CHAPTER 5: FAMINE IN FAR-GO

ENCOUNTER 1:
SHUFFLING MENACE

ENCOUNTER LEVEL 2 (698 XP)

SETUP
8 herd zombies (Z), page 86
3 obb scouts (O)

The russet mold infecting Far-Go’s crops has a strange effect not only on the plants it fertilizes but also on the people who consume it, turning them into herd zombies. A mob of these creatures now shuffles through Far-Go’s streets.

When the characters enter the area, read:

Townspeople shuffle down the street, each filthy and seemingly drunk. As they draw near, you see that they have no eyes, only sockets filled with fuzzy brown mold. Three one-eyed bats hover above the crowd, screeching with anger at your presence.

TACTICS

The herd zombies stumble and shuffle to engage the nearest enemy. The obb scouts use obbtic blast against ranged attackers and strafing pass to escape return fire.

3 Obb Scouts (O)
Small extraterrestrial animate (plant) XP 150 each
HP 38; Bloodied 19
AC 16, Fortitude 14, Reflex 16, Will 15
Speed 2, fly 10 (hover)
Resist 10 fire, 10 radiation; Vulnerable 10 cold

Standard Actions

Wing Claw (physical) At-Will
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d6 + 5 physical damage.

Obbtic Blast (radiation) At-Will
Attack: Ranged 10 (one creature); +8 vs. Fortitude
Hit: 2d6 + 5 radiation damage, and the target is blinded until the start of the scout’s next turn.

Move Actions

Strafing Pass Recharge 4 5 6
Effect: 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)
FEATURES OF THE AREA

Illumination: Bright light during the day.

Stairs: A staircase leads down to a rubble-filled pit. Squares containing the stairs are difficult terrain. A character who falls into the pit takes 1d10 physical damage.

Trees: Each tree is 10 feet tall. The trees provide cover. Climbing a tree requires a DC 11 Athletics check. Creatures in the trees have concealment.

Streetlight: A large metal pole extends an arm over the street. Two streetlights hang from the arm. Climbing the pole requires a DC 15 Athletics check. A character can sever the wire holding a streetlight with an attack (AC/Fortitude/Reflex 8; hp 10). If the wire is reduced to 0 hit points, the light falls and the character makes the following attack against any creature in the square below it.

*Falling Streetlight* (physical) 2/Encounter

**Trigger:** The wire holding the streetlight is severed.

**Attack:** Melee 1 (one creature); +6 vs. Reflex

**Hit:** 1d10 physical damage, and the target falls prone.

Wrecked Car: An abandoned car sits in the street. It has enough gas to travel 10 squares. Entering the car is a minor action, and the car can hold four Medium or smaller creatures. Creatures inside the car have superior cover against creatures outside the car. Starting the car is a minor action, and moving it (up to its maximum distance) is a minor action. The driver can ram the car into enemies by making the following attack: Dexterity +3 vs. Reflex; 3d6 +3 damage, and the target falls prone.