ESPER GENESIS
HEROIC SCI-FI ROLEPLAYING

BASILISK RENDEZVOUS

5E Compatible

EGCC 01-01

ESPER GENESIS:
CRUCIBLE CORPS

SERIES ONE:
SHADOW
OF THE
ZEPHYR

BASILISK RENDEZVOUS

A salvage expedition leads to an abandoned cargo ship that looks like it's been rotting away for years. Luckily, they've gotten a good tip on coordinates out in the nearby wilds that point to its location. All they have to do is make it flight worthy and take it back to the assigned rendezvous point. How hard could that be?
Part One of the Shadow of the Zephyr series

An Initiate Tier Adventure for Five to Seven Characters
Optimized for APL 1

CREDITS

Designers: Christopher Robin Negelein, Rich Lescouflair

Development and Editing: Rich Lescouflair

Graphic Design and Layout: Rich Lescouflair, Brian Dalrymple

Artwork: Markus Vogt

Additional Art: Tsuneo, Algo Online

Cartography: Rich Lescouflair

EG Crucible Corps Organized Play Manager: Eric Wiener

EG Community Manager: Robert Adducci

Licensed for use with

ESPER GENESIS: CRUCIBLE CORPS

INTRODUCTION

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

This adventure is designed for t**hree to seven 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

Decades ago, a small freighter named the *Basilisk* was assigned to bring a delivery and supplies to Euria 7, a small planetary outpost near the Arvo system that was preparing for an arrival of settlers. The last transmission from the freighter was as it was entering the planet's orbit, after which it was never heard from again. The settlers themselves, also never arrived.

A recent transmission through the Silrayne Intergalactic Matrix detailed the possible landing site of the *Basilisk*. It was intercepted by a salvage hunter named Leonero Kasum, who wants to get to the ship first before it's recovered by whoever that message was intended for.

To do this, however, he'll need help from individuals who are up to the task of braving the perils of a backwater planet in order to recover the abandoned cruiser. This is where our heroes come into play.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Leonero Kasum. An expert salvager and owner of the *Cutter*, a small freighter. He hires the party to recover the *Basilisk*.

Alfred 3020. An AI imbued android that is often referred to as a "machina". It has spent the last few years being hunted by forces searching for the encrypted data stored in its mainframe.

ADVENTURE OVERVIEW

The majority of this adventure should run pretty straightforward. As the game master, please be sure to read through each section before running it.

The adventure is broken down into three parts:

Part 1: She's a Beaut. The characters make their way to the wreckage of the *Basilisk*, where they must figure out how to get power to the engines.

Part 2: Hold On To Your Boots. The party attempts to fly the rickety, unstable freighter back to the small hangar.

Part 3: Siren's Call. A group of mercenaries attack the party and attempt to steal the *Basilisk's* hidden cargo.

ADVENTURE HOOKS

Leonero needs a team of at least three to help recover the *Basilisk*. The player characters could have been recruited for a number of reasons.

If the characters all know each other, they are all recruited at the same time. If not, then Leonero hired them throughout different areas in the Silrayne Prime system. Consider the following options.

Will Work for Cubil. In order to make a better life for themselves, Leonero's offer presents decent pay and the prospect of earning even more from the salvage operation.

Insatiable Curiosity. The character(s) may wish to solve the mystery behind what happened to the *Basilisk* and why.

THE SALVAGE OPERATION

Leonero Kasum (who offers to be called "Leo" if the characters choose) owns a small freighter he calls the *Cutter*. His goal is to get onto the planet's surface, recover the ship's cargo, and blast off before anyone else is the wiser. He offers the party a 600 cubil payment upon completion of the job.

PRELUDE: EURIA 7

The party arrives aboard the *Cutter*, Leo's small salvage freighter.

> The surface of Euria 7 looks almost like the science project of a crazed terraformer. The rocky surface only bears small patches of flat land, all of which is covered by miles and miles of huge trees and overgrown foliage. The *Cutter's* sensors pick up the location of a small, abandoned ship hangar near the site where the *Basilisk* supposedly crashed. There's just enough room for the ship to fit inside the tiny, rusty hangar bay. It doesn't look like this place has been used in years.

Leonero tells the party that the *Basilisk* landed somewhere in the valley a few miles away from the hangar. Though the sensors can pick up the ship's location, there's no way to navigate the *Cutter* through most of the foliage without risking severe damage to the ship.

According to the few sensor readings they have, the *Basilisk* appears to be mostly intact, but there's no sign of power coming from the ship's systems.

Due to the difficulty of getting down to the wreckage itself, Leo requests the party travel to the *Basilisk's* location by using the all-terrain vehicle he has parked in the back of the ship. Once there, they can attempt to bring power to the ship and fly it back up to the flat outcropping next to the hangar. He offers to increase the job's pay to 1,200 cubil to cover the cost of the extra work.

Should the party accept, he provides them with a sorium fuel canister which they need in order to bring power to the ship's engines. When the players are ready, continue onto Part 1.

When the characters arrive at the ship, it looks like a "piece of junk," overgrown with vegetation. The characters can park the ATV near the open and gaping wide cargo ramp. A few crates of foodstuff and luggage can be spotted scattered across the ground

EXPLORING THE BASILISK

Refer to **Map 1** for locations. The ship and surrounding area have the following features.

Terrain. Dense forest and plant growth surround the ship exterior. The interior of the ship is dirty but mostly clear of any heavy obstacles.

Weather. It is hot and humid both inside and outside of the ship.

Light. Without a personal light source, only dim light is available once the character enter the ship.

Smells and Sounds. The interior of the ship smells stale. There are occasional creaks and groans of metal as the ship slowly shifts against the soft ground.

1. SHIP'S EXTERIOR

> The ship has seen so many better days. All the windows looks grimy – both inside and out! The name of the ship was printed on the side, but the remaining letters of "The Basi" are already flaking away. Even from here, the regular crew access doors look to be rusted and/or corroded shut. The only entrance is via the cargo ramp.

DEVELOPMENTS

The brush near the entrance of the cargo bay emits poisonous spores whenever disturbed. The flowery brush is called *whiteleaf fellwort*, and can be spotted with a successful DC 12 Wisdom (Perception) check.

If noticed, a DC 13 Wisdom (Survival) check can also identify its properties.

Any creature who doesn't notice the patches releases the spores and must make a DC 14 Constitution saving throw. On a failed save, the creature suffers 3 (1d6) points of poison damage and is poisoned for 10 minutes. Poisoned creatures suffer mild hallucinations and any saving throws are made with disadvantage. This effect lasts for 10 minutes.

2. CARGO BAY

This room is the only area on the ship that is open to the planet's outer surface. A **korpios** is hiding among the containers here. It attacks as soon as any party member comes within 20 feet of its location, scattering empty plastic bins in its wake with its chitinous legs.

> There are even layers of dirt creeping up the cargo access ramp and a quick glance makes you fear that the heavy rust and corrosion on the seals means the ship is no longer airtight. Looking up into the exposed cargo area, you can partially see some old battered crates.

TRICKS AND TACTICS

Characters with a passive Perception of 12 or higher can avoid being surprised by the korpios when it attacks. It fights to the death.

Service Ramp. A successful DC 12 Wisdom (Mechanics) check reveals that the craft is airworthy for atmospheric flights up to only 10,000 feet. Once the ship has completely powered up, the ramp can be closed, but at a cost -- literally. The ramp will be serviceable only after the pricey repair of replacing the hydraulics and one burned out motor.

Loot

The following items can be found if the party makes an effort to search the area.

Containers. Most of the boxes are empty, One has medical supplies enough to make a healing ampoule. A few others have random tools and a very corroded modular battery pack, like ones used to safeguard the data on the bridge. In the back of the bay is several dozen feet of coiled power cable.

A few hidden compartments are located beneath the floor. They can be discovered with a successful DC 16 Intelligence (Investigation) roll. There is nothing of value in any of them. These don't come into play until the party meets Alfred 3020 in Part 2.

Korpios. If the body of the korpios is examined, a successful DC 12 Intelligence (Xenobiology) check reveals that the creature's poison glands can be modified for use as an *antitoxin*.

3. Engineering

> The cramped Engineering quarters are more of a station in an alcove. Everything is covered in dust and connections are filled with dirt thanks to the passage of time. A true starship engineer would groan to see the state of this "station." You can see the receiving port for the sorium fuel canister is in no better condition.

Due to the size of the ship, there's only space for one person in the engineering "room." A successful DC 11 Wisdom (Mechanics) check reveals that it would take seven rounds before the port can be cleaned out and the fuel canister can be plugged in to power the engines. Until then, the ship is dead in the water and the cargo bay door can't be closed.

4. Bridge

> The individual bridge stations sport a few inches of dust and appear to be dead, like double dead dead. The bridge window is barely translucent with the amount of dirt and grime that decades of rain and wind have thrown up on it.
>
> By the captain's station, there is an open slot for the bridge's backup power supply – which could have kept the CPU and datacore active for years. It's not a common practice, but also not unheard of. The port looks damaged as well. It appears the bridge has to be powered up first before Engineering would be able to restart the engines.

Developments

There are two ways to get power to the bridge panel.

Using the Battery. The corroded battery found in the cargo bay (Area 1) can be placed in the backup power supply slot. A character attempting to do this must make a DC 12 Wisdom (Mechanics) check. If they also string the old power cable from the cargo bay between the bridge and Engineering, they gain advantage on this check. On a failed roll, the battery functions but causes massive electrical feedback from the control panels, causing (4) 1d8 lighting damage to everyone within 10 feet of the battery. On a successful save, the battery works normally without any feedback.

Jury Rigged Unit. A device with its own power supply (Energy Staff, Personal Computer, Holo-Projector, Portable Media Device, etc.) can be jury rigged into the battery port with a successful DC 14 Wisdom (Mechanics) check.

> #### Keeping Things Moving
> If the players are confused as to which direction to take, feel free to point out their options for using the battery. As an option, you can also provide them with a clue on jury rigging a power supply.

Regardless of which method they use, when the characters restore power to the bridge, continue on to Part 2.

In this section, the characters must safely pilot the *Basilisk* back to their rendezvous point.

RECOVERING THE SHIP

Once power is restored, the computer begins to flush out the fuel port in Engineering. The process takes 2 minutes, after which the computer confirms the port is ready for the fuel tank to be inserted.

RAIDERS OF THE LOST WRECK

One round after the computer begins this process, a group consisting of five **raiders** and a **raider boss** approach the exterior of the ship on hoverbikes, hoping to extort the characters for a profit. They can be spotted from the windows of the ship's bridge.

The whine of hoverbikes comes from the surrounding forest. Several rough looking humanoids wearing dark clothing and armored vests streak into view, parking near the back. The leader, a promethean, smiles and walks forward a few steps, holding onto a voice amplifier. "Seems like you guys found old Basil. Gotta tell ya, though, she's in our territory. But we're feeling magnanimous today. Give us 150 cubil for a salvage fee and you can fly our treasured landmark out of here."

TRICKS AND TACTICS

Refer to **Map 2** for locations. If no one is by the PCs truck, they park on the far side of it, gaining total cover until they move to attack. But since they aim to parley for a quick score instead of risking their lives trying to take the ship by force, they keep their weapons holstered.

The characters can use the ship's external speakers to communicate, or they can choose to do so from the cargo bay exit. If they threaten the raiders with force and make a successful DC 13 Charisma (Intimidation) check, the raiders get on their bikes and leave.

The party may also decide to delay or distract the raiders until the fuel tank can be inserted. If they can provide an adequate excuse or distraction and make a successful DC 12 Charisma (Deception) check, they can insert the fuel canister and power the ship's engines within the two minute window. Once this happens,

the raiders get on their bikes and leave for fear of being fired upon by the *Basilisk*'s weapons.

If the raiders aren't convinced or forced to leave, they draw their weapons and approach the ship by the cargo bay, attempting to get inside. They continue to threaten the party until they are paid their "fee" or the party attacks them.

LOOT

The raiders carry a total of 180 cubil on them.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.
· **Weak Party:** Remove two **raiders**
· **Strong Party:** Add two **raiders**
· **Very Strong:** Replace two **raiders** with a **raider boss**

GETTING TO THE RENDEZVOUS

Once the engines are powered, the cargo bay door can be closed and the ship readied for flight.

For a moment, the ship's engines snort like an old thoroughbred psyching herself up for the race. Then the engines roar to life, rattling the craft as if you're sitting on an avalanche.

The bridge's control lights blink twice as their display screens flash on. As data lines scroll up the screens, far too many of them are flashing in red. Half of the main holo display flickers on and it's spinning on a horizontal axis far too fast to make out what it's even showing.

Then, the rattling smooths out as the craft lifts with a metallic groan – like a large, tired beast pulling itself out of mud. The light filtered through the bridge window shifts and you feel the ship's stabilizers kick in. The holo display inverts and remains stable, letting you view what you can't see through the window. She flies! Heading back to the hangar should be a piece of cake. How hard could it be?

It takes 2 minutes for the *Basilisk* to reach enough altitude to make it out of the valley and would take another 3 minutes to make it to the rendezvous point. The ship's engines and electrical systems are highly unstable, making the journey back to the *Cutter* difficult.

SYSTEM FAILURES

While in mid-flight, the systems on the *Basilisk* go haywire. If any party member is monitoring the computers or sensors in flight and succeed on a DC 14 Intelligence (Computers) check, they notice the critical system errors right before they occur.

Conduit Backlash. After the first minute in flight, one of the electrical conduits explodes, sending a shockwave through the hull. The electrical discharge causes each party member to make a DC 12 Dexterity saving throw, taking 4 (1d8) lightning damage on a failed save, or half as much on a successful one. If the characters succeeded on the Computers check when monitoring the panels, the party receives advantage to their saving throws.

If any character examines the bridge systems control panels within the next two rounds and makes a successful DC 13 Intelligence (Computers) check, they can prevent the engines from failing.

Engine Failure. If no one examined the system control panels or failed the computer check, the engines shut down three rounds after the conduit explosion. The *Basilisk* then takes a dive toward the surface. There are three ways the party can stop the ship from hitting the treeline.

• A pilot can make use of the auxiliary flaps to stabilize the ship's angle. Such an attempt requires a successful DC 14 Dexterity (Piloting) check.

• A character succeeding on a DC 13 Intelligence (Computers) check can issue an override command can be input into the system terminals to perform an emergency jumpstart of the engines.

• The engines can be manually jumpstarted from Engineering with a successful DC 13 Wisdom (Mechanics) check.

If any of these succeed, the engine and controls come back online before the ship collides with anything. If none of these are successful, the ship makes contact with the tree line. Each party member must then make a DC 12 Constitution saving throw, suffering 5 (1d10) bludgeoning damage on a failed save, or half as much on a successful one. Characters strapped into a seat or tied down to an object can make their save with advantage to the roll.

In this section, the characters must deal with mercenaries hired to recover the secret cargo aboard the *Basilisk*.

HOME SWEET HOME... OR IS IT?

When the characters arrive at the hangar, there is just enough space to land the *Basilisk* in a spot outside about 50 feet away from the hangar entrance, which can be done without any issues.

> The ship lands with only a minor rattle and everyone can breathe easy. The *Basilisk*, however, is now on minimal power, unable to fly, use shields or weapons. As the craft settles on its landing gear, all of the lights flicker and then the emergency panel flashes. Someone is attempting to override the cargo bay doors.... from inside the ship!

THE STOWAWAY

The cargo bay doors are being overridden by an android named **Alfred 3020**. It was disguised as a metal crate in a compartment beneath the floor of the cargo bay. In addition, three mercenaries, a **blade drone,** and a **melder initiate** have taken over the hangar, awaiting the party's return.

Read the following once any party member reaches the cargo bay.

> A faint clank heralds a metallic figure running out of the cargo bay. It releases a digital cry, "Help! Help! The enemy has found me!" It then trips at the bottom of the ramp and wobbly starts to stand up. As the android falls, something rams through the hangar door—an ambush! It looks like a civilian car but it's barely scratched as it pulls a turn to drift right next to the ship. Armed and armored humans roll out and start to fire on the figure. What do you do?

TRICKS AND TACTICS

Refer to **Map 3** for locations. Consider the following options during this encounter. The mercenaries fight until defeated, but the melder surrenders after being brought down to 5 hp or less.

Mercenaries. The mercenaries and blade drone take position near the hangar door, while the commander is inside the car. During the first found of combat, the melder exits the car and takes a three-quarters cover position behind it.

Alfred 3020. Alfred continues to call for help while being attacked. The mercenaries fire on Alfred until they are made aware of the party's presence. If no one confronts the mercenaries by the end of the third round, Alfred is disabled and the mercs move in to collect the salvage.

The Melder. The apprentice melder has *protection field* cast on himself when combat begins. He gains cover behind the car, however, he is at disadvantage to saves versus area of effect esper attacks and explosive devices, such as grenades.

WHAT THE MERCS KNOW

If any of the mercs are captured, they can be interrogated with a successful DC 14 Charisma (Intimidation) check.

Should this be the case, they provide the following information to the party.

- They were hired to recover a military grade android whose designation is Alfred 3020. They were only given the hangar's location and the drop off point, which is at an abandoned station near the Arvo system.
- Their employer's identity is mostly secret, save that they go by the SIM name "Metal Siren".
- From what they've gathered through discussions with their employer, there is valuable information stored within the android's data mainframe.
- The mercenaries considered undercutting their employer once the android was recovered, but Metal Siren appears to have the backing of a powerful mega- corporation.

LOOT

The mercenaries carry a total of 200 cubil. The melder carries a sorium rod and an encrypted portable media device.

Media Device. Cracking the melder's device requires a hacker's kit and a successful DC 14 Intelligence check. If successful, the party finds another 200 cubil, as well as orders to disable and capture an experimental android. The orders only provide the hangar's location, but no further details. If investigated further, a successful DC 17 Intelligence check with a hacker's kit reveals the internal coding commonly used by the RevoSys Corporation.

> ### ADJUSTING THIS ENCOUNTER
> Here are some suggestions for adjusting this encounter.
> - **Weak Party:** Remove the **blade drone**
> - **Strong Party:** Add a **mercenary**
> - **Very Strong:** Add two **mercenaries**

Salvage Recovery

If not destroyed or disabled, Alfred 3020 shuts down as soon as the combat ends. It cannot be reactivated normally. With the rest of the containers in the cargo area a bust, Alfred 3020 is the only high value salvage they have. Even deactivated, the android is worth something to Leo.

Accessing Alfred

Access to the android's core is locked within the head, and protected by a DNA scanner. The party would not be able to open such a device here.

If they try to pry the android open, a successful DC 12 Wisdom (Perception) check reveals the mainframe container is rigged to a self-destruct device, which would render everything inside the android useless. If the party decides to force open the mainframe hatch anyway, the android explodes. Each creature within 10 feet of the android must make a DC 14 Dexterity saving throw, taking 18 (4d8) force damage on a failed save, or half as much on a successful one.

Getting Back to Leo

Meanwhile, inside the hangar, Leonero is tied up on the bridge of the *Cutter*, thankful for the party's arrival when they find him. He calls out to the characters the round after combat ends. Once released, he suggests they load the remaining cargo of scavenged foodstuff and luggage onto the *Cutter* and fly off the planet as soon as possible.

Hot Pursuit

Three **mercenary starfighters** attack the *Cutter* soon after they leave the planet's orbit.

GM's Option: Fighting for Time

If you are running this adventure within a limited time frame and are short on time, consider the following options.

· You can skip this encounter completely and move onto rewards.
· The mercenaries flee after one or two are defeated.
· You can give the players the option to outrun the mercenaries. A successful DC 13 Intelligence (Computers) check or a Wisdom (Mechanics) check can boost the power of the *Cutter's* engines, allowing for a quick escape.

Regardless of which option is used, the party still gains experience for this encounter.

Mercenary Assault

If the mercenaries are to be confronted, read the following and ask the players to assign starship roles. See appendix 2 for ship stats.

> The *Cutter's* sensor panels light up, signaling the presence of three small vessels approaching you at intercept speeds. "Looks like we've got some unfriendly company!" Leo shouts. "We can either blast them out of the stars or see if we can leave them some space dust. If you've got a plan to get out of this one, now's the time to pull your weight!"

Tricks and Tactics

The mercenary starfighters do not accept any communications and fight until defeated unless otherwise decided by the GM (see the "Fighting for Time" sidebar). Due to the lack of large object or debris in the area, the feinted stunt is unavailable as a piloting maneuver.

Conclusion

After the fighters are defeated, the *Cutter* can safely make their way back to Silrayne Prime.

Leo's Prize

Leonero pays the characters the 1,200 cubil as promised. He thanks them and tells them it's likely they'll cross paths again once he figures out what to do with his new cargo.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Blade Drone	50
Korpios	200
Melder Initiate	100
Mercenary	50
Raider	25
Raider Boss	100
Mercenary Starfighter	100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Avoiding the whiteleaf fellwort	25
Getting the *Basilisk* to the hangar	50
Cracking the Media Device	25
Preventing Alfred 3020 from being disabled	25
Raider	25
Raider Boss	100
Mercenary Starfighter	100

Regardless of how the experience totals are calculated, the **minimum** total award for each character participating in this adventure is **225 experience points**, while the **maximum** total award for each character participating in this adventure is **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.

Story Awards

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

Mark of the Metal Siren. One week after the end of the adventure, each party member receives a message via the Silrayne Intergalactic Matrix. It's an image of their avatar branded with silver claw marks and a message reading "Catch up with you soon".

Our Future Home. If the party ever returns for the *Basilisk*, they'll find it still there near the old hangar. It can be made space worthy with about 20,000 cubil worth of parts and labor.
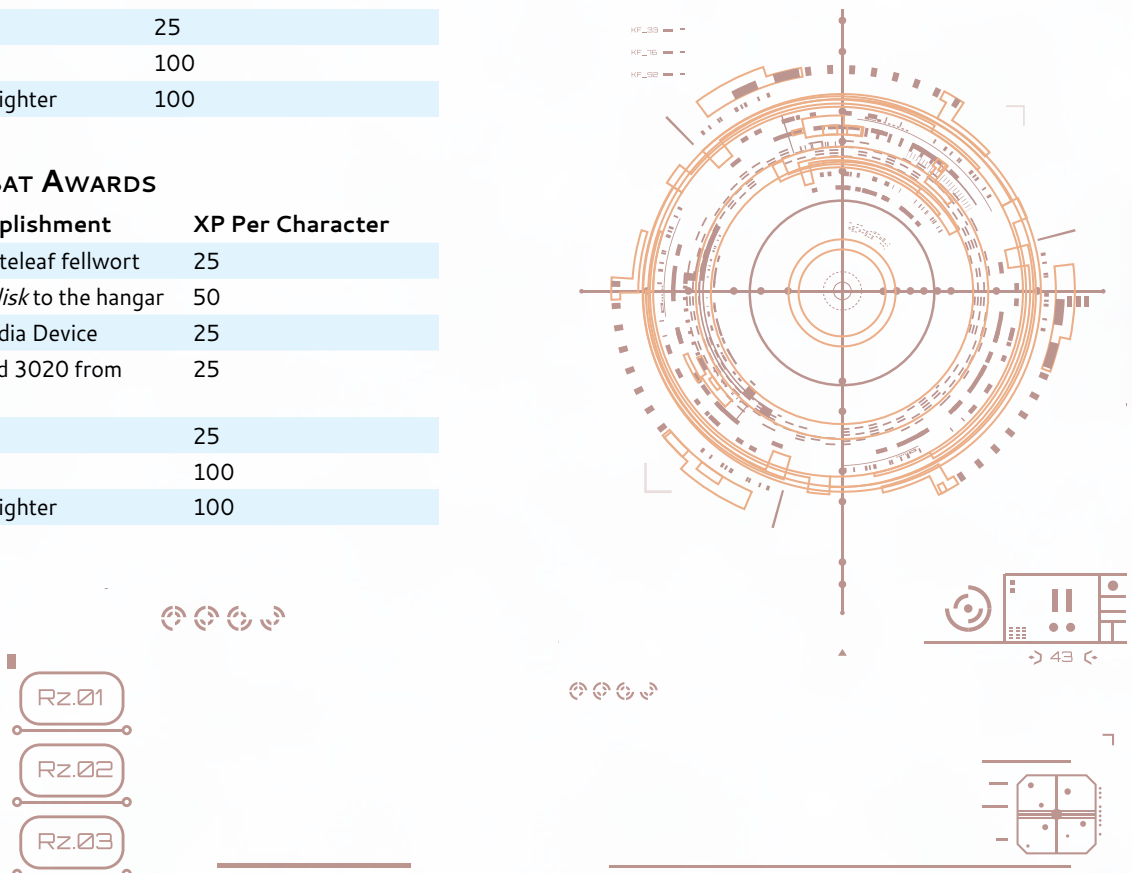
APPENDIX 1: CREATURE STATISTICS

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.

KORPIOS

These hard-shelled predators often nest and hunt in dense, temperate terrain. They are quadraped insectoids the size of large bears with a brown or green carapace. They defend themselves with their sharp claws and subdue their prey with a long tail tipped with a poisonous stinger.

KORPIOS

Large monstrosity, neutral

Armor Class 13 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 40 ft, climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages --
Challenge 1 (200 XP)

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

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

ACTIONS

Multiattack. The korpios makes two attacks with its claws, or one claw attack and one bite attack.

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

Stinger. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or take 4 (1d8) poison damage and become poisoned until the end of its next turn..

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

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.

Raider

Medium humanoid (any), any non-lawful alignment

Armor Class 12 (armor jacket)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Senses Passive Perception 10
Languages any one language, usually Common
Challenge 1/8 (25 XP)

Actions

Multiattack. The raider makes two melee or ranged attacks.

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

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

Raider Boss

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 raider boss 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 raider boss 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..

Appendix 2: Starship Statistics

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

Cutter (Player Ship)

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

Mercenary Starfighter

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	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: Basilisk Interior
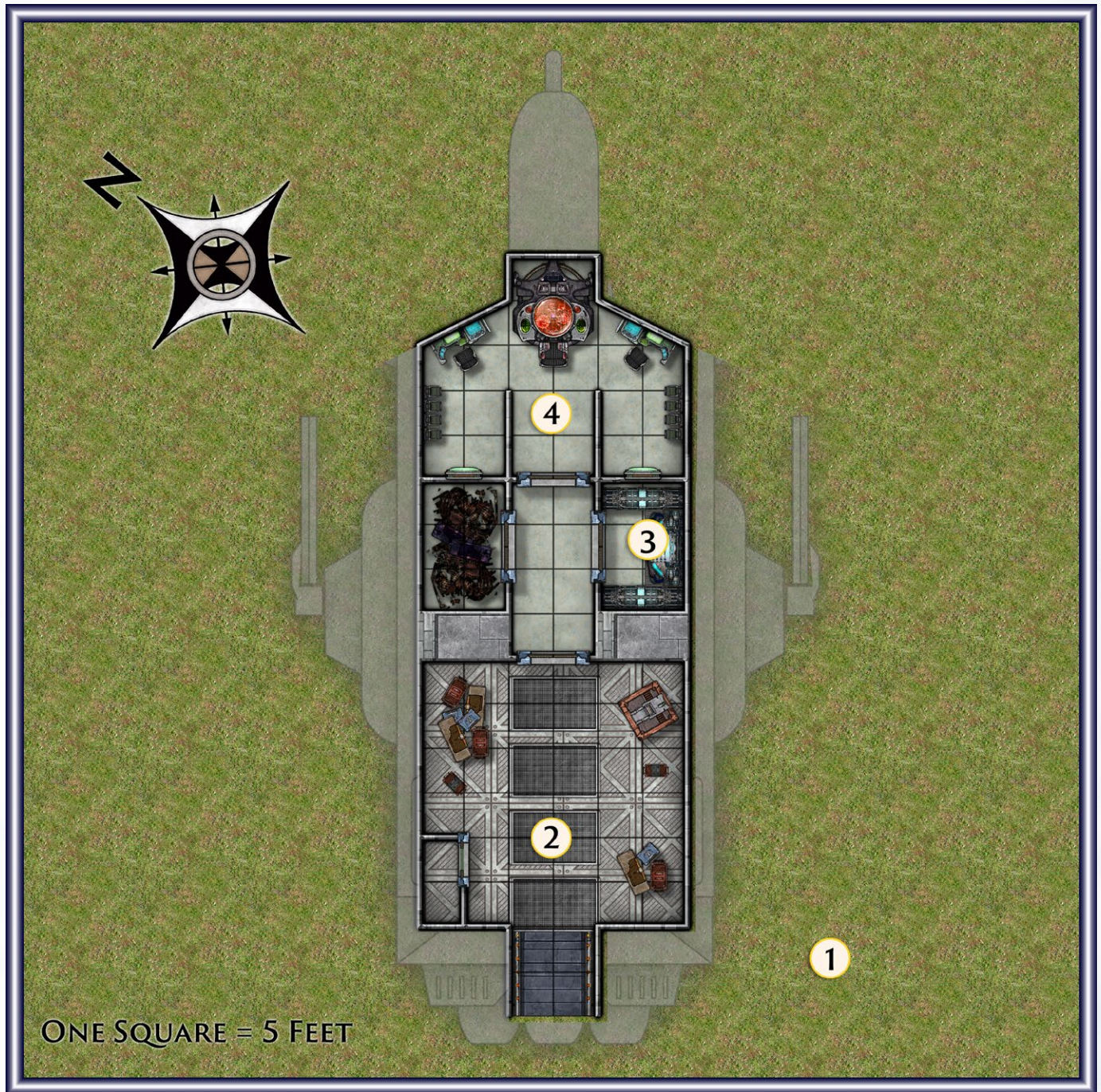
Map 2: Basilisk Exterior

One Square = 5 Feet

Map 3. Euria 7 Hangar

One Square = 5 Feet

You Are Never Alone!

Team up with other galactic heroes and forge your destiny as a member of the Esper Genesis Crucible Corps, the Organized Play campaign for the Esper Genesis RPG! Whether you're a new player looking to get into the game or an experienced player looking for others in your area, the Crucible Corps provides an easily accessible game space that welcomes players of all types.

Members can play anywhere. You can join CC groups at gaming conventions, participating friendly local game stores, with other gamers online, or even with your own group at home.
Learn more at espergenesis.com/cruciblecorps.

ESPER GENESIS: CRUCIBLE CORPS