

## D: REACTOR CONTROL

This area is the control center for the collider's reactor core.

### FEATURES OF THE AREA

- The main chamber is 25' wide and has a 20' high ceiling.
- Each of the horizontal and vertical conduits are a 5'x5' tunnel with a particle beam emitters on one end (North and West ends) and a receiver at the opposite ends (South and East ends). All four of the particle beams start off deactivated.
- At the Northern end of the main chamber are four more particle beam emitters, with receivers on the South wall.
- In the middle of the Northern wall is a large circuit breaker.
- In each of the side rooms there are two large prisms. They are about 4' high each and weigh several hundred pounds, but the steel base has rollers that allow it to be moved in any direction. They are locked down and immobile until the circuit breaker is switched on.
- In the far back of the chamber there are two security doors that are sealed tight. Next to each of the doors, behind a thick pane of safety glass, is a robot of some sort. The droid has what appear to be several energy beams and power relays.

### EXPLORATION

**Circuit Breaker:** When the circuit breaker is turned on, all the particle emitters activate (see below). They cannot be switched off once they are on.

**Particle Emitters:** When either the primary (main chamber) or secondary (side tunnels) emitters are in their "idle" state they still produce a beam of light but it is harmless. When an emitter switches to an "active" state, anything that it comes in contact with gets attacked:

#### † Primary Particle Beam (laser, fire) • At-Will

*Attack:* Melee Touch (in contact with beam); +8 vs Fortitude  
*Hit:* 3d8 +6 laser damage, and the target rolls a saving throw. On a failure, one readied Omega Tech card (chosen randomly) detonates and is destroyed, dealing 2d6 fire damage to the target and to each creature adjacent to it.  
*Miss:* Half damage, no further effect.

When the beam is active it is considered hindering terrain; any creature forcibly pushed in to the path of an active beam gets a saving throw.

Due to the low ceiling there is no room to avoid the beams in the conduits, but in the main chamber a creature can jump over a beam with an Acrobatics DC 25 (or DC 15 with a running start); on a failure, the creature lands in the beam's path and gets attacked by it.

**Primary Particle Emitters:** Once the circuit breaker is switched on, at the start of every round roll a d4 to determine which of the four emitters in the main chamber (the primary emitters) becomes active. When it does, it will fire an intense beam directly South, attacking anything in front of it all the way to its receiver on the South wall (see above).

If any of the prisms come in contact with an active primary emitter, the prism overloads and explodes:

#### † Prism Overload (force, fire) • At-Will

*Attack:* Close Burst 1 (all creatures in burst); +8 vs Reflex  
*Hit:* 3d6 +6 fire damage; the target is pushed 1 square and blinded (save ends).  
*Miss:* Half damage, no push or blinding.  
*Effect:* The prism is destroyed.

When a prism explodes, a replacement appears in its origin square (see below).

**Secondary Particle Emitters:** In the conduits, each set of particle emitters generates a beam

of intense energy in a different wavelength: red, yellow, green and blue (see diagram below to know which is which). Each receiver is keyed to activate when the correct emitter is redirected in to it.

At the start of each round, roll another d4 to determine which of the four colors becomes active. The corresponding emitters at the Northern and Western ends of the conduits fire an intense beam that attack anything in their way:

#### † Secondary Particle Beam (laser) • At-Will

*Attack:* Melee Touch (in contact with beam); +8 vs Fortitude  
*Hit:* 2d8 +4 laser damage, and the target gains a cumulative vulnerable 2 laser for the remainder of the encounter. On a critical hit, all the accumulated vulnerability lasts until the end of the game.  
*Miss:* Half damage, no further effect.

If any of the secondary beams hit a prism, the beam is reflected in a perfect 90\* angle: beams coming from the emitters to the West are reflected South, and beams coming from the emitters to the North are reflected East.

**Receivers:** Each receiver is keyed to activate when the correct particle beam color is redirected towards it. In order to determine a receiver's corresponding color, the party can either use trial and error or a character adjacent to a receiver can examine it and see the color coding (Perception or Science DC 20).

When the correct beam is hitting a receiver, the receiver hums smoothly. When it is receiving the wrong color, it emits a loud, sharp electrical sound and emits sparks frequently.

**Prisms:** The prisms are locked down and immobile until the circuit breaker is switched on. When the breaker is switched on, the restraining mounts retract and the prism can move freely.

In order to move a prism an adjacent creature can grab on to it as a minor action, and after that whenever the creature takes a move action to move the prism moves along with

them. The player can release the prism at any time as a free action.

If any of the prisms is destroyed, an opening above where the prism originally stood appears and a replacement is lowered back down on the next turn.

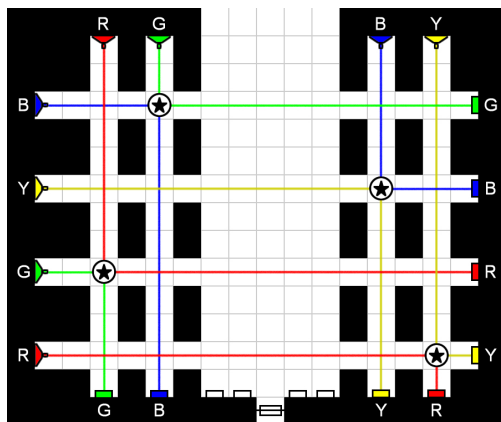
**Maintenance Droids:** As soon as the circuit breaker is switched on, the safety glass shielding the maintenance droids will lower in to the floor, the droids will activate and enter the main area. They will fire upon anyone in the main chamber, and occasionally try to step in front of one of the primary beams in order to recharge its primary attack.

These droids will either fight until they are destroyed.

OBJECTIVE

The objective is to redirect the particle beams to their corresponding receivers by placing a prism in the path of the beam. When a prism is placed in an intersection, it will reflect beams from the North towards the East and beams from the West towards the South.

The colors of each of the emitters, the colors of the receivers and the correct placement of the prisms is as follows:



Colors of emitters, receivers and correct placement of four prisms.

Once all four prisms are in the proper locations and all eight receivers are activated,

|                                                                                                                                                                                           |                             |                    |                                |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------|--------------------|--------------------------------|
| <b>(2) Maintenance Droid</b>                                                                                                                                                              |                             |                    | <b>Level 7 Elite Artillery</b> |
| Medium terrestrial animate (robot)                                                                                                                                                        |                             |                    |                                |
| <b>Initiative</b> +7                                                                                                                                                                      | <b>Senses</b> Perception +8 |                    |                                |
| <b>HP</b> 124; <b>Bloodied</b> 62;                                                                                                                                                        |                             |                    |                                |
| <b>AC</b> 19; <b>Fortitude</b> 19, <b>Reflex</b> 21, <b>Will</b> 18                                                                                                                       |                             |                    |                                |
| <b>Resist</b> 10 laser                                                                                                                                                                    |                             |                    |                                |
| <b>Speed</b> 6                                                                                                                                                                            |                             |                    |                                |
| <b>Saving Throws</b> +2                                                                                                                                                                   |                             |                    |                                |
| <b>Traits</b>                                                                                                                                                                             |                             |                    |                                |
| <b>Beam Infusion</b>                                                                                                                                                                      |                             |                    |                                |
| If the maintenance droid starts its turn in the path of an active secondary (non-colored) beam, it gains 10 temporary hit points.                                                         |                             |                    |                                |
| <b>Beam Recharge</b>                                                                                                                                                                      |                             |                    |                                |
| When the maintenance droid crosses the path of one of the active primary (colored) beams, it recharges its <i>Particle Beam</i> power but cannot use it until the start of its next turn. |                             |                    |                                |
| <b>Standard Actions</b>                                                                                                                                                                   |                             |                    |                                |
| ⚡ <b>Jolt</b> (electric) • <b>At-Will</b>                                                                                                                                                 |                             |                    |                                |
| <i>Attack:</i> Melee 1 (one creature), +12 vs AC                                                                                                                                          |                             |                    |                                |
| <i>Hit:</i> 1d10 +6 electrical damage.                                                                                                                                                    |                             |                    |                                |
| ⚡ <b>Lightning Burst</b> (electricity) • <b>At-Will</b>                                                                                                                                   |                             |                    |                                |
| <i>Attack:</i> Ranged 5 (one creature), +10 vs Fortitude                                                                                                                                  |                             |                    |                                |
| <i>Hit:</i> 2d8 +6 electrical damage, and every adjacent creature takes 7 electrical damage.                                                                                              |                             |                    |                                |
| ⚡ <b>Particle Beam</b> (laser) • <b>Recharge</b> when hit by primary beam                                                                                                                 |                             |                    |                                |
| <i>Target:</i> Ranged 10 (one creature), +10 vs Reflex                                                                                                                                    |                             |                    |                                |
| <i>Effect:</i> 3d8 +8 laser damage.                                                                                                                                                       |                             |                    |                                |
| <i>Miss:</i> Half damage.                                                                                                                                                                 |                             |                    |                                |
| <b>Minor Actions</b>                                                                                                                                                                      |                             |                    |                                |
| <b>Prism Overload</b> • <b>At-Will</b>                                                                                                                                                    |                             |                    |                                |
| <i>Condition:</i> Must be adjacent to a prism.                                                                                                                                            |                             |                    |                                |
| <i>Effect:</i> The prism will automatically overload at the start of the next turn (see above).                                                                                           |                             |                    |                                |
| <b>Free Actions</b>                                                                                                                                                                       |                             |                    |                                |
| <b>Elite Action</b> • <b>Encounter</b>                                                                                                                                                    |                             |                    |                                |
| <i>Requirement:</i> It is the maintenance droid's turn.                                                                                                                                   |                             |                    |                                |
| <i>Effect:</i> Maintenance droid takes an extra standard action.                                                                                                                          |                             |                    |                                |
| <b>Triggered Actions</b>                                                                                                                                                                  |                             |                    |                                |
| <b>Beam Redirection</b> (laser) • <b>Recharge</b> when bloodied                                                                                                                           |                             |                    |                                |
| <i>Trigger:</i> Interrupt; Maintenance droid is hit with a laser attack.                                                                                                                  |                             |                    |                                |
| <i>Effect:</i> The droid takes no damage from the attack, and instead makes a secondary attack:                                                                                           |                             |                    |                                |
| <i>Attack:</i> Ranged 10 (one creature), +10 vs Reflex                                                                                                                                    |                             |                    |                                |
| <i>Hit:</i> Damage equal to the original attack.                                                                                                                                          |                             |                    |                                |
| <b>Str</b> 10 (+3)                                                                                                                                                                        | <b>Dex</b> 18 (+7)          | <b>Wis</b> 12 (+4) |                                |
| <b>Con</b> 14 (+5)                                                                                                                                                                        | <b>Int</b> 16 (+6)          | <b>Cha</b> 8 (+2)  |                                |

the primary beams in the main chamber will switch off and all the colored beams will switch to their harmless "idle" mode. Also the two doors leading out of the room to the North will unlock and open.

If the maintenance droids are still active, they will continue to attack until they are destroyed.

REWARD

Once the droids are destroyed, the players can attempt to salvage the weapon systems off of them; on a successful Mechanics or Science DC 15 check, the player can recover one *Portable Particle Emitter* from each droid (heavy two-handed gun: Ranged 20, Dex/Int +3 accuracy, 3d8 laser damage) and 1d4 sets of power cells, ammunition specifically designed for this weapon. The weapons can only use the power clips recovered from the droids as ammunition. See *Appendix A* for more information.

## APPENDIX A: NEW ITEMS

### PORTABLE PARTICLE EMITTER

This is a weapon stripped from the maintenance droids in Reactor Control.

The weapon is considered a **heavy two-handed gun**: Ranged 20; Dex/Int +3 accuracy; 3d8 laser damage.

The weapon only uses specialized power cells as ammunition, and these cells are only available from the maintenance droids the weapon was taken from. There is no other place to get more power cells in the facility.

