

BUG HUNT #1047

CURTIS OWINGS

Sometimes it's fun to take your characters to strange places and kill things. Bug Hunt #1047 isn't all that new or creative; it's a hodge-podge of material from the media and the works of great authors like Michael Tresca. Thankfully, it's all FREE and it should be fun to scare your players a bit.

Synopsis

An expansive cavern has been discovered nearly a mile underground by an experimental deep mining expedition. To the excavation team's excitement, a power source has been detected in the vast cavern. Initial tests indicate the cave has been sealed for over 200,000 years. The most likely explanation is that the cavern was once the home of a lost alien culture. A power source of this longevity, having survived twenty thousand years buried underground and still remain active, is obviously a prized find. The PC's are part of the first expedition crew to actually explore the cave.

The adventure is designed for 2-5 characters of 7th level or higher, but it scales upward easily to accommodate higher-level play.

While intended for an Earth-bound adventure, this scenario can be placed on any planet or asteroid with a mining operation.

The Story

In the beginning...

About 200,000 years ago, an alien race on the verge of extinction landed on Earth, seeing the planet as a potential new home. They called themselves the Neumosec, and they had been locked in a protracted and vicious struggle with another life form with no name. To the Neumosec, these aliens were known only as the "Others."

Immediately after landing, the Neumosec dug into the Earth's crust to live underground as they had become accustomed to on their home world. Having no need of the surface, they sealed the entryway behind them. However, their hope of escaping the enemies that plagued them was lost

when they began to discover mangled corpses of their brethren. In a few short weeks, the last remnant of the Neumosec was wiped out. The "Others", having nowhere to go and nothing to kill, went to sleep and waited.

Buried in the cave is a treasure trove of alien artifacts. The Neumosec originally an enlightened alien intelligence, had become a war-hardened race with high-powered weaponry and incredibly efficient power sources. Also buried in the cave are the Others - a nearly unstoppable race of creatures with no purpose other than to devour and expand. The Others will awaken as soon as the vibration of machines or the sound footsteps reaches one of the sentries hidden in the alien complex. And that is when the fun begins.

Hooks

- The PC's can be part of the original mining expedition, or hired by the company, to explore the cave.
- The PC's can come across a distress signal of the decimated mining operation.
- The PC's might encounter a lost alien probe in a previous adventure describing the location of the colony and an indication of advanced alien technology within..

The discovery of a lifetime...

Three days ago, the Tetsuo Mining Operation (TMO) discovered a cavern during a test of new, experimental deep-mining equipment. The equipment was retracted from the vertical shaft and a survey probe was dropped into the cavern. The probe dropped 200 feet. Echo survey showed the cavern to be exactly 1.2 miles in diameter, with completely smooth sides and shaped like a bowl. A perfectly smooth hemisphere isn't a natural geological feature. Something obviously dug out that space and TMO wants to know what. The probe also detected very low levels of radia-

indicative of a power source still operating in the cavern. Dating from air samples is difficult, but preliminary data suggests the cavern's construction pre-dates human history.

When the PCs are assembled by the TMO to investigate the cavern, they are briefed by Mary Ann D'Amico, Director of Geo Survey Division.

"Good Morning.

As you know, TMO has discovered an underground structure that appears to be a constructed cavern. A remote probe dropped into the cave has detected a power source at the center of that cavern. Other structures have also been faintly detected from where our shaft hit the opening.

This team has been assembled to go in and bring back the first reports of what's inside.

Right now we have few theories. This mining op is at a depth of 5300 feet, or about 1600 meters. That's almost a mile down. To the best of our knowledge no one has drilled to this depth, let alone created actual structures. It could be something from another government, or a competing company, or some lost culture, or even... well, maybe something that lived before us. We don't know anything for sure and that's why you're here.

We have not detected any energy fluctuations, seismic activity, biological agents or movement aside from that power source. So it looks quiet. Even so, we have top of the line equipment at your disposal, just in case.

Ismael Navarro will lead the exploration. He is the best rock hound in TMO. You can meet him in the equipment room.

Questions?"

Personality Profile: Mary Ann D'Amico

Scientist Smart 3 ordinary

Mary Ann is petite and pushy. She has many projects going at once and this one is derailing her schedules. She prefers to work through Ismael, but will give the PC's a few minutes of her time.

What she knows:

- The probe itself has been untouched since it was deployed on the surface of the cavern.

- The current tests indicate the cavern is 200,000 years old. But she thinks that information is false.

- She thinks the cave is something like Atlantis; a lost culture.

- She doesn't know anything about the 2 missing crew members.

Personality Profile: Ismael Navarro

Smart Hero 2/Dedicated Hero 2

Ismael is of Himalayan decent. He is tall and well built. He is capable and confident. His objective is to get to the power source, document the site and get out safely.

What he knows:

- The only law is Murphy's Law.

- Two members of the mining crew are missing (Earl Kalininski and Yan Zhang), but they've gone missing before.

- TMO has told him that other governments would claim the find and the mining tunnel if anyone found out about the cavern.

Ismael will have 1 to 3 extra men (Mid-level Bounty Hunters) depending on the relative strength of the PC's. Pull them from the Friends & Foes section of the d20 Modern core rules. These extras and Ismael should be killed early in an encounter with the first Bug. Make a point to describe the quick and messy end these NPC's meet.

What's really going on...

The cavern is only a small outpost of a much larger network of caverns and structures. The Neumosec didn't use traditional tunnels between outposts, but rather teleport pads.

The outpost itself is riddled with underground passages that connected all the surface structures. Four Bugs are hibernating until something triggers their tremorsense and wakes them up.

The two missing crew men entered the cavern 24 hours ago seeking to be the first from TMO to make a find and hopefully get a bonus. They have been killed in Building A. They found a Neumosec pistol and armor belt. You can have this awakened Bug come looking for the PC's or wait until they stumble upon it.

When two bugs awaken, the Queen will also wake. The Queen is in the "Primary Location" of the Neumosec city. She can't get to the outpost, but she can coordinate her minions. It takes her 5 minutes to fully awaken then 5 more minutes to wake up her children.

Some of the Neumosec managed to perform a psionic ritual of stasis before the complex fell. They altered their physical form to a golf ball sized diamond. Their mental energy is infused inside the gem. Each of these diamonds (gem value alone) is Purchase DC 36 (Selling DC 33). Against the background of the crystalline fortress, these gems are DC 15 to Spot.

Scaling

There are three ways to scale the adventure depending on the state of the teleporter in the Neumosec facility

Teleporter broken

Initially there are 4 Bugs sleeping in the alien complex. They will wake up when a player or NPC walk over an area within their tremorsense. This will keep a group of 5th to 7th level PC's quite occupied. Success in this scenario is mere survival.

Teleporter disabled

In this version the teleport pad that connects this outpost to the Queen is disabled. The first Bug awakened will communicate with the Queen for instructions to activate the portal (located in building E). If the portal is activated then see "Teleporter active" below. In this scenario the PC's must disable the portal and kill all the Bugs.

Teleporter active

Once a single Bug is awakened, more Bugs will come through in 1 hour. The first wave will be 5 Bugs, then 10, then 15, etc. The first five will attempt disable the mine shaft, trapping the PCs inside the cavern. Their next action will be to return to the complex and kill the PCs for meat for the waking hive. This will be very challenging for even relatively high level PC's. In this scenario, the PC's must take on the Queen. Once she is dead, the Bugs can't reproduce and, even if they make the surface, they will eventually be killed. You'll have to write the next adventure once the PC's get past the portal. Remember the GM's motto, "More evil is good!"

Other Suggestions

Bug Hunt #1047 is loosely defined to allow the GM to add creative elements. Here are a few ideas to help spice it up.

- Perhaps a Neumosec is in stasis
- Allow Smart heroes to decipher some of the alien writings throughout the structures. These could be schematics for advanced equipment or locations of other settlements.
- Star maps to other Bug worlds
- The station could have gone in to autodestruct when the players arrived

- Rescue mission for Earl and Yan.
- The complex is psionically receptive, perhaps the PC's have some latent ability to control buildings
- Perhaps the Queen can control structures from her remote location.

Locations

The Cavern:

TMO has erected a heavy duty crane with a worker cage to lower you 200' to the cavern floor. It is solid, but slow. The cage has an intercom for communication with the controller. Ismael steps in last. The gears on the power crane engage and the cage jolts down. TMO has mounted lights at the edge of the insertion point that barely illuminate the ground below. It is a rough-hewn cave with a variety of broken rubble littering the plain. About a half mile to the West a faint luminescence can be seen. After 5 minutes the party reaches the bottom. Immediately Ismael is out of the cage and looking over the fallen rocks.

"These are rubble from the ceiling. Seismic activity in this region is minimal, but it appears that quake do happen from time to time. It's probably rare." He says and then pulls out a flood lamp. He begins to walk toward the center of the cavern.

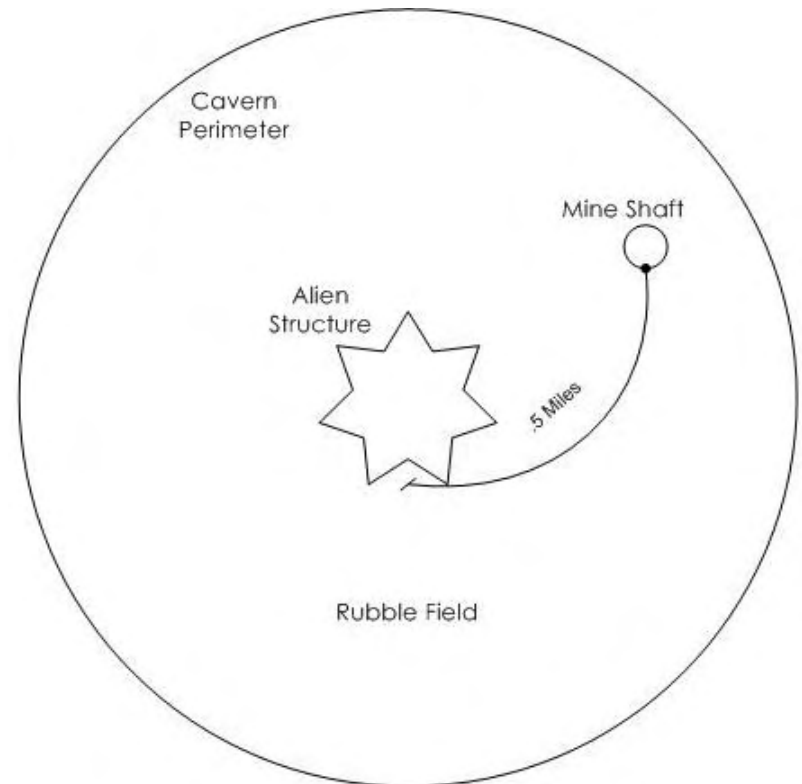
Movement through the rubble plain is half speed and should take about 30 minutes. Bugs move through this space at full speed by leaping from rock to rock.

The Alien Complex:

As you get closer and your eyes adjust to the dim lighting. What looks like a large alien fortress rises from the cavern floor. It is faintly glowing and appears to be made of milky opaque crystal. Ismael is the first to examine the material.

"Looks like dirty quartz. Hmmm..." He pulls out a steel hammer and begins to tap it gently to no effect. He gives the wall another few hard hits that would have chipped granite. *"It's not quartz. I don't know what it is. I'll get some pictures and let's move on."* He says, pulling out a camera. He snaps 4 shots and puts the camera away. He picks up the flood lamp again and leads the group inside.

The complex appears to be a low wall fortress shaped in to a seven-pointed star. The walls are only about 10' tall and the structures inside appear to vary from 1 to 3 stories tall. There is a large open entrance on the south side (building L).



General Features:

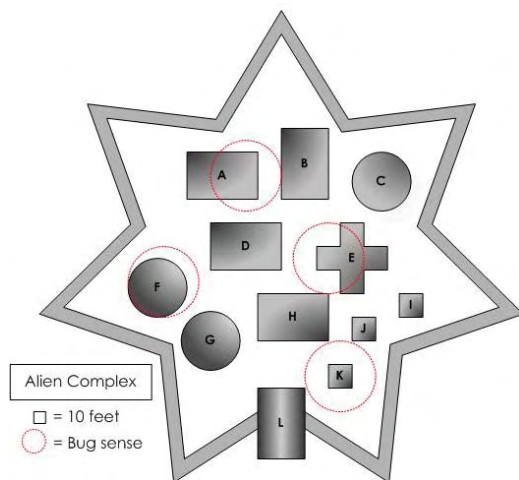
Buildings A, B, D and H are all 40' by 60' and 20' tall.

Buildings C, F and G are 50' in diameter and 30' tall.

Buildings I, J and K are 20' by 20' and 10' tall.

The Neumosec were a psionically active race. Their buildings were designed to receive their mental commands and respond. The buildings would reconfigure themselves to the shape desired by the occupant. The maps shown are the default configurations.

The building interiors are made of the same material as the outsides. Each structure has a variety of unique features described below. The floors inside the buildings are smooth and appear to be glass or marble. The floor contains concealed passages to underground tunnels. These tunnels interconnected the devices at the outpost and provided crystal conduits for both power and information. The floor panels are also operated by psionic command. The Bugs are psionically powerful enough to open these floor panels, but can't otherwise control the buildings or exterior doors.



Some of the structures contain multiple stories. These areas are sealed off. The crystal between floors is 6" thick. The crystal throughout the complex has a hardness of 25 and 50 HP per inch. The outer walls are nearly 10' thick. The walls of all structures are 6" thick. Drilling through the walls will generate enough vibration to wake all the Bugs.

"Doors" in all the structures are just holes in the crystalline structure. They are 5' square-ish openings with sharp protruding shards along the edges. When the fortress was in full operation these doors would "grow" open and shut as the Neumosec approached. The low power levels now have left the doors in middle stages of opening. They are irregular but passable.

There are no rocks inside the complex. The floor is smoothed ordinary stone.

Each structure looks as if fine crystals had thrust up from the rock below to form geometrically perfect shapes. On close inspection it looks as if the crystals are frozen in motion.

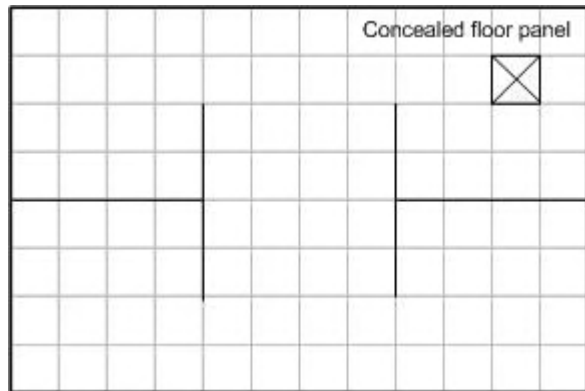
Building A:

This building looks identical to the other rectangular structures. There is an opening on the south wall near the east corner. Inside there is another collection of odd lights and panels with the strange markings on them. It looks the same on the inside as the other structures, but this one smells different.

Building A has a door on the south wall near the east side. Earl and Yan's bodies can be found here. They are immediately adjacent to the NE floor panel. This Bug is awake lurking in the darkness. See Bug stats for Hide and Move Silently skill. Have the PC's make a Survival check DC 12 to notice the smell of blood as they walk in.

The bodies are laid out side by side. Both of them are missing nearly their entire abdomen. They've obviously been partially eaten.

Earl and Yan found two artifacts before being slaughtered; a pistol and a personal force field belt.



If the PC's dawdle or somehow manage to avoid waking up a Bug, after 2 hours this Bug comes out to wake up the others to feed on Earl and Yan.

In combat the Bug will focus on one target until it is dead, then snatch the body and run. It will wait until fully healed and then attack again. If seriously challenged, it will go wake up other Bugs.

Building B:

This building is identical to the other rectangular structures. The opening is in the west wall toward the southern corner.

This building has the same lit panels and strange text, but is devoid of other special features. In the NW room is a Neumosec rifle (see Neumosec Artifacts).

Building C (Data Storage):

This structure is cylindrical with a rounded top. The air around the building is charged with energy making your hairs stand on end like a powerful static charge. There is a rough opening on the south side.

This building contains one of the computers that needs to be retrieved to activate the portal in Building E. It has no other artifacts. Every square inch of the interior surface of this building is covered with panels and alien readouts. This building with F and G are the power sources being detected by the TMO probe. The credit card sized computer is in the

exact center of the structure embedded in the central wall facing north. There is an intricate pattern of crystalline circuits fanning out from the computer, making it obvious, as it matches the pattern displayed in the panel instructions.

If the PC's remove this computer card, the building goes completely dark. For a description of the computer's abilities, see Neumosec Artifacts. These cards do not "power" the facility—they only make it function. Replacing the computer card restores power. The cards are specific to each building. Putting the wrong card in the wrong building does nothing. Heroes can attempt to access the computer systems of the Neumosec from this location and from Building F & G. Access requires a Computer Use check (DC 20). Once access is secured, the following additional information can be gained. As an additional challenge to higher level PC's the computer terminal might be protected by electrified panels that shock the user on failed attempts. Penalties on the Computer Use check can also be imposed due to alien Technology.

Comp Use Check	Information
15	Instructions for weapon and artifact activation
20	Pictures of the Bugs
25	Map showing all facilities with blinking Bug icons over 90% of the facility

In addition, the card computer in this facility includes datafiles on PL 7 Cybernetic enhancements.

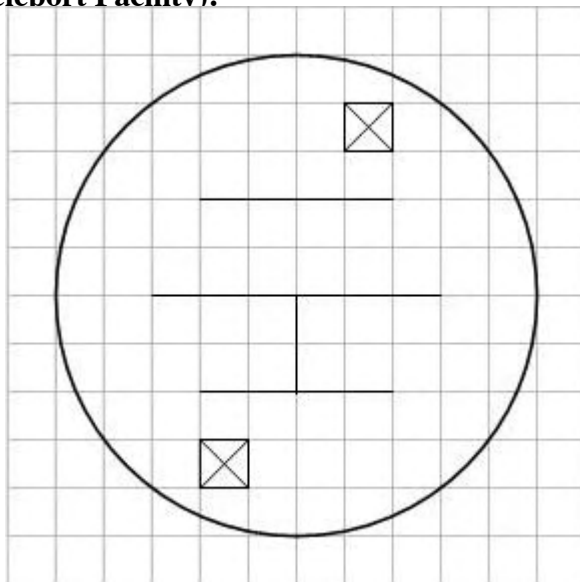
Building D:

This building is identical to the other rectangular structures. The opening is in the west wall toward the southern corner.

There is a sound file playing on loop in this building. It is very low and

full of static. A Smart hero with the Linguist talent can take a shot at interpretation. The general meaning is “Get out/Evacuate! Prime Location overrun.” There is a Neumosec Gem in the NW corner of the building (See “What’s going on” above).

Building E (Teleport Facility):



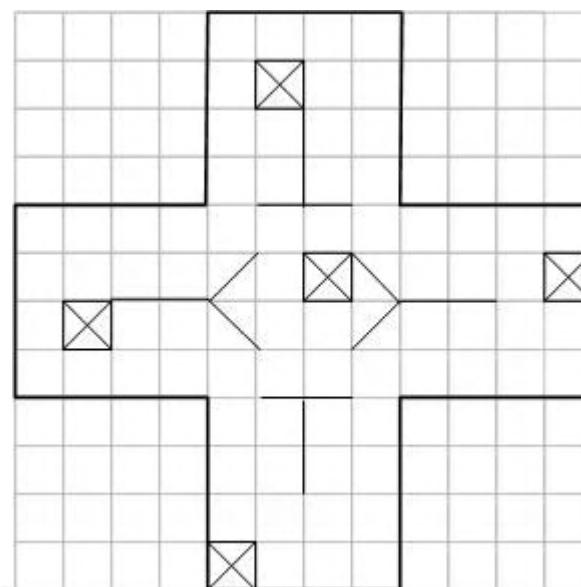
This building is unique in the compound shaped like a cross. The opening to this structure is on the western wall. It is only about 10' to 15' tall. This building appears to flicker as if shorting out.

This building houses the teleport pad connecting this outpost to the many other locations the Neumosec dug out in the surrounding area.

If running this scenario under the “teleporter broken” option, then there is only a Bug located in the shadows of this building. The TMO crew awakened it by entering the facility. It will size up the party for a few minutes and then attack. Once this Bug is awakened, the Queen will awaken. In 5 minutes she will rouse all the Bugs in the complex.

If running this scenario under the “teleport disabled” option, then in addition to the Bug, the computer panels in this building are flashing visual instructions over and over. This displays a map with buildings C, F and G flashing, a picture of the wall where a card computer is stored, and an image of combining the three cards in the center console of Building E. These instructions are automatically attempting to re-establish connection to the “Prime Location” of the Neumosec city. Once the Queen is awake, she will instruct the remaining Bugs to collect the cards and re-activate the portal. This will take about 30 minutes. If the PC’s already possess one of the computers, then the Bugs will converge on the card holder in unison.

For a real challenge, the teleport pad may already be active. Once two of the Bugs have been awakened, the Queen awakes and within 10 minutes she’ll begin sending more Bugs through. In order to use the portal the PC’s only have to stand in the middle of the structure and touch one of the pulsing computer cards.



There are two gems in this building as described earlier (place them randomly).

Building F & G:

These buildings are identical to C. There is Bug hiding in Building F. The Building F computer contains instructional data files to build a Projectile Deflector.

Projectile Deflector

A defensive item that is in many ways the predecessor to the personal shield, the projectile deflector generates a field of gravity-altering energy around its user. Often worn as a belt or other piece of jewelry, the device actually bends the path of incoming high-speed projectiles, making the target harder to hit. The projectile deflector grants a +4 equipment bonus to Defense against ranged attacks. Melee attacks are unaffected by this device.

Building H:

This building is identical to D only there is no sound file playing. It is empty.

Building I, J, K:

Each of the building is 20' by 20' with a random opening. Each has a concealed floor panel. Building K has a Bug under the floor. It will awaken and attack. It is likely that the PC's will hit this building first. If they do, remember that once two bugs wake up, the Queen awakens 5 minutes later to rouse the rest. There is another Gem in Building K

Building L (Main Entrance):

The entrance way is about 35' across. The amorphous crystals cover both the outer and inner surfaces. Half way through the structure crystals grow out forming some type of portal. It looks as if the crystal is slowly

growing closed, but there is still ample room to step over them and into the complex. There is a Neumosec diamond just inside the door DC 15 to Spot (See "What's really going on").

Neumosec Artifacts (PL 7)

Weapon	Damage	Crit	Damage Type	Range	Rate Of Fire	Shots	Size	Wt
Plasma Pistol	2d20	20	Fire	40 ft	S	50	Med	3lb
Plasma Rifle	3d10	20	Fire	80 ft	S,A	50	Lrg	8lb

Plasma Weapons

Plasma occurs when gases become electrically charged after losing electrons. Plasma weapons condense this electrically charged gas into a destructive force that can eat through solid objects and cause severe damage. Like laser weapons, plasma weapons come in many varieties. Most plasma weapons generate their destructive ammunition by superheating gasses held inside specialized power packs and then compressing those gasses into a focused plasma round.

Plasma weapons do not use ammunition, but are instead powered by power packs.

Each weapon found will be fully charged, but will not recharge if removed from the complex. Creating a power source for these weapons requires a Craft: Electronic check DC 35 and a purchase DC 32 in materials and research. It should take several weeks to accomplish this the first time. After wards the craft check drops to DC 25 and the purchase DC to 20 and one day of work.

Force Field, Personal (PL 8)

The most reliable and powerful personal defense mechanism in the Energy Age, the personal force field projects a defensive bubble around a single Medium-size or smaller character or item. The personal force field provides the wearer with a DR of 5/—. The device contains a power pack

that provides up to 2 hours of use.

Computer, Card

As has been the case since the invention of the computer, the miniaturization of technology is most often seen in the area of computer size. The card computer functions as a standard computer but is no bigger than most credit cards or hackcards. The card computer may be hooked into any computer interface or display (including paint-on LCDs) and functions exactly like a personal computer. Doing so requires a Craft (Electronics) DC of 30 and purchase DC of 20 in research and materials. Once modified for human use the card computer can be used normally. These computers are superior quality granting +4 to Comp Use checks.

The Bugs

Bug (Alien, Hostile)

Large Outsider

Hit Dice: 5d8+20 (42 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 60 ft., climb 60 ft., swim 40 ft.

Defense: 21 (+3 Dex, -1 size, +9 natural)

Attacks: Bite +8 melee, 2 claws +10 melee, tail+8 melee

Damage: Bite 1d8+3, claw 1d6+6, tail slap 1d8+3 and stun

Face/Reach: 5 ft by 5 ft or 10 ft (tail attack)

Special Attacks: Acid blood, frightful presence, improved grab, pounce, stun, trip

Special Qualities: climb, energy resistance (cold 5, electricity 5), hive mind, immune to energy (acid, gas), immune to vacuum, immune to mind-altering effects, DR 5/fire, fast healing 1, blindsight (30'), scent (30'), tremorsense (60')

Saves: Fort +8, Ref +7, Will +4

Abilities: Str 23, Dex 16, Con 18, Int 8, Wis 10, Cha 5

Skills: Balance +3, Climb +14*, Escape Artist +3, Hide +15*, Intimidate +9*, Jump +8, Listen +0, Move Silently +15*, Search -1, Spot +2

Feats: Improved Initiative, Multiattack

Challenge Rating: 8

Bugs don't talk. They don't negotiate. They don't care about your mama. They aren't intimidated by your silly guns. You are just a piece of tasty meat for the hive—that is, if you're lucky. If you're unlucky, then your nice warm chest cavity looks like a bug nursery.

Bugs hide in the dark and attack suddenly and without mercy. They typically start with a tail slap followed by claws and bites. Foes knocked senseless will be dragged off where the Bug can finish them off. Bugs can drag off Grappled foes of medium size or smaller without movement penalty up to their weight limitations.

Bugs can drag helpless victims back to the Queen, who implants an egg in the chest of the still-living victim. The Queen will then secure the victim in hard webbing for 24 hours after which the larva bursts forth from the victim, killing him or her instantly. With ample food sources a larva Bug can grow to full size in 24 hours. Fully grown bugs will hunt to provide food for newborns. Even without food sources a Bug can grow to full size in 72 hours. Bugs can eat virtually anything organic. They can also hibernate indefinitely with only a small energy source such as geothermal heat or an electrical source (power core or generator) nearby.

In Bug Hunt, the Bugs will utilize underground tunnels which only they will likely have access to. They use the tunnels expertly to out-manuever the PCs once the Queen is awake.

Acidic Blood (Ex): The Bug has acidic blood. Each time it takes damage, it deals acid damage to all adjacent creatures and objects as it splatters its blood on them. The amount of damage equals 1d6 per 3 Hit Dice of the creature (2d6 for Bug), to a maximum of 5d6 points. A successful Reflex save (DC 15) halves the damage.

Frightful Presence (Ex): As the feat of the same name except using the

following save DC. Will save DC = 10 + Bug's HD + 1 per other Bugs visible (max 5).

Improved Grab (Ex): When making a successful melee attack, a Bug can initiate a Grapple attack as a free action without incurring an Attack of Opportunity.

Pounce (Ex): A Bug may make a full attack as part of a charge attack.

Stun (Ex): A successful tail slap will stun a target that fails a DC 14 Fortitude save for 1d4 rounds. A tail slap has 10' reach.

Trip (Ex): A Bug making a successful tail attack can initiate a trip as a free action without incurring an Attack of Opportunity.

Climb (Ex): Bugs can always "take 10" when making climb checks.

Hive Mind (Su): As long as the Queen is alive, all Bugs share a hive mind. What one Bug sees, all Bugs see.

Fast Healing 1 (Ex): A Bug heals from damage very quickly; recovering 1 HP a round. Bugs can not heal from below -10 HP.

Blindsight (Ex): Bugs can sense objects within 30' regardless of visibility conditions. They do not need to make Spot checks to pinpoint concealed or invisible objects.

Scent (Ex): Bugs can identify individuals by smell as well as human can by sight. This ability functions out to 30'. Range doubled if the target is upwind and halved if the target is downwind. A Bug can only use this ability to pinpoint a target if it is within 5'.

Tremorsense (Ex): Bugs are sensitive to surface vibrations and can sense any creature in contact with the ground out to a 60' radius.

Queen Bug (Alien, Hostile)

Huge Outsider

Hit Dice: 15d8+45 (105 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 60 ft., climb 60 ft., swim 40 ft.

Defense: 27 (+5 Dex, -2 size, +14 natural)

Attacks: Bite +11 melee, 2 claws +13 melee, tail+8 melee

Damage: Bite 2d8+5, claw 1d10+6, tail slap 3d8+5 and stun

Face/Reach: 15 ft by 15 ft or 10' Reach claws, 15' Reach tail attack

Special Attacks: Acid blood, frightful presence, improved grab, pounce, stun, trip

Special Qualities: climb, energy resistance (cold 20, electricity 20), hive mind, immune to energy (acid, gas), immune to vacuum, immune to mind-altering effects, DR 20/fire, fast healing 5, blindsight (60'), scent (30'), telepathy, tremorsense (90')

Saves: Fort +12, Ref +10, Will +10

Abilities: Str 23, Dex 20, Con 18, Int 18, Wis 10, Cha 5

Skills: Balance +5, Climb +14*, Escape Artist +5, Hide +15*, Intimidate +15*, Jump +12, Listen +0, Move Silently +15*, Search -1, Spot +8

Feats: Improved Initiative, Multiattack

Challenge Rating: 12

The Queen creates and controls the hive. The Queen implants hosts with eggs and manages her children. Her driving instincts are to expand and devour. All Bugs follow her mental command. She can control her Bugs directly for up to 100 miles. She can give instructions to a Bug beyond this range once a day at any distance. This requires her concentration and 10 minutes per Bug she wishes to instruct. She is highly intelligent and can telepathically communicate with any creature that has a language within 120'.

The Queen will be protected by 5 Bugs at all times. Often these 5 will be more powerful than the standard Bug. Queens can vary in size and abilities. Queens take 72 hours to "hatch" from a host and at least a week to fully mature. "Sisters" ally with the mother to form a Brood. Broods can cooperate only through the coordination of the Queens, as an individual Queen can only control those Bugs she has spawned herself.

Acidic Blood (Ex): The Queen has acidic blood. Each time it takes damage, it deals acid damage to all adjacent creatures and objects as it splatters its blood on them. The amount of damage equals 1d6 per 3 Hit Dice

of the creature (5d6 for Queen), to a maximum of 5d6 points. A successful Reflex save (DC 15) halves the damage.

Frightful Presence (Ex): As the feat of the same name except using the following save DC. Will save DC = 10 + _ Bug's HD + 1 per Bug visible (max 10).

Improved Grab (Ex): When making a successful melee attack, a Bug can initiate a Grapple attack as a free action without incurring an Attack of Opportunity.

Pounce (Ex): A Bug may make a full attack as part of a charge attack.

Stun (Ex): A successful tail slap will stun a target that fails a DC 18 Fortitude save for 2d4 rounds. A tail slap has 15' reach.

Trip (Ex): A Bug making a successful tail attack can initiate a trip as a free action without incurring an Attack of Opportunity.

Climb (Ex): Bugs can always "take 10" when making climb checks.

Hive Mind (Su): As long as the Queen is alive, all Bugs share a hive mind. What one Bug sees, all Bugs see.

Fast Healing 5 (Ex): A Bug heals from damage very quickly; recovering 5 HP a round. Bugs can not heal from below -10 HP.

Blindsight (Ex): Queen Bugs can sense objects within 60' regardless of visibility conditions. They do not need to make Spot checks to pinpoint concealed or invisible objects.

Scent (Ex): Bugs can identify individuals by smell as well as human can by sight. This ability functions out to 30'. Range doubled if the target is upwind and halved if the target is downwind. A Bug can only use this ability to pinpoint a target if it is within 5'.

Telepathy (Su): The Queen can communicate mentally with any creature in a 120' radius.

Tremorsense (Ex): Queen Bugs are sensitive to surface vibrations and can sense any creature in contact with the ground out to a 90' radius.

Ismael Navarro, Smart Hero 2/Dedicated Hero 2 CR 4; Medium-sized Humanoid; HD 2d6+4 plus 2d6+4; HP 22; Mas 15; Init +2; Spd 30 ft; Defense 16, touch 15, flatfooted 14 (+2 Dex, +3 class); BAB +2; Grap +5; Atk +5 melee (1d6+3, punch), or +4 ranged (3d8, DE .50AE w/ Double Tap & Point Blank) or +6 ranged (2d8+1, DE .50 w/ Point Blank); FS 5 ft by 5 ft; Reach 5 ft; SV Fort +4, Ref +2, Will +6; AP 2; Rep +2; Str 16, Dex 14, Con 15, Int 18, Wis 14, Cha 11.

Occupation: Adventurer (Demolitions, Survival)

Skills: Computer Use +9, Craft (chemical) +9, Craft (electronic) +9, Demolitions +9, Disable Device +9, Investigate +11, Knowledge (Physical Sciences) +15, Knowledge (Tactics) +6, Listen +9, Navigate +9, Profession +7, Repair +9, Research +9, Search +9, Spot +9, Survival +7

Feats: Brawl, Double Tap, Educated (Knowledge [Physical Sciences], Knowledge [Tactics]), Personal Firearms Proficiency, Point Blank Shot, Weapon Focus (.50AE Desert Eagle)

Talents (Smart Hero): Savant (Knowledge [Physical Sciences])

Talents (Dedicated Hero): Empathy

Possessions: Wealth +6, Desert Eagle .50 AE autoloader, Leather Jacket, Backpack, Field Gear.

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