

Awaken my child, and embrace the glory that is your birthright -  
to be one with the eternal will of the Swarm.

# STAR CRAFT

## ZERG ROUTE

When the zerg first arrived in the Koprulu sector, they were unified by their absolute obedience to the zerg collective sentience known as the Overmind. The Overmind directed the actions of every zerg creature in the Swarm, functioning through a hierarchy of lesser sentients. Although the Overmind was primarily driven by its desire to consume and assimilate the advanced protoss race, it found useful but undeveloped material in humanity.

By taking a powerful terran psionic, Sarah Kerrigan, the Overmind evolved a new and unique creature: the Queen of Blades. After the protoss destroyed the Overmind during the invasion of Aiur, the Queen of Blades eventually came to dominate the Swarm.

It is years after the Great Brood War, during which the Zerg has lain in wait - in watching. The rest of the Sector has gone on about it's days, keeping a tentative eye on dormant hive clusters and exterminating what Zerg they can. But it will not be enough. It will never be enough.

James Raynor has begun to sow the seeds of rebellion against the Terran Dominion's tyrant lord, Arcturus Mengsk. And the Queen of Blades has stirred, beginning new & horrifying experiments as visions of a future shrouded in inky blackness come upon her. Before you may have been a stalwart, bright-hearted Terran or an enigmatic, erudite Protoss. But now it is time for you to crawl or fly as one of the relentless, terrifying Zerg.

It is October 2500. What will you do?

**"Make no mistake... War is coming. With all its glory... and all its horror."**

YOU ARE GIVEN: +1000CP

# ORIGINS

What face greets you upon gazing into the spawning pool?

**Freshly Born (Free):** You climb from the Spawning Pool, gasping for air. No memory and no connections in this galaxy, you must find your own fate - either by sticking with the Queen of Blades, or fleeing the hive cluster and making your own path. For Kerrigan made a mistake in creating you - you have a degree of free will anathema to any other Zerg.

Age: 1 hour old.

**Infested (50 CP):** Rise, soldier. You were once a regular Terran - had a life in the Terran Dominion, lived through the conflicts. And now, it seems that one of those factions within the war has laid claim to your life - The Zerg Swarm. You have been infested, to a degree similar to the infestation of The Queen of Blades or the as-yet-unseen Alexi Stukov.

Age: 1d8+22 years old

**Brood Leader (100 CP):** A Command-type Zerg, you were created for a two-fold purpose: Be capable of relaying Kerrigan's orders - both psionic and verbal - to the greater Swarm. To be an effective, independent unit - one who would preserve the Zerg against the dark fate the Queen of Blades foresaw. You can command a hive cluster as effectively as any Queen.

Age: 1d8 years

**Primal Zerg (500 CP):** Zerus. The homeworld of the Zerg - at least, the original Zerg. Amon came and took many of your brethren, warping them into a hive-mind and sending them out into the greater universe to hunt the Protoss. Whether you were born shortly afterward or saw it yourself, you are one of the few left behind - and have rebuilt a legacy of predatory conflict and wild law.

Age: 1d8 x 50 years

# LOCATION

You look up, greeted by the stars of a wide open galaxy.  
Roll a 1d8 to find out, or pay 50 CP to decide yourself.  
(Primal Zerg are insta-locked to Zerus)  
Which planet were you spawned on?  
Char can be selected for free.

## 1 & 2: Char

"If Hell ever existed - this is it. Oceans of fire, tectonic storms and an atmosphere that'll burn a man alive."

Char is a volcanic planet where the unprepared will die in droves. Now the primary hive planet for the Zerg, ironically it is the safest place in the Sector for you now.

## 4: Eldersthine

The homeworld of the gashyrr wasps, and now one of the primary Zerg hive planets. The wasps of this world were assimilated into the Swarm early, forming the Drones.

## 6: Tarsonis

Mengsk's plan to draw the Zerg to Tarsonis with a Psi Emitter worked - too well. It also attracted the Protoss, who once again purified the planet's surface with hot, energized blasts. Now you thrive amidst the wreckage of the Terran Confederacy, warring with the Dominion marines who strive to salvage what they can for the Emperor's new domain.

## 3: Zz'gash

An inhospitable desert world seemingly located just beyond the Koprulu Sector. It was here that the Zergling was synthesized from the planet's population of dune runners, and here that you were born - beyond the reach of Protoss or Terran pursuers.

## 5: Mar Sara

The key planet - the one whose invasion, infestation, and purging initiated the Great War. After the Protoss glassed Mar Sara, your hive cluster rose from its burrowed position and used the planet's relatively abandoned and forgotten position to rebuild its forces.

## 7: Aiur

The former home planet of the Protoss, the goal of a massive planetary invasion by the Overmind, and now a desiccated ruin - surrounded on all sides by wild, feral Zerg and Protoss insurgents. Your first sight on waking up is, in fact, the massive and closed eye of the dead Overmind.

8: Free Choice - Self-explanatory, one should hope?

## Zerus (Primal Zerg Only. Mandatory for Primal Zerg):

The home world of the Zerg, where Amon's dark machinations came to fruition in the form of the Overmind, whose own twisted plans still haunt the Koprulu Sector to this day.

# PERKS AND SKILLS



**Burrowing (Free):** The Zerg are noted for being able to hide themselves underground, and moving through it like it were water or sand. You gain the ability to do so - yes, even if ordinarily you're an aerial Zerg.

**Primal Evolution (800 CP. Free Primal Zerg):** Change is survival. Hunt, and survive. Stay still, and die. You follow the one law of survival that governs the Primal Zerg: That one will be consumed, and become a part of something greater than either. When you consume strong essence and add it to your own, you gain power for it - and evolve to include your foe's strongest attributes into your own biology. This is the heritage of the zerg - and you will forever acknowledge it, and every foe you have slain.



Note: Outside of Zerg form, the effects gained from Primal Evolution are heavily decreased - but still present.

# PERKS AND SKILLS

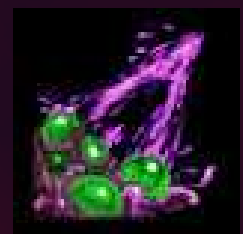
**Willful (100 CP. Free All But Primal Zerg):** You feel them in the back of your mind - the Overlords, and through them the Queen of Blades. She is calling to you, and you can accept this call at will - or forever stand defiant and free. Outside of this universe, far beyond the reach of the Queen and other zerg leaders, you will find that your decisions are easier to keep your own, and you can more easily stick to your own path.



**Parasite (200 CP. Discount Freshly Born):** You can create a small, Overlord-like parasite attached to any friendly individual. While this Parasite is alive, you can see through either it or the friendly target's eyes - and at intervals, activate various abilities of the Parasite: Covering the target briefly in reactive armor, creating a razor-sharp spine explosion from the friendly target, and granting the infested individual healthy amounts of regeneration.

**Spawner (400 CP. Discount Freshly Born):** You can spawn minor variations of the Zerg's major strains through sacrificing some of your biomass, who will follow your will like a tiny swarm of your own. Zerglings become smaller zerglings, Ultralisks become Pygalisks, you are essentially a swarm in and of yourself - just, severely downsized.

**Essence Spinner (600 CP. Discount Freshly Born):** You know the essence and DNA from which you were spun into existence from - and you know the exact strands with which to induce a variety of mutations & evolutions upon Zerg organisms under your control. With a simple feather from a cliff-jumping raptor, or the acidic spit from a predatory beetle, you can break down the essence and proteins within each of these to their building blocks, and re-assemble them into a strain fit for yourself - and for your minions. As a bonus, you can produce a simple, silk-like screen that allows you to manipulate these strains and magnify them into a view capable of being seen from even a simple, human eye. Said silk screen also allows you to manipulate these strands by hand.



**Parasite Note:** You cannot act by yourself while using Parasite, and will cover yourself in a small, slimy shell when doing so. If the Parasite dies, you and the friendly target will experience a brief amount of agony.

**Essence Spinner Note:** Though you are capable of viewing things on a microscopic level with this, it will purely be for biological purposes.

# PERKS AND SKILLS



## **Evolved Carapace (100 CP. Free Infested):**

Your durability since being Infested has gotten stronger, your skin turning into flexible chitin. Small arms fire simply thuds into this hide with impunity, not slicing any further, and you can take more damage before falling.

## **Evolved Carapace: Rank 2 (100 CP):**

You can now deflect even the razor-edged spikes fired by Marines, and can take significantly less damage from the high-powered rifles of Ghosts.

## **Evolved Carapace: Rank 3 (200 CP):**

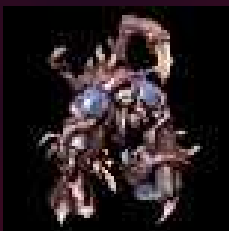
Your newly-developed chitin has become reactive - hardening in response to physical trauma and becoming capable of deflecting even tank shells.

## **Changeling (200 CP. Discounted Infested):** Zerg? What zerg? You are

capable of fooling any biological scanner & medical examination by sheathing your mutations - and anything else that could mark you as abhuman. You hide your alien nature easily, and can just as easily reveal it when the time is right.

## **Infestation (400 CP. Discount Infested):** You can spread the Zerg

infestation that claimed you through physical touch and ranged attack, rendering other organisms into either mindless thralls of the Swarm, or something more... For you see. The same strain that made you a highly-intelligent Zerg unit? You can spread to special individuals if you have the time and the patience necessary to infest them. This will render them an individual like yourself - intelligent, in command of all mental and physical capabilities - but Zerg in every way like yourself.



## **Monster I Am (600 CP. Discounted Infested):** Infested

Terrans always seem to reveal a peculiar trait - well, mostly the stronger ones. When forced to cast aside any semblance of diplomacy or humanity, an infested terran is a nightmare in a melee fight, and you exemplify this ideal to it's fullest extent. When the claws come out and you reveal your true nature in any sense of the word, you are capable

of tearing through bastion walls and armies of marines with impunity, using naught but your own strength and skill to rip through Crucio Siege Tanks & other, more heavily armored mecha. As well, you've... quite literally taken one of the Zerg's adaptations and made it your own - the exploding ooze that characterizes most Infested Terrans. Instead of turning yourself into a ticking time bomb however, you can use your claws and other developed mutations to inject this ooze - or simply slash with it - into enemies, who will shortly afterward find themselves detonating quite violently.

# PERKS AND SKILLS

**Vision (100 CP. Free Brood Leader):** You are capable of so much more, applying the lessons gleaned from your Queen of Blades and from the biological improvements done by the weaver of essence, Abathur. You can control many Zerg at a time, equal to that of a Broodmother, and can direct them and command them like an esteemed general. Above all, however, you have a drive - an ambition. You will see your Brood made great, and know what goals and objectives will aid in doing so.



**Tumor (200 CP. Discounted Brood Leader):** You can create creep tumors at will - the exact method is up to you. But once planted, the tumor will spread the Zerg creep like wildfire - and when commanded, one tumor can 'spawn' to create one other, making it spread by itself almost indefinitely. While on this creep, you move faster, regenerate quicker, attack at a higher rate, and any Zerg you command will be affected in much a similar manner. Your benefits from the creep seem to be slightly better than those of the base creep tumors.

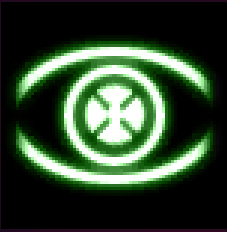
**Zerg Rush (400 CP. Discount Brood Leader):** It takes a quick mind, quicker reflexes, tactics, and flying on a prayer to ensure that a rush is successful. You have the first three in spades, and can multi-task across managing numerous Hives to ensure that they are continuously pumping out units. You can do these while, at the same time, ensuring those Ultralisks are properly backed up by a swarm of mutalisks, and that the hydras are staying out of siege tank range. WHILE making a baneling drop work to your advantage, and defending the main hive cluster and- Look. You get the idea.

**Psionic Waveform (600 CP. Discounted Brood Leader):**

The Zerg hivemind is based on a psionic wavelength - which has, in you, induced a surprising level of psionic strength. Between Jackson Hauler - the initiator of the Spectre Program - and Nova Terra, the current holder of the highest Psi Index rank, you sit comfortably. As well, your psionic potential will allow you to - with practice in use of power, technique, and precision - allow you to reach even higher feats.



# PERKS AND SKILLS



## **Primal Awareness (100 CP. Free Primal Zerg):**

You can sense it just by sight and smell - essence and DNA. You can easily find and consume these samples to later use to further your own growth and collection of strength, for the strongest of essences stands out like a beacon. You also are a true predator in your hunt of these - gaining increased senses, tracking ability, and mobility in dangerous terrain.

**Primal Hunger (200 CP. Discount Primal Zerg):** Your stomach is a crucible, and only the choicest prey can ever hope to keep it full. When you find something that you designate as your 'prey of choice,' you become a juggernaut - incapable of being stopped by any hunter or distraction. As well, your stomach... literally becomes a crucible, capable of digesting any form of biological material in moments, no matter it's composition (or decomposition).

**Primal Intuition (400 CP. Discount: Primal Zerg):** To be a Zerg is to acknowledge that you will be hunted at every moment of every day - and so your mind and reflexes have trained under this expectation. You can feel when danger is coming as if it were a simple breeze, and can react immediately upon detecting it. Good luck catching you unawares.

## **Primal Pack Leader (600 CP. Discounted Primal Zerg):**

Who's the boss? YOU'RE THE BOSS! You are equal to the strongest Pack Leaders on Zerus, and it shows. Compared to the average Primal Zerg, you are stronger, faster, more intelligent, simply a superior specimen in every shape and form imaginable. You can cow other Primal Zerg to follow your commands by sheer stature, and can use this to similar advantage when intimidating other organisms - often to a much easier extent. As well, you are... simply put, huge. When in Primal Zerg form, you can extend your total height to 23 meters, and this height even has an influence on any other forms you may take - at your discretion of course. You can either allow no influence, or anywhere between one foot of height added to the full 23 meters. To couple with superiority and size, you have one biological ability that outclasses everything else on Zerus - in a scale similar to Yagdra's volcanic spit or Kraith's barrage of razor-sharp parasites.



# RESOURCES & EQUIPMENT

**Overmind Model (50 CP):** A small, vinyl figurine of the Overmind. Possessing this figure gives you an unending 'playlist' that you can shut on and off with your mind, all of which is Zerg-themed music, straight from the minds of the Overmind and the Cerebrates.

**Credits (50 CP):** \$25,000 worth of Koprulu credits. Don't spend it all in one pla- Now. Now hold on a fucking second. You're a zerg, how the hell are you going to use this when you're liable to be shot to pieces on sight?! You know what, no. I take that question back. Just take it.

**Littlest Zerg (100 CP):** You have a small zerg specimen that is entirely docile, anything from a zergling to an ultralisk. This little zerg - barely the size of a corgi - is entirely docile aside from a playful, quizzical nature.

**Zerg Rush Vending Machine (50 CP):** How... odd. A Terran vending machine is now freely accessible by you, and for no charge you can hit any of the bright buttons and vend a different flavor of the new energy drink sweeping through Terran space - Zerg Rush. The vending machine never seems to run out of the aluminum cans, and the multitude of buttons unlock a large variety of flavors, from Baneling Blueberry to Zergling Zest.

**Resource Cache (200 CP):** A supply of minerals and vespene gas - the latter created by the fleshy, organ-like Extractors for ease of carrying by the Drones. Past your starting planet - and on later worlds (and in later universes) you are also aware of similar deposits. For an added 50 CP, you can ensure these same caches of resources will hold plentiful vespene gas, even beyond this universe's borders.



**Khaydarin Crystal (100 CP):** Though the Zerg do not make as much use of inanimate objects and tools as the other species of the Koprulu Sector, they can benefit from the Xel'Naga's crystals - with this being a prime specimen. Tuned to your psionic energy, by itself it allows you to recover from mental fatigue about a third faster than you normally would. As well, you can store a psionic charge within it to boost any similar powers you focus through it - the charge lasts for ten minutes and enhances powers by about 50%.

# RESOURCES & EQUIPMENT

**Spawning Pool (100 CP):** A pit of primordial ooze which contains the genetic makeup of the zergling. A core feature of any hive cluster, the spawning pools are all modeled after the first spawning pool on Zerus, where the very first zerg evolved. Somehow acts like a comfortable, high-class jacuzzi for other zerg lifeforms as well. Can be moved into your Warehouse if one so chooses.

**Empty Cocoons (300 CP):** A group of four cocoons typically woven by the zerg Larva, each is dense as plas-steel and about as tough. With the right hormone exposure, however, one can easily 'convince' one of the cocoons to turn the pulsating lump of proteins in it's core into one of a few Zerg organisms. An expended cocoon is replaced once per month.

**Defiler Corpse (150 CP):** The Defiler was phased out of the Swarm in a fell swoop after the Queen of Blades took control - for what reason, no one knows. However, the Defiler's essence and sequences are still held within this body - perfect to take for your own purposes, no?

**Chrysalis (400 CP. Discount Freshly Born):** A human-sized, pulsating chrysalis that... looks oddly familiar. Wait, you know why now. This was the same kind of pod that was formed around the one known as Sarah Kerrigan, where Abathur remade the Ghost into the Queen of Blades. Now, it seems, you can seemingly do the same - any organic subject around the size of an average human will go into a deep sleep when fastened into the Chrysalis, during which you can modify them to a level of detail only seen in individuals like Alexi Stukov. Although you will need the knowledge to properly utilize it, the Chrysalis gives all the benefits of a professional, well-funded surgery room in it's compact, organic form.

**Infested Command Center (400 CP. Discount Infested):** It seems like you weren't the only thing infested that fateful night. You are now the proud commander of an Infested Command Center - with poor Private First Class Timothy Drake serving as the basis for the Command Center's horrific purpose. You can command the intricately-woven Zerg flesh and Terran technology to produce clones - who will start out as mindless suicide bombers. As your prowess with the Command Center grows, you can create longer-lasting, intelligent clones, and even the monstrous, four-legged Abominations. The Command Center itself still has it's old thrusters active, capable of lifting off and landing anywhere directed.

# RESOURCES & EQUIPMENT

**Nydus Network (400 CP. Discount Brood Leader):** A small node that, when planted, grows into the biological subway system that is the Nydus Network. By growing and maintaining Nydus Worms, the Network is capable of deploying Zerg forces into areas thought safe from their assault, creating large tunnelways held upright by miles of skin and ribs. Upon completing burrowing duties, a Nydus Worm immediately begins producing creep as well.

**Essence Cloak (400 CP. Discount Primal Zerg):** A simple, ooze-like shell that fades to an almost glass-like consistency when slipped over an organic frame. So long as this so-called 'Essence Cloak,' the last remnants of a Primal evolved for stalking and stealth-based hunting, is in contact with your own flesh, you will find yourself nearly non-existent to any Zerg tracking methods besides eyesight and hearing. You give off no smell, cannot be detected by heat- or motion-tracking methods, and best of all: enemies capable of detecting the essence of a creature simply pass over you.

**Organic Database (600 CP. Discount Freshly Born):** It's a large, shell-encased... brain. The various wrinkles and lines within it seem to glimmer with green light, and aside from that it seems to be just odd. Within this brain, however, lies everything a growing leader of the Zerg could need to know: The genetic make-up and growth patterns of every Zerg organism ever, from the patterns of evolution that have resulted in the Zergling to the monolithic Leviathans used for inter-planetary travel.

**Psi Disrupter (600 CP. Discount Infested):** The infamous psi-disrupter - the machine developed by the UED to exploit a psionic hivemind and shred it to pieces. You have the schemata for it, and a small disrupter the size of a Buick that can project it's psionic-disruption field across a small town. Outside of the mechanics of this universe, the Psi-Disrupter holds to it's purpose, disabling psionic connections between organisms. As well, yours has the ability to weaken psionic abilities, as if mentally draining an individual with such talents.

**Psionic Node (600 CP. Discount Brood Leader):** A small, almost-dead brain with a series of tendrils that sink painlessly into the skin of any individual and 'synchronizing' with their nervous system. It will take a bit of time for the small node to properly synch, but once finished? A normal person will suddenly gain a Psi Index ranking of at least 6. An existing psionic waveform will instead find their powers drastically improved, allowing for greater feats of psionic control and prowess.

# UNITS

You can either obtain a Squad (different amount for each unit) to be used in this jump only, an Elite to be taken as a Companion, or you can import a Companion into said position for the cost of said Unit. One option can be taken multiple times.

**NOTE:** Primal Zerg that purchase Units / Companions in this manner will receive a Primal-themed equivalents - more sauroid than insectoid. Units and Elites can be purchased multiple times.

**Personal Zerg Strain (Free - OPTIONAL):** If this is chosen, your base Zerg form will be augmented by the characteristics of each Zerg unit you purchase - whether it's for an existing Companion, to obtain a Companion, or simply to command a squad. Will not make you a Zerg-breed based off companions imported via The Swarm Hungers, nor compatible with Baneling option.

**The Swarm Hungers (100/400):** Either you weren't the only one infested in such a unique way, or you were born as part of a pod. Either way, any Companions you have are now brought in the same method you are, and have the same Origin you do plus any freebies. 100 CP per Companion, or 400 to bring in a maximum of 16 Companions.

## Zergling (50 CP)

The smallest, most simplest (to the point of being able to birth two from a single cocoon), and fastest of the Zerg creatures - the Zergling is what one thinks of when the topic of the 'zerg rush' is brought up. Standing at one meter tall and capable of endless days of sprinting, zerglings form the majority of the Zerg Swarm, and are deadly even to the heavily-armored Marines.

- You can either stick with base Zerglings, or choose either of these two upgrades to apply to them;
- **Raptors:** Development of quadriceps and wings allows these zerglings to traverse tall cliffs and wide chasms in a single bound;
- **Swarmlings:** Heavily increased land-speed, obtain 3 Swarmlings every time one would obtain 2 Zerglings or Raptors.

-Clutch size: 16 - Swarmlings: 24

-Elite Zergling Note: Instead of being base zerglings, the Elites available are Devouring Ones - variants of the base zergling that take more damage before dying, hit harder, and are lightning fast compared to the zergling's native speed. 2 Devouring Ones per Companion Slot - 3 if Swarmling option is taken.

**NOTE:** Companions imported can benefit from Personal Zerg Strain.

**Note:** Yes, a Companion imported as a Zergling can split into two / three individuals. Note that their power isn't doubled or tripled in this regard, just that they can now direct it three separate ways now.



# UNITS

## Roach (50 CP):

The roach is a particularly tough, armored breed which possesses a high-speed regeneration ability when burrowed. Roaches evolved from the fast-healing zantar slug of Garrxax and became a widely-known unit in 2501. Limited to attacking ground units through the development of their shells, but long-range acidic spit and the two scythe-like claws on their shells make them a reliable unit even in the worst of times.



-Clutch Size: 4 Roaches.

-Elite Roach Note: Elite Roaches evolve into a Ravager. Ravagers maintain a lot of the Roach's benefits, but are now capable of so much more. A Corrosive Bile siege bolt allows them to destroy air units and even the Protoss force fields.

- From this point you can either stick with the base Roach, or you can upgrade Roaches to one of two sub-types.

- **Corpser:** Utilizing an ability inherited from the scantipede, a Corpser's attack is three-fold: First, the acidic spit melts away defences; Second, a parasitic grub spat out along with the acid burrows in; Third, upon target's death, two Roachlings spawn to assault all other non-Zerg units.

- **Vile:** Acidic projectile becomes a glue-like substance, which while burning away at the target will harden and crystallize - acting like a restrictive agent.

## Baneling (50 CP):

You can spawn a group of five of the Zerg's volatile Banelings at a time, as their suicidally explosive nature makes them ill-fit for being either an Elite Companion or a traditional Zerg 'clutch.' Banelings will roll about until they collide with a designated target, after which they will explode in a nova of acid - useful against both enemy units and defenses alike.

- From here, you can choose one of two variants to spawn at a time: The Hunters and the Splitters.

- **Hunter:** Colored a deep purple, and are capable of using their swift rolls and muscle spasms to launch themselves up tall cliffs and over other such obstacles.

- **Splitter:** Can spawn two, smaller Banelings on death, leading to three acid explosions from one Baneling.

-Clutch Size: 5 Banelings

-Can spawn these five Banelings once every three hours.



**Note: Banelings do not contribute to Personal Zerg Strain, and Companions cannot be imported as Banelings.**

# UNITS

## Hydralisk (50 CP):

The hydralisk is both sniper and infantry of the Zerg forces, being capable of launching their deadly needle spines at a high enough velocity to penetrate solid neosteel with ease. Up close combat sees them using their strong scythe claws and teeth, capable of a bite force of 5,000 lbs per square inch and lightning fast strikes. Perpetually peeved, pissed off, and every other emotion related to **SHEER AGGRESSION**.

- Unfortunately, there doesn't appear to be **any duo strains for the Hydralisk** - except for the two variants it can evolve into. (See Below)

-Clutch Size: 4 Hydralisks.

-Elite Hydralisk Note: Instead of a regular Hydralisk, you instead receive a Hunter Killer - a 'lisk who has been heavily improved. Every statistic of the Hydralisk has been multiplied by a factor of two, and it's aggression levels have been increased as a result. Nasty little bugger.



## Lurker (50 CP. Requires Hydralisk):

Although it can only attack while burrowed, the Lurker's salvo of ground-erupting spines that rip through soil like a chainsaw is capable of quickly devastating entire platoons of marines, and can even slice through the thicker armor of marauders and firebats.

-Clutch Size: 4 Lurkers

-Elite Lurker Note: When burrowed to attack, increases regeneration rate of all burrowed units in a ten-meter area.

## Impaler (50 CP. Requires Hydralisk):

The slower, more methodical variation of the Lurker, the Impaler makes up for it's slow, single-target attack speed by hitting with the force of a torpedo from underground. Particularly effective against armored units.

-Clutch Size: 4 Impalers

-Elite Impaler Note: The ordinary strikes of the Impaler are now capable of erupting the ground in a ten foot radius around it, making it unstable for enemy units and also opening tunnels for both future Nydus excavations and other underground ambushes.



**Note: One (1) purchase of Impaler or Lurker requires One (1) purchase of Hydralisk. Combined price of Lurker and Impaler is basically 100 CP.**

# UNITS

## Mutalisks (100 CP):

The Mutalisk has changed little from its original incarnation as the space-faring Mantis Screamer, and is one of the most feared Zerg units. Their high-pitched screams always herald the ricocheting, explosive Glave Wurms that form the Mutalisk's primary projectile. They can wheel about and fly as fast as any Banshee, making them a threat in the skies.



-Clutch Size: 2 Mutalisks

-Elite Mutalisk Note: There's no name for this type, but the Terrans refer to them as 'canny mutas.' While Mutalisks normally have no self-preservation instinct, the Elite Mutalisk you receive is capable of actively guiding and directing a pitched battle to its advantage, expressing almost abnormal amounts of intelligence. Also comes with a dramatically increased resistance to biological weaponry, including its own acidic blood.

## Viper (100 CP. Requires Mutalisk):

Carrying on the support role once carried by the Zerg Defiler, the Viper combines several vicious bio-weapons to weaken enemy forces and give an edge to the Swarm. This winged menace stores a thick, microbial soup within its abdomen, and can spray the viscous mixture into the air to create a cloying, sticky, thick miasma which clogs and obstructs ranged weaponry used by its enemies. Should it be necessary as well, the Viper can regurgitate its horrifyingly mobile & flexible intestines to grab a hold of - and drag back to its location - a hapless victim or ally.

This coupled with its ability to drain bioelectrical energy from both Zerg units and unfortunate biological victims in the form of a nourishing fluid, the Viper is a dynamic and crafty foe that can make even a simple swarm of Zerglings capable of taking on titans.



-Clutch Size: 1 Viper. Purchase counts as Companion.

# UNITS

## Corruptors (100 CP):

If an average Terran were to describe a corruptor to you, the image is almost comical: A giant, floating brain with tentacles dangling from it's rear end and a gnashing beak. Far more deadly than their appearance indicates, the zerg corruptors can seemingly spew an endless stream of caustic fluid, or a plasteel-piercing parasite spore that wreaks havoc on airborne foes. Their method of flight is... quite unique, as well - the organism regulating the growth of cancerous tumors in it's sinuous rear-tentacles that consume it's flesh (which regenerates just as quickly as it's consumed), and in doing so produces a powerful electromagnetic field. This field warps the gravity around the creature, granting it flight.



-Clutch Size: 3 Corruptors

-Elite Corruptor Note: Beyond a stronger carapace, brain matter that reacts to kinetic impacts by forming a dampening foam (don't ask, I don't know either), and increased flight speed, the Elite Corruptor companion is also capable of vomiting a glowing slime that weakens whatever surface it impacts - increasing the damage it's allies inflict.

## Brood Lord (50 CP. Requires Mutalisk):

These massive, manta-like flying creatures serve as aerial siege units for the Swarm, continuously spewing out symbiotic Broodlings that function as living ammunition with teeth and claws. Only seen in the largest of conflicts, the Brood Lords are a great danger to enemy installations - being able to regurgitate their living weapons at a range that far out-distances the explosive Missile Turrets and even a Ghost's sniper rifle.



-Clutch Size: 1 Brood Lord. Purchase counts as Companion.

# UNITS

## Ultralisk (150 CP):

The tank of the Zerg forces, the **Ultralisk** is a terrifying foe on the battlefield - using its four massive **Kaiser Blades** to sweep apart anything from siege tanks to barricades, chopping even the hardy **exo-suits** of the **Terrans** in half.

- You can either stick with the default Ultralisk, or choose between the **Noxious** and the **Torrasque**.
  - **Noxious Ultralisks** emit a constant cloud of acidic vapor, dealing area-of-effect damage to everything around them even as they cleave with their **Kaiser Blades**.
  - **Torrasque Ultralisks** gain stronger defenses, shrugging off even battlecruiser missiles as they gain a special ability - when killed, these **Ultras** spontaneously develop an iron-hard cocoon, regrowing from their shattered remains using nuclear & radiological components.

-Clutch Size: 2 Ultralisks

-Elite Ultralisk Note: **Blade Guardian**, upgrading their **Kaiser Blades** to **Monarch Blades** - dramatically increasing their reach and damage capability.



## Infestor (100 CP):

One of the more insidious new additions to the Swarm, the creature is more of an ambulatory nest than a single organism. Capable of seizing control of even a mechanical unit with a specialized **Neutral Parasite**, spewing an acidic fungal growth that paralyzes a target, and even regurgitating **Infested Marines** to fight on its behalf.

-Clutch Size: 2 Infestors

-Elite Infestor Note: Capable of regurgitating a node for the **Virophage**, a stationary siege construct of the Zerg that launches globules of stomach acid, which also carry the virus that infests **Terrans** and other biologicals.



## Drone (50 CP):

Derived from the **gashyrr wasp**, the **Drone** is noted to be purely a resource gatherer for the Swarm. Engineered with the ability to break down its own genetic coding, the **Drone** is capable of transforming itself into the many structures within a hive cluster. A transforming drone needs **creep** to provide nourishment and mass to support its new form.



-Clutch Size: 8 Drones

-Elite Drone Note: The **Drone** is capable of separating itself from the structure it 'transforms' into, allowing it to continue gathering resources and even create more structures. Unfortunately, the trade-off is that building metamorphosis takes twice as long as normal.

# UNITS

## Swarm Host (100 CP):

The Host has no weapons of its own, but can represent an army unto itself. Generated by the Infestation Pit, the Swarm Host is essentially a stone wall that spawns long-range, acid-spewing Locusts. A crawling monstrosity that represents the Zerg's attempts at creating more defensive measures, it and the Locusts it births are an effective force within one cocoon.



-Clutch Size: 4 Swarm Hosts.

-Elite Swarm Host Note: The Elite Swarm Host's shell has gained a tremendous boost to its tanking abilities, allowing it to shelter itself and its still-spawning Locusts from concentrated tank fire.

- From this point, you can select one of three options for the Swarm Host: Either stay with the base, or upgrade them into the Carrion or the Creeper Hosts.
- The **Creeper Swarm Host** is capable of deep tunneling and rapid movement through the soil on the same level as a Nydus Worm.
- Whereas the **Carrion Swarm Host** has augmented its base Locusts by making them capable of swift, Mutalisk-levels of flight.

## Queen (150 CP):

In the aftermath of the Brood War, Kerrigan re-spun the original Queen genetic strand - creating a new breed of monster. The new Queens are tougher creatures now, capable of exchanging projectiles with even the explosive bolts of a Banshee - and play a limited command role in nurturing and commanding Zerg nesting sites.

Queens are capable of pushing a primary hive into overdrive through biological signals and pheromones, making it produce more Larva per second. As well, they can expend some of their energy to infuse a zerg's natural regenerative abilities, making wounds seal up within seconds and restoring even an Ultralisk to fighting capacity. As well, Queens are the predominant method by which the Zerg spread their Creep - spawning the nodes from their large abdomens.



-Clutch Size: 1 Queen. Purchase counts as Companion.

# DRAWBACKS

Take, oh.... Hmm. You know, I don't think you're the suicidal type, are you? Can you So. Not enough points for you? **TIME FOR SUFFERING!** manage your own trials and tribulations? If so...  
Let's cap you at +1,000 CP

## **The Great War (+0 CP):**

Instead of being dropped into the interlude between the Brood War and the events of Starcraft 2, you start at the beginning of it all - the glassing of Chau Sara. You will be in this backwater speck of space from this point onward until the death of the Dark Xel'Naga, Amon.

- Freshly Born: Not much changes, except it's the Overmind whose voice you hear calling.
- Infested: You were seen as an exceptional individual on the same level as Kerrigan, and so you were sealed within a chrysalis and turned.
- Brood Leader: A cerebrate created you as a direct extension of their will, and from there your growth is uninhibited.
- Primal: Nothing changes, except you'll have to wait even longer for the Queen of Blades to come alone.

## **Zerg Quest (+0 CP):**

An odd quirk of fate, you were spawned alongside a... one of the few remaining Cerebrates. No, the **ONLY** remaining cerebrate - one that was created by the Overmind years ago to offset the Swarm's predictable nature. By not being attached to the rest of the swarm, this cerebrate would be a wild card. An unpredictable commander. And now? Well, you're working with it - and the very... kooky, personality-filled brood he commands. For you see, this Cerebrate... is named Anon.

## **Not Enough Minerals (+100 CP):**

You have the most difficult time obtaining minerals and gas of any sort, whether you are hounded by enemy Terrans trying to mine or some other issue comes up. Either way? You will be **STRAPPED** for resources.

## **Hivebound (+200 CP. Incompatible Primal Zerg):**

Your home hive cluster - no matter where it may travel - is now bound to your survival, for if the last hatchery or hive dies? You die with it.

# DRAWBACKS

## **Insufficient Biomass (+200 CP):**

No matter how much you chow down, you will find that you never seem to have enough biomass - warm, delicious organic material - to help fuel your growth or to aid you in producing more Zerg units. Not even your seemingly infinite stashes of food obtained from Khala-knows-where seem to be able to alleviate this issue.

On top of not having sufficient biomass for development or production, there remains also a... very unfortunate problem. Should you run out of biomass at any point in time, any Zerg units will be overtaken by an intense hunger - and will devour each other in a frenzy.

## **The Sons of Korhal (+300 CP):**

Arcturus Mengsk has long kept an eye on the Zerg Swarm, keenly aware of the damage they can wreak after he condemned Tarsonis. As such, he is now made aware of your presence as one of the new, higher zerg life-forms - and he isn't happy. You will be hunted by powerful Terran mercenary bands and squads of humanity's finest, to ensure that you will not be a threat to the tyrant's new regime.

## **Hostile Hive (+300 CP):**

It appears that one of the Broods has split from the primary Zerg Hive early, due to a quirk in their genetic strands that not even Abathur could clip and eradicate in time. In the presence of abnormal essence levels - or, more correctly, any essence levels higher than their own - the Saltcreeper Brood goes absolutely feral and bloodthirsty. Suffice to say? You're now currently on their menu. Good luck.

## **The Golden Armada (+300 CP):**

Regardless of your biological origins, your presence within the Swarm was noticed by the powerful fleet of protoss capital ships known as the Golden Armada. Fearing what you will do to add to Kerrigan's power-base, they now hunt you down - with all of their psionic and kinetic fury.

# DRAWBACKS

## **P E R F E C T I O N (+100. Freshly Born Only):**

Your brain was hand-developed during your growth to create a second being similar to Abathur - cold, calculating, efficient. And yet while Abathur acknowledges that perfection is a constantly-moving goalpost that cannot be caught, your brain chemistry was addled and believes differently. You will pursue perfection with single-minded obsession, in your own cold and disturbing manner.

### **-I M P E R F E C T (+200. Requires P E R F E C T I O N):**

You know that goal of perfection? Yeah, not only are you obsessed with pursuing it - but everything you create will decidedly not only be FAR from it, but will also violently rebel against you. Crafted objects and structures will crumble and explode violently, creatures will go berserk and attempt to kill their creator, you will NEVER reach perfection no matter what option you use.

## **Raynor and Kerrigan (+100 CP. Infested only):**

Before you were claimed by the Zerg - infested and turned into a powerful killing machine - you had a lover. Fate now conspires that when you are launched into action, you and this lover will come into conflict time and time again. They will eventually find a method of saving you from this fate - but will it work out is the question.

Should you be de-infested, for the remaining years of the Jump you will be unable to access any purchases made in this Jump until either re-infested, or the jump ends. If you have an existing Companion lover or spouse, you can choose to import them into this option.

### **-A Deadly Dance (+200 CP. Requires Raynor and Kerrigan):**

It seems the method of de-infesting you that was discovered as the best option? Is guaranteed to be fatal - and the loved one pursuing this method knows this and will go forth with it, believing that your death uninfested will free you from Kerrigan's grasp. Upon the de-infestation method's discovery, it seems the cosmos itself will work to aid them in their efforts.

## **A Lack of Vision (+100. Brood Leader Only):**

Zagara was defeated by Kerrigan due to a lack of vision, forethought, and tactics - a trait that while you don't share in as many spade-fuls as the blind Queen, you share regardless. You will find yourself miscalculating, underestimating, and making the wrong connections. You won't be crippled by your lacking, but inconvenience is the least of your worries.

### **-Just Not There (+200. Requires A Lack of Vision):**

Okay no, be worried. You're far worse than Zagara in literally every aspect. You might be intelligent, but you utterly fail to use your intelligence - failing to capitalize upon an enemy's weaknesses, failing to manage and maneuver yourself and those forces you control to victory, failing to manage your resources, failing to consider all options, failing to take advice, failing at leadership PERIOD. YOU ARE THE WORST BROOD LEADER.

# DRAWBACKS

## Eating Disorder (+100. Primal Only):

You have a fascination with collecting essence - to the point where it's one of the main driving forces in your life, alongside anything else. You'll connive, you'll devour, you'll steal, you'll backstab, all to get just one more ounce of essence to fuel your evolution. Thankfully you at least keep it in your brain and know how to rein your appetites in.

### -FEEDING FRENZY (+200. Requires Eating Disorder):

OH BOY, NEVERMIND. You are a flat-out incarnation of gluttony - you live to eat. And eat. And eat. And eat. And eat. And eat. Until nothing remains - and then you'll move on to greater pastures to eat more essence. Companions are not food - but you'll consider it. Ooooh is it tempting. Your stomach's growling at the thought.

## Peppery (+400 CP):

Regardless of your biology & strengths, you were rendered to be a hybrid of one of the Zerg's most volatile creatures - the Baneling. Your death will herald a violent acidic explosion that will render you, and everything else around you, into a pepper-y sludge. However, it also means you will die if you so much as even think about exploding. Coupled with that, it seems that just about every form of bad luck imaginable will conspire to make you explode.

## Hybrid (+400 CP):

Emil Narud sampled part of you before fleeing, through mercenary contracts or otherwise. He is the primary creator of Amon's hybrids, and he has created a truly terrifying specimen of a Hybrid through synthesizing your tissues. You have a dangerous rival now, for Narud wants more - and he has sent his creation after you, which wields all of your biological and psionic powers against you.

## Slow Evolution (+500):

Every time you want to evolve or change into another shape, you cocoon up in a very obvious way and are defenseless during this stage. Small changes take 24 hours, and big changes take upwards of weeks. If the cocoon is breached at any point during this change, you will die. Interruptions will leave you weakened and drained, anywhere from a week or a month.

# DRAWBACKS

## HE IS RISEN (+600):

The shapeshifter Narud would have manipulated the rebel James Raynor, the crown prince Valerian Mengsk, and countless other moments and trials to ensure that the Xel'Naga Artifact cleansed the Queen of Blades, and expelled all of her psionic energy. A Hybrid, placed in a secluded location, would have sapped away that psionic energy as it was dispersed. All of this would be put towards resurrecting the dark, fallen xel'naga: Amon.

Now? He has no need of it. You will awaken to find that all of your powers are gone - except for your Zerg-given abilities. And the stars will darken - for Amon has awoken. Your powers were Narud's tool in resurrecting his master. Your access to the Warehouse is cut off, and any Companions you have brought along will find themselves equally brought down to their Zerg level.

He will bring the end of all things - unless you know how to stop him.

# THE END

## Planetfall

With the events that transpired, you are... tired. Tired of all of this. You return home - the place where it all began. Everything you have acquired up to this point is still with you.

## With Friends Like These...

You opt to stay within this universe, with whatever allies or enemies you have garnered. Your future here can still be built, and there is boundless space far beyond the Koprulu Sector to explore.

## The Crucible

It's time to move on - neither going back nor staying put. As Dehaka claims, to stay still is to die. You carry on on your adventures.

**“Game Over, Darlin’.”**

# NOTES & CLARIFICATIONS

-Yes, I am aware that if one goes to Zerax and submerges themselves in the Primordial Spawning Pool in a manner similar to Kerrigan, you will become a Primal Zerg. Is that something I should've figured / factored in earlier? Yes, but too late for that shit now. Let me just advise that Kerrigan was 'supposed' to have died, but due to plot contrivances- I mean her hatred for Mengsk (even though she left Brood War on the note that Mengsk was not worth the trouble).

So in short: make sure you have good biological durability / willpower / I don't fucking know to make sure you survive.

And no, I have no idea why anyone should buy the Primal Zerg origin if you can just Primalize yourself via the Pool. That could just be my cynical and depressing side talking though.

-I've been mum on trying to put down exact numbers regarding 'number of Zerg controlled' via certain perks, but there've been enough questions asked that I'm just hashing this out as a rough guideline - you don't need to follow any of it if you don't want to.

Vision: 200 supply (average game's worth) of Zerg units\*

Zerg Rush: 500 supply (2 1/2 game's worth) of Zerg units\*

Queen + Personal Zerg Strain: 150 supply of Zerg units\*

\*all of this taking into account absolutely no psionic bonuses, as controlling that many zerg will take a toll on the mind (it's why the Overlords are still a thing - they reduce the mental load of all those minds).

Again. You don't need to take it as official, please don't scream at me for restricting you to below Queen of Blades' level of control. Like I said with the \*-note, those numbers aren't taking into account a few details.

-The Infested Command Center allows for producing old, Starcraft 1-era suicide bomber Terrans, the newer SC2 Infestor-spawned Zombified Terrans, and the centauroid Abominations. All based on Timothy Drake. Who's Timothy Drake? That's up to you.

# FINAL NOTE

A general rule: You will be unable to obtain Xel'nagahood within this jump - primarily as because of Chris Metzen's turning it into a plot device to turn Kerrigan into a literal Capital-G God, which is far above anything available within this jump alone and creates a balance issue for me to deal with. But it's not banned quite the way you think it is...

Upon completion of this jump you will find a floating green Ihan Crystal manifesting either in your Warehouse, or in some form of your possession - nigh inconspicuous. Touching it causes a small screen to pop up, floating a few inches off of it's surface. On it will be a small portrait of Sarah Kerrigan, with a green checkmark on one corner. Should you have already completed the Terran or Protoss jumps, you will already have this - and checking it will reveal the Queen of Blades' picture added to the roster.

And in the background of that screen, a large, vaguely defined pyramid floats. Reminiscent of a place found in the most hellish rift in the Koprulu Sector. Reminiscent of the Cradle of Life - Ulnar...