

THE AQUARIUS

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SYNOPSIS

- At the beginning of the adventure, the players are hired by Randall Dolos to board *The Aquarius*, an Atlantean submarine docked in the Atlantean port of Azulholde.
- Once onboard, the players attempt to sneak through the ship to the detention level, where Telekinetic Extraordinary Kendra Verstand is being held captive, and free her from her cell.
- After some time, the players discover that *The Aquarius* has sailed away from port and has engaged in battle with a Magmarian carrier. They must find a way off of the ship, possibly by stealing a ship from the hangar bay.

AZULHOLDE

In peacetime, Azulholde was a rich and prosperous Atlantean port city, the trade hub of an oil-based economy centered around exporting the oil drilled at the Magmarian city *Oasis*. The great war, has changed everything. Fear of a Magmarian attack has driven the Atlanteans to lockdown the city into a rough and militarized stronghold.



Few ships arrive at the docks these days. Those that do only deliver weapons, fuel, and food. Outsiders are treated with suspicion and even hostility. Magmarians are likely to be arrested or attacked on the spot. Whispers in the city's criminal underworld say that the Atlantean battle submarine *Aquarius* is coming into port, with some extremely valuable cargo on board.

BACKGROUND

- Azulholde was once a rich and prosperous port city, the trade hub of an oil-based economy centered around the oil fields of *Oasis*. Ever since the war with the Magmarians began, however, the city has had a much harder time finding things to sell, and has deteriorated into a rough, militarized city. A gigantic, armored wall surrounds the entire area, and is well-guarded and consistently patrolled.
- *The Aquarius* entered port earlier that day to resupply and refuel. The submarine is under the command of Captain Blacktip, a cunning and cruel Atlantean. Blacktip has captured Kendra Verstand, an Extraordinary with telekinesis, and plans to deliver her to Atlantis once he is done at Azulholde. The Atlanteans are planning to weaponize the Extraordinary for use against the Magmarians, as they did in the last war.
- The Atlanteans are at war with the Magmarians. Leviloch, an important ship-building city for the Atlanteans, is currently under siege by the Magmarian general Ignatius Ferox.
- Randall Devos has been sent by the Iron Hand himself to Azulholde to steal Kendra from the Atlanteans and bring her to Artis, alive and restrained. He has been asking around the city's criminal underworld all day, but has not been successful in finding someone daring enough to board such a heavily guarded Atlantean ship.
- The Magmarian carrier *Incendus* is passing by Azulholde on its way to Leviloch to slow down any possible reinforcements sent from the city. If the *Aquarius* leaves on schedule, the two will cross paths.

“A VERY SPECIAL JOB”

- The players find themselves in a seedy underworld dive, The Salty Sawtooth. **Randall Devos** can be overheard quietly attempting to convince a dive patron, **Samson Irons**, who loudly refuses.
 - After overhearing the argument, the party may choose to make their way over to Randall and ask him what his offer is.
 - If the party does not directly approach Dolos, Samson may come over and warn them about “that shady figure over there,” maybe even letting them in on what he’s planning.
 - If the party does not engage with Dolos, he may seek them out elsewhere and attempt to elicit their help in a “secretive and high-paying job”
- Devos tells the party that he is looking to hire a group of mercenaries to sneak aboard the Atlantean battle sub *Aquarius*, which docked in port earlier that day, and retrieve some cargo which is very valuable to him. He will give them 300 credits each if they agree to the job.
 - If the party agrees, he will tell the party that the *Aquarius* is currently docked at Dock 7, and give the party the very simple instructions: **“Whatever happens, whatever you’re told, do not deactivate the chip.”** It will be difficult to extract any further information from him, such as who he is working for and why he needs the cargo. He says he will tell them when the job is complete.
 - Devos will also tell the party that they’re going to need a Level 5 clearance card to enter the detention area, which he doesn’t have.
 - If the party initially refuses, he will lean in closely and tell them that the ship’s “valuable cargo” is in fact a young girl named **Kendra Verstand**, who is being held prisoner by the Atlanteans, and that it would only be proper to free her.
 - He gives the players directions to Smelly Bob’s Stuff Emporium, where he says they can pick up **signal jammers**.
- Transition: the players agree to do the job and begin making their way down to the loading dock where the *Aquarius* is docked.

Randall Devos

- “I’d keep your voice down if I were you.”
- Chaotic Evil
- Appearance: Human, Tall, dark, slicked back hair, wears a trench coat. Left eye is cybernetic.
- Does: Talks in a low, gravely voice. Uses his cybernetic eye to see through things
- Secret: Doesn’t know as much as he pretends he does. Needs this job to pay back a debt to the Ironwing crime syndicate.

- Other: Carries a silenced pistol with +4 to hit. Looking for mercenaries to retrieve Kendra Verstand, on orders from the Iron Hand.

Samson Irons

- “I said no, goddamnit! That job is a damn suicide mission! I don’t care how many filthy credits you can offer me!”
- Appearance: Human, towering, bald, muscular.
- Does: Takes dangerous jobs and missions as a mercenary/bodyguard
- Secret: Is in some really hot water with Kenfeld’s gang. Moves from town to town because he’s worried about being tracked down and killed by them

SMELLY BOB’S STUFF EMPORIUM

- On the way to the docks, the players will pass Smelly Bob’s Stuff Emporium, which sells a variety of weapons and objects that they can buy to use on their journey.
- Smelly Bob’s Emporium Sells the basic DnD items and gear, but also sells some weapons and armor salvaged from the war.

Smelly Bob

- “Ah! What? Who is that? Are you the feds?”
- Chaotic Neutral
- Appearance: Human, short, long, greasy hair. Doesn’t wear shoes.
- Does: Worries about the Atlanteans cracking down on his illicit operation. Tries to sell things for much more than they’re worth.
- Secret: Doesn’t believe everything he says about the Atlanteans, but knows it’s the closest thing he has to a personality.
- Other: sells signal jammer, owns an emporium

THE DOCKS

- As the players leave the bar and walk down the street, a gigantic Atlantean **Armored Assault Walker** walks down the street on its way to the *Aquarius*. The party gets a good look at it as it goes by.
- At the dock, a large ramp extends from the shoreline to the *Aquarius*. **Armored Transport Walkers** are transporting huge containers of fuel and ammunition from the nearby warehouse, down the ramp, and into the open cargo bay. An **AAW** stands imposingly over the whole scene. A group of four **Atlantean Soldiers** pace the ramp.

- **Gary Trace**, AKA “Sneaky Gary,” will sneak up to those who linger around the docks and ask them if they are attempting to board the ship. He says he will tell them how to sneak onboard in exchange for 25 credits.
 - If the players are rude or confrontational, he will threaten to alert the nearby guards to the player’s presence.
 - If the players agree to his terms and pay him, he will lead them to the nearby warehouse.
 - The warehouse is home to **Warehouse Gus**, who can be easily bribed for 50 gold or otherwise convinced to allow players to crawl into the large shipping containers stacked in the warehouse.

Sneaky Gary

- “Hmmmmmm, my oh my, what have we here? A few no-good-doers sneakin’ around the docks?”
- Chaotic Neutral
- Appearance: tall, gangly, slinks more than he walks.
- Voice: sly, high-pitched, nasally.
- Does: stows away on ships, makes his money however he can. Threatens to alert the nearby Atlanteans.
- Secret: Is trying to get enough money to buy a ship and fly to Artis to make it big as a weapons smuggler.

Warehouse Gus

- “ZZZZZZ. Hm? Huh? ha? You wanna what? Oh, yeah, Sure, go ahead.”
- Neutral
- Appearance: Large, fat. Wears an oversized flak jacket and brown-colored clothes.
- Voice: low, sleepy, mildly drunk
- Does: oversees his warehouse, although somewhat lazily. Takes bribes to buy himself fancy booze.
- Secret: Is actually very sensitive about his weight.

ABOARD THE AQUARIUS

- (All directions in rooms are based off of the map being read face-up. This means that the left side of the room is towards the rear of the ship, and the right side is towards the front.)
- Hallways
 - Every time the players enter a new hallway, roll a D4. If you roll a 4, roll a D6 to select the group which they find.
 - 1. 2 Atlantean Soldiers
 - 2. 4 Atlantean Soldiers

- 3. 2 Atlantean Soldiers and a Heavy
 - 4. 2 Atlantean Soldiers and a Sniper
 - 5. 2 Atlantean heavy Soldiers
 - 6. 4 Atlantean Soldiers and an Officer
- Magmarian Boarders: If the Aquarius is not successful in repelling them, Magmarian boarders may force their way into the ship's hallways as well. Roll a d4 to determine who appears.
 - 1-2. 2 Magmarian Assault Troopers
 - 3. 4 Magmarian Assault Troopers
 - 4. 2 Magmarian Assault Troopers and a Magmarian Flametrooper
- 1. The Starboard Loading bay (120 x 60)
 - The right wall and ceiling have opened up completely to load cargo into the room. From high above you, a massive crane adds more containers to the stack. A loud, metallic clanking can be heard as a pair of ATWs walk back and forth around the hold, lifting and moving crates from the room where you are into the cargo hold next door.
 - The loading bay is simply the part of the ship where cargo is loaded in from the port. A control panel on the right wall controls a massive metal door that divides the cargo hold from the loading bay. Understanding this control panel will require an investigation check of 15 or a repair check of 10.
- 2. The Port Loading bay (120 x 60)
 - "You enter a pitch-black room. The room is silent save for the hum of the engine and the pounding of the waves against the side of the submarine. The sound of your footsteps on the concrete floors echo off of the steel walls."
 - A lightswitch near the door will easily illuminate the room, revealing it to be mostly empty save for a pair of empty shipping containers against the far wall and a sad-looking deactivated ATW. Against the right wall, there is a complicated control panel that can open a massive steel door into the cargo hold. Understanding this control panel will require an investigation check of 15 or a repair check of 10.
- 3. The Cargo Hold (225 x 60)
 - "You enter a gigantic room stacked with huge steel shipping containers. The right wall and ceiling have opened up completely to load cargo into the room. A loud, metallic clanking can be heard as a pair of ATWs walk back and forth around the hold, lifting and moving crates.
 - A steel-and-glass observation area sticks out from the right wall.
 - Below the observation area is a door into the ammunition elevator, which lowers crates of ammunition to the munitions storage on the 2nd level. (16)

- A large crane hangs from the ceiling, which can use magnets to lift and drop the storage crates. This powerful magnet, if activated, may also pull in other metallic objects nearby.
- The stacks of crates range from single crates to stacks 6 or 7 crates high. These stacks are difficult to climb, but can be climbed with a DC 10 Athletics check.
- The crates are bolted shut, although they can be pried open with a DC 15 strength check. Every time this is accomplished, the pair of Atlantean soldiers in the observation bubble must roll a perception check. If they roll above a 14, they may hear the crate being opened and come to investigate.
- The shipping containers can contain many things. Roll a d8 to determine what is inside.
 - 1. Barrels of munitions. In classic video game fashion, these barrels are highly explosive.
 - 2. Medical supplies. The crate is full of healer's kits, although many of them are not adapted for human biology.
 - 3. Fish. A gigantic pile of fish spills out of the crate. This shit goes everywhere. It smells so bad. Who even keeps fish in a crate? Was the whole crate just full of fish? It would seem so.
 - 4. Ammunition. The whole crate is full of ammo for guns. Each player can find about 30 bullets worth of ammo for their weapon of choice.
 - 5-8. Huge amounts of food rations, enough to feed the entire crew for days. All of it is covered in heavy preservatives, reeks of stale fish, and is near-inedible to non-Atlanteans.
- The control room against the right wall can be accessed by a tall ladder. Inside are two Atlantean soldiers and a control panel. Using this control panel in any capacity will require an investigation check of 15 or a repair check of 10. The control panel can do the following:
 - Open/close either of the loading bay doors
 - Activate/disable alarms
 - Open/close the outer loading bay doors
 - Control the munitions elevator
 - Manipulate the crane on the ceiling
- 4. Starboard Firing Bay: Anti-Aircraft (360 x 45)
 - A long, dark, narrow room. Around 25 AA gun mounts line the walls.
 - The room has 2 doors on the south side leading to the north hall, and one door each on the East and West sides.
 - When not in combat, this room is usually empty. When under attack, however, the room becomes crowded with gunners, one to a seat, as well as mechanics bustling about repairing systems.

- The room's position on the top of the submarine and defensive capabilities make it a prime target for attackers.
- 5. Port Firing Bay: Anti-Aircraft (360 x 45)
 - A long, dark, narrow room. Around 25 AA gun mounts line the walls.
 - The room has 2 doors on the north side leading to the south hall, and one door each on the East and West sides.
 - When not in combat, this room is usually empty. When under attack, however, the room becomes crowded with gunners, one to a seat, as well as mechanics bustling about repairing systems.
 - The AA guns are fed ammunition through ammo tubes in the floor. These tubes are linked to the munitions hold.
 - The room's position on the top of the submarine and defensive capabilities make it a prime target for attackers.
- 6. Ammunition Elevator (60 x 45)
 - The ammunition elevator transports huge crates of ammunition from the cargo bay to the munitions hold in the center of the submarine.
 - A control panel on the wall can cause the elevator to go up and down. Using this control panel in any capacity will require an investigation check of 15 or a repair check of 10.
- 7. Armory (60 x 30)
 - "The door opens with a hiss, revealing a small room stuffed to the brim with Atlantean weapons and ammunition. In the center of the room, 5 Atlantean soldiers suddenly whirl around to face you, looks of surprise on their faces."
 - The armory has 1 door leading into the barracks on its **East** wall, a door to the **North** hall, and a door to the **South** hall.
 - The armory is a difficult challenge to overcome, but can provide the players with some very good weapons if they choose to risk the dangerous enemies within.
 - Inside the armory are 4 Atlantean soldiers, a heavy Atlantean gunner, and an Atlantean sniper, who will react aggressively upon being surprised.
 - The armory has a large stock of weapons:
 - 2 Atlantean SR-52 "Stingray" snipers
 - 4 Atlantean MM-43 "Dolphin" rifles
 - 8 Atlantean micro-bombs
 - 4 Smoke grenades
 - 4 sets of Atlantean armor
 - 1 Atlantean Hydro-Pack
- 8. Soldier Barracks
 - The barracks have a door on each side of the room.
 - Common area: the central common area of the barracks is dominated by a large table ringed by chairs. Atlantean soldiers often use this table to play mentally

challenging games of chance in their free time. The table seats 5-6 unarmored Atlanteans, and may have a couple spectators watching the game. Currently winning the game is **Marlin**. His rival, **Tad**, is losing badly, and is rather upset about it.

- Hydro-chambers: The rest of the space is filled with rows of large tanks of water, within which Atlanteans are suspended in half-sleep. Like fish, Atlanteans never truly fall completely asleep. Half of their brain remains awake and alert. When doing anything in the room, players must make a stealth check. If they roll below a 6, nearby Atlanteans may be awoken by the noise and come out to investigate.
- ***Captain Marlin Bluetail***
 - Lawful Neutral
 - “That’s game! Sorry Tadpole, maybe your tactical abilities will improve before next time.”
 - Appearance: Atlantean, tall, stands up straight, walks with a saunter.
 - Voice: Loud, sauntering, swaggering.
 - Does: Talks about how smart they are in a jerkish fashion, always eager to prove his worth in a game of Stratagem.
 - Secret: Is incredibly insecure about everything else in his life. Being good at Stratagem is really all he has going for him.
- ***Private Tad***
 - Neutral
 - “Yes Marlin, well played. Again. You truly are mentally superior, aren’t you?”
 - Appearance: Atlantean, slimier skin than average. Eyes dart around the room nervously.
 - Voice: low, resentful
 - Does: complains about his stuck-up rival, Marlin. Loses at Stratagem and explodes if confronted about it.
 - Secret: Is planning on straight-up killing Marlin if he doesn’t stop being such an ass.

- 9. Mess

- A medium-sized room filled with long tables. 8-10 unarmored Atlanteans sit at the tables drinking from strange metallic cylinders.
- The mess has a door on each wall.
- Above each table is a tube connected to the ceiling. To use it, Atlanteans pull it towards them and press a button to dispense a chunky, slimy substance that smells terribly of fish. They put this in a cup and drink it while conversing with their shipmates. They call it “Squid Chum.” Whether or not is actually made of squid is unknown, but the Atlanteans despise it nonetheless. Their options, however, are unfortunately limited.

- Eating at the table is are two young Atlanteans named **Jetty** and **Mako**.
- **Recruit Jetty**
 - Lawful Neutral
 - “S-Sir? Is it true what I’ve read about Magmarians? Are they really that dangerous?”
 - Appearance: Atlantean, short, underdeveloped, young, wears a spotless recruits uniform.
 - Does: Talks in high-pitched, nervous voice. Worries about the threat of a Magmarian attack on the ship.
 - Secret: Never wanted to enlist in the Atlantean military, but thinks it will make his mom proud.
 - Other: Carries a silenced pistol with +2 to hit, as part of regulation.
- **Mako**
 - Chaotic Neutral
 - “Ha! I could fly circles around you with my eyes closed, bottom-feeder. Want me to prove it?”
 - Voice: Haughty, loud, laughs a lot.
 - Appearance: Short and young, but confident. Wears an Atlantean pilot’s uniform with burn marks that he refuses to clean off, as they are his “battle scars”
 - Does: Boasts about his accomplishments, challenges other Atlanteans to races. Challenges anyone who he sees as doubting his abilities. Talks about how easily he could outfly Typhos
 - Secret: Has only ever flown training or patrol missions, and never actually seen combat. Idolizes Admiral Typhos above all others.
 - Other: +6 Flying +4 Repairs. Has a favorite Manta-fighter “Blue Zephyr,” named after Admiral Typhos’ own ship.
- 10. Officer’s Quarters
 - Common area: In the center of the officer’s quarters is a holographic table. Displayed on the table is a map of the ocean surrounding *The Aquarius*. Investigating this map will reveal a red dot to the West of the submarine labeled as suspicious. This is the Magmarian carrier *Incendus*, although it is unlikely that anyone without a great deal of map-reading skill or knowledge of Magmarian ship movements will be able to deduce this.
 - Sitting at the table are two Atlantean officers: **Commander Moby** and **Commander Pike**. The two are both loudly complaining loudly about one of the new flight commanders brought on board: an Atlantean ace pilot named **Mako**, said to be able to rival the speed and skill of Admiral Typhos himself, who has

apparently been bossing around the ship's defensive crew to the point where they are considering taking it up with **Captain Blacktip**.

- Commander Moby's Level 5 clearance card is positioned on the table with his MM-43. Commander Pike's is still positioned in its sleeve holster.
- Hydro-chambers: The room contains 6 high-quality hydro-chambers, two of which have officers sleeping inside them. When doing anything in the room, players must make a stealth check. If they roll below a 6, they may be awoken by the noise and come out to investigate.
- **Commander Moby**
 - Lawful Neutral
 - "I've about had it with those stuck up pilots in the lower levels. Have you caught wind of what the new one has been saying recently?"
 - Appearance: Atlantean, well-pressed military uniform, undirtied by combat. Holds his hand near his chin as he talks
 - Voice: Haughty British accent.
 - Does: complains about the pilots downstairs, attempts to talk commander Pike into taking the issue up with Captain Blacktip
 - Secret: Isn't going to go to captain blacktip any time soon because he's scared of him. Keeps hoping other people will do it for him.
- **Commander Pike**
 - Lawful Neutral
 - Appearance: Atlantean, well-pressed military uniform, undirtied by combat. Gestures wildly when he talks
 - "Oh good heavens, yes! The little pond-swimmer is saying he can outfly Admiral Typhos himself. An unlikely story!"
 - Voice: Haughty British accent
 - Does: complains about the pilots downstairs, attempts to talk commander Moby into taking the issue up with Captain Blacktip
 - Secret: Is also scared of Captain Blacktip. Really hopes Commander Moby decides to talk to him instead.
- 11. The Bridge
 - "The entire room is a gigantic glass dome. Shafts of light from the surface of the water shine down into the bridge, casting wavering, watery shadows on the floor. The entire ocean, open and blue, stretches out in front of the submarine; clear, empty water for as far as you can see. In the center of the room, staring into the sea from upon his raised command platform, stands **Captain Blacktip**."
 - The bridge has one set of large doors on its West wall. These require a Level 5 clearance card to enter.

- The room is full of monitors and navigational equipment, positioned in a ring around the command platform. A crew of 16 Atlanteans work on the bridge, steering the ship, regulating the engine, and overseeing weapons systems.
- 2 Atlantean heavy soldiers and 2 Atlantean trident-wielders stand by the door. Each control console in the room has a button capable of triggering a ship-wide alarm.
- The bridge control consoles are difficult to understand. They will require a DC 12 repairs check or a DC 15 insight or investigation check to execute a command. Almost anything can be done from the bridge:
 - Control the ship's speed and direction
 - Open and close most doors on the ship
 - Control the ship's weapons and engines systems
- 12. Port Fuel storage
 - A set of massive pressure tanks fill the room. Pipes run from the tops of the tanks to the engine room.
 - A control panel on the wall can stop the flow of fuel. Using this control panel in any capacity will require an investigation check of 15 or a repair check of 10.
- 13. Engine Room
 - "The loud hum of the engine fills your ears and drowns out everything else. In the center of the room, a metallic cylinder spins rapidly. A small crew of Atlanteans stand at control consoles against the walls, pressing dials and checking gauges."
 - The most prominent feature of the engine room is, of course, the engine, which uses ultra-pressurized water to generate power for the engine and the submarine.
 - 4 unarmed Atlantean engineers are positioned at the command consoles and will quickly run if challenged. There is also an **Atlantean sentry** and **two Atlantean trident-wielders**.
- 14. Starboard Fuel Storage
 - A set of massive pressure tanks fill the room. Pipes run from the tops of the tanks to the engine room.
 - A control panel on the wall can stop the flow of fuel. Using this control panel in any capacity will require an investigation check of 15 or a repair check of 10.
- 15. Port Firing Bay-Broadside Cannons
 - The Broadside cannons use a pressurized water system to launch explosive-tipped missiles from the side of the submarine to hit enemy vessels. They are a critical part of the ship's attacking capabilities against larger ships.
 - The firing bay appears as a long, narrow room with large firing mechanisms for launching missiles from the submarine's broadsides. The area consists of 14 missile launch systems, all of which will be crewed by a team of two Atlanteans if the ship is in battle. These cannons can be manned with a DC 5 driving check.
- 16. Munitions Hold

- 15 unarmed Atlanteans and 1 ATW in battle
- 6 unarmed Atlanteans and 1 ATW otherwise.
- The munitions hold is the central area where missiles and ordinance is stored for the submarine's broadsides and AAs.
- A mechanical system pulls missiles from the munitions hold and feeds them into the broadside cannons. These systems are overseen by a crew of 15 or so Atlantean engineers when in battle. Otherwise, around 6 engineers will be present.
- The missiles are stored in specialized containers, forming aisles and rows that can be moved between. A group of mechanical arms, similar in design and function to a claw game, pick up these missiles and drop them into the proper transport tube to be launched from the broadsides.
- On the left side of the room, ammunition is delivered via the ammunition elevator from the cargo hold. A single ATW unloads the missiles and transports them to the proper location.
- 17. Starboard Firing Bay-Broadside Cannons
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- 19. Navigation Center
 - 4 Atlantean Officers
 - 4 Atlanteans
 - Entering the room requires a level 2 clearance card.
 - A room integral to the navigation of the submarine. The room is dimly lit, most light emanating from the various consoles around the room, indicating depth, speed, trajectory, and water pressure. 4 Atlantean officers and 4 Atlantean navigational crew man these consoles.
 - There is a central table in the middle of the room which displays a technical readout of the surrounding area. Around this central area are three large computer consoles.
 - Any of the three consoles can be tampered with to alter the submarine's speed, depth, or direction, although doing so will be difficult, requiring a DC 17 flying or driving check.
- 22. Holding Cells
 - 3 Atlantean Officers, 2 Atlantean soldiers, 2 Atlantean Sentries

- The holding cells is where the ship's prisoners are held. Entering the area requires a level 3 clearance card. Once inside, the players will find themselves in a control area. Present in this area are 3 Atlantean officers and 2 Atlantean soldiers.
- Beyond the control area are two hallways. Both halls are lined on either side with rows of holding cells. These holding cells consist of a duraglass plate in front of a bare, white room. The duraglass can be broken with a DC 18 strength check. The cells can also be opened from the control panel. A pair of Atlantean Sentries patrol the halls.
- The control panel requires a DC 10 intelligence check to operate. Each action will require the player to make the roll again. Also present on the control panel is an alarm button, which will lock down the area and call reinforcements to the holding cells.
- Kendra Verstand is being held in cell 1138 (Hall 2).
- In cell 1137, next to Kendra, is a former Magmarian berserker nicknamed "Blitz" and his cellmate, a magmarian officer named "Flare." (Hall 2)
- Spencer Sharp, "the knife," is in cell 1078. (Hall 1)
- Zachary Tevar is in cell 1544. (Hall 1)

NPC INFORMATION

Kendra Verstand

Kendra was an orphan trying to survive on the streets of Southpoint, using her kinetic displacement to protect herself and her friends from danger. After her abilities were noticed by a local Atlantean garrison, she was kidnapped and imprisoned aboard the Aquarius, where she's spent the past two weeks. Kendra is slow to trust and quick to catch on, making it difficult to hide information from her. With her chip removed, her telekinetic abilities make her a force to be reckoned with.

- Small Human, Chaotic Neutral
 - AC: 15
 - Hit Points 25
 - Speed 30 ft.
 - STR 12(+1)
 - DEX 14 (+2))
 - CON 16 (+3)
 - INT 12 (+1)
 - WIS 14 (+2)
 - CHA 15 (+2)
- Skills: Athletics +4, Sleight of Hand +4, Stealth +4, Deception +4
- Senses: Passive Perception 3
- Languages Atlantean, Magmarian, Common

- **Abilities**

- **Kinetic Displacement:** When Kendra is hit by an attack while using her charge action, do not apply the damage to Kendra's HP. Instead, keep track of it in a separate area.

- **Actions**

- **Charge:** Kendra prepares to absorb incoming attacks. If hit by any force or bludgeoning attacks, or any piercing or slashing attacks that will impact with a significant amount of force within the next turn, do not apply damage to Kendra's HP. Instead, keep track of the stored damage in a separate area. Kendra can only store kinetic energy for 1 turn. After that turn, Kendra must roll a DC10 constitution check to see if she successfully holds in the energy. If she fails the roll, she is forced to use her Kinetic Explosion attack.
- **Kinetic Punch:** Kendra uses her stored kinetic energy to deliver a devastating strike to an opponent. If the attack lands, apply half of the damage Kendra has stored in the past round to the attack, and reduce Kendra's stored kinetic energy to 0.
- **Kinetic Explosion:** Kendra unleashes her stored kinetic energy in an uncontrolled burst of sheer power. All targets within a 10 foot radius must make a DC10 evasion throw or be dealt d10 force damage for every 20 damage of Kendra's stored kinetic energy. If they succeed, they are dealt d10 damage for every 40 damage of Kendra's stored kinetic energy.

- **Roleplaying Information**

- Voice: sarcastic, admonishing
- Appearance: short, blonde hair in a pony tail, looks pretty beat up. Wearing dark t-shirt and jeans, has a metallic wedge sticking out of her neck.
- Kendra was an orphan trying to survive on the streets of Southpoint, using her Kinetic displacement to protect herself and her friends from danger. One day, a battle broke out between some local gang and Atlantean soldiers, during which she found herself caught in the crossfire after attempting to save her best friend, and sister Katt, who she misses dearly, and was forced to use her kinetic absorption to save her life. After her abilities were noticed by a local Atlantean garrison, she was kidnapped and imprisoned aboard the Aquarius, where she's spent the past two weeks. Kendra is slow to trust and quick to catch on, making it difficult to hide information from her. With her chip removed, her abilities make her a force to be reckoned with, although she has not gained full control over her power.
- Kendra has no interest whatsoever in serving the Ironwing Syndicate, and simply wants to be left alone to live her life and return home to her friend. If she discovers the party's true intentions, she will quickly become aggressive and attempt to escape by herself. Once freed, she will insist on having her chip

removed so that she may better help the party, and will assist in the escape if she can be sufficiently convinced that the party does not mean to sell her out.

- Convincing her of this will be difficult, however. A life on the streets has made Kendra slow to trust, and her cynicism will prevent her from readily believing any claims of altruism. She will respond well to appeals to friendship, or companionship. Alternatively, if the party can concoct a selfish reason for springing her free that doesn't involve the Ironwing syndicate, she may believe them and go along with their plan.

Captain Blacktip

“Battle stations, you lumps of pond-scum! Those Magmarian dogs can have this submarine when I’m dead!”

- Medium Atlantean, Lawful Neutral
 - Armor Class 17
 - Hit Points 60
 - Speed 30 ft.
 - STR (+4)
 - DEX (+4)
 - CON (+3)
 - INT (+8)
 - WIS (+2)
 - CHA (-2)
- Skills Athletics +4, Investigation +4, Survival +4
- Senses Passive Perception 3
- Languages Atlantean, Common
- **Abilities:**
 - **Tactician:** While Captain Blacktip is within sight range of units under his command, those units gain a +3 bonus to initiative rolls.
 - **Commander’s Strike:** Once per turn, as a bonus action, Captain Blacktip may select a friendly unit in his line of sight. That unit may make an instant unarmed strike or weapon attack.
- **Actions**
 - **Atlantean Trident:** Melee Weapon attack. +4 to hit. 1 target, 10 foot reach: 2d6 + 4 piercing damage. Versatile (2d8 +4)
 - **Trident Extend:** Melee Weapon attack. +4 to hit. 1 target, 15 foot reach: 4d6 + 4 piercing damage. The trident must be retracted after using this attack. Until it is retracted, the trident must be wielded with two hands.

- **Trident Retract:** Must be used after using Trident Extend before Trident Extend can be used again. Anything impaled on or stuck to the trident is violently yanked towards the wielder and incurs an additional 2d6 + 4 piercing damage.
- **Semi Automatic Pistol:** Ranged Weapon Attack. +4 to hit. 1 target, 50 foot reach. 2d6 + 4 damage.
- **Roleplaying Information**
 - Voice: A low, menacing snarl
 - Appearance: North Sea Atlantean: Pale blue skin, the top of his head-fin has been badly scorched by an explosion from the battle of Ganthorn.
 - Captain Blacktip was raised in the Northern Seas, unlike the reef Atlanteans that make up most of the Atlantean military and the crew of the Aquarius. The Northern Seas are harsher, rougher, and all-around far more dangerous than the warmer waters around the equator, and as a result, the North Sea Atlanteans that manage to reach adulthood are far more battle-hardened and tenacious than their tropical cousins. By the time he was 15 years old, Captain Blacktip, then called Imeq, had already single-handedly slain a Tiger Seal.
 - After joining the Atlantean military, Blacktip quickly rose through the ranks due to his determination and ambition, eventually becoming captain of The Delphin. In the first battle of the war, the Battle of Ganthorn, The Delphin came under heavy fire from the Magmarian carrier Caldera. Succumbing to his survival instincts, Blacktip abandoned ship and swam to safety, although his head frill is still heavily singed from the heat of the battle. Blacktip, now sporting his new nickname, continued to serve in the Atlantean military, and was placed in command of The Aquarius as a second chance to prove himself. Haunted by the guilt of abandoning his crew and failing as a Captain, Blacktip will stop at nothing to ensure that Kendra Verstand is delivered to Atlantis.

Captain Flare

“Hey you, scrawny arms! You wanna get out of here or not?”

- Large Magmarian, Lawful Neutral
 - Armor Class 17
 - Hit Points 35
 - Speed 30 ft.
 - STR 18(+4)
 - DEX 16(+3)

- CON 18(+4)
- INT 7(-2)
- WIS 7(-2)
- CHA 18 (+4)
- Skills Athletics +6,
- Senses Passive Perception 3
- Languages Magmarian, Common
- **Abilities**
 - **Relentless:** If Flare would be killed by an enemy attack, roll a D4. If he rolls a 3 or higher, he may continue fighting with 1 HP.
- **Actions**
 - **Haymaker:** +4 to hit. (1d4 +4) damage
 - **Commander's Strike:** Captain Flare may select a friendly unit in his line of sight. That unit may make an instant unarmed strike or weapon attack.
- **Roleplaying Information**
 - Captained the Magmarian battleship *Valiant* for 5 years. At the battle of Cape Kusini, the Valiant was overwhelmed by Atlantean boarders, led by Admiral Typhos. Captain Flare sealed himself in the bridge with Blitz and the rest of the vanguard, intending to keep the fight going as long as possible before going down with the ship. An Atlantean strike team breached the bridge before Flare could trigger the self destruct sequence, stunning Blaze and Flare with long-range shock rifles. The two awoke in cells aboard The Aquarius. Their goal is to find the other members of the vanguard, wherever they may be.
 - Flare is far more verbose and charismatic than his bodyguard, and quicker to trust. While his loyalties lie with the Magmarian military, he will easily understand and accept those who share his common enemy of the Atlanteans. He will happily work with anyone if it means getting his revenge.

Blitz

“You get any closer to the captain and I’ll crush your skull.”

- **Large Magmarian, Lawful Neutral**
 - Armor Class 15
 - Hit Points 50
 - Speed 30 ft.
 - STR 22(+6)

- DEX 12(+1)
- CON 19(+4)
- INT 7(-2)
- WIS 7(-2)
- CHA 8(-2)
- Skills: Athletics +6,
- Senses Passive Perception 3
- Languages Magmarian, Common
- **Abilities**
 - Relentless: If Blitz would be killed by an enemy attack, roll a D4. If he rolls a 3 or higher, he may continue fighting with 1 HP.
- **Actions**
 - **Multiattack:** Blitz makes two Haymaker attacks.
 - **Haymaker:** +5 to hit. (1d4 +5) damage
 - **Kick:** +5 to hit. (1d6 +5) damage
- **Roleplaying Information**
 - Blitz served as a member of Flare's vanguard aboard the Magmarian battleship Valiant for 5 years. At the battle of Cape Kusini, the Valiant was overwhelmed by Atlantean boarders, led by Admiral Typhos. Captain Flare sealed himself in the bridge with Blitz and the rest of the vanguard, intending to keep the fight going as long as possible before going down with the ship. An Atlantean strike team breached the bridge before Flare could trigger the self destruct sequence, stunning Blaze and Flare with long-range shock rifles. The two awoke in cells aboard The Aquarius. Their goal is to find the other members of the vanguard, wherever they may be.
 - Blitz speaks in a low, gravelly, voice when he does, occasionally, talk. He is wary of non-Magmarians, and will defend his captain to the death. His loyalty is to Flare and no others, and it will be impossible to get him to do anything that Flare is not on board with. If insulted, or if he believes the Captain to be threatened, he will respond violently.

Spencer Sharp "The Knife"

"Do you wanna know why they call me 'The Knife'? Because that's the only thing they ever find at the scene, and that's only cuz I let them"

- Medium Human, Lawful Evil
 - Armor Class 17
 - Hit Points 25

- Speed 40 ft.
- STR 12(+1)
- DEX 23(+6)
- CON 12(+1)
- INT 18(+4)
- WIS 16(+3)
- CHA 16 (+3)
- Skills Deception(+5), Intimidation (+5)
- Senses Passive Perception 4
- Languages Common
- **Abilities**
 - **Assassin:** Deal triple damage and roll with advantage against enemies who cannot see Spencer.
- **Actions**
 - **Punch: +1 to hit. (1d4 +1)**
 - **Celestial Alloy Dagger: +6 to hit. (1d4 +6) damage.**
 - **Smoke Bomb: Creates heavy obscuration in a 20 foot radius**
- **Roleplaying Information**
 - Spencer talks in Michael's best mobster accent. It's kind of a mix of New York and Boston. He talks about how good he is at what he does and his amazing reputation.
 - Spencer Sharp is one of the most dangerous assassins in the criminal underworld, notorious for his high kill count and stealthy methods. He was in the employ of the Roseblight cartel for 5 years in Artis, until a dispute over a bounty resulted in him killing the right hand man of the cartel leader, forcing him to flee the city. His skills and reputation did not escape the notice of the Ironwing Syndicate, who now employs him to carry out assassination missions against high-level targets. It was on one of these jobs in Azulholde, that he was captured and brought aboard the ship as a prisoner.
 - Spencer is not onboard to make friends, but he will gladly help those if he sees something in it for himself. As soon as the partnership has run its course, however, he will not hesitate for a second to stab anyone in the back, literally or figuratively. He will not be swayed by any ideals of loyalty to the Ironwing syndicate. He is only working for them because they pay better than anyone else.

Zachary Tevar

“Come on guys, hurry up. We’re busting out of here!”

- Medium Human, Chaotic Good
 - Armor Class 17
 - Hit Points 40
 - Speed 30 ft.
 - STR 17(+3)
 - DEX 23(+5)
 - CON 18(+4)
 - INT 14(+2)
 - WIS 14(+2)
 - CHA 16 (+3)
- Skills: Survival (+6),
- Senses: Passive Perception 4
- Languages: Common
- **Abilities:**
 - Extradimensional Travel: As an action, Zachary may open a portal into the Extradimensional Plane for himself. When he does this, he must make a DC 10 constitution saving throw or take 10 damage. Bringing additional people with him will require him to roll 5 points higher for each additional person. Traveling back into the surface dimension will require an additional action. When this action is used, consult the teleportation table:

Familiarity	Mishap	Similar Area	Off Target	On Target
Associated object	—	—	—	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False destination	01-50	51-100	—	—

- **Actions:**
 - Multiattack: Zachary makes two attacks.
 - Punch: +3 to hit. (1d4 +3)
 - Warp Attack: Zachary quickly travels through the Extradimensional Plane to emerge behind an opponent and attack within a single turn. He gains advantage on the attack roll. If he misses the attack, the next attack made against him may be made with advantage.
- **Roleplaying Information**
 - After the fall of Elysium, Zachary dedicated himself to ensure the safety and protection of all Extraordinary beings out in the world. He had attempted to use his dimensional traveling abilities to investigate rumors of Extraordinary in Southpoint, but had botched his entry and ended up exhausting himself from the effort, resulting in his capture and imprisonment.
 - Zachary is easy-going and friendly, but sticks to his beliefs. Upon finding out the group's purpose aboard The Aquarius, or the nature of their deal with Ironwing, he may become hostile. Knowledge of Kendra's Extraordinary abilities may encourage him to attempt to teleport off the ship with her, although he doubts he is in any condition to do so.

Captain Carbus

“Save your vile breath, Atlantean scum! We show no mercy and take no prisoners!”

- Large Magmarian, Lawful Neutral
 - Armor Class 15
 - Hit Points 50
 - Speed 30 ft.
 - STR (+4)
 - DEX 12(+3)
 - CON 19(+4)
 - INT +3
 - WIS 7(-2)
 - CHA +3
- Skills: Athletics +4
- Senses: Passive Perception 3
- Languages: Magmarian, Common
- **Roleplaying Information:**

- Captain Carbus speaks with a deep, low growl of a voice. He was friends with captain Flare and was aboard the battle carrier Adranus when the Valiant was sunk, attempting to provide reinforcements. He, however, believes Flare to be dead, and will need to be convinced otherwise. Bringing up particular details about Flare or Blaze may persuade him, and prompt him to send over a Firebird class warship to pull the group out. Due to his inherently combative nature, arguing with him or being otherwise aggressive will be met with an even greater and more forceful response.

ENEMIES

Atlantean

Usually relying on technological weapons or strategic foresight to aid them in combat, unarmed, surprised Atlanteans are easily dispatched as long as they are unable to grab a weapon or call for help.

- Medium Humanoid
 - AC: 12 (Unarmored)
 - HP: 18(4d8+2)
 - Speed: 30ft, 120 ft. (Swim)
 - STR: 8 (-1)
 - DEX: 14(+2)
 - CON: 10(+0)
 - INT: 16(+3)
 - WIS: 10(+0)
 - CHA: 6(-2)
- Languages: Atlantean, Common
- **Abilities:**
 - **Slippery:** This creature will attempt to flee when its health is brought below half.
 - **Slick Skin:** Grapple attempts against this creature must be made with disadvantage.
- **Attacks:**
 - **Punch:** Unarmed Attack, +2 to hit. Reach 5 ft. 1 target. Damage: 1(1d4-1) bludgeoning.
 - **Throttle:** Melee Weapon Attack. +2 to hit. Reach 5 ft. 1 target. The target is now grappled.

Atlantean Soldier

Outfitted with standard-issue MM-43 “Dolphin” rifle and Atlantean armor, Atlantean soldiers are relatively easy to deal with, but dangerous in numbers or if taking a party by surprise.

- Medium Humanoid
- AC: 14 (Atlantean Soldier Armor)

- HP: 22(5d8+2)
- Speed: 30ft, 120 ft. (Swim)
 - STR: 8 (-1)
 - DEX: 14(+2)
 - CON: 10(+0)
 - INT: 16(+3)
 - WIS: 10(+0)
 - CHA: 6(-2)
- **Languages: Atlantean, Common**
- **Abilities:**
 - **Slippery:** This creature will attempt to flee when its health is brought below half.
 - **Slick Skin:** Grapple attempts against this creature must be made with disadvantage.
- **Actions:**
 - **MM-43 “Dolphin” Rife:** Ranged Weapon Attack. +2 to Hit. Range 200 ft. 1 target. Damage: 12(2d10 +2) piercing. 6 Ammo.
 - **Smoke Grenade:** Creates a heavy obscuration in 20 foot radius for 1 minute

Atlantean Trident-Wielder

Preferring melee combat to distance shooting, trident-wielders are well-trained in using the superior reach of their weapon to their advantage.

- Medium Humanoid
 - AC: 14 (Atlantean Soldier Armor)
 - HP: 26(6d8+2)
 - Speed: 30ft, 120 ft. (Swim)
 - STR: 12 (+1)
 - DEX: 14(+2)
 - CON: 10(+0)
 - INT: 16(+3)
 - WIS: 10(+0)
 - CHA: 6(-2)
- **Languages: Atlantean, Common**
- **Abilities:**
 - **Slippery:** This creature will attempt to flee when its health is brought below half.

- **Slick Skin:** Grapple attempts against this creature must be made with disadvantage.
- **Actions:**
 - **Trident:** Melee Weapon Attack. +2 to Hit. Reach 10 ft. 1 target. Damage: 7(2d6+1) piercing. Versatile: 9(2d8 +1)
 - **Extending Strike:** Melee Weapon Attack. +2 to hit. Reach 15 ft. 1 target. Damage: 12(4d6) damage. The trident is now extended. It has 15 reach, but can only be used in two-handed mode. This attack can only be used when the trident is unextended.
 - **Retract Trident:** The trident is now unextended. Anything stuck with the trident is forcefully yanked towards the trident holder.

Atlantean Officer

More seasoned and tactical than the soldiers they oversee, Atlantean officers use strategy and special maneuvers to improve the combat effectiveness of their fellow soldiers.

- Medium Humanoid
 - AC: 13 (Unarmored)
 - HP: 22(5d8 + 2)
 - Speed: 30ft, 120 ft. (Swim)
 - STR: 8 (-1)
 - DEX: 16(+3)
 - CON: 10(+0)
 - INT: 20(+5)
 - WIS: 14(+2)
 - CHA: 6(-2)
- Languages: Atlantean, Common
- **Actions:**
 - **Commander's Strike:** The Atlantean Officer may choose a friendly creature that can see or hear them. That creature can immediately make one unarmed strike or weapon attack.
 - **Suppressed Pistol:** Ranged Weapon Attack, +4 to Hit, Range 50ft, 1 target, Damage: 9(2d6 +3) piercing. 6 reload.
 - **Call Reinforcements:** The Atlantean Officer uses the communicator on their arm to trigger a call for help to all units in a 100-foot radius. This attack can be canceled out by a signal-jammer.

Atlantean Sentry

Clad in thick armor and wielding an extremely powerful hose as a weapon, Atlantean sentries are capable of dishing out incredible damage and taking a few hits themselves.

- **Medium Humanoid**
 - AC: 16 (Atlantean Sentry Armor)
 - HP: 30(7d8+2)
 - Speed: 30ft, 120 ft. (Swim)
 - STR: 14 (+2)
 - DEX: 14(+2)
 - CON: 12(+1)
 - INT: 16(+3)
 - WIS: 10(+0)
 - CHA: 6(-2)
- Languages: Atlantean, Common
- **Ability:**
 - **Magnetic Boots:** Magnetic boots anchor the Atlantean sentry to metal surfaces, negating the kickback value of their weapon when active. The boots give the Atlantean Sentry +5 against all strength checks made in an attempt to move them.
- **Actions:**
 - HC-74 “Orca”: Ranged Weapon Burst Fire Attack. Range 60 ft. All targets in a 15 foot area must make a DC 14 evasion saving throw or be dealt 12(4d6) bludgeoning damage and be thrown back 15 feet. 1 Ammo. 18 kickback.

Atlantean Sniper

Relying on precision, skill, and stealth, Atlantean snipers make full use of their biological advantages. If not properly anticipated and countered, they can deal critical damage to those they catch off-guard.

- **Medium Humanoid**
 - AC: 16 (Light Atlantean Armor)
 - HP: 18(4d8+2)
 - Speed: 30ft, 120 ft. (Swim)
 - STR: 8 (-1)
 - DEX: 18(+4)
 - CON: 10(+0)
 - INT: 18(+4)
 - WIS: 10(+0)
 - CHA: 6(-2)

- Languages: Atlantean, Common
- **Ability:**
 - **Slippery:** This creature will attempt to flee when its health is brought below half.
 - **Slick Skin:** Grapple attempts against this creature must be made with disadvantage.
- **Actions:**
 - **SR-52 “Stingray”:** Ranged Weapon Attack. +4 to Hit. Range 6000 ft. 1 target. Damage: 22(3d12) piercing. 3 Ammo. 10 kickback.
 - **Suppressed Pistol:** Ranged Weapon Attack. +5 to Hit. Range 50 ft. 1 target. Damage: 7(1d6 +4) piercing. 6 Ammo
 - **Smoke Grenade:** Creates a heavy obscuration in 20 foot radius for 1 minute.

Atlantean Rushdown Soldier

Utilizing a specially-designed advanced exoskeleton, rushdown soldiers are capable of moving blindingly fast and attacking with incredible speed. The skill and expense associated with the exoskeleton make these soldiers rare, but they can be incredibly dangerous if encountered.

- **Medium Humanoid**
 - AC: 16 (Light Atlantean Armor)
 - HP: 18(4d8+2)
 - Speed: 60ft, 120 ft. (Swim)
 - STR: 14 (+2)
 - DEX: 18(+4)
 - CON: 10(+0)
 - INT: 16(+3)
 - WIS: 10(+0)
 - CHA: 6(-2)
 - Languages: Atlantean, Common
- **Actions:**
 - **Multiattack:** Atlantean Rushdown Soldier makes three Armblade Slash attacks.
 - **Armblade Slash:** Melee Weapon Attack. +2 to hit. Reach 5 ft. 1 target. Damage: 5(1d6 +2) slashing.
 - **Armblade Stab:** Melee Weapon Attack. +2 to hit. Reach 5 ft. 1 target. Damage: 10(2d8 +2) piercing.

Magmarian Assault Trooper

Brave, brutish, and full of battle-rage, a Magmarian assault trooper is a formidable threat that an unprepared party will find a bit challenging to bring down.

- Large Humanoid
 - AC: 17 (Magmarian Soldier Armor)
 - HP: 35(7d10)
 - Speed: 40ft
 - STR: 20 (+5)
 - DEX: 12 (+1)
 - CON: 19 (+4)
 - INT: 7 (-2)
 - WIS: 7 (-2)
 - CHA: 12(+1)
- Languages: Magmarian, Common
- **Abilities:**
 - **Last Stand:** This enemy gains +2 to hit on all attacks and +2 AC when below 10 HP.
- **Actions:**
 - **FB-47 “Spitfire”:** +0 to hit, 15(3d10) bludgeoning damage. Must be reloaded after firing.
 - **Shoulder Charge:** +5 to hit. 8(4d4) bludgeoning damage.
 - **Incendiary Grenade:** Every creature in a 20 foot radius of where the grenade lands must make a DC12 dexterity saving throw or be dealt 16(4d8) fire damage.

Magmarian Flametrooper

More heavily armed than the standard assault troops, flametroopers wield a massive GLD-52 flamethrower and are clad in a thick layer of metal armor. Taking down one of these enemies, even by itself, will require coordination and smart thinking by a party.

- Large Humanoid
 - AC: 18 (Magmarian Flametrooper Armor)
 - HP: 40(8d10)
 - Speed: 20ft
 - STR: 20 (+5)
 - DEX: 12 (+1)
 - CON: 19 (+4)

- INT: 7 (-2)
- WIS: 7 (-2)
- CHA: 12(+1)
- Languages: Magmarian, Common
- **Actions:**
 - **GLD-52 Flamethrower:** All creatures in a 30 foot cube must make a DC15 dexterity throw or be dealt 8(2d8) fire damage.
 - **Incendiary Grenade:** Every creature in a 20 foot radius of where the grenade lands must make a DC12 dexterity saving throw or be dealt 16(4d8) fire damage.
 -