

STAR CHASER



AN INITIATE TIER ADVENTURE





STAR CHASER

The party's space travel is cut short when their ship is attacked by spider-like constructs and forced to crash land on a massive asteroid where they meet a stranded expeditionary team who share the same fate.

The team's mission is to investigate a bizarre energy source on the asteroid but their dealings with the constructs have left them injured and weak. It's up to the party to clear the asteroid so the expeditionary team can safely complete their mission.

An Initiate Tier Adventure for Three to Seven Characters
Optimized for APL 2

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“Energy cannot be created or destroyed, it can only be changed from one form to another.”

— Albert Einstein

INTRODUCTION

Welcome to *Star Chaser*, an **ESPER GENESIS™** adventure, and part of the official *Esper Genesis Crucible Corps™* organized play system.

The adventure begins with the party on a spacecraft, but the location soon changes to a massive asteroid where kanasi have built a breeding ground. Though the kanasi have lined the natural tunnels with metal and circuitry, other natural tunnels exist, along with native alien life.

This adventure is designed for **three to seven 1st through 4th level characters** and is optimized for **five characters with an average party level (APL) of 2**.

Additional rules and tips for running and adjusting this adventure, including using the adventure as part of organized play, is provided in appendix F.

ADVENTURE BACKGROUND

This adventure begins with the party aboard a transport shuttle. The story can take place immediately after the *EGCC 00-01 -Fall of the Eos Keldor* or as part of a separate campaign (see the Adventure Hooks for possible scenarios).

Masquerading as a scientific expedition, a team of mercenaries, known as the Star Chasers and led by Captain Lita Myers, has been hired by the RevoSys Corp to investigate a strange energy signature originating from a massive asteroid. The RevoSys Corp uses the life force from energy beings like belare in its experimental weapons division.

The Star Chasers tracked a belare and its offspring across space. The belare's ship was damaged during the chase, causing the creature to use an escape pod and land on this asteroid, not knowing it was a breeding ground for kanasi. The Star Chasers landed on the asteroid, pursued the belare into the kanasi tunnels, and eventually battled kanasi constructs. Now, the team is injured and unable to fight the kanasi, yet they want their prize.

Having detected the character's ship on their sensors, kanasi constructs fly from the asteroid and attack the character's ship. The mechanical beings are always in need of spare parts and these constructs are fantastic hunter-gatherers. It is here where the adventure begins.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Captain Lita Myers (Lee-ta My-ers). Captain of the expedition team sent to investigate an energy signature originating from this asteroid. In fact, she and her team are mercenaries known as the Star Chasers.

- **Gavelia (Ga-vay-lee-a).** A belare being hunted by the Star Chasers. It and its offspring crash-landed on the asteroid by way of an escape pod. The belare's offspring ran further into the tunnels during the battle with Captain Myers and the kanasi constructs. It offers to help the party if they save its offspring.
- **PaPa (Pah-Pah)** A humanoid native to the asteroid. Depending on how the party interacts with the humanoid creatures of the asteroid, PaPa may help them navigate the interior of the asteroid.

ADVENTURE OVERVIEW

Star Chaser is written in a linear format. Many of the sections have outcomes that may vary depending on the decisions the characters make. In addition, a **bonus mission** is provided which extends the session to 4-hours and includes a section that can lead to extended roleplay. The bonus mission is provided in **appendix A**.

The adventure is broken down as follows:

Part 1: Wreckage Inbound. The characters are introduced to the adventure based on the adventure hook you choose. While traveling, they are attacked by spider constructs that damage their ship, causing them to crash land on a nearby asteroid.

Part 2: On the Hunt. The party is introduced to the expeditionary team that helped them escape the spider constructs. This team was sent here to investigate an energy signature, but they were attacked when they entered the complex.

Part 3 Metallic Menace. The party enters the complex, encounters kanasi, constructs, and an injured belare. This belare tells the party the real identity of the expeditionary team. It also requests that the party find its lost offspring somewhere in the complex.

Part 4: The Return. The party reaches the lost belare offspring, finding it tethered to a platform, its energy being siphoned from it. They also confront a hunter kanasi which has been tracking their movements while hiding in the room with the belare.

Bonus Mission: Into the Asteroid. This section extends the play time to 4 hours. The party is diverted from the kanasi breeding ground and into the asteroid where they encounter alien life and a possible ally.

ADVENTURE HOOKS

The below are suggested adventure hooks:

Eos Keldor Continuation. Having stolen Captain Sestria's shuttle from the *Eos Keldor*, the characters find themselves flying among the stars.

Hitching a Ride. For characters that didn't play *Fall of the Eos Keldor*, they can start on an NPC's ship, either by acting as crew members for a free ride or by being transported from a successful mission where they have to act as crew members.

Estimated Duration: 30 minutes

The adventure begins with the PCs on a ship, determined by the Adventure Hooks section.

CUSTOM LIGHT FREIGHTER

The following ship uses the statistics of a Light Freighter, though the crew capacity is increased to accommodate the size of the Esper Genesis party playing this adventure.

GETTING TO KNOW YOU

This section allows players to learn about one another's characters. The GM may ask the following questions of the players to help build a little background to the group. Insert a character's name for an **X**.

- **X**, tell me about a time when **X** saved your life.
- **X**, tell me about a time when **X** almost killed you.
- **X**, do you trust **X**?
- **X**, what's one thing that **X** has done that has impressed you?
- **X**, what's the funniest thing that has happened to **X**?
- **X**, it's been said that **X** has a history in this region. What is **X** known for?
- **X**, how long have you known **X**?

SETTING THE SCENE

Depending on which Adventure Hook you used, you'll need to set the current scene. Below are suggestions on what to say to start the Adventure.

CREWMEMBER ROLES

Each of the characters should be assigned one of the following roles (see chapter 10 of the *Core Manual* for additional information):

- Pilot (1 player character)
- Gunner (up to 2 player characters)
- Technician (any remaining characters)

CONTINUATION FROM FALL OF THE EOS KELDOR

If you are running this adventure as a continuation of the Fall of the Eos Keldor adventure.

Having stolen the officer's shuttle from Eos Keldor, the characters find themselves flying among the stars.

USING AN NPC SHIP AND CAPTAIN

The characters could be on an NPC's ship, either as crew members being paid via a free passage or as occupants securing passage after a successful mission and acting as necessary crewmembers.

The NPC's ship is captained by Janella Stroop – the courageous and outspoken captain of her ship-for-hire called the *Pelican*. She's not the prettiest ship to fly the stars, but she's sturdy and reliable, even if the patchwork repairs don't give the character's confidence.

Janella barks orders, doesn't take kindly to disobedience, and doesn't hesitate threatening to eject someone into empty space if they cross her.

The captain of this ship certainly is confident. She barks orders and doesn't appreciate disobedience. She's already threatened to eject one of you into space for doubting her order.

This ship is called the *Pelican*. She doesn't seem to be the fastest ship, and the patchwork repairs don't give you much confidence in her structure, but she was the only ship-for-hire available.

Attempts to speak with Janella are met with harsh responses from the captain. Possible responses include:

- We've got work to do!
- This isn't a sight-seeing flight!
- Pipe down!
- I'm not here to entertain you.

THE ATTACK

When ready, use the following information to tie the Adventure Hook to the current situation:

- A warning light flashes on the main instrument panel and an alarm begins to buzz.
- A large asteroid appears on the sensors and via the viewing window.
- Something is moving toward the ship, but not the asteroid.
- Sensors show a swarm-like shape, moving closer.
- The swarm spreads out as it reaches the ship.
- The swarm comes into view. Robotic creatures with multiple legs position themselves to land on the ship's hull.
- Banging is heard against the ship's hull. Through the viewscreen, one of the spiders is seen carrying a section of the hull as the construct returns to the asteroid.

The ship is being attacked by giant spider constructs (see Space Spider Battle). They land on the ship, attacking and dismantling its hull as they attempt to reach vital sections. They transport the pieces to the asteroid, to be used by the kanasi that have built a breeding ground in the asteroid.

SHIP STATS

There is no stat block provided for this scenario as there are no direct conflicts with other ships. To resolve this encounter, use the directions provided for each crewmember role. After five rounds of combat, continue to "Help from the Asteroid."

SPACE SPIDER BATTLE

Ten **giant spider constructs** make up the attacking swarm.

This section of the adventure determines how the ship lands. During this battle, the ship becomes damaged and must land on the asteroid. Depending on the results of the piloting and other skill checks, the ship may crash land safely, or crash land harshly, causing slight damage to those in the ship.

Each round of combat begins with the crew members making skill checks or gunner checks. Succeeding on these skill checks grants advantage to the piloting roll.

PILOTING

Each round, the **pilot** must succeed on a DC 12 Piloting Maneuver check.

Piloting maneuver check = d20 + your proficiency score (if applicable) + your Dexterity bonus.

Three or fewer failed Piloting Maneuver checks results in the ship crash landing safely. Four or more failed Piloting Maneuver checks results in the ship crash landing harshly, causing each character in the ship to succeed on a DC 14 Strength (Athletics) or Dexterity

(Acrobatics) check when it crash lands on the asteroid. Failure results in the character taking 1d4 bludgeoning damage and being knocked prone as it is thrown about the interior of the ship during the landing.

FAILED PILOTING MANEUVER CHECKS TRACKER:



— Safe Landing —

— Harsh Landing —

ACTIONS DURING THE BATTLE

When the attack begins, the following events occur – with only one event occurring each round, prompting the **technicians** to perform the listed checks. The party can choose which technician makes each check when prompted. If they succeed on their check, the **pilot** has advantage on its Piloting Maneuver check that round.

Round 1. The Sensor Display malfunctions, requiring a successful DC 14 Wisdom (Mechanics) check to repair.

Round 2. The Guidance System malfunctions, requiring a successful DC 14 Intelligence (Computer) check to recalibrate.

Round 3. A Coolant Line in the main deck breaks, requiring a successful DC 14 Wisdom (Mechanics) check to repair.

Round 4. The Life Support system fails, requiring a successful DC 14 Intelligence (Computer) check to repair.

Round 5. The Targeting System malfunctions, requiring a successful DC 14 Intelligence (Computer) check to repair.

GUNNERS

Two characters can take the role of **gunners**, making use of their ship's dual cannons. If a gunner successfully hits a target on its turn, the pilot gains advantage to their Piloting Maneuver check. The ship's cannons have the following stats:

DUAL CANNONS

Range: 8/16 units **Damage:** 1d8 piercing

HELP FROM THE ASTEROID

After **five rounds** of combat, a burst of laser fire comes from the asteroid, picking off the remaining giant spider constructs attacking the ship. The constructs have severely damaged the ship, requiring it to make an emergency landing. The only viable area is the massive asteroid.

CRASH LANDING

Depending on the previous Piloting Maneuver checks, read or summarize the following, adding the skill and damage checks to a harsh crash landing:



SAFE LANDING

The spacecraft tilts and swerves as it approaches the asteroid. The landing isn't going to be soft by any means.

A small docking bay comes into view, with another spacecraft tethered to the dock and an empty docking space.

Maneuvering to the dock is difficult, with quick thinking and last-minute adjustments being necessary to avoid slamming into the open dock. Nonetheless, the damaged craft safely tethers to the landing pad.

HARSH LANDING

The spacecraft tilts and swerves as it approaches the asteroid. The landing isn't going to be soft by any means.

A small docking bay comes into view, with another spacecraft tethered to the dock and an empty docking space.

Maneuvering to the dock is difficult, the controls are rough, and the craft isn't reacting quickly enough. She's coming in hard, too fast. Unable to slow, she slams into the docking bay, causing more damage to the hull and throwing the contents of the spacecraft about the cabin. Nonetheless, the tethering is successful, and the wreck of a spacecraft is docked.

DAMAGED SHIP

If they assess the spacecraft's damage, it's obvious several systems need repair before she can safely fly again. Regardless of how the ship landed, to repair it, the characters need to recover the following items, which can be found on the other ship attached to the dock, or within the asteroid:

- A Navigation Computer
- A Sensor Chip

EXITING THE CRAFT

A successfully docked ship has access to the metal tunnel that leads to a hangar bay with two large doors. The door on the left allows access to the other docked ship, though it is locked.

THE HANGER BAY

When the party enters the hangar bay, they meet the expedition team who helped them combat the giant spider constructs.

GENERAL FEATURES

Using various pieces of scuttled ships and other space debris, the hangar bay was built by the kanasi who use this asteroid as a breeding ground. The general features of the hangar bay are as follows:

- **Air.** The air inside the hangar bay is breathable oxygen.
- **Terrain.** Large pieces of flattened metal make up the floor, with most appearing to have come from the hulls of random spacecraft.
- **Weather.** Dry.
- **Light.** A menagerie of different sized lights attached to the ceiling provide ample light.

THE EXPEDITION TEAM

The Expedition Team is led by Captain Lita Myers (a **mercenary elite**). She and her twelve team members (**guards**) are gathered in the main hanger. Many of the team members are wounded.

Read or summarize:

The hangar bay is large enough to hold two small freighters. Though, the only thing in the hangar bay is thirteen humanoids gathered near a door, a few with their weapons at the ready.

A figure wearing white armor steps out of the group, her pistol slowing dropping to her side. "I do hope you are a friendly lot," she says sheepishly. A smile forms across her face as she says, "After all, we did just destroy those constructs that were attacking your ship."

Lita appears passive and timid as she explains the following:

- "My expeditionary team and I were sent to investigate a strange energy signature originating from the asteroid."
- "We entered the tunnel and were attacked by those spider constructs, which also attacked your ship."
- "Many of my team are injured and tired."
- "Our medic was killed during the fight."
- "When we saw the spiders attacking you, we jumped into our ship and targeted them, saving your butts!"
- "Though we can handle weapons, we aren't trained for this situation."

She asks the party to enter the tunnel and confront the energy creature so that she and her team can continue their mission. Even though they are injured, they still want to continue their mission. They need the energy source to continue their scientific research.

If the party refuses Captain Myers's offer, she and her crew board their undamaged ship, leaving the party to fend for itself on the asteroid.

THE INJURED CREW

The current status of the expeditionary team is as follows:

- One crew member, who goes by the name Rabbit, is missing her right forearm, severed just below the elbow. The wound has been quickly bandaged but it's obvious the work is second rate.
- Their medic was killed during the fight.
- Several other crew members are also moderately injured.

If spoken to, the crewmembers restate Captain Myers's information.

BELARE PARTY MEMBERS

If any of the party members are belare, the crew take a mild interest in that character. They may speak with it more or be noticed looking it over. If questioned about this activity, the crew state that they've always been intrigued by the energy creatures. They are an expedition team after all with an interest in energy.

COMBAT

If combat ensues, Captain Myers and her crew fight, but surrender if three or more crew members are lost, or if Captain Myers falls. They then explain the real reason they are here (see sidebar Captain Lita Myers & Crew), and that they were chasing a belare 'subject' and its offspring into the tunnels when they were all attacked by the spider constructs.

LOOT

Myers offers the party assistance with repairing their ship, offering any parts her own ship can spare. In addition, she offers them a set of centurion heavy armor (see chapter 5 of the *Core Manual*) which she has no use for.

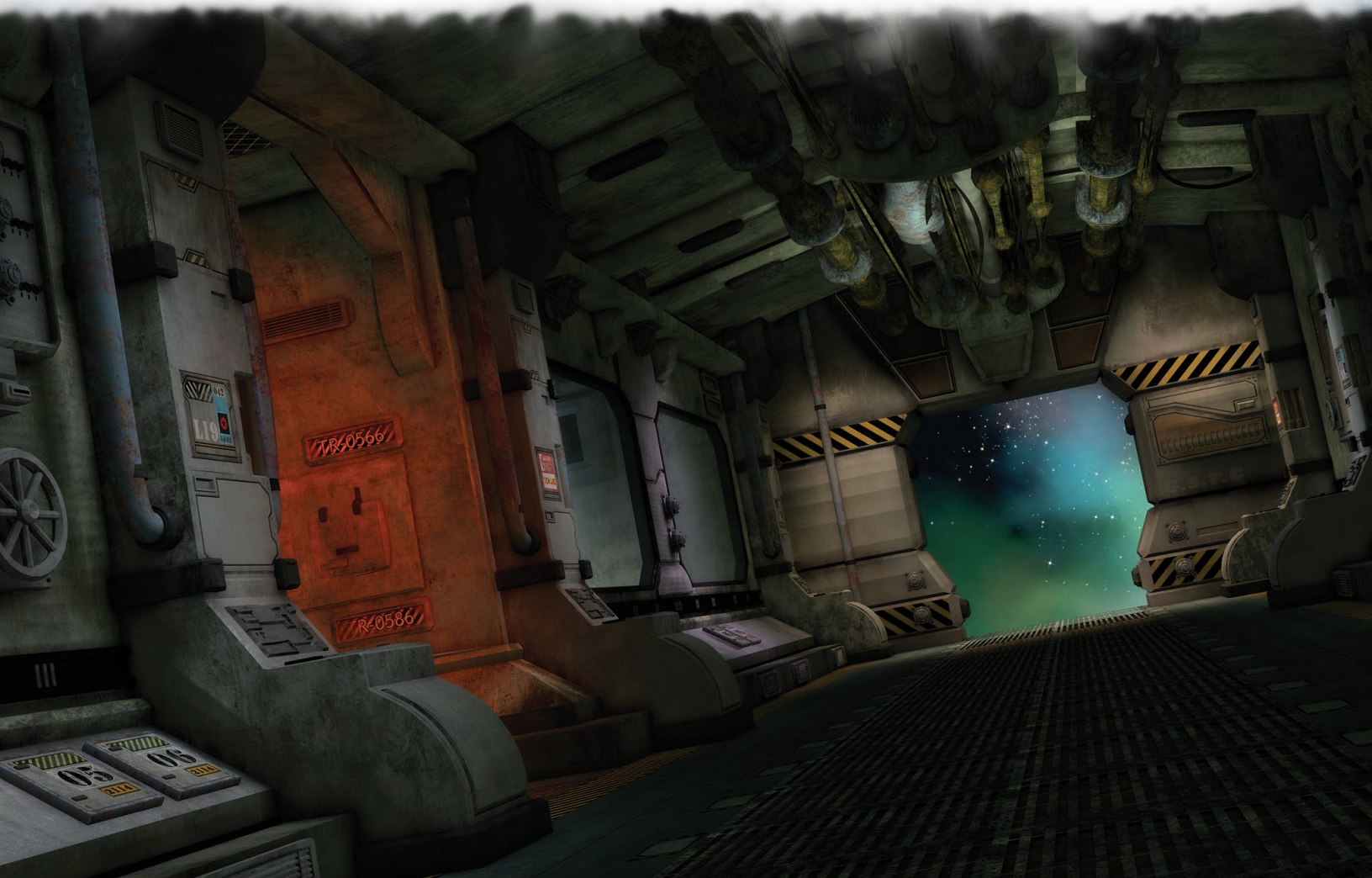
CAPTAIN LITA MYERS & CREW

Captain Lita Myers and her team claim to be members of an expeditionary team working for the Conclave. They've been sent to this asteroid to investigate a strange energy signature. In truth, she and her team are a band of bounty hunters known as the 'Star Chasers'. They specialize in hunting and capturing Belare, and then selling the energy creatures to the RevoSys Corporation where they are used in the development of advanced weaponry.

This isn't the first time the captain and her crew have had to disguise who they are; therefore, they have advantage on all Charisma (Deception) checks made to hide their true identity.

DEVELOPMENTS

Once the party enters the tunnel, Myers closes and secures the door behind them. If questioned, she states, "It's for our safety. If you drive the thing back this way, it will certainly kill us."



Estimated Duration: 45 minutes

GENERAL FEATURES

The tunnels in this section of the adventure have the following features:

- **Terrain.** The tunnels resemble worm-like holes, 30-feet in diameter with smooth, red rock floors and ceilings. The sides of the tunnels are cover with interwoven wire, conduit, bands of metal, and circuitry
- **Weather.** Dry
- **Light.** The circuitry along the walls gives off a dim glow allowing a creature to see 5-feet.
- **Smells and Sounds.** The circuitry along the walls hums with electricity and the smell of ozone (electricity) is in the air.

THE ASTEROID TUNNELS

Refer to **Map 2.1** for locations. When the party enters the tunnel, read or summarize the following:

The rock walls of the tunnel slowly take on a new form. Interwoven wire, conduit, bands of metal, and circuitry meld with the wall, threaded in and out of the rock. The snap and buzz of electricity flowing through the mesh and the whiff of ozone creates an eerie atmosphere.

Signs of gunfire and burst weapons are seen on the walls, floor, and ceiling. Blood splatters line the walls and chunks of metal dot the floor.

2A. THE ARM OF RABBIT

Further, into the tunnel, the party comes upon a group of scavenging creatures, gnawing on something caught in the metal bands along the wall.

Read or summarize:

A mass of green and red lizard-like creatures climb on top of one another to reach something caught in the wall. One lizard bites another by the neck, flings its head, and throws the creature across the tunnel. The thrown beast quickly rights itself, scurries back to the wall, and climbs into the frenzy.

It fights its way into the mass, creating a small picture of what they are attacking.

WHAT DID THEY SEE?

Each party member may attempt a DC 12 Wisdom (Perception) check to discern what they saw while watching the lizard. On a success, they see an armored forearm. The armor color matches that of a crew member named Rabbit.

THE LIZARDS

The **swarm of venomous lizards** are native creatures of the asteroid. They typically dwell deeper in the rock but have learned there are sometimes scraps they can eat in these tunnels. They scurry about the tunnels and fractures in the surrounding asteroid walls.

These lizards are feasting on Rabbit's arm, which is caught in the conduit and metal, 5-feet off the floor.

KILL OR BE KILLED

The lizards are venomous and could be deadly foes. A character succeeding on a DC 12 Intelligence (Xenobiology) check notices the creatures have physical traits that resemble those of other venomous creatures.

The check also reveals that the lizards appear to be preoccupied with their eating. Sneaking past them may be possible.

SNEAKING PAST THE LIZARDS

If the party is quiet, the lizards are too busy scavenging the remains to notice the party. A successful group DC 12 Dexterity (Stealth) check allows the party to pass unnoticed.

COMBAT

If not being stealthy when passing the feeding lizards, or in the event of a failed group DC 12 Dexterity (Stealth) check, read or summarize:

The creatures stop fighting over their feast. In unison, they slowly turn their heads to see what caused the disturbance. They stare at you, their fanged mouths dripping with blood. They blink once, twice, and then leap from the wall, scurrying toward you.

The lizard swarm fights to the death.

ADJUSTING THIS ENCOUNTER

The following are suggestions for adjusting this encounter:

- **Weak Party:** Reduce the swarm's Hit Points to 18.
- **Strong Party:** Increase the swarm's Hit Points to 64.
- **Very Strong Party:** Add one **swarm of venomous lizards**. Each swarm has 40 Hit Points.

DEVELOPMENTS

The forearm is a mess of dangling flesh and ligaments. It is obvious it cannot be saved or reattached.

The tunnel continues another 300 feet, leading to a four-way intersection where they meet an injured belare.

2B: THE FOUR-WAY

The party reaches a four-way intersection.

BONUS MISSION: INTO THE ASTEROID

The following sections are presented in the order it appears during a 2-hour adventure. If running a 4-hour adventure, the bonus mission can be found here, placing it where the party meets Gavelia. Instead of the door leading to 2E: The Center Room being open, the party finds the door secured from the inside. It won't open, and the sensor cannot be bypassed.

Read or summarize:

Several hundred feet further into the tunnel, you come to an intersection. The forward tunnel leads to an open door, a lit room behind it. Both the tunnel to the right and left appear to be blocked by debris from the recent firefight, but a bright, blue light flickers near the debris in the left tunnel.

2C: FLICKERING LIGHT

The left passage is blocked, cluttered with debris from the firefight.

THE FLICKERING LIGHT

When the party investigates the flickering light, read or summarize:

A belare, covered in loose conduit, its containment suit damaged and leaking energy sits with its back against the wall, head hanging low. It struggles to train a pistol in your direction as its hand trembles. "You've come back, have you?" it says weakly. "Scared off by the spider constructs but have now returned. Such bravery..." Its sentence dies off as its twitching hand falters, dropping the pistol to the ground.

The party finds Gavelia, an injured belare with a damaged containment suit. If spoken to, it has the following information to share:

- Gavelia and its offspring Velarus were being hunted by Captain Myers.
- The Captain damaged the belare's ship, causing them to use an escape pod and land on this asteroid.
- The two ran into the tunnels, pursued by Captain Myers and her crew.
- A swarm of spider-like constructs met them all in the tunnel. It was injured in the fight between the constructs and the crew.
- It told its offspring to run and find a place to hide.
- It saw the offspring run into the large room but doesn't know where it is now.
- The large room ahead – that's where the spider constructs came from.

If asked about Captain Myers and the expeditionary team, Gavelia shares the following:

- They aren't an expedition team. They are a group of mercenaries.
- They specialize in hunting down belare and selling them to corporations that use them in advanced weapon technology.
- Belare energy is special and can be used to create weapons.
- Captain Myers's group of mercenaries is known as the Star Chasers.
- They can't be trusted.

REPAIRING GAVELIA

Though Gavelia's suit is damaged, causing the creature's energy to leak, it can be patched if a character succeeds on a DC 13 Wisdom (Mechanics) check. If not repaired, Gavelia's containment suit continues to leak. The belare becomes noticeably weaker every two rounds.

If its suit is not repaired, Gavelia's energy dissipates and it dies after 15 rounds.

SAVE MY CHILD

Gavelia offers to help the party if they rescue its offspring. Though it is too weak to fight, it may be able to help them repair their ship or steal the Star Chaser ship.

2D: TUNNEL PASSAGE

This small passage leads to the Bonus Mission (see appendix A). If you choose to not run the bonus mission, this door is closed, locked, and covered in debris, making it inaccessible.

2E: THE CENTER ROOM

If running a 4-hour adventure (using the bonus mission in appendix A), this doorway is closed and obstructed by pieces of the tunnel which collapsed during the firefight. The party then enters this via a hole in its ceiling at the end of the bonus mission.

If running a 2-hour adventure, the party finds the door to this room open.

Read or summarize:

A dozen, large metal platforms, each resting just above the stone floor, fill the room. A door, along with a large schematic, is seen along the back wall.

THE PEDESTALS

The pedestals are a resting place for the spider constructs. They are currently empty since all the spider constructs have been destroyed. That is until the door opens to the next room (see area 2F: The Creation Room).

THE SCHEMATIC

A character viewing the schematic and succeeding on a DC 12 Wisdom (Insight) check realizes the schematic is a map of the complex, and that there appears to be a service tunnel that leads to the docking area, bypassing the hangar where Captain Myers and her crew are waiting.

This side tunnel is located in a large room, three rooms further down this tunnel (see area 3A: The Scrap Yard).

THE DOOR

The door leads to the Creation Room (area 2F), where more kanasi and constructs are created. Before the party leaves this room, the door opens, and a newly constructed **spider construct** enters the room and attacks the party.

DOOR SENSORS

For this adventure, unless otherwise noted, all doors with sensors require a DC 12 Intelligence (Computer) check to open the sensor panel and reroute the circuitry, allowing the door to open.

SUCCESSFULLY REROUTING THE SENSOR

For this adventure, once a character has succeeded in rerouting the circuitry of one of the sensors, that character becomes familiar with the sensor, granting them advantage on future checks made to disable the door sensors.

FOOLING THE SENSORS

Several constructs and drones dwell in the asteroid, performing their programmed duties. A character succeeding on a DC 15 Intelligence (Computers) check realizes there is a sensor on the drone which causes the doors to open if the drone is within one foot of a door. A character succeeding on a DC 15 Wisdom (Mechanics) check is able to remove the drone's sensor, which causes a door to open automatically when this sensor is brought within one foot of the door.

DEVELOPMENTS

The party enters the next room using the door along the back wall.

ADJUSTING THIS ENCOUNTER

The following are suggestions for adjusting this encounter:

- **Weak Party:** Reduce the spider construct's Hit Points to 15.
- **Strong Party:** Add another **spider construct**.
- **Very Strong Party:** A total of three **spider constructs** enter the room.

2F: THE CREATION ROOM

The tunnel continues 90 feet, ending at another door with a sensor. Once the door is opened, read or summarize the following:

Piles of scrap metal and electronics rest in front on three dark, large alcoves. Constructs carry pieces of scrap from a conveyor belt which runs along the left wall, setting the pieces in front of the alcoves.

The kanasi use this room to build new kanasi, using scraps of ships they have either found floating in space while foraging or collected during combat.

THE ALCOVES

If the dark alcoves are investigated, read or summarize the following:



The alcove on the left is empty, the center contains a large humanoid construct, and the right alcove appears to contain a half-assembled spider construct. Several small drones climb the shapes, carrying with them pieces of scrap and attaching it to the construct as if they were building it.

THE CONSTRUCTS IN THE ALCOVES

The drones work to create more kanasi and spider constructs. One **scourge kanasi** is nearly finished and activates if the party spends more than five rounds in this room.

THE WORKERS

The constructs and drones aren't bothered by the party. They continue working as they have been programmed to do. Nor do they defend themselves if attacked – they've not been programmed to do so.

THE CONVEYOR

The conveyor originates from area 3A: The Scrap Yard, passes through another room (2G: The Sorting Room) and then ends in this room. Once the parts reach this room, they are removed. The conveyor exits the room via a thin slot in the wall, allowing no access in that direction.

A 3-foot square opening in the wall connects this room and the conveyor to the next room (2G: The Sorting Room). A character could attempt to access the next room using the conveyor.

LOOT

A character searching the room and succeeding on a DC 10 Wisdom (Perception) check finds:

- A *navigation computer* that can be used to repair their ship.
- A light pistol (no ammunition).
- A shortblade.

THE DOOR

The door is equipped with a standard sensor.

2G: THE SORTING ROOM

Read or summarize the following:

A conveyor belt carries scrap metal and electronics across the room. Three flying drones with large, metal pinchers lift junk from the conveyor, fly it across the room, and drop it into a 10-foot diameter hole which snaps and pops with electricity every so often.

A computer terminal on the far wall beeps and blinks as the drones fly by it.

SPIKE DRONES

Three **spike drones** are programmed to quickly survey and remove unusable junk from the conveyor before it reaches area 2F. They buzz back and forth, grabbing items with their large pinchers, flying to an incineration hole, and then dropping the item in the hole.

COMBAT

The spike drones are programmed to destroy anything that enters the room that cannot be used to create kanasi. Therefore, they see the party as junk and attack, grappling a character and then dragging it to the incineration hole.

THE INCINERATION HOLE

The hole is 10-feet deep and 10-feet in diameter. The hole activates every three rounds. Any creature in the hole when it activates must make a DC 14 Constitution saving throw. Failure results in the creature taking 8 (2d8) lightning damage, or half as much damage on a successful saving throw.

When the party enters the room, the hole activates. It activates again at the start of combat, acting first in initiative order and then three rounds later.

Order Example: Lightning, Safe, Safe, Lightning

THE COMPUTER TERMINAL

The kanasi use a computer terminal to program the spike drones. It also acts as their mind. If the terminal is destroyed, the drones shut down and fall to the floor. The terminal is well-protected (AC 12 and 30 hit points).

- A character succeeding on a DC 12 Wisdom (Perception) check notices the lights on the drones are in sync with the lights on the computer terminal.
- A character succeeding on a DC 14 Intelligence (Computers) check can use the terminal to deactivate the spike drones.
- A character succeeding on a DC 14 Intelligence (Computers) check can use the terminal to deactivate the incineration hole.

LOOT

A character searching the room and succeeding on a DC 12 Wisdom (Perception) check finds:

- A *sensor chip* that can be used to repair their ship.
- A leather purse containing 50 cu.

ADJUSTING THIS ENCOUNTER

The following are suggestions for adjusting this encounter:

- **Weak Party:** Remove one **spike drone**.
- **Strong Party:** Add one **spike drone**.
- **Very Strong Party:** Add two **spike drones**.

Estimated Duration: 30 minutes

The party has made its way to the final room of the adventure.

MAP LOCATIONS

Refer to **Map 3.1** for locations. The characters can enter this room via the door from area 2F: The Sorting Room or by using the conveyor.

3A: THE SCRAP YARD

When the characters enter this room, read or summarize:

The conveyor belt from the previous rooms begins here, with more constructs pulling scrap from the large pile that rests in the center of the room.

A large, metal spiral walkway rises 30 feet above the scrap pile, ending at a platform holding a small belare. The creature is tethered to the platform by thick, circuit laden metal straps, its energy force slipping from its unarmored body and into a small sphere hanging above it.

A spider construct carrying a large chunk of metal enters through a large hole in the ceiling, passing through some sort of energy shield that opens to empty space outside the asteroid. The construct flies into the room, drops the bit of scrap onto the pile, and then exits via the hole in the ceiling.

VELARUS

The belare on the platform is Gavelia's child, Velarus. The upper torso of its containment suit has been removed, dropped into the scrap pile below. Its energy is being siphoned into the sphere, which is to be used to create more kanasi. Unless Velarus is freed from the cage and its containment suit is replaced, its energy source dissipates in 12 rounds.

The containment suit lays on top of the scrap pile. A creature succeeding on a DC 10 Wisdom (Perception) check notices the suit at the top of the 20-foot tall scrap pile.

The belare is tethered to the platform by two circuit laden straps ending in thick metal cuffs around each ankle. These straps are controlled by a computer terminal on the platform. Using the terminal and succeeding on a DC 14 Intelligence (Computers) check releases cuffs.

The straps may also be destroyed (AC 10 and 20 hit points each), though the cuffs remain on her ankles, reducing her movement by half.

If the cuffs or tethers are damaged, a spider construct flies in from the ceiling and attacks the party. Using the computer terminal to release the belare does not alert the spider construct.

THE SCRAP PILE

A **hunter kanasi** hides in the scrap pile. Its organic detection sensors picked up the party when they entered the asteroid and it has been tracking their movements ever since. Noticing they were making their way to this location, it decided to wait from them here, hiding under the scrap.

The hunter kanasi doesn't attack until the majority of the party are at the top of the walkway. Though, if a character climbs the scrap pile to retrieve the belare's containment suit, it sees that as an opportunity to surprise that creature and attacks.

THE HOLE IN THE CEILING

An energy-shielded hole allows the spider constructs access to the room. They fly around space while searching for junk and debris which can be used to create more kanasi.

THE CONSTRUCTS

Three flying **blade drones** buzz about the room, attacking the party once they step onto the metal walkway.

THE SERVICE TUNNEL

Players who viewed the schematic in 2E: The Center Door easily find the service tunnel that was located on the schematic. The 15-foot diameter tunnel is used by the service drones, allowing them quick access to the hangar and dock.

Using the tunnel allows the party to bypass the main hangar and finding themselves at the access bridge with the docked spacecraft.

DEVELOPMENTS

Once Velarus is freed, the party may exit the room. The hunter kanasi and blade drones give chase if they are still alive.

Gavelia thanks the party and tells them it will help them repair their ship, assist in dealing with the Star Chasers, or help them steal the Star Chaser ship.

ADJUSTING THIS ENCOUNTER

The following are suggestions for adjusting this encounter:

- **Very Weak Party:** Change the **hunter kanasi** to a **scourge kanasi**.
- **Weak Party:** The hunter kanasi has only 63 hit points and does not have a multiattack feature.
- **Very Strong Party:** Increase the hunter kanasi's hit points to 133.

Estimated Duration: 15 minutes

Refer to **Map 4.1**. The party returns to the main hangar, either by using the service tunnel or by retracing their steps.

4A: THE SERVICE TUNNEL

If the party used the service tunnel found in part 3, they find themselves on the access tunnel leading to the docked ships, behind Captain Myers and her crew who wait with guns drawn, ready to ambush the party at the door they used to enter the kanasi breeding ground. The mercenaries are unaware the party is behind them and may make for easy targets if they party attempts to surprise them in combat.

4B: THE SEALED DOOR

If the party did not use the service tunnel and chose to retrace their steps through the asteroid, read or summarize the following:

The main door is still closed. A two-way communicator rest near the door with a piece of paper underneath.

THE TWO-WAY COMMUNICATOR

The device is powered on and set to a channel. The piece of paper underneath the device reads:

“Let us know when you return. We’ll open the door.”

Captain Myers and her crew know they’ll have to deal with the party eventually. They’ve taken some time to rest, recover, and prepare an ambush.

THE LOCKED DOOR

The door has a usual locking sensor on it, which may be accessed and bypassed.

THE AMBUSH

Lita Myers and a crew of five Star Chaser mercenaries (use **guard** stats) await to ambush the party. Consult the following to determine how they react when the party enters the hangar:

- If the party confronts Captain Myers about being a mercenary group, she and her team open the door with their weapons drawn and command the party to drop their weapons. The party may attempt to talk themselves out of the situation. If they do, the Star Chasers no longer have advantage on their Charisma checks.
- If the party surrenders, Captain Myers promises to drop them off at the nearby planet, without their gear. She doesn’t want any more bloodshed. She didn’t come here to kill.

- If the party surrender the belare, Captain Myers allows them to keep their gear, though she doesn’t give it back until her ship and crew are prepared to depart, leaving it outside the docking bay. She also offers them any parts they need to repair their ship and 500 cu.

If the party decides to fight Captain Myers and her crew, play out combat as normal. If the party is victorious, they find Captain Myers’s ship is repaired and ready to fly.

During the fight, Captain Myers surrenders if she loses six or more crew members.

DEVELOPMENTS

Once the party reaches one of the spacecraft, and once all repairs have been made, they leave the asteroid in search of their next adventure.

If Gavelia and her offspring were saved, both belare are very grateful.

Loot. If the party steals the Star Chaser ship, they find the suit of decorated centurion armor mentioned by Captain Myers.

CONCLUSION

The adventure ends with the party members on one of the spacecraft, traveling the stars to an unknown destination and in search of their next adventure.

Use the below text as an example of how to conclude the adventure, adjusting the text based on the adventure’s outcome.

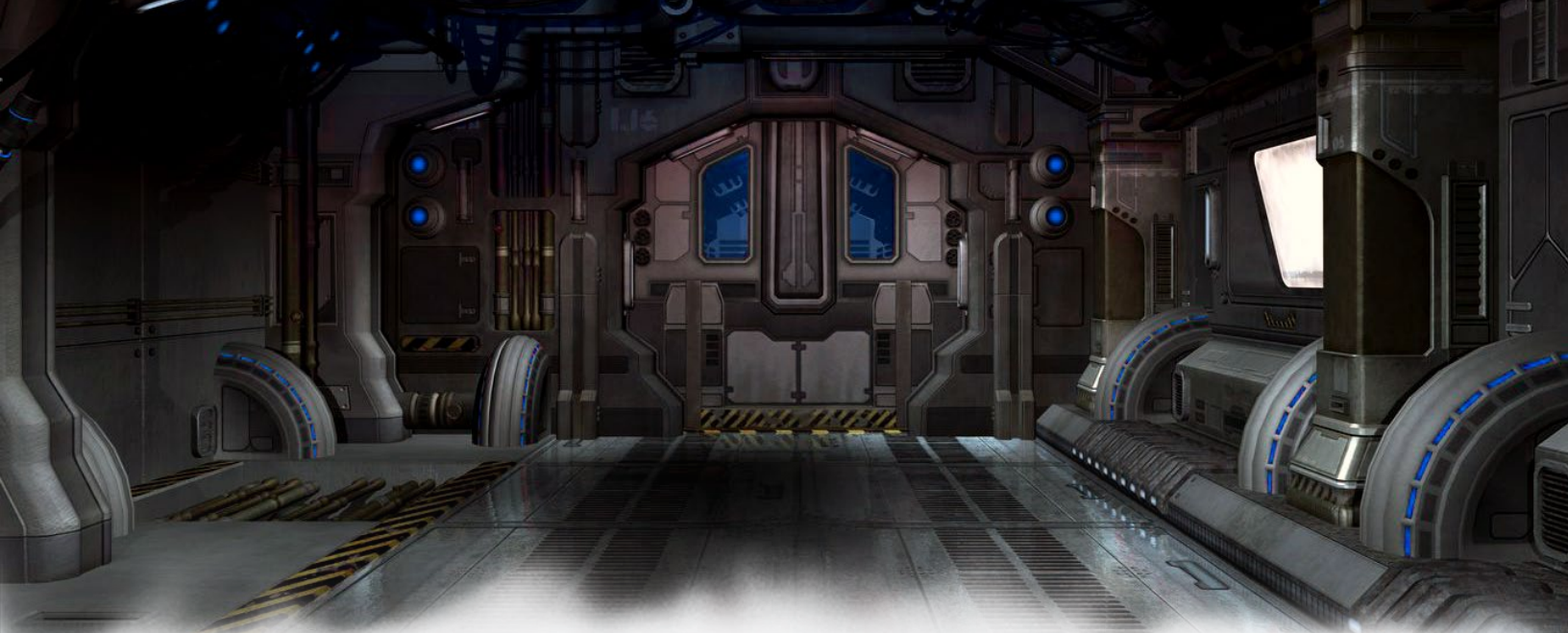
Having survived the trials of the asteroid – its native creatures and hazards, the kanasi, and the devious mercenaries – you now travel the stars in search of a welcoming spaceport. A little rest and relaxation seem to be in order. No doubt you’ll take on another mission soon.

REWARDS

Make sure players note their rewards on their sheets. Give your name and CC serial number so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.



COMBAT AWARDS

Name of Foe	XP Per Foe
Blade Drone	25
Guard	25
Hunter Kanasi	1,100
Lita Myers	700
Salnoi	100
Scourge Kanasi	450
Spike Drone	100
Swarm of Venomous Lizards	450
Spider Construct	200
Tar Render	450

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Repairing Gavelia's suit	50
Saving Velarus	50
Removing the manacles from PaPa	50

Regardless of how the experience totals are calculated, the **minimum** total award for each character participating in this adventure is **450 experience points**, while the **maximum** total award for each character participating in this adventure is **750 experience points**.

LOOT

The characters receive the following loot, divided up amongst the party. Loot is divided as evenly as possible. Monetary values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the GM can determine who gets it randomly should the group be unable to decide.

Permanent items are claimed by characters at the conclusion of the adventure. Items that are not claimed are converted to cubils at half its listed price and these cubils evenly divided amongst the characters.

LOOT

Item Name	Value (in cu)
Leather Purse with 50 cu	50
Light Pistol (no ammunition)	200
Shortblade	100

DECORATED CENTURION ARMOR

See Appendix E for details on this item.

STORY AWARDS

During the course of this adventure, the characters may earn the following story award:

Kiss of the Belare. If both belare are rescued, Velarus kisses each party member on the cheek. The cheek tingles with the creature's energy and the belare's gratitude is felt throughout their body. The kiss also leaves a small glowing mark on the party member, which slowly disappears over the course of 30 days.

During this time, when a character interacts with a belare, that character may roll its Charisma skill checks with advantage. After the 30 days have passed, the glowing mark disappears completely.

More information can be found in Appendix D.

RENOWN

Due to the nature of this adventure, characters belonging to any faction receive **one renown point**.

DOWNTIME ACTIVITIES

During the course of this adventure, the characters may earn the following downtime days.

2-hour adventure = 5 Downtime

4-hour adventure = 10 Downtime

APPENDIX A. INTO THE ASTEROID

Estimated Duration: 120 minutes

This section can be added onto the adventure when the party meets Gavelia. Instead of the center door being open, the party finds it closed and covered in debris. The belare offspring ran into the room before the debris blocked the entrance.

The door on the right, which leads to the interior of the asteroid, is open. Gavelia urges the party to use the open tunnel, asking them to find its offspring.

THE ASTEROID TUNNELS

Refer to the maps at the end of this section for locations. The party enters a section of the natural asteroid. The kanasi began converting this section, but then stopped once they encountered the native humanoids.

GENERAL FEATURES

The general features of the tunnels are as follows:

- **Air.** The air in the interior of the asteroid is safe to breathe. However, it contains a high level of helium which causes the characters' voices to change.
- **Terrain.** A 30-foot diameter rock tunnel. The rock floor is dusted with bits of gravel.
- **Weather.** Dry.
- **Light.** Complete darkness
- **Smells and Sounds.** The tunnels are quiet unless otherwise noted.

A1: THE STICKY ENTRANCE

After they started enhancing that tunnel with their metal and circuitry, the kanasi came across extraterrestrial creatures' native to the asteroid in this tunnel. These creatures have the ability to rust metal, so the kanasi decided to halt their use of this tunnel.

GAINING ACCESS

The party finds the metal door to this tunnel open.

ENTERING THE TUNNEL

Once they enter the tunnel, read or summarize:

The metal bands and circuitry lining the walls begins to thin, eventually ending 200 feet into the tunnel. The naked rock walls and floors allow for a view of the natural, beautiful interior of the asteroid. Red rock embellished with horizontal streaks of green, yellow, blue, and purple minerals create a magnificent natural masterpiece.

The tunnel seems sound enough, with no obvious signs of stress, fracturing, or decay. After another 60 feet, the walls, ceiling, and floor become streaked with a black, tar-like substance.

The tar-like substance lines 45-feet of the tunnel. Living within the tar-like substance is a **tar render**. It clings to surfaces and uses its sticky tendrils to grab its prey.

If the party is careful, they can find places on the tunnel floor which are not covered by the tar-like substance. To do this, a character must succeed on a DC 12 Intelligence (Investigation) check followed by a DC 12 Dexterity (Acrobatics) check, which is made with advantage if the character succeeded on its Intelligence (Investigation) check.

Characters who succeed on the Dexterity check successfully traverse the terrain. If they fail their Dexterity check, the character slips, landing prone in a goo-covered, unoccupied square determined by a d8. Characters who fall into the tar must repeat the check on the following turn to safely traverse to stable terrain.

STUCK IN THE GOO

A creature stepping on the tar-like substance is a potential target for the tar render, which attempts to grapple a target first, if possible.

DEVELOPMENTS

Once the party clears the goo, they continue down the tunnel 200 feet before reaching a large cavern.

A2: NATIVES OF THE ROCK

When the party reaches this section of the adventure, read or summarize:

The tunnel continues for another 200 feet, opening to a large cavern, its walls pocked with small holes. From within these holes, tiny, blinking eyes reflect your light.

Another tunnel opening can be seen on the far cavern wall.

GENERAL FEATURES

The general features of the cavern are as follows:

Terrain. The 100-foot diameter cavern and 30-feet tall walls are made of solid rock. The rock floor is dusted with bits of gravel.

Weather. Dry

Light. Complete Darkness

Smells and Sounds. Eerily quiet, except for when the creatures decide to make noise.

THE EYES

The eyes belong to the **salnoi**, a small, humanoid-like race that inhabits the asteroid. They are passive unless provoked. They've only had experience with kanasi and, although timid around the party, they are curious. One or two of the humanoids climb down from their holes and slowly approach the party, their bulging eyes blinking slowly.

INTERACTING WITH THE SALNOI

The salnoi are thin bodied, bipedal creatures with thin, warty skin and bulging eyes. They speak a form of Nesieve. How they learned their broken style of the language is unknown, though a character that speaks Nesieve and Lore can make a DC 14 Intelligence (Lore) check. On a success, they believe these humanoids use a much older form of the language. Though it is obvious they are intelligent, their vocabulary is ancient. Therefore, characters who hear the humanoids have trouble making sense of the old language, resulting in them hearing a root word or derivative of a current word. Sentences are translated into simple words to account for this.

The salnoi are curious about many things. They ask the party the following:

- Big metal creatures still on asteroid?
- What are you?
- What do you want?

The salnoi interact with the party as the GM sees fit. If the party mentions or implies they wish to destroy the kanasi, the salnoi become excited. They also want the creatures destroyed and offer to help them through the asteroid. They know a way to access another part of the kanasi lair. They often go there to watch their actions, hoping to see them leave their asteroid home.

SALNOI NAMES

The salnoi use simple names: Po, At, Ta, Mo, Em, Ip, Up. If a humanoid is named the same as another humanoid, its name is doubled, becoming MoMo, or PoPo.

WHAT THE SALNOI KNOW

The salnoi know the following:

- The kanasi use this place to create more kanasi.
- There is a large room with a pile of metal and technology.
- The kanasi have a young energy creature in that room.
- They are siphoning its energy.

BLUE FOOD

The salnoi grow their own food - a form of blue, bioluminescent fungus that grows in certain sections of the asteroid. A patch of this algae grows in the northeast corner of the cavern.

If the party is friendly and interact with the salnoi, they offer them small, rock plates filled with the algae, making an eating motion with their hand to their mouth, and say, "nutritious."

BLUE FUNGUS FOOD

The blue fungus has a citrus flavor, like an orange, though with a thicker and chewier flesh. If eaten, the blue fungus has the same healing effects as a *healing ampule*. This healing ability is only gained once per long rest. If removed from the asteroid, the fungus quickly dries, turns bitter, and loses its healing property.

THE PRISONER

One among the salnoi (PaPa) had been captured by the kanasi, who planned to experiment on it to find its weaknesses so they could combat the humanoids if needed. The other salnoi saved him, but they have been unable to release him from his reinforced restraints.

- A creature proficient with infiltration tools can pick the restraints with a successful DC 15 Dexterity check.
- The manacles have 25 hit points.
- The restraints require a successful DC 20 Dexterity check to escape.
- The restraints require a successful DC 20 Strength check to break.

COMBAT

Should the party decide to attack the salnoi, the creatures scream out in fear and retreat into the small holes, which extend 20-feet into the cavern wall, in a zig-zag pattern.

If none of the salnoi were injured, they again attempt to make contact with the party.

If one or more of the salnoi were injured or killed, after two rounds, the entire tribe runs out of their holes, attacking the party.

ADJUSTING THIS ENCOUNTER

The following are suggestions for adjusting this encounter:

- **Weak Party:** 8 salnoi, each with 12 hit points
- **Average:** 8 salnoi, each with 18 hit points.
- **Strong Party:** 10 salnoi, each with 18 hit points.
- **Very Strong Party:** 10 salnoi

FRIENDS

If the party is friendly with the salnoi, they offer to assist them further into the asteroid, to a place where they can find the young belare.

A salnoi named PaPa, who was once a prisoner of the kanasi, offers to guide them further into the asteroid.

DEVELOPMENTS

When ready, PaPa leads the party deeper into the asteroid.

If the party hasn't befriended PaPa, they continue on their own.

A3: ROCK JUMPING

As the party enters this area, read or summarize:

The 30-foot diameter tunnel continues for 100 feet, ending at the edge of an 80-foot-wide gorge. Several multitiered stone pillars create stepping stones which appear to reach another tunnel 30-feet up along the far wall.

PaPa

If PaPa is with the party, he quickly leaps from the edge and onto the first pillar. He then looks at the party, waves them on to follow, and then scampers and leaps across the remaining pillars until he reaches the far tunnel. He gives the party another wave, encouraging them across.

Crossing

The pillars vary in size and spacing, with some being easier to reach than others. Some characters may be able to long jump these pillars, while others may not have a high enough strength score. Allow the players to become inventive with how they cross, granting advantage to checks when appropriate.

Falling

The gorge is 30-feet deep. Its smooth walls have very few handholds, making it difficult to climb. Creatures without a climb speed have disadvantage on their climbing checks.

Developments

Once the party crosses the gorge, they continue deeper into the asteroid.

A4: Bubbling Sludge

As the party enters this area, read or summarize:

After continuing several hundred feet, the tunnel opens to a large cavern divided by a slow flowing river of bubbling, grey sludge. Several rope-like tendrils hang from the rock ceiling. These tendrils seem to reach into the sludge, perhaps using it as a food source.

PaPa and the Sludge River

If PaPa is with the party, he quickly grabs one of the tendrils, climbs a bit before reaching for another tendril, and then quickly makes his way across the river. From the other side, he waves the characters to follow.

The Sludge River

The sludge river is 30-feet wide and moves at a slow pace. A creature in the sludge can maintain its position with a dog paddle.

The sludge isn't dangerous. However, it is a sticky, smelly substance. From a distance, the smell is bearable. If a creature finds itself in the sludge, it must succeed on a DC 14 Constitution saving throw. Failure results in the creature being poisoned for 1 minute as it vomits from the stench. On a successful save, the creature is immune to the stench for 24 hours.

The Bubbles

Gases from the asteroid create large, bursting bubbles of sludge. When the bubbles burst, they throw the stinky sludge, creating a 5-foot radius sphere of sludge. To avoid the sludge burst, a creature must succeed on a DC 12 Dexterity check. Failure results in the character being covered in the smelly sludge.

A creature may attempt to climb higher while on a tendril. Doing so requires a successful DC 12 Strength (Athletics) check. On a failed check the creature makes no progress. On a check that fails by 5 or more, the creature slips and falls into the sludge.

Crossing

The tendrils vary in spacing but most Medium-sized creatures should be able to reach one if grasping another, climbing from one tendril to the next.

The first tendril is 10-feet from the shoreline, which may require characters to perform a long jump or standing jump.

To avoid slipping into the sludge, each character climbing the tendrils must succeed on a DC 12 Strength (Athletics) check. Failure results in the character slipping into the sludge, though it still has hold of the tendril. A character that fails the check by 5 or more finds itself in the sludge, no longer grasping the tendril.

A character in the sludge may swim to the other side of the slow-moving river. Doing so requires a successful DC 12 Strength (Athletics) check making no progress. A successful DC 12 Strength (Athletics) check also allows it to reach up and grab a tendril.

Conclusion

After all the characters have crossed the sludge, they continue down a narrow shaft which ends in the ceiling above 2E: The Center Room. Dropping from the ceiling and into the room requires a DC 12 Strength (Athletics) check. On a success, the character lands safely. On a failed check, the character lands poorly, suffering 1d6 bludgeoning damage.

Once in area 2E: The Center Room, you can continue with the adventure in part 2.

The main entrance to that room was damaged during the firefight but can be cleared from the interior of the room, allowing the characters easy access to the main hangar.

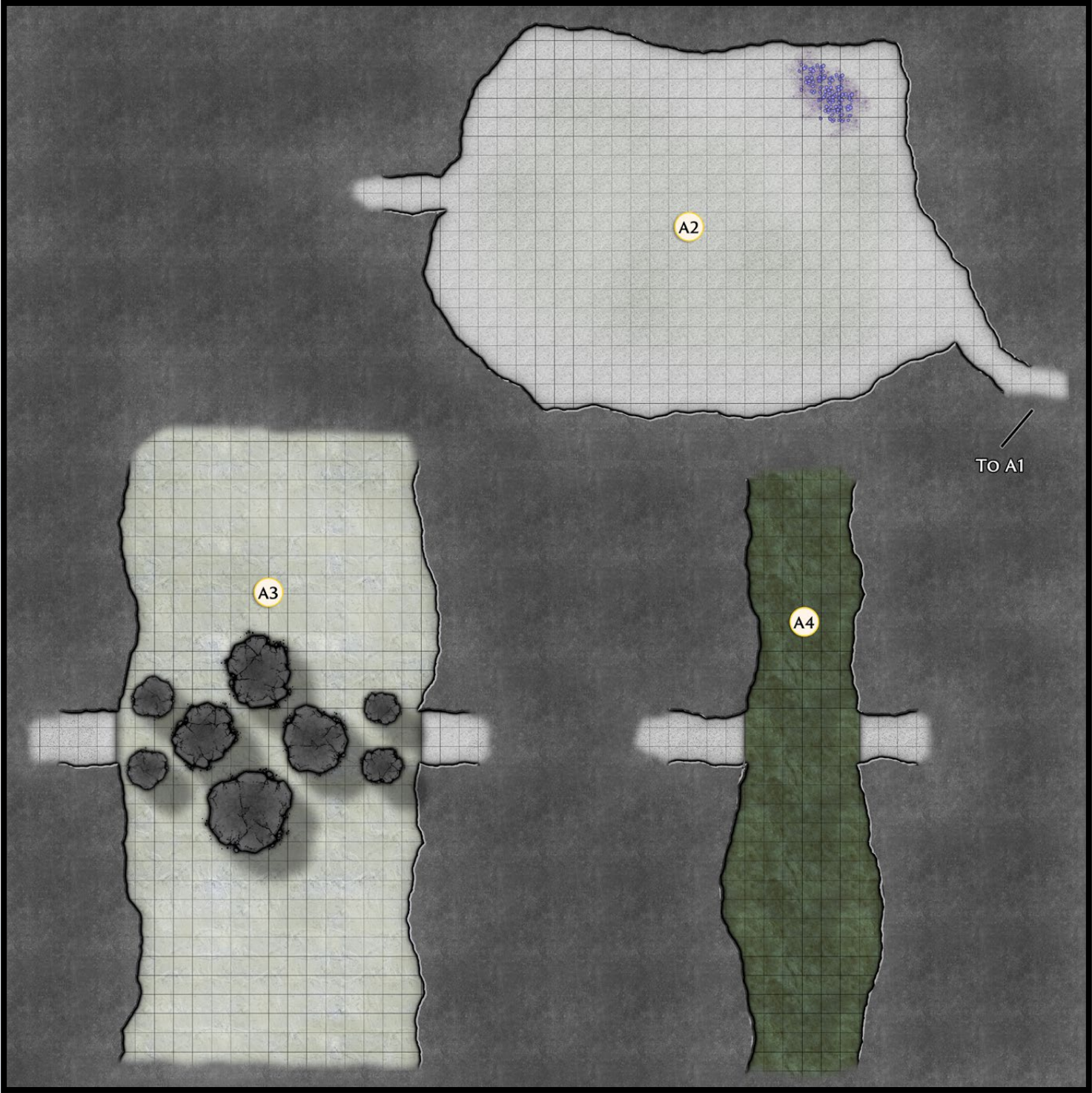


Rz.01

Rz.02

Rz.03

BONUS MISSION MAPS



APPENDIX B: THREAT STATISTICS

This appendix details threats that are encountered in this adventure.

BLADE DRONE (FLYING)

Medium construct, unaligned

Armor Class 13

Hit Points 13 (3d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses passive Perception 12

Languages --

Challenge 1/8 (25 XP)

ACTIONS

Scythe Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Gun Mount. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GUARD

Medium humanoid (any), any alignment

Armor Class 14 (medium trooper)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses Passive Perception 12

Languages any one language, usually Common

Challenge 1/8 (25 XP)

ACTIONS

Energy Burst. Upon a successful hit with the energy staff, the guard may expend a bonus action to release a burst of force. The target must make a DC 13 Dexterity saving throw or be knocked prone.

Energy Staff. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Light Pistol. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

HUNTER KANASI

Large automaton, lawful evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses infravision 60 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Organic Detection. The kanasi's sensors can detect the presence of living organic creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

ACTIONS

Multiattack. The kanasi makes two grappling claw attacks. If the kanasi is grappling a creature, it can also use its shock burst.

Grappling Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the kanasi doesn't have two other creatures grappled.

Shock Burst. One creature grappled by the kanasi receives a pulse of energy throughout its body. The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LITA MYERS

Medium humanoid (human), lawful evil

Armor Class 17 (centurion)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language, usually Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. Lita makes two melee weapon or two ranged attacks.

Longblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/250 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 4 (1d8) piercing damage with burst fire..

SALNOI

Small humanoid (salnoi), any alignment

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	10 (+0)	13 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages ancient dialect of Nesieve

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The salnoi has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage..

SCOURGE KANASI

Large automaton, lawful evil

Armor Class 13 (natural armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	10 (+0)	11 (+0)	8 (-1)

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, poisoned

Senses infravision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 2 (450 XP)

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

ACTIONS

Hand Razors. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an automaton, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. On a hit, the target must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the kanasi's poison for the next 24 hours.

SPIKE DRONE

Medium construct, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses passive Perception 10

Languages --

Challenge 1/2 (100 XP)

ACTIONS

Spiked Wing. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Gun Mount. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

SWARM OF VENOMOUS LIZARDS

Medium swarm of tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

SPIDER CONSTRUCT

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +5

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Spider Climb. The construct can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Hull Breachers. The spider construct's bite attack can be used to breach a ship's hull plating. When the construct hits a ship with a bite attack, it inflicts 4 (1d8) piercing damage..

ACTIONS

Multiattack. The spider construct makes two melee weapon or two ranged attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage

Laser Mount. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 7 (1d8 + 3) radiant damage.

TAR RENDER

Medium monstrosity, neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Resistances acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages --

Challenge 2 (450 XP)

Natural Camouflage. The tar render has advantage on Dexterity (Stealth) checks made to hide in any body of water or mud with a 15-foot diameter or larger.

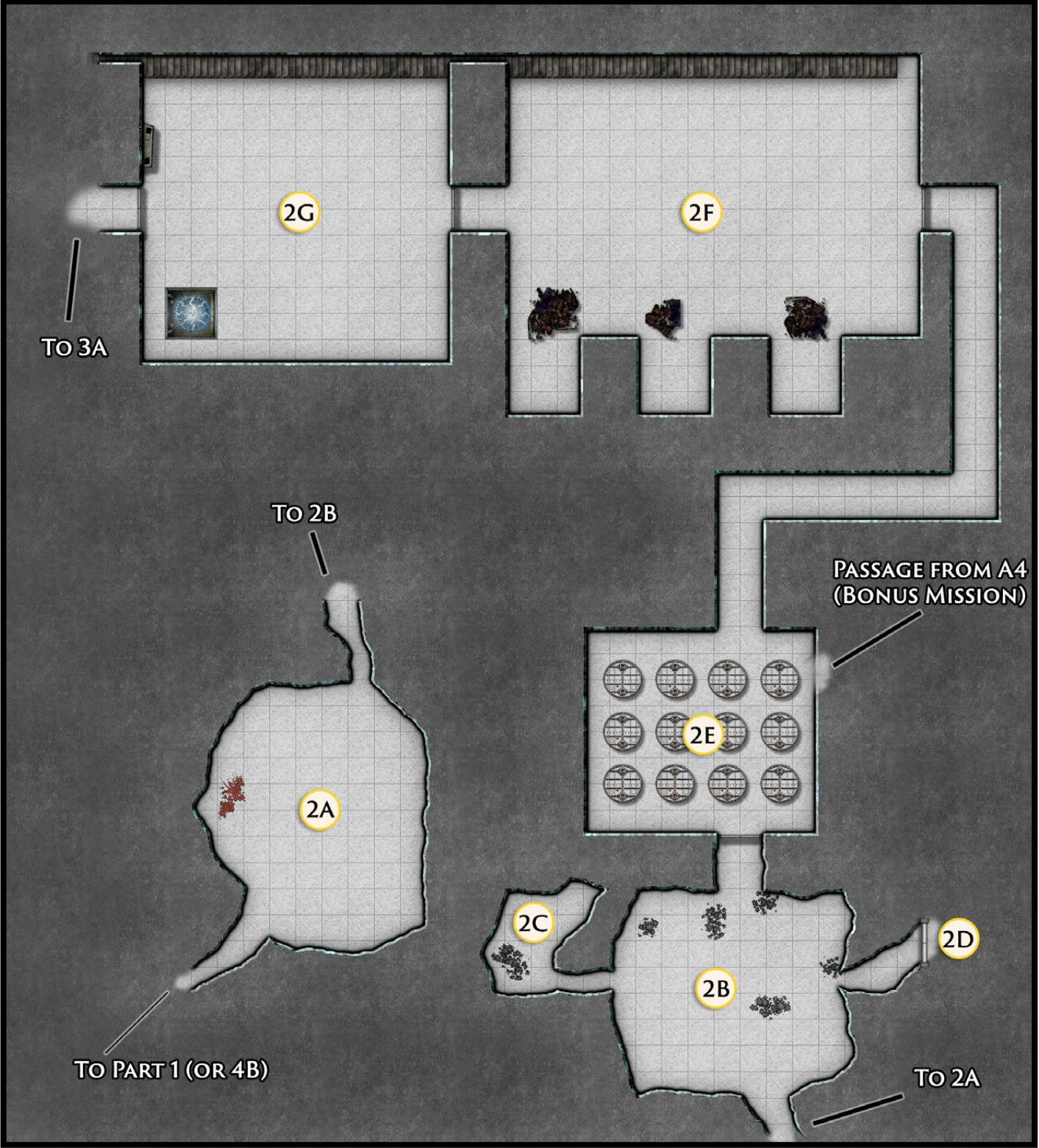
Grapppler. The tar render has advantage on attack rolls against any creature grappled by it.

ACTIONS

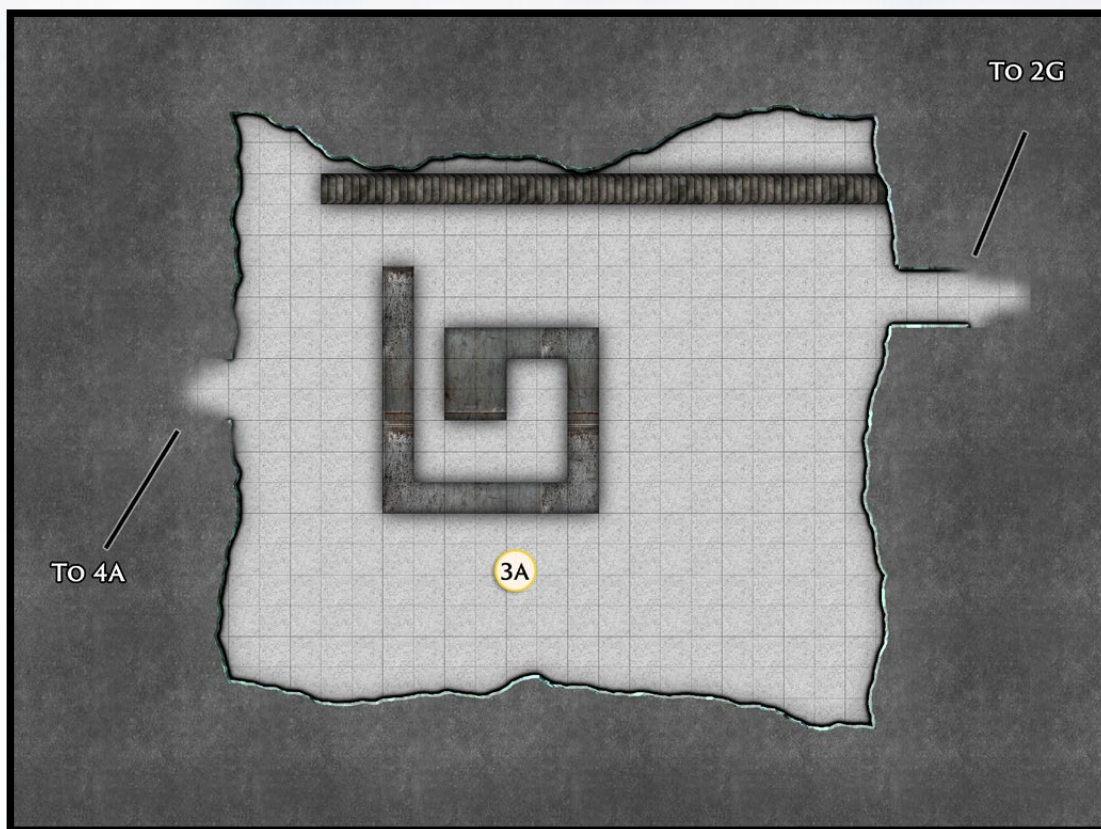
Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Grapple. When the tar render hits a Large or smaller creature with a pseudopod attack, the creature is also grappled by its sticky adhesive (escape DC 13). Ability checks made to escape this grapple have disadvantage. Only one creature at a time can be grappled by the tar render.

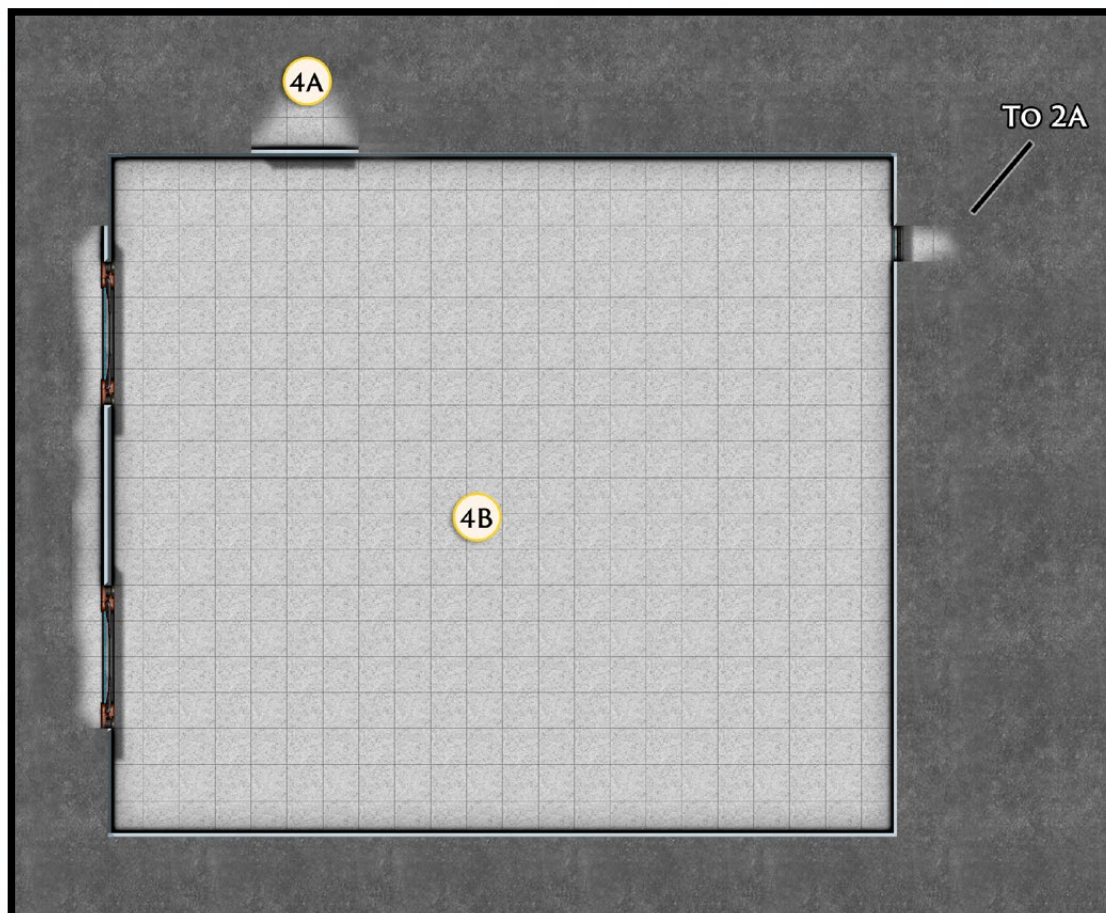
APPENDIX C: ADVENTURE MAPS



MAP 2.1



MAP 3.1



MAP 4.1

APPENDIX D. STORY AWARD

During the course of this adventure, the characters may earn the following story award.

KISS OF THE BELARE

Velarus kisses you on your cheek. Your cheek tingles with the creature's energy and the belare's gratitude is felt throughout your body. The kiss also leaves a small glowing mark on you, which slowly disappears over the course of 30 days.

During this time, when you interact with any belare, you can make your Charisma skill checks with advantage. After 30 days have passed, the glowing mark disappears completely and its effect ends.

APPENDIX E. SPECIAL ITEM

During the course of this adventure, the characters may find the following permanent item:

DECORATED CENTURION ARMOR

This suit of centurion armor was acquired through devious measure. The armor's natural color is purple, with a white fist painted on the chest plate. However, it is in the middle of being painted. A layer of black paint begins at the feet, ending midway up the pelvis. The upper torso is still purple, but a lightning bolt has been added to the white fist.

This armor's statistics can be found in the *Esper Genesis Basic Rules* or *Core Manual*.

APPENDIX F. RUNNING THE ADVENTURE

Consider the following advice when running this adventure.

RUNNING FOR CRUCIBLE CORPS

This adventure is designed for five to seven 1st and 2nd level characters with an APL of 2. Characters outside this level range cannot participate in this adventure when being run for organized play.

ADJUSTING THIS ADVENTURE

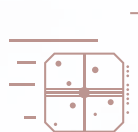
This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's Average Party Level (APL). To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.



BEING THE GAME MASTER

As the Game Master, your role is to present and narrate a fun and immersive experience for yourself and your players.

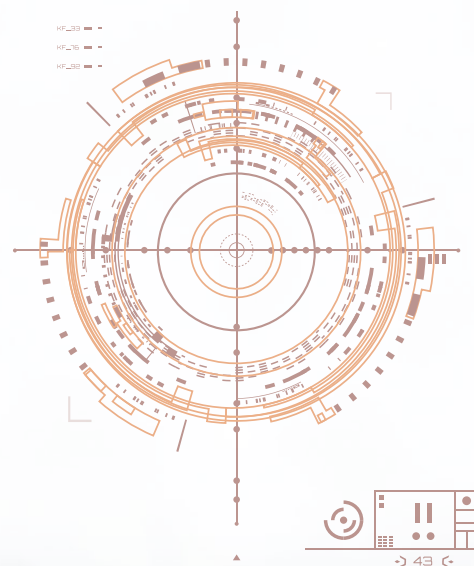
When running these adventures, please, keep the following in mind:

Be Prepared. Read through the adventure, taking notes of anything you'd like to highlight or remind yourself during your session, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and threat entries.

Be a Part of the Group. Always remember that you are not the enemy of, nor are you competing with any of the players. Your job is to present and run the adventure, encounters, adversaries, and story while maintaining flow of events. You also get to play any other persona in the adventure that is not the player characters.

Encourage the Dialogue. Always introduce yourself to players you don't know and encourage them to do the same for both themselves and their character. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keeping with the Flow. While you are the authority on the rules and encounters, it is really your players that provide the catalyst to make the story go. Their actions and decisions should affect how you run encounters, while your method of presenting the story influences their decisions. This circular relationship allows everyone to be involved and have as much fun as possible. Use the rules as a tool to move the story rather than delay it. The best game masters use the rules in a fair, impartial, and consistent manner for every single player in their game. When the game starts to get bogged down, feel free to provide hints and clues to your players in order to keep things moving.



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