

ESPER GENESIS

HEROIC SCI-FI ROLEPLAYING

VIRAL FALLOUT



EGCC 01-06



ESPER GENESIS:
**CRUCIBLE
CORPS**



EPISODE SIX OF
*SHADOW
OF THE
ZEPHYR*



VIRAL FALLOUT

A deadly nanovirus brings the team to the sublevels of New York City, where they must infiltrate the battle-scarred demilitarized zone of the undercity's dreaded Sector 77.

Part Six of the Shadow of the Zephyr series.

A Two to Four-Hour Initiate Tier Adventure for Three to Seven Characters

Optimized for APL 4

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INTRODUCTION

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

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

ADVENTURE BACKGROUND

Sector 77 was once a thriving residential and industrial district situated hundreds of meters below New York's Central Park. Zephyr Corporation had several research laboratories there, some of them conducting illegal bio-weapons experiments. Twenty years ago, deep earth drilling caused a massive tremor to hit the sector, tearing it in two. Massive damage resulted, and a highly contagious bio-engineered virus escaped from a research lab and decimated the population. The city put a strict quarantine in place, and those remaining in Sector 77 were left to fend for themselves.

Chaos ensued, and several gangs emerged, each one competing for land and resources. The virus proved to be short-lived, but municipal authorities never lifted the quarantine, believing re-integration of the sector would be far too difficult and might expose the city to certain commercial liabilities. However, access to the sector loosened up, and Sector 77 became a favored destination for those seeking escape from the law. Zephyr Corporation also took an interest in some of its former holdings there, realizing the usefulness of a region beyond the oversight and control of the municipal authorities.

In the present day, Zephyr secretly sponsors one of the leading gangs in Sector 77, and recently gave a special item into their possession...

NPC SUMMARY

The following NPCs feature prominently in this adventure.

Arisa Angel. The imperturbable former employee of Zephyr Corporation who is now working to take the company down.

General Blatt. The single-minded leader of one of the largest gangs in Sector 77.

Jilleane Blaze. The owner and operator of Crashpoint, the most popular bar in Sector 77.

Serran-5. A damaged android who may hold the key to the team's success.

ADVENTURE OVERVIEW

The adventure is broken down into 3 parts:

Part 1. A Meeting at the End of the World. Arisa Angel meets the team and has a dangerous mission for them.

Part2. Sector 77. The team make their way across the anarchic wasteland that is Sector 77 in search of a powerful gang leader.

Part3. Roach Citadel. The team locate the gang hideout but can they infiltrate and find what they are looking for?

ADVENTURE HOOKS

The following hooks explain why the team take on this mission.

Story Hook. Arisa Angel, who the team know and respect, asks the team to take on this mission. (Arisa was first introduced in *EGCC 01-05 The Long Winter*)

Faction Mission. Members of Vashahar are tasked with eliminating the seethspawn nest in Sector 77.



Estimated Duration: 15 minutes

The adventure starts in a trendy bar in Sector 48. The adventurers were summoned there by Arisa Angel, the former chief troubleshooter for Zephyr Corporation who is now working to bring the organization down.

GENERAL FEATURES

Sector 48 has the following general features.

Terrain. Block upon block of neon-clad residential and retail buildings in an enormous steel cavern beneath New York City.

Weather. Artificially controlled to mimic a pleasant spring evening.

Light. Hospitality is the primary economic activity in Sector 48, and the light levels are permanently set to “early dusk” by municipal decree.

Smells and Sounds. The odor of fried food and alcohol hangs heavily in the air. There is also the never-ending hubbub of the always crowded streets.

THE END OF THE WORLD

The *End of the World* is a trendy corner bar in a down-market district. The décor resembles a children’s creche, with chairs tables and cups made from brightly colored plastic. Shimmering music plays through the bars audiofier, and the venue is packed.

MEETING ARISA

Arisa greets the adventurers coolly when they arrive. She has dark hair, a heart-shaped face, and large, brown eyes. She avoids pleasantries and shares the following with them:

- Laris Baludan is the head of a rogue branch of the Zephyr Corporation. They’ve been testing an experimental string of stolen data in an attempt to recreate and perfect a dangerous technovirus.
- Baludan’s agents have released a version of this technovirus infecting all implants and SIM gear in the city’s floating boroughs.
- The technovirus is being spread via a broadcast signal.
- Arisa has learned that the source of signal is a pulse-emitter in the possession of someone called General Blatt.
- General Blatt resides in Sector 77, the most infamous sector in the city. Abandoned 20 years ago after a disaster, it is overrun by overrun with gangs, rogue constructs, and seethespawn.

STORY LINKS: THE FALLEN ANGEL

Characters who encountered Arisa in *EGCC 01-05 The Long Winter* may remember her as a Zephyr Corp operative. The first rendition of the technovirus, codenamed “The Long Winter”, was developed from code stolen from the SIM unit of the pop icon, Selexi Sunfire (see *EGCC 01-04 Secrets in Silver*).

Once Arisa learned the truth about the technovirus, as well the fact that Baludan has gone rogue, she began having doubts about her own role in Baludan’s schemes. Now, allied with a fixer named Rhona and a cyberhacker named Garland, she aims to stop Baludan from perfecting the technovirus, which could eventually be used to devastate all forms of technology in the galaxy.

THE MISSION

Arisa asks the team to penetrate Sector 77, find General Blatt, and destroy the pulse-emitter. She offers total compensation of 1500 cubil if they succeed.

VASHAHAR SPECIAL MISSION

If any of the adventurers are members of Vashahar, they receive an encoded electronic message. It says that there is a nest of seethespawn in Sector 77, and they must find and eliminate it.

AUTOWAY 313

If the team agree to help, Arisa leads them to the ingress point for Autoway 313, on the outskirts of the sector. A pair of rusting blast doors block the entrance, and they have the word “QUARANTINE” stamped on them in bold, yellow letters.

The doors have been partially forced apart, however, and there is enough room the adventurers to slip through, one at a time.

TO SECTOR 77

This is one of the few passable entrances to Sector 77. Arisa wishes the team luck and leaves them. Autoway 313 is about 5 kms long. It is dark, and is full of burned out cars, piles of rubble, and encroaching vegetation.

Autoway 313 exits at area A on the map of Sector 77 (see appendix). Go to part 2.

Estimated Duration: 90-120 minutes

In this part, the adventurers explore Sector 77, looking for General Blatt. Blatt is leader of the Roaches, one of the gangs who controls the sector.

AREA BACKGROUND

About 20 years ago, a massive earthquake tore apart Sector 77 and caused the leaking of a deadly bio-hazard, which kill most of the population and condemned the survivors to a permanent quarantine. The sector degenerated into a lawless, battle-scarred wasteland, becoming a magnet for outcasts and reprobates.

Sector 77 is dominated by two violent rival gangs, the Roaches and Outcast Union. In addition, the great chasm that runs through the sector is home to the Seethespawn, mutant cannibals that have left behind all remnants of humanity.

GENERAL FEATURES

Sector 77 has the following general features.

Terrain. The sector is contained by an enormous steel cavern, with the worn and rusty ceiling over 150m above. Broad streets full of debris and creeping vegetation cut through blocks of metal and concrete buildings, all in varying stages of decay. A huge trench, cutting through both ground and ceiling, divides the sector in two.

Weather. The overhead trench opens to the sky and so lets a little whether leak into the sector. The air is currently warm and sticky.

Light. The overhead trench lets in sunlight during the day, though this is not enough to light the whole sector. A small number of buildings still have working power and lights, but the sector is very dark at night.

Smells and Sounds. The air is musty and occasionally fetid. A low, metallic thrumming comes from beneath the floor.

RANDOM ENCOUNTERS

Every four hours the adventurers spend moving about in Sector 77, roll on the following encounter table:

SECTOR 77 ENCOUNTERS

d20	Encounter
1-15	None
16	2d6 gang members + 1 gang leader (Roaches)
17	2d6 gang members + 1 gang leader (Outcast Union)
18	1d4 human commoners
19	1d8 seethespawn
20	1 hunter kanasi

These encounters are described below:

Gang Members. Gang members are accustomed to getting their way and bully anyone they encounter. Both know that General Ashdown is leader of the Roaches, and both know the location of Roach Citadel (area H).

Commoners. Many hundreds of ordinary people still live in Sector 77. Some are survivors of the original catastrophe or their descendants. But the area has also attracted many fugitives, outcasts, and reprobates. They are probably unwilling to talk about the Roaches or Outcast Union.

Seethespawn. These hideous mutants attack any living creature on sight.

Hunter Kanasi. This dangerous robot seeks cybernetic components for its personal maintenance and enhancement. The party is an appealing target.

SEARCH THE BUILDINGS

The adventurers may choose to search a random building. Roll on the following tables for building type and contents.

BUILDING TYPE

d20	Type
1-7	Residential block
8-11	Retail centre
12-13	Commercial warehouse
14-15	Industrial factory
16	Industrial workshop
17	Medical facility
18	Government building
19	Academic building
20	Religious structure

BUILDING INHABITANTS

d20	Inhabitants
1-14	None
15-17	2d4 human commoners
18	1d4 mutated boars
19	1 swarm of poisonous snakes
20	1d4 giant spiders

LOOT

If the building is inhabited, there are 1d4-1 items of random loot in it.



RANDOM LOOT

d20	Loot
1	Bullets (4d10)
2	Bag, large
3	Binoculars (Micro)
4	Bolt cutter
5	Chain (10 feet)
6	Chess set
7	Crowbar
8	Datapad
9	Flare
10	Glow sticks
11	Hammer
12	Ladder
13	Medkit
14	Rope, cable (50 feet)
15	Power gauntlets
16	Propane lighter
17	Ration packs (1d8)
18	Rifle, short
19	Sleeping bag
20	Thermos

PEOPLE YOU MEET

The following table enables you to quickly generate a name and personality for any random people the adventurers encounter.

NAME AND PERSONALITY

d20	First Name	Surname	Personality
1	Aldoh	Bierman	Aggressive
2	Amaeri	Burnside	Amusing
3	Anderz	Camden	Authoritarian
4	Arbelle	Cardinal	Breezy
5	Baeleigh	Chrome	Crisp
6	Bentom	Crimson	Deceptive
7	Blayne	Deoxys	Dry
8	Brisea	Eon	Earthy
9	Damiron	Firelight	Folksy
10	Danuella	Greaves	Guileless
11	Haylay	Jade	Intense
12	Herlee	Omni	Irreverent
13	Jaynelle	Paulsen	Mystical
14	Kade	Praxis	Outspoken
15	Maecy	Rieger	Proud
16	Renette	Rimfrost	Sarcastic
17	Roseya	Shade	Smooth
18	Sereya	Solari	Solemn
19	Trephor	Starr	Tough
20	Treye	Wild	Whimsical

SECTOR 77 LOCATIONS

Refer to the Sector 77 Map for reference to the following locations.

A. AUTOWAY EXIT

Autoway 313 exits into Sector 77 here.

B. FOOLS LANE

The adventurers hear a faint, young, feminine voice coming from this narrow lane, calling, “Help! Please help me!” An adventurer listening carefully and making a successful DC 16 Wisdom (Perception) check determines that the voice is synthetic.

DEVELOPMENTS

Two **scourge kanasi** hide in an old warehouse facing the lane. One of them has a synthvox which they use to lure the unwary to their doom. They attack anyone who ventures down the narrow lane.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.

- **Very Weak Party:** Remove one **scourge kanasi**.
- **Weak Party:** Remove one **scourge kanasi**.
- **Strong Party:** Add one **scourge kanasi**.

LOOT

The kanasi are scavengers, though pickings have been slim lately since just about everyone in the sector knows about them now. In their hideout are 1d4 items of random loot (see table, above), as well as 74 cubil.

C. TAR PIT

There is a large pool of hot tar blocking the road here, which is difficult to see in the poor light. It is about 20 feet in diameter.

DEVELOPMENTS

Those in the front rank must succeed on a DC 12 Wisdom (Perception) check or fall into it, suffering 1d6 fire damage for every round they remain immersed. It requires a successful DC 12 Strength check to pull someone from the pool.

From here, the adventurers can see the flashing light from area D and hear music from area E.

D. FLASHING LIGHT

A bright, white light flashes from a window in the third story of an old residential block. The window is shuttered with the light emerging from a small gap. Nothing else can be seen through the window.

The light flashes three times rapidly, pauses, and the repeats the sequence continually.

DEVELOPMENTS

The interior of the building is decrepit, with lots of rusting metal and crumbling concrete. The flashing light comes from a flashlight held by an android named Serran-5, who is propped up next the window in a gutted apartment on the third floor. The android is missing the entire lower half of its body.

Serran-5’s Story. Serran-5, who is unfailingly polite in every situation, worked in a local medical dispensary twenty years ago. It has survived through scavenging ever since the disaster. These severe injuries happened a few days ago, when it was surprised by a giant boar. It crawled into this apartment and has signaling for help.

Serran-5’s Offer. Serran-5 knows Sector 77 well. It offers to help the party in exchange for transport out of the sector and repairs on the outside. Serran-5 knows that General Blatt is leader of the Roaches and knows where Roach Citadel is (area H). Serran-5 also knows the location of the Seethespawn nest (area G).

E. CRASHPOINT

Crashpoint is a tavern located in an old church, squashed between two burned out residential blocks. Benches and tables are lined up neatly on the worn carpet, and there is a wooden bar next to the far wall.

Music. Crashpoint has an impressive audiofier set up behind the bar, loudly playing golden oldies around the clock.



Menu. The menu is simple. A mug of rhubarb or ginger wine costs 1 cu, while a bowl of boar stew costs 2 cu.

Patrons. There are about 30 patrons in the tavern. Most of them are regular **commoners**, but there are 1d6 **gang members** (Roaches) and 1d6 **gang members** (Outcast Union) present as well. By long tradition, Crashpoint is considered neutral territory.

JILLEANE BLAZE

Behind the bar is a middle-aged woman with silver hair and tired blue eyes. Her name is Jilleane Blaze, and she is the owner and operator of Crashpoint. By temperament she is easy-going though shrewd. She keeps a loaded shotgun under the bar but never has to use it, such is the esteem that the community hold her in.

ASKING FOR INFORMATION

None of the regular patrons is willing to discuss either General Blatt or the gangs in general.

Roaches. If the Roaches are asked about General Blatt, they interrogate the adventurers aggressively. They then offer to escort the adventurers to Roach Citadel (area H). This is a genuine offer, but the Roaches attempt to disarm the party when they arrive with the assistance of their comrades.

Outcast Union. Asking a member of Outcast Union about General Blatt also invites an interrogation. The gang members then attempt to tail the party after they leave Crashpoint.

Jilleane Blaze. Jilleane knows that Blatt is the leader of the Roaches, and that he resides in Roach Citadel to the north of the trench. If the adventurers begin asking questions Jilleane invites them to a small room out the back, where she demands to know what their interest in Blatt is. If she is convinced that the adventurers are not allies of either gang, she offers to share what she knows for a price. She accepts any reasonable compensation.

F. TOLL BRIDGE

An improvised bridge crosses the trench here. It is made of several large steel pylons which have been bound together with chains and now lay across the 10m gap. There is no handrail.

A worn, fabricated hut sits next to the southern end of the bridge.

DEVELOPMENTS

As the team approach the bridge, an emaciated old man with a grey goatee and an oily comb-over emerges from the hut. His name is Bastian Bringbey and he claims to own the bridge. He demands a toll from the party if they wish to cross it and accepts no less than 50 cubil each. Bastian is a **commoner**.



OTIS-23

If the adventurers refuse to pay or threaten Bastian, he whistles and a creaking **durasteel mecharoid** climbs up from below the bridge. Its name is Otis-23 and it obeys Bastian's commands. Bastian has no compunctions about destroying the party.

LOOT

Inside the hut is a foul-smelling bed and a datapad. Beneath the bed is a wallet with 528 cubil.

G. SEETHESPAWN NEST

A successful DC 12 Wisdom (Perception) check locates a faint trail leading down into the trench. Anyone following the trail descends about 40 meters before coming across a dark gash in the wall. This leads downwards a few meters to a rocky, putrid chamber about 10 meters across, containing sixteen **seethespawn slashers**.

LOOT

Amongst the rags and decaying waste are 87 cubil, a hammer, and a crowbar.

H. ROACH CITADEL

This small complex comprises three linked cylindrical buildings, each made of rusting steel, cracked perspex, and stained concrete. Go to part 3.

PART 3. ROACH CITADEL

Estimated Duration: 45 minutes

In this part, the team invade Roach Citadel and come face to face with General Blatt.

GENERAL FEATURES

Roach Citadel comprises three linked cylindrical buildings, each made of rusting steel, cracked perspex, and stained concrete. Before the disaster, it was a defence research facility owned by Zephyr. It is now the main Roach stronghold.

Terrain. Inside the building, the team encounters cracked dusty tiles, holes in the ceiling, piles of debris, and twisted office furniture.

Weather. The building is watertight, and the air conditioner still works, so interior conditions are dry and mild.

Light. The building is one of the few in Sector 77 to have power, and each room is lit by banks of diodes running across the ceiling.

Smells and Sounds. The smell of mildew, rust, and sweat all hang heavily in the air. A low, electronic hum can be heard from every room in the building.

Doors. Unless stated otherwise, the doors are made of thick, smoked glass. The automated opening mechanism no longer works, but they can be swung open manually with just a small amount of pressure.

CITADEL ON ALERT

As soon as the first shot is fired, the entire citadel goes on alert. The gang members in area C head toward the sound of the gunshot and arrive there within 1d4 rounds. Other residents in the citadel become watchful and cannot be surprised.

If no further action happens, the citadel returns to a non-alert state after an hour.

ROACH CITADEL LOCATIONS

Refer to the Roach Citadel Map for reference to the following locations.

A. ENTRANCE

The entrance is a pair of steel doors, still highly reflective despite years of accrued rust. A stained sign above the door has the letters “ZDR” on it. There are four **gang members** and a **gang leader** standing guard.

DEVELOPMENTS

If the team approach openly, the gang members draw their weapons and command them to stop. They open fire with little provocation.

The steel doors are unlocked.

LOOT

The gang members have 3d6 cubil each.

B. FOYER

This chamber contains several grimy, low-slung wingback chairs near a pair of dirty glass shelves. A sign above a decrepit water fountain reads “Zephyr Defence Research Inc.”

DEVELOPMENTS

If the citadel is not on alert, a **gang member** walks into the foyer from the east door a few moments after the team enter. Her name is Maree Jade, and she was retrieving some fresh ammo from area F. If captured, she can be compelled to reveal the layout of the citadel with a successful DC 13 Charisma (Intimidation) check.

LOOT

Maree has 12 cubil in her pocket.

C. DINING HALL

A pair of perspex dining tables and about twenty plastic chairs have been stacked against one wall of this room. There are about a dozen bedrolls and cots scattered across the floor. An enormous vidscreen hangs from the northern wall and is playing a popular old holiday movie called “The Woman with Green Eyes.”

There are two **gang leaders** and 8 **gang members** reposing here. Some are resting, while others are watching the screen or simply talking.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.

- **Very Weak Party:** Remove two **gang leaders**.
- **Weak Party:** Remove one **gang leader**.

DEVELOPMENTS

If the citadel is not on alert, the team have an excellent chance of surprising these gang members.

LOOT

The gang members have 3d6 cubil each. You may optionally include 2d6 items from the Random Loot table here, each one requiring a successful DC 8 Wisdom (Perception) check to locate.

BATHROOM

The northern door on the east wall leads to a relatively clean bathroom and toilet. The tiles are aquatic blue and are stamped with fish patterns.

The place is filthy but, perhaps surprisingly, all the amenities still work.

D. KITCHEN

There is a small commercial kitchen here, including a refrigerator, oven, stove, and dishwasher. The equipment is old and shows signs of makeshift repairs, but everything works. It is much cleaner than any other part of the facility.

A short, tubby man wearing an apron is here.

DEVELOPMENTS

The man is a **commoner** named Jonas Wynter. He is aggressive and turns bright red when angry.

PANTRY

The door in the south wall is locked with a keypad. The access code is “123456” and is known only to Jonas, who is reluctant to reveal it. The door can be forced open with a successful DC 13 Strength check, or DC 7 if a crowbar is used.

Behind the door is a pantry, full of tinned and freeze-dried goods.

E. LOGISTICS

There are three old office chairs and a pair of malfunctioning data terminals in this room. A pile of ancient papers sits in a corner against the south wall.

There is an automaton here called NC0-F, and it is guarding access to the storage room (area F). It is a Custodian class Autoguard and has the statistics of a **mercenary elite** (90 hit points) except its type is automaton.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.

- **Very Weak Party:** NC0-F has the statistics of a **gang leader**.
- **Weak Party:** NC0-F has 60 hit points.

DEVELOPMENTS

NC0-F knows the entire gang by sight. It demands any strangers leave immediately and opens fire if they do not comply.

PAPERWORK

The old papers are mostly accounting related. Anyone spending a couple of hours examining it and making a successful DC 15 Intelligence (Investigation) check determines that ZDR were involved with bio-weapons research and that they may have been using illegal xenogeneic specimens. Furthermore, it is plain that they had a secret lab (location not given) where the most sensitive parts of the work took place.

NORTH DOOR

The north door is made of steel is secured by a keypad. The code is “378747”, which is known by NC0-F, Scoria Blaze, and General Blatt. The door can be forced open with a successful DC 15 Strength check, or DC 8 if a crowbar is used.

F. STORAGE

Steel shelves line the walls, each one overflowing with equipment and parts in varying states of repair. Thick cobwebs cover the ceiling.

LOOT

Any item in the Miscellaneous Gear table in chapter 5 of the Core Rules may be found on the shelves with a successful DC 15 Wisdom (Perception) check. A failure means the item is not on the shelves. If found, there is a 50% chance the item is in working order.

In addition, a metal cabinet at the back of the room contains the following weapons:

- 5 light pistols
- 2 autopistols
- 4 metal batons
- 2 short rifles
- 5 fragmentation grenades
- 50 boxes of ammunition (20 bullets each)

G. LOADING BAY

This area smells strongly of grease, paint, and rust. Tools are scattered about the floor alongside drums, cans, hoses, old rags, and so on.

In the middle of the area is a classic model hovercar with an improvised number plate reading “ROACH”. The hovercar requires a key chip to activate it (see area I).

LOOT

Several sets of Mechanic’s Tools and Metalworkers Tools can be found here.

DOUBLE DOORS

The large double doors are made of metal and are secured on the inside by a large steel bar sitting in a pair of brackets.

Subsidence means there is a gap between the doors when they are closed. Anyone examining this gap from the outside can see the steel bar that secures the door and could use a strong rod (or similar) to lift the bar out of its brackets, and so unlock the doors.

H. RESEARCH LAB

There are several old desks covered in broken-down spare parts and two very large data terminals here. The terminals turn on, but are not connected to the SIM, and nor do they have any local storage. There is a bedroll under one of the desks.

A **gang leader** is always stationed here, guarding the door to area J.

DEVELOPMENTS

The gang leader opens fire on any strangers who enter the room. If she hears a firefight start in area L, she emerges to assist.

LOOT

Searching the tables and making a successful DC 13 Wisdom (Perception) check locates an old titanium box containing a kilogram of raw sorium.

SOUTH DOOR

The south door is made of steel is secured by a keypad. The code is “734957”, which is known only by Scoria Blaze and General Blatt. The door can be forced open with a successful DC 13 Strength check if a crowbar is used.

I. PRIVATE OFFICE

This room has a large angled desk and a working data terminal which can be used to connect to the SIM. This room belongs to General Blatt’s lieutenant, Scoria Keene. There is a comfortable cot against the north wall.

LOOT

There is a spare set of clothing, a medkit, and a wallet with 380 cubil here, all easily found. Searching the tables

and making a successful DC 12 Wisdom (Perception) check locates a key chip which can be used to activate the hovercar in area G.

J. MAINTENANCE ROOM

This grimy room contains a sorium power converter, a large air conditioning unit, and an old workbench covered in tools.

VIROPULSE EMITTER

Plugged into the power converter is a one-meter cube made of polished titanium with blue neon strips running down the side. There is a digital timer on the upper face, currently reading “37 minutes” and counting down. This is the Viropulse Emitter.

When the timer reaches “0 minutes” the neon strips pulse brightly for one minute exactly, indicating that the unit is retransmitting the virus. The timer then resets to “60 minutes”.

The unit weighs 800 kilograms and is extremely durable with AC 22 and 80 hit points. Disconnecting it from the power converter is a simple job, but the emitter has a small internal power cell and continues to function for another hour after disconnection.

K. MEETING ROOM

This comfortable and immaculate room was once used for meetings but is now General Blatt’s private chamber. It has a large double bed, a ponderous antique desk, and a series of desolate, gloomy landscapes hanging on the walls. The data terminal on the desk works and is connected to the SIM. Various other personal bric-a-brac are scattered about the room.

LOOT

A successful DC 10 Wisdom (Perception) check locates a safe, hidden behind one of the landscapes. Anyone checking behind the landscapes automatically finds it.

The safe can be opened with a successful DC 15 Dexterity check using thieves’ tools, revealing 2,500 cubil.

L. GENERAL OFFICE

There are several rows of desks in this open area, each equipped with a data terminal. Several electronic boards and screens hang from the walls along with a bulky “ZDR” sign. The terminals are broken but one of the electronic boards still functions.

General Blatt and his lieutenant, Scoria Keene, are here.



DEVELOPMENTS

If the facility is on alert, Blatt and Keene are crouching behind an overturned desk, waiting in ambush. If the facility is not on alert, Blatt and Haze are looking at a map of Sector 77 on the electronic board, with their backs to the north door, discussing the likely next move of Outcast Union.

General Blatt and Scoria Keene have the statistics of a **mercenary elite**. Blatt is equipped with a *gravity inhibitor* (see Appendix)

If captured, Blatt initially refuses to talk. A successful DC 15 Charisma (Intimidation) check compels him to admit that an agent of Zephyr Corporation, whom he only knows by the codename “Vortex”, has been sponsoring the Roaches, and set up the Viropulse Emitter in their stronghold.

LOOT

Blatt carries 300 cu and a forge enhanced belt slotted with a *gravity inhibitor*.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.

- **Very Weak Party:** Remove Keene.
- **Weak Party:** Keene has the statistics of an **aluphax weaponmaster**.
- **Strong Party:** Blatt has 90 hit points.

CONCLUSION

After overcoming General Blatt, the adventurers can safely make their way back to Autoway 313.

ARISA'S PRIZE

If the Viropulse Emitter is destroyed, Arisa gives the team 1,500 cu, as agreed.

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
aluphax weaponmaster	450
commoners	10
durasteel mecharoid	1,800
gang leader	450
gang member	25
giant boars	450
giant spiders	200
hunter kanasi	1,100
mercenary elite	700
scourge kanasi	450
seethespawn	50
swarm of poisonous snakes	450

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Avoiding the tar pit	50
Finding Serran-5	50
Crossing the trench	100
Stealing the hovercar	100
Looting the storage room	100
Destroying the Viropulse Emitter	200

Regardless of how the experience totals are calculated, the **minimum** total award for each character participating in this adventure is **1,275 experience points**, while the **maximum** total award for each character participating in this adventure is **2,125 experience points**.

LOOT

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 magic item, the GM can determine who gets it randomly should the group be unable to decide.

Permanent items are divided according to a system detailed in the *Esper Genesis Crucible Corps Game Player'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 NPCs are featured prominently in this adventure:

Arisa Angel. Former troubleshooter for Zephyr Corporation who is now working to take the company down. She is cool and business-like in most social interactions. Arisa has dark hair, a heart-shaped face, and large, brown eyes.

General Blatt. The leader of the Roaches. He has blue eyes, cropped black hair, a smooth face, and a stout build. He was a child when the disaster happened and has grown up in the lawless chaos of Sector 77. He is a skilled and single-minded leader but is not especially intelligent and has little knowledge of anything beyond his gang.

Jilleane Blaze. The owner and operator of Crashpoint, the most popular bar in Sector 77. She is a middle-aged woman with silver hair and tired blue eyes. By temperament she is easy-going though shrewd.

Serran-5. A damaged android who once worked as the receptionist in an exclusive medical dispensary. Serran-5 is made of plastic and metal. It is humanoid in shape but is missing its entire lower body after a fight with giant boar. Serran-5 is unfailingly polite in every situation.

APPENDIX B: THREAT STATISTICS

This appendix details threats that are encountered in this adventure.

ALUPHAX WEAPONMASTER

Medium humanoid (aluphax), chaotic evil

Armor Class 17 (heavy trooper)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Intimidation +6, Survival +2

Senses passive Perception 11

Languages Common, can speak telepathically to other Aluphax

Challenge 2 (450 XP)

Aggressive. As a bonus action, the aluphax can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The aluphax makes two grandblade attacks or two heavy pistol attacks.

Grandblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Autorifle. *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target (or 10' cube, burst DC 13). *Hit:* 7 (1d10 + 2) piercing damage, or 5 (1d10) from burst fire.

REACTIONS

Parry. The aluphax adds 3 to its AC against one melee attack that would hit it. To do so, the aluphax must see the attacker and be wielding a melee weapon.

COMMONER

Medium humanoid (any), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

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.

GANG LEADER

Medium humanoid (any), any non-lawful alignment

Armor Class 15 (layered jacket)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses Passive Perception 10

Languages any one language, usually Common

Challenge 2 (450 XP)

ACTIONS

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

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

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

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

GANG MEMBER

Medium humanoid (any), any non-lawful alignment

Armor Class 12 (armor jacket)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses Passive Perception 10

Languages any one language, usually Common

Challenge 1/8 (25 XP)

ACTIONS

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

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

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

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive

Perception 10

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

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

Web (Recharge 5-6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

HUNTER KANASI

Large automaton, lawful evil

Armor Class 16 (armored frame)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	8 (-1)

Skills Computers +4, Perception +4

Damage Immunities poison

Condition Immunities blinded, charmed, exhausted, frightened, poisoned

Senses infravision 60 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

Organic Detection. The kanasi's sensors can detect the presence of living organic creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Sorium Armaments. The kanasi's weapon attacks are considered forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The kanasi makes two grappling claw attacks. If the kanasi is grappling a creature, it can also use its shock burst.

Grappling Claw. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the kanasi doesn't have two other creatures grappled.

Shock Burst. One creature grappled by the kanasi receives a pulse of energy throughout its body. The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MERCENARY ELITE

Medium humanoid (any), any alignment

Armor Class 17 (centurion)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language, usually Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. The mercenary makes two melee weapon or two ranged attacks.

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

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/250 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 4 (1d8) piercing damage with burst fire.

MUTATED BOAR

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

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

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

SCOURGE KANASI

Large automaton, lawful evil

Armor Class 13 (natural armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	10 (+0)	11 (+0)	8 (-1)

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, poisoned

Senses infravision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 2 (450 XP)

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

ACTIONS

Hand Razors. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an automaton, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. On a hit, the target must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the kanasi's poison for the next 24 hours.

SEETHESPAWN SLASHER

Medium monstrosity, chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	11(+0)	12(+1)	5(-3)	8(-1)	3(-4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Multiattack. The seethespawn makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

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

SWARM OF POISONOUS SNAKES

Medium swarm of tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages —

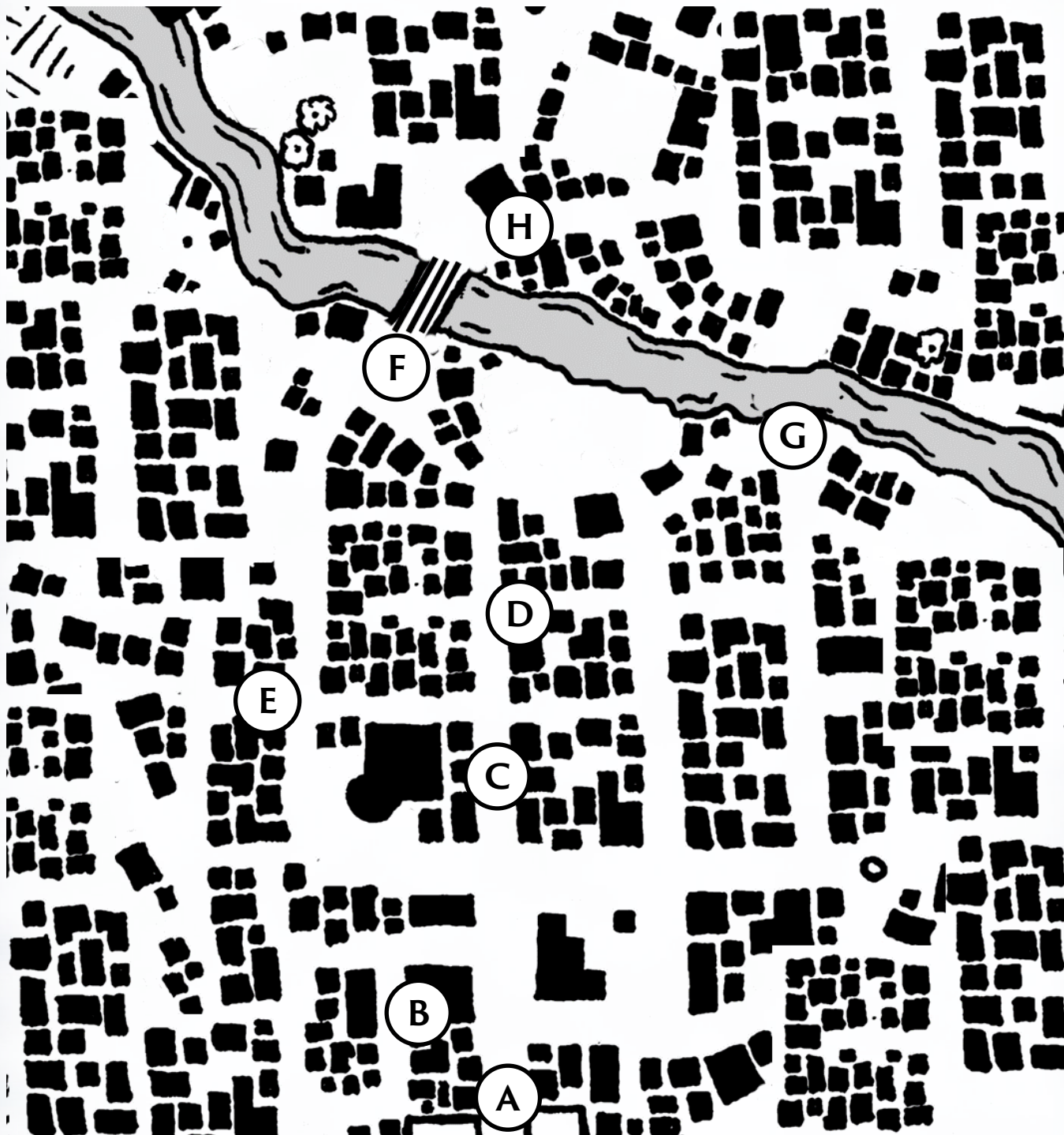
Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

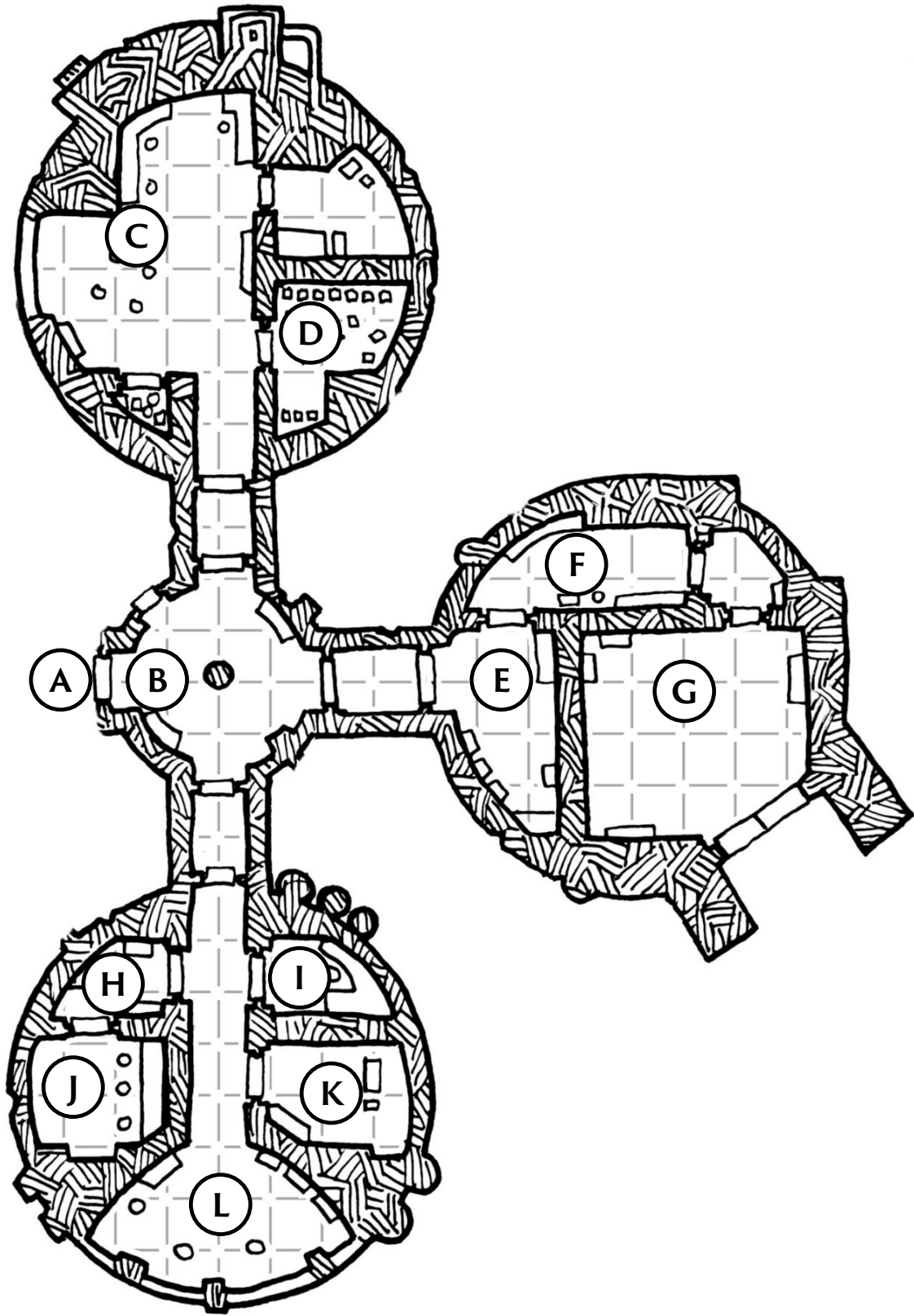
ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

APPENDIX C: MAPS



SECTOR 77



ROACH CITADEL

APPENDIX D. RUNNING THE ADVENTURE

Consider the following advice when running this adventure.

RUNNING FOR CRUCIBLE CORPS

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

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.



BEING THE GAME MASTER

As the Game Master, your role is to present and narrate a fun and immersive experience for yourself and your players.

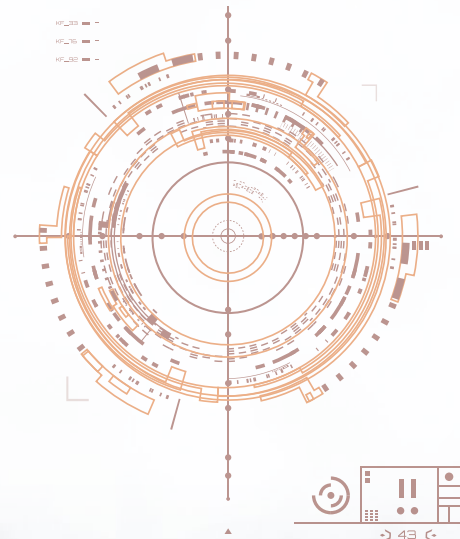
When running these adventures, please, keep the following in mind:

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

Be a Part of the Group. Always remember that you are not the enemy of, nor are you competing with any of the players. Your job is to present and run the adventure, encounters, adversaries, and story while maintaining flow of events. You also get to play any other persona in the adventure that is not the player characters.

Encourage the Dialogue. Always introduce yourself to players you don't know and encourage them to do the same for both themselves and their character. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keeping with the Flow. While you are the authority on the rules and encounters, it is really your players that provide the catalyst to make the story go. Their actions and decisions should affect how you run encounters, while your method of presenting the story influences their decisions. This circular relationship allows everyone to be involved and have as much fun as possible. Use the rules as a tool to move the story rather than delay it. The best game masters use the rules in a fair, impartial, and consistent manner for every single player in their game. When the game starts to get bogged down, feel free to provide hints and clues to your players in order to keep things moving.



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