

The Egyptian Incursion

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BACKGROUND: Over the past few months, intermittent meteors have been hitting the area around town. The force of the meteor impacts (or perhaps something special about these particular meteors) have been tearing open interdimensional rifts. Locals have started referring to them as “techno-meteors” because high-value tech has often been found in the area around the impact craters.

THE OSIRANS: A meteor struck down around 10 PM last night. The rift it opened pulled through a Lesser Emperor of the Osiran Empire and his entire funerary chamber. (Osiran Emperors retire into a state of cryo-torpor, sending their virtual consciousness into the Land of the Dead while continuing to wield great influence over the Empire through their religious cults. But that’s largely irrelevant for the purposes of this adventure. The visual motif you’re looking for here is Techno Pulp Egyptian.)

Bereft of his crystalline pyramid, the Lesser Emperor is less than amused. Having determined that he has no way of returning home, however, he has decided to launch a Conquest. If he’s successful, the result would be a Neo-Osiran Empire of papyrus cults and Art Deco pyramids in which the dead serve as eternal slaves. (Or some bastardized, post-apocalyptic fiefdom built in its image.)

OSIRAN TIMELINE:

- 10 PM – Appear in Crater.
- 1 AM – Leave crater and establish a new Tomb for the Lesser Emperor.
- 4 AM – Move equipment to Nano-Embalming Compound.
- 8 AM – Attacked Ford Family Bunker.
- 10 AM – Attacked the Roadside Ambush.

NOTE: Most Omega Tech scavenged during this adventure should be given a distinctly Egyptian flavor if possible.

THE HOOK AND SET-UP: The PCs are based out of Hogtown. Hogtown is your standard, post-apocalyptic settlement. It’s a thin veneer of civilization that’s trying to stretch itself out over as much territory as it can manage.

The PCs work as a team of specialized troubleshooters for Boss Hog. They’re called into his office first thing in the morning: He’s got a job for them. Last night his observatory (a huge, rickety structure in the center of town that Boss Hog refers to as being “three stories tall” although no one locally knows why he’s measuring it in tall tales) observed a meteor strike to the west. The PCs need to head on out there, secure the site, and gather up any valuable tech in the area before other scavengers show up and pick it clean.

(Boss Hog can either be a petty tyrant who just wants the stuff to aggrandize himself. Or he can honestly be trying to make Hogtown into a place where people can get by just a little bit better and the tech will be serving the community. I dunno. See where the snout-nosed little bastard takes you.)

HEADING OUT: The meteor strike is on the other side of Cataclysm Wall. This is a weird wall of jagged rock about thirty or forty feet deep that was thrust up out of the ground during the Big Mistake. It runs for dozens of miles and is a real pain in the ass for navigation in these parts. Fortunately, during the Militia Wars that wracked the region after the Big Mistake several holes were blown through the Wall. There’s a dirt road that runs through one of these holes not far from where the meteor went down.

Conspiracy (Easy): The road is kept in pretty good condition. There are quite a few farms north of the Wall, and they all bring their goods to Hogtown on this road.

Conspiracy (Moderate): The hole in the Wall is a natural chokepoint for trade. Which means that bandits are known to lay ambushes there.

Encounter 1: Roadside Ambush

BACKGROUND: A bandit gang had laid an ambush in the Hole in the Wall. About an hour ago, an Osiran serpent squad attacked the bandits. The Osirans were disappointed when the bandits fought to the death,

LAY OF THE LAND: This encounter was designed for a battlemap from *Keep on the Shadowfell*. (It can also be found in *Fantastic Locations: Fields of Ruin*.)



The bodies of a half dozen bandits lie scattered around the hole in the Wall. Any inspection of the bodies will reveal distinctive circular brands on their shoulders.

Conspiracy (Easy): The tattoos mark these as members of the Circle Gang. They've nomadic raiders who cycle through these parts every few months.

Nature (Easy): There are clear signs that other bodies have been dragged away from the area.

Perception (Easy): In a nearby copse of trees, the PCs can find another 6 bodies wrapped in cerecloth.

Science (Moderate): There are puncture marks on the corpses. They look like snake bites, but the snakes must have been huge.

REWARDS:

- Bandits carry 1d6 pieces of Ancient Junk (*Gamma World*, pg. 81). (It's strange that whoever killed the bandits didn't loot the bodies.)
- 1 Omega Tech card per PC from the Osirans.

CLUES:

- The Osiran Snake-Warrior has a Ford Family Militia Badge pinned like a badge of honor to the front of his tunic. (Moderate Conspiracy check to recognize the badge as belonging to the Ford Family. See Encounter 3.)
- The serpents' trail leads to the Nano-Embalming Compound (Encounter 4). Following the trail requires a skill challenge (complexity 1, 4 successes, moderate DC).

ENCOUNTER: Once the PCs have spent a little time investigating the scene, the Osiran serpent squad returns to finish collecting and prepping the bodies. They include a Serpent Commando, a silver drake, and three giant silver asps. All of them have silver scales that glisten like mercury. The serpent commando wears a tunic formed from bands of ebon and lapis lazuli.

Serpent Commando		Level 4 Controller
Medium Terrestrial Beast		XP 175
Initiative +4 Senses Perception +6		
HP 54; Bloodied 27		
AC 18; Fortitude 15, Reflex 16, Will 17		
Resist 10 poison		
Speed 5		
Bite (Standard; at-will) ♦ physical, poison		
Melee 1 (one creature); +9 vs. AC; 1d6 + 3 physical damage, and ongoing 5 poison damage (save ends)		
Spit Poison (Standard; at-will) ♦ poison		
Ranged 10 (one creature); +7 vs. Reflex; 1d10 + 6 poison damage, and the target is immobilized (save ends)		
Wave of Slime (Standard; recharge 56) ♦ poison		
Close blast 5 (creatures in blast); +7 vs. Reflex; 4d6 + 2 poison damage, and the target falls prone and is immobilized (save ends)		
Str 10 (+2)	Dex 14 (+4)	Wis 18 (+6)
Con 14 (+4)	Int 16 (+5)	Cha 14 (+4)

Silver Drake		Level 3 Artillery
Medium Natural Beast		XP 150
Initiative +5 Senses Perception +3		
HP 38; Bloodied 19		
AC 17; Fortitude 14, Reflex 16, Will 14		
Resist acid 10		
Speed 7		
Bite (Standard; at-will)		
Melee 1 (one creature); +8 vs. AC; 1d6 +4 damage		
Caustic Spid (Standard; at-will) ♦ acid		
Ranged 10 (one creature); +8 vs. Reflex; 2d6 + 4 acid damage		
Str 14 (+3)	Dex 18 (+5)	Wis 14 (+3)
Con 14 (+3)	Int 3 (-3)	Cha 12 (+2)

Silver Asps		Level 1 Minion
Small Natural Beast		XP 25
Initiative +3 Senses Perception +5; low-light vision		
HP 1; a missed attack never damages a minion.; a missed attack never damages a minion		
AC 15; Fortitude 13, Reflex 15, Will 17		
Speed		
Bite (Standard; at-will)		
+6 vs. AC; 3 damage		
Str 12 (+1)	Dex 17 (+3)	Wis 10 (+0)
Con 12 (+1)	Int 2 (-4)	Cha 11 (+0)

Encounter 2: The Crater

BACKGROUND: This is where the techno-meteor impacted and the Osirans emerged. They moved the large chunks of technology that emerged with them to the Nano-Embalming Compound (Encounter 4) and the Tomb (Encounter 5) several hours ago.

LAY OF THE LAND: This encounter was designed for a battlemat from *Keep on the Shadowfell*. (It can also be found in *Fantastic Locations: Dragon Dawn Grotto*.)

Nature (Moderate): The large skeleton in the center of the crater appears to be of a huge, winged cat. Nothing like that has been seen in the area.

Perception (Easy): On the south side of the crater, it's very easy to see trails in the ash where heavy equipment has been dragged out.



REWARDS:

- If the PCs search the surrounding area, they'll find 2 Omega Tech cards per PC. (Scattered from the techno-meteor.)

CLUES:

- The trail on the south side of the crater becomes more difficult to follow after it leaves the crater, but it leads to the Ford Family Bunker. (complexity 1, 4 successes, moderate DC)
- Onboard Nav Systems in the Osiris Bots. A moderate Mechanics check can decode map locations for the Nano-Embalming Tomb (Encounter 4) and the Tomb (Encounter 5)

ENCOUNTER: The Lesser Emperor left behind a giant Scarab Spine Beetle (burrowed underneath the crater) and a screen of four Osiris Bots to monitor and guard the crater. Let the PCs poke around the crater a bit before they rouse the beetle. Have the Osiris Bots do a fly-over towards the end of the encounter, but only engage if attacked. (Otherwise they'll fly-off in the direction of the Tomb.)

The scarab beetle's wings have been painted in golden, swirling patterns. At the center of the pattern on each wing is an Eye of Osiris (see handout).

The Osiris Bots are gleaming oblongs of black plastic.

Scarab Spine Beetle		Level 2 Solo Soldier
Large Terrestrial Beast		XP 625
Initiative +4	Senses Perception +3, low-light vision	
HP 156; Bloodied 78		
AC 17; Fortitude 17, Reflex 14, Will 15		
Resist 10 psychic		
Saving Throws +5		
Speed 6, swim 6		
Threatening Reach		
Can make opportunity attacks against all enemies within 2 squares of it.		
Mandibles (Standard; at-will) ♦ physical		
Melee 2 (one creature); +11 vs. AC; 1d6 + 4 physical damage.		
Grinding Bite (Standard; at-will)		
The scarab spine beetle uses <i>mandibles</i> twice.		
Fling Spines (Minor; at-will) ♦ 1/round		
Close burst 10 (one creature in burst); +7 vs. AC; 1d10 + 5 physical damage and target is immobilized until the start of the scarab's next turn.		
Solo Action (Free; encounter) ♦ when first bloodied		
The scarab takes an extra standard action on its next turn.		
Str 20 (+6)	Dex 13 (+2)	Wis 14 (+3)
Con 15 (+3)	Int 6 (-1)	Cha 9 (+0)

Osiris Monitor Bot		Level 1 Minion
Medium Terrestrial Animate (Robot)		XP 25
Initiative +3	Senses Perception +8, darkvision	
HP 1; a missed attack never damages a minion.; a missed attack never damages a minion		
AC 14; Fortitude 13, Reflex 14, Will 11		
Immune poison; Resist 5 electricity, 5 radiation		
Speed 10		
Electrojolt (Standard; at-will) ♦ electricity		
Melee 1 (one creature); +4 vs. Reflex; 9 electricity damage		
Networked (Immediate Reaction; at-will)		
Trigger: A robot ally is bloodied or knocked prone. Effect (Free Action): The bot shifts 1 square, then uses electrojolt.		
Str 19 (+4)	Dex 16 (+3)	Wis 12 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 7 (-2)

Encounter 3: Ford Family Bunker

BACKGROUND: This berm bunker belongs to the Ford Family. These militia isolationists generally keep to themselves, but are known to come into Hogtown from time to time. (When they do, they tend to show up in a paranoid group and spend most of their visit watching each other's backs.)

The family consists of Ma Parker, Pa Clark, three daughters (Melissa, Angela, and Margerie), and three sons (Arthur, Peter, and Timmy). All the children are grown except for "Little Timmy". The compound is also home to two hired farmhands (Bruce and Ted). The Fords are all pure-bred humans, although Ted is a felinoid.

At dawn, the bunker was attacked and overrun by Osirans. Peter, Bruce, Margerie, and Timmy were taken to the Nano-Embalming Compound (Encounter 4) as prisoners. Pa Clark, Arthur, and Ted were killed. Ma Parker, Melissa, and Angela are still alive and being held prisoner inside the compound by the Osirans. (The Osirans decided that this made as good a place any to hold prisoners while waiting for the nano-embalming vats to cycle. Over the next 24-48 hours, they'll probably bring additional families from the surrounding area and lock them in here.)

LAY OF THE LAND: This encounter was designed for a battlemat from the *Gamma World* boxed set.

Ma Parker, Melissa, and Angela are still alive and held inside the compound.

The bodies of Pa Clark, Arthur, and Ted can also be found inside the compound.

The stairs inside the compound go down to a subterranean level where there living quarters for the family. There's also a large storage area containing two years worth of stocked food.



ENCOUNTER: Two Osiran Battlepriests and a flight of Osiran Bots (2 Attack Bots + 6 Monitor Bots) guard the berm bunker. The battlepriests are dressed in full Egyptian regalia, complete with golden headdresses. They each carry firestaves and have high-tech armbands laced with complex, bejeweled interfaces.

Osiran Battlepriest		Level 3 Artillery (Leader)
Medium Natural Humanoid		XP 150
Initiative +4		Senses Perception +4; darkvision
HP 36; Bloodied 18		
AC 17; Fortitude 13, Reflex 15, Will 15		
Speed 6		
Firestave Bludgeon (Standard; at-will) ♦ Weapon, Fire		
+7 vs. AC; 1d8 fire damage		
Firestave Orb (Standard; at-will) ♦ Weapon, Fire		
Ranged 10; +6 vs. Reflex; 1d10 + 3 fire damage		
Firestave Blast (Standard; encounter) ♦ Weapon, Fire		
Close blast 3; +6 Fortitude; 1d10 + 3 fire damage. Miss: Half damage.		
Power Burst (Minor; encounter)		
close burst 10; robotic allies in the burst gain 5 temporary hit points and shift 1 square		
Robotic Micro Control (Minor; at-will)		
One robotic ally within 10 feet can shift 1 square as an immediate reaction.		
Energy Shield		
The battlepriest gains a +2 bonus to all defenses against range and area attacks.		
Str 9 (+0)	Dex 16 (+4)	Wis 17 (+4)
Con 12 (+2)	Int 9 (+0)	Cha 12 (+2)

Osiris Monitor Bot		Level 1 Minion
Medium Terrestrial Animate (Robot)		XP 25
Initiative +3		Senses Perception +8, darkvision
HP 1; a missed attack never damages a minion.; a missed attack never damages a minion		
AC 14; Fortitude 13, Reflex 14, Will 11		
Immune poison; Resist 5 electricity, 5 radiation		
Speed 10		
Electrojolt (Standard; at-will) ♦ electricity		
Melee 1 (one creature); +4 vs. Reflex; 9 electricity damage		
Networked (Immediate Reaction; at-will)		
Trigger: A robot ally is bloodied or knocked prone. Effect (Free Action): The bot shifts 1 square, then uses electrojolt.		
Str 19 (+4)	Dex 16 (+3)	Wis 12 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 7 (-2)

Osiris Attack Bot		Level 1 Skirmisher
Medium Terrestrial Animate (Robot)		XP 100
Initiative +5	Senses Perception +6, darkvision	
HP 32; Bloodied 16		
AC 15; Fortitude 13, Reflex 15, Will 11		
Immune poison; Resist 5 electricity, 5 radiation		
Speed fly 7		
Electrojolt (Standard; at-will) ♦ electricity		
Melee 1 (one creature); +4 vs. Reflex; 1d4 + 3 electricity damage and ongoing 5 electricity damage (save ends).		
Flyby Electrocution (Standard; at-will)		
The bot flies 7 squares and uses <i>electrojolt</i> at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of its attack.		
Networked (Immediate Reaction; at-will)		
Trigger: A robot ally is bloodied or knocked prone. Effect (Free Action): The bot shifts 3 squares and uses <i>electrojolt</i> .		
Str 19 (+4)	Dex 16 (+3)	Wis 12 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 7 (-2)

REWARDS:

- 1 Omega Tech card per PC (from the Osirans).
- 2d6 Ancient Junk if they loot the Ford's bunker.

CLUES

- Location Tracker. The battlepriests each carry one. Mechanics check: Easy – Activates the tracker, which pings the Nano-Embalming Compound (Encounter 4) and shows its map location on a small screen. Moderate – Recognizes that activating the tracker without the proper code sequence will send an alarm to the people on the other end. Hard – Figure out how to bypass the code sequence (so that the compound isn't put on alert).
- Onboard Nav Systems in the Osiris Bots. A moderate Mechanics check can decode map locations for the Nano-Embalming Tomb (Encounter 4) and the Tomb (Encounter 5)
- The battlepriests are completely in-the-loop regarding the Lesser Emperor's plans. They won't talk willingly, but if somehow coerced or forced they can cough up the location of the Crater (Encounter 2), Nano-Embalming Compound (Encounter 4), and Tomb (Encounter 5).

Encounter 4: Nano-Embalming Compound

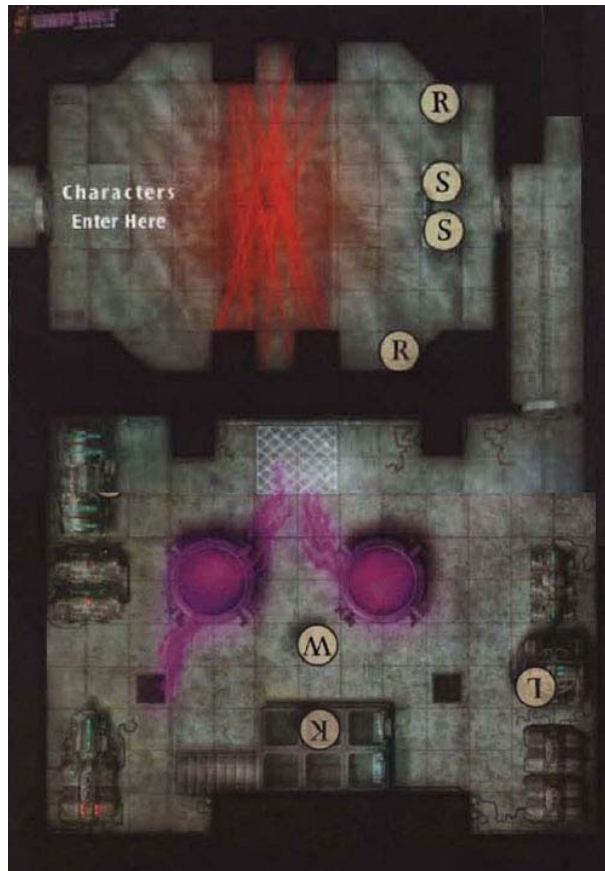
BACKGROUND: Among the material pulled to this world from the Lesser Emperor's funerary chambers were two nano-embalming vats. The vats and accompanying materials have been brought here, jury-rigged to some generators, and activated.

A nano-embalming vat can transform a recently dead corpse into an Osiran Zombie. It can also take a still-living subject and transform them into an Osiran Nano-Mummy. The vats are currently programmed to slave any zombies or mummies created, subjugating them to the will of the Lesser Emperor and his Battlepriests.

These vats are the key to a rapid expansion of the Neo-Osiran Empire: They can take in prisoners, slave them as zombies and mummies, and quickly raise an army from the farmsteads around Hogtown. If these vats are destroyed, the Lesser Emperor's plans will be significantly delayed (although he does have the know-how to construct new vats given the necessary time and resources).

Bodies from the bandits (Encounter 1) and living prisoners from the Ford Bunker (Encounter 3) have been brought here to be transformed in the nano-embalming vats.

LAY OF THE LAND: This encounter was designed for a battlemat from the *Gamma World* boxed set.



The compound is inside a berm bunker similar to the Ford Family's, but much older. The entrance appears to have been recently dug out and the sealing bolts on the vault door cut with a powerful acetylene torch (actually one of the battlepriests' firestaves).

ENCOUNTER – OUTSIDE: The compound is guarded by two Eyes of Osiris (floating, mechanical eyes of clockwork silver and gold surrounded by energy auras to create the swirling shapes of the ancient symbol) and eight Osiris Monitor Bots.

Eye of Osiris		Level 3 Artillery
Small Extraterrestrial Animate (Plant)		XP 150
Initiative +6	Senses Perception +3, darkvision	
HP 38; Bloodied 19		
AC 16; Fortitude 14, Reflex 16, Will 15		
Resist 10 fire, 10 radiation; Vulnerable 10 cold		
Speed 2, fly 10 (hover)		
Energy Razor (Standard; at-will)		
Melee 1 (one creature); +8 vs. AC, 1d6 + 5 physical damage		
Optic Blast (Standard; at-will) ♦ radiation		
Ranged 10 (one creature); +8 vs. Fortitude; 2d6 + 5 radiation damage, and target is blinded until start of the Eye's next turn		
Strafing Pass (Move; recharge ☐☐☐☐☐☐)		
The scout shifts its fly speed. It gains a +2 bonus to all defenses until the start of its next turn.		
Str 11 (+1)	Dex 20 (+6)	Wis 15 (+3)
Con 14 (+3)	Int 11 (+1)	Cha 10 (+1)

Osiris Monitor Bot		Level 1 Minion
Medium Terrestrial Animate (Robot)		XP 25
Initiative +3	Senses Perception +8, darkvision	
HP 1; a missed attack never damages a minion.; a missed attack never damages a minion		
AC 14; Fortitude 13, Reflex 14, Will 11		
Immune poison; Resist 5 electricity, 5 radiation		
Speed 10		
Electrojolt (Standard; at-will) ♦ electricity		
Melee 1 (one creature); +4 vs. Reflex; 9 electricity damage		
Networked (Immediate Reaction; at-will)		
Trigger: A robot ally is bloodied or knocked prone. Effect (Free Action): The bot shifts 1 square, then uses electrojolt.		
Str 19 (+4)	Dex 16 (+3)	Wis 12 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 7 (-2)

ENCOUNTER – LASER ROOM: The first chamber of the compound has been rigged with a laser mesh (see *Gamma World*, pg. 136). On the far side of the laser mesh are two Osiran Rocket Bots (see *Gamma World*, pg. 155).

ENCOUNTER – NANO-CHAMBER: The inner chamber of the compound contains an Osiran Battlepriest and eight Osiran Zombies. Once the chamber is breached by the PCs, one of the zombies will pull a lever on the far wall, sending cascades of electricity into the nano-embalming vats and activating the nano-mummies in the vats (who will emerge on the next round).

(The nano-mummies are Peter and Bruce from the Ford Family Bunker (Encounter 3)).

Osiran Battlepriest		Level 3 Artillery (Leader)
Medium Natural Humanoid		XP 150
Initiative +4	Senses Perception +4; darkvision	
HP 36; Bloodied 18		
AC 17; Fortitude 13, Reflex 15, Will 15		
Speed 6		
Firestave Bludgeon (Standard; at-will) ♦ Weapon, Fire		
+7 vs. AC; 1d8 fire damage		
Firestave Orb (Standard; at-will) ♦ Weapon, Fire		
Ranged 10; +6 vs. Reflex; 1d10 + 3 fire damage		
Firestave Blast (Standard; encounter) ♦ Weapon, Fire		
Close blast 3; +6 Fortitude; 1d10 + 3 fire damage. Miss: Half damage.		
Power Burst (Minor; encounter)		
close burst 10; robotic allies in the burst gain 5 temporary hit points and shift 1 square		
Robotic Micro Control (Minor; at-will)		
One robotic ally within 10 feet can shift 1 square as an immediate reaction.		
Energy Shield		
The battlepriest gains a +2 bonus to all defenses against range and area attacks.		
Str 9 (+0)	Dex 16 (+4)	Wis 17 (+4)
Con 12 (+2)	Int 9 (+0)	Cha 12 (+2)

Osiran Zombies		Level 1 Minion
Medium Natural Animate (Undead)		XP 25
Initiative +3	Senses Perception +2, darkvision	
HP 1; a missed attack never damages a minion.; a missed attack never damages a minion		
AC 16; Fortitude 13, Reflex 14, Will 13		
Immune disease, poison		
Speed 6		
Claw (Standard; at-will)		
Melee 1 (one creature); +6 vs. AC; 4 damage		
Rotten Flesh Glob (Standard; at-will)		
Ranged 15 (one creature); +6 vs. Fort; 3 damage, and target is weakened (save ends).		
Str 15 (+2)	Dex 17 (+3)	Wis 14 (+2)
Con 13 (+1)	Int 3 (-4)	Cha 3 (-4)

Osiran Nano-Mummies		Level 3 Brute
Medium Natural Animate (Undead)		XP 150
Initiative +2	Senses Perception +1, darkvision	
HP 54; Bloodied 27		
AC 14; Fortitude 14, Reflex 12, Will 11		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8		
Bite (Standard; at-will) ♦ Necrotic		
Melee 1 (one creature); +7 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller.		
Death Jaws (Immediate Reaction; at-will) ♦ Necrotic		
The Osiran Zombie makes a bite attack against a target within its reach.		
Zombie Weakness (Immediate Reaction)		
Any critical hit to the zombie reduces it to 0 hit points instantly.		
Str 16 (+4)	Dex 13 (+2)	Wis 10 (+1)
Con 14 (+3)	Int 1 (-4)	Cha 3 (-3)

NANO-VATS: These have no effect on Osiran Zombies or Nano-Mummies. If living creatures are thrown into the vats, the vats make a +7 vs. Fortitude attack. On a hit, the creature is immobilized (save ends) and must make a death save each round (even if they have positive hit points).

The vats can be used to turn living humanoid in Nano-Mummies and dead humanoids into Osiran Zombies, but this requires a hard Mechanics check. (Any creatures so created will still be slaved to the Lesser Emperor and his battlepriests. It would require the the Lesser Emperor's slave key and a hard Mechanics check to re-key the system.)

REWARDS:

- 1 Omega Tech card per PC.

CLUES:

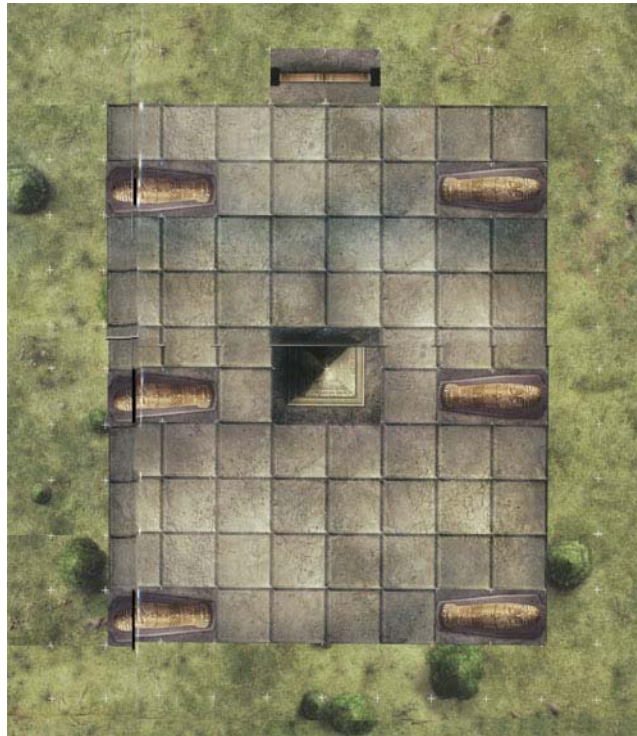
- Margerie and Timmy are shackled to the wall of the inner compound. They can tell them about the assault on the Ford Family Bunker (Encounter 3).
- Radio Communique on one of the computer banks (which scrolls only Egyptian heiroglyphics). If the heiroglyphs can somehow be translated, it an give a lot of details about their goals and origins. Even without a translation, however, the system has automatically triangulated the origin of the signal — the Tomb (Encounter 5) — and a hard Nature check will pinpoint the coordinates.
- Holographic Map, carried by the battlepriest. If activated, it will show the location of the Crater (Encounter 2). An inventory of the equipment taken from the crater is included (showing that several sarcophagi are not accounted for at this facility) and a warning about the scarab beetle left to guard the crater.

Encounter 5: The Tomb

BACKGROUND: The Lesser Emperor brought six Osiran sarcophagi to this abandoned building and had them installed. As nano-mummies are processed from the Nano-Embalming Compound (Encounter 4), they will need to come here and rest in a torpor for a week in order to stabilize their neural-physical interfaces.

Nano-mummies who go through the full period of torpor will be more powerful than the ones seen in this adventure.

LAY OF THE LAND: This encounter was designed for a battlemat from *Into the Shadowhaunt*, which was given out at the 2008 D&D Worldwide Gameday. (If anyone knows an alternative source where people can find it, lemme know in the comments.)



ENCOUNTER – OUTER GUARD: Two Eyes of Osiris, two Osiran Rocket Bots (see *Gamma World*, pg. 155), and eight Osiran Zombies guard the entrance to the complex.

Eye of Osiris		Level 3 Artillery
Small Extraterrestrial Animate (Plant)		XP 150
Initiative +6	Senses Perception +3, darkvision	
HP 38; Bloodied 19		
AC 16; Fortitude 14, Reflex 16, Will 15		
Resist 10 fire, 10 radiation; Vulnerable 10 cold		
Speed 2, fly 10 (hover)		
Energy Razor (Standard; at-will)		
Melee 1 (one creature); +8 vs. AC, 1d6 + 5 physical damage		
Optic Blast (Standard; at-will) ♦ radiation		
Ranged 10 (one creature); +8 vs. Fortitude; 2d6 + 5 radiation damage, and target is blinded until start of the Eye's next turn		
Strafing Pass (Move; recharge ☼☼☼☼☼)		
The scout shifts its fly speed. It gains a +2 bonus to all defenses until the start of its next turn.		
Str 11 (+1)	Dex 20 (+6)	Wis 15 (+3)
Con 14 (+3)	Int 11 (+1)	Cha 10 (+1)

Osiran Zombies		Level 1 Minion
Medium Natural Animate (Undead)		XP 25
Initiative +3	Senses Perception +2, darkvision	
HP 1; a missed attack never damages a minion.; a missed attack never damages a minion		
AC 16; Fortitude 13, Reflex 14, Will 13		
Immune disease, poison		
Speed 6		
Claw (Standard; at-will)		
Melee 1 (one creature); +6 vs. AC; 4 damage		
Rotten Flesh Glob (Standard; at-will)		
Ranged 15 (one creature); +6 vs. Fort; 3 damage, and target is weakened (save ends).		
Str 15 (+2)	Dex 17 (+3)	Wis 14 (+2)
Con 13 (+1)	Int 3 (-4)	Cha 3 (-4)

ENCOUNTER – INNER GUARD: Two of the sarcophagi are currently occupied by nano-mummies. Once the outer guard raises the alarm (or sounds of combat are heard), the Lesser Emperor will activate the sarcophagi. On a 5+ recharge, the sarcophagi will open. Once both sarcophagi are open, the Lesser Emperor and both nano-mummies will move out to assist the outer guard.

Osiran Nano-Mummies		Level 3 Brute
Medium Natural Animate (Undead)		XP 150
Initiative +2	Senses Perception +1, darkvision	
HP 54; Bloodied 27		
AC 14; Fortitude 14, Reflex 12, Will 11		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8		
Bite (Standard; at-will) ♦ Necrotic		
Melee 1 (one creature); +7 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller.		
Death Jaws (Immediate Reaction; at-will) ♦ Necrotic		
The Osiran Zombie makes a bite attack against a target within its reach.		
Zombie Weakness (Immediate Reaction)		
Any critical hit to the zombie reduces it to 0 hit points instantly.		
Str 16 (+4)	Dex 13 (+2)	Wis 10 (+1)
Con 14 (+3)	Int 1 (-4)	Cha 3 (-3)

Lesser Emperor		Level 1 Solo Brute
Large Natural Animate (Undead)		XP 500
Initiative +0	Senses Perception +7, darkvision	
HP 128; Bloodied 64		
AC 15; Fortitude 15, Reflex 11, Will 13		
Resist 5 cold		
Speed 6		
Savage Blood		
While the Lesser Emperor is bloodied, he can score a critical hit on a roll of 17-20.		
Claws (Standard; at-will) ♦ cold		
Melee 2 (one or two creatures); +6 vs. AC; 1d12 + 6 physical damage. If the dragon targets only one creature, it can make this attack twice against that creature.		
Breath Weapon (Standard; recharge ☼☼☼) ♦ cold		
Close blast 5 (creatures in blast); +4 vs. Reflex; 2d8 + 4 cold damage, and the target is slowed (save ends). Miss: Half damage.		
Imperial Back Hand (Immediate Reaction; at-will)		
Trigger: An enemy hits the dragon while flanking it. Attack (Immediate Reaction): Melee 2 (triggering enemy); +4 vs. Fortitude; 1d12 + 4 damage, and the Lesser Emperor pushes the target up to 3 squares.		
Bloodied Breath (Immediate Reaction; encounter)		
Trigger: Lesser Emperor is first bloodied. Effect (Free Action): Breath weapon recharges and the Lesser Emperor uses it.		
Str 18 (+4)	Dex 11 (+0)	Wis 15 (+2)
Con 16 (+3)	Int 8 (-1)	Cha 8 (-1)

REWARDS:

- 1 Omega Tech card per PC.

Random Encounter: Osíran Swarmhounds

BACKGROUND: Two Osiran Swarmhounds (each containing eight Buzzswarms) appeared far enough away from the rest of the Osirans that they've escaped control and have been wandering free.

ENCOUNTER: There's a 1 in 6 chance of this encounter occurring while traveling between each location after the Roadside Ambush (Encounter 1).

The Osiran Swarmhounds wear battle armor which has been pitted and scarred. On the left shoulder of each is an acid-engraved Eye of Osiris.

Swarmhound		Level 2 Soldier
Medium Natural Beast		XP 125
Initiative +5 Senses Perception +8		
HP 36; Bloodied 18		
AC 17; Fortitude 16, Reflex 15, Will 14		
Speed		
Heelnipper Bite (Standard; at-will)		
Melee 1 (one creature); +7 vs. AC; 1d8 + 5 and target is slowed until the end of the swarmhound's next turn. +2 damage if target grants combat advantage.		
Takedown (Standard; recharge ⚔⚔⚔)		
Melee 1 (one foe which grants combat advantage); +7 vs. AC; 2d10 + 4 physical damage		
Swarmbelch (Standard; encounter)		
Ranged 10; +7 vs. Fortitude; 2d8 + 5 damage and a buzzswarm is placed in a square adjacent to the target. If this power has not been used prior to the swarmhound's death, it triggers when the swarmhound is reduced to 0 hit points.		
Str 17 (+4)	Dex 14 (+3)	Wis 14 (+3)
Con 12 (+2)	Int 2 (-3)	Cha 11 (+1)

Buzzswarm		Level 2 Minion
Small Natural Beast		XP 31
Initiative +3 Senses Perception +3, all-around vision		
Buzzing Swarm aura 1; Any creature in the aura is deafened and grants combat advantage.		
HP 1; a missed attack never damages a minion.; a missed attack never damages a minion.		
AC 16; Fortitude 14, Reflex 14, Will 14		
Speed 6, fly 8		
Stinging Cloud (Standard; at-will)		
Close burst 1 (all enemies in burst); +5 vs. Fortitude; 5 physical damage		
Str 11 (+1)	Dex 14 (+3)	Wis 14 (+3)
Con 14 (+3)	Int 1 (-4)	Cha 8 (+0)

CREDIT: Swarmhounds are from *Earth Delta*, designed by Lizard with art by Joshua Diffey. Check it out.

Handout: The Eye of Osiris

