spawn any number and variety of minions at once up to your spawning point limit. Thus, if you have a spawning limit of 40, you could chose to spawn 5 roaches, 8 zerglings, or 2 roaches and 4 zerglings. Keep in mind your spawning limit is a per encounter resource not a per usage resource; if you use all of your spawning limit early in an encounter, you will not have any spawn limit to use later on. Spawn limit regenerates naturally at a rate of 10 points per minute out of encounters.

Once you choose the minions you are going to spawn, they become eggs that are placed within 6 squares of your reach. These eggs have the same statistics as the creature but have +30 damage resistance. Two turns from being laid, the eggs hatch and become combatants in battle.

Any summoned primals fight with you until the end of the encounter, after which they run free. The following are the possible minions that can be spawned with this power, and the requirements to make them.

Primal Minion	Spawning Points	Required Spawner Level	Required Spawner Size
Guardian	80	20	Colossal
Host	60	15	Colossal
Hydralisk	20	10	Gargantuan
Locust	12	12	Huge
Mutalisk	24	12	Gargantuan
Primalisk, Lesser	1	1	Huge
Primalisk, Greater	20	10	Gargantuan
Primalisk, Ultra	80	20	Huge
Ravasaur	6	6	Huge
Ravasaur, Greater	16	16	Gargantuan
Roach	8	8	Huge
Zergling	5	5	Huge

**Master:** As the advanced power, except the caster gains +30 spawning points. In addition, they can transfer biomass into spawning points as a minor action. 20 biomass gives 5 spawning points.

**Paragon:** As the master power, except the caster's bonus spawning points increase to +60. In addition, their biomass transfer increases to 10 spawning points for 20 biomass.



### ***Hatch Egg***

#### **Master Spawning Power**

**Biomass:** 2

**Action Type:** Free action

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

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

### ***Reincarnation***

#### **Paragon Spawning Power**

**Biomass:** 16

**Action Type:** Free action

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

### ***Spawn Swarm (primals)***

#### **Paragon Spawning Power (requires Birther Archetype)**

**Biomass:** 50

**Action Type:** Full-round action

**Paragon:** Instead of spawning a batch of primals, the birther lays a single clutch of eggs that will hatch into a single swarm of primals. The primals must be one that you can normally summon via *Spawn Minions (primals)* and follows all the same rules. It uses the same spawning points used with that power, including your total spawning point maximum and counting against your current total for using *Spawn Minion*. Whatever primal you chose to create a swarm of, you must pay the spawning point cost of that minion x15. Thus, a primal zergling swarm would cost 75 spawning points and a primal roach swarm would cost 120 spawning points. You must have enough spawning points, current and maximum, to create a swarm, limiting the options. You can only create 1 swarm with a single use of this ability.

### ***Separation***

#### **Paragon Spawning Power**

**Biomass:** 30

**Action Type:** Full-round Action

**Paragon:** Separation allows the character to clone themselves into multiple copies of themselves. This power allows them to create 2 additional clones. Using this power, in addition to the biomass cost, spends 25% of the creature's maximum hit points instantly. This is not true damage and is not reduced by resistance of any kind and does not cause crippling wounds. Each clone has the same amount of hit points as the core creature after spending these hit points. Therefore, a creature at their full 800 hit points must spend 200 hit points to manifest the power. The core creature and each clone will therefore have 600 hit points. Each clone acts on its own initiative and suffers a -5 penalty on all attacks and skill checks but is otherwise identical to the core creature. The clones are instantly killed if they reach 0 hit points. If the core creature reaches 0 hit points, all clones automatically die. The clones are impossible to tell from the real creature. This power lasts for 50 rounds, after which all the clones will instantly die. This power can only be used once per day.

# Chapter 2: Infested Terran

## Options

Supplement 1: The Zerg Swarm introduced the basic of a playable infested terran character, including their racial package, directives, and base mutations. This supplement offers a wealth of new customization options for an infested terrans, allowing a great deal of additional build options to make them unique and deadly creatures.

### New Directives

#### **Infested Bio-Engineer**

**Ability Scores:** +1 instinct, +1 intelligence

**Skill Focuses:** Science, Computers, and Medicine

**Bonus Talent:** Makeshift Repairs, Power Armor Training

**Special Ability (Infested Adaptability):** Some infested are specially selected to combine the adaptive talents of a terran with the driven focus of the zerg swarm. Infested Engineers gain an additional skill point each time they spend a characteristic point on skills.

**Special Ability (Bio-Engineering):** Infested Engineers have learned ways to fabricate advanced goods and equipment without the benefit of the terran industrial base. Infested engineers may treat a friendly lair or hive as a tier 2 workbench. Furthermore, the infested engineer may ignore up to 20% of the required materials when crafting but must pay one biomass for each material ignored in this way. The engineer may select what materials they are ignoring. In addition, an infested bioengineer can utilize terran armor and worn gear

**Special Ability (Tactical Node):** Infested Engineers can easily multitask mentally, helping other zerg with tactical guidance. Allied zerg in 30 squares can use their instinctive telepathic link to the Bio-Engineer to gain +2 on tactics combat augmentations, and a +2 bonus on ranged maximum attack overages. At level 5 the bio-engineer can spend a minor action to make a dc 20: tactics check to refresh the duration of allied tactics combat augmentations to be equal to the bio-engineers intelligence if that is greater than the normal time remaining.

**Special Ability (Cyber-zerg augmentation):** Zerg swarms have learned from terran scientists that have performed cybernetic augmentation to zerg bio forms. Infested bio-engineers have learned to make special augmentation to allied advanced infested, or to themselves. This requires a successful DC: 20 Science check and the expenditure of 3 generic components, 1 framing component, 2 electronic components, and a robotic component over the course of an hour. If successful, you grant the use of one infested mutation that the target qualifies for. A failed check consumes 1 of each type of component. Any creature may only have one cyber-zerg augmentation at a time, but a successful DC: 20 medicine check may be attempted once per day to remove the existing cyber-zerg augmentation.

#### **Infested Commando**

**Ability Scores:** +1 instinct, +1 fortitude

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

**Bonus Talent:** Power Armor Training

**Special Ability (Terran Equipment):** Infested commandos make full use of terran equipment in addition to their mutations. At character creation, an infested commando has 250 credits to spend on gear. If creating the infested at higher than 1st level, refer to the Starting Credits table in Chapter 2 of the Core Rulebook, except reduce the number of credits by 1/2. If the higher level infested is also an infested agent of the swarm, they gain the full normal credits of a terran character of that level.

**Special Ability (Terran Gear Mastery):** The infested commando keeps their training, instincts, and muscle memory from before their infestation, allowing them to interface extremely well with terran equipment. The infested commando increases the damage of terran weapons by 1 power rating, and the damage resistance of terran armor by 1 resistance rating. These bonuses increase to 2 power and resistance ratings at level 15.

**Special Ability (Power Armor Adaptability):** The infested commando adapts fully to the benefits of power armor, becoming an extension of the suit. While wearing terran power armor the infested commando gain +2 damage threshold. At level 5 the bonus increases to +4 and the infested ignores the defense penalty of terran power armor. At level 10 the infested commando increases their movement speed in power armor by 1. At level 15 the infested commando treats terran powered armors as if they had additional stat increases of +1 strength and agility.

## Infested Pilot

**Ability Scores:** +1 instinct, +1 Intelligence

**Skill Focuses:** Pilot AND EITHER ranged OR science

**Bonus Talent:** Far Shot

**Special Ability (Infest Vehicle):** Infested pilots are groomed for their purpose, which includes gaining the ability to infest captured terran vehicles. This process requires a terran vehicle that is disabled or shut-down with at least half of its maximum hit points remaining. The process requires uninterrupted time and the expenditure of biomass to complete depending on the size of the target craft -- if the pilot is in an area with creep and friendly drones or allies that will help, he can ignore the biomass requirement and reduces the time required to infest by half. At level 15 the pilot reduces the time taken and biomass required by half, thus reducing the time required with biomass by one fourth. This process cannot be used on terran constructs or structures -- that requires evolution powers from the infestation discipline.

**Special Ability (Vehicle Symbiosis):** Infested pilots physically connect to their vehicles, turning the pair into a single skilled organism. When piloting an infested vehicle, the pilot gains +2 to the vehicles defense and a +2 bonus to accuracy with the vehicle weapons. At level 5 the pilot increases infested vehicle's acceleration rating by 25% and gain +1 power rating to infested vehicle weapons they operate. At level 10 the pilot increases their bonus to vehicle defense and accuracy to +4. At level 15 the pilot increases their infested vehicle's acceleration rating to +50% and adds +2 power rating to infested vehicle weapons they operate

**Special Ability (Infested Repairs):** The infested pilot can use their own biomass to repair serious damage to their infested vehicles. They may spend 5 biomass to generate specialized tissue to serve the function of damaged parts in an infested vehicle or construct -- the pilot makes a science check and the vehicle restores twice that many hit points and is repaired of one crippling wound. This takes an amount of time listed below on the table. At level 5 the pilot gains a +10 bonus the science check. At level 10 the pilot gains +20 to the science check and restores two crippling wounds at a time instead of 1. At level 15 the pilot triples the result of the science check. At level 15, all repairs they make to infested vehicles or constructs is also done twice as fast as normal.

Vehicle Size	Biomass Required to infest	Time Required to infest	Infested Repair Time
Large (or smaller)	4	4 minutes	30 minutes
Huge	8	15 minutes	1 hour
Gargantuan	16	1 hour	2 hours
Colossal	32	4 hours	4 hours
Massive	64	16 hours	8 hours

## Advanced Directives

This section details new customization options for high-level Infested Terran Characters. In place of the directives that you can normally choose from at levels 20 and 30, you may instead choose an advanced directive for which you meet the prerequisites. Many advanced directives have extra requirements beyond their level -- you may postpone the choice of a directive by banking that choice (it counts as two characteristics points for the purpose of how much else you can bank each level).

### Infested Bio-Mage

**Requirements:** Level 20, Infested Evolutionist, Access to at least one master-tier evolution power discipline

**Ability Scores:** +1 Willpower, +1 Intelligence

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

**Special Ability (Evolutionary Ascension):** The Infested Bio-Mage has evolved a powerful series of modular organs and emitters that can be configured and combined with intense training to efficiently emulate many of the special abilities of other zerg. The Infested Bio-Mage suffers no penalties for taking the Evolutions Mastery mutation regardless of how many times they have taken the mutation. Finally, the Infested Bio-Mage gains access to one paragon evolution power discipline that they already have access to the master-tier of that discipline.

**Special Ability (Evolution Power Efficiency):** The biomage can manifest evolution powers more efficiently than other infested, reducing the biomass cost of any power that requires 3 or more biomass by 1, or reducing the biomass cost of evolution powers that require 10 or more biomass by 2.

**Special Ability (Hasty Powers):** The Infested Bio-Mage has isolated their various power generating organs enough to manifest two powers at once. Whenever the Infested Bio-Mage manifests an evolution power, they may manifest a different evolution power that has the same or faster action type. The Bio-mage must pay the biomass cost for each power. Each power may have separate targets, and is manifested exactly as it normally would as if it were manifested separately.

**Special Ability (Evolutionary Boost):** The bio-mage gains hormonal boosts tied to the powers that they manifest. After manifesting a power, the bio-mage gains 4 stacks of a boost tied to what discipline was manifested for one minute. These boosts do not stack with additional castings from the same discipline, but instead refresh the duration.

Discipline	Boost
Biomancy	Mighty Boost (4)
Pestilence	Precision Boost (4)
Spawning	Swiftness Boost (4)
Infestation	Health Boost (4)

## Infested Commander

**Requirements:** Level 20, Infested Agent of the Swarm, Command 8 ranks, Psi level 4

**Ability Scores:** +1 Fortitude, +1 Intelligence

**Skill Focuses:** Command AND EITHER Tactics OR Psionics

**Special Ability (Direct Control):** As a standard action or as a free action 1/turn after making an attack, the infested commander can have a zerg under his command make an attack. The zerg must not have been given a free attack from any source since its last turn, and may not make a free attack until its next turn.

**Special Ability (Supporting Moves):** When the infested commander moves, up to two zerg under his command may move up to their shift speed.

**Special Ability (Personal Guardian):** The infested command can request support of a hydralisk to guard and aid him when he departs for a mission. This hydralisk gains +100 hit points, and has +10 accuracy and damage with all of its attacks. If the hydralisk is killed, he can request a replacement, but it be difficult or impossible to reach him. Any encounter in which the Commander had his hydralisk for at least part of the time, treat the commander as if he was 3 additional characters for the purpose of experience.





## Infested Hypermorph

**Requirements:** Level 20, at least 2 different zerg natural weapons

**Ability Scores:** +1 strength, +1 Instinct

**Skill Focuses:** Durability AND EITHER melee or ranged

**Special Ability (Hypermutation):** The hypermorph continues to mutate in even more dramatic ways, perhaps completely obscuring their terran origins. The hypermorph gains an extra mutation at every level 21-30.

**Special Ability (Multiattack):** After you attack on your turn, you can choose a zerg natural weapon that you have not attacked with thus far this turn and make an attack with that natural weapon as a minor action. You cannot make another attack or opportunity attack with that weapon until the start of your next turn

**Special Ability (Volatile Mutations):** Your volatile form can mix mutations in ways that other infested may not; you are no longer limited to a single mutation per limb slot. If you choose more arm mutations than you have arms, you simply grow extra arms until you have enough. If you choose multiple head mutations then they add additional features to your head (eg tentacles over the jaw which houses the bile launcher, or even changing the tentacles to a beard or hair). If you choose multiple leg mutations, then they combine all of the benefits and penalties together -- and if the combination includes crawler and serpentine then the infested may climb on walls and ceilings as normal movement instead of limited (it may appear as grasping spines on the serpentine tail, or perhaps instead as turning from a quadruped into more of an octopus-like collection of agile tentacles). Finally, the infested hypermorph increases their regeneration by 5.

## Infested Praetorian

**Requirements:** Level 20, Improved Natural Plating II

**Ability Scores:** +1 fortitude, +1 strength

**Skill Focuses:** Defensive Training AND EITHER Durability or Perception

**Special Ability (Guardian of the Swarm):** The Infested Praetorian grows extra armored plating, including shield-like plates extending from their arms. They gain +5 damage resistance and +5 damage threshold. In addition, once per round when an ally within your shift distance is hit by an attack, you may use your reaction to shift into their square, allowing them to shift out of their own square immediately for free, causing you to be hit instead. You are hit with the same number of attack overages as that ally would have been. That ally may not then evade if they are still in the area of the attack even if they would normally be able.

**Special Ability (Shield Wall):** The praetorian can utilize their shield plated arms to help protect themselves and their allies. When the infested praetorian performs a bobbing and weaving combat behavior they also gain +2 damage resistance and give +2 defense and damage resistance to all allies wholly within their melee reach.

**Special Ability (Skyguard):** The infested praetorian grows beetle-like armored wings that grant a flight speed based on their size category. While these are not capable of rapid flight, they grant a great deal of lift, and the praetorian can carry another creature of the infested's size or twice as many of the next lowest size category and so on. The passenger(s) must hang on with at least one free hand, but does not require the praetorian to hold them.

## Infested Psionic Paragon

**Requirements:** Level 20, Psi Level 7, Infested Psionic Node directive

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

**Special Ability (Psionic Paragon):** Your maximum Psi Level that you can achieve increases by 2. You gain a +5 bonus to manifest psionic powers and never accidentally overload psionic powers based on the natural dice roll. You gain access to an infested version of the psionic powers of the Energy discipline, and automatically learn the Psionic Bolt and Psionic Burst powers. See Supplement 2 or 3 for the Energy discipline, and the end of the chapter for the infested variations of those powers.

**Special Ability (Psionic Revitalization):** The Psionic Paragon's body is strengthened by channeling psionic energy. Once per round when the psionic paragon manifests a psionic power, they immediately regain hit points equal to three times their fortitude and increase their damage threshold by their psi level until the start of their next turn. Additionally the psionic paragon may spend 6 biomass to perform a recovery action as a minor action.

**Special Ability (Discipline Mastery):** The psionic paragon picks a discipline they may cast from and gains a benefit from the following table:



Discipline	Benefit
<b>Telepathy</b>	Telepathy attacks that exceed the target's resolve by 10 or more cause the target to be tormented for 1 round
<b>Telekinesis</b>	Your telekinesis powers gain +10 accuracy against the target's toughness
<b>Augmentation</b>	Your augmentation powers do not end when you recover energy fatigue and gain double the duration if the duration is based on psi level
<b>Cloaking</b>	Once per round while you are cloaked, you may shift as a free action, and you gain +10 to stealth checks while cloaked
<b>Energy</b>	When one of your energy powers would give an opponent the melting condition, they also gain the burning condition. Getting rid of the melting condition from this power also gets rid of the burning condition from this power.

## Infested Symbiont

**Requirements:** Level 20, Infested Pilot, Pilot skill 8 ranks

**Ability Scores:** +1 Instinct, +1 Agility

**Skill Focuses:** Pilot AND EITHER Ranged OR Defensive Training

**Special Ability (Vehicle Mind):** The infested symbiont merges mind and machine in an unparalleled manner, becoming an essential organ to his attached vehicle. By spending 1-minute growing tendrils, connection nerves, and support muscles into a friendly infested vehicle that he is piloting, the symbiont may merge with the vehicle more fully. While merged with the vehicle, the machine responds far more easily, with zerg biotissue and terran machinery working together in new and altogether novel ways, gaining an additional +2 bonus to accuracy with all weapons and +2 to defense. The vehicle increases its speed by 2, and its max speed and acceleration rating increase by 25%. Finally, the vehicle gains one of the the symbionts natural weapons as a zerg natural attack, frequently as a confusing but terrifying implement -- use the vehicles strength for damage with melee weapons, the attack also gains one power rating of damage for each size category it is larger than you, and using the reach of the vehicle's size. Lastly the vehicle gains +5 to its damage threshold. However, this does not come without a cost -- each time the vehicle loses hit points, the symbiont take a hit of psychic damage equal to the hit points that the vehicle lost.

**Special Ability (Biomechanical Flexibility):** The infested symbiont has mastered the synthesis of zerg flesh and metal plating for defense. When the symbiont is wearing heavy or powered terran armor, they gain +5 DR. While they are piloting an infested vehicle they gain this bonus and also reduce penalties from speed to perform vehicle maneuvers by half.

**Special Ability (Sensorling Symbiotes):** The infested symbiont is home to a cluster of specialized sensory life-forms that connect to their nervous system. The symbiont can no longer be flanked, due to the extra information and reflexes from their attached colony, and they may make a detector action as a minor action against all targets within 150 squares (1 starship square). When the symbiont uses their vehicle mind ability on an infested vehicle, their sensory hive spreads throughout the vehicle to give the benefits to the vehicle as well.

## New Mutations

This section contains new mutations that Infested Terran characters can choose from. Many of these mutations have additional requirements for existing directives, mutations, or other talents.

### New Mutations Quick Table

Mutation	Level	Requirements	Bonus
<b>Acrid Jets</b>	10	Fortitude 4, Acidic Saliva natural weapon, Specialized Natural Weapons (Acidic Saliva) I	Your acidic saliva attack become larger and more flexible
<b>Alien Discord I-IV</b>	5/10/18/25	Psionic Resonance, Psi level 2/4/6/8, Access to the Telepathy Discipline	Your telepathy powers make foes' morale vulnerable
<b>Anchoring Tendrils I-II</b>	10/18	Grasping Tendrils natural weapons, Specialized Natural Weapon (Grasping Tendrils) I/II	Your Grasping Tendrils may now grab larger targets, and give you more options for swinging.
<b>Barbed Wings I-III</b>	10/18/25	Psi Level 4/6/8, Barbed Tendrils natural weapon, Specialized Natural Weapons (Barbed Tendrils) 1/2/2	Your tendrils become bony wings giving you flight.
<b>Biocannon</b>	5	Level 5, No other arm mutations	Grow a biocannon arm and turn the other arm into a loader
<b>Biocapacitors I-V</b>	1/5/10/18/25	Access to Biomancy Evolution Powers	Store energy to release into bouncing lightning attacks
<b>Bioplasma Cannon I-II</b>	10/25	Volatile Biocannon natural weapon, Specialized Natural Weapon (Volatile Biocannon) I/II	Biocannon explosion becomes more volatile, gaining corrosive trait
<b>Creep Bloom I-II</b>	5/18	Creep Cysts II/IV	You can activate creep cysts and still regenerate some hit points
<b>Creep Cysts I-V</b>	1/5/10/18/25		You can choose to not regenerate health to regain biomass
<b>Consuming Jaws</b>	10	Cannibalism, Ripping Fangs natural weapon, Specialized Natural Weapons (Ripping Fangs) I	With ripping fangs, use cannibalism on dealing wounds to large targets
<b>Creep Emitters I-V</b>	1/5/10/18/25	Access to Spawning Evolution Powers	Spew creep around you and create blocking structures on the creep
<b>Energy Reverberation I-II</b>	18/25	Psionic Resonance, Psi level 8/10, Access to the Energy Discipline	Energy powers surround you in an aura of crackling power
<b>Grabbing Tendrils</b>	5	No other back mutation	Grow structures on your back to launch grasping tongues to grab creatures or grapple from terrain
<b>Harmonic Chameleon</b>	10	Cloaking power	Cloak without HE Suit and mask against psionic detection
<b>Hulking Destroyer</b>	18	Two smash natural weapon, Specialized Natural Weapons (Smash) II, Gigantism	Grow smashing arms into massive Kaiser Blades

<b>Mutation</b>	<b>Level</b>	<b>Requirements</b>	<b>Bonus</b>
<b>Infested Hyper-adrenal Glands</b>	10	Infested Metamorph	Gain init, defense, and extra strikes on many attacks
<b>Manipulator Arms</b>	5	Two arm mutations	Grow small arms that can lightly manipulate objects even if your main arms cannot
<b>Micro-spine Volley I-II</b>	10/18	Spine Bank Natural Weapon, Specialized Natural Weapon (spine bank) I/II	Your spine volley fires smaller automatic projectiles
<b>Observer</b>	5	n/a	Gain extra eyes, bonuses to perception and cannot be flanked
<b>Pestilent Host I-V</b>	1/5/10/18/25	Access to Pestilence Powers	Attack and defend with helpful swarm of infested wasps
<b>Psionic Resonance</b>	1		Gain protection on manifesting psionic power
<b>Psionic Symbiote I-III</b>	1/10/18	Psionic Node, 1/3/5 Augmentation Powers known	Plant a symbiote tendril on friendly zerg, share augmentation power effects
<b>Regenerative Spores I-IV</b>	5/10/18/25	Medicine 3/5/7/9, Science 3/5/7/9	Throw healing spores to boost regeneration in zerg and create concealment
<b>Regrowth Pods I-V</b>	1/5/10/18/25	Access to Infestation Powers	Regenerative pods provide quick healing on zerg
<b>Rending Claws</b>	10	Two claw natural weapons, Specialized Natural Weapon (claws) I	Claws cause bleeding on hit
<b>Resonant Attunement</b>	5	Psionic Symbiote I, Psionic Resonance	Share resonance bonus with symbiote target, gain healing
<b>Shock Spines I-II</b>	5/18	Science 4/6, Computers 4/6	Electric pods grant sabotage benefits, bonuses to damage vs constructs
<b>Specialized Natural Weapons I-II</b>	5/18	A zerg natural weapon	Gain accuracy and damage with zerg natural weapon – metamorphs make take more than once
<b>Suppress Infestation I-III</b>	10/18/25	Infested Agent of the Swarm, Medicine 6/8/10	Psionically suppress zerg cells, losing benefits but appearing full terran
<b>Telekinetic Chord I-IV</b>	5/10/18/25	Psionic Resonance, Access to the Telekinesis Discipline, Psi Level 2/4/6/8	Shift your allies around while manifesting telekinesis powers
<b>Vile Venoms</b>	10	Fortitude 4, Endurance 8 ranks, Tentacles natural weapon, Specialized Natural Weapons (Tentacles) I	Multitude of toxins makes tentacles more deadly, gain immunity to poisons

## New Mutations Description

### Acrid Jets

#### Superior Mutation

**Requires:** Fortitude 4, Acidic Saliva natural weapon, Specialized Natural Weapons (Acidic Saliva) I, Level 10

**Tier 1 Description:** You have grown extremely powerful muscles in your head, throat, and torso that can propel your bio-acid to incredible speeds. When you fire your Acidic Saliva Weapon you may choose for it to either have the scaling line trait or the scaling cone trait, and your size is considered one larger for the purpose of those traits.

### Alien Discord I-IV

#### Enhanced /Advanced / Mastered / Ascended Mutation

**Requires:** Level 5/10/18/25, Psionic Resonance, Psi level 2/4/6/8, Access to the Telepathy Discipline

**Tier 1 Description:** Your psionic resonance carries out painfully with your telepathic abilities. When you manifest a psionic power from the telepathy discipline, you gain advantage on the next demoralize attempt you make before the end of your turn, and you may affect twice as many creatures as normal.

**Tier 2 Description:** You can let your psionic resonance bleed out of you, like a psionic tuning fork of alien malice. Every time you manifest a telepathic power, you may choose as a free action to cause all enemies in short range lose one morale.

**Tier 3 Description:** Your psionic resonance grows potent enough to cause harm to the minds around you. After you manifest a psionic power from the telepathy discipline, until the start of your next turn creatures in short range of you take 20 psionic damage for each morale point they lose. This affects morale points lost from alien discord.

**Tier 4 Description:** Your psionic resonance has amplified so that it reaches even further. All of the effects of Alien discord now affect to medium range.

### Anchoring Tendrils I-II

#### Superior/ Mastered Mutation

**Requires:** Grasping Tendrils natural weapons, Specialized Natural Weapon (Grasping Tendrils) I/II, Level 10/18

**Tier 1 Description:** Your tendrils are now reinforced and include barbed heads that dramatically increase the strength of the grab. When you chose to perform a dual-weapon attack only using your grasping tendrils, you do not suffer any dual-weapon penalties. Furthermore, you must resolve one attack fully before launching the other, and you may no longer fire your tendrils at a target that is already grappled. If you already grappled to terrain or a creature or object larger than your target, then you may gain a +5 bonus against the target's toughness to grapple them and pull them towards you and may pull targets one size category larger than you. Removing a grapple for targets other than you now requires a minor action and success on a DC: 20 medicine (if biological) or science (if construct) check or the grappled target suffers 20 piercing damage. The tendril now has 30 hit points and 15 damage resistance, and while destroying it ends the grapple condition it also causes the damage of a failed check to the target.

**Tier 2 Description:** Your tendrils are longer, tougher, and include multiple burrowing heads to make an incredibly difficult to break bond with your target. Your bonus against a target's toughness while anchored increases to +10, and you may pull targets two sizes larger than you while anchored. The range of the grasping tendrils increases to medium, and the speed reduction for both fast movers and standard creatures is increased to 15 squares per round. Removing the grapple is now a DC 25 medicine or science check and deals 35 piercing damage on a failed check. The tendril now has 45 hit points and 20 damage resistance.

### Barbed Wings I-III

#### Superior/Mastered/Ascended Mutation

**Requires:** Psi Level 4/6/8, Barbed Tendrils natural weapon, Specialized Natural Weapons (Barbed Tendrils) 1/2/2, Level 10/18/25

**Tier 1 Description:** Your barbed tendrils grow into a large set of wings on your back, which channel your psionic energies. Your barbed tendril attack gains the psionic weapon trait, and you may fly at your base movement speed (but may not attack with your wings while flying).

**Tier 2 Description:** Your psionic energies flow through your wings to further increase your speed. Your flight speed increases to the standard for your size (8 + ½ agility for medium creatures, 10+ ½ agility for large creatures) plus your psi level.

**Tier 3 Description:** Your wings funnel enough psionic energy to propel you to speeds rivalling that of some aircraft. You may gain 5 Energy Fatigue as a minor action while flying to gain Rapid Flight. You have an acceleration rating of 5x your psi level, a combat speed of 3x your acceleration rating, and a maximum speed of 10x your acceleration rating. The rapid flight must be sustained with 3 Energy fatigue and a minor action every round, in addition to the movement action spent flying.

## Biocannon

### Enhanced Mutation

**Requires:** Level 5, No other arm mutations

**Tier 1 Description:** One of your arms mutates into a large biocannon, and your other arm grows and mutates to accommodate the necessary organs needed to generate the ammunition for the cannon and maintains a flexible hand to load the ammunition, manipulate objects, or hold 1-handed weapons. This takes up the arm mutation slots for both arms. You may spend up to 5 biomass as a standard action to generate the same number of globules and load them into the biocannon. See the Volatile Biocannon natural weapon in the New Natural Weapons section later in the chapter.

## Biocapacitors I-V

### Basic/ Enhanced/ Advanced/ Mastered/ Ascended Mutation

**Requires:** Level 1/5/10/18/25, Access to Biomancy Evolution Powers

**Tier 1 Description:** You can store up leftover energy from your biomancy powers that can be unleashed as a bolt of lightning. After using a biomancy power, or by spending 5 biomass as a minor action, you can gain a charge of bio-lightning. You may only store one charge at a time and it dissipates after 1 minute. You can fire the bolt as a standard action using your evolution power attack bonus. It hits a single target within short range for 20 damage with penetration (2).

**Tier 2 Description:** Your internal capacitors can store more charge and fire reactively against those around you. You can store two charges of bio-lightning at any time and you may fire a bolt as a free action outside of your turn after you are hit by a melee attack. The bio-lightning increases to 25 damage.

**Tier 3 Description:** Your bio-lightning has grown more powerful, potentially leaping from one target to another. The range on your bio-lightning attack increases to medium range and your capacity increases to 3 charges. After you hit a target with your bio lightning you may spend a second charge to make a second attack roll against another target within short range of the original attack. Your bio lightning attack increases to 30 damage. When you generate charges (through manifesting or spending biomass) you can 2 charges instead of 1.

**Tier 4 Description:** Your lightning becomes more powerful and energetic, reaching further with every strike. You may store up to 4 charges of bio lightning at any time, and if you hit the secondary target, you may spend another charge to attack a third target. You may also now spend two bio lightning charges to launch a bio-lightning strike as a free action against a target within short range that hits you with a ranged attack. Your bio lightning increases to 35 damage and the penetration increases to 5. Finally your capacitors have become so powerful that whenever you have 3 or more stored charges of bio-lightning the spontaneous sparks around you generate light within 6 squares.

**Tier 5 Description:** Your bio lightning arcs through your foes like a living thing. You may store up to 5 bio lightning charges, and your lightning increases to long range with 40 damage. If your lightning hit a third target, you may spend another charge to attack a fourth. You may retaliate against ranged attacks at up to medium range with your lightning strikes for two charges. When you would normally gain charges, you gain 3 instead.

## Bioplasma Cannon I-II

### Superior/Ascended Mutation

**Requires:** Volatile Biocannon natural weapon, Specialized Natural Weapon (Volatile Biocannon) I/II, Level 10/25

**Tier 1 Description:** The volatile globules for your biocannon react even more violently, coating the blast area in ultra-heated bio-plasma. Your biocannon gains the corrosion trait, and the base penetration increases by 5.

**Tier 2 Description:** The globules now have multiple bomblets that detonate shortly after the primary explosion. The burst area of the biocannon increases by 1, and it gains hailfire (1).

## Consuming Jaws

### Superior Mutation

**Requires:** Cannibalism, Ripping Fangs natural weapon, Specialized Natural Weapons (Ripping Fangs) I, Level 10

**Tier 1 Description:** Your fangs open wider, and your teeth have become like wicked hooks designed to catch as much of the target as possible. If you deal a crippling wound with this attack against a living target no smaller than one size category smaller than you, you gain the benefit of your cannibalism mutation as if you ate the target.

## Creep Bloom I-II

### Enhanced/ Mastered Mutation

**Requires:** Level 5/18, Creep Cysts II/IV

**Tier 1 Description:** The infested has grown a strange new organ that floods their bloodstream with creep-like repair cells instead of larger creep cysts. If the infested chooses to gain the benefits of creep cysts, they still gain half of their regeneration for the round. In addition biomass regeneration every minute out of combat is doubled.

**Tier 2 Description:** The infested's repair cells become even more efficient at keeping the body at full strength. The infested now always gains their full regeneration and creep cyst biomass regeneration every round of combat, and biomass regeneration is tripled every minute outside of combat.

## Creep Cysts I-V

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

**Tier 1 Description:** The infested can grow energy rich micro-organs within their body which can be used as fuel for their various abilities. At the start of the infested's turn they may choose to grow creep cysts instead of regaining hit points from regeneration this round. If they do so they gain one biomass. Outside of combat they instead grow the cysts more naturally, and so the infested passively gains 1 biomass per minute with no loss of regeneration.

**Tier 2 Description:** The infested generates more efficient creep organs, gaining 2 biomass from creep cysts. This mutation requires the character be 5<sup>th</sup> level or higher.

**Tier 3 Description:** The infested generates more efficient creep organs, gaining 3 biomass from creep cysts. This mutation requires the character be 10<sup>th</sup> level or higher.

**Tier 4 Description:** The infested generates more efficient creep organs, gaining 4 biomass from creep cysts. This mutation requires the character be 18<sup>th</sup> level or higher.

**Tier 5 Description:** The infested generates more efficient creep organs, gaining 5 biomass from creep cysts. This mutation requires the character be 25<sup>th</sup> level or higher

## Creep Emitters I-V

### Basic/ Enhanced/ Advanced/ Mastered/ Ascended Mutation

**Requires:** Level 1/5/10/18/25, Access to Spawning Evolution Powers

**Tier 1 Description:** You are used to generating zerg tissue, and may emit and control creep directly around yourself by manipulating internal storage reservoirs. By spending 5 biomass as a minor action you gain 1 creep charge and 1 growth charge; you may also gain charges as a free action for no biomass cost after you manifest a spawning evolution power. You may only store a single one of each kind of charge. You may spread creep in the area around you as a free action during your turn -- doing so spends a creep charge and generates creep in a burst 2 area around you. As a move action you may spend a growth charge to generate a creep growth in a square of connected creep in short range of your location. Creep growths are large, tumorous masses that suddenly jut out of the creep around them, forcing opponents back and blocking movement. Any target which is medium or smaller is moved out of the creep growth in a direction of your choosing to an unoccupied square. If there are no unoccupied squares adjacent to the growth, the target is forced into an occupied square adjacent to the growth and knocked prone. Creep Growths have 20 hit points, 10 damage resistance, cannot be moved, and are not subject to crippling wounds or status conditions.

**Tier 2 Description:** You can now spread creep further, faster, and more efficiently. You may hold two each of creep and growth charges. When you emit creep you spread into a burst 3. Your creep growth has 40 hit points and 15 damage resistance. When you spend a move action to generate creep growths, you may spend any number of charges to generate an equal number of growths within medium range so long as they are all in the same contiguous area of creep that you are standing in. When you you gain creep and growth charges, you can 2 instead of 1.

**Tier 3 Description:** You can generate more creep and even larger growths. You may hold 3 each of creep and growth charges. You spread creep charges into a burst 4 area. When you generate creep growths, you may spend 3 charges to make a single large-sized growth -- this growth is tougher, takes up 2 squares on a side, and moves large creatures out of the way (move larger creatures first). Creep growths have 60 hit points, and 18 damage resistance -- large growths have double hp and +5 damage resistance.

**Tier 4 Description:** Your internal generators work at an unbelievable pace, with your body able to store a confounding amount of creep. You may hold 4 charges each of creep and growth charges. You spread creep in a burst 6 area. When you generate creep and growth charges, you generate 3 at a time, all within long range of you and within the same contiguous area of creep that you are standing in. When you have more than 5 combined creep and growth charges, you get a +5 to your toughness to resist pushes, pulls, knockdown, and any other form of forced movement. Creep growths have 80 hit points and 20 damage resistance.

**Tier 5 Description:** Your ability to create vast structures seemingly from thin air defies explanation. You may hold 5 charges each of creep and growth charges. When you spread creep, it spreads in a burst 8

## Energy Reverberation I - II

### Mastered / Ascended Mutation

**Requires:** Level 18/ 25, Psionic Resonance, Psi level 8/10, Access to the Energy Discipline

**Tier 1 Description:** The waves of psionic energy coming from you burst into psychokinetic energy matching those of your expanded powers. Whenever you manifest a psionic power from the energy discipline, you are surrounded by an aura until the start of your next turn with a radius of one square per 2 psi levels you possess, which releases crackling energy which deals 10 + 3x your psi level in damage to any enemies who enter the aura, start their turn in the aura, or who hit you with a melee attack.

**Tier 2 Description:** The aura grows to have a radius of a number of squares equal to your psi level, and the damage gains penetration (10).

## Grabbing Tendrils

### Enhanced Mutation

**Requires:** Level 5, No other back mutations

**Tier 1 Description:** You grow a pair of large pods extending up from your shoulders. These pods contain long, spiked tongue-like tendrils that can fire and retract at high speed, allowing you to grab creatures, grapple to terrain, or even traverse narrow canyons. This gives you the advantage of the Grasping Tendrils natural weapons.

## Harmonic Chameleon

### Superior/Mastered Mutation

**Requires:** Level 10/18, Know the cloaking power, Psionic Resonance, PL 4/7

**Tier 1 Description:** Your body's psionic resonance subtly blends with your surroundings. You may use the cloaking power even without a Hostile Environment Suit, and you manifest cloaking powers at +2 psi level. Furthermore, you may only be detected through psionic detection at 1/10th the normal range (2 squares per psi level).

**Tier 2 Description:** Your resonance is fully in tune with your surroundings, making blending in as natural as breathing. You automatically succeed manifestation checks to manifest cloaking, and manifesting and sustaining the cloak power no longer generates energy fatigue.

## Hulking Destroyer

### Mastered Mutation

**Requires:** Two smash natural weapon, Specialized Natural Weapons (Smash) II, Gigantism, Level 18

**Tier 1 Description:** Your hardened arms have mutated so far that they have become massive hook-like blades. Your smashing arms have been replaced by Kaiser Blades zerg natural weapons. Your specialized natural weapons (smash) II become specialized natural weapons (kaiser blades) II.

## Infested Hyper-adrenal Glands

### Superior Mutation

**Requires:** Infested Metamorph directive, Level 10

**Tier 1 Description:** In combat your mind becomes so active that time itself seems to slow down, allowing you to find new ways of optimizing your attacks. You gain +4 initiative, +2 defense, and make an additional strike with each weapon you attack with during an attack action. You also gain an additional strike during a charge or opportunity attack, but not when performing a heavy strike or any other special attack that limits you to a single strike.

## Manipulator Arms

### Enhanced Mutation

**Requires:** Level 5, two arm mutations

**Tier 1 Description:** You grow an extra pair of thin arms below your first pair. These extra arms may be used to grab and perform fine manipulation that may not be possible with your other arms. However using these arms you treat your strength as 4 lower (minimum 1) and you may not make attacks with these arms or any weapon carried by them. These arms may not be modified by any arm mutations.



## Micro-spine Volley I-II

### Superior/ Mastered Mutation

**Requires:** Spine Bank natural weapon, Specialized Natural Weapons (Spine Bank) 1 / 2, Level 10/18

**Tier 1 Description:** You have mutated to fire smaller spines so that you may generate and store more of the spines in your body. Your spine bank natural weapon loses 5 base damage and becomes an automatic weapon.

**Tier 2 Description:** You can create and fire needle-like spines at a truly terrifying rate. Your spine bank natural weapon becomes fully-automatic, and you may spend 5 biomass as part of an attack to gain advantage on the attack.

## Observer

### Enhanced Mutation

**Requires:** Level 5

**Tier 1 Description:** you grow several additional eyes and/or eye stalks across your body. You gain a +5 bonus to perception skill checks, and you are not flat footed when flanked.

## Pestilent Host I-V

### Basic/ Enhanced/ Advanced/ Mastered/ Ascended Mutation

**Requires:** Level 1/5/10/18/25, Access to Pestilence Evolution Powers

**Tier 1 Description:** You have grown nests that are home to swarms of tiny wasp-like zerg. When you use a pestilence power you gain a swarm charge. You may also generate a swarm charge by spending 5 biomass as a minor action. You may only have a single swarm charge at a time, and it dies off if it is not used within 1 minute. As a minor action you can expend 1 swarm charge to release your swarm to attack a foe within medium range. This ranged attack uses your evolution power attack bonus, and deals 10 damage with 20 penetration.

**Tier 2 Description:** You have developed more efficient nests and your control over your swarm increases their effectiveness. You may hold up to two swarm charges at once, and you may spend extra swarm charges to either increase the hailfire of the attack by 1, or to attack another target.

**Tier 3 Description:** Your swarm has grown more lethal and begins to cover you, like an irritable layer of protection. You may hold up to 3 swarm charges at once, and when you generate a swarm charge, you generate 2 instead. When you are hit by a melee attack, the attacker takes damage equal to the number of swarm charges you have for each strike that they made -- this effect ignores damage resistance and shield armor. So long as you have 3 or more swarm charges, your location is automatically revealed to all targets within medium range, even if you are sneaking or cloaked, due to the noise and activity the swarm makes.

**Tier 4 Description:** Your swarm has evolved to burrow into even armored targets before they die, and the wasps tend to swarm around you protectively. When you are hit by a burst attack, you may spend swarm charges as a free action to reduce the damage of the attack by 5 per charge -- if the attack has hailfire you must spend charges equal to the hailfire rating per 5 damage reduction. You may also hold up to 4 swarm charges at once, you may maintain your swarm charges for an hour by spending 1 biomass. Your swarm attack increases to 25 penetration.

**Tier 5 Description:** Your body and swarm have become one, working together to support one another. You may keep up to 5 swarm charges at once, and when you gain swarm charges you gain 3 instead of 2. When you attack with your swarm, you may spend 1 biomass as part of that attack you regain half of the swarm charges used in the attack (round down, minimum 0). Your swarm attack increases to 30 penetration. Any time that you have 3 or more swarm charges, you cannot be flanked, as you can see in all directions through the swarm.

## Psionic Resonance

### Basic Mutation

**Requires:** Level 1

**Tier 1 Description:** Your body is so attuned to your psionic energies that your psionic powers resonate through you like music. Whenever you successfully manifest a psionic power, you gain protection points equal to your willpower score.

## Psionic Symbiote I-III

### Basic/Superior/ Mastered Mutation

**Requires:** Level 1/10/18, Infested Psionic Node directive, 1/3/5 augmentation powers known

**Tier 1 Description:** You may spend 5 biomass and place a small symbiote onto the body of a willing Infested Terran ally. This symbiote lasts until either you or the target wishes it to end as a free action, or if the target drops to negative hit points, or if the target suppresses their zerg infection. You may only have one symbiote at a time. While the target has your symbiote, they gain the effect of any augmentation powers you have active while they are within 6 squares of you.

**Tier 2 Description:** The effective range of your symbiote increases to 30 squares, and all augmentation powers that have a duration dependant on your psi level last twice as long.

**Tier 3 Description:** The effective range of your symbiote increases to 120 squares, and recovering energy fatigue by focusing your mind no longer stops your augmentation powers

## Regenerative Spores I-IV

### Enhanced / Superior / Mastered / Ascended Mutation

**Requires:** Level 5/10/18/25, Medicine 3/5/7/9, Science 3/5/7/9

**Tier 1 Description:** Specially grown chutes and tubes on your body release regenerative spores which you may gather and throw to aid your allies. As a standard action you may spend 2 biomass to create a spore ball that you may throw at an ally to aid them. This requires a ranged attack at short range, but if the ally is willing they may become flat-footed for this attack. This attack heals a zerg target for 4 hit points per rank in medicine plus any attack overages (max instinct). Furthermore the cloud lingers, increasing the regeneration of any zerg that starts its turn in the cloud by 1. The cloud remains for 1 minute.

**Tier 2 Description:** The spores become more dense and more easily shaped. You may now throw up to medium range and the spore cloud grants concealment. Furthermore the regeneration boost affect increases to 2. Finally you may spend 1 biomass as a minor action to create a spore cloud in your own square.

**Tier 3 Description:** You can create much larger spore balls that spread over an area. You may spend an additional 5 biomass when creating your spore ball to give it burst(1). The regeneration bonus of the spore cloud increases to +3.

**Tier 4 Description:** You can create incredibly dense spore clusters that cover a larger area and make sight very difficult. When you create a spore ball you may spend 10 additional biomass to give it burst(2), and grants total concealment against any attack that passes completely through the spore cloud. The regeneration effect of the spore cloud increases to +5.

## Regrowth Pods I-V

### Basic/ Enhanced/ Advanced/ Mastered/ Ascended Mutation

**Requires:** Level 1/5/10/18/25, Access to Infestation Evolution Powers

**Tier 1 Description:** Your ability to force the growth of zerg tissue in targets has led to the growths of pods that may be used to regrow zerg flesh in injured zerg beings. When you manifest an infestation power you gain a regrowth charge. You may also gain a regrowth charge by spending 5 biomass as a minor action. You may only have a single regrowth charge at a time, and the charge decays after a minute. As a standard action you may spend a regrowth charge to throw a restorative pod at a zerg target in short range to cause them to regain 15 hit points.

**Tier 2 Description:** Your restorative pods have become more effective and can work together to repair more dramatic damage. You may store up to two regrowth charges, and may use two charges as part of the same action to double the healing. Each charge now heals for 20 hit points.

**Tier 3 Description:** Your body has adjusted to better generate, store, and handle the restorative pods that you generate. You may store 3 regrowth charges at once, and when you generate regrowth charges you generate 2 instead of 1. You may use up to three regrowth charges as part of a single action, and you may target yourself with the restorative pods with just a minor action.

**Tier 4 Description:** The restorative tissue can burst forth from specially modified explosive pods. You may store or throw 4 regrowth charges at once, and each charge now heals 25 hit points. When you throw the pods, you may choose for the pods to heal half as many hit points but affect allied zerg in a burst 1 area -- you may now target empty squares with the pods.

**Tier 5 Description:** The healing growths that you generate are effective beyond belief, mending even serious injuries in seconds. You may now store or throw 5 regrowth charges at once, and when you generate regrowth charges you generate 3 instead of 2. Regrowth charges heal for 30 hit points each and burst healing now affects allied zerg in a burst 2 area. If you throw the pods at a single target, you can use two pods worth of healing to instead repair one crippling wound.

## Rending Claws

### Superior Mutation

**Requires:** Two claw natural weapons, Specialized Natural Weapons (Claws) I, Level 10

**Tier 1 Description:** Your claws have grown sharp and jagged, designed to maximize their area of damage. When you hit a living opponent with your claws, they suffer bleed equal to half your strength.

## Resonant Attunement

### Enhanced Mutation

**Requires:** Level 5, Psionic Symbiote 1, Psionic Resonance

**Tier 1 Description:** You have learned to project your psionic resonance, sharing it even through your symbiotic link. Whenever you manifest an augmentation power, both you and your symbiote target gain the benefits of your psionic resonance mutation (using your willpower), and you each immediately heal hit points equal to twice your psi level.

## Shock Spines I-II

### Enhanced / Mastered

**Requires:** Level 5/18, Science 4/6, Computers 4/6

**Tier 1 Description:** You grow specialized organs that can generate and deliver precise electrical charges. You gain the sabotage and structural weakness talents. When you use sabotage on a construct you may choose to deactivate it instead of destroying it.

**Tier 2 Description:** You can deliver even stronger electrical bursts. You gain the sabotage II and Structural Weakness II talents.

## Specialized Natural Weapon I-II

### Enhanced / Mastered Mutation

**Requires:** Level 5/18

**Tier 1 Description:** Your physiology has mutated to favor one of your natural weapons over the others, growing stronger, larger, or sharper. That weapon gains +1 accuracy and +1 power rating of damage

**Tier 2 Description:** The selected natural weapon gains an additional +1 accuracy and +1 power rating of damage.

**Note:** Infested Metamorphs may take this mutation more than once. Each time they take it, it applies to a different natural weapon.

## Suppress Infestation I-III

### Superior/Mastered/Ascended Mutation

**Requires:** Infested Agent of the Swarm, Medicine 6/8/10 ranks, Level 10/18/25

**Tier 1 Description:** You have found a way to suppress your zerg infection with 10 minute of exhausting psionic body control which causes 4 energy fatigue which lasts as long as you are suppressed in this manner. When the suppression is active, you undergo all of the following changes

-You lose all your biomass and have a maximum biomass capacity of 0 while you are suppressing your infested nature.

-You lose your zerg natural armor, natural weapons, and may not use evolution powers.

-You lose all special powers granted by zerg directives and mutations except for those with the doppelganger tag.

-You retain control of any zerg you control but you may not use any command tactics powers nor can you gain the effects of command tactics on you.

-Your regeneration is lowered to half of its normal value while you are suppressing infestation.

-You lose zerg darkvision, may not burrow, and lose the Fear and Disgust trait while suppressing.

-While suppressing you may be affected by terran chemicals but require two doses for every one that would affect a Terran.

-While you are suppressing your zerg infestation psionic detection does not reveal you as a zerg, but a telepath may recognize something wrong if they manage to read your thoughts. You are always treated as performing thought blocking to any except the zerg that command you, even when you are not suppressing.

-While you are suppressing your infestation you are still loyal to the swarm and feel an innate need to follow the last instructions you were given by your commander. However, there are very few signs outwardly that you are infested and you regain an appearance at least similar to your original Terran appearance though changes may have happened based upon the increases to your ability scores. Even a thorough medical examination is unlikely to reveal your infested nature: the investigating doctor or device must succeed a DC 25 medicine check to discover the infestation.

-Restoring your full infested status requires either 10 minutes with uninterrupted access to biomass to consume, such as creep. If you have the cannibalism mutation you can also transform back in an area with the appropriate number and quality of corpses. If you do not have access to enough biomass you can instead transform back over a period of 24 hours.

**Tier 2 Description:** You have mastered the infection within you to the point that you can suppress your zerg nature through pure psionic effort. You may suppress your infestation with a minute of exhausting effort, and while you still may not use or gain biomass while suppressing, you may keep up to half of your normal maximum biomass capacity suppressed within you. Medicine checks to discover your infested status increase to DC 30, and you gain +2 to your resolve to resist having your thoughts read by anything other than those zerg that command you. You can restore your infested status with 1 minute of psionic effort.

**Tier 3 Description:** Your mastery of suppressing and enabling your infested nature has grown to the point that you may suppress or regain your infested status in a full-round action and can even be performed in combat. Your bonuses to hiding your infested status and masking your thoughts increase to +5. Furthermore, you may keep your entire biomass pool while suppressing your infestation but you still may not access that biomass.

**Note:** Suppress Infestation is a very powerful roleplaying option for an infested character. This can quickly lead to only one player being able to partake in some adventures unless every member of the party gains this mutation. Furthermore, the zerg are very selective about which of their advanced infested they allow to undertake such missions; the risk for detection is still very real and it is usually cheaper to simply send a doppelganger instead. However, for missions of true subtlety, an exceptional zerg commander having access to an advanced doppelganger gives an incomparable advantage.

## Telekinetic Chord I - IV

### Enhanced/ Advanced / Mastered/ Ascended Mutation

**Requires:** Level 5/10/18/25, Psionic Resonance, Access to the Telekinesis Discipline, Psi Level 2/4/6/8

**Tier 1 Description:** Your psionic resonance can reflect off your surroundings and your allies to exert helpful shockwaves of force. When you manifest a psionic power from the telekinesis discipline, you may move yourself, or a willing ally in short range, 1 square. This movement does not provoke opportunity attacks or require any action.

**Tier 2 Description:** Your telekinetic resonance has grown more powerful, allowing you to move two targets two squares each

**Tier 3 Description:** Your resonance has grown powerful enough to slightly counteract gravity. Those targets that you affect with your telekinetic chord may move vertically and may fly at their normal movement speed until the end of their next turn.

**Tier 4 Description:** Your resonance is mighty enough to manipulate space itself. Instead of moving two targets, you may choose yourself or any ally in 6 squares of you to instantly teleport to another, unoccupied square within 6 squares of you (or your starting position).

## Vile Venoms

### Superior Mutation

**Requires:** Fortitude 4, Endurance 8 ranks, Tentacles natural weapon, Specialized Natural Weapons (Tentacles) I, Level 10

**Tier 1 Description:** Your facial tentacles now have a bewildering array of poisonous glands which release a plethora of lethal poisons on contact. You increase your effective level for the venom coating trait of your tentacles natural weapon by your fortitude. Due to self-exposure of so many various specialized toxins, you are now immune to all poisons.



## New Zerg Ranged Weapons

### Grasping Tendrils

#### Zerg Ranged Weapon

**Damage:** 18                      **Accuracy:** +0

**RoF:** Single                      **Range:** Short

**Power Rating:** +3

**Special Traits:** Grappling, Multi-Grapple

**Description:** The grasping tendrils is a lash tentacle that can hook onto surfaces and pull the infested towards them or pull helpless targets back to them. While underwhelming as a weapon, it is an invaluable tool for navigation and manipulating foes.

**Special Trait (Grappling)** If this attack hits the target's defense and toughness, then the target is pulled directly towards you until there are no closer unoccupied squares or until it encounters impassible terrain. If you hit the target's defense but not its toughness, or if the target is larger than you, then you are instead pull towards it. If you want to grapple to terrain you must hit a defense of 10 and then you are automatically pulled towards it. You or the target may drop the grapple affect as a free action, and the grapple condition immediately breaks if the distance becomes larger than medium. If the target is a fast mover with a current speed higher than 6 squares then their speed drops by 6 each round that it remains grappled (it may still choose to accelerate). Any other target reduces its speed by 6 (minimum 0) while it remains grappled. The tendril itself has 20 hit points, 10 damage resistance, and 20 defense, and cannot be targeted if you are adjacent to the grappled target.

**Special Trait (Multi-Grapple)** This weapon includes two separate tendril launchers. Each may be fired separately and held or you may one or both as part of a dual weapon fighting attack. If you grapple two different targets, both of which you would be pulled to, you may choose which you wish to be pulled towards or to suspend between them, being pulled to the center square.

### Volatile Biocannon

#### Zerg Ranged Weapon

**Damage:** 40                      **Accuracy:** +1

**RoF:** Slow                      **Range:** Medium

**Shots:** 5 globules                      **Power Rating:** +5

**Special Traits:** Burst (2), Penetration (10), High Explosive

**Description:** This powerful weapon is a rare form of mutation on infested terrans, and fires spherical globules generated in the infested's other hand. The globules are hard and inert until the enzymes within the biocannon activate them as they are fired. On impacting the globules release a powerful explosion.



## Infested Energy Powers

Infested Psionic Paragons are the swarms most potent psionic nodes. Infestation has only strengthened the abilities of these already potent psychics, and now that may even manifest powers akin to those of the most powerful protoss.

Infested Energy Powers are somewhat more physical than protoss versions of the powers, frequently leaving corrosive energies that continue to melt their targets.

See Supplement 2: The Advanced Terran Training Manual or Supplement 3: The Protoss, for the breakdown of the Energy psionic discipline. Each energy power has a variant that is described in this section.

**Corrosive Bolt (Psionic Bolt):** The power gains the Corrosion weapon trait.

**Restore Health (Energize Shield):** Energize shields no longer restores shields, but instead restores hit points to zerg targets. Targets also increase their regeneration by 5 for PL rounds.

**Corrosive Burst (Psionic Burst):** The power gains the Corrosion weapon trait.

**Corrosive Missiles (Psionic Missiles)** The power gains the Corrosion weapon trait.

**Consuming Cloud (Force Fields):** Each 'block' created by this power is instead a cloud of corrosive energy, taking up a burst 1 area. This cloud deals damage to any target that enters or begins their turn in the effect equal to  $10 + 3x PL$ . The cloud gives concealment in and out of the cloud and improved concealment through the cloud, however the cloud does not prevent movement or attacks through them other than this.

**Reinforcement Field (Guardian Shield):** This power no longer generates a shield but instead bolsters your allies in twice the normal area. Allies thus reinforced gain  $2x PL$  protection points when they start their turn in the area, and while they remain in the area they ignore the first crippling wounds from each attack. This power costs 3 power points per round to sustain. At PL 10 allies gain  $4x PL$  protection points.

**Corrosive Wave (Psionic Wave):** The power gains the Corrosion weapon trait.

**Corrosive Discharge (Psionic Discharge):** The power gains the Corrosion weapon trait.

**Psionic Might (Psionic Fury Aura)** This power also grants the caster  $+ PL$  damage on all zerg natural weapons and doubles their speed for all movement types while active.

**Corrosive Blast (Psionic Blast):** The power gains the Corrosion weapon trait.

**Disintegration Field (Psionic Storm):** A field of reactive energy slowly destroys all within. This attack does not damage, but all targets within the field are affected by the Melting condition, which deals additional damage equal to your psi level and ignores all damage reduction. While in the field, targets cannot remove the melting condition. This field lasts for  $\frac{1}{2} PL$  rounds and generates 12 energy fatigue instead of the normal 20. At PL 10 the damage bonus increases to twice your PL.

**Devastating Fissures (Annihilator Beam):** This power utterly changes in function. Refer to the power below for what the new variation does.



### Devastating Fissures (Annihilation Beam)

Energy, PL 10, *Psionic Bolt*, *Psionic Blast*

Action Type: Full-round action

Manifestation DC: 36

Range: Special

EF: 26

**Benefit:** The caster channels threads of ultra-reactive energy into the ground at their feet, usually through a massive stomp of their foot, creating massive fissures that spew reactive plasma upwards. This effects a line area adjacent to the caster that is 3x PL squares long and 2x PL squares wide. All targets on the ground or up to ½ PL squares above the ground suffer 8x PL damage with penetration 5x PL. Huge-sized or smaller targets gain the Burning and Melting conditions for being in the area. The area is also treated as difficult terrain. This power lasts for 3 rounds. However, the caster can spend a minor action on their turn to empower the fissures, causing them to last another 2 rounds and improves the damage they deal by 2xPL. Any building or terrain feature suffers damage every round they are in the fissure. If this power is used onboard an exceptionally large construct, such as a massive ship, the ship suffers the damage every round.





# Chapter 3: Running a Zerg Campaign

Perhaps the most difficult style of campaign to run in the StarCraft RPG is a campaign that solely features playable zerg. Zerg campaigns have a different formula than other playable campaigns. Zerg do not collect currency or requisition. They cannot be rewarded with treasure or new equipment. They are slave-bound to their masters to complete their bidding. What is the motivation for a zerg player anyways? Can they even have their own motivation if they are commanded by higher strains of zerg?

This chapter covers the basics of running a campaign for a group of playable zerg. Everything here is guidelines, and the GM should find a way to do things their way. No matter what, understand that a zerg campaign is best suited for experienced roleplayers who can take the role of a highly unique alien lifeform that is slaved to a higher consciousness.

## Zerg Characters

There are two playable zerg races: infested terrans and primal zerg. These races have some things in common, but equally many differences. A zerg campaign can either include all of one race, or a mix of the two races.

### **Infested Terran Characters**

Infested Terran are terrans who have been warped into the zerg warriors. Infested Terrans are perhaps the most relatable of all species of zerg, due to their human origins. Player infested terrans are also known as 'advanced' infested, meaning they retain some of their original personality, intellect, and drive. They can also use terran weapons and armor (sometimes). But do not make the mistake of thinking they are pure terrans.

As they pass through the infestation process, terrans are redesigned from a cellular level to possess zerg biology. Their brains transform. Most infested terrans possess very little empathy, compassion, or connection with their past lives. They remember it, but they are redesigned to be loyal to the swarm and only the swarm.

Not all infested are this way. Kerrigan, once she absorbed the power of Zerax, retained free will. Alexei Stukov also retained his identity, hidden under a monstrous shroud. The important differentiating factor to remember about them, however, is they were not deliberately infested by another zerg. Instead, they were exposed to massive amounts of the zerg genome that mutated them but mutated them without 'purpose'.

Most advanced infested have their condition inflicted upon them after they are captured and held by the zerg. The zerg then redesign the terran with a specific purpose, also known as a directive. The directive is the role the infested is meant to play in the zerg. When an infested gain a directive, they lose most of their old life attachments and are imprinted with a zerg mindset and inbuilt brutality. Such redesign created the terrible Queen of Blades during the first Great War.

You are not obligated to have such dispassionate infested, however, and with players working with their Game Master you might design an infested that retains some of their humanity. Players need to keep in mind that this is the exception rather than the rule.

Another factor to remember about infested characters is their telepathic link with other zerg and innate psionic abilities. If an infested terran is commanded by a higher zerg strain, they gain numerous benefits. The first is access to the telepathic link, and the ability to through the eyes of other zerg (as permitted by their commander). The other main benefit is benefitting from command tactics that give tactical advantages to the infested based on the power of their leader.

The nature of zerg command is complicated in game play, because it means that the command strain is guiding and governing the players actions. Game Master's should be careful about using this. Overwhelming command removes free will from player choice, while it might be background accurate. Advanced infested should never taken over by the Game Master simply because of zerg command. They should be independent enough to make their own choices, with their commander influencing their actions but not determining their choices. There will be more on how players work with command later in this chapter.

Most infested terrans rely on natural weapons, evolution powers, and psionics for their combative might. That being said, they can generally use terran equipment, such as armor, weapons, and gear. This gives them great flexibility, as they can rely on natural mutations or salvaged terran gear. This also makes them easy to incentivize to do tasks, as they can be interested in tangible rewards. Despite this, credits are worthless for infested terran, because no terran merchant would do anything but run in fright from an infested showing up at their store.

## Primal Zerg Characters

Primal zerg are a new introduction to the sector, brought in amid the Second Great War. They have rapidly expanded and are becoming a major power in the sector. Primal zerg often work with their cousins in the swarm and they lead joint operations together.

Playing a primal zerg can be very tempting. They are endlessly customizable and can transform into all manner of giant, hulking monstrosities. They have the potential to become powerful beyond what other races are capable. Because of this, Game Master's should be very careful about introducing a primal zerg player into a campaign. They are not suited for every campaign.

Primal zerg are ravenous and dull-witted. While all heroic primal zerg possess self-awareness and the capacity for speech, they tend not to speak much. Their common reaction to something is to try to eat them and consume their essence. They are simple minded in this regard. A player roleplaying a primal zerg is probably not going to be a great conversationalist or be very active in debates, negotiations, and such matters. Thankfully, zerg campaigns rarely involve such matters.

Primals also have no interest in money, equipment, or treasure. They simply cannot, and will not, use such things. Their strength comes from their evolutions, which are gained from killing. Frequently, primals have little interest in ideals or causes as well. Often the only way to incentivize a primal zerg to do something is to promise powerful enemies to consume and kill, or for a commanding zerg to threaten their life if they do not. The former leads to one dimensional characters only interested in combat and battle. The second is a strong-arm technique that is not enjoyable for players.

The final major factor of playing a primal zerg character is their power level. Primal zerg begin equivariant with another heroic character at creation. However, as a primal zerg grows, they can easily be worth multiple player characters in threat level. This could diminish the other player's feelings of worth. In addition, increasing threat level also increases the experience divide between characters. A large-sized primal zerg counts as two characters for experience division.

If you can overcome these drawbacks, playing a primal zerg can be an enjoyable diversion from the more common races. Your Game Master might want to introduce a size restriction for primal zerg characters when there are other races in the campaign, to keep the game balanced. Because primals cannot use vehicles, you generally want some amount of size increase to be allowed so they can participate in vehicle combat. You probably don't want to allow sizes larger than huge, at least in most cases.

Psionics amongst primal zerg is all but unheard of and are shunned in their culture. They can gain command tactics in time, but apply them directly, more in the flavor of leadership than psionic zerg command. Therefore, it is beneficial to have one primal commander in with a pack of primals, so the others can gain the benefit of their commander.

## Zerg Missions

Zerg missions are generally designed to expand the territories of a zerg, remove an obstacle or rival, or strike at a hated enemy. In general, zerg mission are directed at furthering the power of the swarm.

## Playable Zerg Heroes: Exceptional by Nature

Zerg are more numerous than terran or protoss. However, zerg heroes are fewer and far between. Terrans and protoss often avoid the notice of their faction leaders until they are higher level, as there are simply so many skilled terrans and protoss, the players have to earn their distinction amongst the masses.

Zerg are different. The very nature of being a sentient, thinking creature amongst billions of unthinking organisms make them stand out and above the rest.

Advanced infested were designed as thinking operatives for the swarm. For every thousand terrans infested, only one is an autonomous infested. They are given a directive and higher purpose than simply swarming their foes and overwhelming them with numbers. This automatically makes them more important than all the mindless masses serving the swarm.

Primal zerg are in a similar position. Most primal zerg, especially weaker primals, are non-sentient: beasts that are ordered through the bullying and power of primal pack leaders. The player primals, however, are exceptional because they are born with intelligence and speech. This makes them valuable to zerg leaders, because they alone can complete complicated orders that would be difficult for stronger but dimwitted primals.

Despite this, it might be rare for low level zerg to gain assignments directly from a cerebrate, brood mother, or famous individual such as Zagara, Stukov, or Dehaka. But these noteworthy individuals very well might be the people who decides the player's course. That information is simply relayed down to the heroes through command strains.

## Example Zerg Missions

Zerg missions tend to be much more focused on faction disputes than personal agendas. Most missions zerg heroes are sent on are to further the swarm's agenda. Listed here are several missions that zerg might be sent on in service to the swarm:

- Where the swarm can easily occupy enemy forces, zerg heroes may be asked to perform surgical strikes to eliminate commanders. An overlord might lead the swarm to attack a terran colony. While the colony defenses are busy fighting off the zerg, the players might bypass the defenses and infiltrate the command center. They can sneak or fight their way to the top to slay the magistrate leading the colony.

- Terrans and protoss alike build fortresses meant to repel near infinite amounts of zerg. Sometimes, sabotage is required to bypass such as fortress. Zerg heroes will sneak in and disable mechanisms powering the defenses. This could be pylons or psi cores controlling warp gates and photons. It could also be power generators running missile turrets or an active psi disruptor. These fortresses are designed to repel massive assaults, not infiltration.

- The zerg are always at a risk of turning feral when their command link is destroyed. When this happens, the zerg are a danger to everyone, including other zerg. The heroes may be dispatched to extinguish these feral zerg, or at least weaken them until a loyal overlord or pack leader can gain control of the rest.

- Zerg heroes might perform a vanguard action, pushing beyond the front line to scout the enemy position or find new approaches. They might infiltrate old utility tunnels, sewers, or access hatches. They also might look for paths in the mountains to approach an enemy from another angle. While on these missions, they will need to kill enemy patrols, lookouts and anyone that might reveal their position to command.

- Zerg are not always on the offense, and zerg heroes might be called to defend colonies from assault. They might fight on the creep or inside a biostructure such as a hatchery or infested command center. Their primary goal will be to protect larva production and command strains.

- Finally, zerg do not always get along. The Brood War proved this. Primal pack leaders are particularly prone to infighting. Zerg heroes might be deployed against a rival swarm or hive cluster, possibly forced to fight enemy zerg heroes. The goal for these missions is generally to kill the commanders of the rival cluster.



## Independent Zerg

All the discussion so far regards zerg heroes loyal to a higher strain of zerg. This is not always the case. Sometimes a zerg might be independent and following their own goals.

For infested terrans, this usually occurs when the creature commanding them is killed and the infested becomes lost in the chaos. Freed, the infested gets to choose who they want to be. Even freed, infested terrans are detached and sociopathic individuals who seek personal power above all else. Exceptions can always be made, however. Independent infested terrans do not gain the ability of a command tactics upon them.

Because primal zerg are not under psionic control, it is easier for them to be independent. In their case, they simply avoided being coerced into a pack leader's tribe or were able to escape their influence. This happens quite frequently with intelligent primals, since pack leaders have no way of tracking all their minions.

Independent zerg can follow any agenda they see fit. They are also the most likely zerg to fall into a party with terrans or protoss. If they do end up in a party with other races, they should be careful of entering terran or protoss settlements. The residents will usually not be so open minded.

## Zerg Commanders

First covered in Supplement 1: The Zerg Swarm, the zerg has command strains that are capable of exerting control over lesser strains of zerg. This makes zerg part of the zerg swarm and lets them share the instinctive telepathic link. In addition, command strains can use a piece of their will to guide the actions and biological functions of the a controlled zerg. These are known as command tactics.

Command tactics function similarly to combat augmentations, such as a tactics, lore, or leadership.



## Command (willpower)

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

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

### Using Command

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

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

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

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

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

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

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

### Primal Command

The Command skill is also used by primal zerg pack leaders to control and guide their minions. Unlike swarm zerg, this is not psionic in origin and instead bases on fear, bullying, authority, and superior knowledge. Only sapient primals with the Pack Leader trait can use command.

Primal pack leaders can issue a command tactics to all primals they can see as a full-round action. This command tactics lasts rounds equal to the pack leader's willpower. Primals do not need to worry about command limits. Otherwise, this functions just as psychic command actions.

## Command Strain and Infested Terran Characters

Infested terran characters that are loyal to the swarm almost always have a higher strain controlling them. Normally, this might take away player agency and free will. The important factor to remember is that it shouldn't. Players should still be able to make their own decisions, just under the guidance and help of their commander. Their leader's command tactics can also give powerful advantages for the heroes in combat. If the character follows the bidding of their commander they should benefit from their command tactics.

There are two ways of doing command tactics gifted onto players by an NPC creature.

### Options 1: Commander-Specific Benefits

This method is the simplest and most accurate. Determine what strain of zerg is commanding the players. This would be determined by their assignment, directive, mission, and even what era of the game the campaign takes place in. Once determining which strain leads the players, they gain a bonus based on the favored command tactic of their commander.

Refer to the following table for the command benefit for different benefits from different commanders and the restrictions on who those creatures will command.

Commander	Benefit	Restriction
<b>Brood Mother</b>	+15 protection points each turn	Level 15+ heroes only, only on important missions in service to a brood mother
<b>Cerebrate</b>	+6 damage resistance	Level 15+ heroes only, only on important missions in service to a cerebrate
<b>Infestor</b>	Enemies suffer -6 to willpower checks and morale bonus	Any
<b>Overlord</b>	+3 accuracy	Any
<b>Overlord, Yggdrasil</b>	+5 accuracy	Level 10+ heroes only, only on important missions in service to a Yggdrasil
<b>The Overmind</b>	+14 regeneration and +18 protection points each turn	Level 24+ heroes only, only on important missions in service to the Overmind
<b>Overseer</b>	+3 damage with weapons	Any
<b>Royal Overseer</b>	+4 damage with weapons	Level 10+ heroes only, a royal overseer must be present on the world
<b>Brood Queen</b>	+6 regeneration	Level 5+ heroes only
<b>Swarm Queen</b>	+4 defense and toughness	Heroes must be within 2 kilometers of the hive cluster
<b>The Queen of Blades/ Zagara</b>	+7 defense and toughness	Level 24+ heroes only, only on important missions in service to the Queen of Blades/ Zagara
<b>Blightbringer</b>	+4 move speed	Level 10+ heroes only, a blightbringer must be present on the world

### Options 2: Chosen Benefit

The alternate method is to allow players to choose what command tactic they would like to benefit from, and then the scaling bonus is dependent on their character level. When you use this method, it is best to make it so zerg characters have to choose their command tactic once per day or before every mission.

This method is less realistic, but more balanced and advantageous for the players. Each player picks their chosen command tactic to benefit from and get to take advantage of that for the time. This allows command tactics to be personalized to different character's skill sets.

Refer to the following table for the command tactics to choose from and the benefit that each one gives based on the player's level.

Command Tactic	Level 1-6	Level 7-12	Level 13-18	Level 19-24	Level 25+
<b>Adrenaline</b>	+2 weapon damage	+3 weapon damage	+4 weapon damage	+5 weapon damage	+6 weapon damage
<b>Fervor</b>	+1 attack accuracy	+2 attack accuracy	+3 attack accuracy	+4 attack accuracy	+5 attack accuracy
<b>Focused</b>	+2 skill checks	+3 skill checks	+4 skill checks	+5 skill checks	+6 skill checks
<b>Push</b>	+1 move speed	+2 move speed	+3 move speed	+4 move speed	+5 move speed
<b>Rejuvenation</b>	+4 regeneration	+6 regeneration	+8 regeneration	+10 regeneration	+12 regeneration
<b>Replenishment</b>	+1 biomass recovery	+2 biomass recovery	+3 biomass recovery	+4 biomass recovery	+5 biomass recovery
<b>Swarm Maneuvering</b>	+2 defense and toughness	+3 defense and toughness	+4 defense and toughness	+5 defense and toughness	+6 defense and toughness
<b>Terrifying</b>	Enemies suffer -2 morale and willpower checks	Enemies suffer -4 morale and willpower checks	Enemies suffer -6 morale and willpower checks	Enemies suffer -8 morale and willpower checks	Enemies suffer -10 morale and willpower checks
<b>Undying</b>	3 protection each turn	6 protection each turn	9 protection each turn	12 protection each turn	15 protection each turn
<b>Unyielding</b>	+2 damage resistance	+3 damage resistance	+4 damage resistance	+5 damage resistance	+6 damage resistance

## Commanding and Primal Characters

Primals do not need to worry, or benefit from, a psychic applied command tactic. Pack leaders can still apply command tactics, but they function more like leadership combat augmentations, lasting only a few rounds and only effecting nearby allies. Groups of player-controlled primal zerg usually benefit from one primal being a pack leader so they can give command effects to their allies.

## Infested Terran Commanders

Some infested terrans are command strain themselves. This means they can command other infested terran characters. This is natural for an infested that serves in a leadership capacity over the rest of the group. Through this method, the command infested can give command tactics to their allies.

This command link should not be exploited by removing player agency from the rest of the party. Think of the command link something that ties them together and allows the commander to guide the actions of other infested, but not strong enough to fully control them.

In addition, infested commanders might be able to control other zerg, as permitted by higher strains. See the next section for rules on zerg minions.





## Summoning Zerg Minions

Some zerg characters, such as pack leaders and infested agents of the swarm, have advanced command abilities that allow them to control zerg minions. Part of the power of these characters is the ability to control zerg minions beyond what is in the party. In certain circumstances, players might be able to summon zerg to aid them in combat.

Keep in mind this is all based on the Game Master's discretion. The Game Master might decide that summoning zerg is inappropriate for a mission or campaign. This is especially true for independent heroes or in places where there is no zerg presence. Even then, summoning zerg should be limited to command infested and pack leaders.

### Calling Minions

Allied zerg can be called by making a command test to seize control of nearby zerg. To summon the zerg, the hero simply needs to make a command test to apply a command tactic to them. After that, the zerg arrives anytime between the top of the next round to several minutes from then. The arrival time is dependent on the local zerg activity. See the following table:

Local Zerg Activity	Arrival Time
Within a zerg hive or in an active zerg battleground	Next round
Active zerg presence, but not immediately present	5 rounds
Region has roaming zerg, but none nearby	2 minutes (20 rounds)
Region has very little zerg presence	15 minutes (150 rounds)
Region is devoid of zerg	Cannot summon zerg

Summoning minions is not infinite. A zerg character can only summon an amount of levels worth of minions per day (24 hours) equal to their level x their willpower. This number is known as the Summoning Total. Infested terran characters can only summon minion and specialist strain zerg. Primal zerg characters can only summon primal zerg. A zerg character cannot summon a minion that is higher than their own level, even if they have enough Summoning Total.

In addition, different threat levels are worth varying amounts of the character's summoning total. The higher threat the zerg is, the more summoning total it requires. It does not increase the effective level of the summon for whether they can summon or not; just how much summoning total it requires. For example, summoning a roach (level 8 high threat) would cost 16 of the character's summoning total, but a player would only need to be level 8 to summon it. Refer to the next table for how threat level effects summoning total.

Zerg Threat Level	Summoning Total Modifier
Low	Normal, but summons 2 for every purchase of 1
Medium	Normal, summon 1 for every purchase of 1
High	Summoning total is 2x creature's level
Extreme	Summoning total is 4x creature's level
Formidable	Summoning total is 8x creature's level

Heroes cannot summon a creature higher than formidable threat. They can also not summon creatures that have a higher summoning total than the character has. Finally, they cannot summon zerg that cannot make it to the environment they are in. For example, you obviously cannot summon mutalisks underground, gargantuan creatures in a tight tunnel, or zerglings when fighting in space.

### Talents and Summoning

Many talents in the zerg supplement relate to command limits and controlling zerg. Many of these talents can also aid commander's in summoning zerg. These talents are reprinted later in this chapter, with additional sections about how the talents effect the summoning rules. Also included is new talents for primal zerg pack leaders.

## Additional Summoning Rules

Summoning is, by default, an optional rule. Whether summoning can be used is always up to the Game Master's discretion.

Summoned creatures count as additional threat and levels on the player's side for determining experience. For example, if the players summon a 3 zerglings to their aid, the experience for the encounter is determined as if there was 3 additional level 5 characters on their side. If they summon a swarm host, it counts as 4 level 18 characters, because it is a level 18 extreme threat. The locusts it creates do not further reduce experience rewards, because they are considered part of the swarm host for experience rewards.

Summoned creatures don't have to be used just for combat, but can also provide utility purposes, such as guarding a location, infesting enemies, or punching through barricades or terrain. Summoning drones can even let them turn into structures such as hive colonies or crawlers, assuming they have the raw resources to feed into the structure.

Summoned creatures roll for their own initiative on the turn they arrive.

## Non-Combat Evolution Powers

Supplement 1: The Zerg Swarm, has an extensive list of evolution powers that are available to zerg characters. While most of these powers are directly combat related, some provide a utility purpose. In this section, we will discuss some of these powers and how they can benefit zerg heroes in their adventures.

### Adaptive Infestation

While useless on the battlefield, adaptive infestation is perhaps the most powerful evolution power for the infestation minded character. Adaptive infestation begins with the player using infest on a structure or vehicle. They can then use adaptive infestation to bring that target back to life. This is the most direct way of creating infested vehicles, which are important for high level infested.

Adaptive infestation can also be key to waging a war against enemy terrans. By infesting a barracks or command center, you have structures that are producing scores of infested soldiers, while still possessing the engine thrusters that allow them to lift off and move around. In addition, their internal electronics reactivate. While not useful for combat, these electronics include data banks, holo tables, and communications. This allows the creation of an advanced central hub for infested to base their operations out of.

Using adaptive infestation on a terran bunker births the Bunkerlisk creature, described later in this resource.

### Create Aberration

Create aberration is a gift for patient infestation specialists. By using mutagen to infest minions and then using create aberration, you can gain an incredibly powerful minion. Create Aberration does not require any level of infested, so you can potentially create aberrations from harmless civilians that are easy to trap and infested.

### Generate Creep/ Spawn Creep Tumor

Generating creep is important for two reasons. First, it is nutritious for zerg and allows them to recover biomass. Second, zerg are faster on creep. Having a trail of creep following you from a zerg hive will allow reinforcements to reach you more quickly, including summoned zerg. In addition, it allows the swarm to place bio structures on the ground, fortifying the area.

### Hatch Egg

Hatch egg is useful when fighting to defend a zerg lair. Using it allows you to instantly reinforce the hive by quickly creating a minion. The cost is that minions has a shortened lifespan, having been robbed its natural growth cycle. A defensive strategy is to have a selection of dormant eggs or larva, and quickly begin morphing a larger creature and using Hatch Egg for it to instantly spawn and help.

## Incite Metamorphosis

This is a powerful ability to use in conjunction with zerg summoning. You can call a minion, such as a hydralisk, to your aid and then use incite metamorphosis to turn it into something more powerful. Refer to the following table for what zerg can transform into what higher strain. The Game Master might restrict what creatures you can create via metamorphosis, based on the limits of the nearby hive, the level of the players, or the size of the creature you are spawning.

Base Creature	Possible Morphs
Drone	Spine Crawler, Spore Crawler, Hive Colony
Zergling	Baneling
Raptor Zergling	Hunter Baneling
Hydralisk	Lurker
Hydralisk Brutalizer	Impaler Lurker
Roach	Ravager
Mutalisk	Guardian, Devourer
Mutalisk Fiend	Brood Lord
Corrupter	Brood Lord
Overlord	Overseer, Yggdrasil Overlord

## Infest

Infest is a good way to create a stronghold, lair, or base of operations. It can only be used when the infested has time to spare, as it takes a while. Once infested, the location has plentiful creep, zerg defensive organs, and might even produce larvae and feederlings. Infesting a complex near an enemy stronghold gives a forward base against the enemy, particularly useful if it is somewhere close and hidden, such as the sewers underneath a city.

Infest can also be used on constructs and vehicles. In conjunction with Adaptive Infestations, this can create infested vehicles (see later in this chapter).

## Mutagen

This power can transform a living creature into an infested warrior. Using mutagen is generally slower and less effective than simply killing a foe. However, if you have an enemy restrained, it can be a valuable method of creating a new soldier. Any terran infested by this power gains the Infested template once the transformation is complete. Creating an infested creature takes about 6 minutes, +1 minute for every 10 levels they possess. For the finalized product, see the infested minion template on page 77 of that supplement for how to create the new creature.

Advanced infested are much more difficult to create. Creating an advanced infested requires Paragon Infestation and a Psi Level of 6 or higher. It takes 24 hours of work to prepare the infested, designing their directives and growth patterns, then the infested must incubate in a chrysalis for at least 24 hours.

## Spawn Larva

Larva are next to worthless in a battle, but spawning larva can be a good way to start a forward base. This is effective to use in conjunction with Infest, to create an assimilated lair and then planting larva to start developing the hive. These larva will usually turn into drones, which will gather scrap metal and other resources, then transform into other bio structures. Eventually, it will turn into a new hive that can supply creatures faster to the front lines, via the minion summoning rules. Remember the larva need creep to survive.

The primal version of this power, Spawn Primal Wurms, functions similarly but differently. Primal wurms are mewling creatures, the base stock of primals, that seek out other lifeforms to consume and take their essence. Most often, these creatures are other primal wurms. Once they consume enough, they will turn into a lesser primalisk and eventually into other creatures. In time, will breed progeny and a new primal zerg colony will come up. This takes much longer than it does for ordinary zerg, months instead of days, but does not require an area of creep.

## Virophage

Virophages are massive zerg structures that spread infestation at a startling rate. Simply setting a virophage in a colony can cause massive, widespread infestation that the locals are helpless to stop. Once you plant a virophage, you might be forced to guard it until its birth. Once it is born, the virophage can more than defend itself against entire enemy armies and create an army of zombies from its attackers.

## New Talents

Detailed here are new talents for zerg player characters. Most of these talents are specific to the new primal zerg detailed in this supplement. Some are reprinted here from Supplement 1, but enhanced with additional rules that have been introduced in this resource.

### Biomass Reservoir

Requirements: Zerg or Primal Zerg

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

### Cascade of Limbs

Requirements: Zerg or Primal Zerg, Agility 6, more than 2 natural weapons

Benefit: When dual-wielding, the primal zerg can attack with any number of different natural weapons as a single standard action. All of these attacks suffer the -10 accuracy penalty, as normal for dual-wielding. This penalty is reduced by the Dual-Weapon Skill I-II talent, as normal.

### Channel Biomass

Requirements: Primal Zerg, Fortitude 8

Benefit: The primal can expend their biomass to instantly recover hit points. This is used as a full-round action. The primal zerg instantly recovers 5 hit points for every point of biomass they sacrifice. This cannot bring them above their maximum hit points.

### Efficient Consumption

Requirements: Primal Zerg

Benefit: The primal is an expert at gathering essence from the flesh of their foes. This gives numerous benefits.

-When consuming a creature, the primal always gains a minimum of essence points equal to it's own level. Therefore, a level 5 primal always gains at least 5 essence points from consuming the dead.

-When consuming a creature and stealing a chosen trait directly for an evolution, the primal zerg still gains essence points equal to ½ the creature's level. This does not gain the benefit of the minimum essence points received based on the first rule.

-The primal regains biomass equal to twice the consumed creature's level.

-The benefits of the following talents last 8 hours instead of 4: Primal Hunger, Psionic Absorption, and Sudden Understanding.

### Elemental Abomination

Requirements: Two of the following primal archetypes: fireborn aberration, frostfel aberration, miasmatic aberration, storm aberration

Benefit: The creature is a unique monster that combines several different elements. For the ranged weapons that are modified by the aberration archetypes, the primal combines all of the weapon traits and special effects of all such archetypes they have. For example, a primal with the storm aberration and miasmatic aberration would have the Energy Damage, Acid Damage, Stun, and +2 power ratings of damage. In addition, they add their willpower to the damage of their energy or acid ranged attacks for every aberration archetype they have beyond the first.

### Enhanced Regeneration I-V

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

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

### Evolution Powers

Requirements: Zerg, Primal Zerg, Must be capable of using Evolution Powers

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

### Feral Cunning

Requirements: Primal Zerg, Intelligence 6

Benefit: The primal possess great cunning that allows it to outthink its enemies and make precise attacks. The primal zerg can perform readied actions as a standard action rather than a full-round action, possibly allowing them to move or use a combat behavior before readying. In addition, the primal zerg gains +5 accuracy on any readied action attacks or opportunity attacks that it makes. If a readied or opportunity attack hits, their target cannot move any further on their turn.

### Improved Command

Requirements: Zerg Command Strain or Zerg Mastermind Strain

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

**Note: This talent allows a player zerg to count their willpower as 1 higher for determining summoning total.**

### Heed my Call I-III

Requirements: Primal Zerg, Pack Leader, Command 4/6/8

Benefit: The primal zerg always has a selection of minions ready to reinforce them. Their willpower counts as 1 higher for summoning total. In addition, summoned minions arrive in 1/2 the normal time (to a minimum of the start of next turn). This talent has 3 ranks, each one with a higher willpower requirement. Each rank increases their effective willpower for summoning total by 1. Rank 2 decreases the time it takes for minions to arrive to ¼ the normal time. Rank 3 makes them arrive at the start of next turn.

### Limb Infusion

Requirements: Primal Zerg, Resilience talent, access to Biomancy powers

Benefit: The primal zerg gains the special ability to fill a limb with bio acid, break it off, and use it as a bomb. To use this ability, the primal must spend a standard action to fill a limb with biomass and then break off the limb. They chose one crippling wound location and spend an amount of biomass. The chosen limb suffers 3 crippling wound points, not reduced by the resilience talent. A section of the primal's body is broken off and left in the primal's square. It explodes at the end of the primal's next turn. The attack effects a Burst (3) area and deals damage equal to 5x the spent biomass on the severed limb. The accuracy for the explosion is the primal's ranged skill plus their instinct.

### Primal Hunger

Requirements: Primal Zerg

Benefit: When consuming a creature for their biomass and essence, the primal gains protection points for the next encounter equal to the consumed creature's level.

### Primal Leader I-III

Requirements: Primal Zerg, Willpower 4/6/8, Primal Pack Leader

Benefit: The primal always a gaggle of minions willing to obey their commanders. They gain +5 to their summoning total, when using the minion summoning mechanic. This talent has multiple ranks, each rank with a higher willpower requirement. Each additional rank adds +5 to the primal's summoning total.

### Primal Slinger

Requirements: Primal Zerg, Instinct 6

Benefit: The primal has adapted for long ranged onslaught. All their ranged natural weapons have their ranged increased by 1 increment.

## Psionic Absorption

Requirements: Primal Zerg, Fortitude 6, Willpower 6, Mental Training 6

Benefit: The primal can gain latent psionic abilities by consuming psychics. Whenever the primal consumes a psionic being, they can see psionic disciplines and psi level they possessed. Afterwards, it can chose one of the target's psionic disciplines. For the next 4 hours, they gain an extra effect based on the chosen psionic discipline and psi level of the target. Refer to the following table for the resulting effect. A primal zerg can only benefit from one of these abilities at any one time. If they chose to gain a new psionic ability, they lose their previous power.

Psionic Discipline	Effect
<b>Augmentation</b>	With enhanced muscles, the primal gains bonus melee damage equal to PL.
<b>Cloaking</b>	The primal gains advantage on stealth checks and a bonus on such checks equal to 2xPL. The creature can move at full speed while hidden without breaking the condition. In addition, anyone making a spotter action to spot the primal must succeed a DC 20+PL perception check.
<b>Energy</b>	The primal can release a burst of energy around them as a minor action. All adjacent creatures instantly suffer 4x PL Energy Damage (penetration equal to 2xPL).
<b>Pyromancy</b>	The primal can breathe a cone of fire as a standard action. This is a ranged skill attack. It effects a Cone (PL) area and deals 5xPL damage. It has the Flames, Hailfire 1, and Energy Damage weapon traits.
<b>Technopathy</b>	The primal's melee attacks carry an electronic charge that can short circuit machines. Their melee attacks gain Rending vs Constructs and Penetration vs Constructs equal to 2xPL.
<b>Telekinesis</b>	If any of the primal's melee or ranged natural weapon attacks surpass a target's toughness, then the target is pushed backwards 1 square, plus 1 square per 5 points the attack surpassed their toughness.
<b>Telepathy</b>	The primal gains the natural mind reading psionic trait. They also gain a bonus on combat influence and command checks equal to 2xPL.
<b>Temporal</b>	As a standard action, the primal can teleport a number of squares equal to 2xPL. They must teleport to a location that they can see.

## Spontaneous Growth I-III

Requirements: All ability scores 4/6/8, requires Primal Zerg

Benefit: By balancing their strength of form with their strength of essence, the primal has unlocked additional body slots to fill with evolutions. The primal gains +1 body slot. This talent has three ranks, each rank requiring all six ability scores to be higher. Each rank gives an additional body slot for the primal to fill with an evolution.

## Strained Command

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

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

**Note: While using strained command zerg arrive in half the normal time (to a minimum of start of next turn).**

## Sudden Understanding

Requirements: Primal Zerg

Benefit: When consuming a protoss or terran, the primal zerg can gain a sudden boost of knowledge and understanding from their victim's brain. This boost gives them a bonus on all skill checks for 4 hours equal to the consumed target's intelligence. This is not cumulative with multiple creatures consumed: only use the most intelligent creature consumed at any one time.

## Throw

Requirements: Primal Zerg, Large-sized or larger, Strength 10

Benefit: The primal can throw unattended objects that are their size category or smaller. Therefore, a large zerg can throw large objects; a huge creature can throw huge objects. The objects must not be attached to the ground or at least must have a thin connection to the ground. For example, the character could throw a boulder or a car, but not a building or deeply rooted tree. The thrown object can be directed towards a number of target squares equal to the space of the object. For example, throwing a large sized object effects a 2 by 2 area.

The range of a thrown item is equal to the primal's strength and is doubled for every size category the primal is larger than the object. The primal makes an attack roll with a bonus of their ranged skill -2. If it misses, the attack deals no damage. If the attack hits, the damage is based on the size of the object and the primal's strength score. Hit or miss, if the object and the target cannot occupy the space together, then all targets are pushed out of the object's space, in the target's chosen direction. The attack gains no attack overages.

Object Size	Damage
Tiny	0.5x strength
Small	1x strength
Medium	2x strength
Large	3x strength
Huge	4x strength
Gargantuan	5x strength

If the thrown item is explosive, it explodes when it lands.

### Zerg Medicine Familiarity

**Requires:** Medicine 6

**Description:** You are familiar with the unique peculiarities of zerg physiology and have learned to alter the injuries of heavily wounded zerg to allow their regeneration to work more efficiently. As a standard action you may intentionally injure a friendly, willing zerg that has less than half of its full maximum hit points. You must succeed a DC: 15 medicine skill test and for the next minute the target's regeneration increases by 2 + 1 for every 2 points you exceed the DC. The zerg takes 3 damage regardless of success or failure, plus 1 for each point of regeneration you grant it. If the target does not have enough hit points to survive this damage then you must reduce the regeneration boost to a survivable level. You must be holding a melee weapon with at least one penetration and the target must have more than 5 hit points remaining to perform this action.



### Zerg Skill Focus

**Requirements:** Zerg or Primal Zerg

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

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



## Infested Vehicles

Infested Vehicles are terran vehicles that have become half-living monstrosities. Piloted by infested terran pilots, frequently infested at the same time as their vehicle, they have become monstrous engines of war in service to the swarm.

Infested vehicles are important for zerg campaigns because they allow an infested character to participate in vehicular and starship combat. They can be created using the Infest and Adaptive Infestation powers, or by having the infested pilot directiver. They might be provided to the players by powerful benefactors with access to brood queens, infestors, blightbringers, or virophages.

### Infested Vehicle Template

This template can be applied to any terran vehicle or robot that is at least large-sized. Follow the step by step instructions to transform the construct into an infested vehicle.

**Biological Machine:** The vehicle is both biological and mechanical in nature. It can still be repaired through science checks, but also has a regeneration value based on its size. It has no healing thresholds and can be healed any number of times per day.

Size	Base Regeneration
Large (Vulture)	3
Huge (Goliath)	5
Gargantuan (Siege Tank)	8
Colossal (Dropship)	12
Massive (Salvage Ship)	30

**Zerg Natural Armor:** The vehicle gains the zerg plated carapace natural armor at the same tier as the natural hull armor they come with. The natural armor's do not stack, and the vehicle uses the best of the damage resistance values. They do add the defense penalties together to determine the overall defense penalty. Infested vehicles are tough, but awkward and ungainly.

**Beneficial Mutations:** The infested vehicle gains 1-3 beneficial mutations. These mutations can be anything that fits the zerg theme and that of the host vehicle. A list of example beneficial mutations is listed below.

**Structural Failures:** For every beneficial mutations a vehicle has, it has one drawback. Drawbacks are penalties caused by some of the vehicle's original functions no longer working at full capacity.

**Symbiotic Pilot:** Infested vehicles can only be piloted by infested terrans, not ordinary terrans or any other race. These vehicles require the pilot to link biological with the craft, something only an infested terran can do.

### Beneficial Vehicle Mutations

These are examples of mutations that can be applied to infested vehicles to make them unique. You do not have to use these, but they are strong guidelines.

#### Acid Cannon

**Benefit:** One of the vehicle's heavy weapons has transformed into an organic weapon that spits large volumes of acid at its foes. Choose one of the vehicle's weapons. It gains the Acid Damage, Penetration (10, or +10 what it had before), and Corrosion weapon traits. The weapon has infinite ammunition and never needs to reload. If it had any of the following weapon traits, it loses them: Delay, Grenade, Energy Damage, Flames, Rending, Rocket, Missile, or Guided Explosive.

#### Crawler Legs

**Benefit:** The vehicle sprouts several legs, like a spine crawler, that it can use to scamper about on the ground. The crawler legs can either accelerate its vehicle movement or let it move like character. When accelerating vehicle movement, the crawler legs give it +20 acceleration rating. When used as tactical movement, the vehicle has a movement speed based on its size, using its pilot's agility to modify as normal. If the vehicle already performs tactical movement, it gains bonus speed equal to ½ strength.

### Enhanced Regeneration

**Benefit:** The vehicle's armor plates have fused with the musculature and become organic plates. This allows the vehicle to repair itself very quickly. The vehicle gains bonus regeneration equal to its structure rating +3.

### Explosive

**Benefit:** The vehicle has grown explosive gas globules that can explode at will. It explodes when reduced to 0 hit points, or when it chooses to self-destruct as a full-round action. It makes an attack against all nearby creatures. This attack has the Penetration (10) weapon trait and an accuracy bonus equal to ½ the vehicle's strength.

Size	Damage	Blast Area
Large	40	Burst 2
Huge	40	Burst 4
Gargantuan	80	Burst 6
Colossal	120	Burst 10

### Extra Shell

**Benefit:** The vehicle has grown an extra layer of protective shells onto of its base armor. The vehicle gains bonus damage resistance equal to its structure rating +3.

### Grasping Limb

**Benefit:** The vehicle has a large, extendable tentacle. This limb counts as a barbed tendrill natural weapon that is one-size category larger than the vehicle itself, and the same equipment tier as the vehicle's base weapons. This weapon can be used to make an attack as a minor action. It has a reach of 5 squares, +5 squares for every size category it is above large.

### Hunger

**Benefit:** The vehicle possesses incredible hunger and desire for blood. The vehicle gains the ripping fang natural weapon that is the same size category as the vehicle itself, and the same equipment tier as the vehicle's base weapons. This weapon can be used to make an attack as a minor action. It has a reach of 1 square, +1 square for every size category it is above large. The vehicle can eat a helpless body within its range as a minor action. The body must be at least 2 sizes smaller than the vehicle. If it succeeds, it consumes the body, kills the victim, and recovers 40 hit points.

### Slime Trail

**Benefit:** The vehicle produces acidic mucus as a byproduct of operating. It leaves this mucus in a trail behind it. After the vehicle moves in a turn, all the squares it passed over are covered with rapidly dissolving slime. Anyone that moves into the area takes 20 acid damage, penetration 20 at the end of their turn. The damage is increased by +5 for every square they moved in the area. The area counts as difficult terrain, and pilots driving into the area must make DC 15 pilot checks each round or lose control of their vehicle.

### Spawning Pods

**Benefit:** The vehicle possesses spawning pods that incubate broodlings, ready to be born and tear into their enemies. The vehicle has a number of spawning pods at any period equal to its structure rating. Each spawning pod has an incubating broodling. As a standard action, the vehicle can throw anywhere between 1-4 broodlings at enemies. This attack uses the Broodling Strike weapon profile below. The vehicle makes a number of separate broodling strike attacks equal to the number of broodlings it throws and can attack different targets with each broodling. It can throw up to 2 broodlings at a single target if the target is large-sized, or 4 broodlings at a target that is huge-sized or larger. Despite the brutality of the attack, the Broodlings are unharmed by this process and are dropped adjacent to the target at the end of the attack, whether the attack hit the target or not. Once a broodling has been thrown by the host, it begins to rapidly expire as normal. After being used, a spawning pod grows a new broodling after 1 minute.

### Broodling Strike

#### Zerg Ranged Weapon

**Damage:** 60

**Accuracy:** +1

**RoF:** Slow

**Range:** Remote

**Power Rating:** +10

**Special Traits:** Downward Barrage

### Swarm Form

**Benefit:** The vehicle, and its pilot, can undergo a radical mutation and devolve into a swarm of billions of tiny zerg. All of these zerg are part of pilot and controlled by their consciousness. The swarm has a number of hit points equal to the hit points the vehicle had remaining. The swarm has a Defense of 0 and its size equals a Burst with an area of 1 per 50 hit points it has and takes no damage from attacks without one of the following weapon traits: Burst, Cone, Line, Energy Damage, or Acid Damage. It takes half damage from attacks with those weapon traits, or normal damage from attacks that possess two or more of those traits. The swarm flies at a speed of 20 and deals 15 damage per 50 hit points it has, dealing damage automatically to everything within its area. If it kills a target, it gains 50 hit points, possibly going over its starting hit points. The swarm lasts until killed, or the pilot reverts the vehicle back to a solid form as a full-round action. The vehicle has as many hit points as the swarm had when it reverted. If it had hit points over its maximum, it retains the extra as protection points. If the swarm is reduced to 0 hit points, the vehicle and the pilot are utterly destroyed.

### Virulence

**Benefit:** The vehicle is a deadly disease carrier. It exudes an aura of pure poison around it that is harmful to non-zerg lifeforms. Any non-zerg that end their turn within short range of the vehicle must make an Endurance check (DC 8+ twice structure rating) or suffer 4x structure rating poison damage.

## Infested Vehicle Drawbacks

An infested vehicle has as many drawbacks as it has beneficial traits. You can apply any of these drawbacks or make up your own.

### Engine Failure

**Benefit:** The vehicles engines have corroded and are filled with biomass. The vehicle suffers -10 acceleration rating (minimum of 5) and its max speed is reduced by half.

### Frail Superstructure

**Benefit:** The vehicle has been damaged by the infestation process. Reduce its structure rating by 1.

### Symbiotic Link

**Benefit:** Using the vehicle requires directly connecting the pilot's nerves to that of the vehicle. When the vehicle is damaged, it deals synaptic backlash to the pilot. When the vehicle takes damage, the pilot takes half the damage the vehicle was dealt. This is determined after the vehicle's damage resistance. The pilot can take a maximum of 50 points of damage from a single hit against the vehicle.

### Ungainly

**Benefit:** The vehicle infestation has not helped its maneuverability and it is much less responsive than it used to be. The vehicle's base defense is decreased by 2 (minimum of 1).

### Weakened Hull

**Benefit:** The vehicle's natural hull plating has been diminished from the infestation. The vehicle gains no damage resistance from its natural hull. It still gains damage resistance from its zerg natural carapace.

### Weapon's Failure

**Benefit:** As a side effect of infestation, one of the vehicle's built in weapons no longer functions. Chose a weapon when this vehicle is infested. That weapon becomes worthless and will not fire or function.

## Example Infested Vehicles

This section talks about the most commonly infested terran vehicles, and the way those mutations most typically take place. The template in this section can apply to any terran vehicle, and even be used to infested the same vehicles listed here just with different beneficial and harmful mutations.

### Infested Armored Personnel Carrier

**Gargantuan Infested Terran Land Vehicle, Extreme Threat**

**Hit Point:** 370

**Damage Threshold:** 52

**Toughness:** 46

**Strength/ Fortitude:** 15

**Structure Rating:** 5

**Damage Resistance:** 35

**Pilot Requirements:** 3

**Space:** 5 by 5 squares

**Reach:** NA

**Acceleration Rating:** 10

**Max Speed:** 100

**Defense:** 0 +Defensive Training +Agility

**Regeneration:** 8

**Crew:** Pilot, Co-Pilot, 12 Passengers

**Base Gear:** Headlights, Tier 2 Turret Mounted Gauss Cannon with Greater Capacity, Communication System, Navigation System, Tier 2 Heavy Plated Hull, Tier 2 Zerg Plated Carapace

**Beneficial Mutations:** Explosive

**Drawback Mutations:** Ungainly

**Special Trait (Explosive):** The APC has grown explosive gas globules that can explode at will. It explodes when reduced to 0 hit points, or when it chooses to self-destruct as a full-round action. It makes an attack against all nearby creatures. This attack has a +7 accuracy bonus, deals 40 damage with penetration 10 (half damage on a miss) and effects a Burst 4 area.

**Special Trait (Co-Pilot):** The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, apply a second pilot skill combat augmentation to the vessel in addition to the first, fire the main weapon, aim the weapon, or make assisted pilot checks that the primary pilot makes.

**Special Trait (Brace):** The pilot or co-pilot can spend a full-round action to 'brace' the tank against oncoming fire. While the tank is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

The infested APC is usually piloted by expendable infested and is used as a suicide craft. The pilot drives it into the enemy battle lines and detonates, hopefully destroying infantry and much of their cover. For infested who do not wish to use it as such, it still possesses a functioning gauss cannon and plenty of armor.

#### Gauss Cannon with Greater Capacity

**Two-handed Heavy Weapon**

**Damage:** 18

**Accuracy:** +0

**RoF:** Fully Automatic

**Range:** Long

**Shots:** 3,000 gauss spikes

**Power Rating:** +3

**Special Traits:** Heavy, Hailfire (1), Extreme Recoil, Long Reload

## Infested Banshee

### Gargantuan Infested Terran Aerial Vehicle, Extreme Threat

**Hit Point:** 470

**Damage Threshold:** 55

**Toughness:** 49

**Strength/ Fortitude:** 16

**Structure Rating:** 7

**Damage Resistance:** 39

**Pilot Requirements:** 7

**Space:** 4 by 4 squares

**Reach:** NA

**Acceleration Rating:** 50

**Max Speed:** 400

**Defense:** 3 +Defensive Training +Agility

**Regeneration:** 8

**Crew:** Pilot, Co-Pilot

**Base Gear:** Afterburners, Advanced Thrusters, Tier 2 Front-Mounted Twin-linked Backlash Rocket Batteries, Navigation System, Target Guidance System, Cloaking Device, Communication System, Ejection System, Tier 2 Reinforced Hull, Tier 2 Zerg Plated Carapace

**Beneficial Mutations:** Extra Shell

**Drawback Mutations:** Engine Failure

**Special Trait (Co-Pilot):** The banshee supports a co-pilot which provides numerous of benefits to the vessel. The Co-pilot can be controlling the vehicle even if the pilot has lost control, apply a second pilot skill combat augmentation to the vessel in addition to the first, fire the main weapon, apply a target lock, aim the weapon, or make assisted pilot checks that the primary pilot makes.

**Special Trait (Atmospheric Craft):** The banshee can function in a vacuum, but is much more maneuverable when exposed to an atmosphere. When the banshee is within an atmosphere it gains +4 defense.

**Special Trait (Highly Maneuverable):** The banshee can move any direction, not just forward. For example, a banshee can fly sidewise or backwards, but moving like this counts as a limited movement method. For example, a banshee flying at 100 squares per round could move 60 squares forward, and then 20 squares sideways (half the 40 squares remaining), while not changing its facing.

The infested banshee is like the base craft and functions much the same way. However, it has sacrificed speed and maneuverability for extra protection. Rather than assimilating its cannon, it stills fires the rockets it was loaded with previously, making it reliant on collecting replacement rockets for the weapon.

### Backlash Rocket Battery

**Damage:** 40

**Accuracy:** +0

**RoF:** Fast

**Range:** Remote

**Shots:** 48 rockets

**Power Rating:** +5

**Special Traits:** Penetration (20), Burst (3), Downward Barrage, High Explosive, High Velocity

## Infested Diamondback Tank

**Gargantuan Infested Terran Land Vehicle, Formidable Threat**

**Hit Point:** 586

**Damage Threshold:** 59

**Toughness:** 53

**Strength/ Fortitude:** 18

**Structure Rating:** 9

**Damage Resistance:** 31

**Pilot Requirements:** 4

**Space:** 4 by 4 squares

**Reach:** NA

**Acceleration Rating:** 30

**Max Speed:** 200

**Defense:** 3 +Defensive Training +Agility

**Regeneration:** 8

**Crew:** Pilot, Co-Pilot

**Base Gear:** Hover, Headlights, Tier 3 Turret-mounted Eviscerator Rail Gun with Acid Cannon, Navigation System, Communication System, Shaped Hull, Advanced Thrusters, Tier 3 Heavy Plated Hull with Weakened Hull, Tier 3 Zerg Plated Carapace

**Beneficial Mutations:** Acid Cannon, Slime Trail

**Drawback Mutations:** Frail Superstructure, Weakened Hull

**Special Trait (Co-Pilot):** The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can control the vehicle even if the pilot has lost control, apply a second pilot skill combat augmentation to the vessel in addition to the first, fire the main weapon, aim the weapon, or make assisted pilot checks that the primary pilot makes.

**Special Trait (Slime Trail):** The diamondback tank produces acidic mucus as a byproduct of operating. It leaves this mucus in a trail behind it. After the vehicle moves in a turn, all the squares it passed over are covered with rapidly dissolving slime. Anyone that moves into the area takes 20 acid damage, penetration 20 at the end of their turn. The damage is increased by +5 for every square they moved in the area. The area counts as difficult terrain, and pilots driving into the area must make DC 15 pilot checks each round or lose control of their vehicle.

**Special Trait (Dispersion Reinforcement):** The diamondback's unique structure allows it to repel incoming fire, weakening the piercing impact of most weapons. All weapons count as having a half as much penetration against the diamondback.

**Special Trait (Improved Targeting):** The diamondback tank never suffers penalties for shooting while moving, action moves, or while moving at high speeds.

The infested diamondback has undergone a radical change. It's railgun has transformed into a concentrated acid cannon. This acidic slime fills the tank's infrastructure, and even flows into the cockpit. The acid drains out of the back of the tanks and leaves a trail of corrosions behind the tank as it hovers over the ground. This virulent acid deters enemies from pursuing the tank.

### Eviscerator Rail Gun with Acid Cannon

**Damage:** 75

**Accuracy:** +15

**RoF:** Single

**Range:** Remote

**Shots:** NA

**Power Rating:** +10

**Special Traits:** Penetration (70), Corrosion, Unstoppable, High Velocity

## Infested Goliath

### Huge Infested Terran Walker, Extreme Threat

**Hit Point:** 305                      **Damage Threshold:** 45                      **Toughness:** 39  
**Strength/ Fortitude:** 15              **Structure Rating:** 6                      **Damage Resistance:** 28  
**Pilot Requirements:** 4              **Space:** 3 by 3 squares                      **Reach:** 2 squares  
**Base Speed:** 14                      **Defense:** 5 +Defensive Training +Agility

**Regeneration:** 5

**Crew:** Pilot

**Base Gear:** Tier 2 Arm-Mounted Twin-linked Autocannon with Greater Capacity, Tier 2 Front-Mounted Combat Missile Battery, Enhanced Locomotion (2), Navigation System, Target Guidance System, Communication System, Tier 2 Reinforced Hull, Tier 2 Zerg Plated Carapace, Tier 2 Large-sized Bash

**Beneficial Mutations:** Crawler Legs

**Drawback Mutations:** Synaptic Link

**Special Trait (Missile Barrage):** If the goliath pilot has a target lock on a target that is gargantuan-sized or larger, they can sacrifice the target lock to make two additional missile attacks that turn, rather than the typical bonuses.

**Special Trait (Focused Strike):** When the goliath makes a heavy strike attack with its bash weapon, it gains +20 damage instead of the normal +5.

**Special Trait (Concentrated Suppressing Fire):** While the goliath is using their autocannons, they can perform a concentrated suppressing fire attack. This is a suppressing fire attack that costs 100 rounds, except the attack covers a Cone (24) area, +10 accuracy, and gain Hailfire (1) on the initial attack.

**Special Trait (Crawler Legs):** The goliath sprouts several legs, like a spine crawler, that it can use to scamper about on the ground. The crawler gains +7 movement speed (1/2 strength).

**Special Trait (Synaptic Link):** Using the goliath requires directly connecting the pilot's nerves to that of the vehicle. When the goliath is damaged, it deals synaptic backlash to the pilot. When the vehicle takes damage, the pilot takes half the damage the vehicle was dealt. This is determined after the vehicle's damage resistance. The pilot can take a maximum of 50 points of damage from a single hit against the vehicle.

**Special Trait (Cumbersome):** The cumbersome vehicle gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks.

The infested goliath has mutated a series of extra, biological legs that help the vehicle spring forward at a startling gait. It still possesses all the formidable armaments that a goliath is known for. Infested goliaths require a close synaptic connection with the pilot to control these appendages, and that synaptic link can cause neural feedback to damage the pilot one wounded.

### Autocannon

#### Vehicle Ranged Weapon

**Damage:** 22                      **Accuracy:** +8  
**RoF:** Automatic                      **Range:** Remote  
**Shots:** 200 Ultra Slugs                      **Power Rating:** +4  
**Special Traits:** Penetration (10)

### Combat Missile Battery

#### Vehicle Ordinance

**Damage:** 40                      **Accuracy:** +2  
**RoF:** Slow                      **Range:** Strategic  
**Shots:** 32 Missiles                      **Power Rating:** +5  
**Special Traits:** Penetration (20), Burst (3), Missile, High Explosive, High Velocity, Guided Explosive



## Infested Hellion

### Huge Infested Terran Land Vehicle, High Threat

**Hit Point:** 230

**Damage Threshold:** 43

**Toughness:** 37

**Strength/ Fortitude:** 10

**Structure Rating:** 5

**Damage Resistance:** 24

**Pilot Requirements:** 2

**Space:** 3 by 3 squares

**Reach:** NA

**Acceleration Rating:** 40

**Max Speed:** 160

**Defense:** 3 +Defensive Training +Agility

**Regeneration:** 5

**Crew:** Pilot

**Base Gear:** Treaded Tires, Headlights, Tier 2 Turret-Mounted Weapon (infernal flamethrower), Tier 2 Reinforced Hull, Tier 2 Zerg Plated Carapace

**Beneficial Mutations:** Acid Cannon, Explosive

**Drawback Mutations:** Ungainly, Weakened Hull

**Special Trait (Wall of Fire):** When attacking in a turn the vehicle also moved, the Hellion can spray a line of fire rather than projecting fire from the base of the vehicle. Essentially, this allows the origin point for the flame line to be anywhere within a burst 10 of the vehicle, and the ending point of the line to be anywhere within the same area. Everything in and between those square suffers a hit from the weapon.

**Special Trait (Bio-Cannon Reserves):** If the hellion suffers 3 action crippling wounds, the fuel reserves explode. The entire vehicle is reduced to 0 hit points and suffers explodes as per the Explosive rule.

**Special Trait (Explosive):** The hellion has grown explosive gas globules that can explode at will. It explodes when reduced to 0 hit points, or when it chooses to self-destruct as a full-round action. It makes an attack against all nearby creatures. This attack has a +5 accuracy bonus, deals 40 damage with penetration 10 (half damage on a miss) and effects a Burst 2 area.

Infested hellions are used similar to ordinary hellions, as fast striking vehicles that spew acid over a foe. Hellions are usually used as suicide vehicles, often along with banelings, to spew acid over the enemy into self-destructing into the enemy positions. Advanced infested may still use infested hellions as scouting vehicles. Infested hellions cannot transform into hellbats.

### Infernal Flamethrower with Acid Cannon

**Damage:** 26

**Accuracy:** +0

**RoF:** Fast

**Range:** Special

**Shots:** NA

**Power Rating:** +4

**Special Traits:** Penetration (10), Line (20), Hailfire (1), Corrosion, Acid Damage, High Explosive

## Infested Liberator

### Colossal Infested Terran Aerial Vehicle, Formidable Threat

**Hit Point:** 936

**Damage Threshold:** 82

**Toughness:** 76

**Strength/ Fortitude:** 22

**Structure Rating:** 8

**Damage Resistance:** 42

**Pilot Requirements:** 6

**Space:** 10 by 20 squares

**Reach:** NA

**Acceleration Rating:** 40

**Max Speed:** 300

**Defense:** 1 +Defensive Training +Agility

**Regeneration:** 22

**Crew:** Pilot

**Base Gear:** Tier 2 Front-Mounted Lexington Rocket Battery with Acid Cannon, Navigation System, Communication System, Target Guidance System, Tier 2 Heavy Plated Hull, Tier 2 Zerg Plated Carapace, Advanced Thrusters, Warp Drive

**Beneficial Mutations:** Acid Cannon, Swarm Form, Enhanced Regeneration

**Drawback Mutations:** Assimilated Crew Space\*, Weapon's Failure (Concordance Laser Cannon), Engine Failure

**Special Trait (Swarm Form):** The liberator and its pilot can undergo a radical mutation and devolve into a swarm of billions of tiny zerg. All of these zerg are part of pilot and controlled by their consciousness. The swarm has a number of hit points equal to the hit points the vehicle had remaining. The swarm has a Defense of 0 and its size equals a Burst with an area of 1 per 50 hit points it has and takes no damage from attacks without one of the following weapon traits: Burst, Cone, Line, Energy Damage, or Acid Damage. It takes half damage from attacks with those weapon traits, or normal damage from attacks that possess two or more of those traits. The swarm flies at a speed of 20 and deals 15 damage per 50 hit points it has, dealing damage automatically to everything within its area. If it kills a target, it gains 50 hit points, possibly going over its starting hit points. The swarm lasts until killed, or the pilot reverts the vehicle back to a solid form as a full-round action. The vehicle has as many hit points as the swarm had when it reverted. If it had hit points over its maximum, it retains the extra as protection points. If the swarm is reduced to 0 hit points, the vehicle and the pilot are utterly destroyed.

A liberator at full hit points has a Burst (18) area and deals 270 damage.

**Special Trait (Assimilated Crew Space):** The infested liberator has filled its command space with organs and limbs, and no longer supports a command crew; only a pilot. It can also no longer transform into defender mode.

The new liberator gunships were a specialty infestation created to serve Alexai Stukov. They are greatly varied from the vessels they once were but are very powerful. In addition to firing steady streams of acid, the infested liberator can dissipate into a deadly cloud of zerg microorganisms that can overwhelm huge hosts of enemies, and then transform back into a solid form.

### Lexington Rocket Battery with Acid Cannon

**Damage:** 50

**Accuracy:** +10

**RoF:** Fast

**Range:** Strategic

**Shots:** NA

**Power Rating:** +5

**Special Traits:** Penetration (50), Burst (4), Twin-linked, Acid Damage, Corrosion, High Explosive, High Velocity

## Infested SCV

### Huge Infested Terran Walker, Medium Threat

**Hit Point:** 170

**Damage Threshold:** 37

**Toughness:** 31

**Strength/ Fortitude:** 10

**Structure Rating:** 3

**Damage Resistance:** 28

**Pilot Requirements:** 2

**Space:** 3 by 3 squares

**Reach:** 2 squares

**Base Speed:** 5

**Defense:** 4 +Defensive Training +Agility

**Regeneration:** 5

**Base Gear:** Right Arm-Mounted Fusion Drill and Plasma Welder, Left Arm-Mounted Grasping Claw, Forward Thruster, Communication System, Light Hull, Zerg Plated Carapace, Huge-sized Bash

**Beneficial Mutations:** Extra Shell

**Drawback Mutations:** Symbiotic Link

**Special Trait (Repairs):** An SCV that still has its plasma welder, fusion drill, and grasping claw can make rapid repairs on an adjacent construct or building as long as it has access to scrap materials to make necessary repairs, and the construct is not moving. Making repairs is a full-round action. Every round the pilot maintains making repairs, the pilot makes a DC 10 Science skill check. If he is successful, the target recovers a number of hit points equal to 10 +2 for each point the pilot surpassed the DC. In addition, the targeted construct is healed one movement, action, or core wound if the SCV pilot succeeded the test by 20 or more.

**Special Trait (Construction Cycle):** An SCV that still has its plasma welder, fusion drill, and grasping claw can enter into a building cycle to rapidly form a building designed under a standard template. This process can only be performed if the SCV has all requisite materials required. The time taken is based on the design of the particular building.

**Special Trait (Synaptic Link):** Using the SCV requires directly connecting the pilot's nerves to that of the vehicle. When the SCV is damaged, it deals synaptic backlash to the pilot. When the vehicle takes damage, the pilot takes half the damage the vehicle was dealt. This is determined after the vehicle's damage resistance. The pilot can take a maximum of 50 points of damage from a single hit against the vehicle.

**Special Trait (Very Cumbersome):** The cumbersome vehicle gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

The Space Construction Vehicle, or SCV as it is more commonly known, is the classic construction vehicle of the Terran government. Used to assemble buildings and fortifications, gather crucial resources, and repair damaged facilities, nearly every Terran settlement has several of these vessels handy.

### Fusion Drill

**Base Cost:** 2,000

**Damage:** 22

**Accuracy:** -3

**RoF:** Slow

**Range:** Melee

**Shots:** NA

**Power Rating:** +3

**Special Traits:** Piercing

### Grasping Claw

#### Vehicle System

**Description:** A walker equipped with a grasping claw can make Grab, Knock Down, or Push Special Combat Actions as part of every Bash attack they make.

### Plasma Welder

**Description:** The Plasma Welder counts as a plasma torch (see gear in the equipment chapter), but also can be used as weapon.

#### Plasma Welder

##### One-handed Melee or Ranged Weapon

**Damage:** 16

**Accuracy:** -2

**RoF:** Slow

**Range:** Melee

**Shots:** 30

**Power Rating:** +3

**Special Trait:** Piercing

## Infested Siege Tank

**Gargantuan Infested Terran Land Vehicle, Formidable Threat**

**Hit Point:** 660

**Damage Threshold:** 62

**Toughness:** 56

**Strength/ Fortitude:** 20

**Structure Rating:** 10

**Damage Resistance:** 42

**Pilot Requirements:** 5

**Space:** 4 by 4 squares

**Reach:** 10

**Speed:** 5

**Defense:** 2 +Defensive Training +Agility

**Regeneration:** 8

**Crew:** Pilot

**Base Gear:** Treads, Headlights, Tier 3 Turret-Mounted Acid Siege Cannon, Tier 3 Gargantuan-sized Barbed Tendril, Navigation System, Communication System, Tier 3 Heavy Plated Hull, Tier 3 Zerg Plated Carapace

**Beneficial Mutations:** Acid Cannon, Crawler Legs, Grasping Limb

**Drawback Mutations:** Living Ammunition\*, Ungainly, Engine Failure

**Special Trait (Acid Siege Cannon):** The infested siege tank can only use its siege cannon while rooted in place. Rooting takes a full-round action. While rooted, the siege tanks cannot move and does not gain defense training or agility bonuses to defense. Unrooting from a location takes another full-round action. In addition, the acid siege cannon can only be fired as long as it is supplied living ammunition.

**Special Trait (Living Ammunition):** The infested siege tank can only fire its weapon if it has ammunition to use. The ammunition for its siege cannon is allied zerg minions, namely infested terrans and medium-sized or smaller zerg. To feed the minions into the cannon, the tank must grab them with its grasping limb as a minor action. Therefore, they must be within 10 squares of the tank. This does not require an attack roll or check, but they must be loyal, willing minions. A siege tanks can store up to 5 living ammunition at a time.

**Special Trait (Grasping Limb):** The siege tank has a large, extendable tentacle. This limb counts as a tier 3 gargantuan-sized barbed tendril. This weapon can be used to make an attack as a minor action. Alternatively, it can be used as a minor action to pull a minion in to use it as living ammunition. It has a reach of 10 squares.

**Special Trait (Crawler Legs):** The vehicle sprouts several legs, like a spine crawler, that it can use to scamper about on the ground. Because of the infested siege tank's engine failure, it can no longer move as a vehicle. However, the crawler legs allow it to still scamper across the ground with tactical movement. The tank has a movement speed of 5+ ½ the pilot's agility.

**Special Trait (Brace):** The pilot can spend a full-round action to 'brace' the tank against oncoming fire. While the tank is braced, it gains +5 damage resistance against all attacks attack it from the front arc.

The mighty siege tanks is mutated beyond recognition. It moves with giant crawling legs instead of engines, possesses a massive stabbing tendril that reflexively stabs at enemies, and feeds live zerg into its cannon to fire in siege mode. Despite these changes, siege tanks in the swarm's possession give the zerg potent long ranged artillery they usually lack.

### Acid Siege Cannon

**Damage:** 140

**Accuracy:** +10

**RoF:** Slow

**Range:** Strategic (cannot target enemies within short range)

**Shots:** Special (see living ammunition) **Power Rating:** +15

**Special Traits:** Penetration (60), Burst (6), Ground Fire, Acid Damage, High Explosive, High Velocity, Heavy Shell, Corrosion

## Infested Viking

### Gargantuan Infested Terran Aerial Vehicle, Extreme Threat

**Hit Point:** 433

**Damage Threshold:** 55

**Toughness:** 49

**Strength/ Fortitude:** 17

**Structure Rating:** 6

**Damage Resistance:** 29

**Pilot Requirements:** 8

**Space:** 4 by 4 squares

**Reach:** NA

**Acceleration Rating:** 40

**Max Speed:** 400

**Defense:** 3 +Defensive Training +Agility

**Regeneration:** 8

**Crew:** Pilot

**Base Gear:** Tier 2 Front-Mounted Torpedo Battery, Tier 2 Front-Mounted Twin-linked Gatling Cannon with Acid Cannon, Navigation System, Target Guidance System, Communication System, Afterburners, Advanced Thrusters, Ejection System, Tier 2 Reinforced Hull, Tier 2 Zerg Plated Carapace

**Beneficial Mutations:** Acid Cannons, Virulence

**Drawback Mutations:** Engine Failure, Frail Superstructure

**Special Trait (Virulence):** The viking projects a thin cloud of poison that is harmful to non-zerg lifeforms. Any non-zerg that end their turn within short range of the vehicle must make a DC 20 Endurance check or suffer 24 poison damage.

**Special Traits (Transformation Systems):** At any time, the Vikings pilot can initiate the transfer into the Viking Assault Mode. This is done as a full-round action. The viking must be moving at a speed of 80 squares or less to initiate the transformation. It still gets to perform its move when transforming. At the end of the turn, it reverts to its assault form and becomes a walker. If it was still in air at the end of its turn, then it falls to the ground.

**Special Trait (Transformation Systems):** At any time, a Viking in Assault Mode can reenter Fighter Mode as a full-round action, raising 6 squares off the ground before completely entering fighter mode.

**Special Traits (Easy to Repair):** Vikings are quite easy to repair. All checks to restore hit points to a Viking gain a +25 bonus, and checks to remove crippling wounds to a Viking only take half as long.

Zerg try to infest entire hangers filled with vikings and unleash them like swarms of giant hornets to defend their infested battlecruisers and leviathans. Infested vikings are equally dangerous on the ground, as they can spit constant streams of acid darts while suppressing an area with a cloud of noxious poison.

### Gatling Cannon with Acid Cannon

#### Vehicle Ranged Weapon

**Damage:** 21

**Accuracy:** +8

**RoF:** Fully Automatic

**Range:** Distant

**Shots:** Infinite

**Power Rating:** +3

**Special Traits:** Penetration (20), Hailfire (1), Acid Damage Corrosion, Kickback

### Torpedo Battery

#### Vehicle Ordinance

**Damage:** 60

**Accuracy:** +0

**RoF:** Slow

**Range:** Strategic

**Shots:** 30 Torpedoes

**Power Rating:** +10

**Special Traits:** Penetration (80), High Velocity, Burst (1), Missile

## Infested Wraith

### Gargantuan Infested Terran Aerial Vehicle, Extreme Threat

<b>Hit Point:</b> 470	<b>Damage Threshold:</b> 51	<b>Toughness:</b> 45
<b>Strength/ Fortitude:</b> 16	<b>Structure Rating:</b> 7	<b>Damage Resistance:</b> 29
<b>Pilot Requirements:</b> 7	<b>Space:</b> 4 by 4 squares	<b>Reach:</b> NA
<b>Acceleration Rating:</b> 80	<b>Max Speed:</b> 1,000	<b>Defense:</b> 3 +Defensive Training +Agility
<b>Regeneration:</b> 8		
<b>Crew:</b> Pilot		

**Base Gear:** Tier 2 Front-Mounted Triple-linked Burst Cannon, Navigation System, Communication System, Cloaking Device, Afterburners, Target Guidance System, Ejection System, Tier 2 Reinforced Hull

**Beneficial Mutations:** Spawning Pods

**Drawback Mutations:** Weapon's Failure (destroyer missile batteries)

**Special Trait (Spawning Pods):** The wraith possesses 7 spawning pods that incubate broodlings, ready to be born and tear into their enemies. As a standard action, the vehicle can throw anywhere between 1-4 broodlings at enemies. This attack uses the Broodling Strike weapon profile below. The vehicle makes a number of separate broodling strike attacks equal to the number of broodlings it throws and can attack different targets with each broodling. It can throw up to 2 broodlings at a single target if the target is large-sized, or 4 broodlings at a target that is huge-sized or larger. Despite the brutality of the attack, the Broodlings are unharmed by this process and are dropped adjacent to the target at the end of the attack, whether the attack hit the target or not. Once a broodling has been thrown by the host, it begins to rapidly expire as normal. After being used, a spawning pod grows a new broodling after 1 minute.

**Special Trait (Evasive Flight):** The Wraith is exceptionally difficult to hit when it moves at high speeds. It receives twice as much defense bonus when moving faster than its opponent.

**Special Trait (Barrel Roll):** The Wraith can perform a barrel roll on any round that its speed is over 100, performable as a minor action. When the Wraith performs a barrel roll, at the end of the movement it shifts a number of squares to either side equal to 1/10 their current speed. In addition, any round a wraith performs a barrel roll; missiles suffer a -10 accuracy against them.

The infested wraith is important to the swarm because of its raw speed. Able to outfly mutalisks, infested wraiths help zerg forces into space, dog fights, and against roaming capital ships. To further help with that last purpose, infested wraiths can spew broodlings at targets, much like a brood lord, dealing considerable damage to forces below them. These spawning pods replace the wraith's missile batteries, but are used in a similar way.

### Broodling Strike

#### Zerg Ranged Weapon

<b>Damage:</b> 120	<b>Accuracy:</b> +15
<b>RoF:</b> Slow	<b>Range:</b> Remote
<b>Power Rating:</b> +10	
<b>Special Traits:</b> Downward Barrage, High Velocity	

### Burst Cannon

#### Vehicle Ranged Weapon

<b>Base Cost:</b> 3,000 credits	
<b>Damage:</b> 28	<b>Accuracy:</b> +8
<b>RoF:</b> Slow	<b>Range:</b> Distant
<b>Shots:</b> NA	<b>Power Rating:</b> +4
<b>Special Traits:</b> Penetration (15), High Velocity, Energy Damage	

# Chapter 4: The Swarm

## Evolves

The greater monsters of the Koprulu Sector remain the deadly zerg swarm. Their propensity to constantly adapt to changing conditions gives them endless varieties of different organisms, most designed for war.

Supplement 1: The Zerg, detailed all the base and most common zerg, as well as their abilities, options, and weapons. This chapter is a complement to that resource, with new customization options and special abilities to use to populate the zerg in your StarCraft Campaigns. More importantly, this resource contains a wealth of new enemies at all levels. This section also includes new infested terrans and infested vehicles, much of the content coming from Chapters 2 and 3 of this supplement.





## Unique Creature Abilities

Creature abilities are special abilities that can be purchased by creatures using the NPC creation rules. They cost 3 characteristic points or are gained for free based on creature type and level.

This section contains plenty of new creature abilities that are unique to certain zerg breeds. If you are creating an alternate version of a zerg species, you can give that creature one of the creature abilities listed here. If you are using the Open NPC Creation system (described in Chapter 7), you can choose to simply give a zerg one of these traits. You can also take existing zerg creatures and modify them to have these traits. For example, you can take a zergling and remove their Pounce ability and replace it with Adrenal Glands.

These abilities are tools for Game Master's to use, to equip evolved minions with specialty abilities. Many of these abilities are iconic evolutions from the StarCraft game series, while all of them provide a different tactical challenge to make the infested more engaging in battle.

### **Baneling**

#### **Centrifugal Hooks**

**Description:** These small hooks allow a baneling to curl into a ball and roll across the ground. Curling into a ball is a minor action. When rolling, the baneling gains +2 movement speed and ignores difficult terrain. However, it cannot use its bite attack or shift actions while in this mode. It can leave this form as a minor action.

#### **Rupture**

**Description:** The baneling is filled with extra biomass, allowing to create a much larger explosion. When the baneling explodes, it has a burst area of 6 squares instead of 4. It also gains +5 penetration.

#### **Corrosive Acid**

**Description:** The baneling's acid is particularly destructive and corrosive and is very dangerous to be near. The baneling's Violate Explosion attack has its area reduced to Burst 2, but the attacks gain +5 accuracy and +10 penetration. It also gains hailfire 1 versus the primary target.

### **Brood Lord**

#### **Direct Control**

**Description:** The brood lord has the direct control over the actions of their broodlings. After the broodlings are dropped on the ground, they gain a +10 bonus to attack accuracy and defense if the brood lord is still alive.

### **Corrupter**

#### **Caustic Spray**

**Description:** The corrupter gains the ability to channel its biomass into a devastating acidic spray. The corrupter targets a square on the ground and affects everything within a burst 2 of that square. This location must be within long range of the corrupter, and no attack roll is required. On the first round everything within the area takes 25 damage, with the Penetration 5 and Acid Damage traits. The next round, the damage doubles to 50 damage, and deals 100 damage on the next round and every round afterwards. The caustic spray cannot move round by round and must start over to target a new location. Every round the spray is maintained, the corrupter spends 2 biomass and must use their standard action.

### **Defiler/ Encroacher**

#### **Metasynaptic Node**

**Description:** The defiler can spend a move action to give itself a cancerous growth. While this node is in effect, the defiler's regeneration is negated, but the defiler recovers 10 biomass per turn. This can be ended as a minor action.

### **Devourer**

#### **Gaping Maw**

**Description:** The creature can open its mouth wider than before. Its ripping fangs natural weapon gains the Cleaving (1) weapon trait, and its corrosive acid spores gain +2 burst area.

### Acid Spore Infestation

**Description:** When the devourer deals the corrosion effect to a target already under the Melting condition, the effects compound. The damage per round on the corroded target increases by 10, and the penalty to damage resistance increases by 2. This is cumulative with multiple applications, each extra stack of acid spores increasing the damage per round and resistance penalty. The normal action to remove corrosion still functions.

## Guardian

### Helium Infused Spores

**Description:** The guardian's acid bombs are lighter weight and do not fall to the earth so quickly. Their ranged weapon attacks lose the Downward Barrage weapon trait.

### Intestinal Hive

**Description:** The guardian has a hive of tiny scourges growing inside its bowels. When the guardian dies, it spawns 2 scourge, appearing from within the space the guardian formally occupied. These scourge roll and act on their own initiative.

## Hydralisk

### Grooved Spines

**Description:** The creature's spine banks fly farther and with more accuracy. The spine bank natural weapon gains +1 accuracy and increases to distant range.

### Muscular Augments

**Description:** The hydralisk has improved the muscles in its tail to slither faster. The hydralisk gains +2 to its movement speed, even while climbing, and its shift speed increases by 1.

### Auxiliary Needle Spine Banks

**Description:** The zerg has grown additional micro spine banks, that are launched in accompaniment of the creature's larger spines. The evolution causes the hydralisks spine banks to count as an automatic weapon but suffer -5 base damage.

### Enlarged Javelin Spines

**Description:** The hydralisk now has even larger spines, that are more devastating but are slower to fire. The hydralisks spine banks become Slow-speed weapons, but gain +1 base range increment, +12 penetration, and a base damage of 40 with a power rating of +5.

## Infestor/ Blightbringer

### Pathogen Gland

**Description:** Once per hour the infestor can activate its pathogen gland as a move action. It instantly gains biomass equal to level, even above its normal maximum. Biomass exceeding its maximum goes away after 5 minutes.

## Lurker

### Seismic Spines

**Description:** The lurker can project its spine column along the ground further and with more force. This subterranean spine attack goes 20 squares long instead of 15. In addition, the spines destabilize and stay in the ground, making the entire area difficult terrain until the start of its next turn.

## Mutalisk

### Sundering Glaive

**Description:** The mutalisk has evolved a heavy, armor piercing attack. The mutalisk's glaive wurm attack changes its profile, losing the Moving Parasite weapon trait, and gaining the Penetration (60) weapon trait instead. In addition, the damage of the weapon changes to 40, with a power rating of +5.

### **Vicious Glaive**

**Description:** The mutalisk has evolved its glaive worm parasite, so that it disintegrates slower and effects more targets. When it makes a glaive worm attack, precede performing the attack as normal, until completing the final 'bounce' attack. The attack can bounce three more times, following all the same rules as normal, only using the lowest weapon profile for every attack. In addition, the glaive attack can bounce back to a target attacked previously, but still must move between every attack.

## **Overlord/ Overseer**

### **Pneumatized Carapace**

**Description:** The overlord or overseer is able to propel itself at a higher speed. If it lacks rapid flight, it gains a flight speed of 30 with a maximum speed of 300. If it already had rapid flight, it gains 60 flight speed and a maximum speed of 600. The overlord or overseer cannot lose control while flying.

## **Queen (Swarm or Brood variants)**

### **Gamete Meiosis**

**Description:** Once per hour the queen can spend a move action replicating the cells in its body, increasing it's the capacities of its body. For three rounds, the queen's regeneration is doubled and it recovers 4 biomass per turn.

## **Ravager**

### **Bloated Bile Ducts**

**Description:** The ravager's corrosive bile attack increases in size to a Burst 8. It otherwise remains the same.

### **Potent Bile**

**Description:** The ravager's corrosive bile attack gains the Hailfire (1) weapon trait but is only a Burst (3).

## **Roach**

### **Glial Reconstitution**

**Description:** This evolution allows the roach to move much more rapidly. It gains +2 to its movement speed when not burrowed. Furthermore, it gains +1 strike with its barbed tendrils.

### **Tunneling Claws**

**Description:** The roach becomes much more adept at digging underground. Moving while burrowed is now at three times the roach's move speed.

### **Adaptive Plating**

**Description:** The roach's natural armor grows, enhances, and rebuilds itself based on attacks against it. Whenever the roach takes a crippling wound, it gains protection points equal to 10x the number of crippling wound points dealt.

## **Swarm Host**

### **Flying Locust**

**Description:** The swarm host has developed a form of aerial locust. Instead of laying eggs, it launches floating cocoons which hatch into locusts with a fly speed. These locusts are identical to ordinary locusts, except that they have a fly speed of 30 squares with rapid flight and a max speed of 300 squares.

### **Tunneling Host**

**Description:** While burrowed, the swarm host can burrow through the ground at a speed equal to twice its normal speed.

## Ultralisk

### Tissue Assimilation

**Description:** This dreaded power allows the ultralisk to increase its regeneration by absorbing the tissue of those it hurts. Whenever the ultralisk deals a crippling wound to a biological target with its kaiser blades, it recovers 40 hit points. This effect stacks with every crippling wound point dealt, but only counts against the primary target of the attack.

### Chitinous Plating

**Description:** The ultralisk has developed exceptionally thick and heavy armor. The ultralisk's natural armor is replaced by Zerg Juggernaut Carapace of the same tier as the natural armor it replaced. This armor then gains +1 bonus resistance rating as well, as if it was a tier higher.

### Monarch Blades

**Description:** The ultralisk has incredibly long, sweeping, Kaiser blades. The ultralisks Kaiser blades have the Cleaving (+1) and +10 penetration.

## Viper

### Paralytic Barbs

**Description:** The viper's arms are covered with hundreds of tiny, poisonous needles. If the viper deals damage to a biological target with a barbed tendrill attack, they must make an endurance check versus poison (DC 8 +viper's level, normally 28), or suffer 2x level (normally 40) poison damage. If they take poison damage, they must succeed an identical endurance check afterwards. If they also fail this endurance check, they are stunned for 1 turn.

## Zergling

### Metabolic Boost

**Description:** The zergling gains a massive boost to its metabolism and grows a set of undersized wings. The zergling no longer needs to move in a straight line when it sprints and does not gain fatigue from sprinting. The zergling also moves an additional 3 squares when using pounce. Finally, the zergling ignores to first 4 squares of falling damage.

### Adrenal Glands

**Description:** The zergling is able to push itself into a frenzy when in melee combat. The zergling gains an additional strike with their scything claws attack, and gains 2 points of damage per point of attack overage with their claws.



## New Zerg Natural Weapons

These are new zerg natural weapons used by zerg in this resource.

### **Corrosive Spit**

#### **Zerg Ranged Weapon**

**Damage:** 30

**Accuracy:** +2

**RoF:** Fast

**Range:** Long

**Power Rating:** +5

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

**Description:** The zerg creature has evolved the method to regurgitate an orb of pure bio acid, and then spit it in a focused form. This orb has a fair amount of range and accuracy to it yet loses none of its corrosive potency.

### **Subterranean Tendril**

#### **Zerg Ranged Weapon**

**Damage:** 40

**Accuracy:** +2

**RoF:** Slow

**Range:** Distant

**Power Rating:** +5

**Special Traits:** Scaling Penetration (heavy), Subterranean Strike

**Description:** The subterranean tendril is a massive, barbed limb that passes through the ground to strike at a vulnerable target. This weapon strikes with excessive force, capable of ripping apart war engines with precision strikes that their victims never see coming. Subterranean tendrils are the chosen weapon of sunken colonies and impalers.

### **\*Subterranean Strike**

**Description:** This attack passes through the ground to attack the target. Any targets of this attack must be within 1 square of the ground. This weapon ignores all cover. Furthermore, because targets of the attack do not see it coming, they are considered flat-footed against this weapon.



## New Zerg Evolution Powers

This section is new zerg evolution powers. Most often, these will be used against the players by zerg enemies. However, these powers are also available to infested terran players who have achieved the correct ranks of evolution disciplines. Many of these powers are usable by primal zerg as well. Those that are will be detailed in the Primal Zerg Evolution powers in Chapter 1.

## New Biomancy Powers

### *Bio-Electric Surge*

#### Basic Biomancy Power

**Biomass:** 2

**Action Type:** Standard Action

**Basic:** The caster manipulates their own bio-electric energies causing them to release a surge of electricity in a burst around themselves. The caster loses hit points equal to their damage threshold, ignoring damage resistance but not dealing a crippling wound, and makes an attack roll against all adjacent enemies. If the attack hits, the enemies take an amount of damage equal to the creature's damage threshold, with the Energy Damage and Penetration 5 weapon traits.

**Advanced:** As the basic power, except the surge gains the Stun and Penetration 10 weapon traits.

**Master:** As the advanced power, except the power effects enemies targets within 2 squares of the caster and gains the Penetration 20 weapon trait.

**Paragon:** In addition to the effect of the Master power, if this creature is a command or mastermind strain zerg they can use this power on their minions instead. They can affect a number of minions within long range equal to  $\frac{1}{2}$  their willpower. They must pay the biomass cost for each minion they use this on, although it still only requires a single standard action. This functions as normal for master version, except the allied creatures do suffer crippling wounds and the electric surge also targets nearby allies, not just enemies. Minions who are killed by this power explode gruesomely but harmlessly.

### *Consume Essence*

#### Paragon Biomancy Power

**Biomass:** 12

**Action Type:** Full-round Action

**Paragon:** The caster can forcibly consume the life essence of a nearby target, ripping all life from their body and stealing it for themselves. This power targets a creature at short range. If the creature is helpless or willing (usually through psionic control) they do not require an attack roll. If the target is unwilling, then the zerg must make a ranged attack roll against the creature's defense, toughness, and resolve. They gain +10 to this check if the creature is below half health, or +20 to the check if the creature is below  $\frac{1}{4}$  health. If the check surpasses all defenses, then the target is instantly killed. The zerg using this power then regains lost hit points equal to however many hit points the creature had remaining, up to their normal maximum. They also regain a number of biomass and lose an amount of energy fatigue equal to the creature's level, up to their normal maximum limits.





## New Pestilence Powers

### *Parasitic Bomb*

**Advanced Pestilence Power**

**Biomass:** 8

**Action Type:** Standard Action

**Advanced:** The caster releases a parasite that latches onto a target within long range. This requires a ranged attack roll to hit. After hitting, the parasitic bomb lasts for 3 rounds, dealing 20 acid damage per round to the target and everything within a burst 6 area. This attack has the Penetration (20) weapon trait. The bomb is attached to the target and follows it when it moves. If the target is destroyed while the parasite bomb is still active, then the bomb remains in place where the target died, continuing to do damage in the burst area. When attached a living creature, it can be removed by spending a standard action to make a DC 20 strength check to pull it off. Even once detached, it sill continues to deal damage in an area around it. If the bomb misses its initial attack roll, then this power has no effect.

**Master:** As the advanced power, except the power is lasts for 4 rounds, deals 30 damage per round, and affects a burst 8 area.

**Paragon:** As the master power, except the power deals 40 damage per round, has Penetration (30), and affects a burst 12 area.

### *Slime Wave*

**Advanced Pestilence Power**

**Biomass:** 4

**Action Type:** Full-round Action

**Advanced:** The caster emits a wave of zerg slime that expands from them in a wave washing over an area. This power effects a Burst 4 centered on the caster but does not affect caster. The caster makes a ranged skill attack roll versus the defense and toughness of all targets in the area. If the attack hits defense, struck targets suffer 40 damages, or half that much on a missed attack. If the attack hits toughness, the target is Slowed for 2 rounds and cannot benefit from the Hidden or Cloaked conditions. The penalties against struck targets can be removed by spending a full-round action to remove the slime.

**Master:** As the advanced power, except the power increases to a Burst 6 and the Slowed duration increases to 3 rounds. In addition, the slime is very corrosive. It gains penetration 10 and targets whose defense and toughness are struck gain the Melting condition

**Paragon:** As the master power, except the power increases to a Burst 8 and the damage increases to 60.





## New Infestation Powers

### *Toxic Surge*

#### Basic Infestation Power

**Biomass:** 2

**Action Type:** Standard Action

**Basic:** The caster causes a poisonous surge to overwhelm a living target afflicted with a zerg virus. To do this, the target must be within medium range and must already be subjected to one of the following effects: *Corruption, Viral Wave, Contaminate, Infest, Miasma, Acid Fumes, Plague, or Creeping Infection*. When used with *Contaminate* or *Infest*, the target must be inside the infested construct or structure. Upon using this power, the target must make an immediate DC 15 endurance check against poison. On a failure, they take 15 poison damage.

**Advanced:** As the basic power, the endurance check increases to DC 20 and the poison damage increases to 20.

**Master:** As the advanced power, except the endurance check increases to DC 25 and the poison damage increases to 40.

**Paragon:** As the master power, except the endurance check increases to DC 30. If they fail their endurance check, then whatever other zerg effect they are currently suffering from has its duration increased by 2 turns.

### *Chrysalis Reformation*

#### Advanced Infestation Power (requires Advanced Infested Terran)

**Biomass:** 10

**Action Type:** 1 hour

**Advanced:** The chrysalis reformation allows an infested terran to enter a chrysalis and change a number of their chosen mutations. The chrysalis takes an hour to form and the infested must rest within it for at least 12 hours. Inside the chrysalis, they can change up to 3 mutations they currently have for any others that they qualify for.

**Master:** As the advanced power, except they only need to rest for 6 hours and change up to 5 mutations with a single use.

**Paragon:** As the master power, except they can change as many mutations as they desire.

## New Spawning Powers

### *Toxic Nest*

#### Basic Spawning Power

**Biomass:** 2

**Action Type:** Standard Action

**Basic:** The caster creates a toxic spore that they can plant into an area of creep. After 3 rounds, the spore will develop into a hidden mine of acid and poison. The first hostile target to step into the square containing the nest sets it off. The nest explodes in a Burst 1 area centered on nest's square and has a +5 attack roll. If it hits, it deals 40 acid damage, or half that much damage on a miss. The attack has penetration 5.

**Advanced:** As the basic power, except the nest's accuracy increases to +10, the burst increases to 2, and the damage increases to 50.

**Master:** As the advanced power, except the nest's accuracy increases to +15, the burst increases to 4, the damage increases to 60, and penetration increases to 10.

**Paragon:** As the master power, but when laying a toxic nest you can place up to 3 at a single time, within any squares in your reach. They only require 2 rounds to arm.

### *Separation*

#### Paragon Spawning Power

**Biomass:** 30

**Action Type:** Full-round Action

**Paragon:** Separation allows the character to clone themselves into multiple copies of themselves. This power allows them to create 2 additional clones. Using this power, in addition to the biomass cost, spends 25% of the creature's maximum hit points instantly. This is not true damage and is not reduced by resistance of any kind and does not cause crippling wounds. Each clone has the same amount of hit points as the core creature after spending these hit points. Therefore, a creature at their full 800 hit points must spend 200 hit points to manifest the power. The core creature and each clone will therefore have 600 hit points. Each clone acts on its own initiative and suffers a -5 penalty on all attacks and skill checks but is otherwise identical to the core creature. The clones are instantly killed if they reach 0 hit points. If the core creature reaches 0 hit points, all clones automatically die. The clones are impossible to tell from the real creature. This power lasts for 50 rounds, after which all the clones will instantly die. This power can only be used once per day.

## New Zerg

The zerg have endless variety of murderous, killing organisms. This section details both variants of base strains of zerg, such as zerglings and roaches, as well as some of the rarer, specialty breeds of zerg monsters.

### Bane Creeper Description

The bane creeper was designed as a modification of defiler essence. These scorpion-like creatures possess a long, lashing tail resplendent with acidic nodes. The bane creeper can infect a target with a special form of rapidly multiplying toxin known as bane acid. Upon infecting a target, the acid multiplies and destroys its prey from the inside. If the target dies while infected, the acid consumes their body and explodes in a shower of corrosion.

The bane creeper was designed during the Second Great War. They were meant as a covert replacement for large swarms of banelings, which were too obvious to notice. The bane creeper can inject a bane acid explosive into a single target, and then burrow and disappear. This made them excellent insurgents for causing chaos amongst enemy ranks. They are found as saboteurs or ambush style guardians on Char, where the clear majority of them could be found. Some bane creepers have been found in the armies of brood mothers after the Dominion invasion of Char.

### Tactics

Bane creepers possess an arsenal of acidic weapons to defend themselves with. They usually begin a combat by firing a *Parasitic Bomb* at a target in the enemy's back lines. Once the enemy gets close, they will use heavy strikes with their tail strike attack, spending biomass to seed weaker targets with their bane acid. Because of their extended reach, bane creepers have a large threatened area and can distribute opportunity attacks as enemy's approach.

Bane creepers continue to try and implant bane acid in targets until they run out of biomass. Once they do, they will use *Consumption* against any allied zerg they may have, preferring allies such as roaches to drain. Otherwise, they will continue striking with their tail in hopes of finishing off their foe.

When bane creepers are attacked by flying enemies or foes it can otherwise not reach, it begins combat by hitting an enemy with *Parasitic Bomb*. Afterwards, it uses *Corrosive Bolt* to strike back at its foes. When it runs out of biomass, it will use *Consumption* on an ally, burrow, or retreat.

#### ***Bane Creeper's Favored Evolution Powers:*** Biomass 18

- Corrosive Bolt;** 4 biomass; as standard action; +13 attack at long range, 60 damage, Corrosion, Acid Damage
- Consumption;** 1 biomass; power useable as a full-round action; allied zerg with medium range takes 15 damage per round sustained, while bane creeper restores 5 biomass per round, damage resistance does not protect against damage, sustained as a full-round action
- Parasitic Bomb;** 8 biomass; as standard action; +13 attack, once the hit is landed, bomb attaches to target and produces an aura of acidic destruction, deals 20 acid damage per round for 3 rounds against everything in a burst 6, penetration 20, bomb can be removed with DC 20 strength check, even after removal continues to deal damage

### Bane Creeper

#### **Level 10 Large-sized Zerg Creature (Non-heroic Hunter/ Oppressor/ Specialist Strain), Extreme Threat**

**Skill Purchases:** 15      **Talent Purchases:** 7      **Ability Score Purchases:** 10

<b>Hit Points:</b> 156	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 32
<b>Defense:</b> 16	<b>Toughness:</b> 28	<b>Resolve:</b> 22
<b>Speed:</b> 7	<b>Shift Speed:</b> 1	<b>Morale Bonus:</b> NA
<b>Space:</b> 2 by 2 squares	<b>Reach:</b> 2 square (5 with tendrils)	<b>Initiative:</b> +4
<b>Damage Resistance:</b> 32	<b>Psionic Resistance:</b> 16	
<b>Regeneration:</b> 8	<b>Biomass:</b> 18	

-**Tail Strike** 1d20+18 accuracy, 56 damage +28 damage from acid coating, +1 strike maximum; *Special Traits:* Penetration 18, Rending 5, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

-**Tail Strike w/ Heavy Strike** 1d20+20 accuracy, 61 damage +28 damage from acid coating, 1 strike maximum; *Special Traits:* Penetration 18, Rending 5, Bane Acid\*, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

-**Ripping Fangs** 1d20+17 accuracy, 45 damage, +1 strike maximum; *Special Traits:* Penetration 13, Rending 9

**-Bane Acid Explosion** 1d20+10 accuracy, 40 damage, 1 strike maximum; *Special Traits*: Penetration 10, Burst 4, Acid Damage, Corrosion

**Skills**: Acrobatics 4, Athletics 4, Defensive Training 6, Durability 6, Endurance 4, Melee 10, Mental Training 8, Perception 4, Ranged 5, Stealth 5, Survival 4

**Skill Focuses**: Melee +3, Athletics +3, Mental Training +2

**Talents**: Awesome Abilities (strength, willpower), Defensive Fighting, Evolution Powers, Hardened Survivalist, Stalker, Weapon Mastery (melee II), Zerg Skill Focus (brutality)

**Evolution Powers**: *Consumption, Corrosive Bolt, Miasma*

**Creature Abilities**: Acid Blood, Rapid Healing, Unlocked Evolution Discipline x2 (Advanced Biomancy, Advanced Pestilence)

**Strength**: 8      **Instinct**: 4      **Agility**: 4      **Fortitude**: 6

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

**Gear**: Tier 2 Large-sized Ripping Fangs, Tier 2 Large-sized Tail Strike with Oversized Limb and Reactive Muscle and Brutal Edge and Acid Coating, Tier 2 Zerg Plated Carapace

**Special Ability (Tail Strike)**: The bane creeper's preferred weapon is its lashing tail. The tail is statistically identical to a barbed tendril except it has +3 reach.

**Special Ability (Bane Acid)**: When the bane creeper is performing a heavy strike action with its tail against a biological target, on a successful hit it can spend 2 biomass to leave a taint of infectious bane acid within their target. On the start of the infected target's next turn, they suffer 10 damage with the Piercing weapon trait as the acid eats away at their internal organs. The next round they suffer 20 damage, and the round after that they suffer 40 damage. On the fourth round, the acid effect dissipates. If the target creature is reduced to 0 hit points while effected by bane acid, they explode and are instantly killed. When an infected target explodes, a bane acid explosion attack occurs centered on the destroyed target (see bane acid explosion weapon profile above).

**Special Ability (Acid Blood)**: The bane creeper's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 20 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage and Penetration 5 weapon trait.

**Special Ability (Evolution Powers)**: The encroacher can use Zerg evolution powers and has access to Advanced Biomancy and Advanced Pestilence powers.

**Special Ability (Wall Climber)**: The bane creeper can climb across walls and ceilings without making an athletics check. This does not count as a limited movement method for the bane creeper.

**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.



*The Zerg Bane Creeper is a community creation created by Phill Berry, who created the creature concept and original artwork for this beast. It has been used with permission. To see more of his work, go to <http://phill-art.deviantart.com/>.*

## Baneling Variants

The baneling has proven to be an effective suicide unit in the Queen of Blades' conquest of the Sector. Despite or because of that, Abathur, the zerg evolution specialist, has been constantly tweaking the baneling to create more advanced and destructive strains.

The hunter baneling can 'lunge' towards a target like an armed rocket. They can soar over obstacles and ambush their victims. They often bounce into combat at such speed that their victims do not have time to react to the baneling's explosion. Hunter banelings are commonly used as ambush creatures or fortification bombers. Their ability to leap lets them bypass enemy defenses and lets them bypass walls and strike at vulnerable targets. Because these banelings are used as targeted hunters, they often have thicker acid that has a smaller burst but more damaging.

When the swarm needs to roll through an army, they create splitter banelings. Splitter banelings explode in a massive blast that rivals the siege capabilities of a thor or siege tank. In addition, once these creatures are killed, they break down into even smaller banelings that still have remarkable destructive qualities. A host of splitter banelings can topple cities and eliminate entire war hosts in a wave of volatile acid.

## Tactics

Unlike common banelings, hunter banelings are designed to eliminate key targets, such as artillery, turrets, bunkers, specialists, and enemy heroes. Hunters seek these important targets out above all others. Zerg commanders take advantage of their mobility to have them bound over walls and obstacles, using zerglings as a distraction, while the hunters key in on one important target. While they possess a burst area, hunters focus their efforts on reaching and attacking their primary target, which they gain Hailfire 1 with their attack against them.

Splitters lack any such strategy. Their sole goal is to travel into the middle of the largest group of enemies they can find. Even if they die, they die and create smaller banelings, and their progeny will complete their mission. Baneling spawn cannot make bite attacks and can only explode. Splitters prefer to target the largest concentrations of enemies rather than priority targets. If approached, splitters also admit toxic gases that are poisonous to non-zerg, an extra damage for approaching these monsters.

## Baneling, Hunter

**Level 12 Medium-sized Zerg Creature (Non-heroic Prowler), Medium Threat**

**Skill Purchases:** 17      **Talent Purchases:** 1      **Ability Score Purchases:** 8

**Hit Points:** 95      **Healing Threshold:** NA      **Damage Threshold:** 27

**Defense:** 24      **Toughness:** 21      **Resolve:** 12

**Speed:** 10 (12 with roll)      **Shift Speed:** 2      **Morale Bonus:** NA

**Space:** 1 square      **Reach:** 1 square      **Initiative:** +3

**Damage Resistance:** 12      **Psionic Resistance:** 6

**Regeneration:** 2      **Biomass:** 12

**-Volatile Explosion** 1d20+11 accuracy, 60 damage, 1 strike maximum; *Special Traits:* Penetration 15, Burst 2, Acid Damage, Corrosion, Hailfire (1, versus primary target only)

**-Ripping Fangs** 1d20+9 accuracy, 27 damage +13 damage from acid coating, +1 strike maximum; *Special Traits:* Penetration 8, Rending 2, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

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

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

**Talents:** Awesome Abilities (agility), Defensive Fighting

**Creature Abilities:** Acid Blood, Lunge\*, Centrifugal Hooks, Corrosive Acid

**Strength:** 5      **Instinct:** 3      **Agility:** 6      **Fortitude:** 5

**Intelligence:** 1      **Willpower:** 2

**Gear:** Tier 2 Ripping Fangs with Acid Coating, Tier 2 Zerg Light Carapace

**Special Ability (Volatile Explosion):** The baneling can self-detonate as a standard action, exploding in a massive blast of acid. The amount of damage is equal to 5x its current Biomass level (normally 60). This is a melee attack, can be used at the end of a charge, and has the Penetration (15), Acid Damage, Corrosion, and Burst (2) weapon traits. The attack gains Hailfire 1 against the primary target of the burst. The volatile explosion is centered on the primary target, which is any target within reach when this is activated. The baneling is killed when using this attack.

**Special Ability (Sudden Explosive):** When the baneling is killed, roll to see what body location is hit. If it is a Torso wound, the baneling instantly detonates where it was standing. This is a standard Volatile Explosion, except there is no primary target.

**Special Ability (Lunge):** The baneling can lunge at or leap upon its enemies with great speed. This ability allows the baneling to bounce 6 squares through the air, avoiding opportunity attacks. It can lunge into the air, including straight up, allowing it to scale cliffs and bypass obstacles. If the baneling explodes the turn that it uses lunge, all targets are flat-footed against the explosion.

**Special Ability (Centrifugal Hooks):** These small hooks allow a baneling to curl into a ball and roll across the ground. Curling into a ball is a minor action. When rolling, the baneling gains +2 movement speed and ignores difficult terrain. However, it cannot use its bite attack or shift actions while in this mode. It can leave this form as a minor action.

**Special Ability (Acid Blood):** The zerg's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 24 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage and Penetration 5 weapon trait.

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



~Hunter Baneling (above)

~Splitter Baneling (bottom left)

~Splitter Baneling Spawn (bottom right)





## Baneling, Splitter

Level 21 Medium-sized Zerg Creature (Non-heroic Prowler), Medium Threat

Skill Purchases: 26

Talent Purchases: 7

Ability Score Purchases: 13

Hit Points: 173

Healing Threshold: NA

Damage Threshold: 34

Defense: 29

Toughness: 25

Resolve: 12

Speed: 10 (12 with roll)

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 16

Psionic Resistance: 6

Regeneration: 6

Biomass: 27

-**Volatile Explosion** 1d20+9 accuracy, 135 damage, 1 strike maximum; *Special Traits*: Penetration 10, Burst 6, Acid Damage, Corrosion

-**Ripping Fangs** 1d20+13 accuracy, 40 damage +20 damage from acid coating, +1 strike maximum; *Special Traits*: Penetration 16, Rending 4, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**Skills**: Athletics 6, Acrobatics 6, Defensive Training 9, Durability 9, Endurance 6, Melee 9, Stealth 9

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

**Talents**: Awesome Abilities (agility), Biomass Reservoir II, Defensive Fighting II, Weapon Mastery (melee II), Zerg Skill Focus (stamina)

**Creature Abilities**: Acid Blood, Toxic Fumes\*, Split\*, Centrifugal Hooks, Rupture

**Strength**: 6

**Instinct**: 3

**Agility**: 6

**Fortitude**: 9

**Intelligence**: 1

**Willpower**: 2

**Gear**: Tier 3 Ripping Fangs with Acid Coating, Tier 3 Zerg Light Carapace

**Special Ability (Volatile Explosion)**: The baneling can self-detonate as a standard action, exploding in a massive blast of acid. The amount of damage is equal to 5x its current Biomass level (normally 135) This is a melee attack, can be used at the end of a charge, and has the Penetration (10), Acid Damage, Corrosion, and Burst (6) weapon traits. The volatile explosion is centered on the primary target, which is any target within reach when this activated. The baneling is killed when using this attack.

**Special Ability (Sudden Explosive)**: When the baneling is killed, roll to see what body location is hit. If it is a Torso wound, the baneling instantly detonates where it was standing. This is a standard Volatile Explosion, except there is no primary target.

**Special Ability (Split)**: When the baneling uses volatile explosion or is reduced to 0 hit points, it splits into two spawnlings. These spawnlings will act on the same initiative as the baneling. The spawnlings have the following statistics: small-sized, 1/3 the hit points of the baneling (57 hit points), +2 defense, -4 toughness and damage threshold, do not gain the Centrifugal Hooks or Toxic Fumes traits. They cannot make bite attacks, and their volatile explosion does 1/3 the damage and burst area of the base baneling (45 damage and Burst 2). When these micro-banelings are killed they do not split into smaller banelings.

**Special Ability (Toxic Fumes)**: The baneling emits a cloud of noxious gases in the air around it, a byproduct of its virulent acids. Any living non-zerg creature that end their turn within 2 squares of the baneling must make a DC 29 endurance check or suffer 42 poison damage. Targets in enclosed armor gain +5 to their endurance check.

**Special Ability (Centrifugal Hooks)**: These small hooks allow a baneling to curl into a ball and roll across the ground. Curling into a ball is a minor action. When rolling, the baneling gains +2 movement speed and ignores difficult terrain. However, it cannot use its bite attack or shift actions while in this mode. It can leave this form as a minor action.

**Special Ability (Acid Blood)**: The baneling's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 42 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage and Penetration 5 weapon trait.

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

## Barralisk Description

The barralisk is a living siege tower used by the zerg to reach over walls, cliffs and fortifications. It digs itself into the ground and uses itself as a living ramp. In addition to this crucial function, these creatures possess legendary strength and fortitude. They can smash through fortifications or even create small tremors. Adapted from natural, armored, subterranean worms, these monstrosities were first witnessed on the mountainous, volcanic world of Argir, where they were used to elevate their swarm over the cliffs the terrans used for their defenses.

Barralisks are generated when a defensive barrier proves insurmountable in a siege. They scuttle up to fortified walls, cliffs, or towers to allow the zerg minions a chance to clamber over the edge, rendering the defense useless. Often, the only way to stop the zerg from overcoming the defense is to kill the barralisk before it gets in place. For this purpose, commanders often rely on special operations agents and heroes to blindside the creature.

The barralisk's evolutionary variants are creatures of different sizes. While the barralisk described here is most common, hives will occasionally grow barralisks larger or smaller to overcome different sized barriers. Legend tells of a barralisk on Mistaff that was 43 meters in length and taller than an eleven-story building.

## Tactics

Barralisks are slow, stupid, and sluggish. Their purpose is not combat, but as siege engines. They are generally grown for one obstacle. Their lives revolve around reaching that barrier and helping the swarm bypass it. They usually ignore any attacks directed towards them and double move towards their objective every round. If they are under overwhelming fire, they will use their standard action every round swatting their attackers with their tendrils.

Once they get in position, they use their subterranean tendrill attacks to eliminate key foes, namely heavy artillery, while they use quake to decimate structures, foundations, and large groups of enemies. If a barralisk is attached to a narrow obstacle, such as a wall, they will often try to tear it down after its defenses are broken.

If a barralisk spearheads an assault to victory, it generally follows the swarm to their next battle. When there is not such barricade to assail, it will act as a battling ram, charging into the enemy ranks and overwhelming their defenses with raw mass and muscle.

## Barralisk

**Level 15 Colossal-sized Zerg Creature (Non-heroic Bruiser/ Oppressor), Formidable Threat**

**Skill Purchases:** 9

**Talent Purchases:** 15

**Ability Score Purchases:** 19

**Hit Points:** 1,129

**Healing Threshold:** NA

**Damage Threshold:** 89

**Defense:** 1

**Toughness:** 84

**Resolve:** 25

**Speed:** 12

**Shift Speed:** NA

**Morale Bonus:** NA

**Space:** 6 by 12 squares

**Reach:** 6 squares

**Initiative:** +2

**Damage Resistance:** 61

**Psionic Resistance:** 27

**Regeneration:** 30

**Biomass:** 72

**-Subterranean Tendril** 1d20+42 accuracy, 85 damage, 1 strikes maximum; distant range *Special Traits:* Penetration 34, Rending 4, Subterranean Strike

**-Barbed Tendrils** 1d20+41 accuracy, 84 damage, 1 strike maximum; *Special Traits:* Penetration 19, Rending 8, Cleaving 2

**Skills:** Athletics 9, Defensive Training 6, Durability 9, Endurance 8, Melee 8, Mental Training 7, Ranged 7

**Skill Focuses:** Durability +2, Endurance +2, Mental Training +2, Athletics +2, Melee +2

**Talents:** Awesome Abilities (fortitude, willpower), Bulwark, Devastating Cripple (melee) Power Strike II, Resilience, Resistant V, Resolute, Weapon Mastery (melee II), Unstoppable Movement, Zerg Skill Focus (brutality)

**Creature Abilities:** Behemoth, Brutal Slam, Rapid Healing, Lashing Tendrils\*, Quake

**Strength:** 32

**Instinct:** 2

**Agility:** 1

**Fortitude:** 32

**Intelligence:** 1

**Willpower:** 8

**Gear:** Tier 2 Colossal-sized Barbed Tendrils x2, Tier 2 Colossal-sized Subterranean Tentacles, Tier 2 Juggernaut Carapace



**Special Ability (Living Ramp):** The barralisk's primary purpose is to serve as a living ramp which will allow other zerg forces to cross high cliffs or barricades. Once the barralisk moves into position, it can spend a full-round action to root itself into place. Once rooted, it can no longer move or shift and its head is burrowed underground. Once rooted, it can form into a natural ramp up to 10 squares high, allowing normal passage for movement along the ramp. Moving across the barralisk counts as creep for zerg. Once it is rooted in place, it takes 2 full-round actions to become mobile again.

**Special Ability (Weak Spot):** The barralisk is covered with a nigh impervious composite carapace that nonetheless has two weak spots. If the creature is attacked in the face or side from ground level, the barralisk has -20 damage resistance (normally 30). If attacked from above or from the rear, it uses its normal damage resistance. Remember that once the barralisk has deployed in stationary mode, its head is no longer exposed and cannot be attacked. Therefore, the only vulnerable parts of the barralisk is its flank.

**Special Ability (Lashing Tendrils):** The barralisk has two lashing tendrils that it can use to make attacks with. While the barralisk is mobile, these limbs can make Barbed Tendril attacks. When the barralisk is stationary, it cannot make barbed tendril attacks but can make subterranean tendril attacks. No matter which weapon it uses, the barralisk can attack with both tendrils seperetly as if dual-wielding but suffering no accuracy penalty for dual-wielding.

**Special Ability (Subterranean Strike):** The subterranean tendril passes through the ground to attack the target. Any targets of this attack must be within 1 square of the ground. This weapon ignores all cover. Furthermore, because targets of the attack do not see it coming, they are considered flat-footed against this weapon.

**Special Ability (Brutal Slam):** If the barralisk deals a crippling wound with a barbed or subterranean tendril attack, the target is staggered for a number of rounds equal to the wound points.

**Special Ability (Quake):** The barralisk tears and rends the ground, causing a destructive earthquake. Releasing a quake shockwave is a full-round action. The barralisk makes a +8 versus the toughness of every target along the ground within a Burst 8 area centered on the Barralisk. Any struck targets take 64 damage and are knocked prone. The barralisk can only perform quakes when it is in Living Ramp mode.

**Special Ability (Adaptive Plating):** The roach's natural armor grows, enhances, and rebuilds itself based on attacks against it. Whenever the roach takes a crippling wound, it gains protection equal to 10x the number of crippling wound points dealt.

**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 have a biomass score equal to their fortitude + strength + willpower.



*The Zerg Barralisk is a community creation created by Nick Nightshade, who created the creature concept and original artwork for this beast. It has been used with permission. To see more of his work, go to <http://nicknightshade.deviantart.com/>*

## Blightbringer Description

The blightbringer is a towering monstrosity of poison, disease, and acid. Thankfully quite rare, a blightbringer is the ultimate vessel of infestation by the zerg swarm. Blightbringers are dropped on their own on populated worlds and single handedly infest cities and continents. They are amongst the most terrifying of zerg, with monstrous power and terrifying abilities allowing it to create armies of slaves from the terran legions that try to resist the tower behemoth.

When a blightbringer arrives on a world, it begins its conquest on the outer settlements. Any opposition to it is consumed by its poisonous emanations and acidic projections. It goes from settlement to settlement, placing virophages in each colony. Once the surrounding territories are under its control, it moves towards larger cities with an army of infested. It pushes slowly against organized defenses, taking territory as it pushes into the city. Using its armies to occupy the world's defenders, it raises even more minions in its defense, including infested vehicles and aberrations.

A blightbringer's presence is like a plague. The more that fall trying to destroy it, the larger its army becomes. To help control its blossoming brood, it creates advanced infested terran from the military leaders. When its territory becomes too vast, it spawns clusters of larvae and instructs them to make autonomous hive clusters, complete with drones and overlords. At this point, a world is well on its way of being overwhelmed by the zerg.

Blightbringers are excellent villains for very high-level players. While creatures of cunning rather than intellect, a blightbringer can be an ongoing enemy for a military campaign against a zerg. Players might spend many levels fighting against the legions of a blightbringer, taking out its infested commanders and legions of minions, before finally getting to strike at the beast itself. Even confronting the beast itself, players are in for the fight of their lives and better be equipped to fight one of the Koprulu Sector's most dangerous creatures.

## Tactics

Blightbringers prefer not to engage in personal combat. Instead they hide behind their infested legions. When they are engaged, they are ferocious. Their Monster of Many Mouths ability allows them to lay down overwhelming amounts of corrosive area denial. They almost always start battles by using *Acid Fumes* into the heart of the enemy ranks, then bombarding the closest enemies with their enlarged acidic saliva. When dealing with aircraft it uses *Contaminate* to force individual ships out of the sky or *Parasitic Bomb* to eliminate squadrons and swarms.

As battle wages on, the blightbringer continues to use its acid and bite to wear down foes. Tough enemies, such as a thors, are struck with its *Corruption* power to soften them up. *Acid Fumes* targets thick concentration of weak enemies. *Viral Wave* effects a massive area is used to eliminate swarms and thick clusters of enemies. If the blightbringer is winning its battle, it will repeatedly use *Mutagen* to start turning its foes to its side.

If the blightbringer is brought below 1,000 hit points, it will focus on survivability and add its psionic powers into the arsenal. The blightbringer will manifest the *Regeneration* power and use *Mend* to maximize its healing. When it needs to, it will also start using *Surge of Activity* to give itself an extra set of actions. It will use *Spawn Infested* to create swarms of infested to occupy the enemy. If it has the biomass remaining, it will activate *Create Aberration* to turn an infested into an Aberration.

If the blightbringer is completely overwhelmed and below 400 hit points, it will burrow and try to tunnel away, usually straight down. If this technique will not save it, it will fight to the death.

***Blightbringer's Favored Psionic Powers:*** Psi Level 6, +20 psionic manifestation bonus, recovers 2 energy fatigue per turn

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-**Regeneration;** DC 18 manifestation as a minor action; 6 energy fatigue; +16 regeneration, lasts 3 minutes (30 rounds)  
 -**Surge of Activity;** DC 14 manifestation as a reaction; 6 energy fatigue; upon manifestation, can take a standard action even though it is not their turn, can only be used once per turn between the turns of other characters or NPCs

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***Blightbringer's Favored Evolution Powers:*** Biomass 79, regains 5 biomass per turn

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-**Acid Fumes;** 18 biomass; as standard action; effects a Burst (8) area at long range, all within the area suffer from the Melting, Tormented and Staggered conditions; leaving the area persists the Melting and Tormented conditions until character or an ally make a DC 25 athletics check to remove the acid; area lasts 10 rounds  
 -**Contaminate;** 5 biomass; colossal or smaller construct or structure within distant range, standard action; automatically hits, target is unable to perform any functions or actions for 10 rounds, vehicles automatically lose control  
 -**Corruption;** 4 biomass; target within long range, standard action, +38 attack, Burst 2; target's damage resistance is reduced to 0 and damage threshold is reduced by 9, power lasts 2 rounds

- Create Aberration**; 14 biomass; target any controlled infested, minor action, infested enters a chrysalis, gaining +20 damage resistance but unable to act for 5 rounds, afterwards, creature emerges as an aberration
- Mend**; 10 biomass; as free action, allows brood mother to regain 120 hit points and increases regeneration by 20 for 5 rounds. Allied zerg within short range heal 60 hit points and increase regeneration by 10.
- Mutagen**; 3 biomass; power useable as a minor action; +36 attack at medium range, Burst 2 area, struck targets must make a DC 28 Endurance check or begin to undergo the infestation process
- Parasitic Bomb**; 8 biomass; as standard action; +38 attack, once the hit is landed, bomb attaches to target and produces an aura of acidic destruction, deals 40 acid damage per round for 4 rounds against everything in a burst 12, penetration 30, bomb can be removed with DC 20 strength check, even after removal continues to deal damage
- Spawn Infested**; 2 biomass; power useable as a minor action; creates two Infested Marine or Volatile Infested Marine within short range
- Viral Wave**; 6 biomass; as full-round action; +38 attack in Cone 15, deals 80 damage on hit and target takes a -8 penalty to defense, toughness, and endurance for 1 minute (10 rounds), on a miss deals half damage and no additional effects

***Blightbringer's Favored Command Tactics:*** Command +20

- Push**; commanded minions gain +4 move speed
- Undying**; commanded minions gain 12 protection that replenish each turn

## Blightbringer

**Level 28 Colossal-sized Zerg Creature (Heroic Oppressor/ Bruiser/ Assailant/ Command Strain), Epic Threat**

**Skill Purchases:** 24

**Talent Purchases:** 24

**Ability Score Purchases:** 37

**Hit Points:** 2,105

**Healing Threshold:** NA

**Damage Threshold:** 111

**Defense:** 15

**Toughness:** 78

**Resolve:** 32

**Speed:** 12

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 10 by 10 squares

**Reach:** 5 squares

**Initiative:** +6

**Damage Resistance:** 48

**Psionic Resistance:** 31

**Regeneration:** 47

**Biomass:** 79

-**Acidic Saliva** 1d20+51 accuracy, 105 damage, +1 strike maximum; *Special Traits:* Penetration 30, Line 12 (double width), Corrosion, Acid Damage, Close Quarters

-**Ripping Fangs** 1d20+44 accuracy, 85 damage +42 damage from acid coating, 1 strikes maximum; *Special Traits:* Penetration 16, Rending 4, Cleaving 2, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**Skills:** Athletics 3, Command 12, Defensive Training 12, Durability 15, Endurance 12, Melee 12, Mental Training 14, Perception 14, Psionics 12, Ranged 14, Stealth 12, Survival 12

**Skill Focuses:** Mental Training +2, Athletics +2, Durability +3, Endurance +2, Ranged +2, Perception +2

**Talents:** Awesome Abilities (willpower, instinct, fortitude), Close Combat Shot, Command Tactics, Endless Energy II, Enhanced Regeneration V, Evolution Powers x2, Hardened Survivalist, Psychic Power x3, Resilience II, Weapon Mastery (melee III, ranged III), Unstoppable Movement, Zerg Skill Focus (stamina)

**Psionic Powers:** *Reading, Messaging, Dominate Minion, Surge of Activity, Toughness, Regeneration*

**Evolution Powers:** *Contaminate, Corruption, Mutagen, Toxic Surge, Spawn Infested, Infest, Viral Wave, Create Aberration, Adaptive Infestation, Bolster Spawns, Virophage, Blinding Cloud, Acid Fumes, Mend, Consumption, Corrosive Bolt, Siphon Life, Parasitic Bomb, Spawn Larvae, Spawn Creep Tumor*

**Command Tactics:** *Push, Undying*

**Creature Abilities:** Unlocked Evolution Disciplines x7 (Paragon Infestation, Paragon Pestilence, Master Spawning, Master Biomancy), Tunneling, Growth Hormones III, Sensory Glands II, Behemoth, Trample, Rapid Healing, Organic Artillery, Disease Field\*, Monster of Many Mouths\*

**Strength:** 24

**Instinct:** 4

**Agility:** 1

**Fortitude:** 40

**Intelligence:** 2

**Willpower:** 8

**Gear:** Tier 3 Colossal-sized Ripping Fangs with Acid Coating, Tier 3 Colossal-sized Acidic Saliva, Tier 3 Reinforced Carapace

**Special Ability (Monster of Many Mouths):** The blightbringer has three mouths, each of which can be used separately to make a bite attack, acid saliva attack, or evolution power. Therefore, whenever a blightbringer performs a standard action attack, it can perform three standard action abilities mixed amongst of those. Any evolution power it uses during its trio of actions must be able to be used as a standard action or less. Common powers to use in conjunction with this ability are *contaminate, corruption, acid fumes, or parasitic bomb*. When using bite or acidic saliva attacks with this ability, the attacks must have different primary targets and no overlapping area of effect from the line or cleaving area.

**Special Ability (Spew):** The blightbringer's acidic saliva attack has twice the normal length and is 2 squares wide instead of 1 square. Therefore, its acidic saliva is a 2 by 12 area originating from the blightbringer

**Special Ability (Disease Field):** Such is the disease this creature emits, that simply being near a blightbringer subjects a living creature to its disease. Any living creature ending their turn within 6 squares of a blightbringer must make a DC 36 Endurance check or suffer 56 poison damage. Any terrans reduced to 0 hit points by this power return to having 1 hit point but are unconscious as they begin to mutate into infested terrans.

**Special Ability (Amazing Growth Hormones):** The blightbringer regenerates 5 Biomass every turn, up to its normal maximum.

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

**Special Ability (Sensory Glands):** The zerg has highly attuned sensory organs that can detect the presence of nearby hidden targets. . As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares (2 starship squares), even if they are not within line of sight. The creature can then automatically share this information with allied zerg.

**Special Ability (Evolution Powers):** The blightbringer is capable of using Zerg evolution powers, and has access to Paragon Infestation, Paragon Pestilence, Master Spawning, and Master Biomacy.

**Special Ability (Zerg Psychic):** The blightbringer has a base Psi Level of 6 and can draw powers from the Augmentation or Telepathy disciplines. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

**Special Ability (General of the Infested):** The blightbringer is a command strain and can use the Command skill to issue orders to its minions. The blightbringer can only control infested minions or aberrations, and any infested they create are automatically under their control. They have a Command limit of 480.

**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.



## Blightling Description

The blightling is a flying zerg wasp designed to sabotage aircraft and stationary defenses. They are a rarely used zerg strain. When they are unleashed, they are born in the thousands. Blightlings swarm over enemy defenses and aircraft, latching on with their digging claws and releasing massive clouds of destructive acidic spores. Blightlings are also able to rapidly reproduce out on the field, making them even more dangerous.

The blightling was developed by brood mother Ryloth during her invasion of Jontur II, during the Second Great War. As a fleet construction facility, the planet has significant anti-air defense, and Ryloth was having difficulty seeding her minions across the planet. Therefore, she designed the blightling to swarm the atmosphere of Jontur, each blightling attaching to aircraft and defense emplacements. Once attached, they seeded more eggs and all released clouds that could pierce the toughest armor. While tens of thousands of blightlings were still lost on the initial attacks, even more were born, and newly spawned monstrosities turned their attention to the planet's surface.

## Tactics

Blightlings seek out vehicles to attack and latch onto. When there is no such vehicle to worry about, they latch onto the ground near clusters of enemies. Once they have latched onto a surface, they spend every round releasing blight spores into the air. They continue this strategy until they have only 4 biomass remaining. They use their remaining biomass to lay an egg where they were latched. Afterwards they detach and attack enemies with their claws.

Blightlings will usually try to swarm one large target at time. They pile as many blightlings as they can onto a single construct. They focus their blightspores until it is dead, then branch off and focus on another target.

## Blightling

**Level 8 Medium-sized Zerg Creature (Non-heroic Fury), Medium Threat**

**Skill Purchases:** 17      **Talent Purchases:** 1      **Ability Score Purchases:** 4

<b>Hit Points:</b> 61	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 27
<b>Defense:</b> 27	<b>Toughness:</b> 24	<b>Resolve:</b> 12
<b>Speed:</b> 6, 16 fly	<b>Shift Speed:</b> 2	<b>Morale Bonus:</b> NA
<b>Space:</b> 1 square	<b>Reach:</b> 1 square	<b>Initiative:</b> +2
<b>Damage Resistance:</b> 9	<b>Psionic Resistance:</b> 6	
<b>Regeneration:</b> 2	<b>Biomass:</b> 9	

**-Scything Claws** 1d20+7 accuracy, 18 damage, +2 strikes maximum; *Special Traits:* Penetration 8

**Skills:** Acrobatics 4, Athletics 4, Defensive Training 6, Durability 4, Melee 5, Perception 4, Ranged 3, Stealth 4

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

**Talents:** Awesome Abilities (agility), Defensive Fighting

**Creature Abilities:** Rapid Flight (Swift), Airborne Native, Blight Spores\*, Nesting\*

**Strength:** 4      **Instinct:** 2      **Agility:** 8      **Fortitude:** 3

**Intelligence:** 1      **Willpower:** 2

**Gear:** Scything Claws, Zerg Light Carapace

**Special Ability (Latch):** When the blightling strikes a large-sized or larger construct or terrain feature with a claw attack, it can choose to latch onto the construct. It is latched onto an object, it counts as being flat-footed and loses its agility bonus to defense (reducing it to 23 defense). Once latched, it cannot move on its turn and can only attack the object it is attached to. It can spend a standard action to detach from the target. While latched, it can use its Blight Spores or Nesting abilities.

The blightling counts as being in close combat with the latched target for accuracy penalty. When latched onto a vehicle, the vehicles can make a standard action to try to remove all attached blightlings. A DC 20 pilot checks knocks free all attached blightlings.

One blightling can be attached to a target for every square that it takes up. Therefore, a 2 by 2 construct can be host to up to 4 blightlings, while a 3 by 3 can have 9 attached blightlings. For every blightling attached, the vehicle suffers -5 max speed and pilot checks are at a -2. If the vehicle reaches 0 max speed, it loses control and falls from the sky.

**Special Ability (Blight Spores):** The blightling can spend 1 biomass as a full-round action to emit a cloud of blight spores in an aura around it. These highly spores are tiny but extremely corrosive. It can only use this ability while latched onto an object or construct. This power effects a burst 6 area centered on the blightling. Everything within the area, except other blightlings,



suffer 10 damage with the Piercing and Acid Damage traits. This damage stacks if multiple blightlings in an area are projecting blight spores.

**Special Ability (Nesting):** If a target is reduced to 0 hit points by a blightling's claw attacks or blight spores, they are implanted by a blightling egg. If not destroyed, this egg hatches into two new, fully-grown blightlings in 2 rounds. This egg can be destroyed by weapon attacks, counting as a small, dense object (12 damage resistance, 10 damage threshold, 50 hit points). Besides eggs being created when reducing a target to 0 hit points, a latched blightling can lay an egg in an adjacent square as a full-round action. This requires spending 4 biomass.

**Special Ability (Rapid Flight):** The blightling is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle except that it is able to turn at will during rapid flight. Following the rules for Rapid Flight, the scourge has an acceleration rating of 110 and a maximum speed of 1,050.

**Special Ability (Genetic Simplicity):** The blightling is a very simple creature genetically, and two blightling are spawned instead of one from a single zerg egg, or any other ability that spawns blightlings.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.



*The Zerg Blightling is a community creation created by Phill Berry, who created the creature concept and original artwork for this beast. It has been used with permission. To see more of his work, go to <http://phill-art.deviantart.com/>.*

## Encroacher Description

The encroacher is a zerg strain that is rarely encountered. It was not bred for combat, but sabotage. Capable of digging quickly underground, the encroacher was meant to tunnel into enemy camps and wreck havoc. It consumed resources, infested individuals in their sleep, or simply poisoned them to death with its deadly neurotoxin. Survivors of an assault would wake in the night with infested everywhere, soldiers dead in their beds, chaos across their base, and no sign where the intrusion started.

Encroachers have also found use in conflict between zerg broods. Encroachers were used heavily by Kerrigan after the Brood War. To render the cerebrates without reinforcements, encroachers would burrow into enemy nests and consume all of their larvae and eggs. Now encroachers are used as a substitute for infestors for smaller hives, or when a hive needs a more covert creature to infiltrate into a space to cause mayhem.

## Tactics

Encroachers do not thrive on direct conflict. They specialize in infiltration and infestation. If they are encountered in a fight, they will usually begin with a *Viral Wave* to wash over their foes. Once they have several sickened enemies, they use *Toxic Surge* to kill the weak one and *Mutagen* to create new infested soldiers. Beyond the use of their power, encroachers try to keep distance from enemies, utilizing cover while they spray with their acidic saliva. If they are near defeat, they will burrow and try to tunnel away to safety.

When encroachers do initiate combat, they prefer to do so with a host of infested minions. They remain behind their ranks, hitting enemies with *Corruption* and *Toxic Surge*. If they get low on biomass, they will eat a corpse or minion to regain their reservoir.

**Encroacher's Favored Evolution Powers:** Biomass 21, regain 1 biomass per turn

**-Viral Wave;** 6 biomass; as full-round action; +10 attack in Cone 8, deals 40 damage on hit and target takes a -2 penalty to defense, toughness, and endurance for 1 minute (10 rounds), on a miss deals half damage and no additional effects

**-Mutagen;** 3 biomass; power useable as a minor action; +10 attack at medium range, struck targets must make a DC 19 Endurance check or begin to undergo the infestation process, effected targets must already be under the effect of one of the following powers: *Corruption, Viral Wave, Contaminate, Infest*.

**-Toxic Surge;** 2 biomass; power useable as a standard action, target must make DC 20 endurance check or suffer 20 poison damage, target must be effected by *Corruption* or *Viral Wave*

**-Corruption;** 4 biomass; +9 attack roll at a target within long range; target's damage resistance is lowered by 12 and their damage threshold is reduced by 6, lasts 3 rounds

**-Devour;** 0 biomass; power usable as a full-round action, devours one willing zerg minion or any corpse within melee range, killing it instantly, regaining 2x target's level in biomass

## Encroacher

**Level 10 Large-sized Zerg Creature (Non-heroic Prowler/ Bruiser/ Specialist Strain), High Threat**

**Skill Purchases:** 17

**Talent Purchases:** 6

**Ability Score Purchases:** 4

**Hit Points:** 192

**Healing Threshold:** NA

**Damage Threshold:** 36

**Defense:** 14

**Toughness:** 22

**Resolve:** 20

**Speed:** 7

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 2 by 3 squares

**Reach:** 2 squares

**Initiative:** +3

**Damage Resistance:** 24

**Psionic Resistance:** 15

**Regeneration:** 7

**Biomass:** 21

**-Ripping Fangs** 1d20+13 accuracy, 35 damage, 1 strike maximum; *Special Traits:* Penetration 8, Rending 4, Venom Coating (DC 18 or 20 poison damage)

**-Acidic Saliva** 1d20+10 accuracy, 45 damage, +1 strike maximum; *Special Traits:* Penetration 15, Line 5, Corrosion, Acid Damage, Close Quarters

**Skills:** Athletics 4, Defensive Training 4, Durability 8, Endurance 6, Melee 6, Mental Training 6, Perception 2, Ranged 5, Stealth 6, Survival 4

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

**Talents:** Awesome Abilities (fortitude, agility), Biomass Reservoir, Hardened Survivalist, Evolution Powers x2, Stalker, Zerg Skill Focus (Stamina)

**Evolution Powers:** *Devour, Transfusion, Corruption, Mutagen, Viral Wave, Toxic Surge*



**Creature Abilities:** Unlocked Evolution Disciplines x2 (Advanced Infestation, Advanced Biomancy), Tunneling, Growth Hormones, Vampire Leeching, Prowl

**Strength:** 4      **Instinct:** 3      **Agility:** 2      **Fortitude:** 6

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

**Gear:** Tier 2 Large-sized Ripping Fangs with Venom Coating, Tier 2 Large-sized Acidic Saliva, Tier 2 Reinforced Carapace

**Special Ability (Leeching):** The encroacher gains strength from tearing at its foes. Whenever this creature deals damage to a biological target with its fangs, it heals a 9 hit points.

**Special Ability (Venomous Exterior):** Any non-zerg that damages and encroacher with a melee attack must make a DC 18 endurance check or suffer 20 poison damage.

**Special Ability (Growth Hormones):** The encroacher regenerates 1 Biomass every turn, up to its normal maximum.

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

**Special Ability (Corpse Eater):** The encroacher is capable of consuming dead, dying, or helpless corpses with its Devour evolution power for the normal benefit.

**Special Ability (Evolution Powers):** The encroacher is capable of using Zerg evolution powers and has access to Advanced Biomancy and Advanced Infestation powers.

**Special Ability (Tunneling):** While burrowed, the encroacher can tunnel through the ground at its normal movement speed. These tunnels do not leave any passageways in the ground.

**Special Ability (Blind):** The encroacher is utterly blind and cannot see. It automatically fails all visual perception tests. However, it is able to detect movement on the ground around, up to a range of 30 squares. If a target is on the ground, the encroacher counts as being able to see them through normal vision. Also, if their ruling command strain is nearby, they can telepathic link their sight to the crawler, allowing the crawler to see through the eyes of others.

**Special Ability (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.



*The Zerg Encroacher is a community creation created by Phill Berry, who created the creature concept and original artwork for this beast. It has been used with permission. To see more of his work, go to <http://phill-art.deviantart.com/>.*

## Hive Colony Description

The hive colony is a variety of different zerg structures that filled zerg colonies up to the brood war. The purpose of colony was to extend the spread of zerg creep beyond the hive. Because of their ubiquitous nature around a hive, several combat forms of hive colonies were developed. The sunken colony was a ground defense creature that struck at approaching enemies with a subterranean tentacle that attacks from below. The spore colony bombarded aerial threats with a fury of acidic spores.

Since the time of the Second Great War, hive colonies have been replaced with creep tumors and the more mobile crawlers. However, the old hive colonies still exist in older hives, especially feral hives that have not been improved with the latest strains of zerg.

## Tactics

Ordinary creep colonies are harmless and are merely an organ of the hive that produces creep. Sunken colonies and spore colonies are simple but powerful weapon organisms that do nothing but attack their foes. Sunken colonies attack the largest target within their detection range. If no target is larger than others, then they attack the closest. Spore colonies fire volleys of spores at the closest aerial target to them. They prefer interceptors and superiority fighters over larger ships. They also provide detection of cloaked and hidden enemies in an aura around them.

## Hive Colony

### Level 8 Huge-sized Zerg Creature (Non-heroic Assailant), Extreme Threat

Skill Purchases: 6

Talent Purchases: 1

Ability Score Purchases: 14

Hit Points: 230

Healing Threshold: NA

Damage Threshold: 41

Defense: 6

Toughness: 30

Resolve: 14

Speed: NA

Shift Speed: NA

Morale Bonus: NA

Space: 3 by 3 squares

Reach: NA

Initiative: +5

Damage Resistance: 31

Psionic Resistance: 12

Regeneration: 5

Biomass: 26

-**Seeker Spore** 1d20+21 accuracy, 48 damage, +1 strike maximum, remote range; *Special Traits*: Penetration 10, Rending (5 versus biological), Acid Damage

-**Subterranean Tendril** 1d20+19 accuracy, 70 damage, 1 strike maximum, long range; *Special Traits*: Penetration 20, Subterranean Strike

**Skills**: Durability 5, Ranged 7

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

**Talents**: Awesome Abilities (instinct), Weapon Mastery (ranged)

**Creature Abilities**: Organic Artillery

**Strength**: 12

**Instinct**: 5

**Agility**: 0

**Fortitude**: 10

**Intelligence**: 1

**Willpower**: 4

**Gear**: Huge-sized Seeker Spore OR Huge-sized Subterranean Tendril, Zerg Plated Carapace

**Special Ability (Immobile)**: The hive colony cannot move and is trapped in place. Its defense its 10- its size modifier. It has an agility of 0, cannot move, be moved, shift, make melee or opportunity attacks. The only action it can perform is a standard action to attack with its weapon against the closest foe.

**Special Ability (Blind)**: The hive colony is blind and cannot see. It automatically fails all visual based perception tests. However, a hive colony that is controlled by a command strain can use the zerg telepathic link to share sight with all allied zerg. Hive colonies that are not commanded by a higher strain typically sit inert and helpless.

**Special Ability (Creep Dependence)**: The hive colony can only grow on creep. However, once it is in place, it expands the creep in a radius of 200 feet (40 squares) around it. Once the hive colony is killed, the creep decays unless there is another creep source nearby.

**Special Ability (Drone Mutation)**: The crawler cannot hatch from an egg or be spawned from larvae and can only be created by the metamorphosis of a drone. This metamorphosis must take place on creep and takes 10 turns to finalize.

**Special Ability (Colony Form)**: The base form of a hive colony is the creep colony, a variation with no weapons or defenses that only exists to spread creep. A creep colony can transform into one of two aggressive variants: the sunken colony or spore

colony. Doing so requires the creep colony being fed a quarter ton of minerals and 10 turns to mutate. Creep colony on their own are harmless and do not have a threat level.

Sunken and spore colonies both use the hive colony statistic block but have an assortment of different abilities that makes them unique and dangerous.

**Special Ability (Sunken Colony Features):** The following features are unique to the sunken colony variant.

- The sunken colony has the subterranean tendril weapon attack
- The subterranean tendril can only attack targets within 1 square of the ground and targets are flat-footed against its attacks.
- Targets of the tendril attack cannot benefit from cover.
- The sunken colony can detect any target that moves on the creep within 15 squares of it. Therefore, it loses its Blind trait against creatures on the ground within 15 squares

**Special Ability (Spore Colony Features):** The following features are unique to the spore colony variant.

- The sunken colony has the seeker spore weapon attack
- The crawler's seeker spore launcher is aimed skywards and can therefore only be used against opponents at least 6 squares tall or 6 squares over the ground.
- The crawler has sensory glands and automatically detects any target within 300 squares of it, even if they are hidden or cloaked. It can relay this information onto any allied zerg sharing a telepathic link.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. They have a biomass score equal to their fortitude + strength + willpower.



*~Sunken Colony (above). When attacking, a tentacle will emerge and enter the ground near the colony. It will break the ground once again under its target's feet, then retract back to the body.*

*~Spore Colony (below). The chimney-like protrusion will spit spores rapidly at nearby flying targets.*



## Hydralisk Variants

Hydralisks are perhaps the infamous of all zerg breeds. They are also one of the oldest. Hydralisks have terrorized the Koprulu Sector ever since the zerg arrival. The creature so inherently deadly that there are no signs that the swarm will replace them anytime soon. Instead, the swarm constantly develops variants of the hydralisk to unleash upon the terrans and protoss.

The hydralisk brutalizer is designed as an anti-armor strain of hydralisk. Instead of launching clusters of dagger-sized spines, the brutalizer creates massive spines known as javelins, and launches them with incredible force. These javelin spines can breach heavy armor and even damage low-flying capital ships. Brutalizers are often created to serve as a superior anti-air fighter. During the Second Great War, the brutalizer strain was updated with the genetic structure of the new impaler monster, a variant of the lurker. The brutalizer's ability to grow and regenerate massive javelins was an essential genetic groundwork to apply the essence of an impaler colony. Therefore, brutalizers morph into impalers instead of lurkers.

The ultimate form of hydralisk evolution, and a creature whispered of with fear, is the terrible hunter killer hydralisk. Cerebrate Daggoth designed the hunter killer as an ultimate lifeform meant to serve as the personal guardian for a cerebrate. These creatures are several times tougher, stronger, and deadly than a common hydralisk and a pack of hunter killers can overwhelm a fortified position without suffering casualties. The Queen of Blades was known for having a hunter killer honor guard with her on the most important assaults.

### Tactics

Hydralisks are dangerous, but simple combatants. They move towards their opponents and fire their spine banks at a single target until they expire. They begin attacking when they are at long range from their foe, but only stop advancing once they are within medium range of their prey. Because of their deadly poison, hydralisks prefer biological infantry as their first target, such as marines, marauders, or zealots. Command strain will frequently override this instinct, and cause groups of hydralisks to concentrate their fire on single heavy vehicles.

Hydralisk brutalizers have the same instincts as ordinary hydralisk, but zerg commanders usually make sure they focus on armored foes. Brutalizers have the ranged and the strength to deal at least moderate damage to even the most heavily armored foes, including battlecruisers. They usually fight in small squads, focusing their fire on one enemy vehicle at a time. They usually use zergling alphas or zergling swarms to run interference against other foes.

Hunter Killer hydralisks are cunning creatures that are nonetheless carefully controlled by their master. Hunter Killers are almost always encountered in the company of swarm royalty or an object of galactic importance. Their primary goal is the protection of that object. They use their Bestial Challenge to pull enemy focus towards themselves, all the while using their bodies to shield their charge. Besides their incredible resilience, strength, and power, they otherwise function just like other hydralisks.

### Hydralisk, Brutalizer

**Level 18 Large-sized Zerg Creature (Non-heroic Hunter), High Threat**

**Skill Purchases:** 18

**Talent Purchases:** 12

**Ability Score Purchases:** 17

**Hit Points:** 220

**Healing Threshold:** NA

**Damage Threshold:** 38

**Defense:** 23

**Toughness:** 34

**Resolve:** 20

**Speed:** 7

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 2 by 2 squares

**Reach:** 2 squares

**Initiative:** +4

**Damage Resistance:** 18

**Psionic Resistance:** 10

**Regeneration:** 7

**Biomass:** 22

**-Javelin Spines** 1d20+15 accuracy, 65 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 29, Rending 7,

**-Scything Claws** 1d20+17 accuracy, 37 damage, +2 strikes maximum; *Special Traits:* Penetration 17, Rending 7

**-Ripping Fangs** 1d20+17 accuracy, 42 damage, +1 strike maximum; *Special Traits:* Penetration 17, Rending 11

**Skills:** Athletics 8, Acrobatics 6, Defensive Training 8, Durability 8, Endurance 8, Melee 10, Mental Training 8, Ranged 8, Perception 8, Stealth 8

**Skill Focuses:** Melee +3, Athletics +2

**Talents:** Awesome Abilities (strength), Close Combat Shot, Defensive Fighting, Devastating Cripple (ranged), Enhanced Regeneration II, Resistant III, Weapon Mastery (ranged II, melee), Zerg Skill Focus (brutality)

**Creature Abilities:** Predator's Eye, Counter Attack, Enlarged Javelin Spines, Grooved Spines

**Strength:** 10

**Instinct:** 4

**Agility:** 5

**Fortitude:** 10

**Intelligence:** 1

**Willpower:** 2

**Gear:** Tier 2 Large-sized Scything Claws, Tier 2 Large-sized Ripping Fangs, Tier 2 Large-sized Javelin Spines, Tier 2 Zerg Light Carapace

**Special Ability (Counter Attack):** Whenever the hydralisk is missed by an incoming melee attack, it can instantly make an opportunity attack at that target if they are within reach.

**Special Ability (Serpentine):** The hydralisk has a meaty tail instead of legs. The hydralisk cannot be knocked prone and takes a +5 bonus to toughness to resist against special combat actions.

**Special Ability (Slither):** The hydralisk can slither up walls without effort. It can move up any surface without having to make climb checks or move as a limited movement method.

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



*~Hydralisk Brutalizer (above)*

*~Hydralisk Hunter Killer (below)*





## Hydralisk, Hunter Killer

Level 28 Large-sized Zerg Creature (Heroic Hunter/ Bruiser), High Threat

Skill Purchases: 26

Talent Purchases: 32

Ability Score Purchases: 30

Hit Points: 536

Healing Threshold: NA

Damage Threshold: 53

Defense: 29

Toughness: 41

Resolve: 27

Speed: 10

Shift Speed: 3

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +6

Damage Resistance: 41

Psionic Resistance: 26

Regeneration: 23

Biomass: 34

**-Spine Banks** 1d20+20 accuracy, 49 damage, +3 strikes maximum, distant range; *Special Traits*: Penetration 31, Rending 11, Venom Coating (DC 36 or 56 poison damage)

**-Scything Claws** 1d20+22 accuracy, 45 damage, +3 strikes maximum; *Special Traits*: Penetration 31, Rending 12

**-Ripping Fangs** 1d20+22 accuracy, 56 damage, +1 strike maximum; *Special Traits*: Penetration 31, Rending 16

**Skills**: Athletics 12, Acrobatics 12, Defensive Training 12, Durability 14, Endurance 14, Melee 14, Mental Training 12, Ranged 12, Perception 12, Stealth 12, Survival 12

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

**Talents**: Awesome Abilities (strength, fortitude), Close Combat Shot, Defensive Fighting III, Devastating Cripple (ranged II), Enhanced Regeneration V, Hardened Survivalist, Penetration V, Resistant V, Resilience, Resolute, Weapon Mastery (ranged III, melee III), Zerg Skill Focus (brutality)

**Creature Abilities**: Predator's Eye, Counter Attack, Grooved Spines, Muscular Augments, Bestial Challenge, Behemoth, Adapting to Pain, Fast Healing, Rapid Healing, Hunter's Instincts

**Strength**: 15      **Instinct**: 6      **Agility**: 6      **Fortitude**: 14

**Intelligence**: 1      **Willpower**: 5

**Gear**: Tier 3 Large-sized Scything Claws with Brutal Edge, Tier 3 Large-sized Ripping Fangs Brutal Edge, Tier 3 Large-sized Spine Banks with Poison, Splintering Bone, and Brutal Edge, Tier 3 Zerg Reinforced Carapace

**Special Ability (Counter Attack)**: Whenever the hydralisk is missed by an incoming melee attack, it can instantly make an opportunity attack at that target if they are within reach.

**Special Ability (Bestial Challenge)**: The hydralisk thrives challenges against their enemies, and often threatens particular foes into attacking them, particularly if they are threatening a mastermind strain zerg. The creature can perform the Taunt combat influence action with a +20 check bonus versus resolve.

**Special Ability (Adapting to Pain)**: The hydralisk adapts and handles pain well. Whenever it suffers a crippling wound, it gains 26 protection. This stacks with every crippling wound point the creature is dealt.

**Special Ability (Serpentine)**: The hydralisk has a meaty tail instead of legs. The hydralisk cannot be knocked prone and takes a +5 bonus to toughness to resist against special combat actions.

**Special Ability (Slither)**: The hydralisk can slither up walls without effort. In can move up any surface without having to make climb checks or move as a limited movement method.

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

## Impaler Description

The impaler is a variant of the lurker strain morphed from a hydralisk brutalizer. The impaler mixes the essence of brutalizer, lurker, and variant of the sunken colony known as an impaler colony. The impaler forgoes the rows of tiny spines used by the lurker to instead lash out with a single, massive spine capable of doing severe damage.

Impalers were designed by Abathur under the direction of Kerrigan during her crusade to murder Arcturus Mengsk. Impalers were specifically designed to act as a counter to the Dominion's heavy artillery, such as warhounds, siege tanks, and thors. Packs of impalers could sneak into location and decimate Dominion fortifications with no fear of reprisal.

### Tactics

When unborrowed, impalers can fight quite efficiently with their fangs and claws, but rarely chose to do so. Instead, impalers use their subterranean tendrils to ravage powerful enemies in single, powerful strikes. A single tendril attack would kill most men and heavily damage a tank or war walker. If an impaler goes undetected, they use their Rapid Tunneling Strike ability to suffer damage but get off two attacks. They make up for this damage with their regeneration and using Thrill of the Hunter to gain protection upon destroying foes.

As burrowing is an effect identical to cloaking, attacking from their subterranean burrows follows several rules. All enemies that are unaware of the hidden impaler are flat-footed against their attacks. Using the subterranean tendrils does not reveal their location, only their presence, but a detector action can reveal where the lurker is burrowed. Even then, attacks against the impaler are still at -10, although the victims are no longer flat-footed against its attacks.

Despite how focused they are on burrowing, impalers cannot tunnel and therefore must surface in order to move or reposition. They often need to move once they are detected by enemies that they cannot hit back. Upon breaking the surface, they use their dust cloud to create concealment, and hide in the cloud until their next turn. Afterwards, they sprint to wherever they need to go to be able to counter, or at least hide from, their attackers.

### Impaler, Lurker

**Level 22 Huge-sized Zerg Creature (Non-heroic Hunter/ Assailant), Extreme Threat**

**Skill Purchases:** 21

**Talent Purchases:** 20

**Ability Score Purchases:** 20

**Hit Points:** 452

**Healing Threshold:** NA

**Damage Threshold:** 48

**Defense:** 24

**Toughness:** 42

**Resolve:** 24

**Speed:** 9

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 2 squares

**Initiative:** +6

**Damage Resistance:** 41

**Psionic Resistance:** 17

**Regeneration:** 5

**Biomass:** 32

**-Subterranean Tendril** 1d20+26 accuracy, 95 damage, 1 strike maximum, long range; *Special Traits:* Penetration 46, Rending 8, Subterranean Strike, must be burrowed to use

**-Scything Claws** 1d20+24 accuracy, 44 damage, +4 strikes maximum; *Special Traits:* Penetration 27, Rending 8

**-Ripping Fangs** 1d20+24 accuracy, 58 damage, +2 strikes maximum; *Special Traits:* Penetration 27, Rending 12

**Skills:** Athletics 10, Acrobatics 10, Defensive Training 10, Durability 10, Endurance 10, Melee 12, Mental Training 10, Ranged 12, Perception 10, Stealth 10, Survival 10

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

**Talents:** Awesome Abilities (strength, instinct), Defensive Fighting II, Devastating Cripple (ranged II) Hardened Survivalist, Penetration V, Power Strike II, Resilience, Stalker, Swift Strikes, Weapon Mastery (melee, ranged III), Zerg Skill Focus (brutality)

**Creature Abilities:** Predator's Eye, Counter Attack, Thrill of the Hunt, Rapid Tunneling Strike\*, Organic Artillery, Maiming Strike\*

**Strength:** 14

**Instinct:** 6

**Agility:** 6

**Fortitude:** 14

**Intelligence:** 1

**Willpower:** 4

**Gear:** Tier 3 Huge-sized Scything Claws, Tier 3 Huge-sized Ripping Fangs, Tier 3 Huge-sized Subterranean Spines, Tier 3 Zerg Plated Carapace

**Special Ability (Subterranean Strike):** While burrowed, an impaler can insert an extended tendril into the ground and strike a target from below. The attack passes through the ground to attack the target. Any targets of this attack must be within 1 square of the ground. This weapon ignores all cover. Furthermore, because targets of the attack do not see it coming, they are considered flat-footed against this weapon.



**Special Ability (Rapid Tunneling Strike):** The impaler can injure itself to make a second ranged attack. The impaler takes 69 damage but no crippling wound. However, the creature can make two standard action attacks with one of its ranged weapons, as long as the primary target for the secondary attack is 10 or more squares away from the first target.

**Special Ability (Maiming Strike):** If the impaler's subterranean tendrils strikes a living creature, that creature gains 5 bleed damage. If it strikes a moving vehicle, the vehicle's pilot must make a DC 29 pilot check (DC 15+ strength) or lose control of the vehicle.

**Special Ability (Counter Attack):** Whenever the impaler is missed by an incoming melee attack while unburrowed, it can instantly make an opportunity attack at that target if they are within reach.

**Special Ability (Thrill of the Hunt):** Whenever the impaler kills an enemy target of their level or higher, it regains 48 hit points.

**Special Ability (Terror from Below):** Being in combat with a hidden o,[a;er while it tears apart everything it comes across can be quite unnerving. Any turn in which the impaler attacks with its subterranean tendril and is not detected, all enemy targets take -2 morale markers.

**Special Ability (Dust Cloud):** When an impaler breaks ground out of a burrow made of dirt, sand, or similar substance, it creates a thick cloud around itself, obscuring vision towards it. The burst 2 area around where the impaler emerges is an area of concealment for 1 round. Alternatively, an impaler above ground can spend a move action to create a dust cloud in the same fashion.

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



~Common Lurker (left)

~Art by Robear

~Impaler-strain Lurker (right)

## Mutalisk Variants

Mutalisks are the primary air strike unit for the zerg swarm. They are fast, versatile, possess acid blood and have fast regeneration. A swarm of mutalisks can take down a battlecruiser or reduce a city to rubble. Despite this, there are several improved strains of mutalisks designed for special purposes.

The mutalisk fiend was created for space combat and to be a counter to capital ships. Forgoing the ability to hit multiple targets, the fiend instead has a single, powerful acidic blast. This blast is capable of quickly destroying superiority fighters but will also damage a battlecruiser or mothership. A squadron of fiends can deal great harm to a capital ship, especially when supported by corrupters or devourers.

The 'canny' mutalisk is less a creature of design, but more a random evolutionary chance. Roughly one in every million mutalisks might evolve as a canny mutalisk. Canny mutalisks are tougher, larger, and stronger. They are noteworthy because they are completely immune to acid of any kind, including their own. A canny mutalisk is a terrible creature able to single handedly tackle a squadron of wraiths or phoenix.

## Tactics

Mutalisks are simple and dull-witted creatures that are nonetheless very aggressive. Mutalisks are known to be able to detect the scent of blood from miles around and gather like sharks to prey upon the wounded. This makes feral mutalisks rather whimsical and unpredictable, and their attention often flitters from one target to the next based on proximity or degree of injury. Therefore, overlord tend to have tight reigns on mutalisks at all times and use them to focus on eliminating groups of enemies.

The glaive worm of the mutalisk is their signature ability, and it is a damage attack that 'chains' to one target after another. The mutalisk makes its primary attack at a nearby target as normal, using the 'first hit' entry in the profile. If that attack successfully hits, then the mutalisk chooses another secondary target within 6 squares of the primary target, and then applies the 'second hit' profile against that target. If that attacks hits then it, like the first, bounces to a third target. The third target cannot be the first or second target. Whether or not that attack hits, that is the end of the attack and there are no more bouncing.

Alternately, the mutalisk fiend's glaive worm does not bounce, but instead strikes with explosive force. These mutalisks are commanded to focus on colossal or massive targets. While a single sundering glaive might deal superficial damage to a battlecruiser, it is still damage, and several such attacks will add up against a battlecruiser. When no large target is available, fiends will spread out and dog fight with individual aircraft. Their great agility makes them very hard to hit with most attacks, giving them an edge in such battles.

Canny mutalisks behave much like regular mutalisks but are several times as dangerous. They have substantially more life, armor, and regeneration. Their glaive worm attacks bounces up to 6 times, and its savage design deals bleed damage on targets each time it hits. Canny mutalisks can fly extremely quickly, even in space, and can keep up with advanced starships. Finally, they are immune to acid in any form, which makes them an incredibly deadly foe for rival zerg.



~*Mutalisk Fiend*

## Mutalisk, Fiend

Level 21 Large-sized Zerg Creature (Non-heroic Fury), High Threat

Skill Purchases: 26

Talent Purchases: 7

Ability Score Purchases: 19

Hit Points: 216

Healing Threshold: NA

Damage Threshold: 33

Defense: 37

Toughness: 33

Resolve: 12

Speed: 10, fly 20

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +6

Damage Resistance: 16

Psionic Resistance: 6

Regeneration: 12

Biomass: 18

-**Ripping Fangs** 1d20+17 accuracy, 41 damage +20 damage from acid coating, +2 strikes maximum; *Special Traits*: Penetration 16, Rending 4, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

-**Sundering Glaive Wurm** 1d20+18 accuracy, 70 damage, +2 strikes maximum, distant range; *Special Traits*: Penetration 60, Acid Damage

-**Sundering Glaive Wurm w/ Aerial Combatant** 1d20+18 accuracy, 70 damage, +2 strikes maximum, remote range; *Special Traits*: Penetration 65, Acid Damage

**Skills**: Acrobatics 9, Defensive Training 11, Durability 9, Melee 9, Ranged 11, Perception 7

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

**Talents**: Awesome Abilities (agility), Defensive Fighting II, Enhanced Regeneration II, Weapon Mastery (ranged II), Zerg Skill Focus (corrosive)

**Creature Abilities**: Acid Blood, Rapid Healing, Rapid Flight (swift), Airborne Native, Aerial Combatant, Sundering Glaive

**Strength**: 8      **Instinct**: 6      **Agility**: 10      **Fortitude**: 8

**Intelligence**: 1      **Willpower**: 2

**Gear**: Large-sized Tier 3 Glaive Wurm, Large-sized Tier 3 Ripping Fangs with Acid Coating, Tier 3 Zerg Light Carapace

**Special Ability (Acid Blood)**: The mutalisk's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 42 level damage to a single adjacent target, the attacker if possible. If the zerg is flying when it is harmed, it can also deal this damage to any target beneath them. The damage has the Acid Damage and Penetration 5 weapon trait.

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

**Special Ability (Rapid Flight)**: The mutalisk is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the mutalisk has an acceleration rating of 110 and a maximum speed of 1,050.

**Special Ability (Zerg Traits)**: Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.



## Mutalisk, Canny

Level 28 Huge-sized Zerg Creature (Heroic Fury/ Hunter), High Threat

Skill Purchases: 17

Talent Purchases: 22

Ability Score Purchases: 29

Hit Points: 480

Healing Threshold: NA

Damage Threshold: 44

Defense: 39

Toughness: 48

Resolve: 24

Speed: 12, fly 24

Shift Speed: 3

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +8

Damage Resistance: 33

Psionic Resistance: 17

Regeneration: 18

Biomass: 32

**-Ripping Fangs** 1d20+26 accuracy, 53 damage +26 damage from acid coating, +4 strikes maximum; *Special Traits*: Penetration 16, Rending 2, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**-Glaive Wurm w/ First Hit** 1d20+25 accuracy, 60 damage, +3 strikes maximum, distant range; *Special Traits*: Penetration 49, Bleed 3, Moving Parasite, Acid Damage

**-Glaive Wurm w/ Second Hit** 1d20+25 accuracy, 45 damage, +3 strikes maximum, short range of 1<sup>st</sup> target; *Special Traits*: Penetration 49, Bleed 3, Moving Parasite, Acid Damage

**-Glaive Wurm w/ Third-Sixth Hits** 1d20+25 accuracy, 30 damage, +3 strikes maximum, short range of previous target; *Special Traits*: Penetration 49, Bleed 3, Moving Parasite, Acid Damage

**Skills**: Acrobatics 12, Athletics 8, Defensive Training 14, Durability 12, Endurance 10, Melee 14, Mental Training 10, Ranged 14, Perception 12

**Skill Focuses**: Defensive Training +2, Acrobatics +2, Ranged +2, Melee +2, Athletics +2

**Talents**: Awesome Abilities (agility, strength), Defensive Fighting III, Devastating Cripple (ranged II), Enhanced Regeneration V, Penetration V, Resilience II, Swift Strikes, Weapon Mastery (ranged III), Zerg Skill Focus (corrosive)

**Creature Abilities**: Acid Blood, Rapid Healing, Rapid Flight (swift), Airborne Native, Savage, Stellar Flight\*, Vicious Glaive

**Strength**: 16

**Instinct**: 8

**Agility**: 12

**Fortitude**: 12

**Intelligence**: 1

**Willpower**: 4

**Gear**: Huge-sized Tier 3 Glaive Wurm, Huge-sized Tier 3 Ripping Fangs with Acid Coating, Tier 3 Zerg Reinforced Carapace

**Special Ability (Vicious Glaive)**: The mutalisk has evolved its glaive wurm parasite, so that it disintegrates slower and effects more targets. The glaive wurm bounces up to 5 times to a maximum of 6 attacks, using the lowest weapon profile for every attack after the second. In addition, the glaive attack can bounce back to a target attacked previously, but still must move between every attack. Every time a target is struck they suffer 3 bleed damage from the Savage rule.

**Special Ability (Savage Bleed)**: Every time a mutalisk deals damage to a living creature, the target takes 3 bleed damage. This bleed damage increases to 5 if that attack was a crippling wound. This effect occurs on each hit of the glaive wurm bouncing between targets.

**Special Ability (Acid Blood)**: The mutalisk's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 56 damage to a single adjacent target, the attacker if possible. If the zerg is flying when it is harmed, it can also deal this damage to any target beneath them. The damage has the Acid Damage and Penetration 5 weapon trait.

**Special Ability (Acid Immunity)**: The mutalisk has adapted to be so accustomed to its own acidic blood that it is immune to all acid. The mutalisk takes no damage from any attack that deals acid damage. In addition, the mutalisk is immune to the Melting condition.

**Special Ability (Stellar Rapid Flight)**: The mutalisk is capable at flying at incredibly rapid speeds, surpassing that of most flying vehicles. Following the rules for Rapid Flight, the mutalisk has an acceleration rating of 220 a maximum speed of 1,750.

**Special Ability (Killer Instincts)**: The mutalisk adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

**Special Ability (Zerg Traits)**: Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.

## Overlord Yggdrasil Description

The zerg are seeded on worlds throughout the cosmos. Many of these worlds are abandoned and forgotten as the swarm moves on or their leaders are killed. These worlds are left without direction, passively moderated by queens and overlords. Occasionally, the oldest overlord in a feral colony will grow cognizant of the lack of leadership and begin to evolve over years. The overlord grows larger to match its larger brain. This overlord grows powerful enough to command other overlords, and therefore resume some level of progressive functionality to the hive. These overlords are known as Yggdrasil to the terrans, after the mythological tree of the cosmos, and they are the uncontested rulers of lost hive worlds.

While the Yggdrasil returns control and efficiency to a hive world, it rarely moves beyond that. Yggdrasil do not have the individual imperative of a brood mother or cerebrate to conquer. They simply seek control and mastery over their planet. They are intelligent enough to advance the hive's evolution so they have access to advanced warrior breeds and then use these creatures in an effective defense of their world.

Like most zerg mastermind strain, their deaths have a remarkable destabilizing effect on all other controlled zerg. Killing an Yggdrasil reverts a colony to being feral and easier to deal with. Terran and protoss heroes may seek to kill an Yggdrasil to destabilize a fringe colony. Zerg heroes may wish it dead so a brood mother can reclaim the colony for herself.

### Tactics

While physical indomitable, an Yggdrasil is a slow and cumbersome creature that is not suited for physical combat more than any other overlord. It does, however, possess a very powerful psionic mind and control over many minions.

When an Yggdrasil is first threatened, it uses *Summoning* to call a trio of hydralisks to protect. In the same turn, it vomits up a cluster of eggs that hatch into a zergling swarm after 1 round. It commands the zerglings to tear apart its attackers, giving them the *Fervor* command to maximize their damage. The overlord is not concerned with their survival. If they die, it can simply spawn more.

The overlord defends itself with offensive psionic powers, namely *Mind Blast* and *Mind Ripple*. *Mind Ripple* is its preferred power, even if it hits allies. Sometimes it will use *Mind Blast* if low on energy or when *Mind Ripple* would cause more harm than good. It will also use *Compel Action* to move its minions in battle and have them fight on its behalf.

Almost every round the overlord will maintain *Psionic Droning* to greatly weaken every enemy in a massive area. It will maintain this aura even if not directly involved in combat, to weaken enemies from afar.

The overlord restricts its biomass for spawning zergling swarms but will also save biomass so it can *Reincarnate* upon death. Yggdrasil greatly value their own lives and will not give up their control of the swarm lightly.

**Overlord's Favored Psionic Powers:** Psi Level 8, +26 psionic manifestation bonus, recovers 4 energy fatigue every turn

-**Compel Action;** DC 14 manifestation as a standard action; 8 energy fatigue; power allows 5 commanded minions to instantly take a standard action out of turn sequence

-**Psionic Droning;** DC 18 manifestation as a standard action; 1 +1 per round sustained energy fatigue; all non-zerg in a Burst 100 area centered on the overlord have disadvantage on all d20 checks and attack rolls, can be resisted by thought blocking, sustained as a move action

-**Mind Blast;** DC 20 manifestation as a standard action; 6 energy fatigue; +15 attack versus resolve at medium range, target takes 80 psionic damage; Rending 5, Burst 2.

-**Mind Ripple;** DC 22 manifestation as a full-round action; 12 energy fatigue; +15 attack versus resolve in a Burst 20 centered on the caster, targets takes 80 psionic damage; Rending 5, targets that take a crippling wound are Slowed for a number of rounds equal to wound points taken

-**Summoning;** DC 18 manifestation as a minor action; 10 energy fatigue; summons three hydralisks to aid the caster two rounds from then

**Overlord's Favored Evolution Powers:** Biomass 64

-**Reincarnation;** 16 biomass; free action; upon being reduced to 0 hit points, can revive self with after 3 rounds with 240 hit points and no crippling wounds

-**Spawn Zergling Swarm;** 7 biomass; standard action; creates a cluster of eggs within medium range, at the start of next turn they hatch into a swarm of zerglings



**Overlord's Favored Command Tactics:** Command +26

- Fervor**; commanded minions gain +5 accuracy and can perform aim actions
- Focused**; commanded minions gain +6 to skill checks
- Swarm Maneuvering**; commanded minions gain +6 defense and toughness
- Unyielding**; commanded minions gain +6 damage resistance

**Overlord, Yggdrasil****Level 24 Colossal-sized Zerg Creature (Heroic Oppressor/ Command Strain), Formidable Threat****Skill Purchases:** 18**Talent Purchases:** 24**Ability Score Purchases:** 34**Hit Points:** 1,351**Healing Threshold:** NA**Damage Threshold:** 85**Defense:** 1**Toughness:** 79**Resolve:** 33**Speed:** 10, Fly 14**Shift Speed:** 1**Morale Bonus:** NA**Space:** 10 by 10 squares**Reach:** 10 squares**Initiative:** +6**Damage Resistance:** 58**Psionic Resistance:** 44**Regeneration:** 30**Biomass:** 64

-**Grasping Claws** 1d20+44 accuracy, 93 damage, 1 strike maximum; *Special Traits:* Penetration 20, Cleaving 2, Special Combat Action

**Skills:** Athletics 10, Acrobatics 8, Command 10, Defensive Training 10, Durability 10, Endurance 10, Lore 10, Melee 10, Mental Training 13, Perception 10, Psionics 10, Ranged 10, Survival 10, Tactics 10

**Skill Focuses:** Mental Training +3, Athletics +2

**Talents:** Awesome Abilities (willpower), Command Tactics x2, Endless Energy IV, Evolution Power, Power Strike II, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Discipline Focus (telepathy II), Psychic Power x2, Resistant V, Zerg Skill Focus (will)

**Psionic Powers:** *Reading, Messaging, Dominate Minions, Compel Action, Summoning, Hidden Sight, Stop Organ, Feedback, Psionic Droning, Mind Blast, Mind Ripple, Mind Overload*

**Evolution Powers:** *Generate Creep, Spawn Larvae, Spawn Minion (zergling, drone), Spawn Swarm (zergling), Reincarnation*

**Command Tactics:** *Adrenaline, Fervor, Focused, Push, Rejuvenation, Replenishment, Swarm Maneuvering, Terrifying, Undying, Unyielding*

**Creature Abilities:** Sensory Glands II, Staggering Strikes, Antagonistic Presence, Rapid Healing, Pneumatized Carapace, Unlocked Evolution Discipline x2 (Paragon Spawning), Enhanced Spawning

**Strength:** 27      **Instinct:** 6      **Agility:** 1      **Fortitude:** 27

**Intelligence:** 5      **Willpower:** 10

**Gear:** Tier 3 Colossal-sized Grasping Claws, Tier 3 Zerg Juggernaut Carapace

**Special Ability (Ventral Sacs):** Overlords can carry other Zerg within the hollows of their body, acting as flying transports. Overlords have a carry capacity for 32, with large creatures taking up 4 slots, huge creatures taking up 8, and gargantuan creatures taking up all 16. Picking up or dropping off enemies requires a standard action, and the Overlord can move 8 carrying capacity of creatures per turn.

**Special Ability (Sensory Glands):** The zerg has highly attuned sensory organs that can detect the presence of nearby hidden targets. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares (2 starship squares), even if they are not within line of sight. The creature can then automatically share this information with allied zerg.

**Special Ability (Creep Spew):** An overlord can use the *Generate Creep* evolution power as normal, cast as Master discipline level. This does not cost any biomass for the Overlord to use.

**Special Ability (Rapid Flight):** The overlord can fly at its normal land movement speed and can use rapid flight. It has an acceleration rating of 30 and a maximum speed of 300.

**Special Ability (Zerg Psychic):** The overlord has a base Psi Level of 3 and can draw powers from the Augmentation or Telepathy disciplines. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

**Special Ability (Zerg Commander):** The Yggdrasil is a mastermind strain and can use the command skill to issue orders to its minions. They have a Command limit of 80.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a biomass score equal to their fortitude + strength + willpower.



*~A Yggdrasil overlord launches an aerial assault, accompanied by smaller overlords and mutalisk fiends*





## Ravager Description

The ravager is a zerg artillery beast developed by the zerg during the End War. It is evolved directly from the roach, and shares many traits in common with that creature. Since its inception, it has become highly ubiquitous and is found in the forces of nearly every brood mother within the zerg swarm.

The unique properties of the ravager's bio-plasma make it an incendiary substance as well as a corroding acid. Therefore, the ravagers blend of energies makes its acid some of the deadliest substances in the galaxy, and can quickly disintegrate and deal untold pain to whatever contacts it. This incendiary acid fills the creature, including its blood and saliva. It is equally deadly to infantry and vehicles.

The ravager is a beast designed to serve as long range artillery and a line breaker. It is usually found in zerg attack waves alongside zerglings, hydralisks, and roaches, where it supports allied forces with its bio plasma. They are rarely found amongst their own number, except in the largest engagements.

## Tactics

Ravagers begin most encounters using their corrosive bile from the back of the zerg ranks. They target it wherever they can damage the most enemies. From there, ravagers hang back and use their corrosive spit to wear down their foes. If the enemy threat persists after 3 rounds, they will use another bile artillery. They might use their barrage attack earlier than that if the enemy has established special defenses protecting themselves, such as bunkers or force fields.

While ravagers are hardy and deadly in melee, they prefer to stay at a range. They bob and weave and use tactical strike to shift away whenever they are brought into melee. If there is no escape, they will use heavy strike with their ripping fangs to kill the most damaging enemy.

## Ravager

**Level 15 Huge sized Zerg Creature (Non-heroic Bruiser/ Assailant), Extreme Threat**

**Skill Purchases:** 14

**Talent Purchases:** 11

**Ability Score Purchases:** 14

**Hit Points:** 437

**Healing Threshold:** NA

**Damage Threshold:** 45

**Defense:** 14

**Toughness:** 35

**Resolve:** 20

**Speed:** 7

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 2 squares

**Initiative:** +5

**Damage Resistance:** 34

**Psionic Resistance:** 15

**Regeneration:** 15

**Biomass:** 26

**-Corrosive Spit** 1d20+21 accuracy, 60 damage, +1 strike maximum, long range; *Special Traits:* Penetration 33, Corrosion, Flames, Acid Damage, Energy Damage, Close Quarters

**-Ripping Fangs** 1d20+18 accuracy, 50 damage +25 damage from acid coating, 1 strikes maximum; *Special Traits:* Penetration 15, Rending 4, Penetration (16, Acid Coating extra damage only), Acid Damage/ Energy Damage (acid coating extra damage only)

**Skills:** Athletics 4, Defensive Training 7, Durability 9, Endurance 6, Melee 7, Mental Training 6, Ranged 10, Survival 4

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

**Talents:** Awesome Abilities (fortitude, instinct), Devastating Cripple (ranged), Enhanced Regeneration, Hardened Survivalist, Penetration III, Weapon Mastery (ranged II, melee I), Zerg Skill Focus (corrosive)

**Creature Abilities:** Rapid Healing, Behemoth, Acid Blood, Energy Resistance II, Tactical Strike, Incendiary Acid\*

**Strength:** 10

**Instinct:** 5

**Agility:** 2

**Fortitude:** 12

**Intelligence:** 1

**Willpower:** 4

**Gear:** Tier 2 Zerg Plated Carapace, Tier 2 Huge-sized Ripping Fangs with Acid Coating, Tier 2 Huge-sized Corrosive Spit

**Special Ability (Incendiary Acid):** The acid of a ravager is incredibly potent and burns like fire in addition to corroding everything that it touches. All the ravager's attacks and abilities with the Corrosion weapon trait also have the Flames and weapon trait. Similarly, all the ravager's attacks and abilities with the Acid Damage weapon trait also have the Energy Damage weapon trait. Therefore, biological targets subjected to the ravager's corrosion effects suffer the effects of both the Burning and Melting conditions. Each effect must be removed seperetly. This is reduced accordingly if the target is immune to either the Corrosion or Flames weapon traits.

**Special Ability (Acid Blood):** The zerg's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 30 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage and Penetration 5 weapon trait.

**Special Ability (Corrosive Bile):** The ravager can launch a blast of bio plasma far into the air, to barrage enemies with at up to distant range. Using this ability costs 5 biomass. This attack is performed as a standard action, where the ravager targets a burst 5 area. The attack has the Grenade weapon trait, and therefore can attack even where it does not have line of sight. Due to the nature of the attack, it does not land until the start of the ravager's next turn, although enemies of the ravager have no idea where the attack is targeted towards. Once the attack lands, the ravager the makes an attack roll at +15. On a hit it deals 120 damage with the Penetration 60, Acid Damage, Energy Damage, Flames, and Corrosion weapon traits. On a miss, it deals half damage. The bile has no primary target. This acid is so virulent that it destroys creep and force fields within the area, and often seriously deteriorates structures it hits. It can be evaded, and characters gain advantage on their acrobatics test to evade the bile.

**Special Ability (Tactical Strike):** The ravager can use a standard action on their turn to instantly perform a shift, and then instantly follow up with a natural ranged attack.

**Special Ability (Energy Resistance):** The ravager is highly resistant to various energy types. It gains +10 damage resistance against attacks with either the Acid Damage or Energy Damage rules. It gains +20 damage resistance against attacks with both weapon traits.

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



## Roach Variants

Roaches have become a mainstay for any zerg assault force since their incorporation in the swarm. Since then, many attempts have been made to modify the roach into a more dangerous and destructive creature.

A common variant is the Vile Roach, a creature that's acidic saliva is also a fast setting adhesive. Once exposed to the saliva, any target can find themselves with limited movement for several seconds. This is further complicated with the roach's corrosive acid. Target's find themselves melting without being able to free themselves from the acid coats. Vile Roaches are often found alongside raptor zerglings in the armies of the Primal Queen of Blades.

Corpser roaches are a nigh indestructible variant that spit acid filled with parasitic eggs. These eggs infect inside a living host and begin to hatch into roachlings. Once they hatch, they gruesomely tear their victim apart from the inside.

Roachlings are tiny roaches around the size of a household dog. They are the least deadly variation of roach, lacking size, strength, and an acidic saliva. Regardless, these creatures are incredibly dangerous for their size. They have heavy armor, fast reflexes, and an acidic bite. They are often found in great numbers, spawned as swarming creatures from nydus worms or corpser roaches.

## Tactics

Roaches are short ranged combatants and must get within close to their targets to make best use of their acidic saliva. Roaches are not afraid of close combat and will gladly get closer if they can hit more targets. Their acidic saliva is a line, and hits all targets with that area, and still does half damage on a miss. Their corrosion weapon trait will cause enemies or their armor to melt if it bypasses the target's toughness. If their saliva proves in ineffective in combat, they will use the heavy strike combat behavior and use their ripping fangs, taking benefit from their acid coating trait.

While the roaches armor is impressive for a lesser creature, their most noticeable trait is their regeneration and health pools. It will generally take incredible sustained fire to bring down a roach. Psionic damage and head shots are very effective against them. Roaches heal twice as fast when burrowed, so some canny zerg commanders have found that burrowing heavily wounded roaches for several rounds will allow them to quickly and safely get back to health while protecting them underground, allow them to get more use out of the creature.

Vile roaches are designed to counter heavy war engines, such as tanks, and will engage those foes with highest priority. The vile roach acts as a blocker to absorb fire, while using their adhesive slim to slow down their target. Against infantry, they focus on debilitating as many targets as they can, lining up for multi-target attacks as they try to snare as many foes as possible.

Corpser roaches fight very similar to common roaches. They make sure the primary target of their acidic saliva is the weakest in the group. Weaker targets are more quickly consumed by the roachling eggs placed inside them, thus providing the corpser with reinforcements. Corpser have a very strong adaptive plating, they give them excessive amounts of protection upon taking a wound. For this reason, corpser seem almost indestructible when facing heavy firepower.

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 corpser roach into battle.



## Roach, Vile

Level 16 Large-sized Zerg Creature (Non-heroic Bruiser), High Threat

Skill Purchases: 26

Talent Purchases: 6

Ability Score Purchases: 12

Hit Points: 354

Healing Threshold: NA

Damage Threshold: 43

Defense: 15

Toughness: 29

Resolve: 16

Speed: 5

Shift Speed: 1

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +2

Damage Resistance: 35

Psionic Resistance: 18

Regeneration: 22

Biomass: 28

-**Acidic Saliva** 1d20+14 accuracy, 55 damage, +1 strike maximum; *Special Traits*: Penetration 20, Line 5, Corrosion, Adhesive Slime, Rending (5 vs Biological), Acid Damage, Close Quarters

-**Barbed Tendrils** 1d20+12 accuracy, 40 damage, 1 strike maximum; *Special Traits*: Penetration 15

-**Ripping Fangs** 1d20+13 accuracy, 37 damage +18 damage from acid coating, 1 strikes maximum; *Special Traits*: Penetration 12, Rending 4, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**Skills**: Athletics 6, Defensive Training 7, Durability 11, Endurance 8, Melee 6, Ranged 8, Survival 6

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

**Talents**: Awesome Abilities (fortitude), Enhanced Regeneration II, Hardened Survivalist, Weapon Mastery (ranged II), Zerg Skill Focus (stamina)

**Creature Abilities**: Fast Healing, Rapid Healing, Tunneling, Behemoth, Adhesive Slim\*, Adaptive Plating

**Strength**: 8

**Instinct**: 2

**Agility**: 1

**Fortitude**: 9

**Intelligence**: 1

**Willpower**: 6

**Gear**: Tier 2 Large-sized Barbed Tendrils, Tier 2 Large-sized Ripping Fangs with Acid Coating, Tier 2 Large-sized Acidic Saliva with Hydrochloric Bile, Tier 2 Zerg Plated Carapace

**Special Ability (Adhesive Slim)**: Any target struck by the roach's acidic saliva attack must make a DC 26 athletics or acrobatics check. Piloted vehicles or constructs can also make a pilot check. If they fail, they are Slowed and Staggered on their next turn.

**Special Ability (Adaptive Plating)**: The roach's natural armor grows, enhances, and rebuilds itself based on attacks against it. Whenever the roach takes a crippling wound, it gains protection equal to 10x the number of crippling wound points dealt.

**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.



~Vile Roach

## Roach, Corpser

Level 24 Large-sized Zerg Creature (Non-heroic Bruiser), High Threat

Skill Purchases: 33

Talent Purchases: 9

Ability Score Purchases: 20

Hit Points: 456

Healing Threshold: NA

Damage Threshold: 48

Defense: 15

Toughness: 29

Resolve: 16

Speed: 8

Shift Speed: 1

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +2

Damage Resistance: 42

Psionic Resistance: 18

Regeneration: 25

Biomass: 28

**-Acidic Saliva** 1d20+17 accuracy, 60 damage, 1 strikes maximum; *Special Traits*: Penetration 30, Line 6, Corrosion, Parasite Infection, Rending (5 vs Biological), Acid Damage, Close Quarters

**-Barbed Tendrils** 1d20+15 accuracy, 49 damage, +1 strike maximum; *Special Traits*: Penetration 15, Smashing Penetration

**-Ripping Fangs** 1d20+16 accuracy, 46 damage +23 damage from acid coating, 1 strikes maximum; *Special Traits*: Penetration 12, Rending 4, Penetration (5, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**Skills**: Athletics 8, Defensive Training 9, Durability 13, Endurance 10, Melee 8, Ranged 10, Survival 8

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

**Talents**: Awesome Abilities (fortitude), Bulwark, Enhanced Regeneration III, Hardened Survivalist, Weapon Mastery (melee I, ranged II), Zerg Skill Focus (stamina)

**Creature Abilities**: Fast Healing, Rapid Healing, Tunneling, Behemoth, Parasitic Infestation\*, Adaptive Plating, Gilal Reconstitution, Tunneling Claws, Adapting to Pain

**Strength**: 10

**Instinct**: 4

**Agility**: 2

**Fortitude**: 12

**Intelligence**: 1

**Willpower**: 6

**Gear**: Tier 3 Large-sized Barbed Tendrils, Tier 3 Large-sized Ripping Fangs with Acid Coating, Tier 3 Large-sized Acidic Saliva with Hydrochloric Bile, Tier 3 Zerg Plated Carapace

**Special Ability (Parasitic Infestation)**: The roach's acidic saliva is filled with parasitic eggs which hatch within a host body. Hitting with the parasite requires a ranged attack roll with the acidic saliva against the target's defense and toughness. This only effect the primary target of an acidic saliva attack. After imbedding a host with the eggs, the eggs begin hatching after a random number of rounds. Roll a d20 and subtract the result from the target's toughness. This is the numbers of rounds before the parasite hatches. If the result is 0 or less, it hatches after 1 round.

Once the eggs hatch, the target takes 30 damage per round with 10 rending and the Piercing trait, and the target has the Tormented condition (disadvantage on all attacks and checks). Once the target is killed, two roachlings emerge from its corpse. From there they act as normal. As with most parasites, the eggs can be killed with 5 potency of Anti-toxins, however the anti-toxins must be done before the eggs begin hatching. Once they begin hatching, however, there is little that can be done to save the character without advanced medical equipment. If the host drops the target to 0 hit points, the roachlings spawn instantly. The roachlings spawn in the hosts square or an adjacent square.

**Special Ability (Adaptive Plating)**: The roach's natural armor grows, enhances, and rebuilds itself based on attacks against it. Whenever the roach takes a crippling wound, it gains protection equal to 34x the number of crippling wound points dealt.

**Special Ability (Improved Burrowing)**: While burrowed, the zerg can move at a speed of 18 while burrowed, 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.





~Corpser Roach (above)

~Roach bursting from a tunnel (below)



## 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: 25

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.

## Swarm Guardian

The massive swarm guardian was designed after the Brood War as a mobile battleship creature. This creature was designed to be able to react to multiple foes, and combat superiority fighters and capital ships alike. Its body contains vast numbers of zerg micro-organisms that it spews out constantly. These small creatures overwhelm ground defenses while the swarm guardian battles airborne foes itself. The creature designed was eventually retired, as every sample of the creature had a large amount of personal independence and struggled against being controlled. While their role in the swarm was replaced by brood lords, swarm guardians are still occasionally used by larger hives across the sector with overlords powerful enough to wrestle against the will of these creatures.

Swarm Guardians are one of the few zerg creatures that are known as eco-destroyers. An eco-destroyer is a creature that can render a world biologically lifeless of anything non-zerg if left unchecked. Other eco-destroyers are the blightbringer, aquatic brood lord, and gigantic creeper host. The swarm guardian's devastation comes from creating endless swarms of ravenous micro-organisms that consume anything they come across. The swarm guardian creates millions of these micro zerg every second and releases them from organic vents and pores. These swarms consume living matter and replicate independently within dead bodies. Within days of a swarm guardian's arrival on a world, cities might be engulfed in gargantuan clouds of these ravenous organisms, causing death on an apocalyptic scale.

Swarm guardians make excellent villains for high level characters. They are not intelligent or planning, but their very presence puts a world in incredible peril. Players might be defending entire metropolis from a never-ending tide of consuming swarms, forced with the fact that finding and killing the swarm guardian is the only way to stop the threat.

### Tactics

The swarm guardian prefers to be an outlier, sitting on the outskirts of battle while it launches billions of micro zerg to consume the world. Once it is forced to fight, it is extremely dangerous. It begins combat by surrounding itself with a *Dark Swarm* to conceal it. Against ground foes, it covers them with a corrosive *Blinding Cloud*. Aerial targets are tagged with *Parasitic Bombs*. Once targets are embraced by debilitating clouds, the swarm guardian uses its powerful parasitic spore weapon.

The primary mode of offense for the swarm guardian are its *Devouring Swarm* and *Razor Swarm* abilities. It tries to maintain at least 2 active swarms at any one time, preferably more. *Devouring Swarm* is its favorite, general choice, but *Razor Swarms* are used to destroy vast armies of infantry and civilians. If feasible, a swarm guardian tries to use Swarm Infusion every round, sustaining all its swarms in duration and size.

If the swarm guardian is overwhelmed, it will forgo hiding within its *Dark Swarm* and will stay mobile. It uses its Swooping Strike attack to make hard hitting strikes on prominent defenses. It flies close to clusters of enemies and uses Nest of Blades to tear them apart with thousands of powerful cuts. If severely wounded (below 300 hit points), it uses *Mend* and hides within a *Dark Swarm*. The threat is not over when a swarm guardian is killed, because on death it will emit all remaining organisms within it in a last *Devouring Swarm*, one of potentially massive size (depending on how much biomass it had remaining, see Death Throes).

***Swarm Guardian's Favored Evolution Powers:*** Biomass 53, regains 5 biomass per turn

- Blinding Cloud;** 3 biomass; as standard action; cloud effects a Burst 12 along the ground, everyone within the area is Blinded and Melting until they leave the cloud; blinded condition requires full-round action cleansing themselves of the chemicals, cloud lasts for 6 rounds
- Dark Swarm;** 5 biomass; standard action; at long range, creates a dense cloud of zerg organisms that block line of sight for non allied zerg in a Burst 18 area, total concealment for non-zerg attacking into or within the swarm, within the swarm gain +5 damage resistance against burst attacks, zerg within swarm gain +2 defense and cannot be flanked
- Devouring Swarm;** 10 biomass; full-round action; create a swarm of flying zerg micro-organisms within medium range; swarm has 200 hit points and takes a Burst area of 1 per 25 hit points (starts at Burst 8), attacks against swarm automatically hit but takes no damage from weapons without the following traits: burst, cone, line, energy damage, acid damage; takes half damage from attacks with one of those traits or full damage from attacks with two traits. Swarm moves on guardian's turn at speed of 6, anything within its area takes 15 damage per 25 hit points it has, if swarm kills anything, the swarm gains 50 hit points.
- Mend;** 10 biomass; as free action, allows swarm guardian to regain 120 hit points and increases regeneration by 20 for 5 rounds. Allied zerg within short range heal 60 hit points and increase regeneration by 10.
- Parasitic Bomb;** 8 biomass; as standard action; +32 attack, once the hit is landed, bomb attaches to target and produces an aura of acidic destruction, deals 40 acid damage per round for 4 rounds against everything in a burst 12, penetration 30, bomb can be removed with DC 20 strength check, even after removal continues to deal damage



**-Razor Swarm;** 16 biomass; full-round action; create a swarm of flying zerg micro-organisms within medium range; swarm has 200 hit points and takes a Burst area of 1 per 25 hit points (starts at Burst 8), attacks against swarm automatically hit but takes no damage from weapons without the following traits: burst, cone, line, energy damage, acid damage; takes half damage from attacks with one of those traits or full damage from attacks with two traits. Swarm moves on guardian's turn at speed of 6, anything within its area takes 30 damage (pen 5) per 25 hit points it has, swarm takes damage equal to the damage it would deal prevented by damage resistance, if swarm kills anything, the swarm gains 50 hit points.

**-Siphon Life;** 2 biomass; targets two enemy biological targets within long range, each round power is sustained targets takes 30 damage and swarm guardian recovers 3 biomass, damage resistance does not protect against damage, sustained as full-round action, power ends if target moves outside line of sight or outside long range

## Swarm Guardian

**Level 25 Gargantuan-sized Zerg Creature (Non-heroic Specialist Strain/ Assailant/ Hunter/ Bruiser/ Fury), Formidable Threat**

**Skill Purchases:** 22

**Talent Purchases:** 10

**Ability Score Purchases:** 26

**Hit Points:** 972

**Healing Threshold:** NA

**Damage Threshold:** 72

**Defense:** 21

**Toughness:** 58

**Resolve:** 26

**Speed:** 9, fly 17

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 3 by 6 squares

**Reach:** 3 squares

**Initiative:** +6

**Damage Resistance:** 53

**Psionic Resistance:** 29

**Regeneration:** 20

**Biomass:** 53

**-Ripping Fangs** 1d20+30 accuracy, 63 damage, 1 strike maximum; *Special Traits:* Penetration 16, Rending 4, Venom Coating (DC 33 or 50 poison damage)

**-Nest of Blades** 1d20+30 accuracy, 60 damage, +2 strikes maximum; *Special Traits:* Penetration 16, Hailfire 2

**-Parasite Spore** 1d20+34 accuracy, 115 damage, +2 strikes maximum, remote range; *Special Traits:* Penetration 40, Acid Damage

**Skills:** Acrobatics 10, Athletics 10, Defensive Training 12, Durability 14, Endurance 12, Melee 10, Mental Training 10, Perception 10, Ranged 12, Survival 10

**Skill Focuses:** Ranged +2, Perception +2, Durability +3, Endurance +2, Defensive Training +2, Acrobatics +2, Athletics +2, Melee +2

**Talents:** Awesome Abilities (strength, instinct, agility, fortitude), Devastating Cripple (ranged), Evolution Powers x2, Hardened Survivalist, Resilience, Resolute, Weapon Mastery (ranged III), Zerg Skill Focus (stamina)

**Evolution Powers:** *Blinding Cloud, Dark Swarm, Devouring Swarm, Razor Swarm, Acid Fumes, Parasitic Bomb, Slim Wave, Consumption, Devour, Siphon Life, Bio-Plasma Blood, Mend*

**Creature Abilities:** Unlock Evolution Disciplines x4 (Paragon Biomancy, Paragon Pestilence), Growth Hormones III, Organic Artillery, Behemoth, Fast Healing, Infused Swarms\*, Nest of Blades\*, Enhanced Spawning, Airborne Native, Swooping Strike, Rapid Flight (Steady), Growth Hormones

**Strength:** 20      **Instinct:** 6      **Agility:** 3      **Fortitude:** 20

**Intelligence:** 1      **Willpower:** 6

**Gear:** Tier 3 Gargantuan-sized Ripping Fangs with Poison, Tier 3 Gargantuan-sized Nest of Blades, Tier 3 Gargantuan-sized Parasite Spore, Tier 3 Zerg Juggernaut Carapace

**Special Ability (Nest of Blades):** The swarm guardian is covered with hundreds of small claws and barbs. This natural weapon is identical in statistics to Scything Claws, except the attack gains Hailfire 2. In addition, when attacking with the Nest of Blades, the swarm guardian rolls while lashing out with all its limbs, making the attack at every target within reach.

**Special Ability (Swarm Infusion):** The Swarm Guardian can, as a minor action, spend 2 biomass to release thousands of microorganisms out of the pores of its body. These organisms reinforce and replenish all active swarm-type evolution powers that the swarm guardian has active within 60 squares. All active *Devouring Swarm* and *Razor Swarm* effects instantly gain 50 hit points, and all *Dark Swarm* effects last an additional 2 rounds.

**Special Ability (Swooping Strike):** The creature can make a raking bite attack while flying by a target. If the creature performs an action move that involves a bite attack against a target, the attack gains +5 accuracy and Hailfire (1). In addition, if the swarm guardian is using rapid flight and makes a melee attack during their action, they attack gains Hailfire (+1) for every 25 squares the guardian is moving faster than the target.

**Special Ability (Death Throes):** Upon its death, the swarm guardian releases a *Devouring Swarm* evolution power in one of its former squares. This swarm functions in all ways as a normal *Devouring Swarm*, except that it has starting hit points equal to 10x the amount of biomass the swarm guardian had left.

**Special Ability (Growth Hormones):** The swarm guardian regenerates 5 Biomass every turn, up to its normal maximum.

**Special Ability (Acid Resistance):** The swarm guardian gains +10 damage resistance against any source of acid damage.

**Special Ability (Rapid Flight):** The swarm guardian is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the queen has an acceleration rating of 50 and a maximum speed of 450.

**Special Ability (Evolution Powers):** The swarm guardian is capable of using zerg evolution powers, and has access to Paragon Pestilence and Paragon Biomancy powers.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.



~A swarm guardian approaches over an infinite swarm cloud, with two corruptors flying escort



### Swarm Encounters

The Devouring Swarm and Razor Swarm powers are interesting in how they create non-standard foes that entire encounters can be built around. In certain situations, especially when there is a Swarm Guardian present on a world, players might be forced into encounters where the only enemy is one of those consuming swarms.

In this case, roll for initiative for the swarms as usual with swarms having a +0 initiative bonus. For rewarding experience, the swarms are worth 0.5 experience for every hit point they possess, split between the party as normal. For example, if a party is fighting 1,000 hit points worth of swarms, those swarms are worth 500 experience points to the party, before being split between characters. You should not award experience for swarms when the creature that creates the swarm, such as a Swarm Guardian, is present in the battle.

## Symbiote

The symbiote is a creature created by the zerg evolution master, Abathur, and remains one of his favored creations. This large floating zerg earns its name by achieving a symbiotic relationship with massive 'host' creatures. It attaches to them and follows them into battle. It can manipulate the hosts genetic capabilities to cause beneficial mutations and rapid healing as well as help defend them in battle. This transforms an already dangerous zerg monster into something utterly terrifying.

Symbiotes are usually found attached to brutalisks and leviathans but are sometimes seen in the company of brood lords, ultralisks, omegalisks, and swarm guardians. While not incredibly dangerous on their own, symbiotes are a force multiplier when attached to a larger and dangerous zerg breed. Only the most advanced hives bother to produce symbiotes, and usually then only under Abathur's direction.

### Tactics

Without their host, symbiotes are cowardly creatures that flee conflict. When pressed, they will defend themselves with spines. However, symbiotes are rarely encountered away from their giant hosts. They make an already dangerous creature nearly unstoppable.

Once entering battle alongside the host, symbiotes will start by using *Wild Mutation* and *Frenzy* on their companion. This gives the host +3 accuracy, +5 movement speed, +4 natural weapon damage, and +6 damage threshold, as well as an instant 45 protection points. No matter what happens in combat, the symbiote will always ensure both effects are active at all times. Afterwards, it use psionics to maintain *Toughness* and *Enhanced Fangs* on both itself and its allies, given an additional +5 damage, rending, damage resistance, and psionic resistance.

When combat is underway, the symbiote will defend the host with its spine banks or use its sensory glands to find hidden enemies for the host. If the host gets swarmed, it will use *Bio-Electric Surge* to overwhelm the attackers and clear the area.

The symbiote's top priority is the survival of the host. It is designed to prize the host's life over its own. Therefore, it will cast *Transfusion* whenever the host is down 250 hit points or more. It can use *Siphon Life* to sacrifice its own life to give the host biomass or use it normally to benefit itself. It never drains the host's hit points when they have less than 50% of their maximum life.

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#### **Symbiote's Favored Psionic Powers:** Psi Level 5, +14 psionic manifestation bonus

**-Enhanced Fangs;** DC 12 manifestation as a minor action; 6 energy fatigue; natural weapons gain +5 damage and +5 rending, lasts 5 rounds

**-Regeneration;** DC 18 manifestation as a minor action; 8 energy fatigue; +5 regeneration, lasts 2 minutes

**-Toughness;** DC 14 manifestation as a minor action; 8 energy fatigue; +5 damage and psionic resistance and +2 threshold, lasts 3 rounds

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#### **Symbiote's Favored Evolution Powers:** Biomass 24, regains 3 biomass per turn

**-Bio-Electric Surge;** 2 biomass as a standard action; targets host zerg; symbiote suffers 40, ignoring resistance but not dealing a crippling wound, makes a +15 attack against all enemies within 2 squares of the Host, targets take 40 damage; Penetration 10, Stun

**-Frenzy;** 2 biomass as a minor action; targets host zerg; host zerg gains +5 defense, +3 melee damage and penetration, +2 move speed and strikes, 20 protection at the start of each turn; lasts 10 rounds

**-Siphon Life;** 2 biomass; targets host, each round power is host takes 30 damage and symbiote recovers 3 biomass, damage resistance does not protect against damage, sustained as full-round action

**-Transfusion;** 5 biomass as a standard action; targets the host; target regains 100 hit points instantly

**-Wild Mutation;** 5 biomass as a standard action; targets host zerg; host zerg gains mighty boost 6, and 40 protection points, lasts 4 rounds

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## Symbiote

**Level 18 Huge-sized Zerg Creature (Non-heroic Specialist Strain/ Oppressor/ Assailant), High Threat**

**Skill Purchases:** 13

**Talent Purchases:** 15

**Ability Score Purchases:** 14

**Hit Points:** 260

**Healing Threshold:** NA

**Damage Threshold:** 40

**Defense:** 16

**Toughness:** 28

**Resolve:** 24

**Speed:** 7, fly 13

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 2 squares

**Initiative:** +5

**Damage Resistance:** 27

**Psionic Resistance:** 18

**Regeneration:** 5

**Biomass:** 24

**-Ripping Fangs** 1d20+16 accuracy, 45 damage, 1 strike maximum; *Special Traits:* Penetration 14, Rending 6

**-Spine Banks** 1d20+22 accuracy, 57 damage, +2 strikes maximum, long range; *Special Traits:* Penetration 14, Rending 2

**Skills:** Defensive Training 6, Durability 6, Endurance 8, Melee 5, Mental Training 8, Perception 6, Psionics 8, Ranged 10, Stealth 8

**Skill Focuses:** Ranged +3 Perception +2, Mental Training +2, Athletics +2

**Talents:** Awesome Abilities (instinct, willpower), Close Combat Shot, Defensive Fighting, Devastating Cripple (ranged), Evolution Powers x2, Penetration V, Psychic Powers x2, Weapon Mastery (ranged II), Zerg Skill Focus (Brutality)

**Psionic Powers:** *Muscular Enhancement, Toughness, Enhanced Fangs, Regeneration*

**Evolution Powers:** *Bio Electric Surge, Frenzy, Consumption, Transfusion, Wild Mutation, Mend, Bio-Plasma Blood, Siphon Life, Ocular Parasite, Toxic Nest*

**Creature Abilities:** Concentrated Onslaught, Flight\*, Growth Hormones II, Organic Artillery, Sensory Glands II, Symbiotic Connection\*, Unlocked Evolution Disciplines x2 (Master Biomancy, Basic Spawning)

**Strength:** 8

**Instinct:** 5

**Agility:** 3

**Fortitude:** 10

**Intelligence:** 2

**Willpower:** 6

**Gear:** Tier 2 Huge-sized Spine Banks, Tier 2 Huge-sized Ripping Fangs, Tier 2 Reinforced Carapace

**Special Ability (Concentrated Onslaught):** The symbiote's spines are much more lethal the closer the symbiote is to the target. If the target is at long range from the symbiote, their natural ranged attacks gains +5 penetration. If the target is at medium range, the symbiote gains +10 penetration. If the attack is at short range, the attack gains +20 penetration.

**Special Ability (Symbiotic Connection):** The symbiote can attach to a larger zerg creature for mutual benefit of both creatures. It can attach to any zerg that is gargantuan, colossal, or massive in size, who is therefore referred to as the host. While attached, the symbiote move with the host creature and provides many tactical and defensive benefits. While attached a colossal or massive host, a symbiote gains a +10 bonus to its defense against any attacks against it. If it is attached to a gargantuan-sized host, this defense bonus is only +5, and the host suffers a -5 penalty to its defense because of restricted movement caused by the symbiote. Detaching from the host is a full-round action. If the host dies while the symbiote is attached, the symbiote suffers 100 damage from nerve shock. Crippling wounds from this target the vitals.

While attacked, the symbiote can perform any of the following options to benefit it and its host.

**-Attack:** While attached, the symbiote can make attacks with its spine banks. While attached to a host, the spine bank has long range instead of medium

**-Bio-Electric Surge:** The symbiote can use the *Bio-Electric Surge* evolution power while attached to the host. When it does, the symbiote suffers the damage, makes them attack roll, and deals damage based on its damage threshold. The attack radiates from the host, however, and deals damage to enemies around it.

**-Bolster:** The symbiote can use the *Frenzy* or *Wild Mutation* evolution powers and have them effect the host and only the host. In addition, if the symbiote activates an augmentation psionic power while attached to the host, the host also gains the benefit of the power.

**-Drain:** The symbiote can use *Siphon Life* to drain's the hosts hit points to give itself biomass OR drain the symbiote's hit points to give the host biomass

**-Healing:** While attached, the symbiote can use the *Transfusion* evolution power on the host. It cannot use the *Mend* power while attached.

**-Spotter:** As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 80 squares, even if they are not within line of sight.

**Special Ability (Sensory Glands):** The symbiote has highly attuned sensory organs that can detect the presence of nearby hidden targets. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares (2 starship squares), even if they are not within line of sight. The symbiote can then automatically share this information with allied zerg.

**Special Ability (Evolution Powers):** The symbiote is capable of using Zerg evolution powers, and has access to Master Biomancy and Basic Spawning

**Special Ability (Zerg Psychic):** The symbiote has a base Psi Level of 5 and can draw powers from the Augmentation discipline. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.





## Ultralisk Variants

Ultralisks are the ultimate destroyers; the siege enders and line breakers of the swarm. As they are the pinnacle of swarm evolution, there is not much room to improve the ultralisk on its base essence. Despite this, some even more dangerous strains have been created for very rare use.

The noxious ultralisk was created by fusing captive ultralisks with an acidic compound in a Dominion Lab. They were shortly adopted into the swarm. Noxious ultralisks are capable of dispersing thick clouds of destructive acid around them. This haze makes the ultralisk even more dangerous to approach and fight than a typical breed.

The legendary torrasque is an older strain of ultralisk and was known as the swarm's mightiest creation during the Brood War. Torrasque are known for their immortality. Even upon painful death, a torrasque could rebuild its body and fight once again. During the Brood War, a cerebrate was required to perform the genetic reconstruction to bring a torrasque back to life. Now, expansion in regenerative compounds allows them to do it themselves. In addition to this immortality, torrasque are larger, stronger, and tougher than near any creature in the sector.

## Tactics

Ultralisks are defined by their seething rage. They tend to charge towards the nearest target of gargantuan-size or larger, and simply use action moves to trample and use their Kaiser blades against anything that gets in their way. It takes substantial fire to draw an ultralisk attention to smaller creatures, and those that do often wish they didn't.

Ultralisk generally prefer to use their trample attack against medium-sized or smaller creatures, with their potent If trampling does not work, ultralisks will rear up and smash into the ground, causing an earthquake that damages all enemies in an area. Kaiser blades reserved for larger targets or foes that prove their worth as opponents. When using their blades, ultralisks always take advantage of the cleave talent and heavy strike combat behavior to further enhance the effectiveness of their natural weapon.

Noxious ultralisk and torrasque do not deviate much in behavior. When at least 6 or so foes are within their reach, the noxious ultralisk uses its acid cloud to decimate their rank. This is used as a minor action, so it does not prohibit the use of their natural weapons. Torrasque's vary even less than noxious and behave like a super-charged version of the common ultralisk. Torrasques prefer to target the rare enemies that can pierce their thick hide over lesser chaff.

## Ultralisk, Noxious

### Level 30 Colossal-sized Zerg Creature (Non-heroic Bruiser/ Hunter), Formidable Threat

Skill Purchases: 24

Talent Purchases: 27

Ability Score Purchases: 36

Hit Points: 1,660

Healing Threshold: NA

Damage Threshold: 99

Defense: 19

Toughness: 93

Resolve: 28

Speed: 13

Shift Speed: 2

Morale Bonus: NA

Space: 8 by 8

Reach: 8 squares

Initiative: +4

Damage Resistance: 56

Psionic Resistance: 36

Regeneration: 30

Biomass: 71

-**Kaiser Blades** 1d20+54 accuracy with advantage, 112 damage, +2 strikes maximum; *Special Traits*: Penetration 31, Rending 7, Cleaving 4

-**Smash** 1d20+51 accuracy, 94 damage, 1 strikes maximum; *Special Traits*: Penetration 31, Rending 7, Cleaving 2

-**Ram** 1d20+50 accuracy, 112 damage, 1 strike maximum; *Special Traits*: Penetration 31, Rending 7, Area Bash

**Skills**: Athletics 8, Defensive Training 12, Durability 15, Endurance 12, Melee 18, Mental Training 12, Perception 7, Survival 12

**Skill Focuses**: Melee +4, Durability +3, Athletics +2, Endurance +2

**Talents**: Awesome Abilities (strength, instinct), Devastating Cripple (melee II), Bulwark, Cleave II, Hardened Survivalist, Penetration IV, Power Strike II, Reliance II, Resistant V, Resolute II, Weapon Mastery (melee III), Zerg Skill Focus (Brutality)

**Creature Abilities**: Behemoth, Quake, Trample, Predator's Eyes, Rage, Brutal Slam, Tissue Assimilation, Fast Healing, Fleet Movement, Noxious Cloud\*

**Strength**: 35

**Instinct**: 4

**Agility**: 5

**Fortitude**: 30

**Intelligence**: 1

**Willpower**: 6

**Gear**: Tier 3 Colossal-sized Kaiser Blades with Extra Limbs and Brutal Edge, Tier 3 Colossal-sized Smash, Tier 3 Colossal-sized Ram, Tier 3 Zerg Plated Carapace

**Special Ability (Noxious Cloud):** Once every other round, the noxious ultralisk can spend 8 biomass to release a cloud of deadly acid as a minor action. When it does this, all creatures within 3 squares of the noxious ultralisk suffer 30 damage with the Acid Damage and Penetration (30) weapon traits. This effects allies as well, but not other creatures with this ability or anything immune to acid damage.

**Special Ability (Tissue Assimilation):** This dreaded power allows the ultralisk to increase its regeneration by absorbing the tissue of those it hurts. Whenever the ultralisk deals a crippling wound to a biological target with its kairser blades, its recovers 40 hit points. This effect stacks with every crippling wound point dealt, but only counts against the primary target of the attack.

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

**Special Ability (Rage):** The ultralisk becomes increasingly aggressive for every wound it takes. The creature gains +2 accuracy and damage for every crippling wound point it possesses.

**Special Ability (Fleet Movement):** While moving across the ground, the ultralisk can spend a full-round action to move 104 squares in a straight line. At the end of the movement, it can perform a melee weapon attack, if there is a target within reach.

**Special Ability (Trample):** The ultralisk is able to push through and stomp upon smaller targets. The creature can move as normal through creatures that huge-sized or smaller while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can chose to forgo the attack, and instead use the reaction to shift to try to move out of the ultralisk's way. At the end of the creature's move, all smaller creatures that it trampled over take 175 damage. Creatures that shifted completely out of the creature's way take no damage. The ultralisk can also move through the squares of allies, without dealing them damage.

**Special Ability (Quake):** The ultralisk can rear up and stomp the ground in front of it, sending out shockwaves in the area around it. The creature makes a +35 attack versus the toughness of every target along the ground within the area. Any struck targets take 70 damage and are knocked prone, or half damage and no prone on a missed attack. The area of this attack is a Burst 8 centered on one of the creature's squares but does not affect the creature.

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





## Ultralisk, Torrasque

Level 32 Colossal-sized Zerg Creature (Heroic Bruiser/ Hunter), Epic Threat

Skill Purchases: 26

Talent Purchases: 27

Ability Score Purchases: 42

Hit Points: 1,997

Healing Threshold: NA

Damage Threshold: 105

Defense: 20

Toughness: 93

Resolve: 31

Speed: 15

Shift Speed: 2

Morale Bonus: NA

Space: 10 by 10

Reach: 10 square

Initiative: +6

Damage Resistance: 75

Psionic Resistance: 46

Regeneration: 30

Biomass: 83

**-Kaiser Blades** 1d20+53 accuracy with advantage, 117 damage, +4 strikes maximum; *Special Traits*: Penetration 44, Rending 9, Cleaving 5

**-Smash** 1d20+52 accuracy, 94 damage, +2 strikes maximum; *Special Traits*: Penetration 34, Rending 11, Cleaving 2

**-Ram** 1d20+51 accuracy, 112 damage, 1 strike maximum; *Special Traits*: Penetration 34, Rending 11, Area Bash

**Skills**: Athletics 12, Defensive Training 12, Durability 15, Endurance 12, Melee 18, Mental Training 12, Perception 11, Survival 12

**Skill Focuses**: Melee +4, Durability +3, Athletics +2, Endurance +2

**Talents**: Awesome Abilities (strength, instinct), Biomass Reservoir x2, Devastating Cripple (melee II), Bulwark, Cleave II, Hardened Survivalist, Penetration V, Power Strike II, Reliance II, Resistant V, Resolute II, Survival Instincts, Swift Strikes, Unstoppable Movement, Weapon Mastery (melee III), Zerg Skill Focus (Brutality)

**Creature Abilities**: Fleet Movement, Behemoth, Quake, Trample, Predator's Eyes, Rage, Brutal Slam, Chitinous Plating, Rapid Healing, Monarch Blades, Immortality\*

**Strength**: 35

**Instinct**: 4

**Agility**: 7

**Fortitude**: 34

**Intelligence**: 1

**Willpower**: 8

**Gear**: Tier 4 Colossal-sized Kaiser Blades with Extra Limbs and Brutal Edge, Tier 4 Colossal-sized Smash, Tier 4 Colossal-sized Ram, Tier 4 Zerg Juggernaut Carapace with Chitinous Plating

**Special Ability (Immortality)**: When the ultralisk is killed by being reduced to 0 hit points, it can choose to revive itself several turns later. When it does so, it enters a chrysalis and begins rapidly healing itself. If the chrysalis is destroyed (600 hit points, 81 damage resistance), the ultralisk dies. While within the chrysalis, the ultralisk can spend up to 20 biomass every turn to regain 500 hit points. At the start of any turn, the ultralisk can choose not to recover hit points and instead leave the chrysalis as a full-round action. The ultralisk can use this ability any time it is reduced to 0 hit points, but only if it has at least 20 biomass remaining.

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

**Special Ability (Rage)**: The ultralisk becomes increasingly aggressive for every wound it takes. The creature gains +2 accuracy and damage for every crippling wound point it possesses.

**Special Ability (Fleet Movement)**: While moving across the ground, the ultralisk can spend a full-round action to move 120 squares in a straight line. At the end of the movement, it can perform a melee weapon attack, if there is a target within reach.

**Special Ability (Trample)**: The ultralisk can push through and stomp upon smaller targets. The creature can move as normal through creatures that huge-sized or smaller while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can choose to forgo the attack, and instead use the reaction to shift to try to move out of the ultralisk's way. At the end of the creature's move, all smaller creatures that it trampled over take 175 damage. Creatures that shifted completely out of the creature's way take no damage. The ultralisk can also move through the squares of allies, without dealing them damage.

**Special Ability (Quake)**: The ultralisk can rear up and stomp the ground in front of it, sending out shockwaves in the area around it. The creature makes a +35 attack versus the toughness of every target along the ground within the area. Any struck targets take 70 damage and are knocked prone, or half damage and no prone on a missed attack. The area of this attack is a Burst 8 centered on one of the creature's squares but does not affect the creature.

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



*~A creature of nightmare, the Ultralisk Torrasque*



## Zergling Variants

Zerglings are the rank and file of the zerg swarm and almost every invasion force has a number of zerglings accompanying it. Because the base zerglings are genetically simple, even the smallest hive can deploy them in huge swarms. However, the largest hives with more advanced genetic sequences can create zerglings that are faster, stronger, and meaner than the common breed.

Zergling Raptors were creations of the swarm by modifying zergling genetic sequence with that of the carnivorous karak birds along with greatly enhanced aggression. Raptors have an enhanced pair of wings that allow them to 'fly' short distances thus circumventing obstacles entirely. Raptors were used as the primary minions of Kerrigan during her crusade to kill Arcturus Mengsk and again during the End War. While mostly used by her, raptors are found in the legions of brood mothers with advanced hives and access to Abathur's expertise.

Zergling Alphas are the original breed of super zergling whose history goes back to the Brood War. They are produced by large hive clusters that have collected all possible genetic modifications on the common zergling. Alpha have such enhanced strength and speed that marines who fought them refer to them as 'cracklings' because they behave as if they are on performance enhancing drugs.

The pinnacle of zergling evolution is the Devouring One. The devouring one is a zergling powerful enough to rip apart tanks, fast enough to out maneuver a bullet. Devouring Ones are so complex that they never replace lesser zerglings. Instead, they are bred in small numbers to serve as 'hero hunters' for a zerg hive. They are unleashed in packs of 4-6 to track down and consume troublesome individuals, such as adventurers who prove troublesome for a hive.

### Tactics

Upon detecting an enemy, all 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.

Zergling raptors try to ambush their foes by leaping over cliffs, walls, or other obstacles. Their limited flight abilities allow them to soar above large buildings and have been known to leap onto low flying aircraft.

Zergling devouring ones are vicious killers and have evolved into the role of a hunter, rather than a mob killer. A pack of devouring ones will split between different target, so every enemy is engaged and isolated from their comrades. They will pounce into combat and then attack with their scything claws with a full-strength power attack. Their many strikes give them unparalleled accuracy even while using power strike. They attack their chosen target until they are dead, then they move to assist one of their kin in combat.

### Zergling, Raptor

**Level 12 Medium-sized Zerg Creature (Non-heroic Prowler/ Hunter), Medium Threat**

**Skill Purchases:** 9

**Talent Purchases:** 4

**Ability Score Purchases:** 8

**Hit Points:** 86

**Healing Threshold:** NA

**Damage Threshold:** 26

**Defense:** 25

**Toughness:** 22

**Resolve:** 12

**Speed:** 11

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +4

**Damage Resistance:** 12

**Psionic Resistance:** 6

**Regeneration:** 2

**Biomass:** 12

**-Scything Claws** 1d20+14 accuracy with advantage, 27 damage, +4 strikes maximum; *Special Traits:* Penetration 12

**-Ripping Fangs** 1d20+14 accuracy, 39 damage, +2 strikes maximum; *Special Traits:* Penetration 12, Rending 4

**Skills:** Athletics 7, Acrobatics 5, Defensive Training 6, Durability 6, Melee 10, Stealth 6

**Skill Focuses:** Melee +4, Athletics +2, Stealth +2

**Talents:** Awesome Abilities (agility, strength), Defensive Fighting, Swift Strikes, Weapon Mastery (melee II)

**Creature Abilities:** Pounce, Metabolic Boost, Vulnerable Strike, Raptor Wings\*, Fleet Movement

**Strength:** 5      **Instinct:** 4      **Agility:** 7      **Fortitude:** 4  
**Intelligence:** 1      **Willpower:** 2

**Gear:** Tier 2 Scything Claws with Extra Limbs, Tier 2 Ripping Fangs, Tier 2 Zerg Light Carapace

**Special Ability (Pounce):** The Zergling can make a leap as a move action, moving 10 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 (Metabolic Boost):** The zergling no longer needs to move in a straight line when it sprints and does not gain exhaustion from sprinting. Finally, the zergling ignores to first 4 squares of falling damage.

**Special Ability (Fleet Movement):** While moving across the ground, the zergling can spend a full-round action to move 88 squares in a straight line. At the end of the movement, it can perform a melee weapon attack, if there is a target within reach.

**Special Ability (Raptor Wings):** The zergling's wings are strongly developed and give it the limited ability to fly. It can fly at a speed of 11 squares per round. However, the zergling's wings are not powerful enough for sustained flight, so at the end of its turn it falls to the ground wherever it ended its turn at.

**Special Ability (Killer Instincts):** The zergling adds  $\frac{1}{2}$  its Instinct instead of  $\frac{1}{2}$  Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

**Special Ability (Genetic Simplicity):** The Zergling is a very simple creature genetically, and two zerglings are spawned instead of one from a single zerg egg, or any other ability that spawns zerglings.

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



*~Raptor Zergling*

## Zergling, Alpha

Level 15 Medium-sized Zerg Creature (Non-heroic Prowler), Medium Threat

Skill Purchases: 19

Talent Purchases: 2

Ability Score Purchases: 10

Hit Points: 105

Healing Threshold: NA

Damage Threshold: 28

Defense: 24

Toughness: 23

Resolve: 12

Speed: 11

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 12

Psionic Resistance: 6

Regeneration: 2

Biomass: 13

-**Scything Claws** 1d20+13 accuracy with advantage, 24 damage, +4 strikes maximum; *Special Traits*: Penetration 17, Rend 5, Double Damage Overages

-**Ripping Fangs** 1d20+13 accuracy, 31 damage, +1 strike maximum; *Special Traits*: Penetration 17, Rending 9

**Skills**: Athletics 7, Acrobatics 7, Defensive Training 7, Durability 7, Melee 10, Stealth 4

**Skill Focuses**: Melee +3, Stealth +2

**Talents**: Awesome Abilities (agility), Weapon Mastery (melee), Zerg Skill Focus (brutality)

**Creature Abilities**: Pounce, Metabolic Boost, Adrenal Glands, Rapid Swipe, Fleet Movement

**Strength**: 5

**Instinct**: 3

**Agility**: 7

**Fortitude**: 5

**Intelligence**: 1

**Willpower**: 2

**Gear**: Tier 2 Scything Claws with Extra Limbs, Tier 2 Ripping Fangs, Tier 2 Zerg Light Carapace

**Special Ability (Pounce)**: The zergling can make a leap as a move action, moving 10 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 (Rapid Swipe)**: Whenever the zergling hits and damages a creature with a natural melee attack, it can follow up with another single melee attack with that same weapon against the same target.

**Special Ability (Fleet Movement)**: While moving across the ground, the zergling can spend a full-round action to move 88 squares in a straight line. At the end of the movement, it can perform a melee weapon attack, if there is a target within reach.

**Special Ability (Adrenal Glands)**: The zergling can push itself into a frenzy when in melee combat. The zergling gains an additional strike with their scything claws attack, and gains 2 points of damage per point of attack overage with their claws.

**Special Ability (Metabolic Boost)**: The zergling no longer needs to move in a straight line when it sprints and does not gain exhaustion from sprinting. Finally, the zergling ignores the first 4 squares of falling damage.

**Special Ability (Genetic Simplicity)**: The zergling is a very simple creature genetically, and two zerglings are spawned instead of one from a single zerg egg, or any other ability that spawns zerglings.

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





## Zergling, Devouring One

Level 24 Medium-sized Zerg Creature (Heroic Prowler/ Hunter), Medium Threat

Skill Purchases: 23

Talent Purchases: 18

Ability Score Purchases: 20

Hit Points: 194

Healing Threshold: NA

Damage Threshold: 34

Defense: 34

Toughness: 30

Resolve: 24

Speed: 16

Shift Speed: 3

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 16

Psionic Resistance: 17

Regeneration: 2

Biomass: 22

-**Scything Claws** 1d20+18 accuracy with advantage, 36 damage, +9 strikes maximum; *Special Traits*: Penetration 24, Rend 9, Double Damage Overages

-**Scything Claws w/ Power Strike II** 1d20+2 accuracy with advantage, 60 damage, +9 strikes maximum; *Special Traits*: Penetration 24, Rend 9, Double Damage Overages

-**Ripping Fangs** 1d20+18 accuracy, 46 damage, +5 strikes maximum; *Special Traits*: Penetration 24, Rending 13

**Skills**: Athletics 11, Acrobatics 10, Defensive Training 10, Durability 10, Melee 14, Mental Training 10, Stealth 12

**Skill Focuses**: Melee +4, Stealth +2, Athletics +2

**Talents**: Awesome Abilities (agility, strength), Defensive Fighting II, Devastating Cripple (melee II), Penetration III, Power Strike II, Resilience, Swift Strike III, Unstoppable Movement, Weapon Mastery (melee III), Zerg Skill Focus (brutality)

**Creature Abilities**: Pounce, Metabolic Boost, Adrenal Glands, Rapid Swipe, Vampire Leeching, Fleet Movement, Counter Attack, Furious Strikes, Predator's Eye

**Strength**: 10

**Instinct**: 4

**Agility**: 10

**Fortitude**: 8

**Intelligence**: 1

**Willpower**: 4

**Gear**: Tier 3 Scything Claws with Extra Limbs, Tier 3 Ripping Fangs, Tier 3 Zerg Light Carapace

**Special Ability (Ultimate Zergling Evolution)**: The devouring one is the apex of zergling evolution and thus has a number of powerful abilities exemplifying its combat potential.

-After hitting a target with a melee attack, can follow up with another single strike against that target

-Each attack overage with the Scything Claw attack gains +2 damage instead of +1

-When making multiple strikes, can split the strikes between two adjacent targets, rolling 1 attack roll against both target but adding their strikes separately

-When missed by a melee attack, can make an opportunity attack against the attacker

-When damaging a biological target with a melee attack, regains 9 hit points

- While moving across the ground, the zergling can spend a full-round action to move 128 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 13 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 (Metabolic Boost)**: The zergling no longer needs to move in a straight line when it sprints and does not gain exhaustion from sprinting. Finally, the zergling ignores to first 4 squares of falling damage.

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





## **Infested Terrans**

Infested are the simplistic, zombie-like warriors of the swarm created by infesting a terran with the parasitic virus. Once infested, a human is turned into a powerful slave for the zerg hive mind. This is an effective means for creating soldiers for the zerg; it costs them nothing, deprives their enemy of their own number, and they gain a trained soldier with military technology serving their will.

Supplement 1 contained many of the most common infested terran warriors that you will face. This section expands that selection more very common examples of Infested.

### **Infested Pilot Captain Description**

A trained and dedicated vehicular expert falling to the clutches of the zerg is nothing short of a tragedy. However, that loss can be mourned after they are dealt with. Most pilot captains are piloted while still aboard their vehicle and are biologically fused to their aircraft. Some might tear themselves free to feast on the living while others might have some independence away from their vessels. Despite the cunning they possessed as terrans, infested captains are as soulless and ruthless as any other infested.

### **Infested Elite Marine Description**

Infested Elite marines fall to the zerg just like their less experienced comrades. They are usually captured on special forces missions into zerg territory, only to return as one of the enemies they were sent to kill. Where elite marines carried many weapons on their person before, many of these weapons remain on their person as vestigial limbs sticking out of their bio-growths. Infested elites also suffer as living breeding machines for ordinance, creating grenades and gauss spikes from within as needed.

### **Infested Firebat Description**

An infested firebat has fused their body to their bulky powered armor and grown equally sizable tendrils over their shoulders. Their flamethrowers no longer spew fire; rather, they spray a column of sticky, polluted chemicals that burns like acid while restricting movement. They are sometime known amongst terrans as 'plaguebats'.

### **Infested Marine Commander Description**

The infested marine commander was once a master sergeant, a veteran leader, warrior, and tank commander. Now twisted to the zerg's will, they are often used to pilot tanks that fall under the swarm's control. Even outside their tanks, they are deadly warriors, with a limb that replicates a powerful shotgun blast. They are also very hardy. Occasionally, these former officers can be seen spearheading infested assault parties, still serving through example at the head of their undead legions.

### **Volatile Infested Civilians Description**

The first infested terrans were suicide soldiers, marines turned into living bomb. The advanced virus of the Second War creates minions that are more in line with zombified warriors, but the idea persisted. When massive colonies of civilians are infested, a portion the civilians are instead made volatile living bombs. Advancing with the ranks of other infested civilians, they serve the same purpose as mixing zerglings and banelings in an attack force, only much slower. Volatile infested are recognizable by the single massive pustule that has consumed most of their torso.

### **Infested Tactics**

Common infested terrans are given the prowess of their former selves but are robbed of overall strategy and tactical thinking. All infested warriors follow an identical strategy; keep moving towards their enemy and overwhelm them in a tide of bodies, bullets, and blades. Infested steadily advance towards their enemies. Infested with no ranged weapons double move into melee. Infested with firearms move and shoot every turn, unless there is not room to move forward. Infested with area attacks, such as firebats or elite marines, do not carry about the friendly fire their weapons deal to their allies, if it is not a command strain zerg. They try to capture as many foes as possible in their blasts, even if some of them are infested or minion-strains.

## Infested Pilot Captain

Level 16 Medium-sized Creature (Non-heroic Infested Terran Minion), Low Threat

Skill Purchases: 22

Talent Purchases: 4

Ability Score Purchases: 11

Hit Points: 115

Healing Threshold: NA

Damage Threshold: 29

Defense: 24

Toughness: 23

Resolve: 23

Speed: 7

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 12

Psionic Resistance: 19

Regeneration: 2

Biomass: 15

-**Repeating Gauss Pistol** 1d20+10 accuracy, 16 damage, +3 strikes maximum, unlimited shots at long range; *Special Traits*: Penetration 4, Automatic

-**Scything Claws** 1d20+9 accuracy, 21 damage, +3 strike maximum; *Special Traits*: Penetration 12

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

**Skills**: Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 8, Perception 8, Pilot 8, Science 6, Tactics 6

**Talents**: Aerial Evasion, Dodge, Dog Fighter, Weapon Mastery (ranged I)

**Strength**: 5

**Instinct**: 7

**Agility**: 6

**Fortitude**: 5

**Intelligence**: 3

**Willpower**: 5

**Gear**: Fused Tier 2 Repeating Gauss Pistol with Improved Potency, Tier 2 Flight Suit with Extra Reinforcement, Tier 2 Zerg Scything Claws, Tier 2 Barbed Tendrils, Tier 2 Zerg Light Carapace

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

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

## Infested Elite Marine

Level 11 Medium-sized Creature (Non-heroic Infested Terran Minion), Medium Threat

Skill Purchases: 16

Talent Purchases: 4

Ability Score Purchases: 6

Hit Points: 104

Healing Threshold: NA

Damage Threshold: 28

Defense: 17

Toughness: 28

Resolve: 18

Speed: 5

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 20

Psionic Resistance: 14

Regeneration: 2

Biomass: 21

-**Heavy Gauss Rifle** 1d20+8 accuracy, 25 damage, automatic, unlimited shots at distant range; *Special Traits*: Penetration 5, Rending 2, Full Automatic

-**Barbed Tendrils** 1d20+7 accuracy, 29 damage, 1 strike maximum; *Special Traits*: Penetration 16

-**Frag Grenade** 1d20+7 accuracy, 45 damage, 1 strike maximum; *Special Traits*: Penetration 6, Burst 3, Grenade, Delay

**Skills**: Athletics 4, Acrobatics 4, Computers 1, Defensive Training 7, Durability 6, Endurance 4, Influence 1, Medicine 3, Melee 5, Mental Training 4, Perception 4, Pilot 5, Ranged 7, Tactics 6, Stealth 1, Survival 1

**Talents**: Critical Timing, Grenade Catcher, Penetration, Powered Armor Training, Weapon Mastery (ranged I)

**Strength**: 11

**Instinct**: 5

**Agility**: 3

**Fortitude**: 6

**Intelligence**: 3

**Willpower**: 4

**Gear**: Fused Heavy Gauss Rifle with Improved Potency, CMC-400 Powered Combat Armor with Extra Reinforcement, Tier 2 Barbed Tendrils, Tier 2 Zerg Light Carapace

**Special Ability (Spawn Grenade)**: The infested marine can spend 5 biomass to spawn a tier 1 fragmentation grenade into their hand. They can then throw this grenade as a standard action.

**Special Ability (Assimilated Ammunition)**: The infested marine's heavy gauss rifle has unlimited living ammunition that is identical to U-238 rounds.

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

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



## Infested Firebat

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

Skill Purchases: 15

Talent Purchases: 5

Ability Score Purchases: 4

Hit Points: 155

Healing Threshold: NA

Damage Threshold: 33

Defense: 13

Toughness: 33

Resolve: 14

Speed: 6

Shift Speed: 1

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +4

Damage Resistance: 19

Psionic Resistance: 12

Regeneration: 3

Biomass: 24

**-Plague-throwers w/ Dual-Wielding** 1d20+6 accuracy, 33 damage, +2 strikes maximum x2, unlimited shots at medium range; *Special Traits*: Penetration 2, Cone 6, Hailfire (1), Corrosion, Acid Damage

**-Barbed Tendrils** 1d20+12 accuracy, 35 damage, 1 strike maximum; *Special Traits*: Penetration 15

**Skills**: Acrobatics 2, Athletics 3, Defensive Training 6, Durability 6, Endurance 6, Lore 2, Melee 6, Perception 4, Pilot 2, Ranged 6, Stealth 3, Survival 3, Tactics 4

**Talents**: Galactic Champion, Hardened Survivalist, Juggernaut, Powered Armor Training, Power Strike, Weapon Mastery (ranged)

**Strength**: 13

**Instinct**: 1

**Agility**: 3

**Fortitude**: 7

**Intelligence**: 1

**Willpower**: 4

**Gear**: Fused CMC 660 Powered Combat Armor, Tier 2 Zerg Light Carapace, Tier 2 Large-sized Zerg Barbed Tendrils

**Special Ability (Plague-Throwers)**: The infested firebat's flamethrowers fire columns of sticky, acidic, slime that coats enemies and wears them down. The plague-throwers have the Acid Damage and Corrosion traits instead of Energy Damage and Flames. In addition, any enemy who suffers the Melting condition from the plague-throwers also has the Slowed and Staggered conditions until Melting is removed. Finally, the infested firebat can dual-wield their plague throwers without any accuracy penalty.

**Special Ability (Galactic Champion)**: Upon killing an enemy or reducing an enemy to 0 hit points, the infested firebat instantly recovers 10 hit points. This cannot bring the character above their normal maximum hit points.

**Special Ability (Juggernaut)**: Once per day, when the infested firebat is brought to below 105 hit points, they gain 11 protection every round until the end of the encounter.

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

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



## Infested Marine Commander

Level 16 Medium-sized Creature (Non-Heroic Infested Terran Minion), Medium Threat

Skill Purchases: 21

Talent Purchases: 5

Ability Score Purchases: 8

Hit Points: 153

Healing Threshold: NA

Damage Threshold: 31

Defense: 18

Toughness: 32

Resolve: 22

Speed: 5

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 23

Psionic Resistance: 16

Regeneration: 2

Biomass: 25

**-Fused Military Shotgun** 1d20+9 accuracy, 28 damage, 1 strike maximum, unlimited shots at short range; *Special Traits:* Penetration 4, Rending 4, Spread, Gradual Reload, Close Quarters

**-Barbed Tendrils** 1d20+10 accuracy, 35 damage, 1 strike maximum; *Special Traits:* Penetration 15

**-Scything Claws** 1d20+11 accuracy, 26 damage, +1 strike maximum; *Special Traits:* Penetration 12

**Skills:** Athletics 5, Acrobatics 5, Defensive Training 8, Durability 8, Endurance 6, Influence 8, Leadership 8, Melee 8, Mental Training 8, Perception 7, Pilot 8, Ranged 8, Tactics 8, Survival 4

**Talents:** Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal, Powered Armor Training, Weapon Mastery (ranged)

**Strength:** 14

**Instinct:** 5

**Agility:** 2

**Fortitude:** 7

**Intelligence:** 2

**Willpower:** 4

**Gear:** Tier 2 CMC-300 Powered Armor with Extra Reinforcement, Kinetic Foam, and Empowered Servos, Fused Tier 2 Military Shotgun with Improved Potency, Empowered Firepower, Tier 2 Barbed Tendrils, Tier 2 Zerg Light Carapace

**Special Ability (Assimilated Ammunition):** The infested commander's heavy gauss rifle has unlimited living ammunition that is identical to adamantine shells.

**Special Ability (Impact Absorption):** The infested commander gains 10 protection points at the start of each round.

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

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





## Volatile Infested Civilian

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

Skill Purchases: 5      Talent Purchases: 0      Ability Score Purchases: 2

Hit Points: 57	Healing Threshold: NA	Damage Threshold: 23
Defense: 14	Toughness: 18	Resolve: 13
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 10	Psionic Resistance: 9	
Regeneration: 2	Biomass: 14	

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

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

-**Suicide Explosion** 1d20+2 accuracy, 70 damage, 1 strike maximum; *Special Traits*: Penetration 5, Burst 4, Acid Damage, Corrosion

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

**Talents**: Hardened Survivalist

**Strength**: 6      **Instinct**: 2      **Agility**: 2      **Fortitude**: 5

**Intelligence**: 1      **Willpower**: 3

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

**Special Ability (Suicide Explosion)**: The infested is filled with volatile bio-plasma and can set itself off as a bomb. This attack kills the infested but deals a great number of damage to enemy's around it. This attack, used as a standard action, uses the infested's ranged attack bonus, and deals an amount of damage equal to 5x their biomass in an area centered on them (normally 70). This attack has the Burst 4, Penetration 5, Acid Damage, and Corrosion weapon traits.

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

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





## Advanced Infested Terrans

Not all infested terrans become witless shamblers. Others are rebuilt for a purpose and destined for greatness amongst the swarm. They are generally leaders and exceptional individuals amongst the terrans that stood against the swarm. These much rarer infested are created using the Advanced Infested playable race.

### Infested Brood Commander Description

Infested brood commanders derive from great military leaders amongst the terrans. Marine colonels, ship captains, and colonial magistrates have all been turned into brood commanders. Captured and warped, brood commanders now put their expertise to leading the swarm's minions in combat. The swarm uses them as field commander in urban fighting environments, especially when leading forces of lesser infested.

Brood commanders have muscular, strong bodies that are lean and powerful. They often wear torn jackets or other terran markings of uniform over their infested body. A large pair of tendrils emerges from their back that spreads out in wings, much like the Queen of Blades. Their eyes glow violet with psionic power, and their hungry mouths drools with psychoactive saliva. Their right arm is a mutated, bulky mound of fleshy growths, with the barrel of both a heavy gauss rifle and a rocket launcher emerging from it.

### Tactics

Brood commanders fly forward on their barbed wings, leading their zerg hosts into combat. As they approach, they use their Driving Command and Adrenaline abilities to super charge their zerg minions. With infested soldiers, Push is their favored command with infested minions, while they prefer Adrenaline for more common zerg. After they've empowered their soldiers and given out adrenaline points, they rain fire upon their enemies.

Brood commanders prefer to fly in combat, circling their foes while bombarding them with automatic fire. They use their rocket launchers against armored foes, and often try to break heavy artillery first to blunt their assault on their minions. If they take significant damage, they fall back behind their minions and let their regeneration work. From the back, they continue to give out adrenaline points and use Compel Action to spur their minions forth. If the fighting is looking for them, they use *Summoning* to call scourges to deal with armored units or roaches to deal with infantry. They will frequently volunteer their own actions to use their sensory nodes to find cloaked targets, unless there is an overlord nearby.

**Brood Commander's Favored Psionic Powers:** Psi Level 6, +18 psionic manifestation bonus

**-Compel Action;** DC 14 manifestation as a standard action; 8 energy fatigue; power allows 4 commanded minions to instantly take a standard action out of turn sequence

**-Summoning;** DC 18 manifestation as a minor action; 10 energy fatigue; summons two scourge or two roaches to aid the caster two rounds from then

**Brood Commander's Favored Command Tactics:** Command +18

**-Adrenaline;** commanded minions deal +4 damage

**-Push;** commanded minions gains +3 move speed

### Infested Brood Commander

Level 20 Infested Terran Advanced Heroic Character (Infested Agent of the Swarm/ Infested Metamorph/ Infested Commander), Medium Threat

Skill Purchases: 25

Talent Purchases: 20

Ability Score Purchases: 18

Hit Points: 229

Healing Threshold: NA

Damage Threshold: 34

Defense: 28

Toughness: 25

Resolve: 29

Speed: 7, 10 fly

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 32

Psionic Resistance: 34

Regeneration: 15

Biomass: 26

**-Barbed Tendrils** 1d20+12 accuracy, 59 damage, +2 strikes maximum; *Special Traits:* Penetration 21, Rending 2, Psionic, Smashing

**-Ripping Fangs** 1d20+13 accuracy, 54 damage, +1 strike maximum; *Special Traits:* Penetration 13, Rending 4

**-Heavy Gauss Rifle** 1d20+12 accuracy, 31 damage, automatic, unlimited shots at distant range; *Special Traits*: Penetration 11, Rending 2, Full Automatic

**-Rocket Launcher** 1d20+12 accuracy, 65 damage, 1 strike maximum, unlimited shots at long range; *Special Traits*: Penetration 27, Rending 2, Burst 2, Rocket

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**Skills:** Acrobatics 7, Athletics 5, Command 10, Computers 4, Defensive Training 9, Durability 9, Endurance 6, Influence 3, Lore 8, Melee 10, Mental Training 9, Perception 6, Pilot 4, Psionics 10, Ranged 9, Stealth 8, Survival 4, Tactics 4

**Skill Focuses:** Acrobatics +2, Athletics +2, Command +2, Durability +2, Melee +2, Psionics +2

**Mutations:** Barbed Wings II, Dexterous Legs II, Enhanced Bone Structure II, Enhanced Natural Attributes II, Gun Fusion III, Hungering Maw, Improved Natural Plating I, Infested Tenacity II, Monstrous Claws, Sensory Nodes II, Shoulder Tendrils, Strengthened Metabolism, Zerg Fury III

**Talents:** Command Tactics, Close Combat Shot, Cynic, Defensive Fighting II, Devastating Cripple (ranged), Dual-Weapon Skill, Endless Energy II, Hardened Survivalist, Jaded, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Resilience, Swift Strikes, Weapon Mastery (melee II, ranged II)

**Psionic Powers:** *Reading, Messaging, Compulsion, Dominate Minion, Summoning, Compel Action*

**Command Tactics:** *Adrenaline, Fervor, Focused, Push, Swarm Maneuvering, Terrifying*

**Strength:** 6      **Instinct:** 4      **Agility:** 7      **Fortitude:** 9

**Intelligence:** 6      **Willpower:** 8

**Gear:** Tier 3 Scything Claws, Tier 3 Barbed Tendrils, Tier 3 Ripping Fangs, Fused Tier 2 Heavy Gauss Rifle with Improved Potency and Improved Precision, Fused Tier 2 Rocket Launcher with Improved Potency and Improved Precision, Tier 3 Zerg Reinforced Carapace

**Special Ability (Driving Command):** The brood commander may make a DC 15 command check as a minor action to give friendly zerg within short range a command tactic effect, even if they are not under your command and even if they already have an active- but different- command effect. Higher check results increase the range of the drive as well as its effectiveness (as normal): with a 25 is medium range, 35 is long range, and 45 is distant range. This can affect up to 48 zerg and lasts for 6 rounds.

**Special Ability (Direct Control):** When the brood commander makes an attack, they may spend a free action to have one of their commanded zerg attack as a free action outside of their turn. When the commander moves, up to two zerg under their command may move up to their shift speed as a free action outside of their turn.

**Special Ability (Sensory Nodes):** The brood commander has highly attuned sensory organs that can detect the presence of nearby hidden targets. As a standard action, they may make a detector action to reveal all targets within 20 squares, even if they are not within line of sight. The creature can then automatically share this information with allied zerg.

**Special Ability (Zerg Commander):** The brood commander is a command strain and can use the Command skill to issue orders to its minions, issuing two commands at a time whenever they apply a command. They have a Command limit of 48.

**Special Ability (Directed Strikes):** The brood commander is gifted at directing the attacks of their allies. All allied zerg on the instinctive telepathic link within 6 squares gains +5 penetration and 2 rending on all attacks. The commander may gain 2 energy fatigue at the start of their turn to expand the aura to medium range.

**Special Ability (Zerg Psychic):** The brood commander has a Psi Level of 6 and can draw powers from the Augmentation and Telepathy discipline. The infested also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

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

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

## Infested Ghost Description

A ghost is a great prize for the zerg to capture. Freed of their neural conditioning, they can be awesome agents of the swarm. Therefore, the swarm tries to capture and infest ghosts whenever possible. By mutating the ghost genome, they evolution masters of the swarm gain a higher understanding on how psionic abilities operate, and how to replicate psionic power in new swarm strains.

Once infested, ghosts are used much the same way they were as terrans; shock troopers and assassins. Ghosts use cloaking to ambush enemy leaders and execute them with surgical strikes. They are the swarm's most prized and discreet assassins. Ghosts still use most of the gear they did in life, including their suit, mask, and canister rifle. In fact, in the dark or from a distance it could be very difficult to recognize a ghost is infested, as most of their mutated body is underneath their armor. However, solid examination will reveal where the organic chitin is pushing against or through their suit, or the large tendrils hanging over their shoulder.

## Tactics

Infested ghosts always try to enter combat while cloaked and start combat with a potent first strike. They are tactical combatants who utilize stealth, cover, and tactics to overwhelm their enemies. They use whatever tactic serves them best, but most often use tactic to improve their defense. They rely on avoiding damage rather than mitigating it. They crouch behind cover, cloaking when they need to relocate, and snipe with their canister rifles at their foes. Infested Ghosts prefer not to rely on their barbed tendrils but will once they trapped in melee combat or out of ammunition.

Infested ghosts have greater psionic ability than the average ghost, as their psionic potential is supercharged thanks to access to the hive mind. They prefer to have *Muscular Enhancement* on at all times, activated any time they enter a combat zone. They have the powerful *Mind Blast* power to damage opponents they cannot hit with their rifles. *Mind Ripple* is generally only used as their death throes; a powerful final expenditure of psionic energy to take their foes down with them.

**Infested Ghost's Favored Psionic Powers:** Psi Level 6, +28 psionic manifestation bonus, recovers 1 energy fatigue per turn

- Cloaking;** Automatic manifestation as a free action; 2 energy fatigue, sustained as free action for 2 energy fatigue per round; character is cloaked while effect is active
- Muscular Enhancement;** DC 12 manifestation as a minor action; 4 energy fatigue; gains +6 to athletics, acrobatics, endurance, and stealth tests, +3 melee and thrown attack accuracy and melee damage, lasts 60 minutes
- Mind Blast;** DC 20 manifestation as a standard action; 6 energy fatigue; +21 attack versus resolve in burst 1 at medium range, target takes 68 psionic damage and is slowed for 1 round, Rending 3
- Mind Ripple;** DC 22 manifestation as a full-round action; 12 energy fatigue; +21 attack versus resolve in a Burst 7 centered on the caster, targets takes 68 psionic damage and is slowed for 1 round

## Infested Ghost

**Level 15 Infested Terran Advanced Heroic Character (Infested Agent of the Swarm/ Infested Psionic Node), High Threat**

**Skill Purchases:** 22

**Talent Purchases:** 18

**Ability Score Purchases:** 12

**Hit Points:** 190

**Healing Threshold:** NA

**Damage Threshold:** 30

**Defense:** 30

**Toughness:** 28

**Resolve:** 25

**Speed:** 8

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +7

**Damage Resistance:** 15

**Psionic Resistance:** 33

**Regeneration:** 2

**Biomass:** 22

-**Barbed Tendrils** 1d20+9 accuracy, 40 damage, +2 strikes maximum; *Special Traits:* Penetration 10, Rending 2, Smashing

-**Canister Rifle** 1d20+9 accuracy, 34 damage, +2 strikes maximum, 20 shots at long range; *Special Traits:* Penetration 10, Rending 6, Digital Scope

**Skills:** Acrobatics 5, Athletics 5, Defensive Training 9, Durability 9, Endurance 4, Melee 7, Mental Training 7, Perception 7, Pilot 5, Psionics 9, Ranged 7, Stealth 7, Tactics 7

**Skill Focuses:** Athletics +2, Defensive Training +2, Durability +2, Mental Training +2, Psionics +2

**Mutations:** Alien Discord II, Dexterous Leg, Enhanced Bone Structure II, Enhanced Health, Enhanced Natural Attributes, Harmonic Chameleon, Predatory Instincts, Psionic Resonance, Shoulder Tendrils, Slavish Devotion, Strengthened Metabolism, Warrior Breed II

**Talents:** Cynic, Defensive Fighting II, Devastating Cripple (ranged), Endless Energy, Hardened Survivalist, Jaded, Martial Arts Unarmed Training, Precision Shot, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Power x2, Sneak Attack, Weapon Mastery (ranged, melee), Zerg Skill Focus (will)

**Psionic Powers:** *Reading, Messaging, Compulsion, Stop Organ, Mind Blast, Mind Ripple, Cloaking, Acute Senses, Muscular Enhancement, Toughness, Sheer Climb, Dominate Minion*

**Strength:** 9\*      **Instinct:** 4      **Agility:** 8\*      **Fortitude:** 5

**Intelligence:** 4      **Willpower:** 8

**Gear:** Tier 2 Canister Rifle with Improved Potency and Digital Scope 3 magazines of Shredder Canisters, Tier 2 Hostile Environment Suit with Extra Enhancement, Tier 2 Tactical Mask, Tier 2 Gravity Boots, Tier 2 Zerg Barbed Tendrils, Tier 2 Zerg Light Carapace

**Special Ability (Alien Discord):** Every time the infested ghost manifests a psychic power, they project a wave of invisible malice. All enemies within short range of the ghost lose one morale level.

**Special Ability (Directed Strikes):** The infested ghost is gifted at directing the attacks of their allies. All allied zerg on the instinctive telepathic link within 6 squares gains +5 penetration and 2 rending on all attacks. The commander may gain 2 energy fatigue at the start of their turn to expand the aura to medium range.

**Special Ability (Harmonic Chameleon):** The infested ghost is very difficult to locate via psionic detection. Enemies with psionic detection count their range as only 2 squares per PL (rather than 20 squares per PL) for locating the ghost.

**Special Ability (Zerg Psychic):** The infested ghost has a Psi Level of 6 and can draw powers from the Augmentation, Telekinesis, Telepathy, and Cloaking disciplines. The infested also possesses Psionic Detection, Natural Mind Reading, and Instinctive Telepathic Link with Zerg.

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

**Special Ability (Slavish Devotion):** The infested ghost cannot benefit from tactics augmentations, cannot give command augmentations, and always has a command limit of 0.

**Special Ability (Telepathy Specialist):** Manifest telepathy powers at +1 psi level and offensive telepathy powers slow for 1 round on hit. Gain +8 bonus to manifest psionic powers and psionic accuracy, and 8 protection on manifesting a power

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



## Infested Infiltrator Description

Infested infiltrators were silver tongued politicians, scientists, and scoundrels in their previous lives. They were reconstituted into the swarm as advanced infested because of their kin wits. Now, infiltrators influence terran society by infiltrating different factions and manipulating events for the swarm's benefit. Infiltrators have the unique ability to suppress their infestation to appear just as they did in life, blending perfectly in society. This is deceptive, however, because these creatures are still loyal only to the swarm and live to serve the will of the masters.

Infiltrators are amongst the most dangerous and cunning of all infested, simply because of the damage they can do to society. A clever infiltrator in the right location can deal tremendous damage. An infested serving in the marines can bypass defense or perform a poor redeployment of troops to sabotage a fortress. One within a research laboratory can delete critical research or sabotage machinery. A political official can do endless damage, such as ordering a colony ship to fly directly into the swarm's waiting hands, ready to create thousands more infested warriors.

In their natural form, infiltrators are thin, gangly creatures. Pale green and violet skin is stretched over warped bones and armored carapace. They have long, hooked claws and a nest of tentacles coming from their squid-like mouths. Their arms are unusually long, and they propel themselves forwards with their claws, much like primates.

### Tactics

Infiltrators are not warriors and tend to flee combat, especially when in their natural forms. They highly prioritized their own survival. Their masters do not disagree with their commitment to cowardice; infiltrators are far too rare to waste their lives recklessly. They move away from their foes while using Distract, Dissuade, and Demoralize combat influence actions. When they do fight, they usually charge recklessly at their foes and grapple them with their poisonous tentacles.

While in their terran form, infiltrators might fight as the situation demands, especially if it means keeping up their cover. They use whatever equipment they possess as part of their persona. They still rely heavily on combat influence actions to prevent foes from harming them.

Because infiltrators take terran roles, they are usually found with terran equipment. Below is a section of common gear selection chosen by infiltrators, depending on their alias.

**Infested Infiltrator's Favored Psionic Powers:** Psi Level 3, +12 psionic manifestation bonus

**-Muscular Enhancement;** DC 12 manifestation as a minor action; 4 energy fatigue; gains +3 to athletics, acrobatics, endurance, and stealth tests, lasts 3 minutes

**-Hidden Sight;** DC 16 manifestation as a standard action; 2 energy fatigue, +1 per round sustained; targets self or up to medium range, can hide 1 medium or smaller object or person from sight, count as cloaked as long as they do not move or attack, sustained as a standard action

## Infested Infiltrator

**Level 12 Infested Terran Advanced Heroic Character (Infested Agent of the Swarm/ Infested Bio-Engineer), Medium Threat**

**Skill Purchases:** 12

**Talent Purchases:** 10

**Ability Score Purchases:** 9

**Hit Points:** 124

**Healing Threshold:** NA

**Damage Threshold:** 28

**Defense:** 22

**Toughness:** 20

**Resolve:** 25

**Speed:** 6

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +4

**Damage Resistance:** 23

**Psionic Resistance:** 31

**Regeneration:** 5

**Biomass:** 19

**-Tentacles** 1d20+8 accuracy, 32 damage, 1 strike maximum; *Special Traits:* Special Combat Action, Venom Coating (DC 20 or 24 poison damage)

**-Scything Claws** 1d20+8 accuracy, 26 damage, +3 strikes maximum; *Special Traits:* Penetration 12

**Skills:** Acrobatics 4, Athletics 4, Computers 8, Defensive Training 6, Durability 6, Influence 6, Melee 6, Mental Training 8, Perception 6, Pilot 6, Psionics 6, Ranged 6, Stealth 6

**Skill Focuses:** Computers +2, Durability +2, Mental Training +2

**Mutations:** Enhanced Bone Structure, Enhanced Health, Enhanced Natural Attributes, Improved Natural Plating, Infested Tenacity, Monstrous Claw x2, Strengthened Metabolism I, Specialized Natural Weapon, Suppress Infestation, Tentacled Maw, Warrior Breed

**Talents:** Dissuade, Distraction, Endless Energy, Enhanced Regeneration, Great Speaker, Psi level 2, Psi Level 3, Psychic Power, Resolute, Weapon Mastery (melee, ranged)

**Psionic Powers:** *Reading, Messaging, Compulsion, Hidden Sight, Acute Senses, Rush, Muscular Enhancement, Dominate Minion*

**Strength:** 4      **Instinct:** 4      **Agility:** 5      **Fortitude:** 6

**Intelligence:** 6      **Willpower:** 6

**Gear:** Tier 2 Zerg Tentacles, Tier 2 Scything Claw x2, Tier 2 Zerg Reinforced Carapace

**Special Ability (Suppress Infestation):** The infiltrator can suppress their zerg infection to appear in a normal terran form. This requires 10 minute of exhausting psionic body control which causes 4 energy fatigue. This energy fatigue lasts as long as they are suppressed in this manner. Several special rules apply while shapechanged in this way:

- The infiltrator has 0 current and maximum biomass
- The infiltrator loses their zerg natural weapons, armor, and cannot perform evolution powers
- The infiltrator's regeneration decreases to half its normal value (2)
- The infiltrator loses its dark vision and may not burrow
- The Fear and Disgust rule no longer applies to the infested within terran form
- Psionic detection does not reveal the infiltrator is a zerg but reading their thoughts might. However, the infiltrator always counts as thought blocking while suppressed.
- Transforming back into a zerg form requires 10 minutes of feasting on biomass, or a gradual return over 24 hours.

**Special Ability (Zerg Commander):** The brood commander is a command strain and can use the Command skill to issue orders to its minions. They have a Command limit of 18, and issue two commands at a time when they issue commands

**Special Ability (Zerg Psychic):** The brood commander has a Psi Level of 3 and can draw powers from the Augmentation and Telepathy discipline. The infested also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

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

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

**Soldier Persona Equipment Package:** Tier 2 CMC-300 Powered Armor, Tier 2 Heavy Gauss Rifle with Rifle Bayonet and 3 magazines, Tier 2 Flak Pistol with 3 magazines, Tier 2 Fragmentation Grenade x2

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**-Defenses:** 19 damage resistance, 20 defense      **-Strength:** 9\*

**-Heavy Gauss Rifle** 1d20+8 accuracy, 22 damage, fully automatic, 150 shots at long range; *Special Traits:* Penetration 4, Full Automatic

**-Flak Pistol** 1d20+9 accuracy, 22 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Penetration 1. Rending 3, Spread

**-Frag Grenade** 1d20+6 accuracy, 45 damage, 1 strike maximum; *Special Traits:* Penetration 5, Burst 3, Grenade, Delay

**-Rifle Bayonet** 1d20+7 accuracy, 31 damage, 1 strike maximum; *Special Traits:* Penetration 2

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**Scientist Persona Equipment Package:** Gauss Pistol with Improved Precision and 2 magazines, Equipment Belt, Backpack, Tier 2 Communicator, Tier 2 Datapad, Tier 2 Fone, Medipack x2, 100 credits

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**-Defenses:** 3 damage resistance

**-Gauss Pistol** 1d20+8 accuracy, 10 damage, +2 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4

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**Politician Persona Equipment Package:** Dueling Sword, Heavy Revolver with 1 magazine, Tier 2 Equipment Belt, Aristocrat's Uniform (Tier 2 Padded Jacket), Tier 2 Fone, Tier 2 Communicator, 1,200 credits

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**-Defenses:** 7 damage resistance

**-Dueling Sword** 1d20+8 accuracy, 22 damage, +1 strike maximum; *Special Traits:* Defensive (+1)

**-Heavy Revolver** 1d20+7 accuracy, 21 damage, +1 strike maximum, 6 shots at medium range; *Special Traits:* Gradual Reload

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## Infested Warmonger Description

Infested warmongers were once heroic marines that stood against the swarm. These valiant warriors excelled where they were expected to fail and fought long after all their allies slain. Upon their eventual defeat, they were robbed the peace of death. The zerg instead decided, impressed by their prowess, to remake these venerable fighters as infested warmongers.

Many warmongers were decorated marines, adventurers, and mercenaries. They still wear the armor they once had in life. Like all infested, it is cracked and broken with zerg organs and carapace breaking through the shell. However, now their arms have been replaced by an organic cannon. A tube covers their throat, that they can remove to spit acid at their foes. They have an extra pair of frail arms beneath the cannon and a pair of barbed tendrils emerges from their back.

Warmongers are used as a deterrent to special forces squads and adventures. They are unleashed alongside infested marines to deter surgical attacks. Their danger is both physical and psychological. The physical danger is that their impressive weaponry and tough bodies. The psychological danger is they represent what could happen to the players should they fail.

### Tactics

Warmongers first action in combat is to use tactics to improve their accuracy. Afterwards, they hang behind infested marines and bombard foes with their volatile biocannon. If they are engaged in melee combat, they switch to using their acidic saliva to bombard foes with columns of acid. They generally only use their barbed tendrils for opportunity attacks.

## Infested Warmonger

**Level 8 Infested Terran Advanced Heroic Character (Infested Metamorph), Medium Threat**

**Skill Purchases:** 12

**Talent Purchases:** 10

**Ability Score Purchases:** 9

**Hit Points:** 123

**Healing Threshold:** NA

**Damage Threshold:** 27

**Defense:** 15

**Toughness:** 26

**Resolve:** 19

**Speed:** 5

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +4

**Damage Resistance:** 20

**Psionic Resistance:** 14

**Regeneration:** 2

**Biomass:** 19

**-Volatile Biocannon** 1d20+8 accuracy, 54 damage, 1 strike maximum; 5 shots at medium range; *Special Traits:* Penetration 18, Burst 2

**-Acidic Saliva** 1d20+8 accuracy, 40 damage, +2 strikes maximum; *Special Traits:* Penetration 20, Line 4, Corrosion, Acid Damage, Close Quarters

**-Barbed Tendrils** 1d20+6 accuracy, 37 damage, 1 strike maximum; *Special Traits:* Penetration 13

**Skills:** Defensive Training 5, Durability 5, Melee 5, Mental Training 5, Perception 5, Ranged 7, Tactics 4

**Skill Focuses:** Ranged +2

**Mutations:** Biocannon, Corrosive Phlegm, Enhanced Bone Structure, Enhanced Health II, Manipulator Arms, Shoulder Tendrils, Thick Legs, Zerg Fury II

**Talents:** Bulwark, Cynic, Jaded, Penetration III, Powered Armor training, Resistant IV, Weapon Mastery (melee, ranged)

**Strength:** 11\*

**Instinct:** 3

**Agility:** 3

**Fortitude:** 6

**Intelligence:** 2

**Willpower:** 4

**Gear:** Barbed Tendrils, Volatile Biocannon, Acidic Saliva, CMC-300 Powered Combat Armor, Zerg Light Carapace

**Special Ability (Volatile Biocannon):** A large, organic, living cannon takes up both of the infested's arms. One arm has turned into the cannon, while the other is a tube-like feed that powers it. The infested may spend up to 5 biomass as a standard action to load 5 explosive globules into the biocannon.

**Special Ability (Manipulator Arms):** The infested warmonger has a second pair of tiny arms that can be used to manipulate with objects and tools. These arms count as having a strength of 2 and cannot make attacks.

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

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

## Infested Terran Premade Vehicles

As the potency of the zerg virus has grown, infested vehicles have become increasingly common. This section has a variety of the most common infested vehicles, using the example infested vehicles described in Chapter 3 with various infested pilots to determine their statistics.

### Infested Armored Personnel Carrier Description

This typical infested APC is piloted by an infested marine. It usually has 6-12 marines riding within the vehicle.

#### Infested APC Tactics

Infested APCs are used to transport the normally slow infested marines to the front line, despite that the infested APC is itself not a fast-moving vessel. As it advances, it unleashes area bursts and suppressing fire upon its foes to keep enemies back. Once it gets to the enemy ranks, it unloads its cargo. Four infested marines can disembark from the APC every turn. After its cargo is unloaded, the APC usually acts as a suicide vessel, slamming into enemy fortification and detonating itself.

#### Infested Armored Personnel Carrier

**Level 8 Medium-sized Creature in Gargantuan Vehicle (Non-heroic Infested Terran Minion), Extreme Threat**

**Skill Purchases: 7      Talent Purchases: 3      Ability Score Purchases: 3**

<b>Hit Points:</b> 370	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 52
<b>Defense:</b> 6	<b>Toughness:</b> 46	<b>Resolve:</b> 14
<b>Acceleration Rating:</b> 10	<b>Max Speed:</b> 100	<b>Morale Bonus:</b> NA
<b>Space:</b> 5 by 5 squares	<b>Reach:</b> NA	<b>Initiative:</b> +3
<b>Damage Resistance:</b> 35	<b>Psionic Resistance:</b> NA	
<b>Regeneration:</b> 8		

-**Gauss Cannon** 1d20+6 accuracy, 24 damage, fully automatic, 3,000 shots at long range; *Special Traits:* Penetration 5, Hailfire 1, Full Automatic

-**Explode** 1d20+7 accuracy, 40 damage, 1 strike; *Special Traits:* Penetration 10, Burst 4

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

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

**Strength:** 15      **Instinct:** 3      **Agility:** 2      **Fortitude:** 15

**Intelligence:** 1      **Willpower:** 2

**Special Trait (Explosive):** The APC has grown explosive gas globules that can explode at will. It explodes when reduced to 0 hit points, or when it chooses to self-destruct as a full-round action. It makes an attack against all nearby creatures. This attack has a +7 accuracy bonus, deals 40 damage with penetration 10 (half damage on a miss) and effects a Burst 4 area.

**Special Trait (Co-Pilot):** The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, apply a second pilot skill combat augmentation to the vessel in addition to the first, fire the main weapon, aim the weapon, or make assisted pilot checks that the primary pilot makes.

**Special Trait (Brace):** The pilot or co-pilot can spend a full-round action to 'brace' the tank against oncoming fire. While the tank is braced, it gains +5 damage resistance against all attacks attack it from the front arc.



## Infested Banshee Description

This typical infested banshee is piloted by an infested pilot captain. They are usually found either on their own or attack squadrons of 3 ships.

### Infested Banshee Tactics

Infested banshees fight in a very similar manner to normal banshees, as their mutations did not change them very much. It's Highly Maneuverable rule allows it to easily circle its foes in combat, even when moving past combat speed, bombarding them with volleys of rockets. The banshee fires rockets very quickly, and only uses target locks to gain the extra rocket volley, instead of the full +10 accuracy bonus.

Banshees activate their cloaking when they begin taking fire from enemy batteries, artillery, or anything that does a fair bit of damage to them. Once cloaked, they have enough energy to maintain the effect for 8 rounds before their energy is drained.

### Infested Banshee

**Level 16 Medium-sized Creature in Gargantuan-sized Vehicle (Non-heroic Infested Terran Minion), Extreme Threat**

<b>Skill Purchases:</b> 22	<b>Talent Purchases:</b> 4	<b>Ability Score Purchases:</b> 11
<b>Hit Points:</b> 470	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 55
<b>Defense:</b> 19	<b>Toughness:</b> 49	<b>Resolve:</b> 23
<b>Acceleration Rating:</b> 62	<b>Max Speed:</b> 400	<b>Morale Bonus:</b> NA
<b>Space:</b> 4 by 4 squares	<b>Reach:</b> NA	<b>Initiative:</b> +7
<b>Damage Resistance:</b> 39	<b>Psionic Resistance:</b> NA	
<b>Regeneration:</b> 8		

**-Backlash Rocket Battery** 1d20+19 accuracy, 80 damage, +3 strikes maximum, 48 shots at remote range; *Special Traits:* Penetration 20, Burst 3, Twin-linked, Downward Barrage

**Skills:** Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 8, Perception 8, Pilot 8, Science 6, Tactics 6

**Talents:** Aerial Evasion, Dodge, Dog Fighter, Weapon Mastery (ranged I)

**Strength:** 16      **Instinct:** 7      **Agility:** 6      **Fortitude:** 16

**Intelligence:** 3      **Willpower:** 5

**Special Ability (Target Lock):** The infested banshee can issue a target lock as a standard action. A pilot or gunner aboard the ship can then expend the lock freely with the battery attack on a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second rocket against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both rockets this way.

**Special Ability (Cloaking Device):** This banshee has an onboard stealth field generator, allowing it to cloak for a limited amount of time. The banshee has 10 energy. Activating cloaking uses 2 energy, and 1 more energy at the start of every turn the vehicle is cloaked. Once the vehicle reaches 0 energy, its cloaking breaks. Every round the vehicle is not cloaked, it recovers 1 energy.

**Special Ability (Atmospheric Craft):** The banshee can function in a vacuum, but is much more maneuverable when exposed to an atmosphere. When the banshee is within an atmosphere it gains +4 defense.

**Special Ability (Highly Maneuverable):** The banshee can move any direction, not just forward. For example, a banshee can fly sidewise or backwards, but moving like this counts as a limited movement method. For example, a banshee flying at 100 squares per round could move 60 squares forward, and then 20 squares sideways (half the 40 squares remaining), while not changing its facing.

**Special Ability (Reinforcement):** The reinforcement value from the banshee's plated hull reduces all crippling wound points it suffers by 2.



*~A squadron of infested banshees flying over an infested city (above)*

*~An infested liberator (below)*





## Infested Diamondback Description

This typical infested diamondback is piloted by an infested marine commander.

### Infested Diamondback Tactics

The infested diamondback is a resilient and maneuverable vessel. The diamondback tires to stay mobile in combat, perusing or driving circles around its pray while bombarding them with its acid cannon. It relies heavily on its slime trail to cut off enemy escape or sabotage vehicles that try to pass through its trail.

Infested diamondbacks prefer vehicles as the target for their acid cannon. They avoid aiming if possible so they can benefit from their twin-linked trait.

### Infested Diamondback Tank

**Level 19 Medium-sized Creature in Gargantuan Terran Vehicle (Non-Heroic Infested Terran Minion), Formidable Threat**

**Skill Purchases:** 21

**Talent Purchases:** 5

**Ability Score Purchases:** 8

**Hit Points:** 586

**Healing Threshold:** NA

**Damage Threshold:** 63

**Defense:** 13

**Toughness:** 57

**Resolve:** 22

**Acceleration Rating:** 30

**Max Speed:** 200

**Morale Bonus:** NA

**Space:** 4 by 4 squares

**Reach:** NA

**Initiative:** +8

**Damage Resistance:** 31

**Psionic Resistance:** NA

**Regeneration:** 8

**-Acid Rail Gun** 1d20+25 accuracy, 105 damage, 1 strike maximum, unlimited shots at remote range; *Special Traits:* Penetration 70, Corrosion, Acid Damage, Unstoppable

**Skills:** Athletics 5, Acrobatics 5, Defensive Training 8, Durability 8, Endurance 6, Influence 8, Leadership 8, Melee 8, Mental Training 8, Perception 7, Pilot 8, Ranged 8, Tactics 8, Survival 4

**Talents:** Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal, Powered Armor Training, Weapon Mastery (ranged)

**Strength:** 18

**Instinct:** 5

**Agility:** 2

**Fortitude:** 18

**Intelligence:** 2

**Willpower:** 4

**Special Trait (Slime Trail):** The diamondback tank produces acidic mucus as a byproduct of operating. It leaves this mucus in a trail behind it. After the vehicle moves in a turn, all the squares it passed over are covered with rapidly dissolving slime. Anyone that moves into the area takes 20 acid damage, penetration 20 at the end of their turn. The damage is increased by +5 for every square they moved in the area. The area counts as difficult terrain, and pilots driving into the area must make DC 15 pilot checks each round or lose control of their vehicle.

**Special Trait (Dispersion Reinforcement):** The diamondback's unique structure allows it to repel incoming fire, weakening the piercing impact of most weapons. All weapons count as having a half as much penetration against the diamondback.

**Special Trait (Improved Targeting):** The diamondback tank never suffers penalties for shooting while moving, action moves, or while moving at high speeds.

**Special Ability (Reinforcement):** The reinforcement value from the tank's plated hull reduces all crippling wound points it suffers by 3.



## Infested Liberator Description

This typical infested liberator is piloted by an infested pilot captain. They are rare vessels, and rarely seen in substantial numbers.

### Infested Liberator Tactics

Infested liberators are quite different than their un-infested counterparts but are still very dangerous. In aerial combats, they will dog fight with volleys of their acid rockets. The extra penetration the rockets possess make them very effective against other vehicles. They use twin-linked instead of aiming when possible and will apply target locks when preparing for a large engagement.

While infested liberators lack their laser cannon, they possess swarm form to attack ground targets, which is easily more dangerous. When a liberator is facing ground enemies, they will dive to the surface, right on top of their foes, and transform in a massive swarm. Assuming the liberator has plenty of hit points remaining, this swarm is incredibly large and deal considerable damage. Furthermore, every biological enemy they kill with the swarm returns hit points to the liberator. Swarming a group of marines or other ground enemies can take them out quickly, while returning the liberator to full hit points. They often use this as a method to heal themselves when they get low on hit points. Their swarm form is very slow, so they try to avoid using it against fast opponents, such as flyers.

### Infested Infested Liberator

**Level 18 Medium-sized Creature in Colossal Vehicle (Non-heroic Infested Terran Minion), Formidable Threat**

**Skill Purchases:** 22

**Talent Purchases:** 4

**Ability Score Purchases:** 11

**Hit Points:** 936

**Healing Threshold:** NA

**Damage Threshold:** 82

**Defense:** 17

**Toughness:** 76

**Resolve:** 23

**Acceleration Rating:** 50

**Max Speed:** 300

**Morale Bonus:** NA

**Space:** 10 by 20

**Reach:** NA

**Initiative:** +7

**Damage Resistance:** 39

**Psionic Resistance:** 19

**Regeneration:** 23

**-Acid Rockets** 1d20+19 accuracy, 60 damage, +3 strikes maximum, unlimited shots at strategic range; *Special Traits:* Penetration 50, Burst 5, Twin-linked, Acid Damage, Corrosion

**Skills:** Athletics 6, Acrobatics 6, Computers 6, Defensive Training 8, Durability 8, Influence 4, Leadership 8, Lore 4, Medicine 4, Melee 6, Mental Training 8, Ranged 8, Perception 8, Pilot 8, Science 6, Tactics 6

**Talents:** Aerial Evasion, Dodge, Dog Fighter, Weapon Mastery (ranged I)

**Strength:** 22

**Instinct:** 7

**Agility:** 6

**Fortitude:** 22

**Intelligence:** 3

**Willpower:** 5

**Special Ability (Target Lock):** The pilot can issue a target lock as a standard action. The crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second rocket against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both rockets this way.

**Special Trait (Swarm Form):** The liberator and its pilot can undergo a radical mutation and devolve into a swarm of billions of tiny zerg. All of these zerg are part of pilot and controlled by their consciousness. The swarm has a number of hit points equal to the hit points the vehicle had remaining. The swarm has a Defense of 0 and its size equals a Burst with an area of 1 per 50 hit points it has and takes no damage from attacks without one of the following weapon traits: Burst, Cone, Line, Energy Damage, or Acid Damage. It takes half damage from attacks with those weapon traits, or normal damage from attacks that possess two or more of those traits. The swarm flies at a speed of 20 and deals 15 damage per 50 hit points it has, dealing damage automatically to everything within its area. If it kills a target, it gains 50 hit points, possibly going over its starting hit points. The swarm lasts until killed, or the pilot reverts the vehicle back to a solid form as a full-round action. The vehicle has as many hit points as the swarm had when it reverted. If it had hit points over its maximum, it retains the extra as protection points. If the swarm is reduced to 0 hit points, the vehicle and the pilot are utterly destroyed.

A liberator at full hit points has a Burst (18) area and deals 270 damage.

**Special Ability (Reinforcement):** The reinforcement value from the liberator's plated hull reduces all crippling wound points it suffers by 3.



## Infested SCV Description

This typical infested SCV is piloted by an infested civilian (See Supplement 1).

### Infested SCV Tactics

Like common SCVs, infested space construction vehicles are not warriors, but slave labor. They tend to ignore fights and combat and continue harvesting resources and building new terran structures for the swarm to infest. Most of these vessels were infested while their pilot was inside, thus the pilots are tightly connected their vessels. When an SCV is attacked, it's symbiotic link with the pilot will usually kill the pilot before the SCV falls. This makes infested SCVs even more vulnerable than common worker vessels.

### Infested SCV

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

**Skill Purchases:** 5

**Talent Purchases:** 0

**Ability Score Purchases:** 2

**Hit Points:** 170

**Healing Threshold:** NA

**Damage Threshold:** 36

**Defense:** 8

**Toughness:** 30

**Resolve:** 13

**Speed:** 7

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 3 squares

**Initiative:** +2

**Damage Resistance:** 28

**Psionic Resistance:** NA

**Regeneration:** 5

-**Fusion Drill** 1d20-1 accuracy, 27 damage, 1 strike maximum; *Special Traits:* Piercing

-**Plasma Welder** 1d20+0 accuracy, 16 damage, 1 strike maximum, 30 shots at melee range; *Special Traits:* Piercing

-**Grasping Claw** 1d20+9 accuracy, 37 damage, 1 strike maximum; *Special Traits:* Penetration 3, Special Combat Action, Smashing

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

**Talents:** Hardened Survivalist

**Strength:** 10

**Instinct:** 2

**Agility:** 2

**Fortitude:** 10

**Intelligence:** 1

**Willpower:** 3

**Special Ability (Repairs):** An SCV can make rapid repairs on an adjacent construct or building as long as it has access to scrap materials to make necessary repairs, and the construct is not moving. Making repairs is a full-round action. Every round the pilot maintains making repairs, the pilot makes a DC 10 science check (1d10+2 bonus). If he is successful, the target recovers a number of hit points equal to 10 +2 for each point the pilot surpassed the DC. In addition, the targeted construct is healed one movement, action, or core wound if the SCV pilot succeeded the test by 20 or more.

**Special Trait (Synaptic Link):** Using the SCV requires directly connecting the pilot's nerves to that of the vehicle. When the goliath is damaged, it deals synaptic backlash to the pilot. When the vehicle takes damage, the pilot takes half the damage the vehicle was dealt. This is determined after the vehicle's damage resistance. The pilot can take a maximum of 50 points of damage from a single hit against the vehicle. The pilot has 57 hit points and 10 damage resistance.

**Special Ability (Construction Cycle):** An SCV can enter into a building cycle to rapidly form a building designed under a standard template. This process can only be performed if the SCV has all requisite materials required. The time taken is based on the design of the particular building.

**Special Ability (Very Cumbersome):** The cumbersome vehicle gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.



*~Infested SCVs (above)*

*~A pair of warped and disfigured infested siege tanks (below)*



## Infested Siege Tank Description

This typical infested siege tank is piloted by an infested marine commander. Infested siege tanks are not uncommon on worlds where a terran garrison is overrun but tend to operate alone or alongside hordes of infested.

### Infested Siege Tank Tactics

Infested siege tanks are slow, cumbersome vessels. No longer possessing working engines, they instead skitter and crawl across the ground. While crawling, their only offense is a powerful barbed tendrill that lashes out at nearby foes. If no foes are nearby, it will grab smaller zerg such as infested, zerglings, or banelings to feed into its cannon.

When it finally arrives in battle, the infested siege tanks roots in spots far from the front lines. Assuming it has plenty of living ammunition stored up, it bombards its foes with its devastating siege cannon. It will lash at enemies as they approach the tank or continue to grab and store more allies to use as living ammunition. It often tries to position itself on the supply line where zerg reinforcements continue to pour in, so it has access to a steady supply of fresh zerg food.

### Infested Siege Tank

**Level 16 Medium-sized Creature in Gargantuan-sized Vehicle (Non-Heroic Infested Terran Minion), Formidable Threat**

**Skill Purchases:** 21

**Talent Purchases:** 5

**Ability Score Purchases:** 8

**Hit Points:** 660

**Healing Threshold:** NA

**Damage Threshold:** 66

**Defense:** 10

**Toughness:** 60

**Resolve:** 22

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 4 by 4 squares

**Reach:** 10

**Initiative:** +8

**Damage Resistance:** 42

**Psionic Resistance:** NA

**Regeneration:** 8

**-Acid Siege Cannon** 1d20+20 accuracy, 200 damage, 1 strike maximum, 1-5 shots at strategic range; *Special Traits:* Penetration 60, Burst 8, Acid Damage, Corrosion, Heavy Shell, Ground Fire

**-Barbed Tendrils** 1d20+27 accuracy, 66 damage, 1 strike maximum; *Special Traits:* Penetration 20, Cleaving 1

**Skills:** Athletics 5, Acrobatics 5, Defensive Training 8, Durability 8, Endurance 6, Influence 8, Leadership 8, Melee 8, Mental Training 8, Perception 7, Pilot 8, Ranged 8, Tactics 8, Survival 4

**Talents:** Dissuade, Grenade Catcher, Hardened Survivalist, Heavy Metal, Powered Armor Training, Weapon Mastery (ranged)

**Strength:** 20

**Instinct:** 5

**Agility:** 2

**Fortitude:** 20

**Intelligence:** 2

**Willpower:** 4

**Special Trait (Acid Siege Cannon):** The infested siege tank can only use its siege cannon while rooted in place. Rooting takes a full-round action. While rooted, the siege tanks cannot move and does not gain defense training or agility bonuses to defense. Unrooting from a location takes another full-round action. In addition, the acid siege cannon can only be fired as long as it is supplied living ammunition.

**Special Trait (Living Ammunition):** The infested siege tank can only fire its weapon if it has ammunition to use. The ammunition for its siege cannon is allied zerg minions, namely infested terrans and medium-sized or smaller zerg. To feed the minions into the cannon, the tank must grab them with its grasping limb as a minor action. Therefore, they must be within 10 squares of the tank. This does not require an attack roll or check, but they must be loyal, willing minions. A siege tanks can store up to 5 living ammunition at a time.

**Special Trait (Grasping Limb):** The siege tank has a large, extendable tentacle. This limb counts as a tier 3 gargantuan-sized barbed tendrill. This weapon can be used to make an attack as a minor action. Alternatively, it can be used as a minor action to pull a minion in to use it as living ammunition. It has a reach of 10 squares.

**Special Trait (Crawler Legs):** The vehicle sprouts several legs, like a spine crawler, that it can use to scamper about on the ground. Because of the infested siege tank's engine failure, it can no longer move as a vehicle. However, the crawler legs allow it to still scamper across the ground with tactical movement.

**Special Ability (Reinforcement):** The reinforcement value from the tank's plated hull reduces all crippling wound points it suffers by 3.

## Infested Terran Military Structures

Certain terran structures become viable warrior organisms when introduced into the swarm. Bunkerlisks and infested missile turrets can be found where entire military outposts have been converted to the zerg.

### Bunkerlisk Description

The bunkerlisk is a new zerg creature created by infesting a terran bunker, merging it with terran essence, and spawning an all new zerg creature of the mixture. The bunkerlisk is a hulking, mutated monster with an array of limbs that extends beyond its frame.

Bunkerlisks are powerful minions for infestors and blightbringers. They are mobile and canny creatures that can advance to new locations, slashing with claws and firing merged terran weaponry. They can then settle into a location and provide long range fire support while being nearly indestructible. Bunkerlisks look so similar to terran bunkers when rooted that they can even pass for one, allowing them to set up ambushes against enemy patrols and supply convoys.

### Bunkerlisk Tactics

The natural form of a bunkerlisk is usually used for transportation to new locations. However, it is still very dangerous in this form. It possesses superior defenses, powerful claws, and the ability to lay down four gauss rifle shots every turn. It spends its turn moving away from nearby enemies, swiping enemies out of its way with its claws while using concentrated gauss fire to move foes from its path. The bunkerlisk's goal is to find somewhere to set up in bunker form.

Once in bunker form, it sits idle while using its gauss rifle to combat all foes that come towards it. It lacks its scything claws in this mode as well as any ability to move. It is much more durable, however, and very difficult to destroy in this form. If it is threatened with destruction, it will always try to revert to bunker form to let its improved regeneration activate. Also, when it is killed in bunker form, it expends its infested marine passengers and gives them a fighting chance.

### Bunkerlisk

**Level 17 Gargantuan-sized Zerg Creature (Non-heroic Zerg Minion Strain/ Bruiser/ Assailant), Extreme Threat**

**Skill Purchases:** 28

**Talent Purchases:** 16

**Ability Score Purchases:** 12

**Hit Points:** 710

**Healing Threshold:** NA

**Damage Threshold:** 64

**Defense:** 8

**Toughness:** 48

**Resolve:** 20

**Speed:** 6

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 5 by 5 squares

**Reach:** 3 squares

**Initiative:** +3

**Damage Resistance:** 42

**Psionic Resistance:** 15

**Regeneration:** 18

**Biomass:** 36

**-Scything Claws** 1d20+27 accuracy, 49 damage, +1 strike maximum; *Special Traits:* Penetration 12, Cleaving 1

**-Heavy Gauss Rifle x4** 1d20+11 accuracy, 28 damage, fully automatic x4, unlimited shots at long range; *Special Traits:* Penetration 12, Full Automatic

**Skills:** Athletics 6, Defensive Training 6, Durability 10, Endurance 6, Mental Training 6, Melee 8, Perception 4, Ranged 10

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

**Talents:** Awesome Abilities (fortitude, instinct), Bulwark, Enhanced Regeneration V, Resistant V, Resilience, Weapon Mastery (melee II, ranged II)

**Creature Abilities:** Behemoth, Gun Battery\*, Bunker Form\*, Expend Infested Marines\*

**Strength:** 12

**Instinct:** 3

**Agility:** 1

**Fortitude:** 20

**Intelligence:** 1

**Willpower:** 4

**Gear:** Tier 2 Gargantuan-sized Scything Claws, Heavy Gauss Rifle x4, Tier 2 Juggernaut Carapace

**Special Ability (Gun Battery):** The bunkerlisk has four heavy gauss rifles mounted in its flesh. As a minor action, it can fire all four gauss rifles. Each heavy gauss rifle makes a separate attack roll or even a separate attack method. It cannot fire these weapons with a standard action. However, it can still use its standard action to make scything claw attacks without dual-wielding penalties. In addition, the heavy gauss rifles gain +8 penetration from spine munitions.

**Special Ability (Bunker Form):** As a full-round action, the bunkerlisk can condense itself to look identical to a standard bunker. It takes a DC 30 perception check made as part of a spotter or detector action to reveal there is a zerg presence to the bunker. While the bunkerlisk is in bunker form, the only action it can perform is to aim and fire its four heavy gauss rifles or to spend a full-round action transforming back to its mobile form. It cannot make claw attacks in bunker form. While in bunker form, the



bunkerlisk gains +20 regeneration and cannot be pushed, moved, or grabbed. Melee attacks against it automatically hit. It also immune to the Burning condition while in bunker form.

**Special Ability (Expend Infested Marines):** When the bunkerlisk is killed in bunker form, six infested marines emerge from its corpse. This does not occur if it is killed in its normal form

**Special Ability (Zerg Traits):** Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They have a biomass score equal to their fortitude + strength + willpower.



*~Bunkerlisk, in mobile form and bunker form (above)    -Infested Missile Turret, in mobile and stationary forms (below)*



## Infested Missile Turret Description

Missile turrets are highly effective constructs and zerg are known to infest them along with everything else in a colony. Using the *Adaptive Infestation* evolution power, infested missile turrets can be brought to life and turned against the enemies of the swarm. Some missile turrets that have been infested for a long time even grow legs and can reposition themselves.

### Tactics

Missile turrets do not fire at targets unless they are at least 10 squares off the ground. They wait until their target comes within distant range and then bombard them with missiles. Infested missile turrets do not require target locks to fire their missiles. They also have no way of replenishing or replacing missiles, so they tend to use their ammunition very carefully.

When an infested turret is sure to be destroyed, it uses infested guidance every round. This will hasten its death but allows it to expend as many missiles as it can to take its foes down with it. A missile turret while sometimes enter its mobile form to flee from ground targets or reposition so it is within range of its foes.

### Infested Missile Turret

**Level 16 Huge-sized Infested Construct (Non-heroic Robot), Extreme Threat**

**Skill Purchases:** 8

**Talent Purchases:** 9

**Ability Score Purchases:** 26

**Hit Points:** 388

**Healing Threshold:** NA

**Damage Threshold:** 50

**Defense:** 4

**Toughness:** 34

**Resolve:** NA

**Speed:** 5 (when mobile)

**Shift Speed:** 0

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 0 squares

**Initiative:** +6

**Damage Resistance:** 32

**Psionic Resistance:** NA

**Regeneration:** 5

**Biomass:** 34

**-Destroyer Missile Battery** 1d20+13 accuracy, 80 damage, 1 strike maximum, 24 shots at strategic range; *Special Traits:* Penetration 50, Burst 2, Hailfire (1), Twin-linked, Devastating Cripple, Missile

**-Ram** 1d20+17 accuracy, 63 damage, 1 strike maximum; *Special Traits:* Penetration 20, Area Bash

**Skills:** Durability 8, Melee 8, Ranged 8,

**Skill Focuses:** Ranged +3, Durability +3

**Talents:** Awesome Abilities (intelligence), Weapon Mastery (ranged II), Penetration V, Devastating Cripple (ranged), Precision Shot

**Creature Abilities:** Infested Guidance\*

**Strength:** 16

**Instinct:** 6

**Agility:** 1

**Fortitude:** 18

**Intelligence:** 2

**Willpower:** NA

**Gear:** Twin-linked Destroyer Missile Battery, Tier 2 Huge-sized Ram, Heavy Plated Hull, Tier 2 Zerg Reinforced Carapace, Advanced Sensors

**Special Ability (Infested Guidance):** The organic bits of the infested missile turret can force the living construct to operate faster. The creature takes 68 damage (damage resistance is included in this damage). However, the missile can two missile attacks at the same target that turn. In addition, the infested missile turret does not require target locks to fire its missile battery.

**Special Ability (Reinforcement):** The reinforcement value from the infested missile turret's plated hull reduces all crippling wound points it suffers by 2.

**Special Ability (Advanced Sensors):** The construct has extremely potent antennae that detect nearby movement. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares (2 starship squares), even if they are not within line of sight.

**Special Ability (Immobile):** The missile turret is normally immobile and cannot move or be moved. While rooted it cannot make ram attacks. However, it can emerge from its rooted position as a standard action and crawl about on a series of legs. It has a movement speed of 5 squares while mobile, but it cannot make missile battery attacks. It can, however, make ram attacks while mobile. It can spend a full-round action to root in the ground again and continue making attacks.



# Chapter 5: The Primal Zerg

## Bestiary

This section contains a massive selection of example primal zerg at all levels for Game Masters to use in their StarCraft Campaigns. There are threats here for every level of character. Since arriving in the Koprulu Sector, the primal zerg have spread and begun to establish themselves on worlds throughout the sector. Many of these primal are wild, roaming free on backwater planets, looking for new essence and food sources. Other worlds are now occupied by new pack leaders and primal titans that have been rallying scattered primal zerg into a new fighting force battling for domination over the sector.

The primal zerg are chaotic and unpredictable, but they are also very dangerous. As they continue to evolve, they may find ways to travel from planet to planet and become a reigning power in the Koprulu Sector. Only time will tell their impact, and the exploits of brave terran and protoss heroes may be necessary to prevent the primals from achieving too much power in the sector.



## Primal Creeper Description

Primal creepers are specialty breed grown specifically for combat by primal hosts, creeper hosts, and hollow mothers. They live short, uneventful lives that ultimately lead up to their explosive death. Like swarm banelings, creepers are living bombs that scuttle towards their enemy before exploding in a shower of acid. A hollow mother will often mark its territory by overpopulating its home with dozens, maybe even hundreds, of primal creepers. Creepers are amongst the most dim-witted of primals, even compared to primal worms, and live basic lives until they explode from adrenaline when facing enemies in battle.

### Tactics

Primal creepers are dimwitted monstrosities that move as quickly as they can towards the closest creature. They begin to swell up and shudder once they are about to detonate. Primal creepers usually explode rather than bite their foe, unless commanded otherwise. They do not value the lives of any other primals besides their parent, again, unless commanded otherwise.



### Primal Creeper

Level 3 Medium-sized Primal Zerg Non-heroic Character (Genetic Quirk: Fortitude), Medium Threat

Skill Purchases: 6

Talent Purchases: 0

Ability Score Purchases: 1

Hit Points: 80

Healing Threshold: NA

Damage Threshold: 24

Defense: 15

Toughness: 15

Resolve: 11

Speed: 7, climb 7

Shift Speed: 1

Morale Bonus: +0

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 11

Psionic Resistance: 3

Regeneration: 7

Biomass: 9

-**Volatile Explosion** 1d20+3 accuracy, 45 damage, 1 strike maximum; *Special Traits*: Penetration 5, Burst 4, Acid Damage, Corrosion

-**Primal Ripping Fangs** 1d20+5 accuracy, 22 damage, 1 strike maximum; *Special Traits*: Penetration 3, Rending 4

**Skills**: Athletics 2, Defensive Training 2, Durability 3, Endurance 2, Melee 3

**Skill Focuses**: None

**Talents**: None

**Evolutions**: Crawler, Primal Light Carapace, Primal Ripping Fangs, Special Blood: Acid Blood, Volatile Explosion\*

**Strength**: 3

**Instinct**: 2

**Agility**: 3

**Fortitude**: 5

**Intelligence**: 1

**Willpower**: 1

**Gear**: Ripping Fangs, Light Carapace

**Special Ability (Volatile Explosion)**: The creeper can self-detonate as a standard action, exploding in a massive blast of acid. The amount of damage is equal to 5x its current Biomass level (normally 45) This is a melee attack, can be used at the end of a charge, and has the Penetration (5), Acid Damage, Corrosion, and Burst (4) weapon traits. The volatile explosion is centered on the primary target, which is any target within reach when this activated. The creeper is killed when using this attack.

**Special Ability (Growth Hormones)**: The creeper regains 1 biomass at the start of every round.

**Special Ability (Acid Blood)**: Once the creeper is wounded by a melee attack or an adjacent ranged attack, the attacker suffers 6 acid damage (penetration 5).

## Primal Drone Description

Primal drones are natural foragers that sift through earth and soil looking for burrowing creatures to consume. They are often seized by pack leaders to act as laborers for their forces. Primal drones have short life expectancy, as larger primals often hunt them for food. Primal drones are on the rise since their arrival on the Koprulu sector, where they have bred in great numbers. Deserts and volcanic wastelands often have large numbers of drones digging burrows and sandtraps in the soil.

### Tactics

Unlike swarm drones, primal drones will usually attack living creatures on sight, assuming they are small, lightly armored, and edible. They prefer their bite attack, usually saving their claws for digging through earth and breaking rocks. If possible, they will use heavy strike attacks to supplement their bite. Primal drones controlled by a pack leader are frequently ordered to ignore enemy targets and continue to work on harvesting minerals and gas.

### Primal Drone

**Level 4 Medium-sized Primal Zerg Non-heroic Character (Genetic Quirk: Strength), Medium Threat**

**Skill Purchases: 6**

**Talent Purchases: 0**

**Ability Score Purchases: 2**

**Hit Points: 65**

**Healing Threshold: NA**

**Damage Threshold: 24**

**Defense: 15**

**Toughness: 16**

**Resolve: 11**

**Speed: 7, climb 7**

**Shift Speed: 1**

**Morale Bonus: +0**

**Space: 1 square**

**Reach: 1 square**

**Initiative: +2**

**Damage Resistance: 20**

**Psionic Resistance: 3**

**Regeneration: 2**

**Biomass: 10**

-**Primal Grasping Claws** 1d20+3 accuracy, 34 damage, 1 strike maximum; *Special Traits*: Penetration 5

-**Primal Ripping Fangs** 1d20+5 accuracy, 25 damage, 1 strike maximum; *Special Traits*: Penetration 3, Rending 4

**Skills**: Defensive Training 2, Durability 3, Endurance 2, Melee 3, Survival 2

**Skill Focuses**: None

**Talents**: None

**Evolutions**: Primal Reinforced Carapace, Primal Ripping Fangs, Primal Grasping Claws, Crawler

**Strength: 4**

**Instinct: 2**

**Agility: 3**

**Fortitude: 5**

**Intelligence: 1**

**Willpower: 1**

**Gear**: Grasping Claws, Ripping Fangs, Reinforced Carapace

**Special Ability (Mighty)**: The drone adds its full-strength score to melee damage, instead of ½ strength.

**Special Ability (Unyielding)**: The drone gains 4 protection points at the start of each turn.



## Primal Great Wurm Description

The primal great worm is a titanic serpent that slithers through the crust of a world seeking out victims. These creatures are free ranging terrors with keen instincts and a ravenous hunger. It waits to detect movement above it, then springs out of the ground and attempts to swallow its victim whole.

Primal great worms are used by pack leaders as siege engines and sentinels for primal attack waves. While great worms are difficult to pin in one place, pack leaders use sacrificial minions to lure them to a spot before coercing them for control. Their ability to deep tunnel allows them to discreetly reach the front lines or redeploy to guard a vulnerable point in the pack leader's defenses.

### Tactics

Great worms rarely emerge fully from the ground. Instead, only their head and front half of their torso emerges. Instead of slithering about, they burrow and tunnel to the new location.

The favored mode of attack for great worms is their devastating acid spit. They can hit reliably with this attack, bombarding their foes and melting them under their acidic barrage. If their enemy still gets close to them, they will use the Sudden Strike ability to make swift bite attacks at the approaching foes. If they are approached by few elite enemies, they will often use heavy strike with their bite to consume and then swallow their foes. This allows them to quickly control enemy numbers and take foes out of the fight quickly.

Great worms rarely fight to the death, and usually flee once they below 100 hit points. A primal pack leader encouragement might prohibit this behavior. Pack leaders often encourage them to use Threatening Howl to distract nearby enemies, so they can absorb the blows meant for others. Finally, great worms are extremely observant and very skilled at noticing nearby hidden threats. Stealth and hiding is virtually worthless against a great worm.

## Primal Great Wurm

**Level 15 Huge-sized Primal Zerg Advanced Heroic Character (Genetic Quirk: Instinct/ Bilemaw/ Devourer/ Stalwart Guardian), Extreme Threat**

**Skill Purchases:** 21

**Talent Purchases:** 9

**Ability Score Purchases:** 17

**Hit Points:** 466

**Healing Threshold:** NA

**Damage Threshold:** 47

**Defense:** 17

**Toughness:** 37

**Resolve:** 20

**Speed:** 7, 7 climb, 8 burrow

**Shift Speed:** 0

**Morale Bonus:** +5

**Space:** 4 by 4 squares

**Reach:** 4 squares

**Initiative:** +6

**Damage Resistance:** 46

**Psionic Resistance:** 15

**Regeneration:** 5

**Biomass:** 30

**-Primal Ripping Fangs** 1d20+20 accuracy, 61 damage, +30 damage from Acid Coating, 1 strike maximum; *Special Traits:* Penetration 12, Rending 4, Penetration (15, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**-Primal Acid Spore** 1d20+19 accuracy, 54 damage, 1 strike maximum, distant range; *Special Traits:* Penetration 30, Acid Damage

**Skills:** Athletics 7, Defensive Training 7, Durability 9, Endurance 7, Mental Training 6, Melee 7, Perception 6, Ranged 8, Survival 6

**Skill Focuses:** Durability +2, Melee +2, Ranged +3

**Talents:** Devastating Cripple (ranged), Hardened Survivalist, Power Strike II, Resilience, Weapon Mastery (melee I, ranged II), Zerg Skill Focus (corrosion)

**Evolutions:** Extendable Jaws, Huge-sized, Large-sized, Tier 2 Primal Acid Spit, Tier 2 Primal Juggernaut Carapace, Tier 2 Primal Ripping Fangs, Sapience, Serpentine, Tunneling Claws

**Strength:** 12

**Instinct:** 7

**Agility:** 3

**Fortitude:** 14

**Intelligence:** 2

**Willpower:** 4

**Gear:** Tier 2 Huge-sized Ripping Fangs, Tier 2 Huge-sized Acid Spore, Tier 2 Juggernaut Carapace

**Special Ability (Sudden Strike):** The great worm can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They use this to attack with their ripping fangs.

**Special Ability (Consume):** When the great worm hits with a heavy strike fang attack at a target that is medium or smaller, they can try to grab them in their jaws. The attack must surpass both the target's defense and toughness. If the worm succeeds, the target is grabbed in their mouth and gains the Crushed and Stunned condition. At the end of every turn they are in the worm's

mouth, the can make a DC 22 athletics or acrobatics test to escape and land in an adjacent square. The worm cannot make ripping fang or acid spew while they have a creature in their mouth.

**Special Ability (Swallow Whole):** The primal worm can swallow enemies inside its mouth whole. The worm make a strength test against the target in its mouth as a move action, with a DC of the target's damage threshold. On a success, they are swallowed. Swallowed targets suffer from the Crushed, Stunned, and Melting conditions. They only escape the primal's stomach if the primal zerg is killed or reduced to 0 hit points. In the meantime, the primal zerg can make bite and acid attacks once again.

**Special Ability (Threatening Howl):** The worm can make a threatening howl as a standard action. All intelligent enemies within 6 squares of are Taunted, suffering -5 to attack any targets other than you. This last until they are attacked by someone other than the worm.

**Special Ability (Advanced Senses):** The locust has very keen sensory organs. It automatically detects all creatures in area around it as if it made a spotter action. This area has a range of 25 squares.

**Special Ability (Virulent Acid):** When the great worm deals the Melting condition to an enemy, the condition has the following effects: 15 damage, with the Piercing traits. The melting condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.





## Primal Guardian Description

The primal guardian is the closest the primal zerg have to a dedicated battleship. These hulking creatures are bristling with acidic weapons and defense, and even possess evolution powers to supplement their weaponry. Primal guardians are tough combatants who wage right into battle and talk on several other race's aircraft.

Unusually, the primal guardian is an independent evolution of the swarm's guardian. The two creatures are so similar that the primal beast was named after the swarm guardian. While there are many similarities, the number of natural defenses the primal guardian possesses surpasses even the brutal zerg guardian. However, the primal guardian serves better as a 'gunship' and aerial fighter, where the zerg guardian functions best as a long-ranged bomber.

## Tactics

The primal guardian can fly but does not do so swiftly. It makes up for its slow speed by having an overwhelming offense. It gains an additional standard action every round that can be used with its primal acid spore weapon. It uses this attack to counter enemy aircraft or anything that gets too close to it. In the meantime, it prefers to use its true standard action to fire acid blasts to bombard its foes with powerful acidic explosions. Any creature that tries to engage it in melee must contend with the toxic cloud that follows it. If it is somehow swarmed in the air, it will use *Bio-Electric Surge* to expel its attackers.

The primal zerg has several evolution powers to recover life but does not have much biomass or recovery. Therefore, it only uses them once it is very low on life (less than 200 hit points). Once going low on hit points, the guardian will use *Mend* to bolster its health and regeneration. *Siphon Life* is used if the guardian is low on hit points and biomass, as a final effort to recharge itself off the blood of its foes. If it does fall, it uses all remaining biomass to bring itself back to life via the *Resurrection* ability.

**Primal Guardian's Favored Evolution Powers:** Biomass 29, regains 1 biomass a turn

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-**Bio-Electric Surge;** 2 biomass as a standard action; guardian suffers 50 damage, ignoring resistance but not dealing a crippling wound, makes a +20 attack against all enemies within 2 squares of the guardian, targets take 50 damage; Penetration 20, Stun  
 -**Mend;** 10 biomass; as free action, allows brood mother to regain 60 hit points and increases regeneration by 10 for 5 rounds. Allied zerg within short range heal 30 hit points and increase regeneration by 5.  
 -**Siphon Life;** 2 biomass; targets enemy biological target within long range, each round power is sustained target takes 30 damage and viper recovers 3 biomass, damage resistance does not protect against damage, sustained as full-round action, power ends if target moves outside line of sight or outside long range

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## Primal Guardian

Level 20 Huge-sized Primal Zerg Heroic Character (Genetic Quirk: Fortitude/ Bilemaw/ Eternal/ Living Cannon/ Miasmic Aberration), Extreme Threat

Skill Purchases: 25

Talent Purchases: 14

Ability Score Purchases: 12

Hit Points: 690

Healing Threshold: NA

Damage Threshold: 52

Defense: 16

Toughness: 36

Resolve: 22

Speed: 4, 6 fly

Shift Speed: 1

Morale Bonus: +6

Space: 4 by 4 squares

Reach: 4 squares

Initiative: +5

Damage Resistance: 39

Psionic Resistance: 16

Regeneration: 20

Biomass: 30

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-**Primal Acid Blast** 1d20+20 accuracy, 52 damage, 1 strike maximum, distant range; *Special Traits:* Penetration 45, Burst 2, Halffire 1, Corrosion, Acid Damage

-**Primal Acid Spore w/ Living Cannon** 1d20+21 accuracy, 57 damage, +2 strikes maximum, distant range; *Special Traits:* Penetration 45, Corrosion, Acid Damage

-**Primal Ripping Fangs** 1d20+21 accuracy, 58 damage, +69 damage from acid coating, 1 strike maximum; *Special Traits:* Penetration 17, Rending 2, Penetration (20, Acid Coating extra damage only), Acid Damage (acid coating extra damage only), Corrosion

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**Skills:** Athletics 8, Defensive Training 8, Durability 11, Endurance 8, Melee 9, Mental Training 8, Perception 6, Ranged 10, Survival 7

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



**Talents:** Close Combat Shot, Devastating Cripple (ranged), Evolution Powers, Hardened Survivalist, Penetration V, Resilience, Weapon Mastery (melee II, ranged II)

**Evolution Powers:** *Bio-Electric Surge, Consumption, Devour, Siphon Life, Mend*

**Evolutions:** Biomancy Evolution III, Consuming Acid, Floater, Huge-sized, Large-sized, Tier 3 Primal Acid Blast, Tier 3 Acid Spore w/ Living Cannon, Tier 3 Primal Plated Carapace, Tier 3 Primal Ripping Fangs with Acid Coating, Sapience, Winged

**Strength:** 10      **Instinct:** 5      **Agility:** 3      **Fortitude:** 17

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

**Gear:** Tier 3 Huge-sized Acid Blast, Tier 3 Huge-sized Acid Spore, Tier 3 Huge-sized Ripping Fangs, Tier 3 Plated Carapace

**Special Ability (Independent Weapon):** The primal guardian has a growth on its body that possess its own intelligence and will. This growth supports a Tier 3 Huge-sized Acid Spore natural weapon. Every round, the guardian gains an extra standard action that can only be used to fire this weapon. This weapon functions as if had had an instinct of 6 and a ranged skill of 10 but has none of the guardian's talents. In addition, the acid spore weapon has +1 ranged increment for offense.

**Special Ability (Toxic Vapors):** The guardian produces a noxious, stinking cloud, that is sickens and nauseates anyone within it. Any living creature that ends their turn within the locust's reach must make a DC 28 Endurance check or suffer 40 poison damage.

**Special Ability (Resurrection):** Once per day, once the guardian is reduced to 0 hit points, they can automatically revive themselves. They instantly regain 20 hit points, +20 hit points for every point of biomass they spend to empower this resurrection once they hit 0 hit points.

**Special Ability (Growth Hormones):** The guardian regains 1 biomass at the start of every round.

**Special Ability (Virulent Acid):** When the guardian deals the Melting condition to an enemy, the condition has the following effects: 15 damage, with the piercing and hailfire 1 traits. The melting condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

**Special Ability (Flight):** The primal guardian can fly, and has an acceleration rating of 80 and a maximum speed of 600.



## Primal Host Description

While the swarm hosts of the zerg swarm are now an iconic part of the zerg military, few know that their essence was taken from primal stock. The primal host is the progenitor of the swarm host. They were powerful and intelligent creatures on zerus that were the chief beings that propagated new primals. While they used locusts to fight their battles and defend themselves, like the swarm does, primal hosts also spawn new primal wurms to become the next generation of primal inhabitant, with the potential to become anything.

Primal hosts often live in packs with other primals and are usually found far from the front line of conflict. Primal hosts spend most of their lives gorging their infinite appetites and spawning more underlings. They will occasionally feed on fellow members of the pack to ensure they continue to grow or evolve.

Some primal hosts avoid this isolated lifestyle, however, and use their birthing abilities to wage war on enemies. These primals grow even larger and more powerful. These become known as gigantic creeper hosts; towering building-sized monsters capable of birthing dozens of minions every minute. These creatures are near unstoppable, and often form small packs of their own. Only the strongest of pack leaders can wrangle a gigantic creeper host under their control.

## Tactics

Primal hosts begin battle by spending the first two rounds spawning locusts to assist them. Once they have their army, they apply a command tactic to them, usually *Unyielding*, and start tagging their locusts with *Frenzy*. They hang behind their minions, punishing enemies with heavy strike fang attacks and sudden strike fists. They will use *Direct Minion* to have their locusts fight on their behalf if the enemies are far away. They also use *Corrosive Bolt* to blast distant foes and then use *Consumption* on their locusts to regain their biomass recovery. Primal hosts inherently cover biomass very slowly, so they rely on *Consumption* to keep their reservoir up.

Gigantic Creeper hosts fight in a similar manner. They begin combat by filling the squares around them with locusts, then use *Wild Mutation* and *Unyielding* command to bolster them. If the enemy is close by, they use an action move to *Trample* their enemies, putting them in range of *Toxic Emissions* and *Spine Shed* as well. They do not care much for the lives of their minions and will use *Spine Shed* even while their own locusts are within range.

If the enemies are distant, airborne, or their first wave of locusts are near destruction, gigantic creeper hosts spawn a second wave of locusts. They continue to rely on their powerful blows, *Trample*, *Corrosive Bolt*, and *Spine Shed* to weather down their foes. If they run out of locusts again, they will spawn more devourers, biomass permitting. Creeper hosts try not to go below 15 biomass, as they spend 15 biomass upon death to instantly revive with 175 hit points.



~A primal host with its locust children

**Primal Host's Favored Evolution Powers:** Biomass 41, 65 spawning points, regains 1 biomass a turn

**-Consumption;** 1 biomass; power useable as a full-round action; allied zerg with medium range takes 10 damage per round sustained, while primal host restores 3 biomass per round, damage resistance does not protect against damage, sustained as a full-round action

**-Corrosive Bolt;** 4 biomass; power useable as a standard action; +13 attack at medium range, 40 damage; Acid Damage, Corrosion

**-Frenzy;** 2 biomass; minor action; target zerg minion goes into a frenzy, +1 melee strike, +2 accuracy, +2 movement, +10 protection, -2 defense, immune to psionic damage and telepathy, will attack allies if there are no enemies; lasts 5 rounds

**-Spawn Primal Locusts;** 20 biomass; full-round action; creates three locust eggs anywhere within short range, hatch instantly

**Primal Host's Favored Command Tactics:** Command +10

**-Swarm Maneuvering;** commanded minions gain +3 defense

**-Fervor;** commanded minions gain +2 to attack accuracy, can perform aim actions

**-Unyielding;** commanded minions gain +3 damage resistance

## Primal Host

Level 15 Huge-sized Primal Zerg Heroic Character (Genetic Quirk: Fortitude/ Birther/ Pack Leader/ Stalwart Guardian), Extreme Threat

Skill Purchases: 18

Talent Purchases: 12

Ability Score Purchases: 9

Hit Points: 564

Healing Threshold: NA

Damage Threshold: 21

Defense: 18

Toughness: 35

Resolve: 20

Speed: 9

Shift Speed: 1

Morale Bonus: +5

Space: 4 by 4 squares

Reach: 4 squares

Initiative: +2

Damage Resistance: 42

Psionic Resistance: 15

Regeneration: 22

Biomass: 41

**-Primal Smashing Fist** 1d20+16 accuracy, 54 damage, 1 strikes maximum; *Special Traits:* Penetration 15

**-Primal Ripping Fangs** 1d20+17 accuracy, 50 damage, 1 strike maximum; *Special Traits:* Penetration 12, Rending 4

**Skills:** Athletics 5, Command 6, Defensive Training 7, Durability 10, Endurance 5, Melee 6, Mental Training 6, Perception 3, Ranged 3, Survival 4

**Skill Focuses:** Command +2, Durability +4

**Talents:** Enhanced Regeneration II, Evolution Powers, Hardened Survivalist, Resistant V, Resilience, Weapon Mastery (melee), Zerg Skill Focus (stamina)

**Evolution Powers:** *Consumption, Corrosive Bolt, Frenzy, Primal Toxic Nest, Spawn Minion (primals), Spawn Primal Wurm*

**Command Tactics:** *Fervor, Swarm Maneuvering, Unyielding*

**Evolutionary:** Biomancy Evolution I, Growth Sacks, Huge-sized, Large-sized, Tier 2 Primal Plated Carapace, Tier 2 Primal Ripping Fangs, Tier 2 Primal Smashing Fist, Quadruped, Sapience, Spawning Sacks

**Strength:** 10      **Instinct:** 2      **Agility:** 3      **Fortitude:** 13

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

**Gear:** Tier 2 Huge-sized Smashing Fist, Tier 2 Huge-sized Ripping Fangs, Tier 2 Plated Carapace

**Special Ability (My Children):** The primal host has a spawning limit of 65, to determine how many minions they can spawn in an encounter. As a full-round action, the primal host can spend 20 biomass and 27 spawning limit to create 3 primal locusts. These locusts go after the host in initiative.

**Special Ability (Direct Minions):** The primal host can spend a full-round action directing two minions under the control of their command tactic. Those minions can instantly perform a standard action.

**Special Ability (Battering Ram):** The primal host can spend a full-round action to throw its weight against a terrain feature or immobile vehicle. This does not require an attack roll. They deal 50 damage to the object with 20 penetration.

**Special Ability (Sudden Strike):** The primal zerg can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their smashing fist.

**Special Ability (Evolution Powers):** The primal host can use zerg evolution powers and has access to Advanced Spawning and Basic Biomancy powers.

**Special Ability (Growth Hormones):** The primal host regains 1 biomass at the start of every round.

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**Creep Host's Favored Evolution Powers:** Biomass 61, 180 spawning points, regains 1 biomass a turn

**-Consumption;** 1 biomass; power useable as a full-round action; allied zerg with medium range takes 15 damage per round sustained, while creep host restores 5 biomass per round, damage resistance does not protect against damage, sustained as a full-round action

**-Corrosive Bolt;** 4 biomass; power useable as a standard action; +9 attack at long range, 60 damage; Acid Damage, Corrosion

**-Spawn Primal Locusts;** 20 biomass; full-round action; creates five locust eggs anywhere within short range, hatch instantly

**-Wild Mutation;** 5 biomass; standard action; medium range, targets allied zerg in a Burst 2 area; all zerg Might Boost 4, and 25 protection; lasts 3 rounds

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**Creep Host's Favored Command Tactics:** Command +16

**-Swarm Maneuvering;** commanded minions gain +4 defense

**-Fervor;** commanded minions gain +3 to attack accuracy, can perform aim actions

**-Unyielding;** commanded minions gain +4 damage resistance

## Gigantic Creeper Host

Level 26 Gargantuan-sized Primal Zerg Heroic Character (Genetic Quirk: Fortitude/ Birther/ Pack Leader/ Stalwart Guardian/ Thornback/ Eternal), Formidable Threat

**Skill Purchases:** 31

**Talent Purchases:** 14

**Ability Score Purchases:** 16

**Hit Points:** 1,200

**Healing Threshold:** NA

**Damage Threshold:** 70

**Defense:** 22

**Toughness:** 53

**Resolve:** 26

**Speed:** 10

**Shift Speed:** 1

**Morale Bonus:** +8

**Space:** 6 by 6 squares

**Reach:** 6 squares

**Initiative:** +4

**Damage Resistance:** 52

**Psionic Resistance:** 23

**Regeneration:** 49

**Biomass:** 61

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**-Primal Smashing Fist** 1d20+29 accuracy, 73 damage, 1 strikes maximum; *Special Traits:* Penetration 20, Cleaving 1

**-Primal Ripping Fangs** 1d20+30 accuracy, 69 damage, 1 strike maximum; *Special Traits:* Penetration 16, Cleaving 1, Rending 4

**Skills:** Athletics 8, Command 10, Defensive Training 11, Durability 14, Endurance 9, Melee 10, Mental Training 10, Perception 7, Ranged 7, Survival 8

**Skill Focuses:** Command +2, Durability +5, Ranged +2

**Talents:** Devastating Cripple (melee), Enhanced Regeneration II, Evolution Powers, Hardened Survivalist, Resistant V, Resilience, Weapon Mastery (melee II), Zerg Skill Focus (stamina)

**Evolution Powers:** *Consumption, Corrosive Bolt, Devour, Frenzy, Primal Toxic Nest, Spawn Minion (primals), Spawn Primal Wurm, Wild Mutation*

**Command Tactics:** *Fervor, Swarm Maneuvering, Unyielding*

**Evolutions:** Biomancy Evolution I-II, Extra Eye: Improved Vision, Growth Sacks, Gargantuan-sized, Huge-sized, Large-sized, Nest of Blades, Tier 3 Primal Plated Carapace, Tier 3 Primal Ripping Fangs, Tier 3 Primal Smashing Fist, Quadruped, Sapience, Spawning Sacks, Toxic Emissions

**Strength:** 16

**Instinct:** 2

**Agility:** 2

**Fortitude:** 24

**Intelligence:** 2

**Willpower:** 6

**Gear:** Tier 3 Gargantuan-sized Smashing Fist, Tier 3 Gargantuan-sized Ripping Fangs, Tier 3 Plated Carapace

**Special Ability (My Children):** The primal host has a spawning limit of 180, to determine how many minions they can spawn in an encounter. As a full-round action, the primal host can spend 20 biomass and 45 spawning limit to create 5 primal locusts. These locusts go after the host in initiative.

**Special Ability (Direct Minions):** The primal host can spend a full-round action directing two minions under the control of their command tactic. Those minions can instantly perform a standard action.

**Special Ability (Spine Shed):** The creeper can release all of their barbs and spines covering their body as a standard action as long as they have an active Nest of Blades. They make a +9 attack against all targets within their reach. The attack deals 48

damage with 13 penetration, or half that much on a missed attack. Upon using this power, the creeper host loses their nest of blades trait. However, they can spend 5 biomass as a standard action to regrow their spines, regaining Nest of Blades

**Special Ability (Trample):** The creeper host can push through and stomp upon smaller targets. The creature can move as normal through the squares of creatures that are large-sized or smaller while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can choose to forgo the attack, and instead use the reaction to shift to try to move out of the creature's way. At the end of the creature's move, all smaller creatures that it trampled over take 80 damage. Creatures that shifted out of the creature's way take no damage.

**Special Ability (Battering Ram):** The primal host can spend a full-round action to throw its weight against a terrain feature or immobile vehicle. This does not require an attack roll. They deal 80 damage to the object with 32 penetration.

**Special Ability (Sudden Strike):** The primal zerg can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their smashing fist.

**Special Ability (Nest of Blades):** The creeper host is covered with spines and barbs. Any creature that is in a grapple or melee strikes the creeper host suffers 48 damage, with 13 penetration.

**Special Ability (Toxic Emissions):** The creeper host has several biological vents in their body that they use to emit a cloud of toxic zerg spores. These emissions take up all the area within the creature's space and reach. Everyone within that area gains concealment. Furthermore, any non-zerg in the cloud is unable to breathe and must hold their breath or suffocate. Because of the infectious toxicity of the spores, anyone suffocating takes twice normal damage and fatigue from drowning (30 damage and +2 exhaustion per round). The cloud also distorts the creeper host's vision, giving them -2 to attacks and perception checks. They otherwise are not effected by the cloud.

**Special Ability (Resurrection):** Once per day, once the creeper host is reduced to 0 hit points, they can automatically revive themselves. They instantly regain 25 hit points, +10 hit points for every point of biomass they spend to empower this resurrection once they hit 0 hit points.

**Special Ability (Evolution Powers):** The primal host can use zerg evolution powers and has access to Paragon Spawning and Advanced Biomancy powers.

**Special Ability (Growth Hormones):** The primal host regains 1 biomass at the start of every round.



*~A Creeper Host advances, towering over its swarm of tiny minions*



## Primal Hydralisk Description

The hydralisk was a natural target to be replicated amongst the primal zerg. The serpentine spine thrower not only had its essence stolen but was in many ways improved. Hydralisk essence is prized for primals that rely heavily on stealth and surprise. The primal hydralisks improve on the hydralisk design by adding natural chameleon traits, allowing them to rapidly change their pigmentation to hide from sight. Primal hydralisks are terrifying foes that can disappear while bombarding their opponents with deadly spines.

### Tactics

Primal hydralisks are dangerous foes. They possess the traditional venomous, armor-piercing spines of the hydralisk, but are natural chameleons. They use the two together with deadly efficiency.

A primal hydralisk moves every turn and follows it with a DC 15 stealth check to hide. Once hidden, they remain hidden until their next turn. On that turn, they hit a target with their spine attack, taking advantage of shadow strike, then move and try to hide again. Combating hydralisks relies on individuals making dedicated spotter or detector actions. Detector actions are more effective because they do not allow the hydralisk to make a stealth check to avoid detection.

Hydralisks are astute climbers and will frequently slither on walls or ceilings to further confuse their foes. They avoid melee combat whenever possible, as their stealth depends on movement. When in melee, they can make a flurry of attacks: their normal scything claws, a sudden strike bite attack, and an instant tail attack.

### Primal Hydralisk

**Level 10 Large-sized Primal Zerg Non-heroic Character (Genetic Quirk: Instinct/ Shadow Hunter/ Apex Predator), High Threat**

**Skill Purchases: 17      Talent Purchases: 2      Ability Score Purchases: 3**

<b>Hit Points:</b> 120	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 30
<b>Defense:</b> 17	<b>Toughness:</b> 25	<b>Resolve:</b> 11
<b>Speed:</b> 7, 7 climb	<b>Shift Speed:</b> 0	<b>Morale Bonus:</b> +0
<b>Space:</b> 2 by 2 squares	<b>Reach:</b> 2 squares	<b>Initiative:</b> +4
<b>Damage Resistance:</b> 12	<b>Psionic Resistance:</b> 3	
<b>Regeneration:</b> 3	<b>Biomass:</b> 12	

**-Primal Scything Claws** 1d20+12 accuracy, 31 damage, +2 strikes maximum; *Special Traits:* Penetration 10, Rending 2

**-Primal Ripping Fangs w/ Sudden Strike** 1d20+12 accuracy, 40 damage, 1 strike maximum; *Special Traits:* Penetration 10, Rending 6

**-Spine Banks** 1d20+11 accuracy, 38 damage, +2 strikes maximum, medium range; *Special Traits:* Penetration 10, Rending 2, Poison Strikes (DC 18 or 20 poison damage)

**-Barbed Tail** 1d20+9 accuracy, 18 damage, 1 strike maximum; *Special Traits:* Penetration 6, used as minor action

**Skills:** Acrobatics 3, Athletics 3, Defensive Training 5, Durability 5, Endurance 3, Melee 5, Ranged 5, Stealth 5

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

**Talents:** Weapon Mastery (ranged), Zerg Skill Focus (brutality)

**Evolutions:** Chameleon, Large-sized, Tier 2 Primal Light Carapace, Tier 2 Primal Ripping Fangs, Tier 2 Primal Scything Claw, Tier 2 Primal Spine Banks with Poison Strikes, Serpentine, Tail, Tail Augmentation: Barbed

**Strength:** 6      **Instinct:** 5      **Agility:** 4      **Fortitude:** 5

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

**Gear:** Tier 2 Large-sized Spine Banks with Poison Strikes, Tier 2 Large-sized Scything Claws, Tier 2 Large-sized Ripping Fangs, Tier 2 Light Carapace

**Special Ability (Shadow Strike):** When the hydralisk attacks an enemy that is flat-footed against them, the attack gains +4 damage, penetration, and rending.

**Special Ability (Sudden Strike):** The primal zerg can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their ripping fangs.

**Special Ability (Counter Attack):** The hydralisk can make an opportunity attack against a target that hits them in melee. This attack gains the Cleaving (1) weapon trait. The hydralisk can make two bonus opportunity attacks every turn for this ability. Finally, the hydralisk can make their full number of strikes with any opportunity attack.



**Special Ability (Chameleon Hunter):** The hydralisk is a master of disguise and hiding. They gain advantage on all stealth checks. Any round they complete a move action, they can try to hide from sight, even while being observed. They can also move at full speed when hidden. Attacks against them while hidden suffer a -10 penalty, instead of -5. Finally, if they would be located by a motion detector or spotter action, they can make a DC 25 stealth check to avoid being located by those means.

**Special Ability (Tail Strike):** The hydralisk can attack with its tail as a minor action once per turn.

**Special Ability (Advanced Senses):** The hydralisk has very keen sensory organs. It automatically detects all creatures in area around it as if it made a spotter action. This area has a range of 20 squares.



## Primal Igniter Description

The igniter is a dangerous primal built off the base essence of a roach. The igniter burns with an internal flame, spouting vast columns of fire instead of acid. They also radiate great heat, burning those that simply get near them. Igniters ravenous creatures that possess great energy despite their tremendous girth. They are known for being bloodthirsty and destructive. Pack leaders often use them as blunt instruments to level terrain, burn enemies out of cover, and scorch settlements.

### Tactics

Igniters are simple combatants. Their sole goal is to move forward and drench as many enemies as possible in flames. They generally only use their bite attack as their bonus Sudden Strike attack. In addition to being very tough with a powerful fire breath, igniters are very dangerous to approach in melee. Their Nest of Blades and Incendiary Blood repels melee attacks, and even enemies within their reach must contend with their Sudden Strikes and fire aura. Igniters are often eager to draw attackers into their burning embrace and use Threatening Howl frequently to goad enemies into attacking them.

### Primal Igniter

**Level 15 Huge-sized Primal Zerg Non-heroic Character (Genetic Quirk: Fortitude/ Stalwart Guardian/ Thornnback/ Fireborn Aberration), Extreme Threat**

**Skill Purchases:** 29

**Talent Purchases:** 3

**Ability Score Purchases:** 5

**Hit Points:** 449

**Healing Threshold:** NA

**Damage Threshold:** 45

**Defense:** 16

**Toughness:** 37

**Resolve:** 12

**Speed:** 7

**Shift Speed:** 1

**Morale Bonus:** +1

**Space:** 4 by 4 squares

**Reach:** 4 squares

**Initiative:** +2

**Damage Resistance:** 37

**Psionic Resistance:** 6

**Regeneration:** 15

**Biomass:** 25

**-Primal Fire Spit** 1d20+17 accuracy, 48 damage, 1 strike maximum, special range; *Special Traits:* Penetration 20, Cone 12, Flames, Close Quarters, Energy Damage

**-Primal Ripping Fangs** 1d20+18 accuracy, 47 damage, 1 strike maximum; *Special Traits:* Penetration 12, Rending 4

**Skills:** Athletics 4, Defensive Training 7, Durability 9, Endurance 9, Melee 7, Ranged 8, Survival 4

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

**Talents:** Resilience, Weapon Mastery (ranged II)

**Evolutions:** Huge-sized, Large-sized, Nest of Blades, Tier 2 Primal Acid Spit, Tier 2 Primal Plated Carapace, Tier 2 Primal Ripping Fangs, Quadruped, Special Blood: Incendiary Blood, Special Blood: Mutagenic Blood

**Strength:** 12      **Instinct:** 2      **Agility:** 1      **Fortitude:** 12

**Intelligence:** 1      **Willpower:** 2

**Gear:** Tier 2 Huge-sized Acid Spit, Tier 2 Huge-sized Ripping Fangs, Tier 2 Plated Carapace

**Special Ability (Sudden Strike):** The igniter can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their ripping fangs.

**Special Ability (Threatening Howl):** The igniter can make a threatening howl as a standard action. All intelligent enemies within 6 squares of are Taunted, suffering -5 to attack any targets other than you. This last until they are attacked by someone other than the igniter.

**Special Ability (Battering Ram):** The igniter can spend a full-round action to throw its weight against a terrain feature or immobile vehicle. This does not require an attack roll. They deal 60 damage to the object with 24 penetration.

**Special Ability (Incendiary Blood):** The igniter's blood is combustible once exposed to air. Once the igniter is wounded by a melee attack or an adjacent ranged attack, the attacker must make an acrobatics test (DC 22) or gain the Burning condition. This only effects enemies large-sized or smaller. Vehicles can make pilot checks instead.

**Special Ability (Fire Beast):** The igniter is attuned to fire and radiates great heat. It gains +20 damage resistance against attack with the Flames trait and cannot gain the Burning condition. In addition, it produces an aura of great heat that deals 40 energy damage to any creature that ends their turn within its reach.

**Special Ability (Nest of Blades):** The igniter is covered with spines and barbs. Any creature that is in a grapple or melee strikes the igniter suffers 34 damage, with 11 penetration.



## Primal Impaler Description

The impaler is a common evolution from primal hydralisks. These hydralisks develop many traits similar to swarm lurkers, including the ability to lash out with their claws from a distance while burrowed. Impalers lives like ant lion larva, waiting in the soil for prey to come by, then tearing them apart with their claws. Once their victim is torn and tenderized, the impaler emerges to consume their essence. Impalers forced into a pack are often used as ambush soldiers or guard dogs. The impalers do not care how they are used, as long as they are fed fresh essence.

### Tactics

Above ground, impalers fight very similarly to hydralisks. Unlike swarm lurkers, they retain their spine banks and use them to fight distant or flying foes. Their preference, however, is to get within medium range of their foes and burrow. Once burrowed, they use their subterranean strike with their scything claws to rip apart their foes from below. With their Shadow Strike ability, these hidden attacks are very dangerous and can quickly kill most enemies.

Impalers have no way to tunnel underground and thus must leave their burrows to relocate. Upon doing so, they will slowly relocate while trying to pin down foes with their spine banks. If an enemy gets close to them, they will use melee strikes and sudden strikes to fight off engagers. They are very powerful melee combatants but prefer to fight from the safety of their burrows.

### Primal Impaler

**Level 16 Huge-sized Primal Zerg Non-heroic Character (Genetic Quirk: Instinct/ Shadow Hunter/ Apex Predator/ Eviscerator), Extreme Threat**

**Skill Purchases:** 27

**Talent Purchases:** 3

**Ability Score Purchases:** 5

**Hit Points:** 287

**Healing Threshold:** NA

**Damage Threshold:** 39

**Defense:** 16

**Toughness:** 38

**Resolve:** 18

**Speed:** 8, 8 climb

**Shift Speed:** 1

**Morale Bonus:** +3

**Space:** 4 by 4 squares

**Reach:** 4 squares

**Initiative:** +4

**Damage Resistance:** 31

**Psionic Resistance:** 6

**Regeneration:** 5

**Biomass:** 20

**-Primal Scything Claws** 1d20+21 accuracy, 40 damage, +2 strikes maximum; *Special Traits:* Penetration 20, Rend 8

**-Primal Ripping Fangs w/ Sudden Strike** 1d20+21 accuracy, 51 damage, 1 strike maximum; *Special Traits:* Penetration 20, Rending 12

**-Spine Banks** 1d20+18 accuracy, 42 damage, +2 strikes maximum, long range; *Special Traits:* Penetration 20, Rending 8

**Skills:** Acrobatics 8, Athletics 8, Defensive Training 8, Durability 8, Endurance 8, Melee 10, Mental Training 7, Ranged 8, Stealth 9, Survival 7

**Skill Focuses:** Melee +3, Stealth +2

**Talents:** Devastating Cripple (melee), Weapon Mastery (melee), Zerg Skill Focus (brutality)

**Evolutions:** Crawler, Huge-sized, Large-sized, Tier 2 Primal Plated Carapace, Tier 2 Primal Ripping Fangs, Tier 2 Primal Scything Claw, Tier 2 Primal Spine Banks, Subterranean Strike, Tremorsense

**Strength:** 12

**Instinct:** 5

**Agility:** 3

**Fortitude:** 7

**Intelligence:** 2

**Willpower:** 1

**Gear:** Tier 2 Huge-sized Spine Banks, Tier 2 Huge-sized Scything Claws, Tier 2 Huge-sized Ripping Fangs, Tier 2 Plated Carapace

**Special Ability (Subterranean Strike):** The impaler has an extendable limb that can stretch and grow while underground to attack enemies on the surface of the ground. While burrowed, the primal zerg can attack with their primal scything claw without revealing their location in the ground. They can make this attack at any target within 24 squares that is also within 1 square of the ground. This is a full-round action.

**Special Ability (Shadow Strike):** When the impaler attacks an enemy that is flat-footed against them, such as attacking while burrowed, the attack gains +4 damage, penetration, and rending.

**Special Ability (Sudden Strike):** The impaler can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their ripping fangs.

**Special Ability (Shredding Bone):** The impaler's natural weapons deal 3 bleed against a target for every crippling wound they deal.

**Special Ability (Counter Attack):** The impaler can make an opportunity attack against a target that hits them in melee. This attack gains the Cleaving (1) weapon trait. The impaler can make two bonus opportunity attacks every turn for this ability. Finally, the impaler can make their full number of strikes with any opportunity attack.

**Special Ability (Lurker):** The impaler gains advantage on all stealth checks. Any round they complete a move action, they can try to hide from sight as long as they are not being observed. They can also move at full speed when hidden. Attacks against them while hidden suffer a -10 penalty, instead of -5 (including while burrowed).

**Special Ability (Advanced Senses):** The impaler has very keen sensory organs. It automatically detects all creatures in area around it as if it made a spotter action. This area has a range of 20 squares. While burrowed, the impaler can feel movement on the ground within 30 squares of them.





## Locust Description

Locusts are dim witted primals that are spawned by more powerful primals, such as hosts and hollow mothers. Locusts are deployed in great numbers to fight on the behalf of their parent. They are treated as suicidal soldiers by an uncaring parent that cares nothing for their life. Occasionally, a locust will get free of their parent and evolve beyond their expendable state, assuming they are not eaten first.

Devourer locusts are an even more powerful strain of locust created by the most powerful of hosts. Devourer locusts are consumed by a mad hunger, driving them to seek out prey and consume their essence. Devourer locusts are easily recognizable by their insectoid wings and the toxic emissions that give out.

Wandering into the territory of a host or mother will result in being threatened by dozens or more locusts, devouring locusts, and their lesser kin, creepers.

## Tactics

A locust is a simple creature that moves within range of the closet enemy and fires their acid-lathed spines towards them. They fight with no strategy or self-preservation. That are dangerous to combat in melee, as they spray acidic blood and having blood-draining fangs. Their mutating carapace and plated armor keeps them safe, but they are weak creatures underneath their armor.

Devourer locusts are much the same, with a few key differences. The first is their ability to fly, which they prefer to do always. Incapable of rapid flight, they prefer to float in the air about 6 squares above their target and bombard them with their spines. The second difference is devourer locusts are incredibly virulent hosts of acidic byproducts. Locusts have a toxic cloud around that deals heavy damage and their natural weapons are oozing with plentiful corrosive compounds. While they have an incredible offense and high defense, devourer locusts have a weak constitution and easily fall under heavy fire.

## Primal Locust

**Level 12 Medium-sized Primal Zerg Non-heroic Character (Genetic Quirk: Instinct/ Bilemaw/ Vampiric Primal), Medium Threat**

**Skill Purchases:** 16

**Talent Purchases:** 4

**Ability Score Purchases:** 4

**Hit Points:** 95

**Healing Threshold:** NA

**Damage Threshold:** 27

**Defense:** 20

**Toughness:** 20

**Resolve:** 14

**Speed:** 8, 8 climb

**Shift Speed:** 1

**Morale Bonus:** +1

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +4

**Damage Resistance:** 31

**Psionic Resistance:** 7

**Regeneration:** 2

**Biomass:** 11

**-Ripping Fangs** 1d20+9 accuracy, 27 damage, +13 damage from acid coating, +1 strike maximum; *Special Traits:* Penetration 15, Rending 3, Bleed 2, Penetration (15, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**-Spine Banks** 1d20+5 accuracy, 30 damage, +26 damage from acid coating, +2 strikes maximum, medium range; *Special Traits:* Penetration 15, Rending 3, Penetration (15, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**Skills:** Athletics 3, Defensive Training 6, Durability 6, Endurance 3, Melee 6, Mental Training 2, Perception 2, Ranged 4

**Skill Focuses:** Melee +3, Ranged +2

**Talents:** Defensive Fighting, Penetration, Weapon Mastery (ranged), Zerg Skill Focus (brutality)

**Evolutions:** Blindsense, Crawler, Mutating Carapace Slime, Tier 2 Primal Plated Carapace, Tier 2 Primal Ripping Fangs, Tier 2 Primal Spine Bank w/ Acid Strikes, Special Blood: Acid Blood

**Strength:** 4

**Instinct:** 5

**Agility:** 4

**Fortitude:** 5

**Intelligence:** 1

**Willpower:** 2

**Gear:** Tier 2 Spine Banks with Acid Strikes, Tier 2 Ripping Fangs, Tier 2 Plated Carapace

**Special Ability (Mutating Carapace):** The locust's rapidly regenerating and adaptable carapace gives it 5 protection at the start of each turn.

**Special Ability (Essence Drain):** When the locust damages an enemy with a ripping fang attack, they regain 4 hit points, +1 hit point for every point of bleed the target had.

**Special Ability (Blood Draw):** The locust's ripping fang attack deals 2 bleed.



**Special Ability (Acid Blood):** Once the creeper is wounded by a melee attack or an adjacent ranged attack, the attacker suffers 24 acid damage (penetration 15).

**Special Ability (Advanced Senses):** The locust has very keen sensory organs. It automatically detects all creatures in area around it as if it made a spotter action. This area has a range of 20 squares. They can also make detector actions to spot hidden enemies with 40 squares.

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## Primal Devourer Locust

**Level 22 Medium-sized Primal Zerg Non-heroic Character (Genetic Quirk: Instinct/ Bilemaw/ Vampiric Primal/ Eviscerator/ Miasmatic Aberration), Medium Threat**

**Skill Purchases:** 25

**Talent Purchases:** 7

**Ability Score Purchases:** 9

**Hit Points:** 137

**Healing Threshold:** NA

**Damage Threshold:** 31

**Defense:** 25

**Toughness:** 26

**Resolve:** 17

**Speed:** 9, 9 climb, 10 fly

**Shift Speed:** 2

**Morale Bonus:** +3

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +5

**Damage Resistance:** 36

**Psionic Resistance:** 11

**Regeneration:** 7

**Biomass:** 16

**-Ripping Fangs** 1d20+11 accuracy, 36 damage, +64 damage from acid coating, +1 strike maximum; *Special Traits:* Penetration 27, Rending 11, Bleed 2, Penetration (20, Acid Coating extra damage only), Acid Damage (acid coating extra damage only), Corrosion

**-Spine Banks** 1d20+10 accuracy, 35 damage, +40 damage from acid coating, +2 strikes maximum, medium range; *Special Traits:* Penetration 27, Rending 7, Penetration (15, Acid Coating extra damage only), Acid Damage (acid coating extra damage only), Corrosion

**Skills:** Athletics 3, Defensive Training 9, Durability 9, Endurance 6, Melee 8, Mental Training 4, Perception 3, Ranged 8

**Skill Focuses:** Endurance +2, Melee +4, Ranged +2

**Talents:** Defensive Fighting, Devastating Cripple (ranged), Penetration II, Weapon Mastery (melee, ranged), Zerg Skill Focus (brutality)

**Evolutions:** Blindsense, Crawler, Consuming Acid, Mutating Carapace Slime, Tier 2 Primal Plated Carapace, Tier 2 Primal Ripping Fangs w/ Acid Strikes and Tusks, Tier 2 Primal Spine Bank w/ Acid Strikes, Special Blood: Acid Blood, Special Blood: Mutagenic Blood, Winged

**Strength:** 7

**Instinct:** 7

**Agility:** 5

**Fortitude:** 6

**Intelligence:** 1

**Willpower:** 3

**Gear:** Tier 3 Spine Banks with Acid Strikes, Tier 3 Ripping Fangs, Tier 3 Plated Carapace

**Special Ability (Improved Mutating Carapace):** The locust's rapidly regenerating and adaptable carapace gives it 10 protection at the start of each turn.

**Special Ability (Toxic Vapors):** The locust produces a noxious, stinking cloud, that is sickens and nauseates anyone within it. Any living creature that ends their turn within the locust's reach must make a DC 30 Endurance check or suffer 44 poison damage.

**Special Ability (Essence Drain):** When the locust damages an enemy with a ripping fang attack, they regain 6 hit points, +1 hit point for every point of bleed the target had.

**Special Ability (Blood Draw):** The locust's ripping fang attack deals 2 bleed. All of their attacks deal 3 bleed for every crippling wound point they deal to a target.

**Special Ability (Acid Blood):** Once the creeper is wounded by a melee attack or an adjacent ranged attack, the attacker suffers 44 acid damage (penetration 15).

**Special Ability (Advanced Senses):** The locust has very keen sensory organs. It automatically detects all creatures in area around it as if it made a spotter action. This area has a range of 25 squares. They can also make detector actions to spot hidden enemies with 50 squares.

**Special Ability (Acid Resistance):** The locust gains +20 damage resistance against any acid damage attack.

**Special Ability (Virulent Acid):** When the locust deals the Melting condition to an enemy, the condition has the following effects: 15 damage with the Piercing and hailfire 1 traits. The melting condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.



*~Primal Locust (above)*

*~Devourer Locusts (below)*



## Primal Mutalisk Description

Primal mutalisks are the chief aerial species of the primal zerg. While primal mutalisks existed in some form before the swarm came the zerus, access to the swarm's essence perfected the design, bringing in improvements such as the glaive wurm parasite and strong wings.

Primal mutalisks are airborne creatures that roost onto of cliffs and mountaintops. While they do not have organic spires, like swarm mutalisks, they do build nests out of moved earth and webbing that they produce from their bodies. The use these webbings to lay traps for other primal zerg or to build cocoon-like mounds to sleep and store food.

An older and more evolved form of the primal mutalisk is the fury. Furies are older and cleverer specimens that often serve as the matriarchs of mutalisk nests. That have expanded growth capacities that allow them to spew swarms of microorganisms, much like a zerg defiler. Each of these microorganisms is, in fact, a microscopic primal mutalisk that will eventually grow into a full-fledged primal zerg. These swarms of tiny mutas eventually turn on themselves when they are without sustenance or guidance, each creature consuming the other until they collect enough essence to become a full primal.

### Tactics

Primal mutalisks are fast and maneuverable and possess an acid attack that is devastating to lightly armored foes. Mutalisks prefer to strafe ground foes back and forth, relying on action moves to hit and run. When fighting an airborne foe, they try to snare them in a web before using their acid spores attack. Mutalisk are deadly in close combat as well, able to make powerful bite attacks and quick lashes with their venomous tails.

Mutalisk furies are much like their lesser kin, but stronger and faster. Their biggest differences is their ability to use pestilence powers. Furies have very little biomass and no way to recover it in combat, therefore they are very careful about using their evolution powers. Most mutalisk furies will dive close to their enemies and unleash a *Devouring Swarm* to torment and occupy them. Victims killed by the swarm in turn explode from the fury's Infection ability. Furies will also use *Dark Swarm* to cover their flock from attacks or shield allied forces in their advance.

Primal mutalisks often try to lure potential victims back to their nests to trap them in the webbing. This makes them easy to pick off and also quick to relocate corpses back to their nest so they can feast at their leisure.

### Primal Mutalisk

**Level 12 Large-sized Primal Zerg Non-heroic Character (Genetic Quirk: Agility/ Nester/ Raider), High Threat**

**Skill Purchases:** 13

**Talent Purchases:** 4

**Ability Score Purchases:** 5

**Hit Points:** 120

**Healing Threshold:** NA

**Damage Threshold:** 30

**Defense:** 29

**Toughness:** 27

**Resolve:** 11

**Speed:** 23 fly

**Shift Speed:** 1

**Morale Bonus:** +0

**Space:** 2 by 2 squares

**Reach:** 2 squares

**Initiative:** +6

**Damage Resistance:** 12

**Psionic Resistance:** 3

**Regeneration:** 3

**Biomass:** 11

**-Primal Ripping Fangs w/ Sudden Strike** 1d20+11 accuracy, 35 damage, 1 strike maximum; *Special Traits:* Penetration 12, Rending 4

**-Primal Acid Spores w/ First Hit** 1d20+13 accuracy, 41 damage, +3 strikes maximum, medium range; *Special Traits:* Penetration 26, Moving Parasite, Acid Damage

**-Primal Acid Spores w/ Second Hit** 1d20+13 accuracy, 32 damage, +3 strikes maximum, short range of 1<sup>st</sup> target; *Special Traits:* Penetration 26, Moving Parasite, Acid Damage

**-Primal Acid Spores w/ Third Hit** 1d20+13 accuracy, 23 damage, +3 strikes maximum, short range of 2<sup>nd</sup> target; *Special Traits:* Penetration 26, Moving Parasite, Acid Damage

**-Stinger Tail** 1d20+8 accuracy, 15 damage, 1 strike maximum; *Special Traits:* Penetration 2, Poison Strikes (DC 20 or 24 poison damage), used as minor action

**-Web Shot** 1d20+10 accuracy, medium range

**Skills:** Acrobatics 3, Athletics 3, Defensive Training 8, Durability 5, Melee 4, Perception 6, Ranged 6, Stealth 3

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

**Talents:** Defensive Fighting II, Weapon Mastery (ranged), Zerg Skill Focus (corrosion)

**Evolutions:** Extra Eyes: Improved Vision, Extra Eyes: Night Vision, Extra Wings, Large-sized, Tier 2 Primal Acid Spores with Glaive Wurm Parasite, Tier 2 Primal Light Carapace, Tier 2 Primal Ripping Fangs, Tail, Tail: Stinger, Wings

**Strength:** 5

**Instinct:** 4

**Agility:** 7

**Fortitude:** 5

**Intelligence:** 2      **Willpower:** 1

**Gear:** Tier 2 Large-sized Acid Spores with Glaive Wurm, Tier 2 Large-sized Ripping Fangs, Tier 2 Light Carapace

**Special Ability (Web Shot):** The mutalisk can fire a stick web at a target as a standard action. Throwing a web is a ranged attack at medium range that costs 1 biomass. If the attack hits both a target's defense and toughness, they are Immobilized. Winged creatures instantly fall out of the air at 10 squares per round. Creatures that fly without wings are Immobilized but do not fall. Immobilized targets must make an athletics test on their turn to escape the web (DC 20). Otherwise, the webs evaporate after 3 rounds. Shooting webs costs 1 biomass.

**Special Ability (Haste):** The primal mutalisk is evolved to be super-quick and gains an extra move action every round while flying. Therefore, the primal's actions every turn is standard, move, move, and minor.

**Special Ability (Evade):** If the primal mutalisk used bob and weave on their turn, they can make an evasion attempt against any attack once per round, including single target and melee attacks. This functions as a normal acrobatics test to evade. Succeed or fail, it cannot be performed again until the start of the primal's next turn.

**Special Ability (Evasive Flying):** The primal mutalisk can try to break target locks assigned against them as a minor action. This requires an acrobatics test versus the tactics of the pilot that applied the target lock against them. If the primal mutalisk wins, they break the target lock.

**Special Ability (Improved Vision):** The primal mutalisk gains +5 to perception checks and suffers no penalty to vision or attacks from darkness. If the primal is hit by a weapon with the Flash trait, the blinded effect lasts 1 additional round.

**Special Ability (Rapid Flight):** The primal mutalisk is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the mutalisk has an acceleration rating of 110 and a maximum speed of 1,050. The primal mutalisk can fly without penalty in space.





**Mutalisk Fury's Favored Evolution Powers:** Biomass 15

**-Dark Swarm;** 5 biomass; standard action; at long range, creates a dense cloud of zerg organisms that block line of sight for non allied zerg in a Burst 12 area, total concealment for non-zerg attacking into the swarm, concealment for those in the swarm attacking, all within the swarm gain +5 damage resistance against burst attacks, zerg within swarm gain +2 defense and cannot be flanked

**-Devouring Swarm;** 10 biomass; full-round action; create a swarm of flying zerg micro-organisms within medium range; swarm has 100 hit points and takes a Burst area of 1 per 25 hit points (starts at Burst 4), attacks against swarm automatically hit but takes no damage from weapons without the following traits: burst, cone, line, energy damage, acid damage; takes half damage from attacks with one of those traits or full damage from attacks with two traits. Swarm moves on guardian's turn at speed of 6, anything within its area takes 15 damage per 25 hit points it has, if swarm kills anything, the swarm gains 50 hit points.

**Primal Mutalisk Fury**

**Level 24 Large-sized Primal Zerg Non-heroic Character (Genetic Quirk: Agility/ Nester/ Raider/ Hive/ Bilemaw), High Threat**

**Skill Purchases:** 25

**Talent Purchases:** 7

**Ability Score Purchases:** 5

**Hit Points:** 187

**Healing Threshold:** NA

**Damage Threshold:** 35

**Defense:** 33

**Toughness:** 33

**Resolve:** 17

**Speed:** 25 fly

**Shift Speed:** 3

**Morale Bonus:** +3

**Space:** 2 by 2 squares

**Reach:** 2 squares

**Initiative:** +6

**Damage Resistance:** 29

**Psionic Resistance:** 6

**Regeneration:** 3

**Biomass:** 15

**-Primal Ripping Fangs w/ Sudden Strike** 1d20+15 accuracy, 36 damage +18 damage from acid coating,, 1 strike maximum;

*Special Traits:* Penetration 16, Rending 4, Penetration (15, Acid Coating extra damage only), Acid Damage (acid coating extra damage only), Corrosion

**-Primal Acid Spores w/ First Hit** 1d20+20 accuracy, 53 damage, +4 strikes maximum, medium range; *Special Traits:* Penetration 50, Moving Parasite, Corrosion, Acid Damage

**-Primal Acid Spores w/ Second Hit** 1d20+20 accuracy, 41 damage, +4 strikes maximum, short range of 1<sup>st</sup> target; *Special Traits:* Penetration 50, Moving Parasite, Corrosion, Acid Damage

**-Primal Acid Spores w/ Third Hit** 1d20+20 accuracy, 29 damage, +4 strikes maximum, short range of 2<sup>nd</sup> target; *Special Traits:* Penetration 50, Moving Parasite, Corrosion, Acid Damage

**-Stinger Tail** 1d20+11 accuracy, 28 damage, 1 strike maximum; *Special Traits:* Penetration 3, Poison Strikes (DC 32 or 48 poison damage), used as minor action

**-Web Shot** 1d20+17 accuracy, medium range

**Skills:** Acrobatics 7, Athletics 7, Defensive Training 12, Durability 8, Melee 7, Mental Training 6, Perception 9, Ranged 12, Stealth 6

**Skill Focuses:** Athletics +2, Defensive Training +2, Ranged +4

**Talents:** Defensive Fighting II, Evolution Powers, Weapon Mastery (ranged III), Zerg Skill Focus (corrosion)

**Evolution Powers:** *Dark Swarm, Devouring Swarm, Ensnare*

**Evolutions:** Consuming Acid, Extra Eyes: Improved Vision, Extra Eyes: Night Vision, Extra Wings, Extra Lung I-II, Keens Senses, Large-sized, Nest of Blades, Tier 3 Primal Acid Spores with Glaive Wurm Parasite, Tier 3 Primal Reinforced Carapace, Tier 3 Primal Ripping Fangs, Tail, Tail: Pincer, Tail: Stinger, Wings

**Strength:** 7      **Instinct:** 5      **Agility:** 11      **Fortitude:** 7

**Intelligence:** 2      **Willpower:** 1

**Gear:** Tier 3 Large-sized Acid Spores with Glaive Wurm, Tier 3 Large-sized Ripping Fangs, Tier 3 Reinforced Carapace

**Special Ability (Web Shot):** The mutalisk can fire a stick web at a target as a standard action. Throwing a web is a ranged attack at medium range that costs 1 biomass. If the attack hits both a target's defense and toughness, they are Immobilized. Winged creatures instantly fall out of the air at 10 squares per round. Creatures that fly without wings are Immobilized but do not fall. Immobilized targets must make an athletics test on their turn to escape the web (DC 32). Otherwise, the webs evaporate after 3 rounds. Shooting webs costs 1 biomass.

**Special Ability (Infection):** When the mutalisk kills a living enemy with a pestilence power or a melee natural weapon, they fill their corpses with an angry swarm that rapidly multiplies within it. One round after their death, the body explodes and swarm of insects remains in its place. The mutalisk makes a +12 attack against all targets near the body, and a cloud fills that same area, providing concealment for 2 rounds. The damage, and the burst area of the explosion and cloud are based on the creature's size: tiny or small, 10 damage, Burst 1; Medium, 20 damage, Burst 1; large, 30 damage, Burst 2; huge, 40 damage, Burst 4; gargantuan; 60 damage, Burst 8.

**Special Ability (Haste):** The primal mutalisk is evolved to be super-quick and gains an extra move action every round while flying. Therefore, the primal's actions every turn is standard, move, move, and minor.

**Special Ability (Evade):** If the primal mutalisk used bob and weave on their turn, they can make an evasion attempt against any attack once per round, including single target and melee attacks. This functions as a normal acrobatics test to evade. Succeed or fail, it cannot be performed again until the start of the primal's next turn.

**Special Ability (Evasive Flying):** The primal mutalisk can try to break target locks assigned against them as a minor action. This requires an acrobatics test versus the tactics of the pilot that applied the target lock against them. If the primal mutalisk wins, they break the target lock.

**Special Ability (Nest of Blades):** The primal mutalisk is covered with spines and barbs. Any creature that is in a grapple or melee strikes the creeper host suffers 22 damage, with 10 penetration.

**Special Ability (Improved Vision):** The primal mutalisk gains +5 to perception checks and suffers no penalty to vision or attacks from darkness. If the primal is hit by a weapon with the Flash trait, the blinded effect lasts 1 additional round.

**Special Ability (Evolution Powers):** The primal mutalisk can use zerg evolution powers and has access to Master Pestilence powers.

**Special Ability (Rapid Flight):** The primal mutalisk is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the mutalisk has an acceleration rating of 110 and a maximum speed of 1,050. The primal mutalisk can fly without penalty in space and its extra lungs allows it to breathe in space.





## Primalisk Description

Primalisks are the most numerous of the primal zerg. They are the closest the primals have to a 'core' strain or body structure. They are mostly reptilian creatures that possess many odd mutations, such as chitinous scales, extra eyes, and barbed tails. While there are endless variations of primalisks, the examples described here are amongst the most numerous replicated.

The lesser primalisk is the most common of all primalisks, and all primals. The lesser primalisk has a squat, lizard-like body with a fang-filled maw and powerful talons. Lesser primalisks roam Zerus and primal controlled worlds in vast numbers that have no sense of cohesion. Every lesser primalisk is an individual and they only cooperate with others when forced by a pack leader or when their own survival is threatened.

Greater primalisks have survived longer and evolved to be more efficient killing lifeforms. They often serve as the 'alpha' of a pack of lesser primalisks, zerglings, or ravasaur. Other times, they form hunting packs of their own number. Greater primalisks are more disciplined than lesser primals, and more cooperate with their pack for mutual benefit.

Ultra primalisks are hulking monstrosities that have fed on the essence of hundreds over the years. These towering, heavily armored creatures have blades the size of terrans and fight with reckless fury and a lack of fear. Ultra primalisks are usually loners that roam the jungles look for noteworthy victims, but even they bow to authority when a pack leader conscripts them into an army.

## Tactics

Lesser primalisks are tough and strong for their threat level. They have a resistant hide that thwarts most low caliber weapons and strike with great fury. Beyond their armor, however, they are very weak creatures. They do not fight with much skill or intelligence. Primalisks usually attack the closest foe with their scything claws, performing no teamwork with their fellow primals.

Greater primalisk are vicious fighters that wade into combat with great savagery. Their goal is to quickly close into combat with their enemies and rip them apart with their numerous attacks. A greater primalisk can potential make 3 attack actions in a single turn, as their bite and tail attacks can be used as a separate minor action. They prefer their bite over their tail attack, only using their tail if they a full suite of actions to unload upon their prey. To further their offense, they get to make 2 bonus opportunity attacks every round against foes that strike them in melee combat, and they gain cleaving on this attack as well. Greater primals possess inferred vision that allows them to see cloaked foes such as dark templar and terran ghosts, rending that protection useless within 10 squares.

Ultra primalisks are the toughest of their lot. Ultra primalisks are smarter than most primals. While still not sapient, they are cunning fighters. They often prefer to attack from an ambush, if possible, watching their prey before diving into combat. In a pack, they send lesser primals in first to absorb the blows then follow and tear into their prey. Ultra primalisks have retractable blades in their claws that they can extend for even more powerful blows. They often use these heavy strikes to punish enemy armor. Otherwise, they prefer their ordinary claw attacks, supplementing that offense with bite and tails attacks as a minor action. The hardest of their number, ultra primalisks are extremely tough and require dedicated fire to bring down, because of their protection and regeneration.



## Lesser Primalisk

Level 1 Medium-sized Primal Zerg Non-heroic Character (Genetic Quirk: Strength), Medium Threat

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

Hit Points: 37	Healing Threshold: NA	Damage Threshold: 20
Defense: 14	Toughness: 15	Resolve: 11
Speed: 7	Shift Speed: 1	Morale Bonus: +0
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 9	Psionic Resistance: 3	
Regeneration: 2	Biomass: 8	

-Primal Scything Claws 1d20+4 accuracy, 20 damage, +2 strikes maximum; *Special Traits*: Penetration 3

-Primal Ripping Fangs 1d20+4 accuracy, 25 damage, 1 strike maximum; *Special Traits*: Penetration 3, Rending 4

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

**Skill Focuses**: None

**Talents**: None

**Evolutions**: Primal Light Carapace, Primal Ripping Fangs, Primal Scything Claw, Quadruped

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

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

**Gear**: Scything Claws, Ripping Fangs, Light Carapace

**Special Ability (Mighty)**: The primalisk adds its full-strength score to melee damage, instead of ½ strength.

**Special Ability (Unyielding)**: The primalisk gains 1 protection at the start of each turn.

## Greater Primalisk

Level 10 Large-sized Primal Zerg Non-heroic Character (Genetic Quirk: Strength/ Eviscerator/ Apex Predator), High Threat

Skill Purchases: 14      Talent Purchases: 2      Ability Score Purchases: 4

Hit Points: 135	Healing Threshold: NA	Damage Threshold: 31
Defense: 18	Toughness: 31	Resolve: 12
Speed: 8	Shift Speed: 1	Morale Bonus: +1
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +2
Damage Resistance: 24	Psionic Resistance: 6	
Regeneration: 3	Biomass: 17	

-Primal Scything Claws 1d20+15 accuracy, 39 damage, +2 strikes maximum; *Special Traits*: Penetration 11, Rending 3

-Primal Ripping Fangs w/ Sudden Strike 1d20+16 accuracy, 47 damage, 1 strike maximum; *Special Traits*: Penetration 11, Rending 7, used as minor action

-Barbed Tail 1d20+12 accuracy, 33 damage, 1 strike maximum; *Special Traits*: Penetration 11, used as minor action

**Skills**: Athletics 5, Defensive Training 6, Durability 6, Endurance 5, Melee 8, Survival 2

**Skill Focuses**: Melee +3

**Talents**: Defensive Fighting, Weapon Mastery (melee)

**Evolutions**: Extra Eye: Inferred Vision, Large-sized, Tier 2 Primal Reinforced Carapace, Tier 2 Primal Ripping Fangs, Tier 2 Primal Scything Claw, Quadruped, Tail, Tail: Barbed

**Strength**: 11      **Instinct**: 2      **Agility**: 3      **Fortitude**: 5

**Intelligence**: 1      **Willpower**: 2

**Gear**: Tier 2 Large-sized Scything Claws, Tier 2 Large-sized Ripping Fangs, Tier 2 Reinforced Carapace

**Special Ability (Counter Attack)**: The primalisk can make an opportunity attack against a target that hits them in melee. This attack gains the Cleaving (1) weapon trait. The primalisk can make one bonus opportunity attack every turn for this ability. Finally, the primalisk can make their full number of strikes with any opportunity attack.

**Special Ability (Sudden Strike)**: The primal zerg can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their ripping fangs.

**Special Ability (Tail Strike)**: The primal zerg can attack with its tail as a minor action once per turn.

**Special Ability (Inferred Vision):** The primalisk can see living creatures within 10 squares, including cloaked creatures and those outside line of sight. However, the primal is blinded for 1 round if hit by a Flames weapon.

**Special Ability (Shredding Bone):** The ripping fang and scything claws natural weapons deal 3 bleed against a target for every crippling wound they deal.

**Special Ability (Mighty):** The primalisk adds its full-strength score to melee damage, instead of ½ strength.

**Special Ability (Unyielding):** The primalisk gains 10 protection at the start of each turn.



## Ultra Primalisk

Level 20 Huge-sized Primal Zerg Non-heroic Character (Genetic Quirk: Strength/ Eviscerator/ Apex Predator/ Stalwart Guardian/ Crusher), Extreme Threat

<b>Skill Purchases:</b> 21	<b>Talent Purchases:</b> 5	<b>Ability Score Purchases:</b> 9
<b>Hit Points:</b> 341	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 46
<b>Defense:</b> 21	<b>Toughness:</b> 43	<b>Resolve:</b> 12
<b>Speed:</b> 9	<b>Shift Speed:</b> 1	<b>Morale Bonus:</b> +1
<b>Space:</b> 4 by 4 squares	<b>Reach:</b> 4 squares	<b>Initiative:</b> +2
<b>Damage Resistance:</b> 41	<b>Psionic Resistance:</b> 6	
<b>Regeneration:</b> 10	<b>Biomass:</b> 28	

-**Primal Scything Claws** 1d20+26 accuracy, 55 damage, +3 strikes maximum; *Special Traits:* Penetration 21, Rending 9

-**Primal Scything Claws w/ Heavy Strike and Retractable Blades** 1d20+28 accuracy, 70 damage, 1 strikes maximum; *Special Traits:* Penetration 21, Rending 9, Reach +1, Impact Wave

-**Primal Ripping Fangs w/ Sudden Strike** 1d20+24 accuracy, 70 damage, 1 strike maximum; *Special Traits:* Penetration 21, Rending 11, used as minor action

-**Barbed Tail** 1d20+20 accuracy, 51 damage, 1 strike maximum; *Special Traits:* Penetration 17, used as minor action

**Skills:** Athletics 8, Acrobatics 6, Defensive Training 8, Durability 11, Endurance 9, Melee 12, Perception 6, Survival 7

**Skill Focuses:** Melee +5, Durability +2

**Talents:** Defensive Fighting, Power Strike, Weapon Mastery (melee II), Zerg Skill Focus (brutality)

**Evolutions:** Adrenal Glands, Extra Eye: Inferred Vision, Gills, Huge-sized, Large-sized, Tier 3 Primal Plated Carapace, Tier 3 Primal Ripping Fangs, Tier 3 Primal Scything Claw w/ Retractable Blades, Special Blood: Mutagenic Blood, Quadruped, Tail, Tail: Barbed

**Strength:** 17      **Instinct:** 2      **Agility:** 3      **Fortitude:** 11

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

**Gear:** Tier 3 Huge-sized Scything Claws w/ Retractable Blades, Tier 3 Huge-sized Ripping Fangs, Tier 3 Plated Carapace

**Special Ability (Counter Attack):** The primalisk can make an opportunity attack against a target that hits them in melee. This attack gains the Cleaving (1) weapon trait. The primalisk can make one bonus opportunity attack every turn for this ability. Finally, the primalisk can make their full number of strikes with any opportunity attack.

**Special Ability (Battering Ram):** The primalisk can spend a full-round action to throw its weight against a terrain feature or immobile vehicle. This does not require an attack roll. They deal 75 damage to the object with 30 penetration.

**Special Ability (Sudden Strike):** The primal zerg can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their ripping fangs.

**Special Ability (Threatening Howl):** The primalisk can make a threatening howl as a standard action. All intelligent enemies within 6 squares of are Taunted, suffering -5 to attack any targets other than you. This last until they are attacked by someone other than the primalisk.

**Special Ability (Tail Strike):** The primal zerg can attack with its tail as a minor action once per turn.

**Special Ability (Inferred Vision):** The primalisk can see living creatures within 10 squares, including cloaked creatures and those outside line of sight. However, the primal is blinded for 1 round if hit by a Flames weapon.

**Special Ability (Shredding Bone):** The ripping fang and scything claws natural weapons deal 3 bleed against a target for every crippling wound they deal.

**Special Ability (Impact Wave):** After making a heavy strike attack, make an attack against the toughness of all targets within a Burst 5 centered on the target. This attack has a +27 accuracy. Any target hit by the attack is knocked prone and pushed 1 square away from the center of the burst. Vehicles need to make DC 10+ speed modifier pilot checks or loses control of their vehicles.

**Special Ability (Mighty):** The primalisk adds its full-strength score to melee damage, instead of ½ strength.

**Special Ability (Unyielding):** The primalisk gains 20 protection at the start of each turn.



## Primal Quillgor Description

Quillgor are slow and dimwitted primals that serve the function of herd animals on Zerus. As such, they are quite common on that realm. Quillgor are usually hunted and consumed by larger, more ambitious primals. Quillgor themselves rarely put forth much effort towards collecting essence, simply focusing on survival. Despite their status as prey, quillgor are no defenseless and possess many natural armaments including protective spines and vicious tusks.

Quillgor are generally considered too stupid or lazy to be value in a pack leader's war host. This is not always the case, and some pack leaders deploy massive herds of quillgor to overwhelm their foes.

### Tactics

Quillgor use their spine banks to deter potential predators that seek them out. If a few rounds of spines do not stop them, quillgor will charge into melee and use heavy strike bite attacks to gore their victims. In melee, they are protected by the armor of protective spines that act as a serious deterrent to melee attacks. When their herd is being overwhelmed, quillgor will usually flee rather than stay and fight, their honed reflex from generations of survival on Zerus.

### Primal Quillgor

**Level 6 Large-sized Primal Zerg Non-heroic Character (Genetic Quirk: Strength/ Thornback), High Threat**

**Skill Purchases: 9      Talent Purchases: 0      Ability Score Purchases: 3**

<b>Hit Points:</b> 112	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 30
<b>Defense:</b> 12	<b>Toughness:</b> 24	<b>Resolve:</b> 11
<b>Speed:</b> 7	<b>Shift Speed:</b> 1	<b>Morale Bonus:</b> +0
<b>Space:</b> 2 by 2 squares	<b>Reach:</b> 2 squares	<b>Initiative:</b> +2
<b>Damage Resistance:</b> 11	<b>Psionic Resistance:</b> 3	
<b>Regeneration:</b> 2	<b>Biomass:</b> 15	

**-Primal Spine Banks** 1d20+9 accuracy, 29 damage, +2 strikes maximum, medium range; *Special Traits:* Penetration 8, Poison Strikes (DC 14 or 12 poison damage)

**-Primal Ripping Fangs** 1d20+10 accuracy, 37 damage, 1 strike maximum; *Special Traits:* Penetration 8, Rending 4

**Skills:** Athletics 2, Defensive Training 2, Durability 4, Endurance 2, Melee 4, Ranged 4

**Skill Focuses:** Ranged +2

**Talents:** None

**Evolutions:** Nest of Blades, Large-sized, Primal Light Carapace, Primal Ripping Fangs with Tusks, Primal Spine Banks with Poison Strikes, Quadruped

**Strength:** 8      **Instinct:** 2      **Agility:** 2      **Fortitude:** 6

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

**Gear:** Large-sized Ripping Fangs with Tusks, Large-sized Spine Banks with Poison Strikes, Light Carapace

**Special Ability (Sudden Strike):** The quillgor can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their ripping fangs.

**Special Ability (Spine Shed):** The quillgor can release all of their barbs and spines covering their body as a standard action as long as they have an active Nest of Blades. They make a +6 attack against all targets within their reach. The attack deals 30 damage with 9 penetration, or half that much on a missed attack. Upon using this power, the creeper host loses their nest of blades trait. However, they can spend 5 biomass as a standard action to regrow their spines, regaining Nest of Blades

**Special Ability (Nest of Blades):** The quillgor is covered with spines and barbs. Any creature that is in a grapple or melee strikes the quillgor suffers 30 damage, with 9 penetration.

**Special Ability (Unyielding):** The primalisk gains 6 protection at the start of each turn.





~Primal Quillgor

## Ravasaur Description

Ravasaur are acidic primals known for habitation in Zerus' marsh lands. Pack leaders value ravasaur as ranged support for their hordes. Ravasaur are one of the most common breeds of primals. They are predators that hide in bushes or shallow water, waiting for their prey to come by, before spraying them with volleys of acid. They use natural tracking skills in conjunction with pheromones to hunt down their prey and prevent them from escaping.

Greater ravasaur are an intelligent, variant with even greater acidic attacks. They are often prized warriors of their pack leaders or apex predators in the acid marshes of Zerus. They reduce their foes into a primordial sludge before lapping up their gooey remains to take their essence. Because of their intelligence, greater ravasaur function as sub-commanders for their pack leaders.

## Tactics

A ravasaur often hunts their prey from a distance before engaging. They tag their prey with pheromones and use it to hunt them. They try to surprise their foes with their acid spores, picking off enemies not tagged with pheromones first. They try to stay at a range, bombing foes with acid, but if an enemy looks almost dead they will try to charge them with their goring horns. Once within melee, they prefer to use their acidic bite to consume their victim while they are still alive. They supplement their melee offense with tail attacks against lightly armored foes. Otherwise, they use heavy strike.

Greater ravasaur are larger and more direct combatants. Like their lesser kin, they prefer to attack from ambush and bombard large areas with their acid blasts. Their blasts deal an enhanced version of the Melting condition if the attack surpasses defense and toughness. Despite the power of their ranged attacks, they are not afraid of engaging in melee. Greater ravasaur will charge into melee, hoping to instantly kill a target with their goring horns. Once engaged, they will use their scything claw attack with ripping fang sudden strikes. They further rely on their acid blood, counter attack, and toxic vapors to wear down foes foolish enough to engage them up close.



## Ravasaur

Level 6 Medium-sized Primal Zerg Non-heroic Character (Genetic Quirk: Instinct/ Bilemaw), Medium Threat

Skill Purchases: 6

Talent Purchases: 0

Ability Score Purchases: 3

Hit Points: 59

Healing Threshold: NA

Damage Threshold: 23

Defense: 16

Toughness: 17

Resolve: 11

Speed: 7

Shift Speed: 1

Morale Bonus: +0

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 10

Psionic Resistance: 3

Regeneration: 2

Biomass: 8

-**Primal Ripping Fangs** 1d20+4 accuracy, 23 damage +11 damage from acid coating, 1 strike maximum; *Special Traits*: Penetration 8, Rending 4, Penetration (15, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

-**Primal Goring Horn w/ Charge** 1d20+5 accuracy, 52 damage, 1 strike maximum; *Special Traits*: Penetration 10

-**Primal Acid Spores** 1d20+6 accuracy, 25 damage, +2 strikes maximum, medium range; *Special Traits*: Penetration 25

-**Pheromones** 1d20+8 accuracy, short range

-**Barbed Tail** 1d20+2 accuracy, 12 damage, 1 strike maximum; *Special Traits*: Penetration 4, used as minor action

**Skills**: Athletics 2, Defensive Training 3, Durability 3, Endurance 2, Melee 2, Ranged 4, Stealth 1, Survival 1

**Skill Focuses**: Ranged +2

**Talents**: None

**Evolutions**: Pheromones Trace, Primal Acid Spores, Primal Goring Horn, Primal Light Carapace, Primal Ripping Fangs, Quadruped, Tail

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

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

**Gear**: Primal Acid Spores, Ripping Fangs, Goring Horns, Light Carapace

**Special Ability (Acidic Bite)**: The primal's ripping fang attack drips with acid and deals another hit of acid damage upon landing a blow.

**Special Ability (Pheromones)**: The primal can spend 1 biomass as a minor action to tag an enemy within short range with pheromones. If the pheromones hit the target's defense, they can be easily tracked. Any primal zerg can detect the traced targets location within up to 2 kilometers and the creature cannot gain the Hidden condition against them. The ravasaur itself can track the target from up to 5 kilometers away, and the target cannot even benefit from the cloaked condition against them.

**Special Ability (Tail Strike)**: The ravasaur can attack with its tail as a minor action once per turn.

**Special Ability (Advanced Senses)**: The primal has very keen sensory organs. It automatically detects all creatures in area around it as if it made a spotter action. This area has a range of 20 squares.



## Greater Ravasaur

Level 16 Large-sized Primal Zerg Non-heroic Character (Genetic Quirk: Instinct/ Bilemaw/ Miasmic Aberration/ Apex Predator), High Threat

Skill Purchases: 15

Talent Purchases: 4

Ability Score Purchases: 8

Hit Points: 187

Healing Threshold: NA

Damage Threshold: 35

Defense: 18

Toughness: 28

Resolve: 11

Speed: 8

Shift Speed: 1

Morale Bonus: +0

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +4

Damage Resistance: 25

Psionic Resistance: 3

Regeneration: 3

Biomass: 16

-**Primal Scything Claws** 1d20+14 accuracy, 29 damage, +2 strikes maximum; *Special Traits*: Penetration 12

-**Primal Ripping Fangs** 1d20+14 accuracy, 37 damage +18 damage from acid coating, 1 strike maximum; *Special Traits*: Penetration 12, Rending 4, Penetration (15, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

-**Primal Goring Horn w/ Charge** 1d20+15 accuracy, 69 damage, 1 strike maximum; *Special Traits*: Penetration 15

-**Primal Acid Blast** 1d20+14 accuracy, 41 damage, 1 strike maximum, long range; *Special Traits*: Penetration 30, Burst 1, Acid Damage, Corrosion

-**Pheromones** 1d20+14 accuracy, short range

**Skills**: Athletics 5, Acrobatics 3, Defensive Training 6, Durability 8, Endurance 6, Melee 7, Ranged 9, Stealth 5, Survival 5

**Skill Focuses**: Endurance +2, Melee +2, Ranged +3

**Talents**: Defensive Fighting, Weapon Mastery (ranged II), Zerg Skill Focus (corrosion)

**Evolutions**: Consuming Acid, Dominant Sail, Large-sized, Pheromones Trace, Tier 2 Primal Acid Blast, Tier 2 Primal Goring Horn, Tier 2 Primal Reinforced Carapace, Tier 2 Primal Ripping Fangs, Tier 2 Primal Scything Claws, Quadruped, Special Blood: Acid Blood

**Strength**: 8

**Instinct**: 6

**Agility**: 3

**Fortitude**: 7

**Intelligence**: 2

**Willpower**: 1

**Gear**: Tier 2 Large-sized Acid Blast, Tier 2 Large-sized Goring Horn, Tier 2 Large-sized Ripping Fangs, Tier 2 Large-sized Scything Claws, Tier 2 Reinforced Carapace

**Special Ability (Counter Attack)**: The ravasaur can make an opportunity attack against a target that hits them in melee. This attack gains the Cleaving (1) weapon trait. The ravasaur can make two bonus opportunity attacks every turn for this ability. Finally, the ravasaur can make their full number of strikes with any opportunity attack.

**Special Ability (Sudden Strike)**: The primal zerg can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their ripping fangs.

**Special Ability (Toxic Vapors)**: The ravasaur produces a noxious, stinking cloud, that is sickens and nauseates anyone within it. Any living creature that ends their turn within the ravasaur's reach must make a DC 24 Endurance check or suffer 32 poison damage.

**Special Ability (Acid Resistance)**: The ravasaur gains +20 damage resistance against any acid damage attack.

**Special Ability (Virulent Acid)**: When the ravasaur deals the Melting condition to an enemy, the condition has the following effects: 15 damage, with piecing and hailfire 1. The melting condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

**Special Ability (Acidic Bite)**: The primal's ripping fang attack drips with acid and deals another hit of acid damage upon landing a blow.

**Special Ability (Acid Blood)**: Once the creeper is wounded by a melee attack or an adjacent ranged attack, the attacker suffers 32 acid damage (penetration 15).

**Special Ability (Pheromones)**: The primal can spend 1 biomass as a minor action to tag an enemy within short range with pheromones. If the pheromones hit the target's defense, they can be easily tracked. Any primal zerg can detect the traced targets location within up to 2 kilometers and the creature cannot gain the Hidden condition against them. The ravasaur itself can track the target from up to 5 kilometers away, and the target cannot even benefit from the cloaked condition against them.

**Special Ability (Advanced Senses):** The primal has very keen sensory organs. It automatically detects all creatures in area around it as if it made a spotter action. This area has a range of 25 squares.



## Primal Roach Description

The swarm roach was one of the first zerg creatures that had its essence stolen and replicated by the primal zerg. It possesses many similar traits, such as a hardened carapace, fast regeneration, tunneling, and an acidic spit. However, the common primal roach is still much weaker than the swarm roach. The simple interpretation of a roach's essence makes them easy to reproduce and replicate and are therefore quick to breed. Since their introduction in the primal zerg, primal roaches have become exceptionally common. They are traditionally deployed in higher numbers than the swarm uses their roaches.

### Tactics

Primal roaches prefer to use their acid spew in combat. They position themselves to hit as many targets as possible. If they are engaged in combat by a powerful foe, they instead use heavy strike ripping fang attacks.

Primal roaches are hardy, but not nearly as much as their swarm kin. They frequently use their tunneling claws to set up ambushes or escape combats that go poorly for them.

### Primal Roach

**Level 8 Medium-sized Primal Zerg Non-heroic Character (Genetic Quirk: Fortitude/ Bilemaw), Medium Threat**

**Skill Purchases:** 17

**Talent Purchases:** 0

**Ability Score Purchases:** 4

**Hit Points:** 141

**Healing Threshold:** NA

**Damage Threshold:** 28

**Defense:** 15

**Toughness:** 18

**Resolve:** 11

**Speed:** 7

**Shift Speed:** 1

**Morale Bonus:** +0

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +2

**Damage Resistance:** 31

**Psionic Resistance:** 3

**Regeneration:** 7

**Biomass:** 13

**-Primal Acid Spew** 1d20+5 accuracy, 24 damage, 1 strike maximum, special range; *Special Traits:* Penetration 25, Line 8, Close Quarters, Acid Damage

**-Primal Ripping Fangs** 1d20+7 accuracy, 26 damage +13 damage from acid coating, 1 strike maximum; *Special Traits:* Penetration 8, Rending 4, Penetration (15, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

**Skills:** Athletics 2, Defensive Training 3, Durability 5, Endurance 5, Melee 4, Ranged 4, Stealth 1

**Skill Focuses:** Ranged +2

**Talents:** None

**Evolutions:** Tier 2 Primal Acid Spew, Tier 2 Primal Plated Carapace, Tier 2 Primal Ripping Fangs, Quadruped, Tunneling Claws

**Strength:** 5

**Instinct:** 2

**Agility:** 3

**Fortitude:** 7

**Intelligence:** 1

**Willpower:** 1

**Gear:** Tier 2 Acid Spew, Tier 2 Ripping Fangs, Tier 2 Plated Carapace

**Special Ability (Tunneling Claws):** The primal roach can dig through the ground while burrowed at its normal movement speed.



## Primal Titans Description

Titans are immense primals that have survived for generations. Titans are immense creatures that constantly spawn new generations of primal zerg. Because of the advanced evolution of these creatures, they can spawn even advanced warrior organisms. Titans are so large that they function as biological buildings; other primals can crawl inside the armor plates and hollows of a titan for shelter.

Most titans serve a powerful pack leader. The alternative is to be destroyed. Pack leaders use titans to spawn their armies to unleash upon their rivals. Because titans are sentient, they also serve as lieutenants under a pack leader, giving out their masters command when they are not able to be present.

The most common form of titan is the warden. Larger than a zerg ultralisk, these slow creatures root in place and unleash their progeny on the landscape. Wardens are lazy and belligerent creatures that use violence to ensure their spawn serve their every whim. Wardens are found in small clusters within a primal encampment, but wardens are also found posted on the frontier or near the front line. They act as forward bases for the primal zerg.

Even larger than the wardens are hives. These creatures are immense, but also wise and slow speaking. Hives rarely move and prefer to stay in one spot to conserve their energy. Every primal colony tends to have a single hive that serves as the core. Hives can spawn creatures as advanced as hosts. While most hives serve under more powerful pack leaders, some control their own packs. They are tough enough that they can stand up against even dragon wurms or omega primalisks that try to exert dominance over them.

## Tactics

Titans are simple in strategy but very difficult to defeat. Their first action is to summon a host of minions to defend them. Against distant ground targets, they will favor fast moving troops and use their Spawn Raider Primals. If engaged up close or in tight confines, they will summon assault primals, who are slower, but tougher and more dangerous. Spawn flyers is used when dealing with aerial ships and foes.

Hives are like the wardens, but larger and more powerful. They will also summon an ultra primalisk as a hunter killer to seek out dangerous enemies. If facing a huge number of enemies, they will spawn primal hosts to fill the battlefield. Finally, they can also summon primal guardians for both siege and air support for mutalisks.

As their minions occupy the enemy, titans stay in place and bombard enemy ranks with their powerful acid attacks. If an enemy gets close, titans will use sudden strike to bash them with their grasping claws. Hives create earthquakes to destroy large hordes of enemies. They rely on acid blood to discourage melee attackers.

Titans have no movement evolutions and crawl very slowly across the ground. They have no method of escape, so they always fight to the death. They can resurrect themselves upon death once per day and use all remaining biomass to heal after a near-death experience. However, they prefer to use as much biomass as possible summoning endless waves of minions to suffocate their foes, so they generally have little biomass remaining for resurrection.





**Primal Warden's Favored Evolution Powers:** Biomass 60, 140 spawning points, regains 1 biomass a turn

- Spawn Raider Primals;** 20 biomass; full-round action; creates 2 greater primals and 10 primal zerglings for 45 spawning points
- Spawn Assault Primals;** 20 biomass; full-round action; creates 1 greater ravasaur, 2 primal hydralisks, and 2 primal roaches for 66 spawning points
- Spawn Primal Flyers;** 20 biomass; full-round action; creates 3 primal mutalisks for 54 spawning points

**Primal Warden's Favored Command Tactics:** Command +8

- Adrenaline;** commanded minions deal +2 weapon damage
- Focused;** commanded minions gain +2 skill checks
- Push;** commanded minions +1 move speed

## Primal Warden

Level 22 Gargantuan-sized Primal Zerg Heroic Character (Genetic Quirk: Fortitude/ Birther/ Pack Leader/ Stalwart Guardian/ Eternal), Formidable Threat

Skill Purchases: 21

Talent Purchases: 17

Ability Score Purchases: 14

Hit Points: 1,132

Healing Threshold: NA

Damage Threshold: 68

Defense: 11

Toughness: 50

Resolve: 22

Speed: 4

Shift Speed: 1

Morale Bonus: +6

Space: 6 by 6 squares

Reach: 6 squares

Initiative: +2

Damage Resistance: 55

Psionic Resistance: 16

Regeneration: 48

Biomass: 60

-**Primal Acid Spore** 1d20+28 accuracy, 65 damage, +1 strike maximum, distant range; *Special Traits:* Penetration 30, Acid Damage

-**Primal Grasping Claws** 1d20+24 accuracy, 84 damage, 1 strikes maximum; *Special Traits:* Penetration 20, Cleaving 1, Special Combat Action

-**Primal Ripping Fangs** 1d20+26 accuracy, 66 damage, 1 strike maximum; *Special Traits:* Penetration 16, Rending 4, Cleaving 1

**Skills:** Command 4, Defensive Training 5, Durability 14, Endurance 8, Melee 6, Mental Training 8, Ranged 8, Survival 8

**Skill Focuses:** Command +2, Durability +4

**Talents:** Enhanced Regeneration V, Hardened Survivalist, Resistant V, Resilience II, Weapon Mastery (melee, ranged II), Zerg Skill Focus (stamina)

**Evolution Powers:** *Spawn Minion (primals)*

**Command Tactics:** *Adrenaline, Focused, Push*

**Evolutions:** Extra Eye: Night Vision, Gargantuan-sized, Growth Sacks, Huge-sized, Large-sized, Mutating Carapace Slime, Tier 3 Primal Acid Spore, Tier 3 Primal Grasping Claws, Tier 2 Primal Juggernaut Carapace, Tier 3 Primal Ripping Fangs, Spawning Sacks

**Strength:** 19

**Instinct:** 2

**Agility:** 1

**Fortitude:** 22

**Intelligence:** 2

**Willpower:** 4

**Gear:** Tier 3 Gargantuan-sized Grasping Claws, Tier 3 Gargantuan-sized Ripping Fangs, Tier 3 Gargantuan-sized Acid Spores, Tier 2 Juggernaut Carapace

**Special Ability (Primal Brooder):** As a full-round action, the warden can spend biomass to summon a variety of different primal minions. See their favored powers for their common types of spawning. They have a spawning limit of 140.

**Special Ability (Mutating Carapace):** The warden's rapidly regenerating and adaptable carapace gives it 10 protection at the start of each turn.

**Special Ability (Direct Minions):** The warden can spend a full-round action directing two minions under the control of their command tactic. Those minions can instantly perform a standard action.

**Special Ability (Sudden Strike):** The warden can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their grasping claws.

**Special Ability (Battering Ram):** The warden can spend a full-round action to throw its weight against a terrain feature or immobile vehicle. This does not require an attack roll. They deal 95 damage to the object with 38 penetration.



**Special Ability (Improved Vision):** The warden suffers no penalty to vision or attacks from darkness. If the primal is hit by a weapon with the Flash trait, the blinded effect lasts 1 additional round.

**Special Ability (Evolution Powers):** The warden can use zerg evolution powers and has access to Master Spawning powers.

**Special Ability (Resurrection):** Once per day, once the warden is reduced to 0 hit points, they can automatically revive themselves. They instantly regain 25 hit points, +10 hit points for every point of biomass they spend to empower this resurrection once they hit 0 hit points.

**Special Ability (Growth Hormones):** The warden regains 1 biomass at the start of every round.

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**Primal Hive's Favored Evolution Powers:** Biomass 76, 215 spawning points, regains 1 biomass a turn

- Spawn Raider Primals;** 20 biomass; full-round action; creates 2 greater primals and 10 primal zerglings for 45 spawning points
- Spawn Assault Primals;** 20 biomass; full-round action; creates 1 greater ravasaur, 2 primal hydralisks, and 2 primal roaches for 66 spawning points
- Spawn Primal Flyers;** 20 biomass; full-round action; creates 3 primal mutalisks for 54 spawning points
- Spawn Breeders;** 20 biomass; full-round action; creates 2 primal hosts for 90 spawning points
- Spawn Hero Hunter Primal;** 20 biomass; full-round action; creates 1 ultra primalisk for 60 spawning points
- Spawn Air Support Primal;** 20 biomass; full-round action; creates 1 primal guardian for 60 spawning points

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**Primal Hive's Favored Command Tactics:** Command +16

- Adrenaline;** commanded minions deal +4 weapon damage
  - Focused;** commanded minions gain +3 skill checks
  - Push;** commanded minions +3 move speed
- 

## Primal Hive

**Level 30 Colossal-sized Primal Zerg Heroic Character (Genetic Quirk: Fortitude/ Birther/ Pack Leader/ Stalwart Guardian/ Eternal/ Bilemaw/Devourer), Epic Threat**

**Skill Purchases:** 29

**Talent Purchases:** 21

**Ability Score Purchases:** 19

**Hit Points:** 2,087

**Healing Threshold:** NA

**Damage Threshold:** 95

**Defense:** 5

**Toughness:** 81

**Resolve:** 28

**Speed:** 5

**Shift Speed:** 1

**Morale Bonus:** +9

**Space:** 10 by 10 squares

**Reach:** 10 squares

**Initiative:** +2

**Damage Resistance:** 64

**Psionic Resistance:** 24

**Regeneration:** 58

**Biomass:** 76

-**Primal Acid Blast** 1d20+46 accuracy, 64 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 40, Burst 4, Acid Damage

-**Primal Grasping Claws** 1d20+46 accuracy, 110 damage, 1 strikes maximum; *Special Traits:* Penetration 20, Cleaving 2, Special Combat Action

-**Primal Ripping Fangs** 1d20+47 accuracy, 93 damage, +46 damage with acid coating, 1 strike maximum; *Special Traits:* Penetration 16, Rending 4, Cleaving 2, Penetration 15 (acid coating damage only), Acid Damage (acid coating damage only)

**Skills:** Command 10, Defensive Training 8, Durability 16, Endurance 10, Melee 12, Mental Training 12, Ranged 12, Survival 8

**Skill Focuses:** Command +2, Durability +4, Ranged +2

**Talents:** Devastating Cripple (melee), Enhanced Regeneration V, Hardened Survivalist, Resistant V, Resilience II, Weapon Mastery (melee III, ranged III), Zerg Skill Focus (stamina)

**Evolution Powers:** *Spawn Minion (primals)*

**Command Tactics:** *Adrenaline, Focused, Push*

**Evolutions:** Colossal-sized, Extra Eye: Night Vision, Gargantuan-sized, Growth Sacks, Huge-sized, Large-sized, Mutating Carapace Slime, Tier 3 Primal Acid Spore, Tier 3 Primal Grasping Claws, Tier 3 Primal Juggernaut Carapace, Tier 3 Primal Ripping Fangs, Spawning Sacks, Special Blood: Acid Blood, Tusks

**Strength:** 31

**Instinct:** 2

**Agility:** 1

**Fortitude:** 31

**Intelligence:** 2

**Willpower:** 6

**Gear:** Tier 3 Gargantuan-sized Grasping Claws, Tier 3 Gargantuan-sized Ripping Fangs, Tier 3 Colossal-sized Acid Burst, Tier 3 Juggernaut Carapace

**Special Ability (Primal Brooder):** As a full-round action, the hive can spend biomass to summon a variety of different primal minions. Refer to the warden's Favored Evolution powers above to see the list of their most common children. See their favored powers for their common types of spawning. They have a spawning limit of 215.

**Special Ability (Mutating Carapace):** The hive's rapidly regenerating and adaptable carapace gives it 20 protection at the start of each turn.

**Special Ability (Direct Minions):** The hive can spend a full-round action directing two minions under the control of their command tactic. Those minions can instantly perform a standard action.

**Special Ability (Acid Blood):** Once the hive is wounded by a melee attack or an adjacent ranged attack, the attacker suffers 60 acid damage (penetration 15).

**Special Ability (Earthquake):** The hive stomps the ground, sending out shockwaves in the area around it. Releasing an earthquake is a full-round action. The creature makes +31 check versus the toughness of every target along the ground within the area. Any struck targets take 93 damage and are knocked prone. Targets take half damage on a missed attack and are not prone. The area of this attack is a Burst 8 centered on the creature.

**Special Ability (Sudden Strike):** The hive can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their grasping claws.

**Special Ability (Battering Ram):** The warden can spend a full-round action to throw its weight against a terrain feature or immobile vehicle. This does not require an attack roll. They deal 155 damage to the object with 62 penetration.

**Special Ability (Night Vision):** The hive gains suffers no penalty to vision or attacks from darkness. If the primal is hit by a weapon with the Flash trait, the blinded effect lasts 1 additional round.

**Special Ability (Evolution Powers):** The hive can use zerg evolution powers and has access to Paragon Spawning powers.

**Special Ability (Resurrection):** Once per day, once the hive is reduced to 0 hit points, they can automatically revive themselves. They instantly regain 25 hit points, +10 hit points for every point of biomass they spend to empower this resurrection once they hit 0 hit points.

**Special Ability (Growth Hormones):** The hive regains 1 biomass at the start of every round.

**Special Ability (Consume):** When the hive makes a heavy strike action against a target that is huge or smaller, it can try to grab them in its jaws. It must surpass both the target's defense and toughness with the attack. If it succeeds, the target is grabbed in its mouth and gains the Crushed and Stunned condition. At the end of every turn they are in the hive's mouth, they can make an athletics or acrobatics test at a DC 41 to escape its mouth and land in an adjacent square. The hive cannot make ripping fang or any primal acid natural weapon attacks while it has a creature in its mouth.



## Primal Tyrannazor Description

The tyrannazor is the pinnacle predator amongst the primals. A massive yet agile and ruthless creature, they are the apotheosis of the greatest hunters amongst the primal zerg. Tyrannazors are savage creatures that actively seek out large battles to reap the essence from all involved. They do not take side in these conflicts; such as a tyrannazor's strength that only the boldest pack leaders would try to force them into their fold. Tyrannazors join battles independently to kill every member of a conflict for their own hunger and bloodlust.

Rarely, a tyrannazor will side with a pack leader, but only if it gains noticeable benefits out of such servitude. If it feels exploited or ill-used, it will either leave the pack or go to war against it. Tyrannazors are fierce enemies, and it often takes hundreds of lives of pack members, mindlessly thrown against the tyrannazor's might, to slow the vengeful monster.

Since the arrival of the primals in the Koprulu Sector, many new tyrannazors have developed off the essence of monsters slain during the End War. Many worlds that have a primal presence have at least one or two tyrannazors lurking in the shadowy recesses of the world, claiming territory and hunting anything that intrudes. Woe be it to anything that disrupts a solitary tyrannazor; an angered specimen can turn cities into ruins.

## Tactics

Tyrannazors are indomitable and virtually unstoppable monsters. In addition to their health pool, regeneration, resistance, and defense, tyrannazors gain a massive 50 protection per turn. It takes dedicated fire to even hurt such a creature.

Tyrannazors engage their foes in one of two ways. If they are facing one or more noteworthy enemies, they will use their Goring Horn to charge and impale their favored victim. If they are facing a mob, they use action moves to trample their foes into bloody paste. Once engaged it uses heavy strikes with its scything claws to tear through foes, unless their defense is high enough that they need multiple strikes. The heavy strikes are accompanied by impact waves, which continue to push foes off balance. In the meantime, it deals with aerial enemies by bombarding them with its spine batteries. If it has no aerial foes, it uses those spine batteries against the densest concentration of enemies. They use their minor action to make Sudden Strike fang attacks at wounded foes.

The tyrannazor defends itself against attackers with its numerous counter attacks and its nest of blades that strikes attackers. If it goes below 400 hit points, it will focus on destroying whatever is causing the most harm. It will begin to use action moves to trample on smaller foes while dedicating its offense on the dangerous target. If the tyrannazor passes below 200 hit points, it enters a bloodthirsty rage. It will dedicate all its efforts to killing as many enemies before it goes down, focusing on lethal blows, often overkill, against small, weak, or almost perished enemies.



## Primal Tyrannazor

Level 30 Gargantuan-sized Primal Zerg Advanced Heroic Character (Genetic Quirk: Strength/ Eviscerator/ Apex Predator/ Stalwart Guardian/ Crusher/ Living Cannon/Eternal), Formidable Threat

Skill Purchases: 35

Talent Purchases: 22

Ability Score Purchases: 28

Hit Points: 1,109

Healing Threshold: NA

Damage Threshold: 69

Defense: 21

Toughness: 67

Resolve: 28

Speed: 15

Shift Speed: 2

Morale Bonus: +9

Space: 6 by 6 squares

Reach: 6 squares

Initiative: +3

Damage Resistance: 49

Psionic Resistance: 24

Regeneration: 46

Biomass: 54

-**Primal Scything Claws** 1d20+36 accuracy, 78 damage, +3 strikes maximum; *Special Traits*: Penetration 27, Rending 11, Cleaving 1

-**Primal Scything Claws w/ Heavy Strike and Retractable Blades and Cleave** 1d20+38 accuracy, 93 damage, 1 strike maximum; *Special Traits*: Penetration 40, Rending 11, Reach +1 (7 squares), Cleaving 2

-**Primal Ripping Fangs w/ Sudden Strike** 1d20+36 accuracy, 94 damage, 1 strike maximum; *Special Traits*: Penetration 27, Rending 15, Cleaving 1, used as minor action

-**Primal Goring Horn w/ Charge** 1d20+36 accuracy, 134 damage, 1 strike maximum; *Special Traits*: Penetration 31, Rending 11, Cleaving 1

-**Primal Spine Batteries w/ Living Weapon** 1d20+33 accuracy, 53 damage, +1 strike maximum, distant range; *Special Traits*: Penetration 16, Burst 3, Hailfire 2

**Skills**: Athletics 10, Acrobatics 10, Defensive Training 12, Durability 15, Endurance 10, Influence 4, Melee 16, Mental Training 12, Perception 10, Survival 10

**Skill Focuses**: Melee +5, Durability +3, Ranged +2

**Talents**: Cleave, Defensive Fighting III, Devastating Cripple (melee II), Enhanced Regeneration V, Hardened Survivalist, Power Strike II, Resilience II, Throw, Weapon Mastery (melee III), Unstoppable Movement, Zerg Skill Focus (brutality)

**Evolutions**: Adrenal Glands, Dominant Sail, Extra Eye: Inferred Vision, Gargantuan-sized, Huge-sized, Keen Senses, Large-sized, Mutating Carapace Slime, Nest of Blades, Tier 3 Primal Goring Horn, Tier 3 Primal Plated Carapace, Tier 3 Primal Ripping Fangs, Tier 3 Primal Scything Claw w/ Retractable Blades, Tier 3 Primal Spine Battery w/ Independent Weapon, Special Blood: Mutagenic Blood, Quadruped

**Strength**: 29

**Instinct**: 3

**Agility**: 5

**Fortitude**: 23

**Intelligence**: 2

**Willpower**: 6

**Gear**: Tier 3 Gargantuan-sized Scything Claws w/ Retractable Blades, Tier 3 Gargantuan-sized Primal Goring Horn, Tier 3 Gargantuan-sized Spine Batteries w/ Independent Weapon, Tier 3 Gargantuan-sized Ripping Fangs, Tier 3 Plated Carapace

**Special Ability (Independent Weapon)**: The tyrannazor has a growth on its body that possess its own intelligence and will. This growth supports a Tier 3 Gargantuan-sized Primal Spine Battery natural weapon. Every round, the tyrannazor gains an extra standard action that can only be used to fire this weapon. This weapon functions as if had had an instinct of 10 and a ranged skill of 12 but has none of the tyrannazor's talents. In addition, the spine battery weapon has +1 ranged increment for offense.

**Special Ability (Counter Attack)**: The tyrannazor can make an opportunity attack against a target that hits them in melee. This attack gains the Cleaving (+1) weapon trait. The tyrannazor can make three bonus opportunity attacks every turn for this ability. Finally, the tyrannazor can make their full number of strikes with any opportunity attack.

**Special Ability (Trample)**: The tyrannazor can push through and stomp upon smaller targets. The creature can move as normal through the squares of creatures that are large-sized or smaller while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can chose to forgo the attack, and instead use the reaction to shift to try to move out of the creature's way. At the end of the creature's move, all smaller creatures that it trampled over take 130 damage. Creatures that shifted out of the creature's way take no damage.

**Special Ability (Sudden Strike)**: The primal zerg can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their ripping fangs.

**Special Ability (Nest of Blades)**: The tyrannazor is covered with spines and barbs. Any creature that is in a grapple or melee strikes the tyrannazor suffers 43 damage, with 12 penetration.

**Special Ability (Threatening Howl):** The tyrannazor can make a threatening howl as a standard action. All intelligent enemies within 6 squares of are Taunted, suffering -5 to attack any targets other than you. This last until they are attacked by someone other than the tyrannazor.

**Special Ability (Unyielding):** The tyrannazor gains 50 protection at the start of each turn.

**Special Ability (Keen Senses):** The tyrannazor can see living creatures within 15 squares, including cloaked creatures and those outside line of sight. However, the primal is blinded for 1 round if hit by a Flames weapon. It also automatically detects all creatures within 6 squares as if it had made a spotter action. This does not rely on sight.

**Special Ability (Shredding Bone):** The tyrannazor's natural weapons deal 3 bleed against a target for every crippling wound they deal.

**Special Ability (Impact Wave):** After making a heavy strike attack, make an attack against the toughness of all targets within a Burst 8 centered on the target. This attack has a +42 accuracy. Any target hit by the attack is knocked prone and pushed 1 square away from the center of the burst. Vehicles need to make DC 10+ speed modifier pilot checks or loses control of their vehicles.

**Special Ability (Resurrection):** Once per 24 hours, once the tyrannazor is reduced to 0 hit points, it can automatically revive itself. When it does so, it instantly regain 25 hit points, +10 hit points for every point of biomass spend once it went below 0. If it activates this power, it doesn't fall prone, roll for disfigurement, or suffer any of the normal penalties, as if it didn't drop to 0 hit points at all.





## Primal Ultralisk Description

The ultralisk is often viewed as the pinnacle of evolution amongst the zerg swarm. It is no surprise that primal zerg seek to adopt the perfection of its design. Obtaining ultralisk essence is extremely dangerous. Any primal wishing to take the essence of an ultralisk must be ready for the ultimate fight. Because of the risks involved, it wasn't until the End War that primal zerg started taking the form of a swarm ultralisk.

Primal ultralisks are brutish and stupid creatures that thrive on conflict and battle. They are apex predators that charge through the wilderness, rampaging and consuming everything they come across in their mad hunger. Many pack leaders seek to bend primal ultralisks to their will, but it often involves first beating them into submission with a contest of raw strength. Once tamed, ultralisks are the ultimate line breaker and city destroyer.

## Tactics

Ultralisks are brutal creatures that charge into the largest concentration of enemies. They begin combat by using an action move to trample hosts of small foes before ripping them apart with their kaiser blades. Ultralisks spend most turns simply attacking the greatest threat around them, relying on the counter attack, unyielding, and nest of blades abilities to mitigate damage. While not as hardy as a swarm ultralisk, primal ultralisks have improved regeneration, counter attacks, and plentiful protection to keep them in the fight longer. Furthermore, they can spend their biomass on the Resurrection ability to get back up once defeated. Because ultralisks have nothing else to use biomass on, they save it for a full powered resurrection, spending 41 biomass to regain 430 hit points.

## Primal Ultralisk

**Level 27 Gargantuan-sized Primal Zerg Non-heroic Character (Genetic Quirk: Strength/ Apex Predator/ Stalwart Guardian/ Thornback/ Eternal/ Crusher), Formidable Threat**

**Skill Purchases: 32      Talent Purchases: 11      Ability Score Purchases: 9**

<b>Hit Points:</b> 792	<b>Healing Threshold:</b> NA	<b>Damage Threshold:</b> 62
<b>Defense:</b> 17	<b>Toughness:</b> 62	<b>Resolve:</b> 17
<b>Speed:</b> 9	<b>Shift Speed:</b> 1	<b>Morale Bonus:</b> +3
<b>Space:</b> 6 by 6 squares	<b>Reach:</b> 6 squares	<b>Initiative:</b> +2
<b>Damage Resistance:</b> 40	<b>Psionic Resistance:</b> 6	
<b>Regeneration:</b> 24	<b>Biomass:</b> 41	

**-Primal Kaiser Blades** 1d20+34 accuracy with advantage, 111 damage, +1 strikes maximum; *Special Traits:* Penetration 27, Rending 7, Cleaving 2

**-Primal Ripping Fangs w/ Sudden Strike** 1d20+34 accuracy, 91 damage, 1 strike maximum; *Special Traits:* Penetration 23, Rending 7

**Skills:** Athletics 10, Defensive Training 10, Durability 14, Endurance 10, Melee 14, Mental Training 6

**Skill Focuses:** Durability +3, Melee +4, Ranged +2

**Talents:** Devastating Cripple (melee II), Power Strike II, Resilience II, Unstoppable Movement, Weapon Mastery (melee III), Zerg Skill Focus (brutality)

**Evolutions:** Adrenal Glands, Array of Limbs, Gargantuan-sized, Huge-sized, Tier 3 Primal Juggernaut Carapace, Tier 3 Primal Kaiser Blades, Mutating Carapace Slime, Nest of Blades, Large-sized, Tier 3 Primal Ripping Fangs, Quadruped, Tusks

**Strength:** 26      **Instinct:** 2      **Agility:** 1      **Fortitude:** 16

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

**Gear:** Tier 3 Gargantuan-sized Kaiser Blades, Tier 3 Gargantuan-sized Ripping Fangs, Tier 3 Gargantuan-sized Plated Carapace

**Special Ability (Counter Attack):** The ultralisk can make an opportunity attack with its kaiser blades against a target that hits them in melee. This attack has the Cleaving (3) weapon trait. The primalisk can make one bonus opportunity attack every turn for this ability. Finally, the ultralisk can make their full number of strikes with any opportunity attack.

**Special Ability (Unyielding):** The ultralisk gains 47 protection at the start of each turn.

**Special Ability (Trample):** The ultralisk can push through and stomp upon smaller targets. The creature can move as normal through the squares of creatures that are large-sized or smaller while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can choose to forgo the attack, and instead use the reaction to shift to try to move out of the creature's way. At the end of the creature's move, all smaller creatures that it trampled over take 120 damage. Creatures that shifted out of the creature's way take no damage.



**Special Ability (Battering Ram):** The primal host can spend a full-round action to throw its weight against a terrain feature or immobile vehicle. This does not require an attack roll. They deal 120 damage to the object with 48 penetration.

**Special Ability (Sudden Strike):** The ultralisk can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their ripping fangs.

**Special Ability (Nest of Blades):** The ultralisk is covered with spines and barbs. Any creature that is in a grapple or melee strikes the creeper host suffers 46 damage, with 17 penetration.

**Special Ability (Threatening Howl):** The ultralisk can make a threatening howl as a standard action, baiting enemies to attack it. All intelligent enemies within 6 squares of you are Taunted, suffering -5 to attack any targets other than the ultralisk. This lasts until they are attacked by someone other than the primal.

**Special Ability (Resurrection):** Once per day, once the ultralisk is reduced to 0 hit points, they can automatically revive themselves. They instantly regain 25 hit points, +10 hit points for every point of biomass they spend to empower this resurrection once they hit 0 hit points.



## Primal Viper Description

Amongst the primal zerg, vipers are known for their sadism, capricious mentality, and great intelligence. It is no wonder they are amongst the first primal creatures that were replicated amongst the swarm. The swarm vipers were larger and more powerful than the primal viper but lacks those creature's cunning and speed.

Vipers are flitty creatures that rely on manipulation and cunning to get what they want. They pit other primals against each other, set traps, and betray and consume their allies. Occasionally, a primal pack leader will beat a viper into control and keep its mischievous nature in line. A subdued viper is a powerful servant, as they serve well as aerial raiders and saboteurs.

### Tactics

Vipers are scheming creatures that fight tactically. Against ground foes, they begin combat by laying down a *Blinding Cloud*. Against aerial adversaries, they tag an enemy with a *Parasitic Bomb*. Once their evolution powers are in place, they barrage their enemies with acid spores while circling them at high speeds. If they find an opportunity, they will use their snatching tendrils to drop enemies into a trap, pull them into an obstacle, or lift them up and let the suffer fall damage.

Vipers are not afraid to enter melee combat and will gladly dive into a fight with their barbed tendrils, sudden strike fangs, and lashing with their tails. They use bob and weave whenever possible, made easier by the extra move action they have every round. They are generally cowardly creatures, however, and will not fight to the death if they have choice about it.

Primal Vipers have a small biomass reservoir and no recovery. They rely on *Consumption* to recharge their reservoir in combat. Fitting their brutal nature, they often target almost dead allies to finish them off and restore themselves at their expense. They often try to consume their fallen allies after battle to claim their essence.

#### **Primal Viper's Favored Evolution Powers:** Biomass 16

**-Consumption;** 1 biomass; power useable as a full-round action; allied zerg with medium range takes 20 damage per round sustained, while viper restores 8 biomass per round, damage resistance does not protect against damage, sustained as a full-round action

**-Blinding Cloud;** 3 biomass; as standard action; cloud effects a Burst 12 along the ground, everyone within the area is Blinded until they leave the cloud and spend a full-round action cleansing themselves of the chemicals, cloud lasts for 6 rounds

**-Parasitic Bomb;** 8 biomass; as standard action; +16 attack, once the hit is landed, bomb attaches to target and produces an aura of acidic destruction, deals 30 acid damage per round for 4 rounds against everything in a burst 8, penetration 20, bomb can be removed with DC 20 strength check, even after removal continues to deal damage

## Primal Viper

**Level 18 Large-sized Primal Zerg Heroic Character (Genetic Quirk: Agility/ Hive/ Raider/ Vampiric Primal), High Threat**

**Skill Purchases:** 20

**Talent Purchases:** 11

**Ability Score Purchases:** 13

**Hit Points:** 206

**Healing Threshold:** NA

**Damage Threshold:** 34

**Defense:** 28

**Toughness:** 32

**Resolve:** 20

**Speed:** 24 fly

**Shift Speed:** 2

**Morale Bonus:** +5

**Space:** 2 by 2 squares

**Reach:** 2 squares

**Initiative:** +4

**Damage Resistance:** 33

**Psionic Resistance:** 10

**Regeneration:** 3

**Biomass:** 16

**-Primal Ripping Fangs w/ Sudden Strike** 1d20+15 accuracy, 45 damage, 1 strike maximum; *Special Traits:* Penetration 12, Rending 4, Bleed 1

**-Primal Barbed Tendrils** 1d20+14 accuracy, 48 damage, +3 strikes maximum; *Special Traits:* Penetration 15, Bleed 1

**-Primal Acid Spores** 1d20+15 accuracy, 45 damage, +3 strikes maximum, medium range; *Special Traits:* Penetration 20, Acid Damage

**-Snatching Tendrils** 1d20+8 accuracy (+24 versus toughness)

**-Stinger Tail** 1d20+12 accuracy, 24 damage, 1 strike maximum; *Special Traits:* Penetration 4, Poison Strikes (DC 26 or 36 poison damage), used as minor action

**Skills:** Acrobatics 6, Athletics 7, Defensive Training 10, Durability 8, Endurance 8, Melee 8, Mental Training 8, Perception 8, Ranged 8, Stealth 8

**Skill Focuses:** Defensive Training +2, Melee +2, Ranged +3

**Talents:** Close Combat Shot, Defensive Fighting II, Evolution Powers x2, Swift Strikes, Weapon Mastery (melee II, ranged II), Zerg Skill Focus (speed)

**Evolution Powers:** *Consumption, Transfusion, Devour, Parasitic Bomb, Blinding Cloud, Miasma*

**Evolutions:** Biomancy Evolution I-II, Extra Wings, Large-sized, Tier 2 Primal Acid Spores, Tier 2 Primal Barbed Tendrils, Tier 2 Primal Plated Carapace, Tier 2 Primal Ripping Fangs, Sapience, Snatching Tendrils, Tail, Tail: Stinger, Wings

**Strength:** 8      **Instinct:** 4      **Agility:** 9      **Fortitude:** 6

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

**Gear:** Tier 2 Large-sized Acid Spores, Tier 2 Large-sized Barbed Tendrils, Tier 2 Large-sized Ripping Fangs, Tier 2 Plated Carapace

**Special Ability (Snatching Tendrils):** The viper can extend a tentacle to grab enemies and pull them closer. The viper can grab targets that are at most 16 squares away as a standard action. It must make a melee attack against their defense and toughness, with an accuracy bonus of +16 when applying versus toughness. If the attack hits, the target is pulled 1 square towards them, +1 square for every point the attack roll surpasses their toughness. Using this ability costs 2 biomass.

**Special Ability (Sudden Strike):** The viper can make a single strike attack with any natural melee weapon as a minor action. They cannot also attack with that same weapon as a standard action that round. They usually use this to attack with their ripping fangs.

**Special Ability (Haste):** The primal mutalisk is evolved to be super-quick and gains an extra move action every round while flying. Therefore, the primal's actions every turn is standard, move, move, and minor.

**Special Ability (Essence Drain):** When the viper damages an enemy with a melee attack, they regain 5 hit points, +1 hit point for every point of bleed the target had.

**Special Ability (Blood Draw):** The viper's melee attacks deals 1 bleed.

**Special Ability (Infection):** When the viper kills a living enemy with a pestilence power or a melee natural weapon, they fill their corpses with an angry swarm that rapidly multiplies within it. One round after their death, the body explodes and swarm of insects remains in its place. The viper makes a +8 attack against all targets near the body, and a cloud fills that same area, providing concealment for 2 rounds. The damage, and the burst area of the explosion and cloud are based on the creature's size: tiny or small, 10 damage, Burst 1; Medium, 20 damage, Burst 1; large, 30 damage, Burst 2; huge, 40 damage, Burst 4; gargantuan; 60 damage, Burst 8.

**Special Ability (Evade):** If the primal viper used bob and weave on their turn, they can make an evasion attempt against any attack once per round, including single target and melee attacks. This functions as a normal acrobatics test to evade. Succeed or fail, it cannot be performed again until the start of the primal's next turn.

**Special Ability (Evasive Flying):** The primal viper can try to break target locks assigned against them as a minor action. This requires an acrobatics test versus the tactics of the pilot that applied the target lock against them. If the primal viper wins, they break the target lock.

**Special Ability (Rapid Flight):** The primal viper is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the viper has an acceleration rating of 110 and a maximum speed of 1,050. The primal viper can fly without penalty in space.

**Special Ability (Evolution Powers):** The primal viper can use zerg evolution powers and has access to Master Pestilence power and Advanced Biomancy powers.



*~Primal Viper (above)*

*~Pack of Primal Zerglings (below)*



## Primal Wurm Description

Primal wurms are the basis of all zerg breeds that have come. They are ancestors of all zerg, voracious larva that consume other creatures for their essence. The first primal zerg arose from such a creature consuming all other primal wurms around it until one began a true zerg.

Primal wurms are still found in great numbers anywhere that primals occupy. They are scavengers and bottom feeders that seek any essence to evolve from their mewling state. Many primals started their life as primal wurms, even some pack leaders. Those are amongst the worthiest of primals, to have started their as next to nothing to become monstrous demi-gods.

Because primal wurms have not evolved enough to be considered fully functional primals, they use the creature creation rules rather than character creation. A worm that consumes enough essence becomes a level 1 primal zerg character.

## Tactics

Primal wurms greatly resemble zerg larva. However, unlike those creatures, wurms are active creatures that frantically seek out essence and fight for their own survival. Wurms are vicious and hungry creatures that will often attack foes in great tides of squealing individuals. Once they down a prey in their massive mob, they usually turn on each other until only one remains to feast upon the dead.

## Primal Wurm

### Level 1 Tiny-sized Primal Zerg Creature (Non-heroic Hunter), Trivial Threat

Skill Purchases: 6

Talent Purchases: 1

Ability Score Purchases: 0

Hit Points: 25

Healing Threshold: NA

Damage Threshold: 13

Defense: 22

Toughness: 6

Resolve: 12

Speed: 4

Shift Speed: 1

Morale Bonus: NA

Space: 0 squares

Reach: 0 squares

Initiative: +3

Damage Resistance: 9

Psionic Resistance: 6

Regeneration: 1

Biomass: 6

**-Ripping Fangs** 1d20+4 accuracy, 13 damage, +1 strike maximum; *Special Traits*: Penetration 3, Rending 4

**Skills**: Athletics 3, Defensive Training 2, Durability 3, Endurance 2, Melee 2

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

**Talents**: Awesome Abilities (strength), Penetration

**Creature Abilities**: None

**Strength**: 2

**Instinct**: 3

**Agility**: 4

**Fortitude**: 2

**Intelligence**: 1

**Willpower**: 2

**Gear**: Tiny-sized Primal Ripping Fangs, Primal Light Carapace

**Special Ability (Evolution)**: Primal wurms seek evolution into a mature creature through consuming essence, just like any other primal. If a primal worm consumes up to 5 essence points, it enters a cocoon for 4 hours. This cocoon has +20 damage resistance. At the end of the 4 hours, it transforms into a lesser primalisk.





## Primal Zergling Description

The primal zergling is a fast primal that possesses the essence and design stolen from a common swarm zergling. The primal zergling surpasses the speed and power of the common zergling. Primal zerglings frequently hunt in large packs, where they seek out unsuspecting victims. They often fight amongst themselves once their prey is killed, battling for who gets the choicest bits of meat and essence. Pack leaders use them as scouts and vanguards.

### Tactics

Primal zerglings are swarm fighters. They rush quickly into combat, taking advantage of their extra move action, and swarm the closet targets. They move on once that target is dead. Primal zerglings prefer their scything claws natural weapon but will use their barbed tendrils against high armor opponents and ripping fangs for opportunity attacks. When dealing with foes with low defense, they dual-wield their scything claw attacks against them to make an impressive flurry of blows. It is not unknown for a primal zergling to stop in the middle of a fight to eat a corpse, friend or foe. They are also sometimes known to retreat when seriously injured.

### Primal Zergling

**Level 5 Medium-sized Primal Zerg Non-heroic Character (Genetic Quirk: Agility/ Eviscerator), Medium Threat**

**Skill Purchases:** 7

**Talent Purchases:** 1

**Ability Score Purchases:** 2

**Hit Points:** 45

**Healing Threshold:** NA

**Damage Threshold:** 21

**Defense:** 17

**Toughness:** 17

**Resolve:** 11

**Speed:** 9, climb 9

**Shift Speed:** 2

**Morale Bonus:** +0

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +2

**Damage Resistance:** 9

**Psionic Resistance:** 3

**Regeneration:** 2

**Biomass:** 9

**-Primal Barbed Tendrils** 1d20+5 accuracy, 30 damage, +1 strike maximum; *Special Traits:* Penetration 5

**-Primal Scything Claws** 1d20+6 accuracy with advantage, 21 damage, +2 strikes maximum; *Special Traits:* Penetration 6, Rending 3

**-Primal Ripping Fangs** 1d20+6 accuracy, 27 damage, +1 strike maximum; *Special Traits:* Penetration 6, Rending 7

**Skills:** Acrobatics 2, Athletics 2, Defensive Training 2, Durability 2, Melee 4, Stealth 2

**Skill Focuses:** Melee +2

**Talents:** Weapon Mastery (melee)

**Evolutions:** Climbing Hooks, Primal Barbed Tendrils, Primal Light Carapace, Primal Ripping Fangs, Primal Scything Claws w/ Array of Limbs, Quadruped

**Strength:** 5

**Instinct:** 2

**Agility:** 5

**Fortitude:** 3

**Intelligence:** 1

**Willpower:** 1

**Gear:** Scything Claws with Array of Limbs, Ripping Fangs, Barbed Tendrils, Light Carapace

**Special Ability (Fleet Movement):** While moving across the ground, the primal 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 (Shredding Bone):** The ripping fang and scything claws natural weapons deal 3 bleed against a target for every crippling wound they deal.

**Special Ability (Evade):** If the primal zergling used bob and weave on their turn, they can make an evasion attempt against any attack once per round, including single target and melee attacks. This functions as a normal acrobatics test to evade. Succeed or fail, it cannot be performed again until the start of the primal's next turn.



# Chapter 6: Wildlife of the Koprulu Sector

The Koprulu Sector and the systems beyond are filled with dozens, if not hundreds, of life sustaining worlds. These worlds in turn have vast variety of living creatures: herbivores, carnivorous, parasites, swimmers, climbers, flyers, giant, and small. Many of these creatures are dangerous, at least when attacked. It is likely that a group of StarCraft heroes will encounter native beasts. This section provides a wealth of statistics to use when the players need to face off with a wild animal.

Because there are billions of different forms of life in the sector, it would be impossible to classify them all. Therefore, this section discusses common creature archetypes or body plans. This chapter portrays creatures of common creature types, such as serpents, apex predators, or insectoid crawlers. In addition to the variety of animal family and genus, each of these creatures is portrayed at multiple different power levels, the higher-level creatures also being larger. Therefore, you could use the predator creature category in many ways. A low-level predator could be a small but vicious canine or feline that relies on scavenging as much as predation. You could then use the dire predator to resemble a lion-like creature that functions as an apex predator. You can even make small but significant changes to their statistics blocks or abilities to make them more meaningful or noticeable.

This chapter is designed to fuel imagination and give basic building blocks for filling the universe with your own creatures. If you decide to add in a generic alien, make it your own. Think about its appearance, behavior patterns, or some other feature that makes the alien unique. If you need fuel for your imagination, every creature type is provided with an example of a possible creature that it could at every power level.

Many of the example creatures are provided with modularity. They are given more features and natural weapons than such a creature would have. Simply choose which abilities or weapons the creature should have based on your creature concept. Be creative; use these creature types as foundations and guidelines; not hard and fast rules.



## Aberration Description

Aberrations are odd and rare creatures that defy in classification. They are often alien and disturbing in appearance. Many aberrations native to the odd planet around the Koprulu Sector have almost supernatural abilities and bizarre physical traits. Many are very dangerous. Creatures that might be considered harmless aberrations of Earth might be jellyfish, star fish, snails, slugs, or carnivorous plants.

The example aberrations are listed with many different melee and ranged weapons. Aberrations will generally not have every weapon listed, but these are listed so you can customize your aberration as needed for whatever crazy creatures you place into your campaign. Not every aberrations will have ranged weapons, but most will.

Game Master's should feel encouraged to give their aberration's additional abilities of their choosing to make them more threatening and worth their threat level.

### Tactics

Aberrations are so varied they have no single fighting style. However, most aberrations prefer ranged attacks over close combat. Most aberrations also tend to be very dull-witted and do not fight with much tactics. They simply bombard the closest foe with ranged attacks until they die, then attack the next foe. When they reach a corpse, they will try to eat it, sometimes in the middle of a battle.

## Aberration

### Level 4 Small-sized Creature (Non-Heroic Oppressor), Medium Threat

**Skill Purchases:** 7

**Talent Purchases:** 4

**Ability Score Purchases:** 4

**Hit Points:** 42

**Healing Threshold:** 7

**Damage Threshold:** 18

**Defense:** 23

**Toughness:** 12

**Resolve:** 20

**Speed:** 5

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +2

**Damage Resistance:** 6

**Psionic Resistance:** 30

**-Bash** 1d20+2 accuracy, 13 damage, +1 strike maximum; *Special Traits:* Penetration 2, Smashing

**-Bite** 1d20+4 accuracy, 14 damage, 1 strike maximum; *Special Traits:* Penetration 3, Rending 2

**-Claw** 1d20+3 accuracy, 8 damage, +2 strikes maximum; *Special Traits:* Penetration 2, Rending 1

**-Gore** 1d20+2 accuracy, 18 damage, 1 strike maximum; *Special Traits:* Penetration 2, Smashing

**-Poison Spit** 1d20+3 accuracy, 16 damage, 1 strike maximum, infinite shots at short range; *Special Traits:* Penetration 2, Venom Coasting (DC 12 endurance or 8 poison damage)

**-Elemental Breath** 1d20+3 accuracy, 19 damage, +1 strike maximum, infinite shots at medium range; *Special Traits:* Penetration 2, Hailfire 1, Energy Damage OR Acid Damage, Flames OR Freeze OR Stun OR Corrosion

**Skills:** Defensive Training 4, Durability 3, Endurance 4, Melee 3, Mental Training 6, Perception 2, Ranged 4, Stealth 4

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

**Talents:** Awesome Ability (willpower I), Defensive Fighting, Penetration II, Weapon Mastery (ranged)

**Creature Abilities:** Alien Mind

**Strength:** 2

**Instinct:** 2

**Agility:** 4

**Fortitude:** 3

**Intelligence:** 1

**Willpower:** 4

**Gear:** Small-sized Bash OR Small-sized Gore OR Small-sized Bite OR Claw, Small-sized Poison Spit OR Small-sized Elemental Breath, Heavy Creature Hide

**Special Ability (Alien Mind):** The aberration gains +15 psionic resistance, and any character that uses a telepathic power on the creature loses 1 morale level.

### Giant Electrified Jellyfish

Jellyfish exist in the Koprulu Sector just like earth, and there are even breeds of large jellyfish that release focused electrical currents. These mindless predators swim aimlessly through oceans, consuming whatever they can get their tentacles on.

Giant jellyfish tentacles count as a Claw natural weapon. They also possess an elemental breath, using the lightning variant with the Energy Damage and Stun weapon traits. In addition, they claw attack possesses the Venom Coating (DC 12 or 8 poison damage), Energy Damage, and Stun weapon traits. Jellyfish are mindless and are immune to telepathic powers. They have a gelatinous body and are unaffected by crippling wound. Any crippling wound instead deals +10 damage. The jellyfish cannot move on land but has a swim speed instead.

## Giant Aberration

Level 10 Medium-sized Creature (Non-Heroic Oppressor/ Assailant), High Threat

Skill Purchases: 12

Talent Purchases: 9

Ability Score Purchases: 9

Hit Points: 104

Healing Threshold: 8

Damage Threshold: 28

Defense: 23

Toughness: 20

Resolve: 22

Speed: 6

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 10

Psionic Resistance: 31

-**Bash** 1d20+6 accuracy, 26 damage, +1 strike maximum; *Special Traits*: Penetration 6, Smashing

-**Bite** 1d20+8 accuracy, 27 damage, 1 strike maximum; *Special Traits*: Penetration 6, Rending 2

-**Claw** 1d20+7 accuracy, 18 damage, +2 strikes maximum; *Special Traits*: Penetration 5, Rending 1

-**Gore** 1d20+6 accuracy, 31 damage, 1 strike maximum; *Special Traits*: Penetration 6, Smashing

-**Poison Spit** 1d20+10 accuracy, 31 damage, 1 strike maximum, infinite shots at short range; *Special Traits*: Penetration 5, Venom Coasting (DC 18 endurance or 20 poison damage)

-**Elemental Breath** 1d20+10 accuracy, 34 damage, 1 strike maximum, infinite shots at special range; *Special Traits*: Penetration 5, Line (11), Hailfire 1, Energy Damage OR Acid Damage, Flames OR Freeze OR Stun OR Corrosion

**Skills**: Defensive Training 6, Durability 6, Endurance 6, Melee 6, Mental Training 8, Perception 4, Ranged 8, Stealth 6

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

**Talents**: Awesome Ability (instinct I, willpower I), Defensive Fighting, Devastating Cripple (ranged), Penetration V, Resistant, Weapon Mastery (melee I, ranged II)

**Creature Abilities**: Alien Mind, Antagonistic Presence, Powerful Shot, Organic Artillery

**Strength**: 4

**Instinct**: 4

**Agility**: 4

**Fortitude**: 6

**Intelligence**: 1

**Willpower**: 4

**Gear**: Tier 2 Bash OR Tier 2 Gore OR Tier 2 Bite OR Tier 2 Claw, Tier 2 Poison Spit OR Tier 2 Elemental Breath, Tier 2 Heavy Creature Hide

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

**Special Ability (Antagonistic Presence)**: All squares within the aberrations' reach are considered difficult terrain.

**Special Ability (Alien Mind)**: The aberration gains +15 psionic resistance, and any character that uses a telepathic power on the creature loses 1 morale level.

### Zerusian Needler

The needler is an odd creature native to Zerus. Resembling a large, lashing tentacle, it is unknown what exactly the needler is. It could be a reactionary plant monster or a very primitive strain of primal zerg. They grow in the acid marshes of Zerus. Sometimes entire 'forests' of needlers spawn in the right environments. They are carnivorous and kill their prey and bury them within their root systems so they can feed on their blood.

Needlers are rooted in place and are immobile. They can move, be moved, or be knocked prone. Their only natural weapon they possess is their barbed tentacle. This tentacle counts as a gore attack, except gains numerous benefits. The needler gains +10 accuracy when attacking with its gore attack, and the weapon gains +4 penetration and rending. In addition, the needlers expandable nature gives it a reach of 6 squares. If its gore attack roll surpasses both the target's defense and toughness, it pulls the creature adjacent to it. The needler's attack is also poisonous, requiring a DC 18 endurance check or dealing 20 poison damage.



~Clutch of Zerusian Needlers (left)

## Dire Aberration

Level 16 Large-sized Creature (Non-Heroic Oppressor/ Assailant/ Bruiser), Extreme Threat

Skill Purchases: 14

Talent Purchases: 15

Ability Score Purchases: 19

Hit Points: 286

Healing Threshold: NA

Damage Threshold: 48

Defense: 28

Toughness: 30

Resolve: 26

Speed: 8

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +4

Damage Resistance: 17

Psionic Resistance: 38

Regeneration: 5

-**Bash** 1d20+12 accuracy, 40 damage, +1 strike maximum; *Special Traits*: Penetration 7, Smashing

-**Bite** 1d20+14 accuracy, 41 damage, 1 strike maximum; *Special Traits*: Penetration 6, Rending 2

-**Claw** 1d20+13 accuracy, 29 damage, +3 strikes maximum; *Special Traits*: Penetration 5, Rending 1

-**Gore** 1d20+12 accuracy, 45 damage, 1 strike maximum; *Special Traits*: Penetration 7, Smashing

-**Poison Spit** 1d20+17 accuracy, 37 damage, 1 strike maximum, infinite shots at short range; *Special Traits*: Penetration 5, Venom Coasting (DC 24 endurance or 32 poison damage)

-**Elemental Breath** 1d20+17 accuracy, 40 damage, 1 strike maximum, infinite shots at special range; *Special Traits*: Penetration 5, Line (11), Hailfire 1, Energy Damage OR Acid Damage, Flames OR Freeze OR Stun OR Corrosion

**Skills**: Defensive Training 8, Durability 10, Endurance 8, Melee 8, Mental Training 10, Perception 9, Ranged 11, Stealth 8

**Skill Focuses**: Athletics +2, Durability +2, Endurance +2, Mental Training +2, Perception +2, Ranged +3

**Talents**: Awesome Ability (fortitude I, instinct I, willpower I), Close Combat Shot, Defensive Fighting II, Devastating Cripple (ranged), Penetration V, Power Strike II, Resistant II, Weapon Mastery (melee II, ranged II)

**Creature Abilities**: Alien Mind, Antagonistic Presence, Fast Healing, Powerful Shot, Snatch and Drag, Organic Artillery

**Strength**: 8

**Instinct**: 4

**Agility**: 6

**Fortitude**: 12

**Intelligence**: 1

**Willpower**: 6

**Gear**: Tier 2 Large-sized Bash OR Tier 2 Large-sized Gore OR Tier 2 Large-sized Bite OR Tier 2 Large-sized Claw, Tier 2 Large-sized Poison Spit OR Tier 2 Large-sized Elemental Breath, Tier 2 Heavy Creature Hide

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

**Special Ability (Snatch and Drag)**: The aberration can drag and pull enemies towards it. If any of its melee attacks against targets within its reach bypass both the target’s defense and toughness, it can choose to pull the target to a square adjacent to the creature itself.

**Special Ability (Antagonistic Presence)**: All squares within the aberrations’ reach are considered difficult terrain.

**Special Ability (Alien Mind)**: The aberration gains +15 psionic resistance, and any character that uses a telepathic power on the creature loses 1 morale level.

### Caustic Sewer Slug

The caustic sewer slug is a giant slug capable of exhaling acid projections. Caustic Sewer Slugs are not actually born very large but keep growing as long as they are able to feed. They gain their name for their tendency to nest in sewers, where years of feeding on excrement, carrion, rats and insects allow them to grow to monstrous sizes. Stories tell of slugs the size of SCVs that prowl sewer tunnels and waterworks like an all-consuming wave of filth and acid.

The sewer slug uses a bash and elemental breath natural weapon. Both of its weapons have the Acid Damage, Corrosion, and Penetration (10) weapon traits. It prefers to use its acid breath over its bite and exhales massive columns of sticky acid every other round. It uses its powerful shot attack to charge its acid breath, thus slowing its attack rate for a much more powerful attack. Caustic Sewer Slugs are very acidic, and anyone that hits them with a melee attack suffers 25 acid damage with the penetration 10 trait.

## Primordial Aberration

Level 22 Huge-sized Creature (Non-Heroic Oppressor/ Assailant/ Bruiser), Formidable Threat

Skill Purchases: 18

Talent Purchases: 31

Ability Score Purchases: 28

Hit Points: 611

Healing Threshold: NA

Damage Threshold: 63

Defense: 30

Toughness: 44

Resolve: 29

Speed: 10

Shift Speed: 2

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +6

Damage Resistance: 25

Psionic Resistance: 51

Regeneration: 5

-**Bash** 1d20+19 accuracy, 56 damage, +4 strike maximum; *Special Traits*: Penetration 10, Smashing

-**Bite** 1d20+21 accuracy, 57 damage, +2 strikes maximum; *Special Traits*: Penetration 6, Rending 2

-**Claw** 1d20+20 accuracy, 42 damage, +5 strikes maximum; *Special Traits*: Penetration 5, Rending 1

-**Gore** 1d20+19 accuracy, 61 damage, +2 strikes maximum; *Special Traits*: Penetration 10, Smashing

-**Poison Spit** 1d20+23 accuracy, 49 damage, 1 strike maximum, infinite shots at short range; *Special Traits*: Penetration 5, Venom Coasting (DC 30 endurance or 44 poison damage)

-**Elemental Breath** 1d20+23 accuracy, 52 damage, 1 strike maximum, infinite shots at special range; *Special Traits*: Penetration 5, Line (12), Hailfire 1, Energy Damage OR Acid Damage, Flames OR Freeze OR Stun OR Corrosion

**Skills**: Defensive Training 10, Durability 12, Endurance 10, Melee 10, Mental Training 12, Perception 10, Ranged 12, Stealth 10, Survival 10

**Skill Focuses**: Athletics +2, Durability +2, Endurance +2, Mental Training +2, Perception +2, Ranged +3

**Talents**: Awesome Ability (fortitude I, instinct I, willpower I), Close Combat Shot, Defensive Fighting II, Devastating Cripple (ranged II), Hardened Survivalist, Mobile Attacker II, Natural Health II, Penetration V, Power Strike II, Resistant V, Resilience II, Resolute II, Swift Strikes II, Weapon Mastery (melee II, ranged III)

**Creature Abilities**: Alien Mind, Antagonistic Presence, Fast Healing, Instill Fear, Powerful Shot, Snatch and Drag, Organic Artillery

**Strength**: 16

**Instinct**: 6

**Agility**: 8

**Fortitude**: 19

**Intelligence**: 1

**Willpower**: 6

**Gear**: Tier 3 Huge-sized Bash OR Tier 3 Huge-sized Gore OR Tier 3 Huge-sized Bite OR Tier 3 Huge-sized Claw, Tier 3 Huge-sized Poison Spit OR Tier 3 Huge-sized Elemental Breath, Tier 3 Heavy Creature Hide

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

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

**Special Ability (Antagonistic Presence)**: All squares within the aberrations' reach are considered difficult terrain.

**Special Ability (Instill Fear)**: The aberration knows how to use its ferocity to inspire fear. The aberration can spend a move action to terrorize its enemies, giving all enemies within medium range and line of sight -1 morale level. Alternately, it can spend a standard action to give -2 morale levels, or a full-round action to give -3 morale levels. The creature may also make terrify combat influence actions with a +18 check bonus.

**Special Ability (Alien Mind)**: The aberration gains +15 psionic resistance, and any character that uses a telepathic power on the creature loses 1 morale level.

### Young Jarban Gilder

Jarban gliders are alien whale-like creatures that fly. They are well known for their affinity to terrazine gas, and their bodies contain large amounts of that gas. They are native to Jarban Minor. The creature described here is a sub-adult glider; fully grown they reach the colossal size category. Despite their size, they are non-aggressive and only fight to defend themselves.

Jarban gliders use a bash natural weapon and an elemental breath. Instead of dealing damage, anyone struck by the breath weapon of the glider must succeed a DC 30 endurance check or be inflicted with 1 potency of terrazine per point they fail their endurance check by. Terrazine gives the target a -1 penalty to all attacks (except psionic attacks), defenses, and skill checks (except psionics skill) per point of potency due to vivid hallucinations. Psionic targets also gain +1 Psi Level per 2 potency of terrazine. The effects of terrazine last 2 hours. Jarban gliders can use rapid flight with an acceleration rating of 15, combat speed of 45, and max speed of 150.





*~The majestic and alien Jarban Gliders*





## Crawler Description

The crawler alien classification includes ground-based insects, such as ants, beetles, centipedes, and spiders. Crawlers are generally giant, alien variations of those creatures. Crawlers tend to swarm, and larger crawler swarms can threaten cities. They seem immune to pain and fear.

### Tactics

Crawlers are simple adversaries that move up to and swarm their foes. They make bite attacks in conjunction with heavy strike actions. They use hobbling strike to drag enemies to the ground so they can swarm over them. The largest crawlers have flailing limbs that hinder movement around them or can exhale a column of digestive acids. They often do this to weaken foes before engaging them in melee.

## Crawler

**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:** 6

**Psionic Resistance:** 9

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

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

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

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

**Creature Abilities:** Hobbling Strike

**Strength:** 1

**Instinct:** 2

**Agility:** 4

**Fortitude:** 1

**Intelligence:** 1

**Willpower:** 3

**Gear:** Tiny-sized Bite, Carapace

**Special Ability (Hobbling Strike):** If any of the crawler's natural attacks bypass the defense and toughness of the target, the target is knocked prone in addition to the normal effects of the attack.

**Special Ability (Cunning):** The crawler adds ½ its Willpower instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

### Trembler Beetle

These beetles are about a third of a meter in length and have iridescent blue shells. They gain their named by their tendency to vibrate and release a high frequency mating call. Trembler beetles are not very dangerous and are considered pests. They are diggers that are known to burrow into terran infrastructure tunnels and bunkers. They are very defensive of their nests. They emerge to the surface world at night and deafen the world with the vibrations of hundreds of beetles.

Trembler beetles can burrow as per the zerg ability.

## Giant Crawler

Level 7 Small-sized Creature (Non-Heroic Oppressor/ Prowler), Medium Threat

Skill Purchases: 11

Talent Purchases: 7

Ability Score Purchases: 3

Hit Points: 64

Healing Threshold: 6

Damage Threshold: 20

Defense: 21

Toughness: 14

Resolve: 18

Speed: 7

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 10

Psionic Resistance: 12

-Bite 1d20+7 accuracy, 18 damage, 1 strike maximum; *Special Traits*: Penetration 1, Rending 2

**Skills**: Athletics 4, Acrobatics 4, Defensive Training 5, Durability 5, Endurance 4, Melee 6, Mental Training 4, Perception 4, Stealth 4, Survival 4

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

**Talents**: Awesome Ability (willpower I), Defensive Fighting, Hardened Survivalist, Resistant II, Stalker, Weapon Mastery (melee), Wrestling Combatant

**Creature Abilities**: Bully, Fast Step, Hobbling Strike

**Strength**: 3

**Instinct**: 3

**Agility**: 4

**Fortitude**: 3

**Intelligence**: 1

**Willpower**: 4

**Gear**: Small-sized Bite, Carapace

**Special Ability (Hobbling Strike)**: If any of the crawler's natural attacks bypass the defense and toughness of the target, the target is knocked prone in addition to the normal effects of the attack. The crawler gains +10 accuracy to their attack for targeting the enemy's toughness.

**Special Ability (Fast Step)**: The crawler can shift as a minor action, instead of a move action. It can still only shift once per round.

## Dirge Beetles

Dirge beetles are communal insectoids native to Slayn. They are scavengers with a brown and green carapace, and barely functioning wings. They are known to release a soft 'song' with their bodies whenever a corpse is found, so their kin will know where food can be found. Dirge beetles are targeted in turn by most every predator on Slayn, including the colossal elementals.

The wings of a Dirge Beetle do not allow flight but allow it to fall from any height without taking damage.



## Dire Crawler

Level 13 Medium-sized Creature (Non-Heroic Oppressor/ Prowler), High Threat

Skill Purchases: 19

Talent Purchases: 11

Ability Score Purchases: 12

Hit Points: 139

Healing Threshold: 10

Damage Threshold: 34

Defense: 22

Toughness: 24

Resolve: 20

Speed: 9

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 16

Psionic Resistance: 12

-**Bite** 1d20+10 accuracy, 28 damage, 1 strike maximum; *Special Traits*: Penetration 3, Rending 2

-**Bash** 1d20+8 accuracy, 27 damage, +1 strike maximum; *Special Traits*: Penetration 4, Smashing

-**Acid Breath** 1d20+7 accuracy, 22 damage, 1 strike maximum, infinite shots at special range; *Special Traits*: Cone 7, Penetration 2, Hailfire 1, Corrosion, Acid Damage, Close Quarters

**Skills**: Athletics 6, Acrobatics 6, Defensive Training 7, Durability 7, Endurance 7, Melee 8, Mental Training 6, Perception 6, Ranged 7, Stealth 6, Survival 6

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

**Talents**: Awesome Ability (willpower I), Defensive Fighting, Hardened Survivalist, Natural Health II, Power Strike, Resistant III, Stalker, Weapon Mastery (melee), Wrestling Combatant

**Creature Abilities**: Antagonistic Presence, Bully, Fast Step, Hobbling Strike, Vulnerable Strike

**Strength**: 7

**Instinct**: 3

**Agility**: 5

**Fortitude**: 7

**Intelligence**: 1

**Willpower**: 4

**Gear**: Tier 2 Bite, Tier 2 Bash, Tier 2 Acid Breath, Tier 2 Carapace

**Special Ability (Hobbling Strike)**: If any of the crawler's natural attacks bypass the defense and toughness of the target, the target is knocked prone in addition to the normal effects of the attack. The crawler gains +10 accuracy to their attack for targeting the enemy's toughness.

**Special Ability (Fast Step)**: The crawler can shift as a minor action, instead of a move action. It can still only shift once per round.

**Special Ability (Antagonistic Presence)**: Due to flailing limbs, all squares adjacent to the crawler count as difficult terrain.

### Garxxax Colossal Termite

True to their name, the colossal termite of garaxx resembles a large termite with a yellow body covered with corrosive slim. They possess three pairs of proportionately smaller eyes. These giant insects clamber in great hives amongst the giant forests of Garxxax, demolishing sections of rainforest with the efficiency of a terran lumber operation. Their entire bodies exude acid, warding off predators while aiding in their trail of destruction.

The colossal termite is covered with acid. Any successful melee attack against them deals 10 damage to the attacker with the Acid Damage and Penetration 5 traits. Their bite and bash attacks also do a bonus hit of the same acid damage on hit.

## Primordial Crawler

**Level 19 Large-sized Creature (Non-Heroic Oppressor/ Prowler), Extreme Threat**

**Skill Purchases:** 27

**Talent Purchases:** 18

**Ability Score Purchases:** 16

**Hit Points:** 246

**Healing Threshold:** 12

**Damage Threshold:** 44

**Defense:** 23

**Toughness:** 28

**Resolve:** 25

**Speed:** 11

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 2 by 2 squares

**Reach:** 2 squares

**Initiative:** +6

**Damage Resistance:** 20

**Psionic Resistance:** 17

**-Bite** 1d20+17 accuracy, 41 damage, 1 strike maximum; *Special Traits:* Penetration 3, Rending 2

**-Bash** 1d20+15 accuracy, 40 damage, +1 strike maximum; *Special Traits:* Penetration 5, Smashing

**-Acid Breath** 1d20+17 accuracy, 28 damage, 1 strike maximum, infinite shots at special range; *Special Traits:* Cone 7, Penetration 2, Hailfire 1, Corrosion, Acid Damage, Close Quarters

**Skills:** Athletics 9, Acrobatics 9, Defensive Training 9, Durability 9, Endurance 9, Melee 11, Mental Training 11, Perception 9, Ranged 11, Stealth 8, Survival 9

**Skill Focuses:** Athletics +2, Melee +2, Mental Training +2, Perception +2, Ranged +2, Stealth +2

**Talents:** Awesome Ability (willpower I, agility I, instinct I), Defensive Fighting II, Hardened Survivalist, Natural Health III, Power Strike II, Resistant V, Resilience, Stalker, Weapon Mastery (melee II), Wrestling Combatant

**Creature Abilities:** Antagonistic Presence, Bully, Concentrated Onslaught, Fast Step, Hobbled Strike, Organic Artillery, Staggering Strikes, Tactical Strike Vulnerable Strike

**Strength:** 9

**Instinct:** 6

**Agility:** 6

**Fortitude:** 9

**Intelligence:** 1

**Willpower:** 4

**Gear:** Tier 2 Bite, Tier 2 Bash, Tier 2 Acid Breath, Tier 2 Carapace

**Special Ability (Tactical Strike):** The crawler can use a standard action on their turn to instantly perform a shift, and then instantly follow up with a natural ranged attack.

**Special Ability (Concentrated Onslaught):** When using the its acid breath, the crawler gains +20 penetration if a target is within 6 squares, or +10 penetration if they are within 15 squares.

**Special Ability (Mighty Strike):** If any of the crawler's natural attacks bypass the defense and toughness of the target, the target is knocked prone and staggered for 1 round in addition to the normal effects of the attack. The crawler gains +10 accuracy to their attack for targeting the enemy's toughness.

**Special Ability (Fast Step):** The crawler can shift as a minor action, instead of a move action. It can still only shift once per round.

**Special Ability (Antagonistic Presence):** Due to flailing limbs, all squares adjacent to the crawler count as difficult terrain.

### Manhunter Grub

No one knows where the infamous Manhunter Grub originated, but it is doubtless a dangerous predator. The manhunter grub resembles a stout, pale maggot with a series of tarantula like legs too weak to lift the body, and instead help drag the creature around wherever it goes. It has no eyes and a massive pair of mandibles around its hungrily, salivating jaw. It is about the size of a car and are found throughout the sector.

Manhunter grubs are believed to be genetic experiments gone wrong. They are solitary predators, roaming plains and forests looking for any living creature to consume. They are not intelligent and are driven only by an infinite hunger. They are known to even attack colonies and military outposts in their search for food.

Manhunter grubs are denser but more agile than the creature described here. To make a manhunter grub, reduce its speed to 5 and its shift speed to 0. In return, increase its hit points to by 90 (10x durability, up to 336 maximum hit points)

## Hulk Description

Hulks can be any larger, heavy, or muscular creature. Example hulks are rhinoceros, elephants, moose, whales, tortoises, or armored lizards. Hulks are generally slower and more plodding than other creatures, but much harder. They are difficult to take down and strike hard in return.

### Tactics

Most hulks are docile, but territorial. They are often found in herds or family units. When threatened, they respond by charging their prey with a strong attack. When engaged, they batter their foe with Heavy Strikes. Larger hulks make free bash attacks with their Smash ability. The largest, instead of using standard attacks, simply trample over their foes and grinding them beneath their raw weight.

Some hulks are massive, primordial beasts of immense size and weight; the product of alien worlds and bizarre evolution. These creatures are horrors able to cause earthquakes or exhale elemental energy as a breath weapon and are as difficult to destroy as the largest zerg.

## Hulk

**Level 3 Medium-sized Creature (Non-Heroic Bruiser), Medium Threat**

**Skill Purchases:** 9

**Talent Purchases:** 1

**Ability Score Purchases:** 4

**Hit Points:** 77

**Healing Threshold:** 7

**Damage Threshold:** 28

**Defense:** 13

**Toughness:** 16

**Resolve:** 15

**Speed:** 5

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +2

**Damage Resistance:** 12

**Psionic Resistance:** 10

**-Bash** 1d20+2 accuracy, 18 damage, 1 strike maximum; *Special Traits:* Penetration 1, Smashing

**Skills:** Athletics 1, Defensive Training 2, Durability 5, Endurance 5, Melee 3, Mental Training 2

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

**Talents:** Awesome Ability (fortitude I), Resistant

**Creature Abilities:** NA

**Strength:** 4

**Instinct:** 2

**Agility:** 2

**Fortitude:** 4

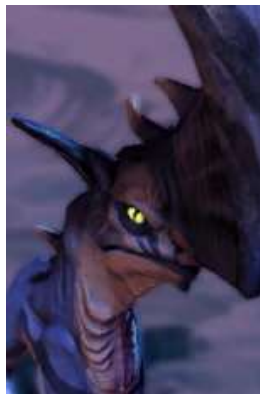
**Intelligence:** 1

**Willpower:** 3

**Gear:** Bash, Rugged Creature Hide

## Tastelop

The tastelop is one of the few creatures that call Kaldir home. It is a herd creature with a stag-like body, covered with thick violet skin. It has a large horn on its forehead that is largely used for territorial and mating displays against others of their own kind. Tastelop are the preferred food of the ursadon population of Kaldir. These creatures are skittish around most creatures and usually flee but might turn and charge if there is nowhere to run.



## Giant Hulk

Level 9 Large-sized Creature (Non-Heroic Bruiser), High Threat

Skill Purchases: 16

Talent Purchases: 5

Ability Score Purchases: 12

Hit Points: 239

Healing Threshold: 9

Damage Threshold: 38

Defense: 12

Toughness: 27

Resolve: 18

Speed: 5

Shift Speed: 1

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +2

Damage Resistance: 14

Psionic Resistance: 14

-**Bash** 1d20+8 accuracy, 24 damage, 1 strike maximum; *Special Traits*: Penetration 4, Smashing

-**Gore** 1d20+8 accuracy, 29 damage, 1 strike maximum; *Special Traits*: Penetration 4, Smashing

**Skills**: Athletics 1, Defensive Training 4, Durability 7, Endurance 6, Melee 5, Mental Training 4, Perception 1, Survival 4

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

**Talents**: Awesome Ability (fortitude I), Hardened Survivalist, Penetration, Resistant II, Weapon Mastery (melee)

**Creature Abilities**: Behemoth, Smash

**Strength**: 9

**Instinct**: 2

**Agility**: 1

**Fortitude**: 9

**Intelligence**: 1

**Willpower**: 4

**Gear**: Large-sized Bash, Large-sized Gore, Rugged Creature Hide

**Special Ability (Smash)**: The hulk can make its bash attack as a minor action once per round, in addition to any other attacks it makes in a turn. This attack has no dual-wielding penalties.

### Anitgan Basking Tortoise

This large tortoise is found near beaches and river banks. While largely a landbound creature, it hangs near the edge of water to eat up creatures that wash ashore or stay too close to the water's edge. These massive green and yellow tortoises have thick shells and are incredibly heavy. While they are not hostile to humans and other larger creatures, they are viciously territorial over their eggs, which are placed in sand burrows in their waterfront homes.

Basking Tortoises have a bash attack but not a gore attack. Roll for a wound location after landing a hit on a tortoise. If the attack hits a core or vitals location, the tortoise has +12 damage resistance against the attack.



## Dire Hulk

Level 15 Huge-sized Creature (Non-Heroic Bruiser/ Oppressor), Extreme Threat

Skill Purchases: 16

Talent Purchases: 13

Ability Score Purchases: 12

Hit Points: 470

Healing Threshold: 13

Damage Threshold: 52

Defense: 14

Toughness: 41

Resolve: 25

Speed: 6

Shift Speed: 1

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +2

Damage Resistance: 26

Psionic Resistance: 22

-**Bash** 1d20+15 accuracy, 48 damage, 1 strike maximum; *Special Traits*: Penetration 8, Smashing

-**Gore** 1d20+15 accuracy, 53 damage, 1 strike maximum; *Special Traits*: Penetration 8, Smashing

-**Bite** 1d20+17 accuracy, 49 damage, 1 strike maximum; *Special Traits*: Penetration 4, Rending 2

**Skills**: Athletics 9, Acrobatics 7, Defensive Training 7, Durability 9, Endurance 9, Melee 7, Mental Training 9, Ranged 7, Perception 7, Stealth 2, Survival 7

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

**Talents**: Awesome Ability (fortitude I, willpower I), Hardened Survivalist, Natural Health, Penetration III, Power Strike II, Resistant V, Weapon Mastery (melee)

**Creature Abilities**: Behemoth, Bully, Smash, Staggering Strikes, Trample

**Strength**: 16

**Instinct**: 2

**Agility**: 1

**Fortitude**: 14

**Intelligence**: 1

**Willpower**: 6

**Gear**: Tier 2 Huge-sized Bash, Tier 2 Huge-sized Gore, Tier 2 Huge-sized Bite, Tier 2 Rugged Creature Hide

**Special Ability (Staggering Strikes)**: The hulk has powerful blows that knock their target's off balance. If any of the creature's attack bypass both the target's defense and toughness, the target is staggered for 1 round. It gains +5 to its attack accuracy when applying against toughness.

**Special Ability (Smash)**: The hulk can make its bash attack as a minor action once per round, in addition to any other attacks it makes in a turn. This attack has no dual-wielding penalties.

**Special Ability (Trample)**: The hulk can push through and stomp upon smaller targets. The creature can move as normal through creatures that are medium-sized or smaller than them while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can choose to forgo the attack, and instead use the reaction to shift out of the creature's way. At the end of the creature's move, all smaller creatures that it trampled over take 80 damage. Creatures that shifted out of the creature's way take no damage.

### Lowland Valley Strider

The lowland valley strider, known as the Emur'an by the protoss, is a large herbivore native to Aiur and has been relocated to several other protoss colonies. This giant creature stands ten meters high, with tall, thick, muscular legs holding atop a heavyset body. It has a long neck used for grazing on trees. Its head resembles that of a hairless cow with a long tongue. The strider has pebbled brown hide. Despite its great size and ponderous movement, when excited it is capable of great speed.

Lowland valley striders are herd creatures that gather for safety in numbers. They move through a region, deforesting as they go, then move on to greener pastures. After the zerg invasion of Aiur, the native strider population was virtually wiped out. Most striders remaining are on worlds they were artificially introduced to. Their natural resilience makes them adaptable as far as climate, and they can survive anywhere they can support their abnormally large appetite.

## Primordial Hulk

Level 21 Gargantuan-sized Creature (Non-Heroic Bruiser/ Oppressor), Formidable Threat

Skill Purchases: 20

Talent Purchases: 22

Ability Score Purchases: 29

Hit Points: 882

Healing Threshold: 21

Damage Threshold: 78

Defense: 14

Toughness: 68

Resolve: 27

Speed: 8

Shift Speed: 1

Morale Bonus: NA

Space: 4 by 4 squares

Reach: 4 squares

Initiative: +2

Damage Resistance: 36

Psionic Resistance: 23

-**Bash** 1d20+26 accuracy, 70 damage, 1 strike maximum; *Special Traits*: Penetration 14, Smashing, Cleaving 2

-**Gore** 1d20+26 accuracy, 75 damage, 1 strike maximum; *Special Traits*: Penetration 14, Smashing, Cleaving 2

-**Bite** 1d20+28 accuracy, 71 damage, 1 strike maximum; *Special Traits*: Penetration 6, Rending 2, Cleaving 2

-**Flame Breath** 1d20+26 accuracy, 43 damage, 1 strike maximum, infinite shots at special range; *Special Traits*: Cone 8, Penetration 5, Hailfire 1, Flames, Energy Damage, Close Quarters

**Skills**: Athletics 11, Acrobatics 7, Defensive Training 9, Durability 11, Endurance 11, Melee 9, Mental Training 11, Ranged 9, Perception 9, Stealth 4, Survival 9

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

**Talents**: Awesome Ability (fortitude I, willpower I), Bulwark, Cleave II, Devastating Cripple (melee I), Hardened Survivalist, Natural Health III, Penetration V, Power Strike II, Resistant V, Weapon Mastery (melee II)

**Creature Abilities**: Behemoth, Bully, Instill Fear, Quake, Smash, Staggering Strikes, Trample

**Strength**: 29

**Instinct**: 2

**Agility**: 1

**Fortitude**: 26

**Intelligence**: 1

**Willpower**: 6

**Gear**: Tier 3 Gargantuan-sized Bash, Tier 3 Gargantuan-sized Gore, Tier 3 Gargantuan-sized Bite, Tier 3 Gargantuan-sized Elemental Breath, Tier 3 Rugged Creature Hide

**Special Ability (Staggering Strikes)**: The hulk has powerful blows that knock their target's off balance. If any of the creature's attacks bypass both the target's defense and toughness, the target is staggered for 1 round. It gains +5 to its attack accuracy when applying against toughness.

**Special Ability (Smash)**: The hulk can make its bash attack as a minor action once per round, in addition to any other attacks it makes in a turn. This attack has no dual-wielding penalties.

**Special Ability (Trample)**: The hulk is able to push through and stomp upon smaller targets. The creature can move as normal through creatures that are medium-sized or smaller than them while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can choose to forgo the attack, and instead use the reaction to shift out of the creature's way. At the end of the creature's move, all smaller creatures that it trampled over take 145 damage. Creatures that shifted out of the creature's way take no damage.

**Special Ability (Quake)**: The creature stomps the ground, sending out shockwaves in the area around it. Releasing a quake shockwave is a full-round action. The creature makes a +14 attack versus the toughness of every target along the ground within a Burst 5 area centered on any of the hulk's squares (power does not effect the hulk). Any struck targets take 58 damage and are knocked prone. The area of this attack is a burst centered on the creature, with an area dependent on the size of the creature.

**Special Ability (Instill Fear)**: The hulk knows how to use its ferocity to inspire fear. The hulk can spend a move action to terrorize its enemies, giving all enemies within medium range and line of sight -1 morale level. Alternately, it can spend a standard action to give -2 morale levels, or a full-round action to give -3 morale levels. The creature may also may make terrify combat influence actions with a +17 check bonus.

### Taurkoss

The taurkoss resembles a titanic alien bull with scaly skin, numerous horns and bone spikes, and sharp teeth. They are capable of exhaling massive blasts of fire, and smoke and cinders constantly emit from their nostrils. Taurkoss are found in limited numbers across many worlds and it is uncertain where they originally evolved from. The extreme hostility and monstrous nature of the Taurkoss implies that it was genetically engineered but they've been around too long for it have been a creation of the terrans. Taurkoss are aggressive, hungry, and hostile to anything they see move.

## Predators Description

Predators include dangerous carnivores that have evolved to fight and kill their prey. Example predators are wolves, large cats, bears, crocodiles, and sharks. Predators are generally the most dangerous aliens that adventurers will face. They are biologically designed to kill.

Game Master's should feel encouraged to give their predators additional abilities of their choosing to make them more threatening and worth their threat level.

### Tactics

Predators either hunt alone, or in small packs. They generally use stealth to sneak up on their foes. They try to close as much distance as possible before engaging their enemies in melee combat. If they have the option, they try to initiate combat with a strong pounce. Once engaged, packs of predators will set up flanking attacks to pin their prey in place and make the most meaningful attacks. Larger predators rely heavily on the power strike and cleave talents, which drastically increases their damage output. The largest predators can rip apart a tank or a bunker.

Most predator packs will retreat if their quarry puts up too much of a fight. Starving predators, on the other hand, fight to the death.

## Predator

### Level 3 Small-sized Creature (Non-Heroic Hunter), Medium Threat

Skill Purchases: 7	Talent Purchases: 2	Ability Score Purchases: 4
Hit Points: 42	Healing Threshold: 6	Damage Threshold: 18
Defense: 19	Toughness: 12	Resolve: 16
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 5	Psionic Resistance: 10	

-Bite 1d20+6 accuracy, 14 damage, 1 strike maximum; *Special Traits*: Penetration 2, Rending 2

-Claw 1d20+5 accuracy, 8 damage, +2 strikes maximum; *Special Traits*: Penetration 1, Rending 1

**Skills**: Acrobatics 1, Athletics 4, Defensive Training 3, Durability 3, Endurance 3, Melee 5, Mental Training 3, Perception 3, Survival 3

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

**Talents**: Awesome Ability (strength 1), Keen Senses, Penetration

**Creature Abilities**: NA

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

**Intelligence**: 1      **Willpower**: 3

**Gear**: Small-sized Bite, Small-sized Claw, Heavy Creature Hide

**Special Ability (Killer Instincts)**: The predator adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

### Redtail Puma

The redtail puma is a small but vicious feline predator found on Umoja. This sleek, predatory cat has blonde fur with a crimson strip going down their back and tail. Redtails mostly hunt smaller game, such as rodents and large insects. In lean times, they may get together in packs and take down larger game. Additionally, they can be highly territorial and attack humans that encroach on their dens. This is further complicated in that they often lair in barns, silos, and storehouses in rural, farming communities. No matter who originally built it, once the redtail claims it for themselves they are averse to letting the humans claim their ground again.

The redtail puma can perform a special Claw and Dive. When an enemy makes a melee attack against the puma, the cat can make an athletics check against the attack roll (+7 bonus). If the puma fails, the attack goes through as normal. If they succeed, they make an instant claw attack against the attacker, and then shift 1 square away. The attack automatically misses unless the puma is still within their reach.

## Giant Predator

Level 9 Medium-sized Creature (Non-Heroic Hunter/ Prowler), High Threat

Skill Purchases: 9

Talent Purchases: 4

Ability Score Purchases: 9

Hit Points: 85

Healing Threshold: 7

Damage Threshold: 26

Defense: 19

Toughness: 21

Resolve: 17

Speed: 8

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 6

Psionic Resistance: 11

-Bite 1d20+9 accuracy, 28 damage, 1 strike maximum; *Special Traits*: Penetration 2, Rending 2

-Claw 1d20+8 accuracy, 19 damage, +2 strikes maximum; *Special Traits*: Penetration 1, Rending 1

**Skills**: Acrobatics 1, Athletics 5, Defensive Training 5, Durability 5, Endurance 5, Melee 8, Mental Training 4, Perception 5, Survival 4, Stealth 3

**Skill Focuses**: Athletics +2, Melee +3, Stealth +2

**Talents**: Awesome Ability (strength I, agility I), Keen Senses, Penetration, Weapon Mastery (melee II)

**Creature Abilities**: Vengeance, Pounce

**Strength**: 6

**Instinct**: 6

**Agility**: 4

**Fortitude**: 5

**Intelligence**: 1

**Willpower**: 3

**Gear**: Bite, Claw, Heavy Creature Hide

**Special Ability (Pounce)**: The predator can lunge at or leap upon its enemies with great speed. The predator makes a short leap as a move action, moving 4 squares, ignoring all opportunity attacks. During the same turn after the leap, any targets they attack in melee do not gain an Agility bonus to defense against the attack. A -predator cannot pounce two turns in a row.

**Special Ability (Vengeance)**: Whenever the predator is making an attack roll, it gains advantage against a target that damaged it since in the last turn.

**Special Ability (Killer Instincts)**: The predator adds  $\frac{1}{2}$  its Instinct instead of  $\frac{1}{2}$  Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

### Tyrador Nightstalker

The nightstalkers of Tyrador are giant, black hounds with nasty dispositions. Notorious manhunters, nightstalkers roam forests and fields at nighttime, organizing in packs to take down large game. Nightstalkers appear like wolves, with black, shaggy fur and oversized claws and fangs. Their eyes glow red in the night, giving them a monstrous visage. Captive nightstalkers are sold as lab animals or pets, but even a nightstalker raised in captivity is far too vicious to be a safe pet.

During the nighttime or in areas of darkness, nightstalkers always count as having the Hidden condition, as if they were using stealth. Nightstalkers do not require any special actions or suffer any limitations to benefit from this. They do not gain this benefit if they are in an area of bright light, such as a flash light. Furthermore, if a nightstalker attacks a target that is flat-footed against them, they deal +10 damage.



## Dire Predator

Level 15 Large-sized Creature (Non-Heroic Hunter/ Prowler), Extreme Threat

Skill Purchases: 14

Talent Purchases: 14

Ability Score Purchases: 15

Hit Points: 180

Healing Threshold: 9

Damage Threshold: 35

Defense: 23

Toughness: 31

Resolve: 20

Speed: 10

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 square

Initiative: +6

Damage Resistance: 10

Psionic Resistance: 12

-**Bite** 1d20+16 accuracy, 42 damage, +1 strike maximum; *Special Traits*: Penetration 7, Rending 4

-**Bite w/ Cleave** 1d20+16 accuracy, 42 damage, +1 strike maximum; *Special Traits*: Penetration 7, Rending 4, Cleaving 1

-**Bite w/ Power Strike II and Cleave** 1d20+4 accuracy, 66 damage, +1 strike maximum; *Special Traits*: Penetration 7, Rending 4, Cleaving 1

-**Claw** 1d20+15 accuracy, 30 damage, +3 strikes maximum; *Special Traits*: Penetration 6, Rending 3

-**Claw w/ Power Strike II and Cleave** 1d20+3 accuracy, 48 damage, +3 strikes maximum; *Special Traits*: Penetration 6, Rending 3, Cleaving 1

**Skills**: Acrobatics 4, Athletics 8, Defensive Training 7, Durability 7, Endurance 7, Melee 10, Mental Training 7, Perception 7, Survival 7, Stealth 7

**Skill Focuses**: Athletics +2, Melee +3, Stealth +2

**Talents**: Awesome Ability (strength I, agility I), Cleave II, Defensive Fighting, Devastating Cripple (melee), Keen Senses, Penetration IV, Power Strike II, Swift Strikes, Weapon Mastery (melee II)

**Creature Abilities**: Vengeance, Pounce, Predator's Eye, Vulnerable Strike

**Strength**: 10

**Instinct**: 6

**Agility**: 5

**Fortitude**: 8

**Intelligence**: 1

**Willpower**: 3

**Gear**: Tier 2 Large-sized Bite, Tier 2 Large-sized Claw, Tier 2 Heavy Creature Hide

**Special Ability (Pounce)**: The predator can lunge at or leap upon its enemies with great speed. The predator makes a short leap as a move action, moving 5 squares, ignoring all opportunity attacks. During the same turn after the leap, any targets they attack in melee do not gain an Agility bonus to defense against the attack. A -predator cannot pounce two turns in a row.

**Special Ability (Vengeance)**: Whenever the predator is making an attack roll, it gains advantage against a target that damaged it since in the last turn.

**Special Ability (Killer Instincts)**: The predator adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

### Alien Black Mako

The alien mako is the common name for any number of species of sharks in the Koprulu sector. Like any shark, they are apex predators that roam seas and oceans looking for a meal. They are a threat to anyone who enjoys spending time out on the ocean. Different species of alien mako vary in temperament. Some will attack and try to consume anything they come across. Others will ignore humanoids, or only take small bites out of them. Trying to kill an alien shark will result in them retaliating viciously. If they cannot harm their attacker, they will attack whatever boat or surface they are on.

Alien black mako have a swim speed equal to the normal land speed for a dire predator. They breathe water, not air, and will suffocate outside water. They do not have a claw natural weapon, but their bite attack has +6 rending (total of 10 rending) and deals 5 bleed damage. If they attack also bypasses defense and toughness, then the target is also staggered for 1 round.



## Primordial Predator

**Level 21 Huge-sized Creature (Non-Heroic Hunter/ Prowler), Formidable Threat**

**Skill Purchases:** 18

**Talent Purchases:** 26

**Ability Score Purchases:** 29

**Hit Points:** 401

**Healing Threshold:** 14

**Damage Threshold:** 51

**Defense:** 30

**Toughness:** 47

**Resolve:** 25

**Speed:** 17

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 3 square

**Initiative:** +6

**Damage Resistance:** 15

**Psionic Resistance:** 22

**-Bite** 1d20+23 accuracy, 61 damage, +2 strike maximum; *Special Traits:* Penetration 8, Rending 4

**-Bite w/ Cleave** 1d20+23 accuracy, 61 damage, +2 strike maximum; *Special Traits:* Penetration 8, Rending 4, Cleaving 1

**-Bite w/ Power Strike II and Cleave** 1d20+9 accuracy, 93 damage, +2 strike maximum; *Special Traits:* Penetration 8, Rending 4

**-Claw** 1d20+22 accuracy, 45 damage, +6 strikes maximum; *Special Traits:* Penetration 7, Rending 3

**-Claw w/ Power Strike II and Cleave** 1d20+6 accuracy, 69 damage, +6 strikes maximum; *Special Traits:* Penetration 7, Rending 3, Cleaving 1

**Skills:** Acrobatics 6, Athletics 10, Defensive Training 9, Durability 9, Endurance 9, Melee 12, Mental Training 9, Perception 9, Survival 9, Stealth 9

**Skill Focuses:** Athletics +2, Melee +3, Stealth +2

**Talents:** Awesome Ability (strength I, agility I), Bulwark, Cleave II, Defensive Fighting II, Devastating Cripple (melee II), Dual-Weapon Skill, Hardened Survivalist, Keen Senses, Natural Health III, Penetration V, Power Strike II, Resilience, Swift Strikes II, Unstoppable Movement, Weapon Mastery (melee III)

**Creature Abilities:** Counter Attack, Vengeance, Pounce, Rapid Swipe, Rage, Predator's Eye, Vulnerable Strike

**Strength:** 16

**Instinct:** 6

**Agility:** 9

**Fortitude:** 12

**Intelligence:** 1

**Willpower:** 6

**Gear:** Tier 3 Huge-sized Bite, Tier 3 Huge-sized Claw, Tier 3 Heavy Creature Hide

**Special Ability (Rapid Swipe):** Whenever the predator hits and damages a creature with an attack, it can follow up with another single strike attack against the same target with that natural weapon.

**Special Ability (Pounce):** The predator can lunge at or leap upon its enemies with great speed. The predator makes a short leap as a move action, moving 8 squares, ignoring all opportunity attacks. During the same turn after the leap, any targets they attack in melee do not gain an Agility bonus to defense against the attack. A -predator cannot pounce two turns in a row.

**Special Ability (Vengeance):** Whenever the predator is making an attack roll, it gains advantage against a target that damaged it since in the last turn.

**Special Ability (Rage):** The predator becomes increasingly aggressive for every wound it takes. The predator gains +2 accuracy and damage for every crippling wound point it possesses.

**Special Ability (Killer Instincts):** The predator adds  $\frac{1}{2}$  its Instinct instead of  $\frac{1}{2}$  Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

### Xilian Bone Jackal

It is unknown how such a large predator has survived on a dead planet for so many millennia. However it happened, these titanic jackals are truly primordial creatures. Large as a building, possessing oversized claws and teeth, the bone jackals have large bone spikes emerging from their mangy hide as well as massive curved horns on their heads. Bone jackals eat the bones of the dead, as well as any animal found on Xil, such as bone wasps. They are known to live over five hundred years and reproduce only every few decades. They can go months, sometimes years, without food.

Bone jackals are known to act unnaturally quick when excited, which is quite frightening for such a large creature. Bone jackals gain two standard actions every round but only while inside an encounter. Both of these standard actions can be used to attack but must be with different weapons. In addition, bone jackals gain +5 penetration with all of their natural weapons.



## Raptor Description

Raptors are birds of prey. It is a broad category that can include any flying bird, mammal, or reptile. It includes anything from a hawk, eagle, raven, bat, or pterosaur. Raptors can sometimes be found in large clusters, or hives, or in small family groups.

### Tactics

Raptors are frail for creatures of their size, so they rely on being outside striking range. Therefore, they almost always use action moves to dive, strike, and fly back in the air. This provokes opportunity attacks but leaves them outside of melee range. Moreover, it allows them to gain significantly increased offense with their Swooping Strikes ability. Larger raptors try to fight at combat speed so they can even fly outside the safe aim of short ranged weapons in a single turn. Raptors prefer large attack runs rather than close engagement.

## Raptor

**Level 2 Small-sized Creature (Non-Heroic Fury), Low Threat**

**Skill Purchases:** 8

**Talent Purchases:** 1

**Ability Score Purchases:** 0

**Hit Points:** 26

**Healing Threshold:** 6

**Damage Threshold:** 15

**Defense:** 20

**Toughness:** 12

**Resolve:** 12

**Speed:** 5, 8 fly

**Shift Speed:** 1

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +2

**Damage Resistance:** 3

**Psionic Resistance:** 6

**-Bite** 1d20+3 accuracy, 14 damage, 1 strike maximum; *Special Traits:* Penetration 1, Rending 2

**-Claw** 1d20+2 accuracy, 8 damage, +2 strikes maximum; *Special Traits:* Rending 1

**Skills:** Acrobatics 2, Athletics 1, Defensive Training 4, Durability 1, Melee 2, Perception 2, Survival 2

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

**Talents:** Awesome Ability (agility I), Defensive Fighting

**Creature Abilities:** Swooping Strikes

**Strength:** 2

**Instinct:** 2

**Agility:** 4

**Fortitude:** 2

**Intelligence:** 1

**Willpower:** 2

**Gear:** Small-sized Bite, Small-sized Claw, Creature Hide

**Special Ability (Swooping Strike):** The raptor can make a raking claw attack while flying by a target. If the creature performs an action move that involves a melee attack against a target, the attack gains +5 accuracy and Hailfire (1).

### Glider Hawk

Glider Hawks, also known as Koprulu Hawks, are a predatory avian that have subspecies found throughout the Koprulu Sector. These winged predators congregate in packs in trees or atop powerlines. They are even known to roost in old missile turrets. They primarily hunt small game such as rodents, lizards, and carrion, but when starving they will gather in flocks to take down isolated humans.

## Giant Raptor

Level 8 Medium-sized Creature (Non-Heroic Fury/ Hunter), Medium Threat

Skill Purchases: 10

Talent Purchases: 5

Ability Score Purchases: 5

Hit Points: 61

Healing Threshold: 6

Damage Threshold: 19

Defense: 27

Toughness: 21

Resolve: 12

Speed: 7, 14 fly

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 3

Psionic Resistance: 6

-Bite 1d20+8 accuracy, 23 damage, 1 strike maximum; *Special Traits*: Penetration 3, Rending 4

-Claw 1d20+7 accuracy, 15 damage, +3 strikes maximum; *Special Traits*: Penetration 2, Rending 3

**Skills**: Acrobatics 5, Athletics 3, Defensive Training 7, Durability 4, Melee 7, Perception 5, Stealth 3, Survival 4

**Skill Focuses**: Acrobatics +2, Athletics +2, Defensive Training +2, Melee +2

**Talents**: Awesome Ability (agility I, strength I), Defensive Fighting, Penetration II, Survival Instincts, Weapon Mastery (melee I)

**Creature Abilities**: Rapid Flight (Swift), Predator's Eye, Swooping Strikes

**Strength**: 4

**Instinct**: 4

**Agility**: 6

**Fortitude**: 3

**Intelligence**: 1

**Willpower**: 2

**Gear**: Bite, Claw, Creature Hide

**Special Ability (Swooping Strike)**: The raptor can make a raking claw attack while flying by a target. If the creature performs an action move that involves a melee attack against a target, the attack gains +5 accuracy and Hailfire (1). The damage gains an additional Hailfire (+1) for every 25 squares the raptor is moving faster than their target.

**Special Ability (Rapid Flight)**: The raptor has evolved the ability to fly fast enough to rival manufactured spacecraft. The creature can perform rapid flight, as described in the Game Universe Rules chapter. It has a maximum speed of 900, and an acceleration rating of 90.

**Special Ability (Killer Instincts)**: The raptor adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

## Moon Bat

The 'Moon Bat' is a usual creature found in the depths of space. It vaguely resembles a hairless, reptilian bat with gray, pebbled skin and narrow wings. These creatures feed on thermal energy, and move about through leaping actions, guiding themselves with their winged arms. They are pests that are commonly found around space stations and lunar bases, chewing on powerlines or gathering around generators. They are very territorial and will defend themselves in massive swarms if someone tries to repel them. They also attack vehicles or powered armor soldiers to get at their power source. The Dominion research base on Valhalla has significant difficulties with moon bat swarms attacking their installations.

Moon bats do not require oxygen and are not affected by radiation or extreme temperatures. They can use their flight ability to move as normal even in an environment of no gravity such as the void of space.

## Dire Raptor

Level 14 Large-sized Creature (Non-Heroic Fury/ Hunter), High Threat

Skill Purchases: 13

Talent Purchases: 5

Ability Score Purchases: 12

Hit Points: 135

Healing Threshold: 7

Damage Threshold: 27

Defense: 33

Toughness: 30

Resolve: 17

Speed: 10, 18 fly

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +8

Damage Resistance: 6

Psionic Resistance: 8

-Bite 1d20+15 accuracy, 44 damage, +2 strike maximum; *Special Traits*: Penetration 4, Rending 4

-Claw 1d20+14 accuracy, 28 damage, +5 strikes maximum; *Special Traits*: Penetration 3, Rending 3

**Skills:** Acrobatics 8, Athletics 7, Defensive Training 9, Durability 6, Melee 9, Mental Training 5, Perception 7, Stealth 6, Survival 6

**Skill Focuses:** Acrobatics +2, Athletics +2, Defensive Training +2, Melee +2

**Talents:** Awesome Ability (agility I, strength I), Defensive Fighting II, Keen Senses, Penetration III, Survival Instincts, Swift Strikes II, Weapon Mastery (melee II)

**Creature Abilities:** Airborne Native, Rapid Flight (Swift), Predator's Eye, Swooping Strikes, Thrill of the Hunt

**Strength:** 7

**Instinct:** 6

**Agility:** 8

**Fortitude:** 5

**Intelligence:** 1

**Willpower:** 2

**Gear:** Tier 2 Large-sized Bite, Tier 2 Large-sized Claw, Tier 2 Creature Hide

**Special Ability (Swooping Strike):** The raptor can make a raking claw attack while flying by a target. If the creature performs an action move that involves a melee attack against a target, the attack gains +5 accuracy and Hailfire (1). The damage gains an additional Hailfire (+1) for every 25 squares the raptor is moving faster than their target.

**Special Ability (Thrill of the Hunt):** Whenever the raptor kills an enemy target of level 14 or higher, they can spend a healing threshold to regain 31 hit points.

**Special Ability (Rapid Flight):** The raptor has evolved the ability to fly fast enough to rival manufactured spacecraft. The creature can perform rapid flight, as described in the Game Universe Rules chapter. It has a maximum speed of 1,050, and an acceleration rating of 110.

**Special Ability (Killer Instincts):** The raptor adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

### Morian Terrorwing

The Morian Terrorwing is a giant winged predator that looks the mixture of a giant eagle and a feathered crocodile. Rather than a beak, the terrorwing has a long reptilian mouth filled with teeth. They have a five-meter wingspan with black and blue feathers. The terrorwing is an apex predator that is a serious threat to travelers, explorers, and farmers on Moria. The terrorwings almost seem to delight in terrorizing their prey, making several feinted swoops and angry calls before finally swooping down to tackle their prey. Defensive outposts on Moria get more practice firing at terrorwings than the zerg threats they were designed to counter.

Terrorwings can make a shrill call to demoralize their prey. This effects all enemies within 15 squares. They make a +9 attack against the resolve of their foes. Struck targets lose 1 morale, plus an additional lost morale for every 5 points they surpass the target's resolve. They usually use this for 1 to 2 rounds on the onset of combat before swooping in.

## Primordial Raptor

Level 20 Huge-sized Creature (Non-Heroic Fury/ Hunter), Extreme Threat

Skill Purchases: 19

Talent Purchases: 8

Ability Score Purchases: 20

Hit Points: 326

Healing Threshold: 9

Damage Threshold: 37

Defense: 35

Toughness: 41

Resolve: 20

Speed: 11, 22 fly

Shift Speed: 3

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +9

Damage Resistance: 10

Psionic Resistance: 10

-Bite 1d20+22 accuracy, 55 damage, +3 strike maximum; *Special Traits*: Penetration 4, Rending 4, Bleeding 3

-Claw 1d20+21 accuracy, 40 damage, +7 strikes maximum; *Special Traits*: Penetration 3, Rending 3, Bleeding 3

**Skills**: Acrobatics 10, Athletics 7, Defensive Training 11, Durability 9, Endurance 6, Melee 11, Mental Training 8, Perception 9, Ranged 6, Stealth 8, Survival 8

**Skill Focuses**: Acrobatics +2, Athletics +2, Defensive Training +2, Melee +2

**Talents**: Awesome Ability (agility I, strength I), Defensive Fighting II, Devastating Cripple (melee), Keen Senses, Penetration III, Survival Instincts, Swift Strikes III, Weapon Mastery (melee II)

**Creature Abilities**: Airborne Native, Furious Strikes, Rapid Flight (swift), Predator's Eye, Savage, Swooping Strikes, Thrill of the Hunt

Strength: 12

Instinct: 7

Agility: 10

Fortitude: 8

Intelligence: 1

Willpower: 2

**Gear**: Tier 3 Huge-sized Bite, Tier 3 Huge-sized Claw, Tier 3 Creature Hide

**Special Ability (Savage Bleeding)**: The raptor leaves nasty wounds with its attacks. All the creature's natural weapon attacks deal 3 bleed damage or 5 bleed damage on a crippling wound.

**Special Ability (Swooping Strike)**: The raptor can make a raking claw attack while flying by a target. If the creature performs an action move that involves a melee attack against a target, the attack gains +5 accuracy and Hailfire (1). The damage gains an additional Hailfire (+1) for every 25 squares the raptor is moving faster than their target.

**Special Ability (Furious Strikes)**: When making multiple attacks with a natural weapon, the raptor can split those strikes between two different, adjacent, targets. The raptor must choose how many of each type of attack they are going to make against each target before rolling attacks. They roll the attacks against each target separately.

**Special Ability (Thrill of the Hunt)**: Whenever the raptor kills an enemy target of level 20 or higher, they can spend a healing threshold to regain 41 hit points.

**Special Ability (Rapid Flight)**: The raptor has evolved the ability to fly fast enough to rival manufactured spacecraft. The creature can perform rapid flight, as described in the Game Universe Rules chapter. It has a maximum speed of 1,050 and an acceleration rating of 110.

**Special Ability (Killer Instincts)**: The raptor adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

### Shakarus Great Kakaru

Shakuras is home to a species of giant winged reptiles known as Kakaru (see Core Rulebook). A particularly large subspecies of the Kakaru is known as the Great Kakaru, infamous for having double the wingspan. These giant flyers rival nerazim corsairs in size. In fact, these creatures are known to attack protoss aircraft that fly too close to them or their nests. The great kakaru are deep violet in coloration and are almost impossible to see in the twilight skies of the Shakuras. Therefore, attacks from these carnivores are always an unpleasant surprise for their victims on the ground.

## Serpent Description

Serpents are creatures such as a worms, snakes, eels, millipedes, or other creatures with a serpentine body structure. Serpents rely heavily on poison and ambush tactics in battle. Smaller serpents can be loners or exist in hives, depending on the creature. Larger serpents are generally independent hunters.

### Tactics

Smaller serpents rely heavily on stealth and try to ambush their quarry. They try to remain sneaking between encounters, so they are always hidden. In combat, they slither up to their prey and make an ambush attack against a flat-footed foe. They let their poison deal its damage and continue attack their foe until their fangs and poison overcomes them. If they fail, they try to flee and reengage from sneaking once again.

Large serpents are more predatory. While they also try to remain hidden so to ambush their prey, they are more effective direct combatants. They bob and weave, weather down a single target with bite attacks and poison and use counter attack to punish foes who fight back in melee. The largest serpents may have a poisonous spit that they use when approaching foes, attacking from ambush, or striking back line enemies or fleeing opponents.

## Serpent

**Level 2 Small-sized Creature (Non-Heroic Prowler), Low Threat**

**Skill Purchases:** 7

**Talent Purchases:** 0

**Ability Score Purchases:** 2

**Hit Points:** 26

**Healing Threshold:** 6

**Damage Threshold:** 15

**Defense:** 20

**Toughness:** 11

**Resolve:** 12

**Speed:** 3

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 1 square

**Reach:** 1 square

**Initiative:** +3

**Damage Resistance:** 3

**Psionic Resistance:** 6

**-Bite** 1d20+4 accuracy, 13 damage, 1 strike maximum; *Special Traits:* Penetration 1, Rending 2, Poison (DC 10 or 4 poison damage)

**Skills:** Acrobatics 1, Athletics 1, Defensive Training 3, Durability 1, Endurance 1, Melee 3, Perception 1, Stealth 3

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

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

**Creature Abilities:** NA

**Strength:** 2

**Instinct:** 3

**Agility:** 5

**Fortitude:** 2

**Intelligence:** 1

**Willpower:** 2

**Gear:** Small-sized Bite, Creature Hide

**Special Ability (Poison Bite):** The serpent has a poisonous bite. Any living target bitten by the snake must make a DC 10 endurance check or suffer 4 poison damage.

**Special Ability (Serpentine):** The serpent cannot be knocked prone. In addition, it can crawl up walls and ceilings without having to make athletics checks to climb.

### Tree Snake

Tree Snakes are found throughout the Koprulu Sector. These serpents climb and writhe amongst upper tree branches, feeding on birds. Once they see larger game passing beneath their wooden boughs, they are known to drop from the branches to land upon their victim, making quick bite attacks against their foe's jugular. Most tree snakes are green, brown, and yellow in coloration and are known for their ability to remain still for long periods of time.

Tree snakes jump from the trees as their surprise action when ambushing prey. They make a standard bite attack to latch onto their prey. If they hit, they count as grappling their foes.

## Giant Serpent

Level 8 Medium-sized Creature (Non-Heroic Prowler), Medium Threat

Skill Purchases: 15

Talent Purchases: 2

Ability Score Purchases: 7

Hit Points: 78

Healing Threshold: 7

Damage Threshold: 24

Defense: 24

Toughness: 19

Resolve: 12

Speed: 10

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 6

Psionic Resistance: 6

-Bite 1d20+7 accuracy, 23 damage, 1 strike maximum; *Special Traits*: Penetration 1, Rending 2, Poison (DC 16 or 16 poison damage)

**Skills**: Acrobatics 3, Athletics 3, Defensive Training 5, Durability 4, Endurance 2, Melee 6, Perception 2, Stealth 5

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

**Talents**: Awesome Ability (agility I), Defensive Fighting, Weapon Mastery (melee)

**Creature Abilities**: Prowl

**Strength**: 4

**Instinct**: 3

**Agility**: 6

**Fortitude**: 4

**Intelligence**: 1

**Willpower**: 2

**Gear**: Bite, Heavy Creature Hide

**Special Ability (Poison Bite)**: The serpent has a poisonous bite. Any living target bitten by the snake must make a DC 16 endurance check or suffer 16 poison damage.

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

**Special Ability (Serpentine)**: The serpent cannot be knocked prone. In addition, it can crawl up walls and ceilings without having to make athletics checks to climb.

### Albino Cave Eel

These unnerving creatures are amphibious eels found in moist, underground tunnels and caves. These serpentine eels live in burrows near locations of water. They commonly infest sewers, flooded subways, and water pumps. They are pale white in coloration, and lack eyes. Unlike many types of serpents, cave eels often congregate in large packs and team up to take down more dangerous game.

Cave eels lack eyes, and therefore fail visual perception checks. Instead, they have advanced receptors that give them thermal vision to detect heat sources around them. They can automatically detect warm targets within 15 squares, including cloaked or sneaking targets. This can be hindered by disguising bodily warmth.



## Dire Serpent

**Level 14 Large-sized Creature (Non-Heroic Prowler/ Hunter), High Threat**

**Skill Purchases:** 16

**Talent Purchases:** 11

**Ability Score Purchases:** 13

**Hit Points:** 174

**Healing Threshold:** 8

**Damage Threshold:** 33

**Defense:** 25

**Toughness:** 29

**Resolve:** 20

**Speed:** 11

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 2 by 2 squares

**Reach:** 2 squares

**Initiative:** +4

**Damage Resistance:** 9

**Psionic Resistance:** 15

**-Bite** 1d20+16 accuracy, 41 damage, +1 strike maximum; *Special Traits:* Penetration 3, Rending 4, Poison (DC 22 or 28 poison damage)

**Skills:** Acrobatics 7, Athletics 7, Defensive Training 7, Durability 7, Endurance 6, Melee 10, Mental Training 6, Perception 6, Stealth 9, Survival 7

**Skill Focuses:** Melee +3, Stealth +2, Athletics +2

**Talents:** Awesome Ability (strength I, agility I), Defensive Fighting, Devastating Cripple (melee I), Dodge II, Hardened Survivalist, Penetration II, Stalker, Swift Strikes, Weapon Mastery (melee II)

**Creature Abilities:** Counter Attack, Fast Step, Predator's Eye, Prowl

**Strength:** 8

**Instinct:** 4

**Agility:** 7

**Fortitude:** 6

**Intelligence:** 1

**Willpower:** 4

**Gear:** Tier 2 Large-sized Bite, Tier 2 Heavy Creature Hide

**Special Ability (Poison Bite):** The serpent has a poisonous bite. Any living target bitten by the snake must make a DC 22 endurance check or suffer 28 poison damage.

**Special Ability (Counter Attack):** Whenever the serpent is missed by an incoming melee attack, it can instantly make an opportunity attack at that target as long as they are within reach.

**Special Ability (Fast Step):** The serpent is able to shift as a minor action instead of a move action. It can still, however, only shift once per turn.

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

**Special Ability (Killer Instincts):** The serpent adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

**Special Ability (Serpentine):** The serpent cannot be knocked prone. In addition, it can crawl up walls and ceilings without having to make athletics checks to climb.

### Bel'shir Cobra

The jungles of Bel'shir are home to many forms of dangerous wildlife. One worthy of special notice are the giant cobras that call the jungles home. These cobras are easily recognizable for the red and yellow markings on their face and the inside of their hood. They grow to be 6 meters in length. Bel'shir cobra are vicious ambush predators that attack their prey mercilessly with their venomous bite and allowing that poison to render their prey comatose. Afterwards, they consume their victim whole. These serpents have evolved an acidic gullet that even allows them to break down powered armor foes for the fleshy bits inside.

## Primordial Serpent

**Level 20 Huge-sized Creature (Non-Heroic Prowler/ Hunter), Extreme Threat**

**Skill Purchases:** 24

**Talent Purchases:** 15

**Ability Score Purchases:** 24

**Hit Points:** 398

**Healing Threshold:** 10

**Damage Threshold:** 44

**Defense:** 30

**Toughness:** 43

**Resolve:** 24

**Speed:** 15

**Shift Speed:** 2

**Morale Bonus:** NA

**Space:** 3 by 3 squares

**Reach:** 3 squares

**Initiative:** +4

**Damage Resistance:** 13

**Psionic Resistance:** 17

**-Bite** 1d20+23 accuracy, 61 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Rending 4, Poison (DC 28 or 40 poison damage)

**-Poison Spit** 1d20+17 accuracy, 34 damage, 1 strike maximum, infinite shots at short range; *Special Traits:* Penetration 3, Venom Coating (DC 28 Endurance, 40 poison damage)

**Skills:** Acrobatics 9, Athletics 9, Defensive Training 9, Durability 9, Endurance 8, Melee 12, Mental Training 10, Perception 10, Ranged 8, Stealth 11, Survival 9

**Skill Focuses:** Melee +3, Stealth +2, Athletics +2

**Talents:** Awesome Ability (strength I, agility I), Defensive Fighting II, Devastating Cripple (melee I), Dodge II, Hardened Survivalist, Penetration III, Stalker, Swift Strikes II, Weapon Mastery (melee III)

**Creature Abilities:** Counter Attack, Fast Step, Predator's Eye, Prowl, Rapid Swipe

**Strength:** 16

**Instinct:** 4

**Agility:** 9

**Fortitude:** 11

**Intelligence:** 1

**Willpower:** 4

**Gear:** Tier 3 Huge-sized Bite, Tier 3 Huge-sized Poison Spit, Tier 3 Heavy Creature Hide

**Special Ability (Poison Bite):** The serpent has a poisonous bite. Any living target bitten by the snake must make a DC 22 endurance check or suffer 28 poison damage.

**Special Ability (Rapid Swipe):** Whenever the serpent hits and damages a creature with a bite attack, it can follow up with another single strike bit attack against the same target.

**Special Ability (Counter Attack):** Whenever the serpent is missed by an incoming melee attack, it can instantly make an opportunity attack at that target as long as they are within reach.

**Special Ability (Fast Step):** The serpent is able to shift as a minor action instead of a move action. It can still, however, only shift once per turn.

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

**Special Ability (Killer Instincts):** The serpent adds ½ its Instinct instead of ½ Intelligence to determine the number of skills it gains when spending characteristic points to purchase skills.

**Special Ability (Serpentine):** The serpent cannot be knocked prone. In addition, it can crawl up walls and ceilings without having to make athletics checks to climb.

### Great Mottled Worm of Chau Sara

While most life on Chau Sara was destroyed by the protoss, its most infamous apex predator survived. The Great Mottled Worm is a giant earthworm that can grow up to 20 meters in length. Its segmented body is flesh colored, with various patches of grey and brown across the body. The monster's head is a round, gaping maw with mouth flaps capable of sealing it close. These creatures tunnel beneath the surface looking for game along the surface, so they can dive from the ground and seize it in their massive maws. Once cornered, mottled worms are known to exhale digestive toxins.

Mottled Worms can burrow as per the zerg ability and can move while burrowed at a speed of 30 squares. Tunneling through concrete or rock is difficult terrain. The worm cannot burrow through metal.

## Stalkers Description

Stalkers are creatures that hunt their prey from stealth and try to eliminate them in a sudden attack without ever being seen. Other stalkers are herbivores and natural defenses to avoid combat. In the StarCraft universe, many such creatures have evolved ranged weaponry to attack their foes from the undergrowth. Stalkers are often creatures such as porcupines, skunks, lizards, or frogs.

Every stalker described here comes with a wide variety of melee and ranged weapons. You should only use the entries that make sense for the creature. It is rare for a stalker to have more than one type of ranged weapon. You may also consider stalker for creatures that simply rely on maneuverability and stealth and have no ranged weapons.

Game Master's should feel encouraged to give their stalkers additional abilities of their choosing to make them more threatening and worth their threat level.

### Tactics

Stalkers try to remain in hiding if possible. They only emerge when spotting potential prey. Most stalkers will strike from hiding with their ranged weapon of choice. If they are outside range, they will lurk amongst the undergrowth until they come close enough, then release their full barrage. Stalkers use a strike-and-retreat strategy; landing solid hits until their prey turns their hostilities towards them, and then fleeing. The most powerful stalkers will charge their attacks for several turns before unleashing a devastating salvo at the beginning of combat. If engaged, most stalkers will use tactical strike to maintain distance and still attack.

### Stalker

**Level 2 Small-sized Creature (Non-Heroic {Prowler}, Medium Threat**

**Skill Purchases: 10**

**Talent Purchases: 0**

**Ability Score Purchases: 3**

**Hit Points: 36**

**Healing Threshold: 6**

**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: 5**

**Psionic Resistance: 6**

**-Bite** 1d20+5 accuracy, 14 damage, 1 strike maximum; *Special Traits:* Penetration 1, Rending 2

**-Claw** 1d20+4 accuracy, 8 damage, +2 strikes maximum; *Special Traits:* Rending 1

**-Poison Spit** 1d20+0 accuracy, 13 damage, 1 strike maximum, unlimited shots at short range; *Special Traits:* Venom Coating (DC 10 or 4 poison damage)

**-Quills** 1d20+1 accuracy, 11 damage, +1 strike maximum, unlimited shots at medium range; *Special Traits:* Penetration 2

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

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

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

**Creature Abilities:** NA

**Strength: 3**

**Instinct: 3**

**Agility: 4**

**Fortitude: 3**

**Intelligence: 1**

**Willpower: 2**

**Gear:** Small-sized Bite, Small-sized Claw, Small-sized Poison Spit OR Small-sized Quills, Heavy Creature Hide

#### Tarsonis Quill Beast

The quill beasts of Tarsonis were a race of lizard-like, hairless rodents the size of a man's leg. Omnivorous scavengers, quill beasts are dangerous because of the collection of large spines that grow out of their hide. These quills are for their defense but also used for hunting down prey. They allow the quill beast to take down potential prey much larger than themselves in lean times. The quill beasts have almost been entirely exterminated since the fall of Tarsonis, but they are still found in pockets of wilderness across the planet.

Quill beasts, unsurprisingly, have a quill attack and not a poison spit. They have both a bite and a claw attack. Any creature that attacks a quill beast in melee must make a DC 12 acrobatics test or suffer 11 damage (penetration 2) from the quills. If the quill beast is attacking a flat-footed target with its quills, the attack gains +3 damage and penetration, and causes 1 bleed.

## Giant Stalker

**Level 8 Medium-sized Creature (Non-Heroic {Prowler/ Assailant}, High Threat**

**Skill Purchases: 24**

**Talent Purchases: 5**

**Ability Score Purchases: 6**

**Hit Points: 68**

**Healing Threshold: 7**

**Damage Threshold: 24**

**Defense: 22**

**Toughness: 20**

**Resolve: 17**

**Speed: 8**

**Shift Speed: 1**

**Morale Bonus: NA**

**Space: 1 square**

**Reach: 1 square**

**Initiative: +4**

**Damage Resistance: 6**

**Psionic Resistance: 8**

**-Bite** 1d20+7 accuracy, 23 damage, 1 strike maximum; *Special Traits:* Penetration 1, Rending 2

**-Claw** 1d20+6 accuracy, 15 damage, +2 strikes maximum; *Special Traits:* Rending 1

**-Poison Spit** 1d20+4 accuracy, 25 damage, 1 strike maximum, unlimited shots at short range; *Special Traits:* Venom Coating (DC 16 or 16 poison damage)

**-Quills** 1d20+5 accuracy, 23 damage, +1 strike maximum, unlimited shots at medium range; *Special Traits:* Penetration 2

**-Elemental Breath** 1d20+4 accuracy, 28 damage, +1 strike maximum, unlimited shots at medium range; *Special Traits:* Hailfire 1, Close Quarters, Energy Damage OR Acid Damage, Flames OR Free OR Corrosion OR Blind and Stun

**Skills:** Acrobatics 5, Athletics 4, Defensive Training 5, Durability 4, Endurance 3, Melee 6, Mental Training 5, Perception 5, Ranged 5, Stealth 6

**Skill Focuses:** Melee +2, Ranged +2, Perception +2, Stealth +2

**Talents:** Awesome Ability (agility I, Instinct I), Defensive Fighting, Sneak Attack, Stalker, Weapon Mastery (ranged, melee)

**Creature Abilities:** Invisibility, Prowl, Tactical Strike

**Strength: 5**

**Instinct: 4**

**Agility: 4**

**Fortitude: 4**

**Intelligence: 1**

**Willpower: 2**

**Gear:** Bite, Claw, Poison Spit OR Quills OR Elemental Breath, Heavy Creature Hide

**Special Ability (Tactical Strike):** The stalker can use a standard action on their turn to instantly perform a shift, and then instantly follow up with a natural ranged attack.

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

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

### Bel'Shir Horned Lizard

The horned lizards of Bel'shir are vicious ambush predators. They resemble the chameleons of earth but are much larger and their forehead is dominated by a single, massive horn. They also have a column of barbs going down their spine. These social lizards live in large communities but go out to hunt individually. They use their natural chameleon abilities to lie in wait and spit poison at a prey that comes near them. Horned lizards are known to communicate through loud croaks, which they use to signal where food can be found or danger is close by. While solitary hunters, horned lizards gather in large packs to defend their nests from apex predators or territorial tal'darim warriors.

The horned lizard can move at full speed without losing the sneaking benefit. It can move at half speed and still be cloaking (a change of the invisibility rule). In addition, if the horned lizard charges an enemy with its bite attack, the attack becomes deadlier because of its massive horn. The charge attack gains an additional +5 accuracy and +10 penetration.

## Dire Stalker

Level 14 Large-sized Creature (Non-Heroic {Prowler/ Assailant}, Extreme Threat

Skill Purchases: 35

Talent Purchases: 13

Ability Score Purchases: 11

Hit Points: 144

Healing Threshold: 8

Damage Threshold: 32

Defense: 24

Toughness: 25

Resolve: 19

Speed: 11

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +4

Damage Resistance: 9

Psionic Resistance: 9

-**Bite** 1d20+11 accuracy, 41 damage, +1 strike maximum; *Special Traits*: Penetration 1, Rending 2

-**Claw** 1d20+10 accuracy, 29 damage, +4 strikes maximum; *Special Traits*: Rending 1

-**Poison Spit** 1d20+12 accuracy, 37 damage, 1 strike maximum, unlimited shots at short range; *Special Traits*: Venom Coating (DC 22 or 28 poison damage)

-**Quills** 1d20+13 accuracy, 35 damage, +1 strike maximum, unlimited shots at medium range; *Special Traits*: Penetration 2

-**Elemental Breath** 1d20+12 accuracy, 40 damage, +1 strike maximum, unlimited shots at medium range; *Special Traits*: Hailfire 1, Close Quarters, Energy Damage OR Acid Damage, Flames OR Free OR Corrosion OR Blind and Stun

**Skills**: Acrobatics 7, Athletics 6, Defensive Training 7, Durability 6, Endurance 5, Melee 8, Mental Training 7, Perception 7, Ranged 8, Stealth 9

**Skill Focuses**: Melee +2, Ranged +2, Perception +2, Stealth +2

**Talents**: Awesome Ability (agility I, instinct I), Defensive Fighting, Devastating Cripple (melee), Dodge II, One with the Darkness, Sneak Attack II, Stalker, Swift Strikes, Weapon Mastery (ranged II, melee II)

**Creature Abilities**: Feeding Frenzy, Invisibility, Lob, Prowl, Tactical Strike

**Strength**: 8      **Instinct**: 4      **Agility**: 6      **Fortitude**: 6

**Intelligence**: 1      **Willpower**: 2

**Gear**: Tier 2 Large-sized Bite, Tier 2 Large-sized Claw, Tier 2 Large-sized Poison Spit OR Quills OR Elemental Breath, Tier 2 Heavy Creature Hide

**Special Ability (Lob)**: The stalker can transform their attack into a bombardment. If they chose, they can give their ranged attack the following traits: Delay, Grenade, Burst 1.

**Special Ability (Tactical Strike)**: The stalker can use a standard action on their turn to instantly perform a shift, and then instantly follow up with a natural ranged attack.

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

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

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

### Giant Salt Frog

The giant salt frog is a massive predator home to coastal bogs and estuaries. Unsparingly, it resembles a giant toad with tan and grey, pebbled skin. The giant salt frog is a large, lazy predator that hides under the mud of its home, sensing for vibrations that key it in to nearby foes. Once it detects prey, it emerges and spews rapid blasts of sticky, acidic, brine at its foes. If it gets in trouble, it burrows beneath the mud once again and digs to a new location. Giant salt frogs prefer to snack on fish, lizards, and water fowl, but will eat lightly armored humans just as well.

Giant salt frogs use the elemental breath ranged weapon, using with the Acid Damage and Corrosion weapon traits. In addition, the giant salt frog can burrow in soft dirt and mud as a standard action. It can emerge from the burrow as a move action. While burrowed, it can tunnel underground at a speed of 5 squares per round. When it emerges from a burrow, if it is partially submerged or in mud and dirt, it can instantly make a stealth test to try to hide, even if it is in plain sight of enemies.

Giant salt frogs do not have a claw attack. However, their bite attack has the Cleaving 1 quality.

## Primordial Stalker

Level 20 Huge-sized Creature (Non-Heroic {Prowler/ Assailant}, Formidable Threat

Skill Purchases: 49

Talent Purchases: 24

Ability Score Purchases: 24

Hit Points: 336

Healing Threshold: 10

Damage Threshold: 42

Defense: 31

Toughness: 41

Resolve: 23

Speed: 14

Shift Speed: 2

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 3 squares

Initiative: +6

Damage Resistance: 13

Psionic Resistance: 16

-**Bite** 1d20+21 accuracy, 52 damage, +1 strike maximum; *Special Traits*: Penetration 7, Rending 2

-**Claw** 1d20+20 accuracy, 38 damage, +4 strikes maximum; *Special Traits*: Penetration 6, Rending 1

-**Claw w/ Power Strike II** 1d20+8 accuracy, 56 damage, +4 strikes maximum; *Special Traits*: Penetration 6, Rending 1

-**Poison Spit** 1d20+11 accuracy, 46 damage, 1 strike maximum, unlimited shots at short range; *Special Traits*: Penetration 6, Venom Coating (DC 28 or 40 poison damage)

-**Quills** 1d20+20 accuracy, 44 damage, +2 strike maximum, unlimited shots at medium range; *Special Traits*: Penetration 8

-**Elemental Breath** 1d20+19 accuracy, 49 damage, +2 strike maximum, unlimited shots at medium range; *Special Traits*: Penetration 6, Hailfire 1, Close Quarters, Energy Damage OR Acid Damage, Flames OR Free OR Corrosion OR Blind and Stun

**Skills**: Acrobatics 9, Athletics 8, Defensive Training 9, Durability 8, Endurance 7, Melee 10, Mental Training 9, Perception 9, Ranged 10, Stealth 11, Survival 8

**Skill Focuses**: Melee +2, Ranged +2, Perception +2, Stealth +2

**Talents**: Awesome Ability (agility I, instinct I), Defensive Fighting II, Devastating Cripple (melee, ranged), Dodge II, Far Shot, Hardened Survivalist, One with the Darkness, Penetration IV, Power Strike II, Sneak Attack III, Stalker, Swift Strikes, Weapon Mastery (ranged II, melee II)

**Creature Abilities**: Feeding Frenzy, Invisibility, Lob, Powerful Shot, Prowl, Tactical Strike, Vulnerable Strike

**Strength**: 14

**Instinct**: 6

**Agility**: 8

**Fortitude**: 10

**Intelligence**: 1

**Willpower**: 4

**Gear**: Tier 3 Huge-sized Bite, Tier 3 Huge-sized Claw, Tier 3 Huge-sized Poison Spit OR Quills OR Elemental Breath, Tier 3 Heavy Creature Hide

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

**Special Ability (Lob)**: The stalker can transform their attack into a bombardment. If they chose, they can give their ranged attack the following traits: Delay, Grenade, Burst 1.

**Special Ability (Tactical Strike)**: The stalker can use a standard action on their turn to instantly perform a shift, and then instantly follow up with a natural ranged attack.

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

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

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

### Molten Salamander

The molten salamander is a colossal serpent home to Veridia Prime. The salamander is a burrowing creature that prefers its volcanic habitat over more safe regions. Essentially immune to fire, the molten salamander is an apex predator that hunts anything that moves along the surface of its lair. Thankfully, this massive creature avoids large, terran settlements, but can be forced to migrate towards them when Veridia's tectonic instability drives them from their hunting grounds.

The molten salamander uses the elemental breath weapon with the Energy Damage and Flames weapon traits. It does not have a claw natural weapon, but its bite attack gains the Cleaving 2 and Flames weapon traits. The molten salamander gains +20 damage resistance against attacks with the Flames trait and cannot gain the Burning condition. It can forgo using its breath as a rapid-fire attack, to instead have it effect a line (20) area.



## Wasp Description

Wasps include any winged insectoid creature, such as giant mosquitoes, bees, hornets, and flying beetles. Wasps are communal creatures and are generally found in large quantities. They use persistence, poison, and overwhelming numbers to kill their prey.

### Tactics

Wasps remain in flight in combat, but do not fly around much. They tend to get close to their target and harass them with constant stings. Low level wasps use very little combat strategy and prefer heavy strike actions with their stingers. They use their bite attack if the stingers are failing to strike their foes.

Many wasps have some degree of self-healing when striking biological targets. More powerful wasps focus will use abilities such as Nimble Slip to evade their enemy's attacks or raking strike to cripple ground-based foes.

## Wasp

### Level 2 Tiny-sized Creature (Non-Heroic Fury), Low Threat

Skill Purchases: 6	Talent Purchases: 1	Ability Score Purchases: 2
Hit Points: 19	Healing Threshold: 5	Damage Threshold: 12
Defense: 28	Toughness: 5	Resolve: 12
Speed: 5, 9 fly	Shift Speed: 2	Morale Bonus: NA
Space: 0 squares	Reach: 0 squares	Initiative: +3
Damage Resistance: 6	Psionic Resistance: 6	

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

-Gore 1d20+2 accuracy, 13 damage, 1 strike maximum; *Special Traits*: Penetration 1, Poison (DC 10 or 4 poison damage)

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

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

**Talents**: Awesome Ability (agility I), Penetration

**Creature Abilities**: Airborne Native

**Strength**: 1      **Instinct**: 3      **Agility**: 6      **Fortitude**: 1

**Intelligence**: 1      **Willpower**: 2

**Gear**: Tiny-sized Bite, Tiny-sized Gore, Carapace

**Special Ability (Poison Sting)**: The wasp has a poisonous stinger. Any living target stung by the wasp's gore attack must make a DC 10 endurance check or suffer 4 poison damage.

### Carrion Wasp

The planet of Cruxas III is host to large swarms of carrion wasps, voracious large insectoids that make elaborate hives out of scavenged flesh, bone, and tissue. They are carrion scavengers that horde in the great hosts at the signs of battlefield or disaster. Their unsightly nests are targeted by Dominion soldiers, not only to remove their pestilent presence, but to recover the bodies of loved ones whose corpses are used in their creation. Since the zerg invasion of Cruxas, wasp nests have been found close to major population centers, even inside the city limits of New Babylon.

Carrion wasp nests are Gargantuan-sized Delicate Objects. They have 3 damage resistance, a damage threshold of 30, and 150 hit points. Once they gain the damaged condition, 6 carrion wasps will emerge from the nest. Once they are destroyed, another 10 carrions wasps will emerge.

## Giant Wasp

Level 8 Small-sized Creature (Non-Heroic Fury/ Prowler), Medium Threat

Skill Purchases: 15

Talent Purchases: 1

Ability Score Purchases: 5

Hit Points: 62

Healing Threshold: 7

Damage Threshold: 21

Defense: 28

Toughness: 16

Resolve: 12

Speed: 8, 12 fly

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 8

Psionic Resistance: 6

-**Bite** 1d20+6 accuracy, 15 damage, 1 strike maximum; *Special Traits*: Penetration 2, Rending 2

-**Claw** 1d20+5 accuracy, 9 damage, +3 strikes maximum; *Special Traits*: Penetration 1, Rending 1

-**Gore** 1d20+4 accuracy, 19 damage, 1 strike maximum; *Special Traits*: Penetration 2, Poison (DC 16 or 16 poison damage), Smashing

**Skills**: Acrobatics 3, Athletics 3, Defensive Training 6, Durability 5, Endurance 2, Melee 5, Perception 2, Stealth 4

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

**Talents**: Awesome Ability (agility I), Penetration

**Creature Abilities**: Airborne Native, Vampire Leeching

**Strength**: 4

**Instinct**: 4

**Agility**: 6

**Fortitude**: 4

**Intelligence**: 1

**Willpower**: 2

**Gear**: Small-sized Bite, Small-sized Gore, Small-sized Claw, Carapace

**Special Ability (Poison Sting)**: The wasp has a poisonous stinger. Any living target stung by the wasp's gore attack must make a DC 16 endurance check or suffer 16 poison damage.

**Special Ability (Vampire Leeching)**: Whenever the wasp deals damage to a biological target with a melee attack, the wasp heals 7 hit points.

### Xilian Bone Wasp

The bone wasp is a large insect native to the planet Xil. Similar in body structure to other wasps, the bone wasp is gray colored with yellow markings on its stinger and legs. It has large mandibles capable of cracking rock and bone. Bone wasps are scavengers that feed on all the ancient bones lying about the dead planet of Xil. They are diggers as well as flyers, and bone wasps are known to dig large burrows in the ground searching for bones to feed upon. Sometimes, bone wasps can be found within the planet's Xel'naga ruins.



## Dire Wasp

Level 14 Medium-sized Creature (Non-Heroic Fury/ Prowler), High Threat

Skill Purchases: 22

Talent Purchases: 8

Ability Score Purchases: 11

Hit Points: 115

Healing Threshold: 8

Damage Threshold: 29

Defense: 29

Toughness: 23

Resolve: 14

Speed: 11, 15 fly

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 13

Psionic Resistance: 12

-**Bite** 1d20+9 accuracy, 27 damage, +1 strike maximum; *Special Traits*: Penetration 6, Rending 2

-**Claw** 1d20+8 accuracy, 18 damage, +4 strikes maximum; *Special Traits*: Penetration 5, Rending 1

-**Gore** 1d20+7 accuracy, 31 damage, +1 strike maximum; *Special Traits*: Penetration 5, Poison (DC 22 or 28 poison damage), Smashing

**Skills**: Acrobatics 4, Athletics 3, Defensive Training 8, Durability 7, Endurance 5, Melee 7, Perception 4, Stealth 6

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

**Talents**: Awesome Ability (agility I), Defensive Fighting, Dodge, Penetration III, Swift Strikes, Stalker, Weapon Mastery (melee)

**Creature Abilities**: Airborne Native, Raking Strike, Vampire Leeching, Vulnerable Strike

**Strength**: 5

**Instinct**: 4

**Agility**: 7

**Fortitude**: 6

**Intelligence**: 1

**Willpower**: 4

**Gear**: Tier 2 Bite, Tier 2 Gore, Tier 2 Claw, Tier 2 Carapace

**Special Ability (Poison Sting)**: The wasp has a poisonous stinger. Any living target stung by the wasp's gore attack must make a DC 22 endurance check or suffer 28 poison damage.

**Special Ability (Raking Strike)**: While flying and attacking a target on the ground with a natural melee weapon, the wasp's attacks gain 8 rending, and knocks their targets prone when the attack roll surpasses toughness.

**Special Ability (Vampire Leeching)**: Whenever the wasp deals damage to a biological target with a melee attack, the wasp heals 9 hit points.

### Gigasquito

The gigasquito is a man-sized mosquito that walks on two legs. It is found on Tyrador IX, where it was a mad experiment by a genetic scientist who sought guardians to protect him from the Moebius personnel looking to steal his work. While that scientist is presumed dead, his creation lived on and now fills the waterways on Tyrador and is considered a significant threat to civilians in river-front communities. Gigasquitos hunt in packs of 3-5, where they pin down their prey and drain them of blood. A single gigasquito can drain all the blood from a grown terran in 1 minute.

Gigasquito's reproduction is controlled by queens. Queen are level 14, huge-size, extreme threat enemies with similar abilities to a common gigasquito. All gigasquitos use a gore attack instead of a bite.

## Primordial Wasp

Level 20 Large-sized Creature (Non-Heroic Fury/ Prowler), Extreme Threat

Skill Purchases: 35

Talent Purchases: 15

Ability Score Purchases: 16

Hit Points: 216

Healing Threshold: 9

Damage Threshold: 37

Defense: 30

Toughness: 32

Resolve: 15

Speed: 13, 18 fly

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +4

Damage Resistance: 18

Psionic Resistance: 15

-Bite 1d20+16 accuracy, 45 damage, +2 strikes maximum; *Special Traits*: Penetration 7, Rending 2

-Claw 1d20+15 accuracy, 31 damage, +5 strikes maximum; *Special Traits*: Penetration 6, Rending 1

-Gore 1d20+14 accuracy, 49 damage, +2 strikes maximum; *Special Traits*: Penetration 8, Poison (DC 28 or 40 poison damage), Smashing

**Skills**: Acrobatics 8, Athletics 3, Defensive Training 10, Durability 9, Endurance 9, Melee 9, Perception 6, Ranged 8, Stealth 8

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

**Talents**: Awesome Ability (agility I), Defensive Fighting II, Dodge, Penetration IV, Swift Strikes II, Stalker, Sneak Attack III, Weapon Mastery (melee II)

**Creature Abilities**: Airborne Native, Nimble Slip, Raking Strike, Rapid Swipe, Vampire Leeching, Vulnerable Strike

**Strength**: 8

**Instinct**: 4

**Agility**: 8

**Fortitude**: 8

**Intelligence**: 1

**Willpower**: 5

**Gear**: Tier 3 Large-sized Bite, Tier 3 Large-sized Gore, Tier 3 Large-sized Claw, Tier 3 Carapace

**Special Ability (Poison Sting)**: The wasp has a poisonous stinger. Any living target stung by the wasp's gore attack must make a DC 22 endurance check or suffer 28 poison damage.

**Special Ability (Raking Strike)**: While flying and attacking a target on the ground with a natural melee weapon, the wasp's attacks gain 8 rending, and knocks their targets prone when the attack roll surpasses toughness.

**Special Ability (Nimble Slip)**: Once per round, if the wasp is attacked while flying, before the attack roll is made it can spend its reaction to shift 5 squares in any direction and reduce the current attack against by -10 accuracy.

**Special Ability (Rapid Swipe)**: Whenever the wasp hits and damages a creature with a natural melee attack, it can follow up with another single melee strike with that same weapon against the same target. It benefits from the Vampire Leeching of the second attack as well.

**Special Ability (Vampire Leeching)**: Whenever the wasp deals damage to a biological target with a melee attack, the wasp heals 10 hit points.

### Mantis Screamer

Mantis screamers are the descendants of the zerg mutalisk, whose DNA was incorporate into the swarm ages ago. These atmospheric insects closely resemble mutalisks, except they still possess their tail stingers whereas a mutalisk has a port to launch glaive worm parasites. Mantis Screamers are creatures that can survive in space or within atmosphere and are found on many worlds on the outskirts of the Koprulu Sector. They are dangerous to fringe explorers and colonist and are noticeably tougher than the more common mutalisks derived from them.

Mantis Screamers can survive in the void of space and therefore do not require oxygen to breathe and are immune to the environmental hazards of deep space. Mantis screamers do not have a claw attack. Some screamers possess the glaive worm attack of the mutalisk (see Supplement 1), but most of these creatures have been consumed by the swarm and are therefore rare.

# Chapter 7: Alternative NPC Creation Rules

This final chapter details some additional rules to you help you design and run creatures in your StarCraft Campaigns.

## Open NPC Creation

While the StarCraft RPG has a huge selection of premade NPCs to include in your games, you still may find the need to create your own NPCs for specific purposes in your campaign. As NPCs are created in the same formula as characters, through the spending of characteristic points, this can be a time-consuming ordeal. This especially true for high level and high threat enemies.

In this section, we will discuss Open NPC Creation; an alternate form of creating characters that does not involve characteristic points or level by level building. It allows you to build characters quickly and accurately, while relying on your creativity rather than mathematical formula.

This process can be used to create any NPC in the game, from heroic NPCs to bestial zerg and other creatures.

## The Basics: Skills and Ability Scores

As before, the first thing you will determine is what level you want the NPC to be. When creating an NPC in this system, do not worry about characteristic points. You will not use them. However, the maximum ability scores and skill ranks based on level will still be used. Once you pick a level, make sure to record what the maximum skill and ability score caps are.

Level	Maximum Ability Score Value	Maximum Ranks in Skills
1	5	3
2	5	3
3	5	3
4	5	4
5	6	4
6	6	4
7	6	5
8	6	5
9	6	5
10	7	6
11	7	6
12	7	6
13	7	7
14	7	7

15	8	7
16	8	8
17	8	8
18	8	8
19	8	9
20	9	9
21	9	9
22	9	10
23	9	10
24	9	10
25	10	11
26	10	11
27	10	11
28	10	12
29	10	12
30	10	12

When it comes to skill focuses, give the NPC 1 skill focus for every 6 levels they possess. If the NPC is more heroic or noteworthy individuals, you can change this to 1 bonus skill focus every 3 levels. If the NPC is a monster, determine its size as well. The size effects its overall strength and formidable nature but also determines its maximum ability score values. It is important to choose size early on.

After skill focuses are chosen and maximum ranks are determined, simply fill in all the characters ability scores and skills as you chose. There are no characteristic points, so you are not limited in how many you spend. Fill out the character's attributes as what they are capable of.

Keep a threat level in mind as you distribute skills and ability scores. If this enemy is a rank and file foe or otherwise unexceptional, they should have few maximum-ranked skills and attributes. High threat and heroic enemies, such as an opposing general, should have more ranks than a non-heroic individual of the same level. This also secures them as a greater threat, both in combat and outside of battle.

## Talents

Once skills and ability scores are decided, pick whatever talents you want the NPC to have. They must still meet the requirements for talents based on their skill ranks and attributes. Follow the same rule that more common place NPCs have fewer talents while powerful NPCs have more. Do not feel obligated to give an NPC every talent they qualify for: just give them enough to fulfill the role and vision you have for them in your campaign.

## Equipment

As with normal character creation, give the NPC whatever equipment or natural weapons they should possess. Try to follow the rule for equipment tiers: 1-10 is tier 1, 11-20 is tier 2, 21-30 is tier 3. This is a hard rule for creatures with natural weapons and armor, but somewhat more nebulous with character equipment.

A terran using a cheaper weapon might have a higher tier sooner. They also might replace a higher tier with a lower tier with plentiful upgrades. A terran with an expensive weapon would be less likely to have a higher tier weapon, maybe requiring level 16 for a tier 2 heavy weapon. Protoss follow similar guidelines.

Keep in mind when giving enemy equipment, that the players can loot whatever they find and use it for themselves or sell it for credits. Therefore, be careful about giving NPCs items you don't want the players to have.

For infested terrans and primal zerg, you can instead refer to what evolutions and mutations they have access to determine their natural weapons and armor.



~Art by KypcaHT (<https://www.deviantart.com/kypcaht/art/Blizzardfest-SCV-unit-486806353>)



## Racial Features and Special Abilities

To round off an NPC, you need to give them special abilities. These make them more unique and dynamic foes. You can go two routes with this method.

The first route is to just give them whatever abilities you like to make them interesting. This is very free form and fast and relies on your creativity more than anything.

The second route is to follow a similar design to creating a character and differs from race to race. This method takes longer but is more accurate. Refer to the following sections on this method, depending on what type of NPC is being made.

### Terran

Terrans gain 1 bonus skill focus at first level, as always. They also gain special abilities relating to what background best fits them. In addition, you can give the character all the normal specializations they would qualify for based on level. For this purpose, ignore the bonus ability scores, talents, and skill focuses of the specializations: just look at the special abilities. Give the character all the special abilities they would gain from all specializations.

If your terran has more specializations slots than you can pick specs or abilities for them, don't worry about them. Just pick the specializations and abilities you want the NPC to have; don't worry about filling out every specialization slots out of necessity.

### Infested Terran and Primal Zerg

Zerg characters require a little more work, because you need to fill in their mutations and evolutions. They are based on level, just like statistics, both in how many they can have and which ones they have access to. These evolutions determine your natural weapons and armor, as well as equipment tier, and give you a wide variety of special abilities.

Finally, you should choose your directives and archetypes following the normal rules for those races. Focus only on the special abilities of those race options; not their skill focuses or attributes.

### Protoss

For protoss characters, determine their class career route just like you would with the protoss player character. Give them every special ability along their class route, as normal. Ignore any skill focuses, talents, or bonus attributes they would gain for their classes.

Protoss are powerful psionic individuals and many rely on offensive psionics. Make sure you have a section on the effects of their favored psionic abilities, so you can use them quickly in battle without needing to look up their effects every time they manifest a power. Make sure to note their manifestation bonus, energy fatigue recovery, cost of their power, action mechanic, power effect, range, cost, and duration. Use the example Favored Psionic Powers sections as inspiration of how to write these.

### Creatures

Creating a creature rather than a character is the most nebulous process of all. You can give them whatever special abilities you like to make them the creature you want them to be. Feel free to use the abilities from creature types and creature abilities for designing your monster, or just think of ideas of your own. Think about the monster, how it fights, what physical traits it has, and what behaviors it would use. Contemplate its mobility, its behavior, hunting style, and how it reacts to predators or rivals.

Robots and other automated constructs are designed the same way. Think of special abilities that react well with their fighting style and programming, as well as their physical build. Use the creature abilities listed for constructs as an inspiration. Remember that all robots should have the common constructs traits and use those rules.

Creatures often have various sizes.

## Finalizing Statistics

At this point, all that remains is to crunch the numbers. Use the normal formula for determining statistics. These are reprinted here for simplicity's sake.

### Hit Points (for Non-Heroic, medium-sized character)

$20 + 3 \times \text{Fortitude}$  (40+ for heroic characters). In addition, character gains  $5 + \text{Fortitude}$  for every rank of the Durability skill they have

### Healing Threshold

$5 + \frac{1}{2} \text{Fortitude}$

### Damage Threshold

$16 + \text{their Durability skill} + \text{Fortitude} + \text{size Bonus}$

### Melee Accuracy

$\text{Melee skill} + \text{their weapon's accuracy bonus}$

### Ranged Accuracy

$\text{Ranged skill} + \text{their weapon's accuracy bonus}$

### Weapon Damage

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

### Defense

$10 + \text{Defensive Training skill} + \text{Agility} + \text{their armor's defense penalty} + \text{size bonus or penalty}$

### Toughness

$10 + \text{Defensive Training skill} + \text{Strength} + \text{size bonus or penalty}$

### Resolve

$10 + \text{Mental Training skill} + \text{Willpower}$

### Morale Bonus

$\frac{1}{2} \text{their Mental Training} + \frac{1}{2} \text{Willpower}$

### Damage Resistance

$\text{One-half Fortitude} + \text{Armor Bonus}$

### Psionic Resistance

$3 \times \text{Willpower} + \text{Psi Level} + \text{one-half their Mental Training}$

### Move Speed

$4 + \text{one half Agility}$

### Initiative

$\text{Instinct OR ranks in Tactics skill}$

## Size Modifiers

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

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

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

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

This chart demonstrates how size effects a creature's natural weapons and their common threat level.

Size	Weapon Power Rating	Weapon Accuracy Bonus	Weapon Traits	Common Threat Level
Tiny	-2 Power Ratings	+0	As Base Weapon	Trivial or Low
Small	-1	+0	As Base Weapon	Low or Medium
Medium	+0	+0	As Base Weapon	Medium or High
Large	+2	+4	As Base Weapon	High
Huge	+4	+8	As Base Weapon	Extreme or Formidable
Gargantuan	+6	+16	As Base Weapon plus Cleaving (1)	Extreme or Formidable
Colossal	+8	+32	As Base Weapon plus Cleaving (2)	Formidable or Epic
Massive	+12	+64	As Base Weapon plus Cleaving (4)	Epic

Also make sure to ensure the creature's space and reach are acceptable for a creature of their size. A large creature is usually 2 by 2, a huge creature 3 by 3, a gargantuan creature 4 by 4 or 5 by 5, and colossal creatures tend to have substantially larger. Massive creatures to not have a space or reach, as they are too big to fit on a standard tactical map.

## Determine Threat Level

At this point, you NPC should be done! Now all that remains is to determine threat level. The threat level of the NPC should be based on how many heroic characters are comparable to their power. The more heroic characters of equal level it would take to fight one on even footing, the higher threat level the NPC should be. Refer to the size charts above for recommendations of threat levels based on creature sizes.

Enemy Threat Level	Equivalent Threat
Trivial	Ten trivial threat enemies equal one heroic character
Low	Two low threat enemies equal one heroic character
Medium	One medium threat enemy equals one heroic character
High	One high threat enemy equals two heroic characters
Extreme	One extreme threat enemy equals four heroic characters
Formidable	One formidable threat enemy equals eight heroic characters
Epic	One epic threat enemy equals sixteen heroic characters at the very least.