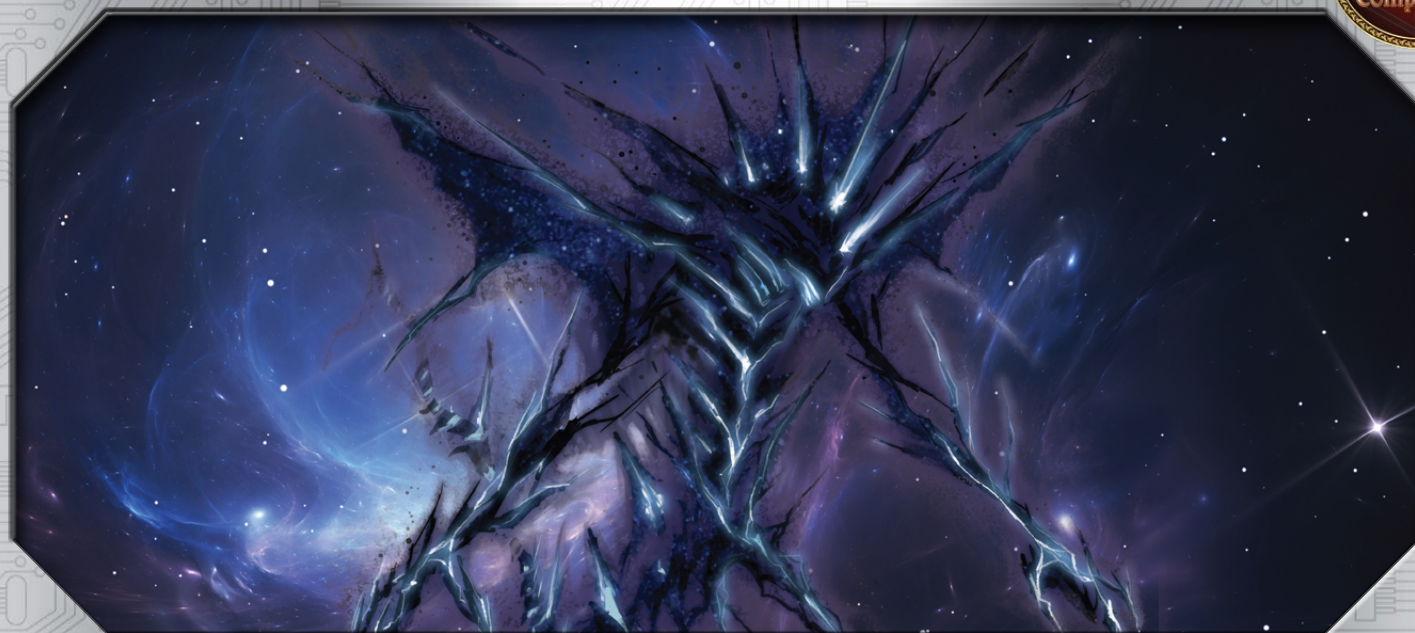# ESPER GENESIS
## HEROIC SCI-FI ROLEPLAYING

# VOICES BEYOND THE VEIL

**5E Compatible**



EGCC 01-03

ESPER GENESIS:
**CRUCIBLE CORPS**

EPISODE THREE OF
*SHADOW OF THE ZEPHYR*

# ESPER GENESIS
### HEROIC SCI-FI ROLEPLAYING

# VOICES BEYOND THE VEIL

Traveling into the Keshite Rift on an experimental cruiser, a navigational error leaves the team adrift in the rift's uncharted branches. They attempt to find their way out while dealing with terrifying, trans–dimensional threats.

*Part Three of the Shadow of the Zephyr series.*

*An Initiate Tier Adventure for Three to Seven Characters*
Optimized for APL 3

## CREDITS

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# ESPER GENESIS:
# CRUCIBLE CORPS

# Introduction

Welcome to *Voices Beyond the Veil*, an Esper Genesis™ adventure, part of the official *Esper Genesis Crucible Corps*™ organized play campaign and the *Shadow of the Zephyr*™ storyline season.

This adventure is designed for **three to seven 1st through 4th level characters** and is optimized for **five characters with an average party level (APL) of 3.**

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

## Adventure Background

The Keshite Rift, a wormhole capable of taking ships across the galaxy, spanning the area between Pel Tavaria and Pel Saros in just four days. Much of the rift has been mapped out, but there are still dangers within.

Long ago the Deleron Megacorporation lost a fleet of four ships in the rift. Unknown to the now defunct corporation, they were destroyed by a group of evargun. Now the only remaining ship drifts among a field of destroyed ship debris.

Now Rhona and the characters, in a stolen ship aim to make the easy journey from Pel Tavaria to Pel Saros, unfortunately for them, it won't be so easy.

### Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

- *Rhona (ROW-na).* Eldori fixer with a very no-nonsense attitude. She's extremely loyal to her allies but trusts few others.

## Adventure Overview

While aboard the Hyperlance starship the crew jumps through the Keshite rift, ostensibly travelling toward the Pel Saros; however, they end up in an unknown location deep in the rift and must find their way home.

The adventure is broken down into three parts:

*Part 1: A Security Matter.* The players must overcome the ship's security as it realizes it's stolen and begins security protocols.

*Part 2: Dangers of the Rift.* While the characters try to realize where they are within the Keshite Rift and get back on track they must deal with space debris, a derelict ship, and then are intruded upon by a Rift Ravager.

*Part 3: Escape from the Rift.* The evargun approach, spelling certain death for the characters since their ship is not yet charged for a jump. The characters attempt to remove sorium batteries from the Deleron derelict ship to get enough juice for the jump. Then as the evargun arrive they must navigate around them to safely jump away.

## Adventure Hooks

The following are suggested adventure hooks:

*Through the Rift.* If the characters played *EGCC 01-02 Crisis at Pel Tavaria,* they are already aboard the *Hyperlance.* Looking to make a quick escape they have jumped into the Keshite Rift.

*Hired Transporters.* If this adventure is played as a standalone adventure Rhona hires the group to transport the Hyperlance through the Keshite rift to Pel Saros at a rate of 300 cu each.
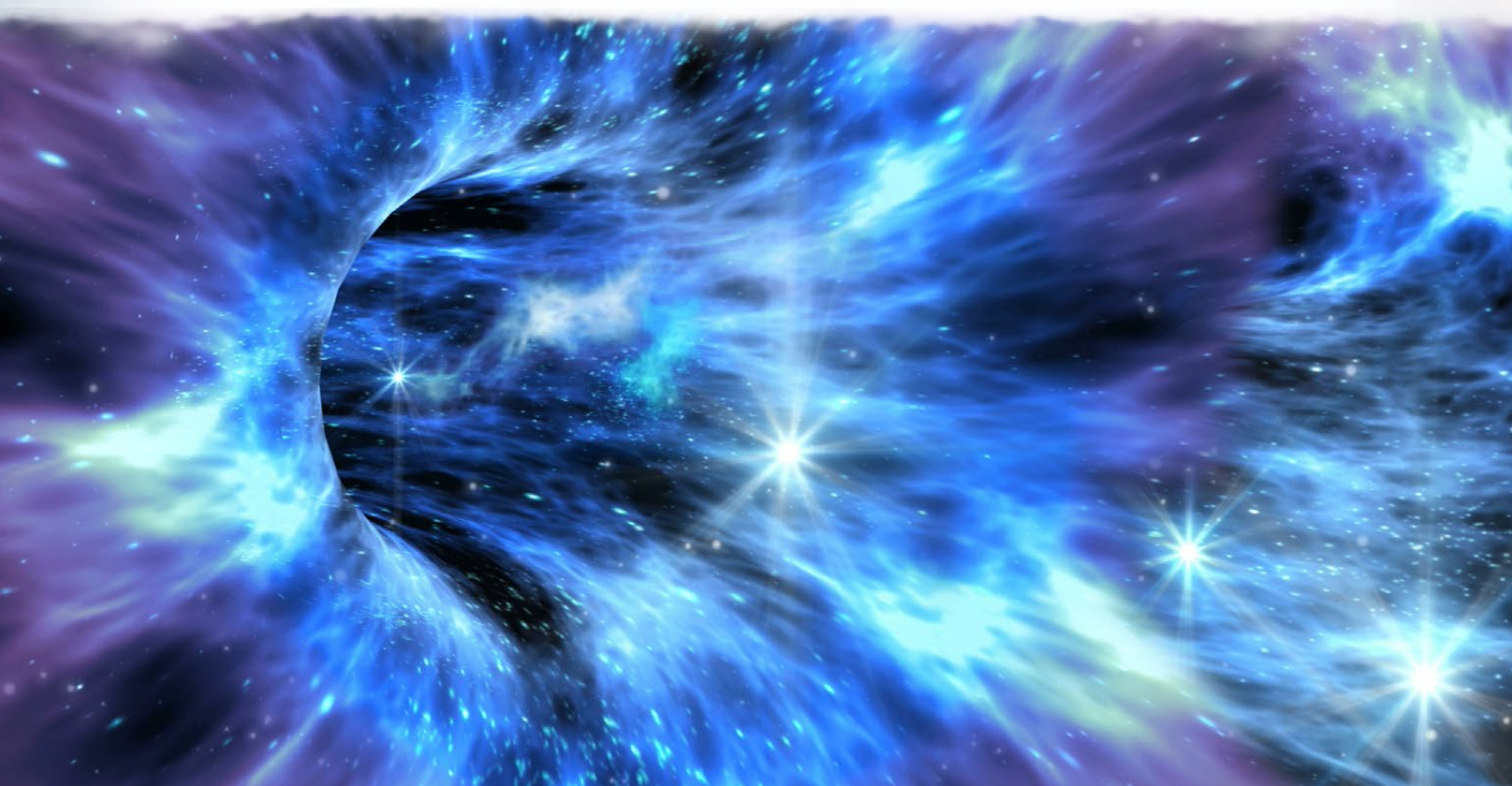
*Estimated Duration:* 60 minutes

The long ride across the galaxy is costly and dangerous, thankfully a shorter ride, through the Keshite Rift is available. While still with its own dangers, the Keshite rift connects Pel Tavaria and Pel Saros, two space stations via a wormhole. Pel Saros is the destination of the Hyperlance and its crew at the direction of Rhona.

Before the trip be sure to find out who's performing what duties on the ship, particularly who is navigating.

> Entering the Keshite Rift is a strange feeling. All sense of orientation is thrown off as the familiar sight of stars are occluded by the aurora lights of the rift. The Hyperlance heads toward ribbons of purples, greens, blues, and pinks that cover all sight. Sensor arrays show impossible readings for a moment as the ship fully enters the rift, a normal phenomenon as the ship's nav computer takes over and you rocket toward the Pel Saros station through the wormhole.
>
> The first hour of the 72 hour trip passes by uneventfully, however; after the first hour the navigation computer reports the ship's movement within the rift has stopped and cursory readings are befuddling.

### GENERAL FEATURES

The wormhole within the keshite rift is anathema to most life forms.

*Terrain.* Vast areas of space fork in different tendril like corridors.

*Weather.* Cosmic storms can pass through the unstable space.

*Light.* Ribbons of pastel colored light permeate the area.

A successful DC 10 Intelligence (Astrophysics) reveals that the ship is still within the Keshite Rift, but is off course. While investigating the ships sensors any character with proficiency in Computers (Intelligence) or Mechanics (Wisdom) recognizes that the ship stopping is likely a form of theft protection, additionally they notice that there are several odd integrations in the sensor interface. A successful DC 10 Computers (Intelligence) or Mechanics (Wisdom) indicate that the interfaces are ports for what look like high bandwidth data transfer cables, which seems odd for the navigation interface. In addition a successful DC 15 check also reveals that a thin filament cable can be released and a cord extruded, indicating that it would plug into something. A successful DC 15 Medicine (Wisdom) or Computers (Intelligence) check reveals that the filament is a type of synthetic neural interface cable, used in cutting edge cybernetics or bioware.

A successful DC 20 Computers (Intelligence) check or using an Esper Power such as Remote Connection reveals that the Hyperlance was made to be navigated by a user with the neural interface.

## ALARMS

Shortly after the ship stopping all ship interfaces are cutoff as the ship goes into lockdown.

> A voice over the Hyperlance's comm speakers calls out, "This stolen ship will be locked down in 2 minutes unless security protocols are satisfied. All navigation data has been sent to the authorities for recovery."

When the announcement finishes the majority of the ship's functions are shut down after two minutes. The ships computer makes announcements at 30 second intervals.

Luckily for the characters the signal out won't be received since they're in the rift.

For the characters to override the shutdown and restore controls to the ship they must be canny. If this adventure is being played as a continuation from *Crisis at Pel Tavaria*, then the characters have stolen the ship and know the situation. If not, they'll likely have words for Rhona, who neglected to tell them the ship was stolen. Rhona says she'll explain later, but for now they only have 2 minutes until complete lockdown.

### RHONA'S STORY

If the characters did not complete Crisis at Pel Tavaria, Rhona can provide the characters with the following information either during or after dealing with the shutdown.

· The ship is a prototype passenger cruiser equipped with a state-of-the-art navigation system.

· A string of unique, classified data is embedded within the ship's artficially intelligent computer system. This code can be used to wreak havoc over all forms of computer technology across the galaxy.

· A black-ops unit working under the Zephyr Corporation has been hunting this data. Rhona recently learned they may be working with members of the Shadow Technocracy.

· Rhona's goal is to get the ship to Pel Saros, where she can turn it over to her allies working for Silrayne Defense.

## SHIPWIDE SHUTDOWN

The characters must halt the security countdown. The following courses of action will affect the countdown in one way or another. Allow players to come up with plausible ideas with similar ad-hoc effects.

***Ship Shutdown.*** All DC's start at DC 14 and go up 2 each 30 seconds as the ship shuts down the ship locks down a bit more.

***After 30 Seconds.*** Lighting across the ship becomes dim. DC's become 14

***After 60 Seconds.*** All doors and lifts close and lock. DC's become 16.

***After 90 Seconds.*** The ships physical countermeasures are deployed. DC's become 18.

## The Bridge

A character attempting to access the ship's security protocols must succeed on a series of a DC 14 (initially Intelligence (Computers) checks or Intelligence checks with a hacker's kit to override the security protocols.

- The first check is to determine the nature of the security protocols.
- The second check is to access the security nodes required to access the protocols. If the check is over 20 the character realizes the nature of the physical countermeasures.
- The third check is to alter the security efforts so that control is returned to the characters.

***Physical Countermeasure.*** If the characters fail 2 checks before they succeed on 3 checks or 90 seconds pass the ship activates physical countermeasures. They're warned of countermeasures after the first failure. Physical countermeasures consist of two **security automatons** being deployed into the Bridge as well as Engineering. Another character can attempt to delay the physical countermeasures making appropriate DC checks ship-wide with an Intelligence (Computers) check or locally in Engineering or the Bridge with a Wisdom (Mechanics) check. A successful check will delay the automatons for 1 round for each point above the DC.

> ### Adjusting the Encounter
> A party that is **Weak** or **Very Weak** can make the following adjustment to the encounter:
> · Remove 1 **security automaton** in each location.

## Engineering

Characters can attempt to override security protocols in Engineering just as if they were on the Bridge (see above). All DC's to complete the tasks are at one lower due to the access of the engineers computers.

## Captain's Quarters

Characters can attempt to override security protocols in the Captain's Quarters just as if they were on the Bridge (see above). In addition a character making successful Intelligence (Investigation) while in the captain's quarters finds information that helps the party access security, granting advantage to the next Intelligence (Computers) check.

## Esper Powers

Characters can use their esper powers to aid them in access the *Hyperlance's* security systems. If a power would allow them to completely bypass the drama of the scene feel free to add other complications as a result of using esper powers on the experimental ship.

## Failure

If the characters fail to override the security protocols of the ship they float in space, locked out of the ship's controls including navigation and communications. However, characters still move about the ship as long as they can open doors with DC 18 Wisdom (Mechanics) checks.

To break back into the ship's controls requires a DC 20 Intelligence (Computers) check. If the characters are still not able to regain control of the ship they will still run into the debris field and come close to the Deleron derelict ship. If worst comes to worst the characters can approach the derelict and scavenge enough parts from the Hyperlance to get the Derelon ship working to continue with the adventure.

## Developments

After control of the ship is re-enabled continue with part 2.

*Estimated Duration:* 120 minutes

While the characters try to realize where they are within the Keshite Rift and get back on track they must deal with space debris and then are intruded upon by a rift ravager.

## NAVIGATING THE RIFT

Once free of security issues the characters must navigate the rift and chart a new course to Pel Saros.
A successful DC 14 Intelligence (Astrophysics) check allows the characters to determine their place within the rift. A further DC 14 Intelligence (Astrophysics) check allows them to plot the course to Pel Saros. However; before the calculations can be entered security alarms once again begin sounding.

## DEBRIS FIELD

While the characters are working on navigations the ship drifts into a debris field. Cursory scans reveal that the debris is metal from a starship. Further successful scans at DC 14 with Wisdom (Perception) reveal that the debris field is made up of three starships. A DC 14 Intelligence (Lore) indicates that all of the ships are a design deployed by Deleron Corporation, a now defunct megacorp.
A further DC 16 Intelligence (Lore) query reveals that Deleron is known for its creations of Mecharoids, advanced tactical defense units.

### MECHAROIDS

Fitted with a name originally coined by the now defunct Deleron Corporation, mecharoids are advanced tactical defense units equipped with state–of–the–art artificial intelligence. They are considered to be semi–self–aware, yet completely devoted to their mission.

*Freighter.* Moments later scans indicate a larger piece of debris some distance away and a closer look indicates that it is what appears to be an intact Deleron freighter with faint power readings coming from it. This could be a good opportunity for salvage.

### NAVIGATING THE DEBRIS

Characters proficient in Vehicles (Space) can attempt to navigate the debris field to approach the Deleron Freighter. A successful DC 14 Vehicles (Space) check allows the Hyperlance to approach safely, while a failed check results in 2d6 damage to the Hyperlance.

A character with a Passive Perception of 18 or higher notices that in addition to ship parts, there are numerous destroyed drones and synth automatons.

### DELERON FRIGATE: 239A19

Closer inspection of the ship reveals that the ship is in fact a frigate. Hailing the ship via comms returns silence.

Scans of the ship reveal a faint power signature and no life-forms. The ships engine is clearly non-operational. A successful DC 14 Wisdom (Perception) or Intelligence (Investigation) reveals that the ship's engine appears to have been nearly sheared off the ship.

Characters with the Wisdom (Mechanics) or Vehicles (Space) proficiencies surmise that the ship went into low power mode given the scans.

Attempts at learning anything about the ship from its call sign or make reveal nothing.

### DEVELOPMENTS

The characters may wish to attempt to board the ship to find out what happened here and/or salvage what they can. They may also completely ignore it. If they ignore it move on to The Rift Ravager, if they want to board/salvage it, continue with Deleron Derelict.

## DELERON DERELICT

Boarding the derelict ship is relatively straight forward and no problem for a crew of espers. Use the basic locations of the Hyperlance for the derelict ship, but it also has a storage area. During the battle all of the ship's mecharoids were deployed. Most personal effects of the crew were vented when the ship depressurized.

### GENERAL FEATURES

The Deleron derelict is a large starship with a crew of 20 or more.
   *Terrain.* The integrity of the ship aside from the engine is in good shape. The ships hallways are 10' wide.
   *Weather.* The ship is cold and much of the rear is in a vacuum.
   *Light.* Dim emergency lighting lights the ship.

Once aboard the large frigate the characters can do several things:
- Power up what remains of the ships systems with a successful DC 14 Intelligence (Computers) or Vehicles (Space) check
- Sealing the ship from the void requires a successful DC 16 Wisdom (Mechanics) check and is necessary before life support will resume functioning. The engine room is too damaged to properly seal.

*The Dead.* The derelict ship is the grave of 20 beings, although the characters will have a difficult time determining how many visually. All of the dead have been desiccated, twisted, and warped in ways that seem impossible. Most resembled humans in some way, but a few features of other species can be seen as well.
   *Loot.* Found in what was once a hand of one of the dead rests an *enhanced heavy pistol* slotted with a *proton emitter* (see "Rewards" at the end of part 3).

**Orb of Black Light.** Near the proton emitter an orb of black light floats idly. When a character comes within 30' of it. The sphere pulses with an inner light. Rhona comes over the comms and asks what that just was, reporting that she just got a wash of strange comm activity. The orb is an evargun remote sensor. It can be easily destroyed, but has already sent knowledge of the characters presence aboard the ship to nearby evargun, who immediately begin moving toward the debris field.

**The Armory.** In the armory the characters find 3 explosive charges and a set of demolition tools. In addition there are 3 sorium clips, and 1 set of medium trooper armor

**Internal Defenses.** Once the ship is powered up the ships internal defenses resume activity. A damaged **durasteel mecharoid** reactivates and attempts to destroy the party. The mecharoid is already badly damaged, make the following adjustments. Once defeated a large sorium cell can be salvaged (worth 1,000).

### Damaged Durasteel Mecharoid

The damaged durasteel mecharoid has the following adjustments to its stat block.

· Hit Points: 75
· The damaged shockwave action only deals 13 (3d8) lightning damage

### Adjusting the Encounter

A party that is Weak or Very Weak can make the following adjustment to the encounter:

· Replace the **durasteel mecharoid** with a **mercenary elite** statblock with the following changes.
  » Type: Construct
  » Damage Immunities poison
  » Condition Immunities exhaustion, petrified, poisoned

**Ships Logs.** A successful DC 13 Intelligence (Computers) or Hacker's Kit check gets into the system and allows for full control of the ship's logs. The logs reveal:

• This is an ancient Deleron ship. It was part of a 4 ship fleet. The ships were transporting mecharoids to an unknown space station by the name of Epsilon 56.
• The 20 beings that crewed the ship were mostly humans with a smattering of other races.
• They can discover their location within the rift with a successful DC 14 Intelligence (Astrophysics) check.
• The other three ships were autonomous, the only living beings were aboard this ship.
• The last logs of the ship reveal a haunting story. Minutes before the end of the logs sensors reported bursts of light and darkness, causing the fleet to slow down within the rift.
• Visual sensors showed what looked like wavering stars and light in front of the ships.
• The ships stopped and changed course, but the strange phenomena seemed to follow them and catch up to them. It did not respond to hails except with more flashes of light and darkness.
• The captain is recorded as calling the phenomenon the "Evargun."
• The ships opened fire and then were overtaken. The ships shook as they were rended open an in flowed beings of darkness and light. Even on the vid feed it's difficult to tell what the characters are looking at.
• When these beings enveloped a human they were violently disfigured and warped in a way akin to a ship being distorted by the weight of a black hole.

- The strange beings of light and darkness ravage the inhabitants of the ship and destroy much of the fleet before leaving the dead floating in the vacuum in a mockery of life while occasionally seemingly to look into nearby cameras.
- Shortly thereafter the ships lights and power shut down.

## DEVELOPMENTS

Just as the characters view the horrible beings killing the crew Rhona comes over the comms, telling them that something is in the Hyperlance.

Allow the players to freak out and believe it's the evargun. It takes the characters three rounds to get back to the Hyperlance.

## SALVAGE

The characters can find the following aboard the ship.

- 3 explosive charges
- Demolition tools
- 3 sorium clips
- 1 set of medium trooper armor
- 1 heavy pistol
- 1 mecharoid sorium cell

## THE RIFT RAVAGER

This section happens whether the characters explore the Derelon derelict or not.

Alarms shipwide sound for a moment, indicating a hull breach, but then stop just as quickly. Rhona reports that there is some sort of alien energy inside the ship. Vid feeds show a **rift ravager** inside Engineering moving closer to the stardrive. The rift ravager is long limbed creature made up of inky black sinuous cords. The ship shudders as the rift ravager touches the stardrive and begins to siphon the drive's energy. Replaying video from engineering shows the rift ravager phasing through the ship's hull.

Each round it's next to the stardrive, the rift ravager uses one of its attacks to siphon the drive's energy.

## DEVELOPMENTS

If the characters do nothing the rift ravager feeds off the ship's energy, draining it all in 10 rounds, leaving them stranded. After the ravager is defeated the characters notice that the energy levels of the ship's sorium drive are critically low, high speed travel through the rift is not possible until the ship recharges, which will take 24 hours or more.

Unbeknownst to the characters the evargun began moving toward the debris field as soon as their remote sensor was activated.

**Estimated Duration:** 60 minutes

The evargun approach, spelling certain death for the characters since their ship is not yet charged for a jump. The characters attempt to remove sorium batteries from the Deleron derelict ship to get enough juice for the jump.

This part should be tense as the characters realize the evargun approach and they desperately need to leave the area. Make constant reminders from Rhona about how close the Evargun are to urge and excite the characters and players.

## Evargun Approach

Long range sensors detect a strange phenomenon of light and darkness approaching the debris field as the characters wait for their sorium battery to recharge. The phenomena matches that recorded by the Deleron ships.

Based on the videos their arrival means certain death for the characters if they can't jump away. Characters may realize, or have it suggested to them from Rhona, that they can take the sorium batteries from the Deleron derelict ship to power the Hyperlance . However; due to the damage of the ship the sorium batteries need to be removed from a place in the ship that is still subject to the vacuum of space, which can't be sealed with current tools and can't be accessed from inside the ship.

## Spacewalk

From either the Hyperlance or the derelict ship the characters can suit up with local vacuum suits. It takes 2 minutes to suit up and 1 minute to un-suit from a vacuum suit.

> ### New Item: Vacuum Suit
>
> *Light Armor*
> Base AC 11
> Stealth: Disadvantage
> Weight: 10lbs
> Cost: 5,000
> This bulky outfit is used when a creature needs to enter a vacuum. The suit has a built in oxygen supply and is chemically sealed. While wearing this suit you are immune to poison, disease, and environmental ambient cold and heat. In a vacuum the suit can be maneuvered by bursts of compressed gas from controllable jets giving you a speed of 20'. The suit has 8 hours of breathable oxygen and 60 minutes' worth of maneuvering propulsion.

Characters who choose to take the spacewalk must travel through the torn sections of the engine room of the derelict ship. Express the nakedness they feel in the vacuum of space as they travel outside the ship.

They find the rend in the ship's hull too small to travel through. Inside the engine room they see a set of metalworker's tools attached to the wall. If something small could be sent it they could retrieve it. They could also use the explosives found in the armory or some other creative way to get in. If they're stuck, Rhona suggests the explosives.

Once inside the engine is nearly completely destroyed along with several sorium cells. There are six remaining cells, which are a foot in diameter and about 3-feet-long each. Removing them requires a successful DC 16 Wisdom (Mechanics) check for each cell and takes 1 minute each. A total check of 1-4 indicates the cell explodes, all characters within 30' must succeed on a DC 14 Dexterity saving throw or suffer 1d10 fire damage as well as destroy up to 1d2 additional cells (which will call for additional saves and damage, but not additional destruction of cells). A check result of a 5-10 indicates the cell is stuck or damage and is unusable. A check result of 11-15 means the character can continue to try.

Remind the players through Rhona that the evargun are approaching and the need to return to the ship.

### Developments

The characters need at least two cells to make the jump out of the rift safely. However, if they fail and all seems lost remind them that they have a sorium cell from the destroyed mecharoid which might have enough juice to help them.

### Loot

A set of mechanics tools can be found in the salvage.

## The Evargun

As the characters return to the Hyperlance they can see the strange manifestations of the evargun, blips of light and darkness coming closer to them. A beautiful and deadly sight. A massive evargun behemoth (an evargun ship) approaches.

By the time the characters get into the ship and place the sorium cells the evargun are in front of them, requiring maneuvering of the ship before a jump.

If however, the characters do not have both cells, but do have the mecharoid cell give them a few moments to work out a solution before the evargun are upon them. Using the mecharoid sorium cell requires a successful DC 16 Wisdom (Mechanics) check to siphon the sorium to an appropriate cell.

### Navigation

Once the cells are in place the evargun are nearly upon them and directly in front of the Hyperlance, preventing a straight jump. Before they can jump they must get an open view of space by maneuvering around the evargun.

A pilot must succeed on two DC 14 Dexterity checks with Vehicles (Space) to maneuver the ship into a position where they can initiate a jump toward the rift. The first check is to steer clear of the debris and the second check is to get into position. Failure to make two successes before failing the check twice results in another evargun teleporting onto the ship before they're able to leave.

While the pilot is maneuvering, two **evargun** manage to slip into the ship via teleportation before they're able to jump away!

> ### Adjusting the Encounter
> Make the following adjustment to the encounter:
> · **Weak** or **Very Weak**: Remove 1 **evargun**
> · **Strong** or **Very Strong**: Add 1 **evargun**

## Developments

Use the threat of the evargun behemoth to have the characters get out of the region.

## Conclusion

The three day journey through the rift is uneventful as the characters come out of the other side, near Pel Saros. If playing this as a standalone adventure Rhona rewards each character with 300 cu.

# Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and CC serial number (if applicable) so players can record who ran the session.

## Experience

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

### Combat Awards

| Name of Foe | XP Per Foe |
|---|---|
| Automaton | 450 |
| Durasteel Mecharoid | 1,800 |
| Evargun | 1,400 |
| Mercenary Elite | 700 |
| Rift Ravager | 1,800 |
| Veil Reaver | 700 |

### Non-Combat Awards

| Task or Accomplishment | XP Per Character |
|---|---|
| Details of Deleron's demise | 100 |
| Think of using the Deleron cells | 100 |
| Think of using the Mecharoid cell | 100 |

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

The **maximum** total award for each character participating in this adventure is **1,500 experience points**.

## Loot

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

### Loot

| Item Name | Value (in cu) |
|---|---|
| Corporate Agents Loot | 400 |
| Healing Ampoule | 500 |
| Infiltration Suit | 1,200 |
| Tarko Loot | 300 |

## Forged Enhancements

The following enhancements can be found during the adventure. Details for these can be found in **appendix D**.

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

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

## GM Reward

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

# Appendix A: Dramatis Personae

The following NPC is featured prominently in this adventure:

**Rhona (ROW-na).** Eldori fixer with a very no-nonsense attitude. She's extremely loyal to her allies but trusts few others (uses gang member stats).

- **Personality:** I always have a Plan B.
- **Ideal:** I follow my own code. The law is just a code forced upon others to establish control.
- **Bond:** I'm taking risks I don't usually take to help a friend in dire need.
- **Flaw:** I often think people have no idea what they're doing and have no problem voicing that concern.

# Appendix B: Threat Statistics

This appendix details threats that are encountered in this adventure.

## Durasteel Mecharoid

*Large automaton, neutral*

**Armor Class** 19 (natural armor)
**Hit Points** 114 (12d10 + 48)
**Speed** 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 21 (+5) | 11 (+0) | 19 (+4) | 10 (+0) | 12 (+1) | 8 (-1) |

**Skills** Computers +3, Perception +4
**Damage Immunities** poison, psychic
**Condition Immunities** charmed, exhaustion, frightened, poisoned
**Senses** infravision 60 ft., Passive Perception 14
**Languages** ALOMU
**Challenge** 5 (1,800 XP)

***Charging Attack.*** If the mecharoid moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the mecharoid can make one kick attack against it as a bonus action.

### Actions

***Kick.*** *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 15 (3d6 + 5) bludgeoning damage.

***Slam.*** *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 18 (2d12 + 5) bludgeoning damage.

***Spike Launcher.*** *Ranged Weapon Attack*: +8 to hit, range 40/120 ft., one target. *Hit*: 16 (2d10 + 5) piercing damage.

***Shockwave (Recharge 5-6).*** The mecharoid unleashes a spiral of crackling, high-voltage energy in a 30-foot cone. Each target in that area must make a DC 13 Constitution saving throw, taking 22 (5d8) lightning damage on a failed save or half as much on a successful one. In addition, a creature that fails their save is stunned until the end of their next turn.

## Evargun

In the darkest reaches of the expanse exist large pockets of volatile dark matter and dimensional anomalies abundant with negative energy. Often found near singularities or collapsed stars, the properties of these mysterious regions have remained mostly unknown, as most explorers and probes sent within have yet to return. Some believe that these dimensional ripples are part of the dark energy manifestations many have come to call "the Veil". It is from within these dreaded regions that the evargun spread throughout the galaxy, devouring all sources of life they encounter.

## Evargun

*Medium netherant, chaotic evil*

**Armor Class** 14
**Hit Points** 52 (8d8 + 16)
**Speed** 0 ft., fly 40 ft (hover)

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 15 (+2) | 19 (+4) | 14 (+2) | 10 (+0) | 13 (+1) | 11 (+0) |

**Saving Throws** Dex +5, Con +6, Wis +3, Cha +5
**Skills** Perception +5
**Damage Vulnerabilities** radiant
**Damage Resistances** cold; bludgeoning, piercing, and slashing from mundane attacks
**Damage Immunities** necrotic, poison
**Condition Immunities** charmed, exhaustion, poisoned, prone
**Senses** darkvision 120 ft., passive Perception 15
**Languages** Umbriss, telepathy 120 ft.
**Challenge** 3 (2,900 XP)

***Corruption Field.*** A creature that touches the evargun or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage.

***Esper Resistance.*** The evargun has advantage on saving throws versus talents, techniques, and esper effects.

### Actions

***Multiattack.*** The drake makes two melee or two ranged attacks.

***Claws.*** *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

***Dark Bolt.*** *Ranged Channeling Attack*: +6 to hit, range 90 ft., one target. *Hit:* 7 (2d6) necrotic damage. If the target is a creature other than a netherant, it must succeed on a DC 12 Constitution saving throw or take 5 (1d10) necrotic damage at the start of each of its turns. This effect is not cumulative. The creature can repeat the saving throw on each of its turns, ending the effect on a success. The target dies if this effect reduces its hit point maximum to 0.

## Rift Ravager

*Large netherant, chaotic evil*

**Armor Class** 15 (natural armor)
**Hit Points** 84 (8d10 + 40)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 18 (+4) | 13 (+1) | 21 (+5) | 6 (-2) | 10 (+0) | 8 (-1) |

**Skills** Perception +2
**Senses** darkvision 60 ft., passive Perception 12
**Languages** --
**Challenge** 5 (1,800 XP)

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

***Regeneration.*** The ravager regains 10 hit points at the start of its turn. If the ravager takes lightning, necrotic, or radiant damage, this trait doesn't function at the start of the ravager's next turn. The ravager dies only if it starts its turn with 0 hit points and doesn't regenerate.

***Incorporeal Movement.*** The rift ravager can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### Actions

***Multiattack.*** The ravager makes three attacks, two with its claws and one with its tail

***Claw.*** *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) necrotic damage.

***Tail.*** *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) necrotic damage.

## Security Automaton

*Medium automaton, unaligned*

**Armor Class** 14 (armored frame)
**Hit Points** 44 (8d8 + 8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 15 (+2) | 17 (+3) | 13 (+1) | 10 (+0) | 11 (+0) | 8 (-1) |

**Damage Immunities** poison
**Condition Immunities** charmed, exhausted, poisoned
**Senses** passive Perception 10
**Languages** ALOMU
**Challenge** 2 (450 XP)

### Actions

***Multiattack.*** The automaton makes two melee attacks or two ranged attacks.

***Blade Mounts.*** *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (2d4 + 3) bludgeoning damage.

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

## Veil Reaver

*Medium netherant, chaotic evil*

**Armor Class** 14 (infiltration suit)
**Hit Points** 45 (6d8 + 18)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 15 (+2) | 14 (+2) | 16 (+3) | 10 (+0) | 13 (+1) | 15 (+2) |

**Skills** Perception +3, Stealth +4
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from mundane weapons.
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Common, Void speech
**Challenge** 3 (700 XP)

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

***Phased Camouflage.*** While outside of combat, any Wisdom (Perception) checks that rely on sight to spot a veil reaver is made with disadvantage. This benefit is lost if the veil reaver is moving or is in combat.

### Actions

***Multiattack.*** The reaver makes two longblade attacks or two blade bolt attacks. It can use its Disruptor in place of one longsword attack.

***Disruptor.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

***Blade Bolt.*** *Ranged Weapon Attack*: +4 to hit, range 150/600 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

# Appendix C: The Hyperlance

The Hyperlance is an experimental light cruiser with the following stats:

## Hyperlance

**Size:** Large

**Base Armor Class:** 12

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

**Hull Dice:** 5d10

**Base Hull Points:** 27

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

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

**Sensor Range:** 16

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

**Speed:** 7

### Weapon Systems

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

### Defense Systems

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

## Map Locations

Refer to the **Hyperlance Map** on the following page for locations. The locations are described as follows.

### 1. Bridge

The Hyperlance bridge has room for 11 people. There are 2 piloting seats, 2 technician stations, 2 gunnery stations, and 1 comms station. There are also 4 passenger seats. A set of digital technicians tools can be found here.

### 2. Armory

The armor is where onboard ship defenses are, which includes 4 heavy rifles and 4 sets of medium trooper armor.

### 3. Escape Pods

Entrance hatches to the ships 3 escape pods are here. The large pod holds 7 people while the two smaller pods hold 2 each.

### 4. Engineering/Stardrive

This large room holds the bulk of the nav computers for the ship as well as the accessible parts of the star drive and sorium storage cells. Includes mechanics tools and digital technicians tools.

### 5. Lift Platform

This lift platform shifts between the main deck and engineering.

### 6 & 8. Airlock/Entry Ramp

This airlock and entry ramp open to the ships port side. Includes 2 vacuum suits.

### 7. Enclosed Lift

This lift goes between the upper deck of the Hyperlance and the lower/storage deck. Area 19.

### 9 & 13. Facilities/Latrine

Personal facilities, showers, and latrine are here.

### 10. Lounge

A place where the crew or passengers can lounge while on long space trips. Includes 2 tables, a couch and two lounge chairs. Also includes vid screen and SIM access terminals. Includes a few board games and a video game set.

### 11. Medical

A state of the art medical center for such a small ship. Includes a gravity well for healing in space. All medicine checks are made with advantage.

### 12. Lab

This science lab is rudimentary, but adequate for this type of ship. It contains chemistry supplies.

### 14. Galley

The galley is a place to eat meals aboard the ship.

### 15. Kitchen/Storage

A fully stocked kitchen includes cooking supplies and food for 6 months for the crew in storage.

### 16 & 17. Crew Quarter

Berths for the main crew consist of bunk beds and room for 8.

### 18. Captains Quarters

The captains quarters are more stately than the crew berths and includes a SIM terminal.

### 19. Lower Deck/Storage

The lower decks, accessed from the enclosed lift (#7). The lower deck is the size of engineering and the adjacent hallways.
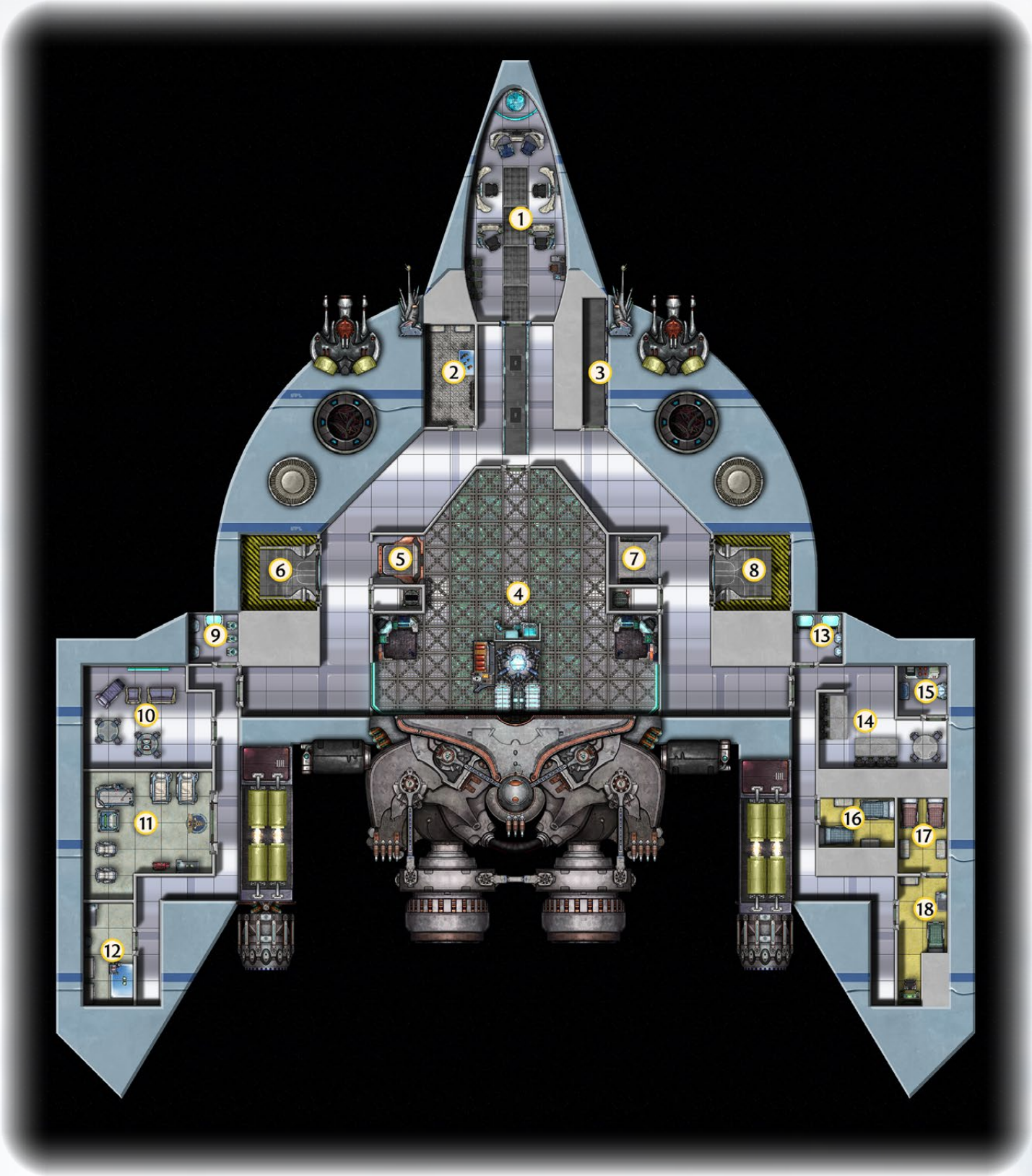
**MAP OF THE HYPERLANCE**

# Appendix D: Handout #1. Forged Enhancements

During the course of this adventure, the characters may find the following forged enhancements:

## Enhanced Heavy Pistol

*Weapon (ranged), uncommon*

This heavy pistol has one enhancement slot. The weapon must be drawn and held in order to use any special properties of its slotted enhancements.

## Proton Emitter

*Weapon enhancement (ranged), uncommon*

When attacking a target with a weapon bearing this enhancement, you can choose to convert your ammunition into an energy beam, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 radiant damage on a failed save, and half as much damage on a successful one. The beam ends when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes 5d6 radiant damage.

This enhancement's property can be used once, after which it must be recharged. You regain use of its property again after completing a long rest.

This weapon attachment consists of a clear tube, within are floating motes of yellowish light. When activated the motes of light agitate in the tube and cast bright light within 5'.

# Appendix E. Running the Adventure

Consider the following advice when running this adventure.

## Running for Crucible Corps

This adventure is designed for five to seven 1st and 2nd level characters with an APL of 3. Characters outside this level range cannot participate in this adventure when being run for organized play.

## Adjusting this Adventure

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

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

### Determining Party Strength

| Party Composition Party | 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.
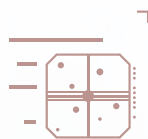
## Being the Game Master

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.
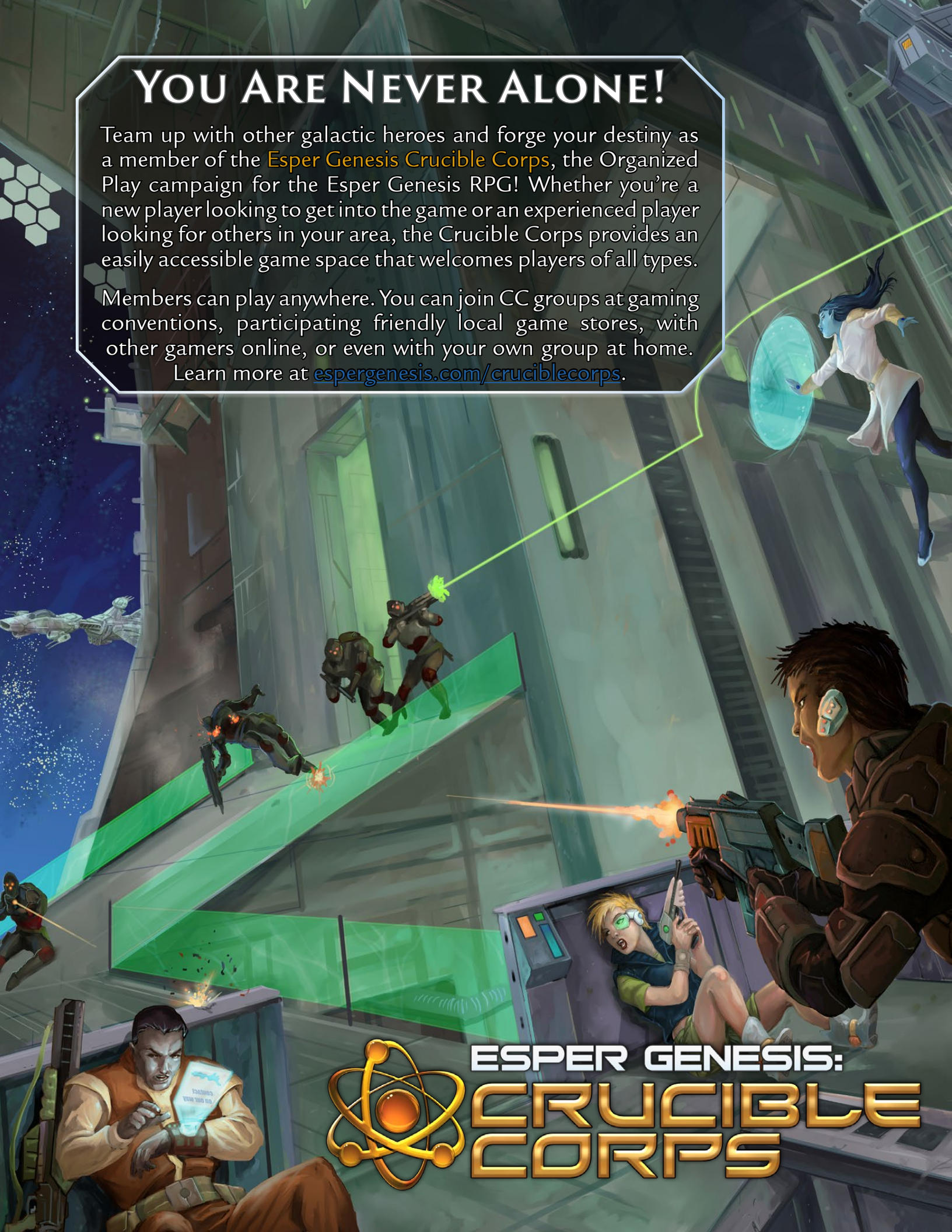
# You Are Never Alone!

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.

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