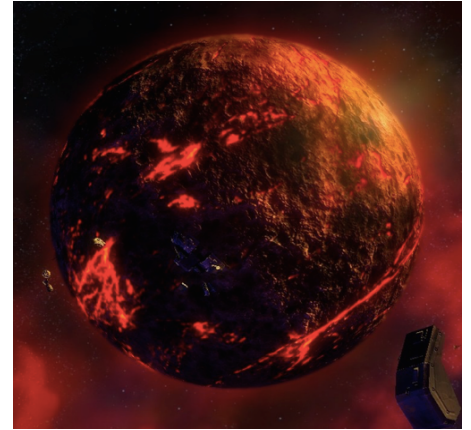


Setting Description

Char

Char is a primary planet for the Zerg, who have made it their main hive in the sector. It is a deeply inhospitable world, envied only for its incredibly rich source of minerals due to its frequent tectonic activity. Char has been a source of friction between the Terrans, who prized it for its mineral resources, and the Zerg, who captured it after they learned of the special power of Char's high levels of radiation.

Sarah Kerrigan, Jim Raynor's former romantic partner, was brought to this planet by the Zerg where they infested her into their hive mind, becoming their leader here on Char. For this reason, Char is a focal point for many characters and schemes in Wings of Liberty, and is where the game culminates in a series of final missions and battles.



Scarred and cratered, Char is replete with volcanic activity, with large swaths of land ablaze in glowing orange, steam, soot, and smoke rising and covering most of the atmosphere. The ground is dark with bursts of dark-orange glow emanating from streams of mineral-rich magma that have cracked through the charred, obsidian ground. Zerg colonies and structures dot the landscape and themselves take on the dark orange glow.



Jagged mountains pierce into the hazy, thick ashy atmosphere, furthering the feeling that Char is a form of hell. Frequent firestorms carve the landscape as they burn through the planet. The surface temperature is so intense on Char that areas of the planet liquefy for months at a time. No indigenous life

exists here, only the Zerg who closely guard it for its minerals and strategic importance in the sector. This is a perfect home world for the Zerg breed and amplifies their truly terrifying nature in the game.