

ESPERO GENESIS

HEROIC SCI-FI ROLEPLAYING



FALL OF THE EOS KELDOR

AN INTRODUCTORY ADVENTURE

FALL OF THE EOS KELDOR

Falsely accused, you find yourselves prisoner aboard the flagship of the Lorendi Imperium. In the midst of a major battle gone sideways, it won't be long before everything around you is reduced to space dust. Can you escape in time?

A Four-Hour Initiate Tier Adventure for Four to Six Characters
Optimized for APL 1

CREDITS

Designer: Rich Lescouflair

Development and Editing: Tracy Bovee,
Christopher Robin Negelein

Graphic Design and Layout: Rich Lescouflair,
Brian Dalrymple

Cartography: Rich Lescouflair

EG Crucible Corps Organized Play Manager:
Eric Wiener

EG Community Manager: Robert Adducci



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INTRODUCTION

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

This adventure is designed for **four to six 1st level characters** and is optimized for **five characters with an average party level (APL) of 1**. Characters outside this level range cannot participate in this adventure.

Additional rules and tips for running and adjusting this adventure, including using the adventure as part of organized play, is provided in appendix 3.

ADVENTURE BACKGROUND

Feared throughout the galaxy, the Lorendi Imperium is a powerful legion with a steadfast determination to hold dominion over the known worlds.

The lorendi captain, Sestria, doesn't entirely share the zealous drive of her people or their emperor. Believing the future of the Imperium is dependant on creating alliances, Sestria arranged a meeting with Jabewal, head ambassador of the Valna Republic. Not long after the ambassador was welcomed aboard the *Eos Keldor*, chaos ensued aboard the bridge. Kulvas, the ship's second in command, rebels against his captain's wishes, killing the valna ambassador and imprisoning both the captain and the most of valna envoy, though some managed to escape.

Two days after the death of the ambassador, a hidden squad of valna infiltrators successfully sabotaged the ship's sensors leaving the Eos open to ambush by a trio of valna battlecruisers. With the Lorendi crew in disarray, it's only a matter of time before their ship is blown out of the stars.

In the midst of the chaos, our group of heroes, falsely accused of treason against the Imperium, are brought into the Eos' detention center for processing. Before they can figure out what they're accused of, they're suddenly caught in the midst of the erupting battle.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Eos Keldor. One of the oldest ships in the Lorendi Fleet, the *Eos Keldor* has its name etched in legend, once commanded by the feared Emperor Kaiza himself. In recent years, it's used for it's symbolic significance on diplomatic missions.

Captain Sestria. Often viewed as a model for lorendi command, Sestria often keeps a regal and cool demeanor under most circumstances. The death of her father greatly changed her perspective on the blind ambitions of her zealous brethren.

Commander Kulvas. Hungry for advancement, Kulvas has been waiting for Sestria to slip to take his chance at achieving greatness for himself. Though mutiny is punishable by death, Kulvas plans to pin the failure on Sestria while convincing the remaining command crew to cover for him.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1: Break Out! With the Eos under heavy fire, a sudden attack give the characters a chance to break free and escape the detention block..

Part 2: Mutiny Under Fire. The characters choose their path of escape while dealing with the conflict between the crew and the mutineers.

Part 3: Taking Flight. Arriving in the hangar bay, the group's only chance of survival is to steal the captain's shuttle and deal with a squad of enemy starfighters.

ADVENTURE HOOKS

Each character has their reasons for being brought onto the *Eos Keldor*. Consider the following options for getting the players onto the ship. You can also encourage your players to work with you in creating their own scenarios.

Entrapment. After accepting a simple escort job (the details of which are the GM's option), the characters are framed by their escort and detained by the lorendi.

It's Personal. Professional or personal, one or more party members is a rival to a lorendi official and this was their chance to take the offenders out of the equation.

Trader. The party was aboard a merchant vessel and was guilty by association when their boss tried to pull a fast one on a Lorendi officer.

Vacation Awry. A strange blackout occurred aboard a space station where the characters were catching some downtime. In the confusion, they are ambushed and confined for escort to the Eos.

Wrong Place and Time. A random shootout erupts in the party's location. Accused of killing a lorendi official after the smoke clears, the party is taken into custody by Imperium soldiers.

ESCAPING THE EOS KELDOR

Throughout the adventure, the players need to work together to escape the ship while it is engaged in battle with the enemy. There are no remaining escape pods on the Eos. The only way for the players to escape the cruiser is to steal the lorendi shuttle stationed in the docking bay.

No Path to the Bridge. The players may decide to take over the Eos instead of escaping. While that could be viewed as an alternative option, the Eos will certainly be destroyed as more valna reinforcements arrive during the space battle. Even so, passage to the bridge is impossible from their location.

In this section, the characters face their captors and have a chance to explore the ship's detention block before starting their escape from the ship

Inspired! At the start of the adventure, each character has a point of Inspiration. Make sure to award Inspiration throughout the adventure for appropriate actions.

Refer to **Map 1** for locations. When the adventure begins, the characters are exiting the turbolift leading into the C Level Detention Block.

You've definitely had better days. Falsely accused for acts of treason, you and your companions were brought aboard the *Eos Keldor*, a famous battleship of the Lorendi Imperium. The lorendi were never known for giving fair trials, or even giving trials for that matter, so who knows how long it would be before it just gets worse. All you *do* know is that you and your future cellmates will likely be here a while.

The characters are restrained, their weapons being held by the guards escorting them into the area. Allow the characters a few moments to speak to each other, introducing their characters if any are strangers to the other. Some of the players might already start plotting their escape, but the next scene occurs before any well-placed plan can be put to use.

GETTING INFORMATION

Throughout the adventure, if they successfully question any of the lorendi on the ship, they can learn the following:

- The *Eos Keldor* is one of the most famous battleships in the Lorendi fleet.
- The attack on the *Eos* is most likely retaliation for the recent execution of the Valnan emissary and the imprisonment of their royal guard.
- Conflict over the execution has thrown the ship into mutiny. The captain is no longer in charge of the ship.
- Captain Sestria, the former captain of the *Eos*, attempted to stop the execution and was instead imprisoned for treason by her second-in-command. She is being held in the Detention Cell C3 (this information is obviously provided from anyone other than the Captain herself).

1. ENTRY CORRIDOR

When you're ready to continue, read the following.

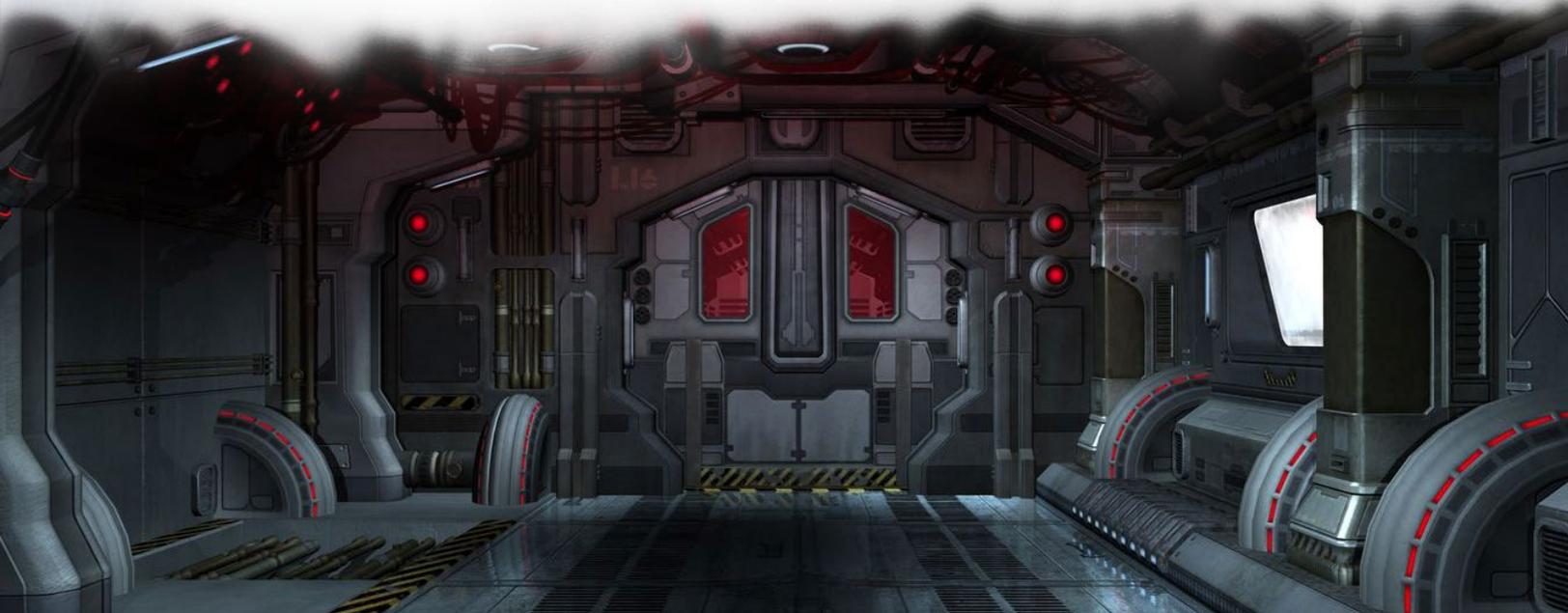
Just as the two guards push you out onto the floor of the detention area, all hell breaks loose. The ships alert system starts blaring while the emergency lights come on. It's just enough for the guards to not notice the shooter hiding behind the terminal before it's too late. The shooter is wearing some sort of tech-laced armor which may look familiar, but the flashing lights and sudden gunfire leave you no time to think about it. The guards are both cut down in seconds but not before one gets a clean shot off into the shooter, who falls to its knees. The shooter desperately points toward the door leading to the prison cells. The words "Free... the captain..." exit its helmet speakers before it falls dead.

Before anyone could do or say much, you hear the sound of the lift activating. Someone else is on their way down. You only have a few moments to grab your stuff and find a spot to figure out your next move.

DESCRIBING THE AREA

The entrance to the detention area has two large communication and surveillance terminals on the north wall and two more on the south wall. The door to the west leads to the lift, while the east door leads to the detention cells. There are grates along parts of the deck that cover the mechanical conduits that run underneath the floor. A long trail of Interconnecting pipes and wiring extends across the ceiling between the two exits.

Recovering Gear. The container one of the guards was carrying contains the party's weapons and the magnetic device that unlocks their restraints. These can all be recovered without difficulty. The party has an option of either recovering their gear or searching



the bodies before the next scene (see “Reinforcements Coming”) If they choose to search the bodies, see the “Loot” section for this area.

REINFORCEMENTS INCOMING

Three lorendi **sentries** are on their way down to investigate the commotion. A successful DC 11 Wisdom (Perception) check notices the motion of the turbolift approaching this level.

The party has two rounds to react. If they haven't yet removed their restraints or recovered their gear, they must use that time to do so before the enemy arrives. Otherwise, they can take additional steps to prepare before the sentries arrive.

ENCOURAGING OPTIONS

It can be a tendency for certain players to just assume they need to pull their weapons and start shooting or swinging without examining the area. By pointing out the additional options they have before combat ensues, you are establishing a tone for everyone that the scenarios going forward are anything but cut and dry.

The following are possible actions and ability checks players can take before the sentries arrive. They only have time for one:

- Hide or take cover behind one of the terminals or the sides of the lift door with a successful DC 11 Dexterity (Stealth) check.
- Climbing onto a terminal or chair and leaping to the pipes along the ceiling with a successful DC 12 Dexterity (Acrobatics) check.
- Lifting the grate on the floor to climb down into one of the conduits with a successful DC 12 Strength (Athletics) check.
- Opening the exit to the detention cells to hide behind the door (they can't continue further into the hall without a key chip to shut down the energy shield) – requires a successful DC 12 Wisdom (Mechanics) check.
- Distracting the sentries when they arrive (i.e. “Hey, they went that way!” or “We're under attack!”) with a successful DC 11 Charisma (Deception) check.

Remember, these aren't necessarily the only choices the players will come up with. Use your judgment and assign skill checks accordingly.

AFTER THE BATTLE

Once the sentries are defeated, the party is free to explore the rest of the area.

Comm Terminals. A successful DC 12 Intelligence (Computer) check on any of the four communication/surveillance terminals reveals that most of the computer systems have been jammed, and the ship is in alert status due to attacks from multiple enemy vessels. They can also unlock the every detention cell on the level from these terminals with a successful DC 13 Intelligence (Computers) check.

Sentries. If any of the sentries are left alive, they can be persuaded to give the party information with a successful DC 13 Charisma (Interrogation) check (See the “Getting Information” sidebar at the beginning of this section).

The Shooter. Characters who examine the body of the hidden shooter and succeed on a DC 11 Intelligence (Lore) check identify them as a member of the valna honor guard. They are usually tasked with protecting high-ranking officials and ambassadors.

Turbolift. The turbolift is a vacuum sealed container with no other exits. Its controls are locked out. They can be hacked but a successful DC 15 Intelligence (Computers) check. It can be overridden with a commanding officer's code, which they can obtain from Sestria in area 3.

LOOT

Among the bodies of the lorendi shooter and the two guards, there are three autopistols and two energy staves.

A successful DC 12 Wisdom (Perception) check on either of guards uncovers a *detention key chip* that can be used to open the east door and disable the energy shields leading to the detention cells.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.

- **Very Weak or Weak:** Remove a **sentry**
- **Strong or Very Strong:** Add a **sentry**.

2. CELL BLOCK

There are two energy shields blocking the north and south side of the corridor leading to the cells. They can be deactivated by using the *detention key chip* on either of the dead guards in area 1. They can also be deactivated with a successful DC 14 Wisdom (Mechanics) check. The second process takes 3 minutes to complete. The *detention key chip* also opens any of the cell doors on this level.

3. DETENTION CELL C3

A strange smell assaults your senses as you open the door to this cell. Dirt and debris cover the floor. In the back corner, a humanoid figure wearing dirty rags lies still. Her scaled reddish skin and snowy hair reveals her to be lorendi, but there are also strange purple blotches all over her skin.

THE FORMER CAPTAIN

This lorendi woman is **Sestria**. A successful DC 13 Wisdom (Medicine) check reveals she is burned and suffering from heat exhaustion. The burns also appear to be purposefully inflicted.

Sestria can be easily brought to consciousness. If the players do so, and don't immediately threaten her, she tells them she has been a prisoner here for almost two days, and asks the players for their help. She also provides them any information they can learn in the “Getting Information” sidebar.

The Captain's Offer. Sestria makes the party an offer: set her free and she can activate the lift allowing them

to leave this area. In addition, she tells them the only way off the ship is via the shuttle in the docking bay. It requires a *command officer's key chip* to activate, and she can help the party get one and escape the Eos if they're willing to take her with them. She can't pilot it alone.

If the players agree, she gives them the bypass code to her quarters on **Deck Two** so they can retrieve her extra key chip she has stashed in her desk. In the meantime, she plans to rally some of her remaining loyal sentries and meet them at the docking bay.

If the players request she accompany them, she tells them that she blends in easier if alone. She also can't easily regain support while traveling with a group of armed prisoners. She does not discuss the issue any further. If they agree to her terms, she gives them the bypass code then makes her way to the lift.

Note: If the players do not agree to Sestria's terms, she leaves on her own, activates the lift, and that is the last they see of her. If they instead decide to torture or kill her, remind each player of their character's alignment and personality. If they absolutely insist, take away any points of Inspiration the party has left. Abandoning their values has its costs.

4. STORAGE UNIT A

The locked container in this room requires a successful DC 14 Dexterity check with infiltration tools to open. Inside is a pistol clip, an autorifle, a warblade, and a *healing ampoule*.

5. DETENTION CELL C8

Two lorendi **sentries** are here. They are both stripped of gear and restrained. These are Sestria's personal guard (see area #3). They don't act aggressively unless greeted with the same. They politely ask the players to release them. If the players refuse, they attempt to charge past them in attempt to escape. If the players ask them for information, they can be convinced with a successful DC 12 Charisma (Persuasion) check. If they mention Sestria, the check succeeds automatically.

The sentries can provide the same information as any of the others. If Sestria has not yet been encountered or was not mentioned, the sentries tell the players she is being held in the one of the cells in the opposite hall. If the sentries are freed, they attempt to free Sestria. If she has already been released, they leave to accompany her. Neither sentry trusts the players enough to join them even after finding their captain, but they appear again in a later encounter if they are set free.

6. STORAGE UNIT B

One of the two containers is locked, requiring a successful DC 13 Dexterity check with infiltration tools to open. It contains two energy staves, two lorendi crew uniforms, a pistol clip, and a reinforced shield bracer.

The other container has a number of old clothes, mostly rags.

7. AFT TRANSPORT LIFT

The turbolift is a vacuum sealed container with no other exits. Its controls are locked out. They can be hacked with a successful DC 15 Intelligence (Computers) check. It can be overridden with a commanding officer's code, which they can obtain from Sestria in area 3.

THE ATTACK BEGINS

Once the turbolift is activated, either by the party or by Sestria, read the following.

The deck quakes beneath your feet and the walls rattle around you. Small pieces of debris from the ceiling and scatter to the floor. You're certain the ship is under attack. No matter the source, you and your companions will need to get out of here before you are caught in the crossfire. What do you do?

The party must now escape the ship before it falls to the relentless assault by the valna. They have the option of taking the lift to **Deck Two** or **Deck Three**. Decks Four and Five are locked out on the panel. If the players push any of the lockout buttons, the computer promptly tells them they do not have authorization to access these decks while the ship is under attack. When the party is ready to move on, continue to part 2.



From this point on, it is up to the players to work their way off the ship while it is under heavy fire. Refer to **Map 2** for locations. The map’s “compass” is just for ease of reference only, as there are no true compass directions in space. If there are any locations on the map that are not numbered, that area is either empty or devoid of anything of note.

EXPLORING THE EOS KELDOR

The adventure scenarios differ depending on which way the players go from here. One path involves a bit more exploration and roleplay (**Deck Two**), while the other is more direct and combat oriented (**Deck Three**). You can also choose a path for the players if you wish.

RUNNING THIS SECTION

The following options are available while the party is on either of these decks.

RANDOM ENCOUNTERS

Decks Two and Three are occupied by many lorendi troops and personnel. While most of the general crew are busy dealing with the attack, there can still be crewmembers that stop the players should they run into them.

If you choose to use this option, each time the players leave a marked area on the map, roll 1d10. On a roll of 1, a random encounter has occurred. Roll again on the table below for the type.

RANDOM ENCOUNTER TABLE

d10	Encounter
1-2	1d4 guards
3-4	1d4 guards and 1 sentry
5-6	1d4 guards and 1 chaneller
7-8	1d6 guards and 2 sentries
9-10	1 sergeant and 1 chaneller

RANDOM DEBRIS

Every so often, the players may need a reminder that the ship is falling apart from attack. Feel free to occasionally throw in a description of the area shaking, crackling panels and falling debris. If the players spend more than five minutes in an area, they must succeed on a DC 12 Dexterity saving throw to avoid suffering 2 (1d4) damage from falling debris.

You can have them repeat this save each round until they get the hint they need to move on.

EPIC HEROISM

Between warfare, pursuit, and boarding attempts, the battle between the Eos and the Valna warships can last a couple of hours. For the purposes of this adventure, characters can take **5 minutes for a short rest**, and **1 hour for a long rest**.

CHOOSING A PATH OF ESCAPE

If the party chose to go to Deck Two, continue to the next section. If they chose Deck Three, skip over to that section, which starts with area 14.

DECK TWO

This deck consists of the ship’s Science and Medical departments. In this area, the players may have to rely on their diplomacy and skills to get through certain areas. Sestria’s quarters are also here.

8. MAIN HALL

As soon as the players step out of the lift, read the following:

The entire ship shakes again and the deck sways beneath your feet. The nearby panel explodes into an electrical wave along the wall as large pieces of the ceiling collapse onto the area.



Have each player make a DC 12 Dexterity saving throw. On a failed save, the player takes 1d4 damage from falling debris. The entire ceiling collapses here, leaving the lift damaged and inaccessible.

DEALING WITH PERSONNEL

Other than the patrols and stationary troops, there are still many of the lorendi crew running about, trying to gain control over a chaotic situation. For the most part, they ignore the players and run for cover if any gunfire erupts. If the players stop to question any of them, have them make a DC 12 Charisma (Persuasion) check. Upon success, they tell the players what the rest of the guards know (see the “Getting Information” sidebar). They also provide the following information:

- The Eos has taken heavy damage from the outside and has been sabotaged by the escaped Valnan royal guard. It may only be a matter of time before the ship is destroyed from ship fire or from within. The Valna are out for blood.
- The only way off the ship is via the shuttle in the docking bay. It requires a command officer’s key chip to activate. The docking bay can be reached from Decks Two and Three.

They can also direct them to the different areas on deck, if asked. The players can choose to steal their uniforms, which fit a medium sized humanoid. Directly firing upon any non-combat crew immediately initiates a random encounter (see “Random Encounters”).

9. MEDICAL BAY

There are one lorendi **sentry** and two lorendi **guards** stationed inside this area. They immediately confront any player that they spot. With so much traffic in the area, the players can avoid being noticed with a successful DC 12 Dexterity (Stealth) check.

The entrance to the Medical Bay is chaotic at best. Medical officers and aides are in constant movement, assisting and escorting the injured. Medical equipment and beds are scattered all about the floor.

DEVELOPMENTS

If the players choose to talk to the guards, they can avoid confrontation by offering to help the wounded and succeeding on a DC 13 Persuasion (Charisma) check. Any mention of working with Captain Sestria gains them advantage to the roll. If the players are allowed to help, a successful DC 12 Intelligence (Medicine) check stabilizes one of the wounded. They can also accomplish this with esper powers, such as *mend*. If successful, the guards let them move about the area freely.

If instead the party threatens to harm those inside the area, a successful DC 13 Charisma (Intimidation) check will cause the guards to back off.



ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

- **Very Weak** or **Weak**: Remove a **guard**.
- **Strong** or **Very Strong**: Add a **sentry**.

LOOT

The guards and sentries carry two energy staves and two autopistols. Two *healing ampoules* and two *antitoxins* can be recovered from the medbay.

10. RESEARCH LAB

This area is patrolled by two lorendi **guards** and one lorendi **chaneller**. They attack the party on sight.

Most of the equipment in this lab has been destroyed. The walls are marked with scorch marks and bullet holes. The body of a valna lies in the middle of the room, its armor shattered into pieces.

DEVELOPMENTS

If a guard or the channeller is left alive, they can be questioned with a successful DC 14 Charisma (Intimidation) or Charisma (Persuasion) check.

They know the same information as the others, but also add that the deceased valna spy was here looking for an experimental bio-weapon the lorendi have been developing. The existence of this weapon is all they know on the subject.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

- **Very Weak or Weak:** Remove the **channeller**.
- **Strong:** Replace a **guard** with a **sentry**.
- **Very Strong:** Replace two **guards** with two **sentries**.

LOOT

Other than their weapons, the Lorendi carry nothing of note. Mechanic's tools can be found amongst the scattered supplies.

11. CAPTAIN'S QUARTERS

The enemies in this area are dependent on the path chosen in the detention level. If the players released Sestria and agreed to help her continue to Option A. If they never released or refused to help Sestria, continue to Option B. One of these two encounters should be completed before the players can explore the room.

OPTION A

A lorendi **sergeant** and two lorendi **guards** are stationed outside the door to this room. As soon as they spot the party, the sergeant points and shouts "They're in league with the captain! Arrest them!" The guards attack regardless of the party's response.

Loot. The sergeant is wearing an armor jacket and cap that can be worn by a medium sized humanoid character. The cap does not provide any additional defense.

Entering the Room. If the players enter Sestria's bypass code in the panel, the door to the room unlocks. The maglock can also be bypassed with infiltration tools and a successful DC 15 Dexterity check.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

- **Very Weak or Weak:** Replace the **sergeant** with a **sentry**.
- **Strong:** add a **guard**
- **Very Strong:** Add a **sentry**.

OPTION B

The door to the room is open. If any of the players have a passive Wisdom (Perception) of 12 or higher, they can hear movement coming from within, as well as a man's voice that shouts "Find it! She must have hidden it somewhere!"

Inside the quarters is **Lieutenant Stul** and two lorendi **guards**. The players can sneak into the room with a successful DC 12 Dexterity (Stealth) check. Those who succeed before combat starts can gain surprise on the enemy.

Loot. The lieutenant has an officer's armor jacket and cap that can be worn by a medium sized humanoid character. The cap does not provide any additional defense. He also has a *command key chip* that activates the lift at the end of the hall.

This chip also unlocks the magnetic tether on the shuttle when the players reach the control room in the docking bay.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

- **Very Weak or Weak:** Remove both **guards**.
- **Strong:** add a **guard**.
- **Very Strong:** Add a **sentry**.

DEVELOPMENTS

After completing one of the options above, the party is free to explore the area.

This room appears to be a spacious living quarters. Decorative chairs and tables have been overturned, with much of the room's contents lying scattered about the place. Though ceiling debris covers much of the floor, most of the disturbance to this area seems to be from the place being ransacked.

LOOT

If the players are helping Sestria, they find her *command key chip* in a hidden compartment under her desk, as instructed. Otherwise, such a find would require a successful DC 20 Intelligence (Investigation) check. The key chip allows the players to take the lift to the docking bay, as well as unlock the shuttle's magnetic tether in the docking bay's control room.

There are also two regeneration pods in this room. With a successful DC 12 Wisdom (Mechanics) check, they can be used once each. The pods allow any player the benefit of a short rest in only five minutes (If you're already using the "Epic Heroism" option, the time is reduced to one minute.)

12. CREW QUARTERS

Four lorendi **guards** and a **sentry** hold five valna hostages captive in this room (use **commoner** stats for valna). Read the following description before resolving the encounter.

This large, open space appears to be a central point with doors leading to the various bunks for each crewmember. In the center of the area, a group of armored lorendi stand with their guns pointed at a group of five valna kneeling at their feet. The valna appear to be gravely wounded and beaten, left with no armor and gruesome jagged marks left on their furry hides. The lorendi in the middle of the pack slowly and shakily raises the barrel of his autopistol against the head of one of the valna and says, "Justice be done!"

TIPS AND TACTICS

The soldiers consist of four lorendi guards and one Lorendi sentry. A successful DC 13 Wisdom (Insight) check, detects an obvious hesitation in the lorendi soldiers. The soldiers notice the players within the next round unless the players succeed on a DC 12 Dexterity (Stealth) check. If the players do nothing and remain hidden, the lorendi execute the valna, then make their way toward the exit. If they interrupt the execution, they then have a couple of options

If the players choose to talk the lorendi into standing down, they must succeed on a DC 14 Charisma (Persuasion) check. Have each attempting player roleplay the part themselves before allowing them to roll. So long as they make a convincing attempt, they are able to persuade the soldiers. If they mention working with Captain Sestria, they gain advantage to the roll. If successful, they tell the party they don't agree with going to war against the valna and supported Captain Sestria before she was imprisoned.

The valna tells the players their job was to sabotage the Eos' shields and escape from the landing bay. In their condition, the valna are physically incapable of traveling on their own. With a successful DC 12 Charisma (Persuasion) check, the lorendi can be convinced to escort the Valna and assist the players in the landing bay below. If at any point the players attack or threaten the lorendi, combat ensues. The valna are far too weak to help the players in this fight. Once the lorendi are defeated, the valna still provide the same information to the players, but choose to stay in their current location until the players can get transport off the ship.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

- **Very Weak** or **Weak**: Remove two **guards** .
- **Strong**: Add two **guards**
- **Very Strong**: Add a **guard** and a **sentry**.

13. FORE TRANSPORT LIFT

This lift is currently disabled unless activated with a *command key chip*. As soon as the players reach the lift door, read the following:

All of the lights in the area suddenly go black before the ship shakes harder than it ever had. You are all thrown to the ground while the sound of twisting metal echoes all around you. The emergency lights power on, flooding the area with a pulsing pattern of reds and yellows.

A man's voice echoes out over the comm speakers, which have been completely silent up until now.

"Fellow soldiers," the voice says in a strong, steady tone, "through the actions of our traitorous captain and her saboteurs, we now face destruction at the hands of the cowardly valna. We shall now face our enemy with the fury of our peoples, until our last dying breath.

It is what we have been trained to do our entire lives. We are Lorendi, and we shall die as we have lived... in greatness! Kill every intruder on sight! All remaining pilots to your ships!

DEVELOPMENTS

Once the players unlock the lift, they can take it directly to the landing bay. The only other option is to take it to Deck Three. The bridge is locked out. If the players attempt to go to Deck Three, go to "Switching Between the Decks". If they go directly to the hangar bay, continue to part 3.

SWITCHING BETWEEN THE DECKS

The players should have time to travel across one of the decks before the *Eos Keldor* is hit by the Valna's main cannon, destroying most of the other deck. If the party switches between **Deck Two** to **Deck Three** or vice versa, read the following:

You are greeted with the sound of a blaring alarm as the lift door reaches the next deck. Before the door even finishes to open, you are violently thrown to one side of the lift. The opposite side of the deck erupts in a blinding explosion of fire and metal, while the screams of all within are silenced by the void beyond the hull. You have mere seconds to act before this entire area is vented out into space.

The players have one round to react. Closing the door to the lift also closes the deck's outer door, creating a secure seal between them and the hull breach. If the players do not close the door, they must succeed on a DC 14 Dexterity saving throw on each following round to avoid being sucked out into the vastness of space. If they fail, another player can attempt to save their companion by succeeding on a DC 14 Strength (Athletics) check to pull them safely inside.

If the door remains open for more than three rounds, the party perishes within the void. Remind them that none of them are equipped to survive in space for more than mere seconds.

After the door is closed, the only remaining option is to go to the landing bay. Continue to part 3.



DECK THREE

This ship's Tactical Research and armory departments are on this deck. In this area, players more focused on combat and direct conflict are well suited to making it through this area.

14. MAIN HALL

As soon as the players step out of the lift, read the following:

The entire ship shakes again and the deck sways beneath your feet. The nearby panel explodes into an electrical wave along the wall as large pieces of the ceiling collapse onto the area.

Have each player make a DC 12 Dexterity saving throw. On a failed save, the player takes 1d4 damage from falling debris. The entire ceiling collapses here, leaving the lift damaged and inaccessible.

DEALING WITH PERSONNEL

Other than the patrols and stationary troops, there are still many of the lorendi crew running about, trying to gain control over a chaotic situation. For the most part, they ignore the players and run for cover if any gunfire erupts. If the players stop to question any of them, have them make a DC 12 Charisma (Persuasion) check. Upon success, they tell the players what the rest of the guards know (see the "Getting Information" sidebar). They also provide the following information:

- The Eos has taken heavy damage from the outside and has been sabotaged by the escaped Valnan royal guard. It may only be a matter of time before the ship is destroyed from ship fire or from within. The Valna are out for blood.
- The only way off the ship is via the shuttle in the docking bay. It requires a command officer's key chip to activate. The docking bay can be reached from Decks Two and Three.

They can also direct them to the different areas on deck, if asked. The players can choose to steal their uniforms, which fit a medium sized humanoid. Directly firing upon any non-combat crew immediately initiates a random encounter (see "Random Encounters").

15. RESEARCH AND DEVELOPMENT

This area is guarded by three lorendi **sentries**. They attack any strangers on sight.

The damage in this area shows evidence of a recent firefight before you arrived here. Many of the tables are overturned and the research terminals are riddled with holes from gunfire. Assorted tools and pieces of equipment are scattered about the floor.

DEVELOPMENTS

Most of the equipment here is unfinished, and pretty much useless. If the players do search the area, a successful DC 14 Wisdom (Perception) check will reveal a pistol clip and a set of gunsmith's tools in the clutter.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

- **Very Weak or Weak:** Remove a **sentry**.
- **Strong or Very Strong:** Add a **sentry**.

16. THE ARMORY

The door to this room is locked requiring a DC 14 Dexterity check with infiltration tools to open. Two lorendi **guards** are positioned directly inside the doorway to this room. A **weaponmaster** is near the back of the room, ready to fire on sight.

Weapons of Lorendi fashion line the walls and tables in this room along with a cabinet of tools and supplies.

Loot

All forms of weapons and armor are in this room. Many of these are lorendi specific and therefore useless to the players. However, they can find any simple weapons here as well as any martial ranged weapons with the exception of heavy rifles, sniper rifles, and grenades (see chapter 5 of the *Core Manual*). Two *healing ampoules* and an *antitoxin* can be recovered from the rear cabinet.

ADJUSTING THIS ENCOUNTER

Here are suggestions for adjusting this encounter.

- **Very Weak or Weak:** Remove two **guards**.
- **Strong:** Add two **guards**.
- **Very Strong:** Replace two **guards** with two **sentries**.

17. BARRACKS

Five lorendi **guards** are here. If the players approach cautiously, they gain surprise on them with a successful DC 12 Dexterity (Stealth) check. The guards attack as soon as they are aware of the party's presence.

TIPS AND TACTICS

One of the guards attempts to rush toward the room door to activate the alarm panel directly north of the entrance. The panel can be spotted with a successful DC 13 Wisdom (Perception) check. If the guard is not successfully attacked before it reaches the panel, the alarm sounds and three more **guards** arrive within the next round. The alarm also alerts the enemy in area 18, preventing any chance for surprise in that area.

18. OFFICER'S QUARTERS

Lieutenant Brelik is here along with Marsav, a lorendi **channeler**. Players with a passive Wisdom (Perception) of 12 or higher, can hear the two discussing tactics as they approach.

Characters can sneak into the room by succeeding on a DC 13 Dexterity (Stealth) roll. Those that succeed before combat begins gain surprise on the officers, unless the alarm was triggered in the Barracks (area 17). This room appears to be a spacious living quarters. Decorative chairs and tables have been overturned, with much of the room's contents lying scattered about the place. Though ceiling debris covers much of the floor, most of the disturbance to this area seems to be from the place being ransacked.

Brelik has an armor jacket and cap that can be worn by a medium sized humanoid character. The cap does not provide any additional defense. He also has a *command key chip* that activates the lift at the end of the hall. This chip also unlocks the magnetic tether on the shuttle when the players reach the control room in the hangar bay.

19. FORE TRANSPORT LIFT

This lift is currently disabled unless activated with a *command key chip*. As soon as the players reach the lift door, read the following:

All of the lights in the area suddenly go black before the ship shakes harder than it ever had. You are all thrown to the ground while the sound of twisting metal echoes all around you. The emergency lights power on, flooding the area with a pulsing pattern of reds and yellows.

A man's voice echoes out over the comm speakers, which have been completely silent up until now.

"Fellow soldiers," the voice says in a strong, steady tone, "through the actions of our traitorous captain and her saboteurs, we now face destruction at the hands of the cowardly valna. We shall now face our enemy with the fury of our peoples, until our last dying breath.

It is what we have been trained to do our entire lives. We are Lorendi, and we shall die as we have lived... in greatness! Kill every intruder on sight! All remaining pilots to your ships!

DEVELOPMENTS

Once the players unlock the lift, they can take it directly to the landing bay. The only other option is to take it to Deck Two. The bridge is locked out. If the players attempt to go to Deck Two, go to "Switching Between the Decks". If they go directly to the hangar bay, continue to part 3.

SWITCHING BETWEEN THE DECKS

The players should have time to travel across one of the decks before the *Eos Keldor* is hit by the Valna's main cannon, destroying most of the other deck. If the party switches between **Deck Two** to **Deck Three** or vice versa, read the following:

You are greeted with the sound of a blaring alarm as the lift door reaches the next deck. Before the door even finishes to open, you are violently thrown to one side of the lift. The opposite side of the deck erupts in a blinding explosion of fire and metal, while the screams of all within are silenced by the void beyond the hull. You have mere seconds to act before this entire area is vented out into space.

The players have one round to react. Closing the door to the lift also closes the deck's outer door, creating a secure seal between them and the hull breach. If the players do not close the door, they must succeed on a DC 14 Dexterity saving throw on each following round to avoid being sucked out into the vastness of space. If they fail, another player can attempt to save their companion by succeeding on a DC 14 Strength (Athletics) check to pull them safely inside.

If the door remains open for more than three rounds, the party perishes within the void. Remind them that none of them are equipped to survive in space for more than mere seconds.

After the door is closed, the only remaining option is to go to the landing bay. Continue to part 3.

In this section, the party must locate the command shuttle and enable it for launch in order to escape the ship.

HANGAR BAY

Refer to Map 3 for locations. Two lorendi **guards** are stationed on either side of the lift and spot the players as soon as the lift opens into this area. Due to the level of chaos on this level, the sounds of combat shouldn't attract too much attention unless the players go out of their way to do so. Read the following at the end of the encounter:

This entire area has fallen into disarray. Sparking wires and bent metal hang from various open conduits. There are two doorways further down on the left. Most of the right wall to the right made of energy shielded glass overlooking the main hanger bay, which looks like it had been directly fired upon. Dozens of crew members are scattered about the area running damage control.

The outer wall has an energy shield that opens out into the void of space, the view interrupted by passing weapons fire. The far side of the bay holds the fighter launch pods which are all empty. On the other end is the docking port where a single ship can be seen, the captain's personal command shuttle held down by mag-clamps. The clamps can likely be released from a nearby control room. It may be your only chance to fly out of here.

GETTING TO THE SHUTTLE

There are multiple ways the players may choose to gain access to the shuttle. If they choose to head to the ship first, they have to deal with the encounter waiting for them, but are still unable to even open the shuttle doors without releasing the mag-clamp from the launch control room (area 21).

20. DATA STORAGE

The walls and floors of this room are lined with a yellow-tinged silver. Streaks of green and blue data lights travel along veins of circuitry traveling across the surfaces into thick square columns that run from the floor into the ceiling. The pattern is briefly interrupted by translucent screens feeding different bits of information in the Lorendi runic alphabet.

DEVELOPMENTS

Though it's not easy to read the lorendi panels, a successful DC 13 Intelligence (Computers) check allows the party to obtain information regarding the attack. If the players delve further, they also discover officer and crew personnel records. A successful DC 14 Intelligence check with a hacker's kit allows characters to alter personnel records or insert their own files and information into the ship's logs. This also helps them if they intend on using subterfuge to infiltrate the control room next door. With the same successful check, they also gain a *spoofing program* for the freight drone on shuttle's launch deck.

21. LAUNCH CONTROL ROOM

Two **blade drones** guard the entrance to this room. There are also three control operators and the flight control officer (use **commoner** stats for these NPCs). The players can opt to use subterfuge here to con their way into the room. Such an attempt requires a successful DC 14 Charisma (Deception) roll. They gain advantage to this roll if they're wearing lorendi clothing such as the officer's armor jacket or cap.

Though non-lorendi officers are extremely rare, they do exist, and can also attempt to impersonate an ambassador if they wish. If the party chooses to fight, the control operators flee toward the first safe corner they can find.



DEVELOPMENTS

The party may use the *command key chip* to override the mag-clamps and release the shuttle docked at the hangar. A successful DC 13 Intelligence (Computers) check allows the players to download a *jamming frequency* for use against lorendi spacecraft. There is a storage cabinet on the side of the room where two *healing ampoules* can be found.

22. SHUTTLE LAUNCH BAY

Commander Kulvas is here along with two lorendi **sentries**. They reveal themselves from underneath the shuttle when the party opens the door.

The bay door opens revealing the officer's shuttle, the key to your salvation. However, a tall Lorendi wearing a decorated officer's jacket marches out from underneath the shadow of the shuttle's underbelly along with four sentries. "Arrest them!" he shouts, pointing at you!

If the players are working with Sestria, add the following boxed text. Otherwise, skip to "Tips and Tactics".

As you and the enemy move to act, Captain Sestria materializes from cloaked camouflage. "Kulvas!" she shouts, "Your mutiny is at an end!" The sentries turn their guns toward her. With Kulvas distracted, now is your chance!

TIPS AND TACTICS

There is a **loading drone** not far from the side of the shuttle. If the players recovered the *spoofing program* from the Data Storage room (area 20), they can activate the drone remotely by succeeding on a DC 13 Intelligence (Computers) check. A party member can operate the drone each round with their bonus action.

Once the encounter is over, if Sestria is present, she thanks the players for their help and tells them she will do her best to resolve the conflict resulting from the mutiny. If the players offer to help her further, she tells them they have done enough and she plans to have them exonerated by the lorendi for their actions.

ACTIVATING THE SHUTTLE

So long as the mag-clamps have been disabled, the players can activate and launch the officer's shuttle. When the players are ready to depart, they should assign their crewmember roles before leaving the bay (see chapter 10 of the *Core Manual*).

BATTLE WITHIN THE VOID

One round after the shuttle leaves the bay, the party is pursued by four **crimson vipers**. The shuttle can't outrun them due to its slower speed, so the party must defeat the enemy ships before they can escape the battle zone.

The engine hums and the runic panels light in sequence as the shuttle readies for launch. The shuttle soon lifts and speeds out of the bay, the light of the energy shield phasing around it as you race out into the stars. Within moments, the alert lights spring to life followed by a loud siren. Four blips appear on your radar, closing in fast – the crimson vipers of the Lorendi Fleet!

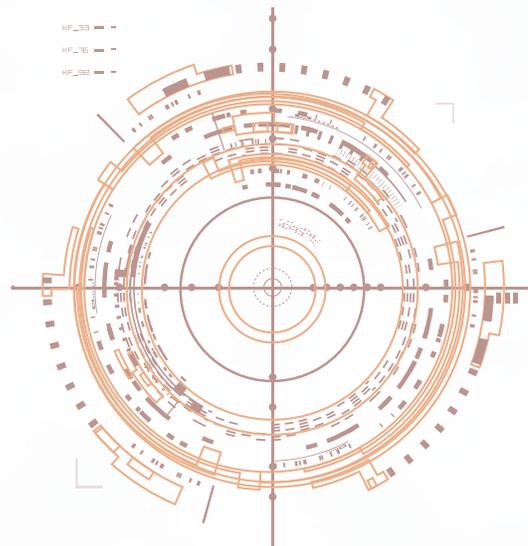
The shuttle isn't fast enough to outrun them in a flat-out chase. Before you can claim your freedom, you'll have to defeat the vipers first.

DEALING WITH THE VIPERS

The crimson vipers will pursue and attack the players until destroyed. Once the encounter is over, the party are able to flee the battle zone. If the players recovered the *jamming frequency* from the launch control room (area 21), they can activate it using a successful DC 13 Intelligence (Computer) check. Once activated, the crimson vipers are at a disadvantage on their attack rolls and maneuver checks against the shuttle for a one round.

OPTIONAL: SOLDIER STOWAWAY

If there are more than five players in your group, the last party member can take a co-pilot role. If there are more than five in your group, you can opt to place two lorendi **guards** as stowaways on the shuttle. The remaining party members must deal with them while the ship is in combat.





CONCLUSION

Once the encounter is over, the players are free to leave the battle zone. Read the conclusion text and congratulate them. They have completed the adventure!

As the last viper explodes, the stream of fire is absorbed by the infinite blackness of space.

The ominous site of the *Eos Keldor*, by the three Valna warships surrounding it, sends a chill washing over you. Whatever just happened, it is a moment of true significance in future events yet to unfold. Whether you take part or not, it is now at least a choice you are free to make. For now, you've earned your freedom, and the galaxy lies before you.

REWARDS

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

EXPERIENCE

Each character who complete this introductory adventure automatically earns **300 experience points**.

LOOT

The characters receive the following loot, divided up amongst the party. Loot is divided as evenly as possible. Cubil 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 item, the GM can determine who gets it randomly should the group be unable to decide.

THE LORENDI SHUTTLE

Unless the party moves on from this adventure to *EGCC 00-02 Star Chaser*, they can't stay aboard the stolen shuttle. It is either confiscated once they reach their next destination or becomes inoperable due to a faulty power core that can only be repaired by lorendi technicians. Feel free to choose your own option as well depending on your campaign.

STORY AWARDS

If the party helped Sestria and she survived to the end of the adventure, the characters earn the following story award:

Heroes of the Fall. Rumors of your involvement during the last battle of the *Eos Keldor* has spread in certain galactic circles. You are viewed as famous among some lorendi and infamous among even more.

DOWNTIME

Each character earns **ten downtime days**.

APPENDIX 1: CREATURE STATISTICS

This appendix details threats that are encountered in this adventure.

BLADE DRONE

Medium construct, unaligned

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses passive Perception 12

Languages --

Challenge 1/8 (25 XP)

ACTIONS

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

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

COMMANDER KULVAS

Medium humanoid (lorendi), lawful evil

Armor Class 14 (military jacket)

Hit Points 35 (7d8+7)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Nesieve

Challenge 1 (200 XP)

Innate Powers. The commander's channeling ability is Charisma (save DC 12; +4 to hit with melding talents). It can use the following talents:

At Will: *frost edge, frost shot*

3x/day each: *absorption, phase step*

Frost Edge/Shot. Melee or ranged weapon is charged with a frost aura. Target takes an additional 1d8 cold damage when hit and must make a DC 13 Constitution save. If failed, their movement is reduced to 10.

ACTIONS

Multiattack. The gale guard makes two melee or two ranged attacks.

Warblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

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

CHANNELER

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.

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

Knife. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 2 (1d4) 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.

LIEUTENANT BRELIK

Medium humanoid (lorendi), lawful evil

Armor Class 14 (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 darkvision 60 ft., passive Perception 13

Languages Common, Nesieve

Challenge 1 (200 XP)

ACTIONS

Multiattack. The lieutenant 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 lieutenant 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.

LIEUTENANT STUL

Medium humanoid (lorendi), lawful evil

Armor Class 15 (military jacket)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	11 (0)	12 (+1)	14(+2)

Skills Athletics +5, Insight +2

Senses darkvision 60 ft., passive Perception 14

Languages Common, Nesieve

Challenge 1 (200 XP)

ACTIONS

Multiattack. The lieutenant makes two melee weapon attacks with his gauntlets or two ranged attacks, one with each pistol.

Power Gauntlets. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage

Heavy Pistol. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target or 10' cube, burst fire DC: 12 *Hit:* 7 (1d8+3) piercing damage or 4 (1d8) for burst fire.

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.

SERGEANT

Medium humanoid (any), any alignment

Armor Class 13 (armor jacket)

Hit Points 26 (4d8+8)

Speed 30 ft.

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

Skills Intimidation +3, Perception +3

Senses Passive Perception 13

Languages any one language, usually Common

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The sergeant makes two ranged weapon attacks with its pistols.

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

Heavy Pistol. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target or 10' cube, burst fire DC: 12 *Hit:* 6 (1d8+2) piercing damage or 4 (1d8) for burst fire.

SESTRIA

Medium humanoid (lorendi), lawful neutral

Armor Class 14 (light trooper)

Hit Points 17 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	10 (+0)	17 (+3)	16 (+3)

Skills Perception +5, Lore +5

Senses passive Perception 15

Burst Save +1

Languages Common, Nesieve

Challenge 1/2 (100 XP)

Esper Powers. Sestria's forging ability is Wisdom (save DC 13; +5 to hit with forging techniques).

Prime (at will): *absorption, electric surge, gamma vision*

Rank 1 (3 slots): *field salve, laser blast, mend, sensory boost*

ACTIONS

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

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

APPENDIX 2: STARSHIP STATISTICS

COMMANDER'S SHUTTLE

Size: Large

Base Armor Class: 10

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

Hull Dice: 4d10

Base Hull Points: 22

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

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

Sensor Range: 14

Max Crew: 4 (1 pilot, 1 technician, 2 gunners)

Speed: 5

WEAPON SYSTEMS

Weapon	Qty.	Range	Damage
Dual Cannons	2	8/16	1d8 piercing

CRIMSON VIPER

Size: Medium

Armor Class: 13

Hull Points: 15 (2d8 + 6)

Piloting Bonus: +2

Speed: 6

MODIFIERS

Saving Throws: Intelligence +2, Wisdom +1

Skills: Astrophysics +4, Mechanics +3

Maneuver Defense: 11

Maneuver Save DC: 12

Sensor Range: 12

XP Value: 50

ACTIONS

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

APPENDIX 3: 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 1. 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:

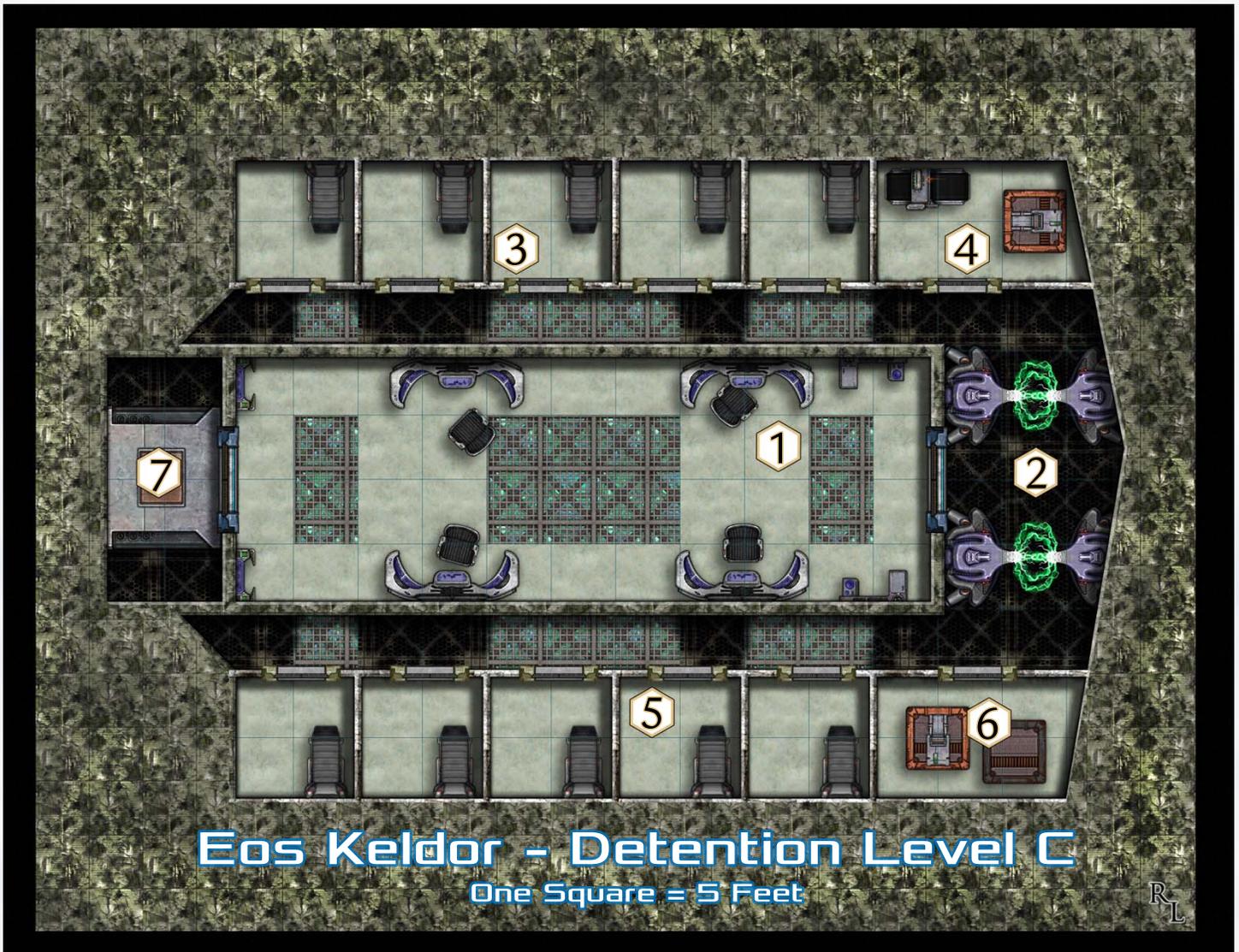
Be Prepared. Read through the adventure, taking notes of anything you'd like to highlight or remind yourself during your session, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and threat entries.

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.

MAP 1: DETENTION LEVEL



MAP 2: EOS CREW DECKS

Deck Two

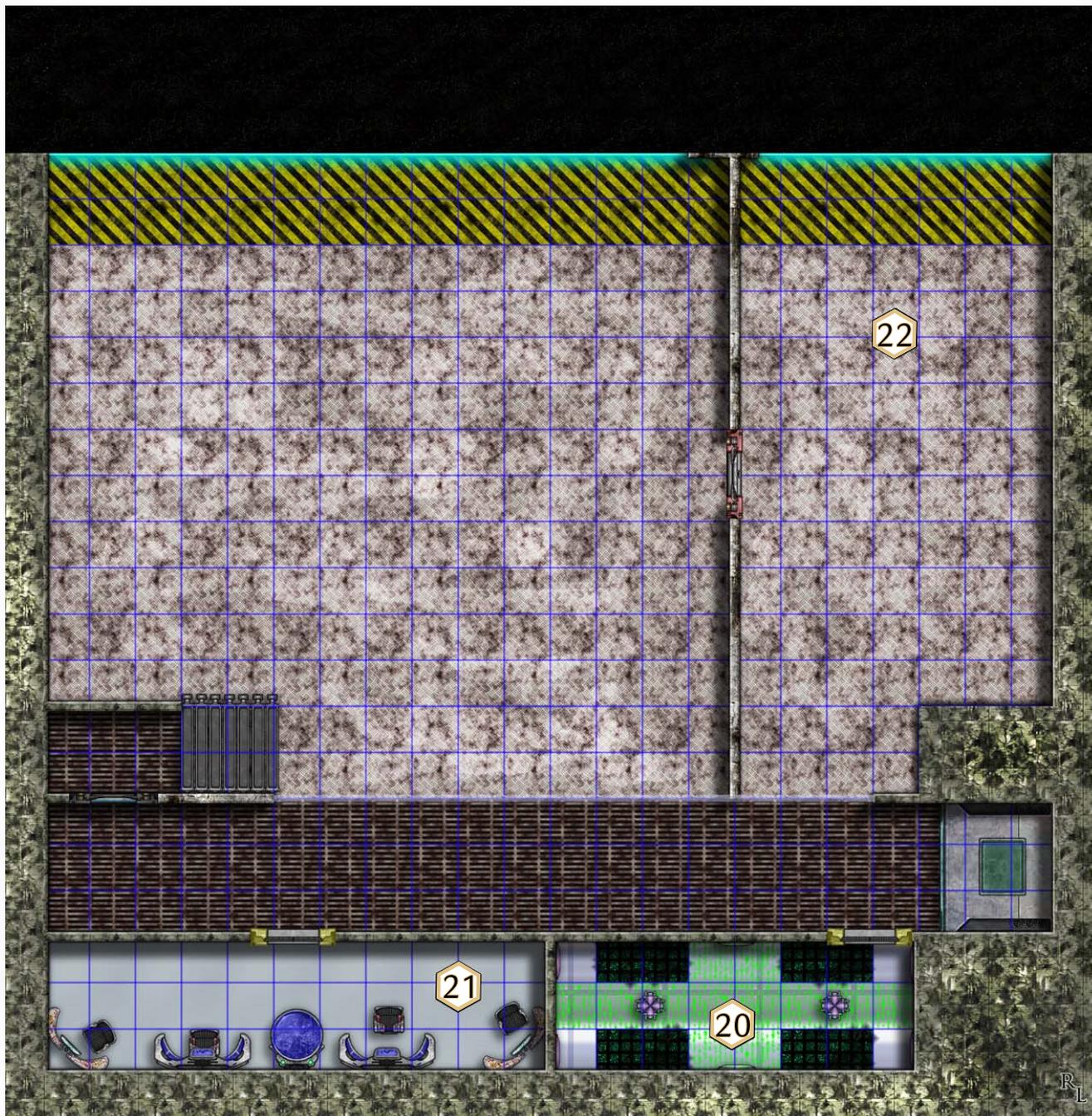


Deck Three



One Square = 5 feet

MAP 3: HANGAR BAY



Eos Keldor - Hanger Bay
One Square = 5 feet

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