

INVADERS from BELOW™



by Scott Paul Maykrantz

INVADERS FROM BELOW™

INTRODUCTION	2
Overview	2
Non-Superheroes vs. the Subterranean Menace	3
THE ORIGIN OF SUBTERRA	4
From Wyrms to Earth	4
Creating a Home Beneath the Earth	5
Time Line	7
SUBTERRA	8
Light	8
Weather and Temperature	8
The Fungus	8
The Great Cave	9
The Underlands	16
The Downroads	17
LIFE IN SUBTERRA	18
THE SUBTERRANS	21
Subterrans	21
THE DARKLINGS	25
King Earthwyrms	28
Cornerstone	29
Crawler	30
Crystal	31
The Dungeoneer	32
Echoer	34
The Ghoul	35
Corpse	35
The Golem	36
Grayshape	38
Madame Zhalla	39
Minotaur	41
Mole	42
Rumbler	43
CAMPAIGNING	45
Who Knows About Subterra?	45
How Many Subterrans are There?	45
Subterranean Allies	45
The Invasion	46
Preventing the Invasion	47
Game Mechanics Under Ground	48
SCENARIOS	49
Using the Darklings in the Scenarios	49
PRE INVASION SCENARIOS	50
The Man in Black	50
Smithtown	52
Meltdown	53
Subterra Explored	54

INVASION SCENARIOS	56
City Under Siege	56
Guerilla War	57
The Flood	59
Ground Zero	60
Other Options	61

DEDICATION

Thanks to Rob Bell for his invaluable assistance, to Kevin Mayfield for helping to make Champions one of my favorite Games, and Edgar Rice Burroughs for inspiration.

CREDITS

Author: Scott Paul Maykrantz

Editor: Rob "But I like molemen" Bell

Cover Illustration: Jackson Guice & Alfred Ramirez

Interior Illustrations: Colleen Doran

Layouts: Ted Dinwiddie, Andrew Christensen, Kevin Williams

Project Specific Contributions: *Series Editor:* Rob Bell; *Pagemaking:* Kevin Williams; *Layout:* Ted Dinwiddie, Andrew Christensen; *Cover Graphics:* Haines Sprunt; *Proofreading:* Jo Lori "Subterra — vacation land of the stars" Drake.

ICE MANAGEMENT — Art Director/Production Manager: Terry Amthor; *Sales Manager:* Deane Begiebing; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

ICE STAFF — Marketing Consultant: John Morgan; *Print Buyer:* Bill Downs; *Production Supervisor:* Suzanne Young; *Editing & Development Staff:* Terry Amthor, Kevin Barrett, Rob Bell, Pete Fenlon, Jessica Ney, John Ruemmler; *Graphics & Production Staff:* Edward Dinwiddie, William Hyde, Jennifer Kleine, Andrew Christensen, I. Haines Sprunt, Kevin Williams; *Sales & Customer Service Staff:* John Brunkhart; *Finance Staff:* Heidi Heffner; *Operations Staff:* Jo Lori Drake; *Shipping Staff:* John Breckenridge, Kurt Fischer, David Johnson, David Mercier.

Day of the Destroyer™ is Hero Games' trademark for its superhero roleplaying game using the Hero system. *Champions®* and *Champions, The Super Roleplaying Game™* are Hero Games trademarks for its superhero roleplaying game using the Hero System. *Hero System™* is Hero Games' trademark for its roleplaying system. *Day of the Destroyer* Copyright © 1990 Hero Games. All rights reserved. *Champions* Copyright © 1981, 1984, 1989 by Hero Games. All rights reserved. *Hero System* Copyright © 1984, 1989 by Hero Games. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying (except Character Sheets for personal use only), recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA 22902.

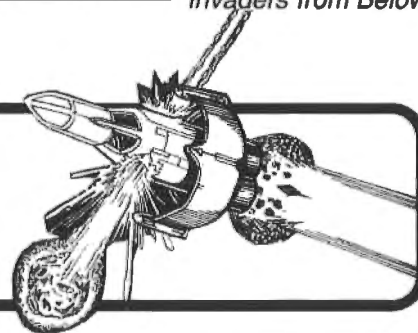
Printed in U.S.A., First Printing 1990

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

STOCK #: 409

ISBN 1-55806-103-7

INTRODUCTION



Bruised and lost, Seeker ran through the twisting subterranean tunnels. He held one of the glowing crystals in his palm to light the way. His head was still fuzzy from the blow that knocked him out, making the narrow passages shift before his eyes. Behind him, he could hear the echoing howls of his pursuers. He paused to catch his breath and remembered the strange events that brought him here.

Only a few hours ago, he and the other Champions had been battling a strange group of supervillains at the nuclear power plant. The villains called themselves the Darklings. The Darklings threatened to destroy the planet with their "Subterranean army" if anyone stood in their way of collecting material to build a nuclear bomb. When the heroes were closing in, the Darklings suddenly disappeared.

A quick search of the plant uncovered a secret passage to a wide underground tunnel. Jaguar picked up the scent of the Darklings and the heroes gave chase. The tunnel was lit by small, glowing stones. Obsidian picked out a stone from the walls for each Champion — if the rest of the tunnel was not similarly lit, each would have a source of light. The tunnel sloped downward, into the earth. The chase went on for a long time. Too long. The Champions marched for over an hour, deeper and deeper.

And then the army appeared. They were humanoid, but not human. Their sickly white skin was offset by their knotted black hair. They all carried weapons — from hatchets to rifles — and growled hungrily. They pounced upon the Champions, overwhelming the heroes with sheer numbers.

Caged and chained, the heroes awoke as they were being carried through the tunnel. If they had been moving at that pace all along, they were far below the Surface by now. With the use of his special martial training, Seeker escaped his bonds. But he could not free the others without being risking recapture. He would have to find another way to save them.

After dashing through twisting passages off of the wide tunnel where the Champions were being carried, Seeker heard the howls of rage from the creatures. He ran quickly, evading the creatures. Now Seeker followed passages that ran parallel to the wide tunnel, allowing him stay close to the rest of the Champions. And always he went deeper and deeper into the earth.

Where are these foul creatures taking the Champions? What happened to the Darklings? Can Seeker save the others before this army of creatures terrorizes the surface world?

OVERVIEW

Subterra is a land of human-like creatures, located deep beneath America. The Subterrans were originally a race of aliens who came to Earth in a starship, seeking a new home. The starship's computers were supposed to alter the genetic structure of the aliens so they could survive on Earth. But a passing comet damaged the computers, scrambling the ship's controls and transforming the aliens into savage, subterranean beasts.

The result is a race of ant-like humanoids. They multiply rapidly, live underground, and work industriously for a common goal: to rule the planet and enslave or destroy humanity! Their leader is King Earthwyrms, a powerful mentalist. Earthwyrms also leads a super-powered cadre, the Darklings.





Unfortunately for mankind, the Subterrans are not as stupid as ants, and they can't be crushed as easily. They are as violent as they are industrious. They spend their time stealing weapons from humans and steadily multiplying. And they love the taste of human flesh. Soon, they will begin their invasion of the Surface world ...

WHAT'S INSIDE

Following the introduction, this book is organized into eight sections. The first section is the origin of Subterra and the Subterrans; this background includes a timeline. This is followed by a complete description of Subterra, the home of the Subterrans and the Darklings. Next is a chapter on life in Subterra, the details of the society, government, and specific locations in the land beneath the earth. Next are two chapters of character descriptions, first the Subterrans, then the Darklings and King Earthwyrn. This is followed by a chapter on campaigning — tips on adapting the characters and situations in this book to your own campaign. Finally, two chapters of scenarios are provided, each with maps, NPC stats, and enough information to start an adventure or campaign.

THE VILLAIN ORGANIZATION

In a campaign, treat King Earthwyrn and his Darklings as a villain group. They are unusual because of their incredible resources: the Subterrans and the kingdom beneath the earth. But, like other villain organizations, the Darklings have a definite goal (to enslave or kill humanity and rule the Earth), a roster of powerful individuals, and a leader, King Earthwyrn.

NON-SUPERHEROES VS. THE SUBTERRAN MENACE

In a Heroic-level campaign, very few changes are needed to present the Subterranean menace to your player character heroes. The Subterrans simply become an evil race in a hidden land, not an army led by super villains. The Darklings can be reduced to the level of Competent Normals.

The scenarios can be modified to emphasize investigation over combat. The PC heroes can discover the underground lands and begin to explore, dealing with Subterrans in small numbers. If the PCs are captured, they will be taken to King Earthwyrn in Subterra. Unlike a Champions campaign, where the heroes would fight out of their predicament, the heroes can use their wits to escape a deathtrap.

INVADERS *from* BELOW™

Hidden in the underground depths are the Subterrans, a savage race of hideous humanoids. They travel through their tunnels, digging ever closer to the surface. And they are hungry... hungry for human flesh!

Their leader, King Earthwyrn, plots the destruction of mankind. He is armed with powerful mental powers and leads an army of thousands of Subterrans. Earthwyrn also commands his own group of supervillains: the Darklings. The King is marshalling his forces below us.

The invasion is about to begin...

Playable with

CHAMPIONS
THE SUPER ROLE-PLAYING GAME

and all other
HERO SYSTEM™ GAMES

Invaders from Below™ contains:

- A complete description of Subterra, a hidden kingdom that lies entirely beneath the earth. Included are maps, layouts, and guidelines for running underground adventures.
- Details of the Subterrans themselves, including game statistics, background, ecology, mannerisms, and lifestyle.
- Statistics and background for King Earthwyrn and his twelve superpowered Darklings.
- Eight complete scenarios.



Produced and distributed by
ICE
P.O. BOX 1605
CHARLOTTESVILLE, VA 22902



Made in U.S.A.

#409



ISBN 1-55806-103-7

