

THE NEST



An X-Plorers Adventure For 3-5 players

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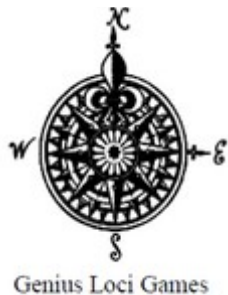
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Adventure Set-Up

The players have been hired by *Nostramo Waste and Salvage Management* to investigate why its facility on the planetoid 4L2V6 has gone dark.

Unknown to the players the facility was illegally storing radioactive waste in the cave systems of the planetoid. The consistent drilling of new access tunnels and storage rooms awoke a species which has over run the facility.

While in the Nostrome facility the players will be hunted by a special enemy-type known as an Infiltrator.

Infiltrator: HD 1d6; AC 16; Atk Bite (1d4+posion), slash (1d6); ST 14; MV 12; SPC Dark vision, move silently, walk on walls/ceiling; acid (2d6 2/enc), surprise+2; XP 75

Area 1 – Hanger Bay

Ceiling door for drop ship bay loading/unloading. Most lights out, emergency lights flickering and dying. Hatch leading into facility appears to have been unsuccessfully barricaded. Several dead bodies lay on the floor half eaten.

Area 2 – T Hall

Runs from hanger bay to waste processing and into crew quarters sections. No facility powered lights. 1d4 Worker Bugs.

Area 3 – Inprocessing

Processing area for radioactive waste to be stored by facility. While in this area players have the potential of

becoming sickened for 1d6 rounds (save negates). 1d4 Worker Bugs + 2 Soldier Bugs.

Area 4 – Secret Area – Contraband Storage

Contains crew contraband including 2x rifles(dmg 2d6/rds 250), 1x pistol (dmg 2d6/ rds 30).

Area 5 – Crew Quarters

Four bunks torn apart, contents of the room broken and shattered. 3 Soldier Bugs.

Area 6 – Command Quarters

Door is magnetically locked and requires a successful security check to open. Middle-aged woman on floor; dead, self-inflicted. Room contains 1x medical kit.

Area 7 – Mess Hall

Tables are over-turned and several dead bodies lay ripped and scattered on the floor. A large hole has been ripped into the northern wall revealing a secret tunnel. 2d4 Worker Bugs, 1d4 Soldier Bugs.

Area 8 – Secret Hall

Hall is constructed of smoothed bedrock. Halfway down is a 4-way intersection. On a roll of 6 the players encounter 1d4 worker bugs.

Area 9 – Illegal Storage 1

Cut out of bedrock this area contains unprocessed radioactive waste. Guarded by Android named Abel who will reveal the company's illegal dumping practices. Players can become sickened as in **Area 3**. If

players reveal they are not *Nostramo* employees Abel will attempt to kill them to maintain the company's illegal practices secret.

Abel: HD 2d6; AC 16; Atk Punch (1d6), Weapon (1d6); ST 14; MV 12; SPC Damage Reduction +1, Fast Reflexes +1 To-hit; XP 30

Area 10 – Illegal Storage 2

Cut out of Bedrock, this area also contains unprocessed waste. Players can become sickened as in **Area 3**. 1d6 Soldier Bugs

Areas 11 & 12 Cavern

Large natural cavern that appears to have been drilled into split by a small underground river. 2d4 Worker Bugs, 1d6 Soldier bugs.

Area 13 – Queen's Chamber

Large reversed C-shaped chamber filled with child-sized eggs and reeking of rot. 4d6 Larvae, 1x Queen Bug

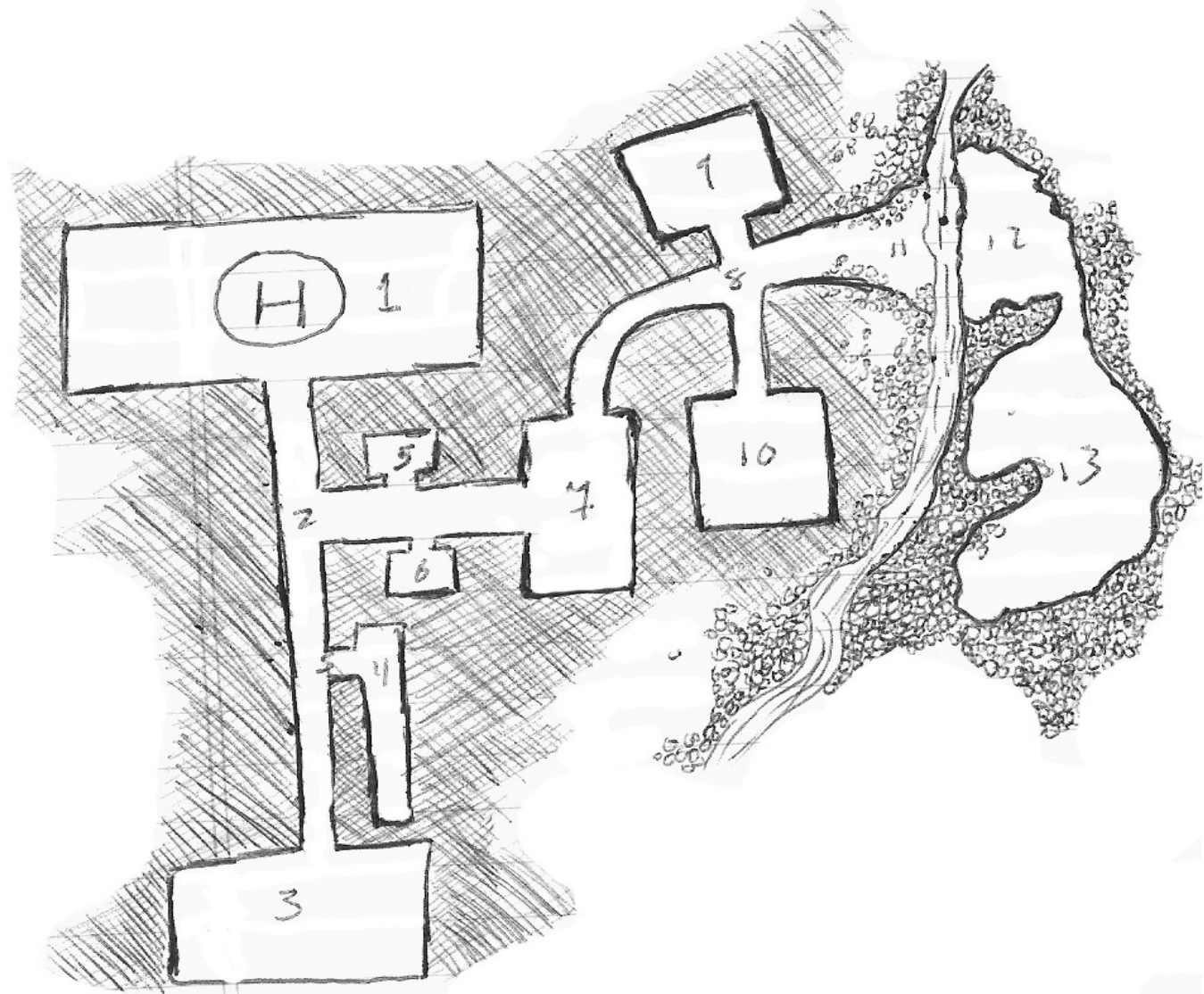
Creatures

Larvae: HD 1d4-1; AC 6; Atk Bite (1d4); MV 2; ST 19;SPC Vomit (1d6, 1/enc); XP 15

Worker: HD 1d6; AC 10; Atk Bite (1d4); ST 18; MV 4; SPC acid (2d6 2/enc), Stupidity; XP 11

Solider: HD 1d6+4; AC 12; Atk Bite (1d4), slash (1d6); ST 16; MV 9; SPC acid (2d6 2/enc); XP 30

Queen: HD 1d6; AC 16; Atk slash (21d6); ST 14; MV 1; SPC acid (2d6 4/enc), summon larvae (2d4 3/enc); XP 45



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