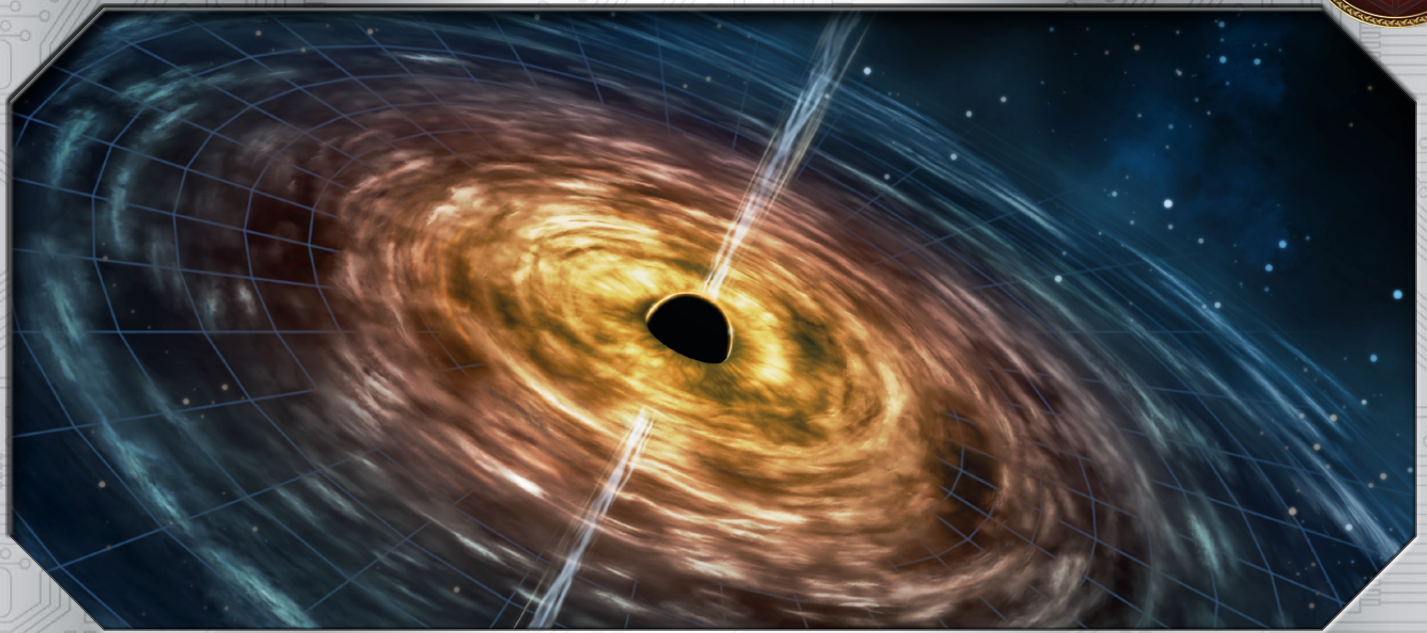


ESPER GENESIS

HEROIC SCI-FI ROLEPLAYING

CRISIS AT PEL TAVARIA



EGCC 01-02



ESPER GENESIS:
**CRUCIBLE
CORPS**



EPISODE TWO OF
***SHADOW
OF THE
ZEPHYR***



CRISIS AT PEL TAVARIA

A simple delivery job embroils the team in an underworld conspiracy that threatens the lives of everyone on the Pel Tavaría space station. A disreputable club owner may be their only chance to survive their pursuers and escape the station alive.

Part Two of the Shadow of the Zephyr series.

An Initiate Tier Adventure for Three to Seven Characters

Optimized for APL 2

CREDITS

Designer: Rich Lescouflair

Graphic Design and Layout: Rich Lescouflair

Artwork: Scott Betts, Ann Bozhko, Tan Ho Sim, Lithi Luadthong, Markus Vogt

Cartography: Rich Lescouflair

EG Crucible Corps Organized Play Manager: Eric Wiener

EG Community Manager: Robert Adducci

Alligator Alley Entertainment Team: Brian Dalrymple, Rich Lescouflair, Christopher Robin Negelein, Eric Wiener



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INTRODUCTION

Welcome to *Crisis at Pel Tavaría*, an **ESPER GENESIS™** adventure, and part of the official *Esper Genesis Crucible Corps™* organized play system.

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 E.

ADVENTURE BACKGROUND

The *Hyperlance* is an prototype cruiser fitted with an advanced sorium stardrive and an experimental navigation system. However, within its shiny frame and state-of-the-art features is a secret that in the wrong hands could bring about untold disaster over the Silrayne Arc.

Hidden in the ship's semi-autonomous navigation system is a string of code that is part of a decades old project codenamed "Zephyr," which allowed for the arbitrary reprogramming of any machine or artificial lifeform within seconds. A clandestine group within the Zephyr Corporation have searched for any sign of the code, ruthlessly hunting and extracting information from anyone in their path.

Only a chosen few know the *Hyperlance*'s secret. One is Rhona Tasedri, owner of Pel Tavaría's Eclipse nightclub. Zephyr Corp, aware of Rhona's involvement, have allied themselves with the Omega Fist gang, promising the gang Rhona's territory on the station in return for finding out what she knows. Since Rhona is well-connected and difficult to get to, the Omega Fist need to play dirty. This is where the player characters enter the mix.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

- **Carrobo (car-OH-boh)**. Assassin working for the Zephyr Corporation who regularly keeps the dialogue open between his bosses and the Omega Fist gang.
- **Rhona (ROH-nah)**. Owner and manager of the Eclipse nightclub on Pel Tavaría. She's a former officer in the Silrayne Defense force, now working as a private contractor. As a favor for a close friend, she's keeping tabs on the *Hyperlance* until it can be sent into hiding.
- **Tarko (TAHR-koh)**. A spy for the Omega Fist gang, his job is to gain access to the Eclipse and steal Rhona's secrets. He aims to use the player characters to accomplish that.
- **Pel Tavaría**. A large space station that orbits the planet Tavarus near the Keshite Rift. It is the most popular travel hub in the galaxy due to its private affiliations and leanings toward underworld trade.

ADVENTURE OVERVIEW

The adventure is divided into five parts. **Parts 1 through 3** can be played as a **2-hour adventure**. If you wish to extend the adventure to **4 hours**, you can optionally include **Parts 4 and 5**.

The adventure is broken down as follows:

Part 1: Mysterious Package. The team is hired by Tarko to deliver a data device to the Eclipse nightclub. Little do they know they are being used as dupes for Tarko to gain entry.

Part 2: Night at the Eclipse. The team encounters Rhona, unwittingly triggering Tarko's trap. Their lives in danger, Rhona offers the team a way out - if they choose to work for her instead.

Part 3: Street Chase Mayhem. To regain Rhona's stolen keychip, the team chases down a pack of Omega Fist racers and the spy who set the team up to take the fall.

Part 4: The Dock Job. To avoid the *Hyperlance* from falling into the wrong hands, Rhona and the team must now steal it first - right from under the noses of station security and the media.

Part 5: A New Enemy. Escaping with the *Hyperlance*, the team is set upon by a squad of alien starfighters seeking to prevent their escape.

ADVENTURE HOOKS

The below are suggested adventure hooks:

Back from a Salvage. If the party completed *EGCC 01-01 Basilisk Rendezvous*, Leonero escorts the team to Pel Tavaría for some much-needed rest and relaxation.

Travel Transition. As Pel Tavaría is a popular destination point for travelers all over the galaxy, the team could be here as a stopping point to refuel or grab the next transport to another destination.

Vacation Time. The team could be here for some downtime after a mission, which would be interrupted upon meeting with Tarko.

AREA INFORMATION: PEL TAVARIA

Pel Tavaría is a city-sized space station which orbits around the planet Tavarus, the largest recreational planet in the galaxy. The station itself is operated by a number of private groups and affiliations, many of them agreeing to remain outside the supervision of the Sorium Accord or the Silrayne Defenders.

The station welcomes any and all types, so long as they adhere to its simple set of laws. Trade is fairly open, with very little legal jurisdiction. Some practices, however, such as genocide, slavery, and similar extreme forms of business are still prohibited. Peace is maintained by the private-owned Pel Tavaría Police force also known as Tavapol.

The station structure is a ring. The loop is separated into five districts and two docking stations. A magnetic transport train system runs across the space within the ring, with two tracks forming a cross and a terminal where the tracks meet in the center.

The arrives at Pel Tavaría's space dock via whichever means chosen when setting up the Adventure Hooks. Upon pulling into the docking bay, read the following:

As your ship pulls into the Pel Tavaría's main space dock, you see crowds of people gathered around one side of the station area. A sleek, shiny starcruiser takes up much of the bay area, surrounded by security teams, onlookers, and a pack of media reporters with camera drones. A large holographic sign hangs over the ship. It reads: "Introducing: The *Hyperlance*".

Characters who access the SIM to gain more information can learn that the *Hyperlance* is an experimental passenger transport capable of extremely long distances and fitted with state-of-the-art navigation and life-support systems.

MAKING THE MARK

After the team disembarks from the transport, they're approached by Tarko, a kesh **spy** disguised as station security. He introduces himself using his own name and says he's a special agent working for Tavapol. He wishes to hire the team to deliver sensitive information to one of their covert contacts. He can provide the team with the following information.

- An underground gang called the Omega Fist is looking to steal classified information to be delivered to one of Tavapol's secret informants.

- The data can't be transmitted digitally for fear of it being intercepted by spies aboard the station.
- Tavapol also suspects there are spies working within the security department, which is why his special unit wants to hire the team to guard and deliver the data.
- *If the characters completed Basilisk Rendezvous:* Another contact, Leonero, recommended the characters for this job.

THE DELIVERY JOB

Tarko offers the team 2,000 cu to deliver the data to his contact at the Eclipse nightclub in the station's entertainment district. If the team accepts, he gives them a small encrypted datapad and tells them to deliver it to the club's owner, Rhona. He also warns them to not trust anyone while they have the data in their possession.

TARKO'S PLAN

In truth, Tarko is a member of the Omega Fist gang. He's aware Rhona has the access codes to the *Hyperlance* and plans on using the team as bait to bypass the Eclipse club's state of the art defenses. He does his best to maintain his ruse and allay any suspicions.

The datapad the party receives is encrypted. A successful DC 16 Intelligence (Computers) check reveals that the device is built to execute some type of electronic function, but that is all they can get. Any attempt to physically open or tamper with the datapad causes it to erase itself, ending the mission.





GETTING TO THE DROP

The Eclipse nightclub is on the other side of the station. The team can get to there by either taking the long route through the other station sectors, or by taking the mag-lev train which stops at the Entertainment District.

ENTERTAINMENT DISTRICT

Regardless of how they choose to get there, the team arrives at the Entertainment District without any issues.

Streams of bright lights, holographic ads, and flashing signs decorate this entire area. The streets are filled with people making their way in between the rows of hover vehicles moving about the busy streets. The buildings vary between small fast food restaurants to mini-malls and full-service recreational facilities.

AREA INFORMATION

The majority of the structures in this area are businesses that provide food, shopping, and various forms of entertainment such as music, SIMreal movies, and a variety of recreational activities. Advertisements are everywhere in the form of signs, holo-images, and augmented reality displays from the characters' SIM-connected devices.

If the characters choose to purchase equipment or amenities, they can find any that is normally available to them in the *Core Manual*.

GETTING TO THE ECLIPSE

The team can easily download a general map of the area or they can ask directions from one of the many **alphalite custodian** constructs they find wandering through the area. The Eclipse club is located in the center of the district at the cross between the two main transport roads.

ON THE TRAIL

Two **spies** working with the Omega Fist gang stealthily follow the team, attempting to blend with the crowd. They wear dark clothing similar to station security but with no badges or markings. They can be spotted with a successful DC 15 Wisdom (Perception) check.

The spies are under orders from Tarko to shadow the team and make sure the package safely arrives at the Eclipse. If they notice that the characters are on to them, they do their best to lose the team's attention without losing their trail. If the team instead tries to lose them by going to other locations or splitting up, one of the spies remain focused on following whichever character is in possession of the data.

It should take about 10 minutes on foot for the team to reach the Eclipse. Once they arrive, continue to part 2.

TALKING WITH THE LOCALS

If the characters ask around, they can get the following information from the locals in the district.

- Pel Tavarica has five main districts: entertainment, operations, residential, science, and trade. It also has two space docks and an administration office.
- The nearby planet, Tavarus, is a pleasure paradise often frequented by travelers from all over the galaxy.
- You can find just about anything on the station if you know the right people to ask.
- The Eclipse nightclub is in the center of the district. It's rumored to be owned and operated by a former member of the Silrayne Defenders.
- The Omega Fist gang started out as a small band of thugs who slowly gained power and influence doing dirty work for powerful underworld organizations who yet remain anonymous.
- There are many other gangs and underworld groups that operate out of Pel Tavarica, usually fighting with each other over territory and control. Most of the major conflicts, though, are held in check by Tavapol.

The area surrounding the Eclipse nightclub spans a few hundred feet, forming its own separate entertainment complex. A few smaller bars, gaming arcades, and show halls all interconnect around the main structure. Read the following when the team arrives.

The rhythmic thump of a club beat reverberates throughout this area, coming from a large steel building that merges into the station's inner hull wall. Crowds of people mill about the smaller bars and halls around the structure. The station lighting has been replaced by a holographic night sky, complete with distant stars and dark silhouettes.

THE ECLIPSE NIGHTCLUB

The main entrance to the club itself is a 10-foot wide archway covered with a translucent force field. A human **guard** patrols the front and **Betrod**, a matokai bouncer, stands in the center of the entrance in front of a floating virtual display for screening visitors. The matokai is openly suspicious of the characters at their approach.

GAINING ENTRY

Betrod won't let the characters pass without identification, as the club is having an event tonight for special guests only. He's ordered to not allow anyone entry that isn't on his list of approved guests. If anyone on the team mentions Rhona, the matokai responds with "Rhona? And exactly what's your business with her?"

After a minute of talking to Betrod, if the character holding onto the encrypted datapad is within 10 feet of the matokai, the characters notice his virtual display flashing rapidly. Betrod stares at it, looking visibly confused. A successful DC 14 Wisdom (Perception) check can spot images on his screen in the likeness of the characters. The same check for a character holding onto the encrypted device Tarko had given them notices a small vibration coming from case. After a round, Betrod grunts and says, "OK. You're free to go. Head to the red door in the back to meet up with the boss".

UH... WE'RE ON THE LIST...

If for some reason, the characters can't gain entry using the encrypted datapad, they can alternatively attempt to con their way in. This can be accomplished with a successful DC 14 Charisma (Deception) check. The characters can also attempt to hack Betrod's display with by succeeding on a DC 14 Intelligence (Computers) check. If they succeed on this check, they can make their Deception check with advantage.

Allow for additional tactics or use of powers, if necessary, if the players decide to use alternative methods for gaining entry. Remind the team that violence against the entrance security will likely cause more problems than resolve them.

THE MAIN FLOOR

This is 120 foot square area is the main section of the club with side doors leading into the private areas.

An array of colorful lights, wisps of smoke, and perfumed smells fill your senses upon entering the Eclipse's main room. A number of tables are positioned along the side walls, with the front of the are being used as a dance floor. A huge, U-shaped bar made of blackened metal and stone takes up much of the central floor. The rest of the floor is packed with party-goers and guests flaunting an array of high-fashion. A live band plays from an elevated stage that extends from the back wall fifteen feet above the main floor.

FINDING THE CONTACT

Following Betrod's directions, the characters can find an automated red metal door in the back of the room. A holographic sign, barely visible above the door in the midst of the smoke and flashing lights reads: "Office". If Betrod didn't tell the team where to find Rhona, they can find out from any of the employees at the bar or by succeeding on a DC 13 Wisdom (Perception) check.

The door is locked and can't be bypassed, hacked, or broken into. It can only be opened if the encrypted datapad is brought within 10 feet of the door which automatically releases the lock. If a character attempts to gain access without the datapad, a successful DC 13 Dexterity check with infiltration tools reveals the lock can only be opened remotely, either from inside or with a specific encoded frequency.

MEETING RHONA

Once beyond the door, a short hallway leads into the club's private office. **Rhona** is here along with her two personal **guards**.

Multiple screen displays decorate the walls of this dimly lit room. Two guards stand on either side of the doorway opposite a large steel and glass desk. Seated at the desk is a dark-haired eldori intently studying a holo-display. Upon your entry, she looks up from her work, visibly startled before saying, "How the hell did you get in here?"

Though she was not expecting the characters at all, Rhona isn't immediately aggressive, allowing the team to explain their situation. Allow time for the characters to interact with Rhona before moving on to the next section.

The eldori is skeptical of whatever explanation the characters give, up until they present or mention the encrypted datapad they were hired to deliver. This

reveals to Rhona what's actually happening. The datapad the team was carrying had hacked through all of her security measures. At that point, a successful DC 12 Wisdom (Perception) check notices a faint humming sound coming from the encrypted datapad. Rhona breathes out an expletive of your choice and motions for her guards to check the main hall.

THE NEW OFFER

Rhona quickly tells the party the Omega Fist is after a uniquely encoded keychip hidden in one of the club's storage rooms. She offers the team 2,000 cu if they can get her out of the club alive, using a secret trapdoor behind the bar. She also wants to make sure the keychip is safe. Should the party refuse, Rhona attempts to escape on her own and the team is left without a mission.

Three rounds into the conversation, all the main lights in the building go out followed by the sounds of screaming and gunfire.

The Datapad. At the end of this encounter, the encrypted datapad's internal circuitry burns itself out, rendering the device completely useless.

ROLEPLAYING RHONA

Rhona is a former military specialist, now working as a go-between for various underworld contacts. She is shrewd, cunning, and always works with a backup plan. She's loyal to only the chosen few who earn her respect and trust.

Personality. I always make sure I'm still one step ahead, even when I fall behind.

Ideal. Honor and duty only goes as far as the contract pays.

Flaw. My past experiences often gets in the way of seeing the good in others.

NIGHTCLUB MASSACRE

Refer to **Map 1** for locations. Two Omega Fist **gang members**, two **corporate agents**, and **Carrobo**, a Zephyr Corp assassin are in the main room of the Eclipse ruthlessly mowing down any club-goers in their path.

Corporate Identities. If a character makes a note to examine Carrobo or the corporate agents, have them make a DC 15 Intelligence (Lore) check. Success identifies their gear as those commonly used by agents of the Zephyr Corporation.

FIGHT ON THE FLOOR

Refer to the following advice when resolving this combat.

Lighting. The emergency lighting provides only dim light in the area. The heavy smoke in the room

The Main Floor. The gang members (marked as "G" on the map) and corporate agents (marked as "A" on the map) are positioned on the sides of the room to keep the team pinned down while Carrobo (marked as "C") takes cover in front of the bar to fire upon the team at a distance.

The Trapdoor. Rhona's secret exit is marked on the map. It's activated by pulling an unmarked beer tap handle beneath the bar. Locating it without Rhona's help requires a successful DC 14 Intelligence (Investigation) check. Beneath the door is a flight of steps that tunnels under the building to eventually open into an alleyway outside.

The Comm Unit. By the time the fight begins, Tarko and his underlings have already killed Betrod and have stolen Rhona's keychip. They are difficult to see due to the chaotic environment. A character specifically looking toward the exit can spot them by succeeding on a DC 15 Wisdom (Perception) check. Regardless, Rhona still insists the team accompany her through the trapdoor. For more details on pursuing Tarko, see part 3.

ADJUSTING THIS ENCOUNTER

Suggestions for adjusting this encounter:

- **Very Weak or Weak:** Remove one **gang member** and one **corporate agent**.
- **Strong:** Add two **corporate agents**.
- **Very Strong:** Replace the **corporate agents** with a **gang leader**.

ENDING THE BATTLE

The encounter ends when either all enemies are defeated or Rhona and the team escape through the trapdoor. If it's the latter, Rhona locks the door on the way down, preventing the enemy from pursuing. Once all the characters successfully take Rhona past the trapdoor into the alley, continue to part 3.

LOOT

Carrobo wears an infiltration suit. The corporate agents carry a total of 400 cu.



In this section, the team must recover a device that can bring about disaster for the Silrayne Arc if placed in the wrong hands.

STOLEN SECRETS

After the characters escort Rhona into the secret alleyway, read the following:

This long alleyway ramps upward to the outer wall of the Eclipse club. A row of six custom crafted hoverbikes are lined up near the back of the concealed exit to the streets.

Rhona calls up a holographic tracking display from her wristband. She tells the team that the enemy have already stolen her encoded keychip from the club and are getting away. However, she can track the keychip's location. Since the thieves are too fast to catch on foot, she offers the team use of her hoverbikes.

STEIGAN-ZUR FALCHION II

The newest model of the classic hoverbike, the Falchion II is lighter and faster than its predecessor, sporting a refined hover system fitted with hybrid micro-thrusters and turbine boosters. These particular models have received even further upgrades in speed and maneuverability.

A BIT OF ROAD RASH

Allow the characters a moment to decide between pilots and passengers. Two characters can fit to a bike. Rhona shares the frequency of her tracking signal so the team can also follow the thieves. She doesn't have to accompany the team, but does so if the characters request it.

Using the tracking signal, it takes two minutes for the team to spot Tarko (a **spy**) and his companions (three **gang members**) within the crowded streets. Tarko's sensors alert him to the team's presence at the same time, causing the thieves to take off at top speed to avoid being caught. The chase begins here. Tarko attempts to lose the team as fast as possible while the gang members attempt to delay the characters.

CINEMATIC CHASE SEQUENCES

The next section covers rules on running the chase sequence. The scene itself is meant to be fast and frantic versus complicated. Feel free to describe the surroundings such as the terrain, other cars, and crowds of pedestrians. While using the chase rules, your players may introduce additional scenarios depending on their powers and class features. Use your best judgment in these scenarios and award them for creative use of their abilities.

RUNNING THE CHASE

The team begins the chase 150 feet away from Tarko and the gang members. Roll initiative for all characters involved in the chase and proceed in order. Actions that can be taken are dependent on whether the character is a driver or a passenger. Tarko and the gang members can only take actions as a driver. At the end of each round, each character piloting a vehicle must make a complication check (see "Chase Complications" later on).

DRIVER

Each round, a character piloting a hoverbike can use their action to take one of the following three maneuvers:

- **Gain Ground.** The pilot can push their bike to faster speeds by succeeding on a DC 13 Dexterity check with Vehicles (Planetary). On a success, they gain 50 feet of distance. If the check fails, they make their next complication check with disadvantage (see "Chase Complications").
- **Attack.** The pilot can make an attack with a one-handed ranged weapon or esper power at a target within their weapon's or power's range. On a hit, the target takes the attack's damage and make their next complication check with disadvantage (see "Chase Complications").
- **Side Swipe.** The pilot attempts to ram their bike into an enemy. To perform this maneuver, the pilot and the enemy must be in the same location. The pilot makes a DC 13 Dexterity check with Vehicles (Planetary). If successful, the enemy loses their next action and makes their next complication check at disadvantage. If the pilot fails their side swipe check, they instead lose 50 feet of distance and make their next complication check with disadvantage.

PASSENGERS

Each round, a passenger can take one of the following actions:

- **Attack.** The passenger can make an attack with a one-handed ranged weapon or esper power at a target within their weapon's or power's range. On a hit, the target takes the attack's damage and make their next complication check with disadvantage (see "Chase Complications").
- **Aid.** The passenger can serve as a lookout for random obstacles and blind corners by succeeding on a DC 14 Wisdom (Insight) check. If successful, their vehicle's pilot gains advantage on their next complication check.

CHASE COMPLICATIONS

At the end of every round, each character piloting a vehicle must roll on the Hoverbike Chase Complications table below and make the **complication check** (either

a skill, tool, or saving throw) defined by the roll result. Entries that specify “you” refer to the driver while complications that affect all creatures on the vehicle is specified in the entry.

HOVERBIKE CHASE COMPLICATIONS

1d20 Complication

- 1-2 You're forced to make a tight turn around an obstacle. Make a DC 13 Dexterity check with Vehicles (Planetary) or collide with a building pylon. On a collision, each creature takes 2d6 bludgeoning damage and you lose 50 feet of distance. Passengers must make a DC 10 Dexterity saving throw to prevent being thrown off the bike.
- 3-4 You drive through a tightly packed crowd of pedestrians or vehicles. You must succeed on a DC 12 Wisdom (Insight) check or lose 50 feet of distance. Passengers must succeed on the same check or be at disadvantage to attack rolls and skill checks until the end of their next turn.
- 5-6 You drive through an enclosed area filled with flashing signs and holographic effects. You must succeed on a DC 12 Intelligence saving throw or lose 50 feet of distance. Passengers must make the same save or be at disadvantage to attack rolls and skill checks until the end of their next turn.
- 7-8 A large exhaust grate spews a cloud of thick smoke into your path. All creatures must succeed on a DC 12 Constitution saving throw or become poisoned until the end of their next turn. In addition, if the driver's check fails, your vehicle loses 50 feet of distance.
- 9-10 A nearby accident sends pieces of solid debris directly toward you. All creatures must succeed on a DC 13 Dexterity saving throw or take 1d6 slashing damage. In addition, if the driver's check fails, your vehicle loses 50 feet of distance.
- 11-20 No Complication

ENDING THE CHASE

The chase ends when one of the following conditions are met. Regardless of how the chase ends, any remaining gang members flee the encounter.

We Got 'Em! Tarko is defeated before he can get away with the keychip. Go to Part 3 Conclusion.

He Got Away. Tarko gains a lead of 300 feet from any of the player characters. Continue to the next section.

Keeping Pace. Six rounds pass without Tarko being able to lose the team. Continue to the next section.

ADJUSTING THIS ENCOUNTER

The following are suggestions for adjusting this encounter:

- **Very Weak or Weak:** Remove one **gang member**.
- **Strong:** Add one **gang member**.
- **Very Strong:** Add two **gang members**.

LOOT

If Tarko is defeated before getting away, the team finds Rhona's *encoded keychip* on him as well as 300 cu and two *healing ampoules*.

Story Award. Defeating Tarko before he gets away earns each character the **Road Rasher** story award. See the Rewards section at the end of part 5.

DOWN AT THE STATION

Refer to **Map 2** for locations. In the event that Tarko eludes the team long enough, he makes it to the Mag-Lev train station, jumping his bike directly onto the open cargo platform (area 1) and moving toward the front train car (area 2). If Tarko made it to the station by at least 300 feet ahead of the team (see “Ending the Chase” in the previous section) he moves into the front car before the team arrives. Otherwise, he's still on the cargo platform when the team arrives.

FINAL BOARDING CALL

Allow the team to arrive at the station at the same time, regardless of how the chase ends in the previous section. The mag-lev activates during this round, the train cars levitating up over the rail before moving.



C'MON 'N RIDE THE TRAIN

Roll initiative to begin this encounter. Characters have two rounds to get onto the cargo platform before the train speeds off. Jumping onto the cargo platform requires a successful DC 12 Dexterity (Acrobatics) or Strength (Athletics) check. Though the passenger entry to area 2 is already closed, it can be bypassed with a successful DC 13 Wisdom (Mechanics) check.

ENEMY ON BOARD

Meanwhile, Tarko (**spy**) moves into the train car on the first round if he hasn't done so already and closes the door. Once inside, he spends the next round electronically sealing the magnetic lock to the train car (or does so during the first round if he's already on the train car when the encounter begins). In addition to Tarko, three **corporate agents** are already on board the train to serve as his backup.

If he still has time, Tarko hides behind one of the benches and uses his *Deft Strike* ability on the first team member within range.

Lockout. Once Tarko seals the train car, characters left on the cargo platform have three rounds to gain access to area 2 before the train reaches the exterior transport tube which has no air or life support.

The car's magnetic lock can be bypassed with a successful DC 13 Dexterity check with infiltration tools. Alternatively, it can be dismantled with a DC 15 Wisdom (Mechanics) check or forced open with a successful DC 15 Strength (Athletics) check. However, either of the two latter methods requires two rounds to complete.

Characters who are still aboard the cargo platform when the train reaches the transport tube take 3d6 points of cold damage per minute for 3 minutes until the train reaches the other side of the station. They are also subject to being suffocated (see "Suffocation" in chapter 8 of the *Core Manual*).

Serious Business. Tarko and the corporate agents fight until they're defeated. If an attempt is left to keep them alive for interrogation, an auto-injection device installed in their armor activates within 30 seconds, poisoning and killing them instantly.

LOOT

Tarko carries Rhona's *encoded keychip* and 300 cu and two *healing ampoules*.

ADJUSTING THIS ENCOUNTER

The following are suggestions for adjusting this encounter:

- **Very Weak:** Remove both **corporate agents**.
- **Weak:** Remove one **corporate agent**.
- **Strong or Very Strong:** Add a **corporate agent**.

PART 3 CONCLUSION

Once the encoded keychip is recovered from Tarko, it can be returned to Rhona to end this part of the adventure.

IT'S NOT OVER YET... OR IS IT?

Rhona thanks the team for returning the stolen keychip, telling them they've saved countless lives aboard the station. However, these events have alerted her to another problem for which she would like to hire the team again. She offers to double their pay (an additional 2,000 cu) if they handle an extra job.

Note. Accepting the mission increases the adventure playtime to 4 hours.

THE HYPERLANCE CAPER

If the team accepts, Rhona tells them the *encoded keychip* can be used to activate secret protocols aboard the *Hyperlance*, a prototype cruiser being unveiled in the main space dock. She's sure that even without the keychip, the group behind the attack on her is aware of the secret nature of the ship and will be looking to hijack it out of Pel Tavarria. She wants the team to help her steal it first and pilot it to a safe location. Continue to part 4 to begin the mission.

QUESTIONING RHONA

If the characters ask for more details about their mission, Rhona can provide them with the following information:

- The people trying to steal the *Hyperlance* are part of a covert unit of elite corporate spies.
- A package of classified data is hidden in the ship's navigation unit. The data is part of a larger project which, in the wrong hands, can be used to wreak havoc and chaos across the galaxy.
- Tarko and the agents on the station hired the Omega Fist gang to help them. Rhona suspects all of these groups may be working for an even larger underworld organization.
- Rhona's contacts that were originally hired to retrieve the data from the ship mysteriously disappeared.

SO LONG, AND THANKS FOR ALL THE CASH

If the team refuses Rhona's offer, she thanks them for all of their help and the adventure ends here. She pays them the promised amount of 2,000 cu and also gives them an *energy guard*. Skip to the "Adventure Rewards" section at the end of part 5.

In this section, the team's mission is to sneak aboard the *Hyperlance* and escape Pel Tavarria without being discovered by station security, Omega Fist, or their megacorp benefactors.

TO STEAL A STARSHIP

The *Hyperlance* is held in Docking Bay Six, an enclosed hangar surrounded by 24-hour security. It's scheduled to leave on its first flight within the next day, but for now, it receives a considerable amount of attention from travelers, passersby, and reporters.

Rhona's *encrypted keychip* can be used to gain access to the port side ramp of the *Hyperlance*. Though the characters may come up with a number of different methods to get aboard the ship, Rhona narrows these down into the following recommended routes.

Greasing Palms. The team can use bribery or manipulation to get help in accessing the ship.

Stealth Ops. The team can choose to sneak past the patrols and disable the security sensors.

Undercover. The team poses as maintenance, reporters, or security to gain access to restricted areas.

RUNNING FREEFLOW

This scenario can be accomplished a number of different ways depending on which path the players choose. The following sections are direct guidelines for resolving the mission. Depending on the playstyle of your game, feel free to add or improvise the scenario, especially if it allows the characters to use their abilities in creative ways.

DOING THE LEGWORK

In order to prep for the job, the team can choose to spend time doing a bit of research before executing the mission. Each character who succeeds on a DC 12 Intelligence (Investigation) check or Charisma (Persuasion) check can learn additional information that can be used to their benefit. Total the number of successful checks and consult the following.

0 Successful Checks. No information is gained and the team attracts suspicion from local security. All Dexterity (Stealth) or Charisma (Persuasion) checks during the mission encounter are made with disadvantage.

1-2 Successful Checks. The team learns the number and frequency of patrols, the types of automated sensors, and the networks of the local and VIP reporters. All checks during the mission encounter can be made without penalty.

3-4 Successful Checks. The team learns of a security guard that likes to show wealthy or attractive people around the ship, the location of the power conduit that feeds the docking bay's electronic sensors, and the credentials for one of the local reporters. Each

character gains advantage to any one check of their choice they make during the mission encounter.

DOCKING BAY SIX

Once the team has done their research, they can make their way into the docking bay. There are two **sentries** and four **guards** patrolling the area at all times. There are also a dozen visitors and reporters (use **commoner** stats).

Other than the energy shield at the end of the launch ramp, there are two entrances on either side of Docking Bay Six. Security guards survey the area, randomly scanning visitors. On the starboard side of the *Hyperlance*, several news broadcasters are set up on a visitor's platform near the brightly lit holographic signboard.

Depending on which route the team chose, refer to the following advice. To keep things simple, Rhona isn't required to make any skill checks unless specifically requested to do so by the characters.

GREASING PALMS

Bribing the guards or a reporter requires a successful DC 13 Charisma (Persuasion) check. Alternatively, a successful DC 14 Charisma (Intimidation) check can convince a reporter to allow the team entry, but they would have to make sure the threatened individual doesn't find a method to record them or attract the local authorities.

STEALTH OPS

Getting into the docking bay is no problem so long as the team stays on or near the visitor's platform. Getting to the port side of the ship is where complications arise.

Security Patrols. Sneaking past the guards requires a successful DC 13 Dexterity (Stealth) check.

Security Sensors. The port side of the ship is equipped with cameras and motion sensors. These can be bypassed in one of three ways.

- Timing movements without triggering these requires a successful DC 14 Wisdom (Insight) check.
- The sensors can be remotely hacked with a successful DC 13 Intelligence (Computers) check using hacking tools.
- A successful DC 12 Dexterity (Stealth) check can gain access to a nearby power conduit connected to the sensor system. It can be disabled with a successful DC 13 Wisdom (Mechanics) check.

UNDERCOVER

The team can attempt to pose as additional security or a VIP reporter. Rhona can provide temporary forged credentials. Characters without appropriate clothing

can purchase an adequate disguise for 50 cu. With a successful DC 13 Charisma (Deception) check, characters can fake their way around to the ship's port side without attracting too much attention.

Alternatively, Darix, one of the sentries on duty, takes kindly to wealthy or attractive individuals. He can be convinced to "show off" the interior of the ship with a successful DC 13 Charisma (Persuasion) check. If successful, the team gains access to the ship via the starboard entry ramp (see area 2 in the next section).

COMBINING METHODS

As each team has their own specialties, don't be afraid to allow the players to use any combination of the methods above to gain access to the ship. There's nothing that should prevent two characters distracting the guards, while one disables the power conduit and the remaining make their way to the ship's entrance.

SOUNDING THE ALARM

Failing to deceive the guards or get past the sensors causes the guards and sentries to confront the team. Should the situation become violent, the reporters and visitors flee the area. A guard commander and six more guards arrive in the area within 2 minutes.

BOARDING THE SHIP

Using the *encoded keychip*, the team can gain access to the port ramp of the ship (see area 1 in the next section). Once aboard, they can also use the keychip to lock and seal both of the ship's entry doors. This is especially useful if they're being pursued by guards.

THE HYPERLANCE

After getting onto the ship, Rhona recommends the team activate the sorium stardrive in engineering (area 3) before starting up the ship from the cockpit (area 6).

SHIP LOCATIONS

Refer to **Map 3** for locations.

1. PORT ENTRY RAMP

The team enters the ship from this door. The control panel on the wall can be used to seal all access to the ship from the outside.

2. STARBOARD ENTRY RAMP

This door is connected to the visitor's ramp in the docking bay. Authorized security and VIP personnel can access this door unless sealed from within the ship.

3. ENGINEERING

This chamber houses most of the ship's mechanical operations and the sorium stardrive. A **heavy loader mecharoid** is in this room. Once any character moves 10 feet past the room's entrance, the mecharoid's defense protocols activate and it attacks any creature in the area.

It takes one minute to locate the release levers and switches required to restore full power to the engines and activate the stardrive. A successful DC 12 Wisdom (Mechanics) check reduced the required time to 30 seconds.

4. PORT CREW AREA

This area houses the crew lounge, the medical bay, and technician's lab. Other than furniture and cabinets, there isn't much of value in these rooms, as they have yet to be equipped and stocked for use.

5. STARBOARD CREW AREA

This area houses the galley and crew sleeping quarters. Much like area 4, none of these rooms have been readied for use and contain nothing of value.

6. COCKPIT

All of the ship's operational controls can be accessed from this room, though the ship can't be turned on until the release levers in area 3 have been engaged. Once the engines and stardrive have been activated, the team can release the docking clamps and leave Pel Tavarria's space dock.

TAKING TO THE STARS

When the team is ready to take the ship out of space dock, continue to part 5.



With full control of the *Hyperlance*, the team finally blasts off from Pel Tavaría's space dock.

LEAVING PEL TAVARIA

Refer to the ship's base stats provided in appendix B. Have the players assign crewmember roles to determine the final stats of the ship as defined in chapter 10 of the *Core Manual*.

Note. Once the ship leaves the station, the *encoded keychip* becomes permanently inaccessible.

Once the keychip is inserted into the main panel, a litany of lights flash all about the controls of the experimental cruiser. The multicolored panels project a stream of three-dimensional augmented reality displays while a computerized voice emits from the room speakers. It says "Systems online. Navigation suite activated. Full function protocols initiated."

The maneuvering thrusters kick on, tearing the ship away from the visitor's platform sending the docking bay inhabitants scattering. The internal sensors give you the green light to pass through the space dock's energy shield into the deep expanse.

SOMETHING'S DIFFERENT

Even beyond the amazement of the the ship's state-of-the-art controls, a successful DC 12 Wisdom (Perception) check notices a collection of strange symbols appearing on many of the side panel displays. A character who succeeds on a DC 15 Intelligence (Computers) check identifies a pattern in the symbols as being some sort of code. If asked, Rhona tells the team that this is part of the experimental AI that Zephyr Corp and the Omega Fist are after.

AMBUSH IN THE VOID

After a minute in flight, three **shadow raiders** and a **shadow bomber** de-cloak and attack the ship.

The hull shakes in simultaneous response with the ship's alert sensors going haywire. "Warning! Enemy attack," the computer sounds off as multiple foreign signatures appear on the sensor panel, seemingly from nowhere.

RUNNING THE COMBAT

See **Map 4** for locations. The shadow raiders do their best to keep pace with *Hyperlance*, attacking constantly. They do their best, however, to not completely destroy the *Hyperlance* (making sure it has at least 1 SI remaining).

ADJUSTING FOR CREW SIZE

There are six crew stations aboard the ship. If there are seven players, one can take optional co-pilot role. If there are less than five crew members, remove a **shadow raider** from the encounter. Optionally, the team can also ask Rhona to serve as a crewmember.

The Rift. The Eriadi Rift is a short distance from where the ambush happens. If the crew is in dire straits, Rhona recommends fleeing through the rift. If they can get to the rift proximity area (marked on the map), they would be in range to activate the ship's sorium stardrive and surge straight into the rift. Once this is done, the technocracy ships do not follow.

Boarding Party. Should the crew be defeated, their ship is then disabled and forcibly boarded via the starboard entry ramp by six armored cybernetic humanoids (use **sentry** stats). If they're defeated, the crew can patch up the ship enough to get the engines going and flee through the rift before Tavapol security fighters catch up with them.

WHO IS IT THIS TIME?

A successful DC 12 Intelligence (Lore) check identifies the attacking ships as advanced stealth fighters belonging to the Shadow Technocracy.

Even if the characters don't identify the attackers, Rhona is sure to point it out at the end of the battle. Such a revelation sheds new light as to the dark powers backing this pursuit by Zephyr Corp and the Omega Fist gang.

CONCLUSION

When the battle is over, if the crew hasn't yet departed into the rift, Rhona directs them to do so. She plans to take the *Hyperlance* to Pel Saros, where her contacts can keep the ship safe. Rhona pays the team 4,000 as promised and also rewards them with an *energy guard* and a container of *bio-gel*.

From here, you can either continue your campaign as you choose or you can continue the series with *EGCC 01-03 Voices Beyond the Veil*.

ADVENTURE 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
Carrobo	200
Corporate Agent	100
Gang Leader	450
Gang Member	25
Guard	25
Heavy Loader Mecharoid	450
Sentry	50
Spy	200

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Evading conflict with the spies on the way to the Eclipse	50
Escaping the Eclipse club within three rounds after combat starts	40
Escaping the Eclipse club without Rhona being injured	25
Defeating Tarko before he outruns the team	50
Boarding the <i>Hyperlance</i> without alerting the guards	100
Disabling the security sensors in Docking Bay Six	25

Regardless of how the experience totals are calculated, the minimum and maximum award totals for each character participating in this adventure are as follows.

Two-hour adventure (Parts 1-3 only). The **minimum** total is **225 experience points**, while the **maximum** total is **375 experience points**.

Four-hour adventure. The **minimum** total is **450 experience points**, while the **maximum** total 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)
Corporate Agents Loot	400
Healing Ampoule	500
Infiltration Suit	1,200
Tarko Loot	300

BIO-GEL

Details on this item can be found in the *GM Basic Rules* or the *Master Technician's Guide*.

ENERGY GUARD

Details on this item can be found in the *GM Basic Rules* or the *Master Technician's Guide*.

STORY AWARDS

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

Road Rasher. A recording of your street chase goes viral on the SIM, earning you the respect of many underground street racing circuits. You gain advantage on Charisma checks when dealing with local street racers that operate in heavily populated regions such as cities and large space stations.

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: THREAT STATISTICS

This appendix details threats that are encountered in this adventure.

ALPHALITE CUSTODIAN

Medium automaton, neutral

Armor Class 11 (armored frame)

Hit Points 19 (3d10 + 3)

Speed 40 ft.

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

Skills Perception +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 13

Languages ALOMU, Common

Challenge 1/8 (25 XP)

ACTIONS

Punch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

CARROBO

Medium humanoid (human), neutral evil

Armor Class 15 (infiltration suit)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Acrobatics +5, Deception +4, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The commander makes two melee attacks or two ranged attacks.

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

Autofire. *Ranged Weapon Attack:* +5 to hit, range 80/400 ft., one target or 10' cube, burst fire DC: 12
Hit: 8 (1d10 + 3) piercing damage or 5 (1d10) for burst fire.

REACTIONS

Parry. Carrobo can add 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

COMMONER

Medium humanoid (any), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

CORPORATE AGENT

Medium humanoid (any), any alignment

Armor Class 13 (armor jacket)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Computers +2, Perception +5, Stealth +6

Senses passive Perception 15

Languages any one language, usually Common

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The agent has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The agent makes two melee attacks or two ranged attacks.

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

Heavy Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/250 ft., one target or 10' cube, burst fire DC: 12
Hit: 6 (1d8 + 2) piercing damage or 4 (1d8) for burst fire.

GANG LEADER

Medium humanoid (any), any non-lawful alignment

Armor Class 15 (layered jacket)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws: Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses Passive Perception 10

Languages any one language, usually Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The gang leader makes three melee attacks: two with its sabre and one with its wrist blade. Or the gang leader makes two ranged attacks with its autopistol.

Metal Baton. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Wrist Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Autopistol. *Ranged Weapon Attack:* +5 to hit, range 60/300 ft., one target, or 10' cube, burst fire DC: 13 *Hit:* 6 (1d6 + 3) piercing damage, or 3 (1d6) for burst fire.

GANG MEMBER

Medium humanoid (any), any non-lawful alignment

Armor Class 12 (armor jacket)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses Passive Perception 10

Languages any one language, usually Common

Challenge 1/8 (25 XP)

ACTIONS

Multiattack. The gang member makes two melee or ranged attacks.

Shortblade. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

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

HEAVY LOADER MECHAROID

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 36 (8d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	10 (+0)	5 (-3)	11 (+0)	5 (-3)

Damage Immunities, poison

Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 2 (450 XP)

Demolisher. The mecharoid deals double damage to objects and structures.

ACTIONS

Multiattack. The mecharoid makes two slam attacks

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

RHONA

Medium humanoid (lorendi), chaotic good

Armor Class 15 (infiltration suit)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	11 (+0)	14 (+2)	17 (+3)

Skills Lore +2, Perception +4, Persuasion +5, Stealth +5

Senses Passive Perception 14

Languages Common, Lingo, Nesieve

Challenge 1/4 (50 XP)

Esper Powers. Rhona is a 5th level esper. Her forging ability is Charisma (power save DC 13, +5 to hit with forging attacks). She has the following powers prepared:.

Prime (at will): *analyze device, deflect elements, virtual display*

Rank 1 (4 slots): *spiral defender, voltaic charge*

Rank 2 (2 slots): *bolster, data ghost*

ACTIONS

Microfilament Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Light Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

SENTRY

Medium humanoid (any), any alignment

Armor Class 15 (medium vanguard)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+1)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Skills Intimidation +3, Perception +2

Senses Passive Perception 12

Languages any one language, usually Common

Challenge 1/4 (50 XP)

ACTIONS

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

Autorifle. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target or 10' cube, burst fire
DC: 11 *Hit:* 6 (1d10+1) piercing damage or 5 (1d10) for burst fire.

SPY

Medium humanoid (any), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Deft Strike (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks or two ranged attacks.

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

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

APPENDIX B: STARSHIP STATISTICS

This appendix details the stats for starships used in this adventure.

HYPERLANCE

Size: Large

Base Armor Class: 12

Maneuverability: + 2 (+ Pilot's Dex bonus for total AC)

Hull Dice: 5d10

Base Hull Points: 27

Defense Mod: 5 (x Technician's Int Mod for HP bonus)

Base SI: 5 (+ Technician's Wis Mod for total SI)

Sensor Range: 16

Max Crew: 6 (1 pilot, 2 technicians, 3 gunners)

Speed: 7

WEAPON SYSTEMS

Weapon	Qty.	Range	Damage
Dual Cannons	3	8/16	1d8 piercing

DEFENSE SYSTEMS

Directed Barrier. When another vehicle damages your ship with a weapon attack, a technician can use their reaction to reduce the damage by an amount equal to twice their Wisdom modifier. Once the directed barrier is used in this way, it can't be used again until the start of the ship's next turn.

SHADOW RAIDER

Size: Medium

Armor Class: 13

Hull Points: 15 (2d8 + 6)

Piloting Bonus: +2

Speed: 6

MODIFIERS

Saving Throws: Intelligence +1, Wisdom +2

Skills: Astrophysics +4, Mechanics +3

Maneuver Defense: 12

Maneuver Save DC: 12

Sensor Range: 14

XP Value: 50

Stealth Plating. During its turn, if the shadow raider moves half its speed or less, it can use its reaction to gain advantage on their save against one maneuver that targets it.

ACTIONS

Autocannon. Ranged Weapon Attack: +3 to hit, range 6/12. Hit: 5 (1d6 + 2) piercing damage.

SHADOW BOMBER

Size: Medium

Armor Class: 13

Hull Points: 16 (3d8 + 3)

Piloting Bonus: +2

Speed: 6

MODIFIERS

Saving Throws: Intelligence +2, Wisdom +1

Skills: Astrophysics +3, Mechanics +3

Maneuver Defense: 11

Maneuver Save DC: 12

Sensor Range: 15

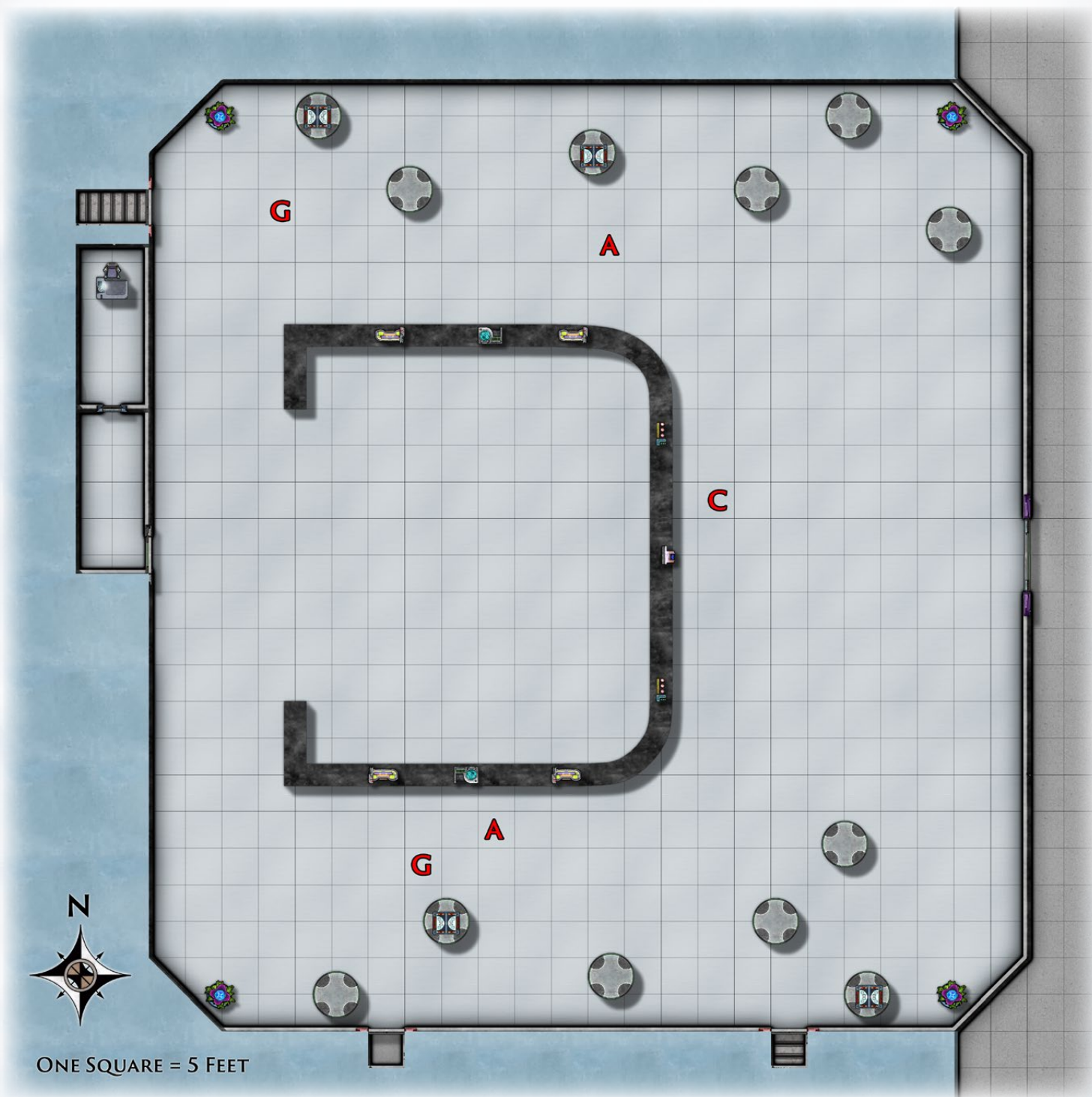
XP Value: 50

ACTIONS

Autocannon. Ranged Weapon Attack: +4 to hit, range 6/12. Hit: 6 (1d6 + 3) piercing damage.

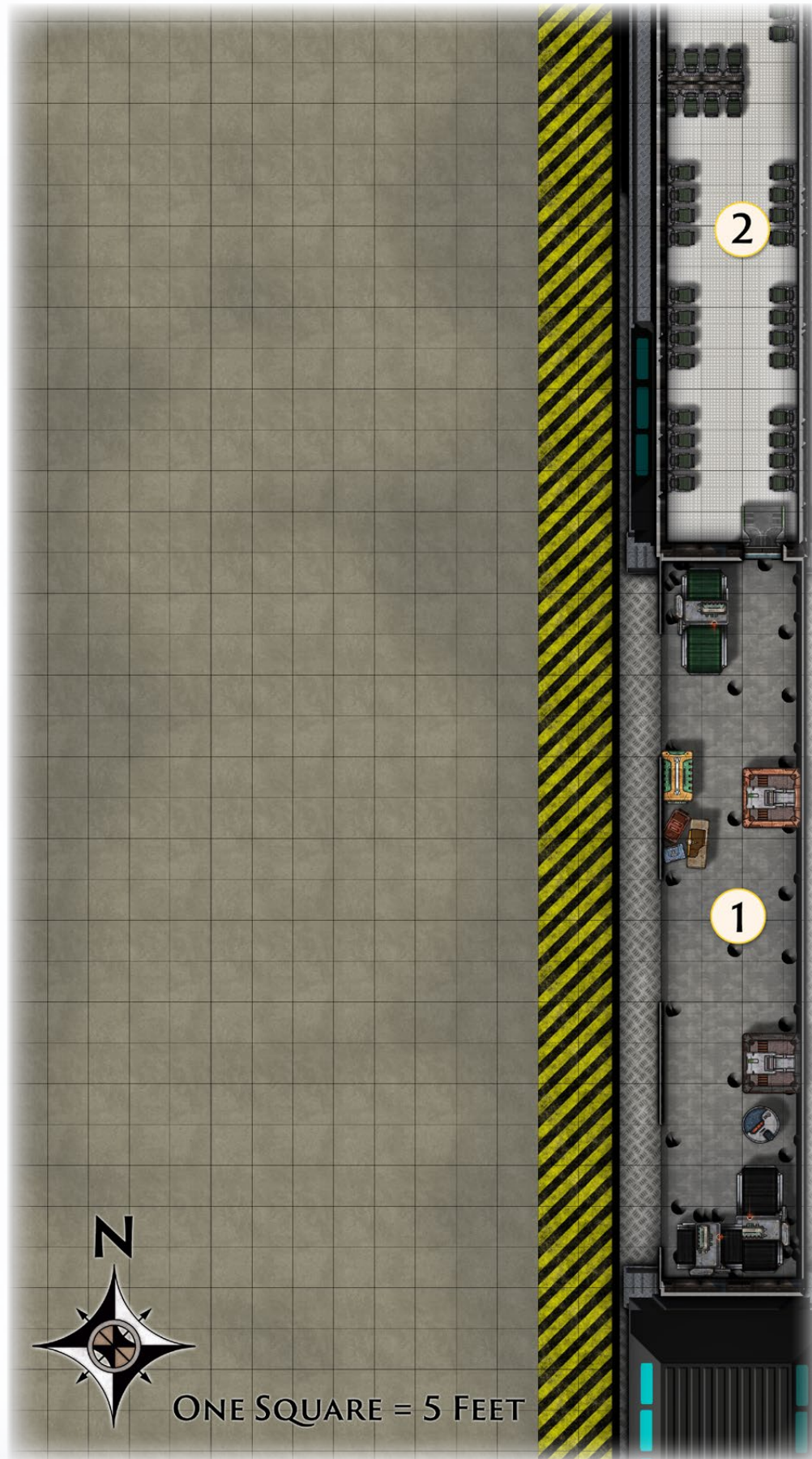
Missile (Recharge 6). Ranged Weapon Attack: +4 to hit, range 9/27. Hit: 10 (3d6) force damage.

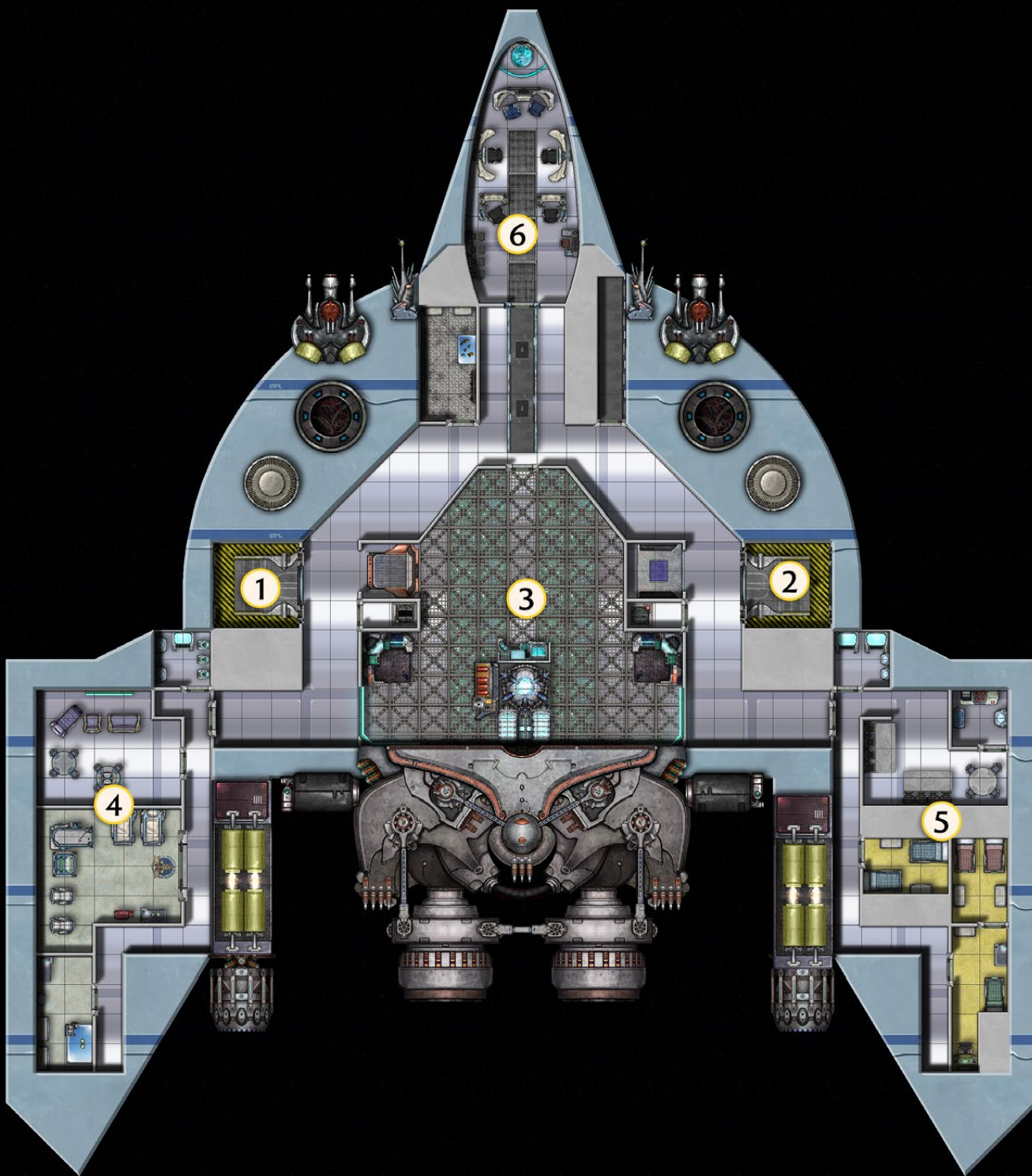
APPENDIX C: MAPS



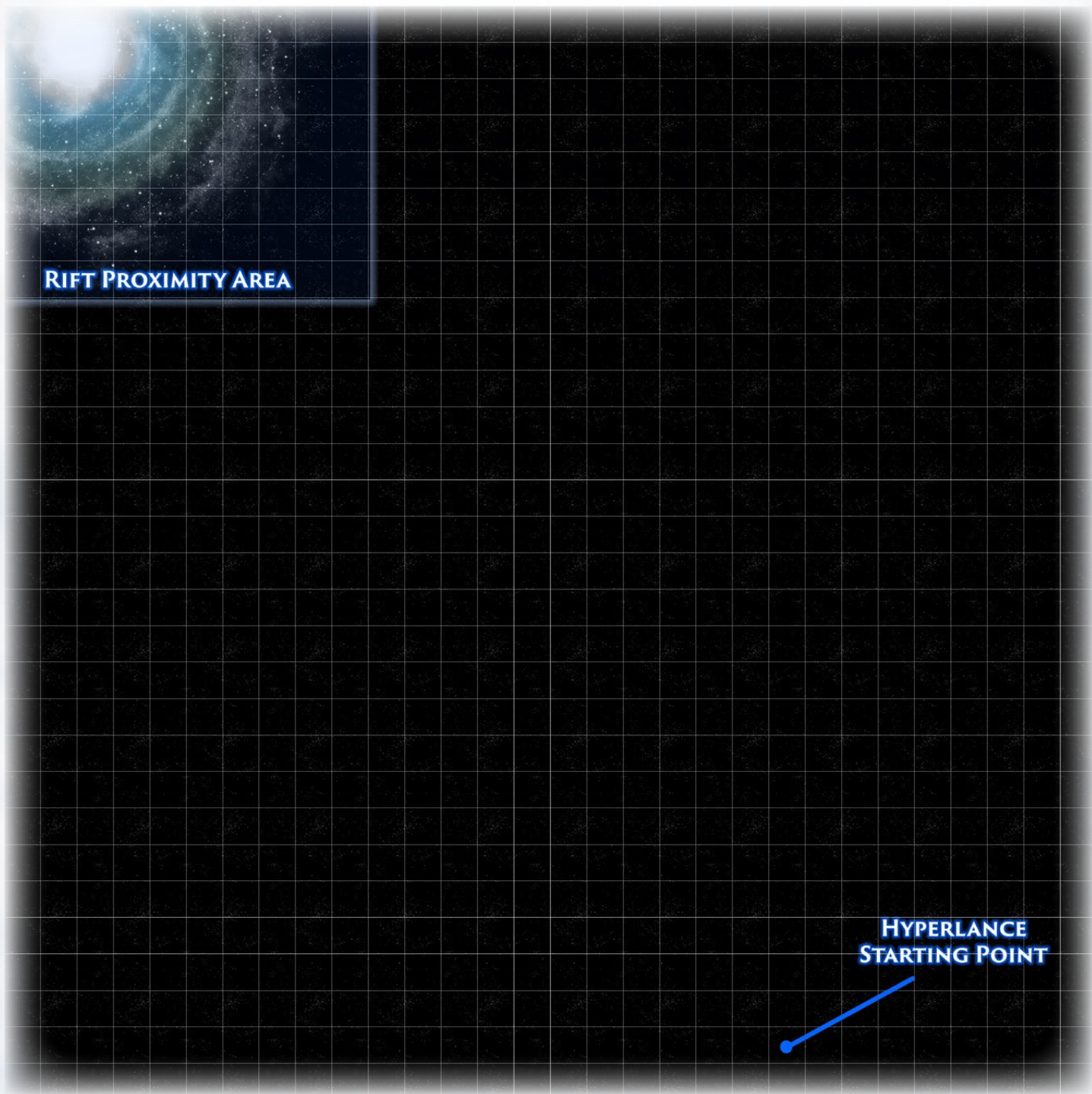
MAP 1: ECLIPSE MAIN ROOM

MAP 2: TRAIN STATION





MAP 3: HYPERLANCE UPPER DECK



MAP 4: STARFIGHTER AMBUSH

APPENDIX D. STORY AWARD

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

ROAD RASHER

A recording of your street chase goes viral on the SIM, earning you the respect of many underground street racing circuits. You gain advantage on Charisma checks when dealing with local street racers that operate in heavily populated regions such as cities and large space stations.

APPENDIX E. 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

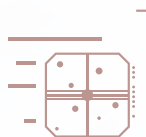
This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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.

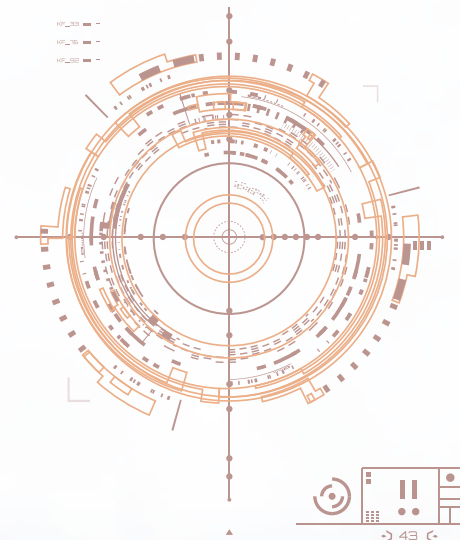
When running these adventures, please, keep the following in mind:

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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