

ESPER GENESIS

HEROIC SCI-FI ROLEPLAYING

SECRETS IN SILVER



EGCC 01-04



ESPER GENESIS:
**CRUCIBLE
CORPS**



EPISODE FOUR OF
***SHADOW
OF THE
ZEPHYR***

SUNFIRE



AT THE

NOVARPLEX



SECRETS IN SILVER

A new mission brings the team to Silrayne Prime where they play bodyguard to the Silrayne Arc's most famous pop music icon. Their mission quickly turns into a lot more than they bargained for.

Part Four of the Shadow of the Zephyr series.

A 4-Hour Initiate Tier Adventure for Three to Seven Characters

Optimized for APL 3

CREDITS

Designer: Robert Adducci

Graphic Design and Layout: Rich Lescouflair

Artwork: Markus Vogt, Tithi Luadthong

Additional Artwork: algoonline, zeber

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



Licensed for use with



ESPER GENESIS, Crucible Corps, the Silrayne Arc, all other Alligator Alley Entertainment product names, and their respective logos are trademarks of Alligator Alley Entertainment. All characters and their distinctive likenesses are property of Alligator Alley Entertainment. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Alligator Alley Entertainment.

©2018 by Alligator Alley Entertainment. The mention, use of, or reference to any company, trademark, or product in this book is not a challenge to the trademark or copyright in question.

INTRODUCTION

Welcome to *Secrets in Silver*, an ESPER GENESIS™ adventure, part of the official Esper Genesis Crucible Corps™ organized play campaign and the *Shadow of the Zephyr*™ storyline season.

This adventure is designed for **three to seven 1st-4th level** characters and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

ADVENTURE BACKGROUND

Selexi, the hottest cyber-rock band in the Silrayne Arc has come to the city sized ship called Bastion in its orbit of Silrayne Prime.

While having some downtime before her shows started at the Novaplex, Selexi spent some time in the SIM where she was contacted by “Abraxas” (Garland) under her persona “Metal Siren”. Abraxas gave her some data streams, but she didn’t have time to decipher them. Since then she’s experienced memories that are not her own and some issues with malfunctioning implants.

Garland’s enemies in the Zephyr Corporation learned that that two met and set plans in motion to kidnap Selexi to retrieve the data.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Bastion (LOCATION). A city ship under the protection of the Silrayne Defense Force that serves as an administrative and bureaucratic hub between the major spacefaring races of the Silrayne Arc.

Novaplex (LOCATION). An upscale complex of art galleries and theaters high in the Rubicon Spiral.

Rubicon Spiral (LOCATION). The Bastion’s sprawling, larger-than-life entertainment district. Every form of diversion, indulgence, and vice can be found here. The district is built upon a literal spiral of land that towers above the surrounding districts--the higher up on the spiral, the more expensive and high-profile the entertainment.

Selexi Sunfire (suh-LEX-ee SUN-fir). The red-headed promethean lead singer of the cyber-rock band, Sunfire. Selexi is a cyber-rock music icon of the Silrayne Arc. She operates on the SIM under the code name, Metal Siren. Over the past year, a number of systems activated within her cyborg implants, some beyond her control and coupled with strange flashes of memories that aren’t hers. She’s fierce both on and off stage, having no problem sporting her fiery attitude and passion for her work.

ADVENTURE OVERVIEW

The adventure is broken down into four parts:

Part 1: Sunfire Sitting. The characters are hired by Selexi as bodyguards and must navigate her life with her for a day before the main events of the story.

Part 2: Roundup. Several of Selexi’s bandmates don’t show up to rehearsals and aren’t answering their SIM calls. They need to be rounded up and returned to the Novaplex.

Part 3: The Show Must Go On. The concert starts at the Novaplex. During the concert, security is tipped of that there is a possible terrorist attack on the Venue. One way or another Selexi is likely kidnapped.

Part 4: Bastion Bustle. The characters chase the kidnappers through the streets of the Rubicon Spiral and into greater Bastion. During the chase they’re confronted by local law enforcement as they chase down and save Selexi and the Sunfires.

ROLEPLAYING SELEXI

Fire-blooded promethean cyber-rock singer. With very little memory of her origins, she doesn’t know who to trust. The code implanted in her cybernetic hardware gives her above average perception, but her mind is often scrambled, throwing her into fits of confusion.

- **Personality:** My mood changes often. The frustration in not knowing why makes it a vicious cycle.
- **Ideal:** Performing is my way of bringing light and love into the universe.
- **Bond:** I’ve started to doubt my origins, the mysteries of which are consuming my life.
- **Flaw:** I always assume people are nice to me simply because they want something from me.

ADVENTURE HOOKS

If time permits the team can roleplay meeting Selexi prior to the events of the adventure. The offer is made for the job of 500 cu total for a few days work.

Rhona’s Favor. In exchange for their help during EGCC 01-02 *Crisis at Pel Tavarra*, Rhona offers the characters a chance at a paying gig with an old acquaintance of hers, Selexi.

Shadow Secrets. A member of the Shadow Cipher has heard that Selexi is more than she appears and has been having clandestine meetings on the SIM. They want to know why.

Word Gets Around. Someone the character impressed in their prior adventures has spoken highly of them and Selexi reaches out for help.

Backgrounds in Play. Characters with an appropriate background may have an acquaintance with Selexi (or have met her themselves), who’s looking for just their kind of help. This is especially applicable for characters with the following backgrounds; Celebrity, Media Investigator, Patrician, Professional Athlete, or Techie.

FACTION MISSIONS

The following faction missions can be obtained during this adventure.

Shadow Cipher. Secretly obtain some of the Zephyr Code even if it’s undeciphered.

Infinity Order. Protecting a significant number of innocents at the Novaplex while protecting Selexi.

Estimated Duration: 30 minutes

The characters are hired by Selexi as bodyguards and have to escort her around Bastion.

GENERAL FEATURES OF THE BASTION

The Bastion is a metropolis-sized space station modeled after modern planetary cities. A massive dome above it shows the planet of Silrayne Prime. Most of the traffic is "land" based, but there are some hover or flying vehicles.

Terrain. Bastion's streets are laid out like a city grid.

Weather. Weather inside Bastion's dome is always a cool 70 degrees.

Light. Reflected natural light from Silrayne Prime bathes the streets of Bastion. In addition bright signage and lights illuminate the city after dark. Holograph abound day and night.

Smells and Sounds. The whirring of electric vehicles. The smell of ozone from hover vehicles.

STARTING THE JOB

After your previous jobs, this one seems like cake. You've been hired on to act as bodyguards for one Selexi Sunfire. Yeah, that Selexi Sunfire. Lead singer for the cyber-rock band Sunfire. Only one of the biggest stars in the Silrayne Arc. No biggie!

You've spoken with her agent, Maldeves. There's no specific threat, just keep her safe. Now you're exiting the hotel for some shopping before rehearsals later today, then the concert tonight.

SELEXI'S PECULIARITIES

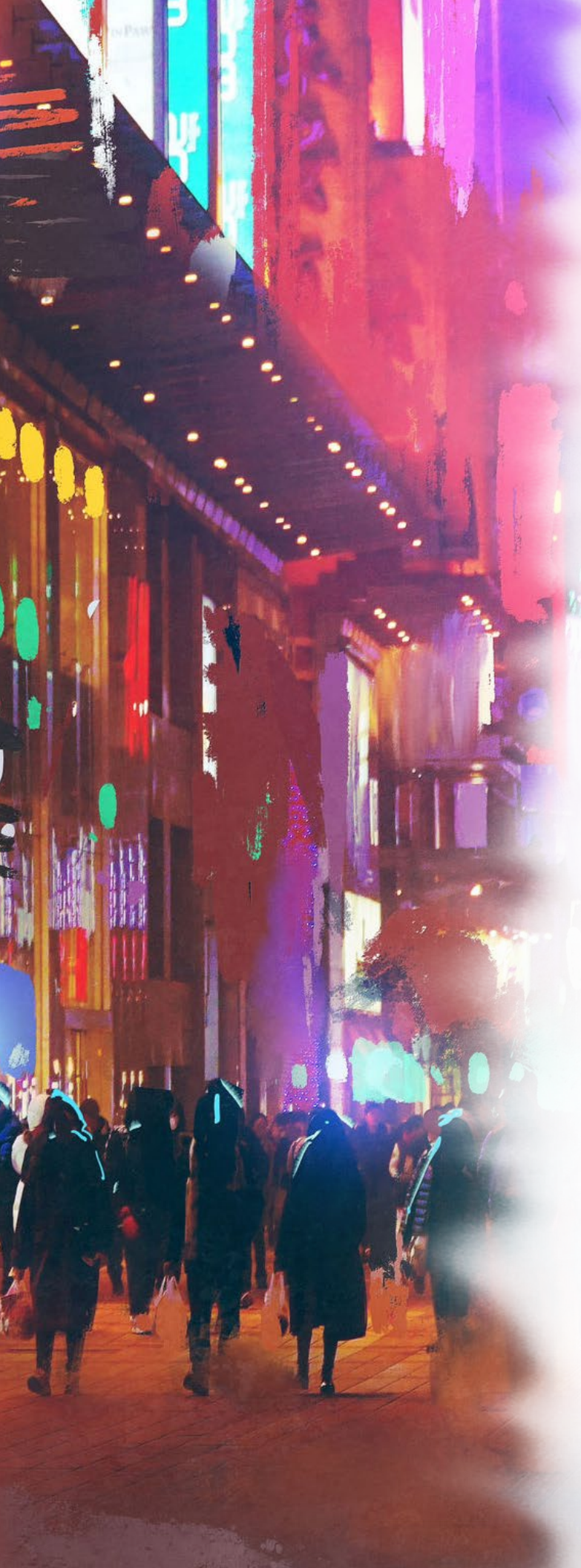
For some time now Selexi has experienced memories that are not her own. In addition some of her cyberware has acted strangely occasionally. A Passive Perception of 12 allows characters to notice these moments and once pointed out, other characters can notices with an active DC 12 Wisdom (Perception) check. When this happens Selexi waves it off as her being tired and exhausted. A successful DC 15 Wisdom (Insight) check tells the character that something else is going on, but Selexi is unwilling to talk about it.

A. EXITING THE HOTEL

As Selexi exits the hotel a horde of paparazzi reporters and their camera drones press toward Selexi. How will the characters protect her as she gets into her limo?

Ask the characters what they'll do to ensure she enters her limo safely. Characters could make Strength (Athletics) checks to push the paparazzi out of the way, they could use Intelligence (Computers) to try and distract the drone cameras, vehicles: land to drive, or some other use of skills or talents, or help another character. A skill test must succeed at DC 12 to help Selexi to her car, while a class ability must be rechargeable on a short or long rest to be useful (a feature that is a short rest feature must have an attack or saving throw, a long rest feature automatically succeeds). Remember these are just reporters, doing anything destructive will put Selexi on edge and she'll chastise them if someone is hurt. At least half of the characters must succeed on the above to safely get Selexi into the card and beyond the paparazzi. Failure means the paparazzi have gotten close to Selexi and taken some photos she'd rather not be in.





B. A SPURNED FAN

A super fan has taken their obsession to the next level with Selexi. The fan, a human **commoner**, rushes Selexi when she's entering a clothing store.

After leaving the hotel you drive the cyber-rock icon to an upscale clothing district. As you walk the streets people fawn over Selexi, but most of them give her space thanks to your presence.

A character with a Passive Perception of 12 will feel like they're being followed from one store to another. A successful DC 12 Wisdom (Perception) check reveals the following. A human woman with fiery red colored hair has been following Selexi and is attempting to get close to her.

DEVELOPMENT

If the characters do not notice her the woman (commoner) jumps in front of Selexi and fawns all over her, grabbing her and takes a fast selfie with her. If caught the woman, Kaily, begs to be let go and says how's she's Selexi's biggest fan and wishes to be a Promethean like her.

If the character failed to stop Kaily or the paparazzi, Selexi begins to seriously wonder about the party's ability to protect her if something were to really happen.

C. A LUNCHTIME ENCOUNTER

After shopping the characters escort Selexi to an upscale restaurant to meet a friend for lunch. While eating, another promethean approaches Selexi and begins belittling her, railing on about how she's a sellout for doing a private concert for some RevoSys megacorp execs.

The promethean **commoner**, Cyphus, is an activist just looking to make the papers for causing a scene in order to bring attention to his cause. Selexi waves off the characters at first while the man rails on.

A character with a passive Perception of 15 or higher notices a sizeable object under his left breast jack pocket. After getting his words out the man reaches into his jacket. Characters who succeed on a DC 15 Wisdom (Perception) check are not surprised as the man attempts to throw a bag of bright green Kesh blood at Selexi. As he does so he says, "You have the blood of those killed on the Kesh freighter, Wotamo! The Keshite lives will not be forgotten no matter how your RevoSys masters wish!"

Cyphus is easily subdued with a DC 12 Strength (Athletics) check or knocked unconscious with non-lethal damage. He draws his club to defend himself if it appears the party looks to put him down for good.

LOOT.

Cyphus carries a portable media player (worth 100 cu). There is little of value on the device.

EXPERIENCE

Characters earn 100 xp each for each of the incidents above that they succeeded on.

Estimated Duration: 60 minutes

Several of Selexi's bandmates don't show up to rehearsals and aren't answering their SIM calls. They need to be rounded up and returned to the Novaplex before the show.

After an exciting lunch you find yourselves at the Novaplex, a massive complex of upscale art galleries and music halls. Selexi was supposed to rehearse for the show but several of her bandmates have not shown yet, giving you time to chat her up.

BANDMATE LOWDOWN

While waiting for the rest of the band to show up, the team can talk to the current bandmembers in attendance. They are listed as follows:

Selexi. If not engaged in chat Selexi will be on her wireless SIM device or talking with her agent, Calet. What Selexi knows:

- Someone's been trying to hack into her SIM messaging accounts.
- Jairo, male human, the bands keyboardist has a thing for fast air-cars. He's been going on and on about the newest Lexonis model.
- Neryx, a female dendus, is the band's kolizo (a dendus instrument) player. Like many of her people Neryx loves knowledge, she's often found pouring through SIM data or when she can find them, actual books.
- Kuaa, a female human, percussionist. In her off time Kuaa often spends time with the Infinity Order.
- Queleri, a male eldori, guitar player. He's quiet, but a good bandmate.
- Sartori, a non-gendered promethean. Sartori is a veteran of many wars. They don't socialize with the rest of the band much.
- If pressed on why she hired them Selexi brushes it off saying that the home of the Conclave is often dangerous.

A successful DC 14 Wisdom (Insight) check reveals that she's hiding something, but not outright lying.

Calet. A noble kesh, Calet is well suited to his job. Selexi is just one of his clients, but definitely one of the most well regarded. What Calet knows:

- He doesn't know much about Jairo, but he can tell the characters where the local Lexonis dealership is.
- Neryx asked him to recommend any physical book stores that could be found on the Bastion. He recommended two: Paper Antiques and the Bastion Academy Library.
- Calet knows that Kuaa has been drifting away from the band more and more as she's been getting more and more involved with the Infinity Order. He can tell the characters where their local chapter house is.

A successful DC 10 Wisdom (Insight) check reveals that Calet wishes the band to do well and doesn't appear to have any ulterior motives.

Queleri. The band's gumda (eldori guitar) player is a male lunar eldori. He has been at the rehearsal, on time, and idly waits for his bandmates to arrive. He doesn't know where the others would be, he seems fairly stand-offish. He's likely playing with his portable media device or practicing his gumda.

Sartori Praxus. The band's bassist, Starori is a non-gendered promethean. They were on time for rehearsal are busy playing the bass guitar. Sartori is quiet and brooding. Their disdain for the characters is obvious from the moment they met. If engaged Sartori will say as little as possible, preferring to ignore the conversation. Sartori is concerned that Kuaa has been spending time with the Infinity Order. If pointedly asked they say that Kuaa is being led astray by the Order.

Queleri and Sartori are secretly working for a rogue faction in the Zephyr Corporation. They know what's going down, but play along with the kidnapping. A successful DC 18 Wisdom (Insight) check lets players know something is up with them, but what is not clear.

WHO ARE THE INFINITY ORDER?

An organization of military veterans and mercenaries using their might to keep order and promote prosperity amongst the populace. – Well suited for characters that would guard those that cannot protect themselves. They are a faction in the Crucible Corps organized play program.

DEVELOPMENTS

After an hour or so Selexi insists that they go find the other members of the band and bring them back. She tells Queleri and Sartori to stay there and ring them if anything happens. She asks the characters which two they want to find and then she orders Calet to find the third.

JAIRO

Calet can point the characters to the nearby Lexonis air-car dealership. The upscape Lexonis showroom is a marvel to behold. Several top of the line air-cars levitate in slow rotation, each car costing several hundred thousand cubil.

As the characters enter Selexi asks them to take the lead in searching for Jairo. A human male sales person approaches warily and moves to engage Selexi. He recognizes Selexi and attempts to speak with her, introducing himself as Jerrod. If he's pressed for information on Jairo he says that he can't really talk about his clientele. However a successful DC 15 Charisma (Persuasion or Intimidation) check reveals that Jairo was

in here and he purchased the top of the line luxury air-car with the racing package. A failed check leads to Jerrod saying he can give the information if Selexi will autograph something for his daughter. If further pressed Jerrod also reveals that Jairo was interested in racing and told him that on the outskirts of town, near the edge of the dome there were open air races. Jerrod gives the characters directions to the races.

OFF TO THE RACES

A short while later the characters arrive at the air races. Numerous air cars are parked on the ground hoods open, showing their electronics and engines. Racers and wannabes walk around taking in the scene.

Finding Jairo should be fairly easy, a successful DC 12 Charisma (Persuasion) check to ask around finds him quickly, otherwise it takes a while and Selexi grows impatient.

Jairo is up next to race his new Lexonis Lightning, an amazing piece of chrome technology and machinery. He's already lost a race to Riasha, a valna who likes to bet big cubil on races. Selexi is eager to leave, but Jairo seems to be set on his next race. If the characters do not intervene in any way Jairo losses the race to Riasha in a close race where Riasha nearly drives Jairo into a tower. After the race the two argue and agree to race again, this time putting the title of Jairo's new Lightning air-racer on the line.

For the final race have the players roll a D20 for Jairo and the GM rolls for Raisha. The best of 3 wins the race. A character proficient with Tools: Hovercar can provide advantage to Jairo with a successful DC 12 Tools: Hovercar check. Characters can influence the race with their Esper powers or other features, although if found out to be cheating they could be in big trouble with the other racers. The results of using powers is up to the GM, but some suggestions are to allow a finite (+1-3_ bonus or penalty, advantage/disadvantage, or a reroll.

If Jairo losses the race he is devastated, but signs over his title. However, he becomes despondent and doesn't want to perform tonight. He'll need to be convinced to return to the concert hall to perform with a successful DC 15 Charisma (Persuasion) check. Any attempt at Intimidation fails as he's not used to being pushed around and lashes out, attempting to leave the area on foot. Further persuasion checks are at disadvantage. However, if he wins or if the characters manage to get his car back he'll return to perform.

NERYX

When asked where Neryx might be Calet told the characters that he recommended two book depositories, Paper Antiques and the Bastion Academy Library.

PAPER ANTIQUES

As the name implies Paper Antiques is a store that specializes in all things paper from writing paper to art paper, from ancient book binding to various pens, ink

and more. To top it off they have an extensive library with samples of books or book-like objects from various races across the Silrayne Arc and the galaxy.

Paper Antiques is run by a female Kesh by the name of **Nesuri Nuel**. Nesuri knows her store well and can name hundreds of books and can find something for nearly anyone willing to read. When asked about Neryx she recalls that the dendus was approached by several fans as she entered. She doesn't recall that she bought anything, but also doesn't recall if she left either.

Neryx is not in the Paper Antiques shop, but when the characters begin searching for Neryx have them each roll Wisdom (Perception) checks for show. Nesuri does not have a camera system in the vast stores.

The following books can be found in the store. Nesuri recalls that Neryx asked about, "Life and Death at the hands of the RevoSys".

- *History of the X-Mark Conflict* – A Comprehensive history of the conflict that created the promethean people.
- *Terraforming in 10,000 Easy Steps*
- *The Silrayne and Sorium Accord Lies* – Conspiracy theories on the Silrayne and Sorium Accords
- *The Coming of the Crucibles* – A history of Esper Genesis and the people it affected
- *How Eternis Changed Everything* – A book about the Eternis megacorp, their development of state of the art SIMware, AI, electronics, and software.
- *Life and Death at the hands of the RevoSys* – An expose on the draconian business practices of RevoSys, the megacorp involved in military and starship weapons.

THE BASTION ACADEMY LIBRARY

The vast university that is the Bastion Academy takes up many city blocks in the Bastion. Its towers rise high, nearly to the top of the dome. Finding the Library takes some time in the sprawling school complex. Students and faculty from all races in the Silrayne Arc travel to and from classes, home, and school events.

The library is in an underground annex. Shelves of books tower 15 feet while automated servitors pick books by digital request.

A successful DC 15 Wisdom (Perception) check is required to find Neryx in the library. This check can be made at advantage if characters have remote drones or something similar. If the characters fail the check she is still found, but it takes nearly an hour.

When found she's in a small data cube with several books opened to her as well as a computer terminal glowing brightly across her writhing purple cranial tentacles. A bright green, mostly dried, stain covers her clothing. A successful DC 10 Wisdom (Insight or Perception) check reveals that she's been crying. The data monitor open before her reveals a news article that says, "500 dead Kesh on Wotamo: Is RevoSys to blame?". The stories and books all point to gross mismanagement and war profiteering of RevoSys.



Neryx encountered Cyphus (see part 1C) early in the day and she's spent the day researching what the man was protesting. She is questioning her part in playing for the RevoSys execs and it requires a successful DC 15 Charisma (Persuasion) check to get Neryx to play a show tonight.

KUAA

Kuua is at the local Infinity Order chapter house. Calet can easily give them the address or they can find it with a quick SIM query.

However, once they arrive they're not allowed in unless they're a member of the Infinity Order. A successful DC 12 Charisma (Persuasion or Intimidation) check gets the characters into the chapter house bar. Most of the bar patrons appear to be current or ex-military and some even seem to be mercenary. There Kuua, a dark skinned, dark haired human sits quietly by herself.

Ever since the RevoSys event set Kuua has been distancing herself from Sunfire. Her time with the Infinity Order has forced her to see her band's actions in a more political light and she's not happy with what she sees. Kuua thinks they should be doing more for those who can't do for themselves. A successful DC 12 Charisma (Persuasion) check can get Kuua to open up about her feelings, at which point Selexi agrees with her. The two have a mutual cry and then are ready to leave.

SNOOPING ON THE BOSS

If the characters have reason to be suspicious of Selexi they may have time to snoop on her computer. While they're searching for the bandmates or in later parts of the adventure characters could attempt to hack into her computer. A character who succeeds on a successful DC 17 Intelligence (Computers) or uses an appropriate Esper power can reveal that Selexi, under the name Metal Siren met someone named Abraxas in the SIM a few days ago. Abraxas gave her a data stream which she seems to have internalized and deleted. However, a successful DC 18 Intelligence (Computers) can pull it from the optical drive, still decrypted.

SHADOW CIPHER SECRET MISSION

Should a character manage to get the piece of the Zephyr code from Selexi's computer they have completed a secret mission for the Shadow Cipher faction.

EXPERIENCE

For each band member that the party gets to return to the concert hall for tonight's gig each party member gets 200 xp.

PART 3: THE SHOW MUST GO ON

Estimated Duration: 60 minutes

The concert starts at the Novaplex. During the concert, security is tipped of that there is a possible terrorist attack on the Venue. One way or another Selexi is likely kidnapped.

NOVAPLEX GENERAL FEATURES

The Novaplex is a massive performance hall. Artists from all over the Silrayne Arc show works here and entertainers from all over the galaxy perform here.

Terrain. Wide, high ceiling hallways and venues.

Stairs and elevators. Wide and high courtyards.

Weather. Always at a comfortable temperature.

Light. Most hallways and halls are well lit. Some side corridors are dim. When shows are active the lights are dim in the main venue area.

Smells and Sounds. The sounds of cheering fans in music halls. The sounds of art fans murmuring. The smells of spilled alcoholic beverages and cooked food.

The show begins late in the evening to a packed house of almost 50,000 gathered in the central arena. Sunfire fans of all ages crowd the arena floor and seats. From your place in the wings you watch as Sunfire delights the crowd with their unique cyber-rock sound.



WARNING SIGNS

About 30 minutes into the set, a Novaplex security guard approaches one of the characters and alerts them to a possible danger. The venue security have learned that there was a report of a possible bomb threat! The report is unconfirmed but they wanted to let the Sunfire security team know that they have people combing the hall. Ask the characters what they want to do. A few options are:

- Stay stage-side and wait for security to report back
- Help security look for the bomb(s)
- Stop the show and evacuate Selexi

If characters come up with other options improvise with the following in mind:

- Zephyr Corps' goal is to kidnap Selexi while making it look like she died in the explosion.
- Once kidnapped they hope to take her to a secure location to find out what she learned from Abraxas (Garland).

STAY STAGE-SIDE

If characters stay and watch Selexi after about 10 nerve wracking minutes they'll get a radio call that security has found what appears to be a bomb with a digital timer. If any characters have the knowledge to diffuse such a device they can rush toward the bomb location. With such news security immediately calls for an evacuation unless the characters override their commands.

BOMB SNOOPING

If the characters begin looking for the bomb they're confronted by undercover Zephyr Corp operatives in a bid to slow them down. As they rush down the corridors of the Novaplex they're assaulted by three **alphalite** automatons and two **armored drones**. There's no evidence of who's commanding them.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.

- **Very Weak:** Remove two **alphalites**.
- **Weak:** Remove one **alphalite**.
- **Strong:** Add two **armored drones**.
- **Very Strong:** Add one **alphalite**.

If the characters haven't been told where the bombs are yet and they're looking for them, they must succeed on a group DC 15 Wisdom (Perception) or Intelligence (Investigation) check to find them. A failed check means another set of two **alphalites** and two **armored drones** finds them as they find the bombs.

THE BOMB

Once the bombs are found a character can try to disarm them. Only characters with proficiency in Digital Technician's Tools, Machnists's (Mechanic's) Tools, Hacker's Kit, or applicable esper powers can hope to disarm the bomb. A character with the necessary proficiency or power needs to succeed on 3 checks before failing on three checks. Each failure brings in two **armored drones** until the 3rd failure, which results in the bomb exploding. If the characters do nothing they have three minutes to escape. If the bomb explodes all characters within the Novacomplex must succeed on a DC 20 Constitution saving throw or take 21(6d6) Fire from the explosion and 14 (4d6) Bludgeoning damage from falling debris.

If the characters call to have Selexi and the Sunfires evacuated, see "Evacuation below."

INFINITY ORDER SECRET MISSION

While not explicitly laid out, saving hundreds from dying by diffusing the bombs goes a long way to support the Infinity Order's credo. If the characters diffuse the bomb and Kuua lives she spreads their deeds far and wide within the order and this counts as a Secret Mission.

EVACUATION

As soon as the word is given to evacuate the building, Zephyr Corp operatives move to kidnap Selexi and her bandmates while they're behind the stage. A **guard commander**, a **melder initiate**, four **guards**, and four **bit drones** point guns at the band and hustle them into waiting hovercars. If some of or all of the characters are there a firefight likely breaks out. If the characters are diffusing the bombs, Selexi and the band are taken without a fight.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.

- **Very Weak:** Remove two **guards** and two **bit drones**
- **Weak:** Remove one **guard** and two **bit drones**
- **Strong:** Add two **guards**
- **Very Strong:** Add two **guards** and two **bit drones**

Calet sees this all go down, but can do nothing about it. He throws the characters Jairo's keys to his new Lexonis Lightning. Novaplex security offers a security hovercar.

EXPERIENCE

If the bomb is disarmed each character earns 200xp



Estimated Duration: 60 minutes

The characters chase the kidnappers through the streets of the Rubicon Spiral and into greater Bastion. During the chase they're confronted by local law enforcement. Calet has given the character Jairo's keys and security has given them a security hovercar. The cars have the following stats:

SECURITY HOVER CAR

AC 16 HP 45 Speed 50ft Max Seating 5

JAIRO'S LEXONIS LIGHTNING

AC 15 HP 35 Speed 65ft Max Seating 2

HOVER CAR

AC 15 HP 40 Speed 50ft Max Seating 7 Pilot: +3

Characters with proficiency in Vehicles (Planetary) can add their proficiency bonus to their Dexterity checks made to operate the hovercars.

THE CHASE

Depending on the situation the kidnappers may be moments or a minute or more ahead of the characters. If they're just moments ahead you can make the chase more tactical in nature, remembering that hover cars can move in flight three dimensionally.

If the kidnappers are a minute or more ahead of the characters make the chase a series of skill and piloting checks to catch up to the kidnappers. DC 12 are the standard checks and 3-5 checks are recommended to catch the kidnappers.

At the end of each round, roll a d20 and consult the Chase Complications table to see what happens to the characters during the chase.

CHASE COMPLICATIONS

d20	Complication
1	A large slow moving hover barge blocks your way. You must make a DC 15 Dexterity or Vehicles proficiency check. Failure counts as failure for the round or 20 feet of movement.
2	A swarm of media surveillance drones clogs the way. You must make a DC 13 Dexterity or Vehicles proficiency check to navigate them. Failure results in 2d6 Bludgeoning damage to your vehicle.
3	A crew is putting up a large video screen on a building via a crane. You can ram through it taking 2d6 Bludgeoning damage or try and evade it by making a DC 15 Dexterity/Vehicles check, failure means you've lost 20ft of movement.

- A maze of narrow skyways stands in your path. Make a DC 15 Intelligence check to navigate the maze a failed check results in the loss of 20ft of movement.
- You enter a bank of fog. Succeed on a DC 15 Wisdom (Perception) check or lose 30 feet of movement.
- A flock of supply drones get in your way You must make a DC 13 Dexterity or Vehicles proficiency check to navigate them. Failure results in 1d6 Bludgeoning damage to your vehicle.
- You're forced to make a sharp turn to avoid colliding with another vehicle. Make a DC 10 Dexterity saving throw, on a failure take 1d6 bludgeoning damage.
- A vent of hot exhaust comes out of a building. Make a DC 10 strength saving throw to maintain control of the vehicle. A failure means you careen into a building taking 2d6 bludgeoning damage.
- 9-10 Bastion Law Enforcement is on your tail. A hovercar with 2 Guards and 4 Tactical Drones
- 11-20 Nothing Happens

BASTION LAW ENFORCEMENT

If the Bastion Law Enforcement comes on the scene they attempt to radio all parties and have them pull over. When that does work and they see another complications which puts lives in danger they aggressively engage.

Unless the characters can convince the officers that they're on their side, they're treated as hostiles. This requires a successful DC 17 Charisma (Persuasion) check.

THE CRASH/LANDING

If the characters manage to take the Zephyr Corp hover car down or vice versa, it's conveniently nearby where they were going to land anyway. The hovercar careens down and (crash) lands on a building's landing pad.

The crashed hovercar teeters on the edge of the building. Characters can rush to the car and either try to stabilize it with a DC 15 Strength (Athletics) check or try to get the band out. Releasing each (5) unconscious bandmate takes a DC 12 Dexterity (Acrobatics) check.

During the crash the four **guards** are killed. Selexi and the bandmates are alive, but heavily injured. If still alive the **guard commander** and **melder initiate** are still there. They're joined by Sartori (**mercenary elite**), Queleri (**weaponmaster**) and two guards from the building's roof along with four **tactical drones** on the following round.

Before their deaths Queleri and Sartori reveal that their deaths will not be in vain and that they have powerful allies that are sure to avenge them!

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.

- **Very Weak:** Remove two **guards** and two **tactical drones**.
- **Weak:** Remove one **guard** and two **tactical drones**.
- **Strong:** Add two **guards**.
- **Very Strong:** Add a **weaponmaster**.

THE ESCAPE

When the enemies are defeated, Calet pulls up to the building in large hover van just as more Zephyr Corp agents come pouring out of the building. The team makes and escape amidst heavy blaster fire.

CONCLUSION

Selexi is grateful for having been saved. So much, in fact, that she offers the party her personal intellect focus. When asked why this happened Selexi answers truthfully that she's not exactly sure but she believes it has to do with a data package she received from a friend named Garland.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and Crucible Corps serial number (if applicable) 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
Alaphite	200
Armored Drone	50
Bit Drone	50
Guard	25
Guard Commander	200
Melder Initiate	100
Mercenary Elite	700
Tactical Drone	50
Weaponmaster	100

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Part 1, each successful incident	100
Part 2, each bandmate returned	100
Part 3, disarming the bomb	200
Part 4, each bandmate saved (3)	50
Part 4, Selexi saved	200

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating in this adventure is **1,200 experience points**.

LOOT

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

LOOT AWARDS

Item Name	Monetary Value (cu)
Combat Knife	20
Cyphus' Portable Media Device	100
Selexi's Payment	500
Each Bandmate they save	50/bandmate

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 divided according to a system detailed in the *Esper Genesis Crucible Corps Master Technician's Guide*.

INTELLECT FOCUS

Utility, uncommon (requires attunement)

Your Intelligence score is 19 while using this enhancement. It has no effect on you if your Intelligence is 19 or higher without it.

This symbiotic bioware seeps into the users ear in a mercurial liquid. When implanted it makes the users eyes occasionally have flecks of silver within the whites.

This item can be found in the *GM Basic Rules*

RENOWN

Each member of any factions receives one renown at the conclusion of this adventure.

Members of **Infinity Order** (rank 2 or higher) that managed to disarm the bomb earn one additional renown point and mark the completion of a faction mission on their adventure logsheet.

Members of **Shadow Cipher** (rank 2 or higher) that managed to pull the encrypted Zephyr Code from Selexi's computer earns one additional renown point and mark the completion of a faction mission on their adventure logsheet.

GM REWARDS

In exchange for running this adventure, you earn GM Rewards as described in the *EG Crucible Corps Game Master's Guide* (CCGMG).

APPENDIX A: THREAT STATISTICS

ALPHALITE

Medium automaton, neutral

Armor Class 16 (armored frame)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages ALOMU, Common

Challenge 1 (200 XP)

ACTIONS

Stun Rod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 5 (1d10) lightning damage. If the target is a creature other than an automaton or construct, 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.

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target (or 10' cube). *Hit:* 7 (1d8 + 3) piercing damage, or 4 (1d8) piercing damage from burst fire.

ARMORED DRONE

Medium construct, unaligned

Armor Class 14 (reinforced armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	1 (-5)	9 (-1)	1 (-5)

Skills Athletics +4

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the drone moves at least 20 feet straight toward a target and then hits it with a ram spike attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

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

Rifle Mount. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

BIT DRONE

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 5 (2d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +6

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses infravision 90 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Flyby. The drone provokes no opportunity attacks when it flies out of an enemy's reach..

ACTIONS

Pincer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Poison Spike. *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 1 piercing damage and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Stealth Mode. The drone turns invisible until it attacks or until its concentration ends.

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 succeed on 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.

GUARD COMMANDER

Medium humanoid (any), any alignment

Armor Class 15 (military jacket)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

Skills Athletics +5, Insight +2

Senses passive Perception 10

Languages any one language, usually Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The commander makes two melee weapon attacks with his warblade.

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

Autorifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target or 10' cube, burst fire DC: 11
Hit: 7 (1d10+2) piercing damage or 5 (1d10) for burst fire.

REACTIONS

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

MELDER INITIATE

Medium humanoid (any), any alignment

Armor Class 12 (PSD), 15 with protection field

Hit Points 16 (3d8+3)

Speed 30 ft.

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

Skills Perception +3, Lore +2

Senses Passive Perception 13

Languages any one language, usually Common

Challenge 1/2 (100 XP)

Esper Powers. The melder is a 3rd-level channeler. Its channeling ability is Intelligence (save DC 12; +4 to hit with melding talents).

Prime (at will): *aegis, force bolt, push*

Rank 1 (4 slots): *distortion, protection field*

ACTIONS

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

MERCENARY ELITE

Medium humanoid (any), any alignment

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. The mercenary 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.

TACTICAL DRONE

Medium construct, unaligned

Armor Class 13

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	1 (-5)	12 (+2)	1 (-5)

Skills Perception +4

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Pack Tactics. The drone has advantage on an attack roll against a creature if at least one of the drone's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Blade Attachment. *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.

WEAPONMASTER

Medium humanoid (any), any alignment

Armor Class 13 (armor jacket)

Hit Points 22 (4d8+4)

Speed 30 ft.

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

Skills Perception +4

Senses Passive Perception 14

Languages any one language, usually Common

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The weaponmaster makes two melee weapon attacks with his swords or two ranged attacks with his pistols.

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.

REACTIONS

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

APPENDIX B: HANDOUT #1. FORGED ENHANCEMENTS

During the course of this adventure, the characters may acquire the following permanent items:

INTELLECT FOCUS

Utility, uncommon (requires attunement)

Your Intelligence score is 19 while using this enhancement. It has no effect on you if your intelligence is 19 or higher without it.

This symbiotic bioware seeps into the users ear in a mercurial liquid. When implanted it makes the users eyes occasionally have flecks of silver within the whites.

This item can be found in the *GM Basic Rules*

APPENDIX C. RUNNING THE ADVENTURE

Consider the following advice when running this adventure.

RUNNING FOR CRUCIBLE CORPS

This adventure is designed for five to seven 1st through 4th level characters with an APL of 3. Characters outside this level range cannot participate in this adventure when being run for organized play.

ADJUSTING THIS ADVENTURE

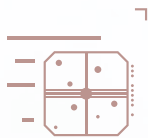
This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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.

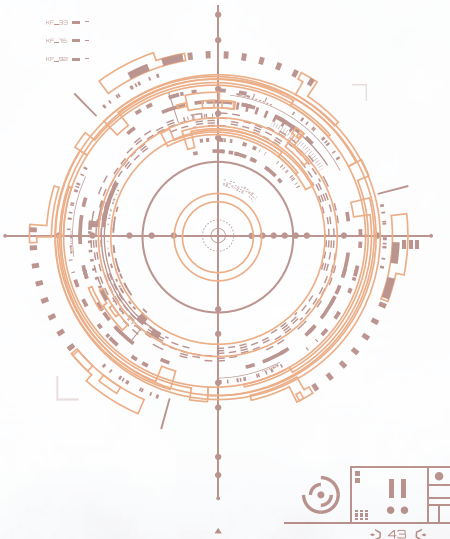
When running these adventures, please, keep the following in mind:

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.



OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty---free, non--- exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co---adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
System Reference Document 5.1 © 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Esper Genesis © 2018, Alligator Alley Entertainment, LLC

END OF LICENSE