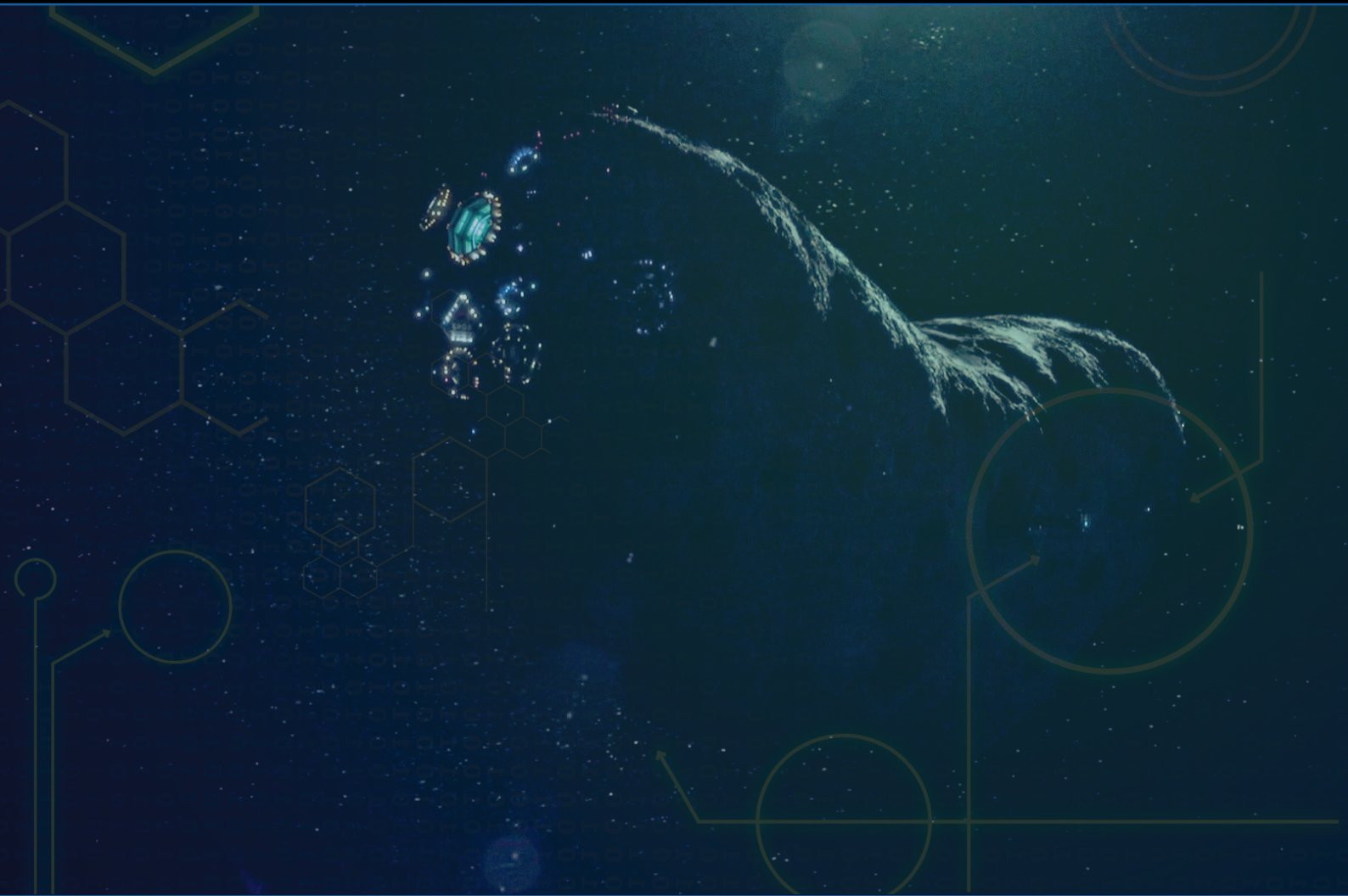


THE EXPANSE

ROLEPLAYING GAME

FAN COMMUNITY



ESCAPE FROM EROS

BY JM ROMIG

FOR USE WITH THE EXPANSE RPG



ESCAPE FROM EROS

AN EXPANSE RPG EXPERIENCE

An adventure for The Expanse RPG by Green Ronin

Based on the novels by James S.A. Corey

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ABOUT THE ADVENTURE

Escape from Eros is designed to be an introduction to The Expanse RPG. As such, I have done my best to include scenes that will highlight some of the core mechanics of the system. It is not meant to be an introduction to The Expanse universe, as it gives away a major plot point in the first book. It is a horror-themed game, and as such includes some graphic imagery and potentially triggering topics.

It is for the above-stated reasons I advise anyone running this to give both spoiler warnings and content warnings to any would-be players. I also advise using industry-recommended safety tools and practices as the GM sees fit.

ABOUT THE CHURN

Since this is designed as a one-shot adventure, I tend to run it with what I've been calling an **Abbreviated Churn**. That means I have the Churns get triggered at 5, 10, and 15 on the Churn Tracker instead of 10, 20, and 30. This is to increase your chances of hitting a Churn in the adventure. Attached in the *Supplemental Ephemera* you will find 3 *optional scenes* to include should players trigger a Minor, Major, or Epic churn.

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Editor's notes.

The text has been slightly edited and I made three new maps. These new maps are included this document, and can be found with the other handouts in the [supplemental zip-file](#).

ESCAPE FROM EROS

WRITTEN BY JM ROMIG

Scene 1: Arrival on Eros Station

- The player characters (PCs) arrive on *Eros Station*, a rundown hub of illegal activity in the **Belt**.
- One thing you as the game measter (GM) can do here is to have your players' hand terminals buzz with Casino ads as soon as they arrive on station, to set the vibe. See *Supplemental Ephemera A* for an example graphic you could use for this.

As the PCs explore the station, they quickly realize that it is run by **CPM**, a private security company known for its harsh tactics and lack of transparency. The PCs may witness **CPM** officers acting violently towards civilians or notice the tension and fear that seems to permeate the station. For example: This is where I will often introduce an NPC named **Stella**, a half-Belter/Earthier (born on Earth, but raised from a young age in The Belt) who is being harassed by CPM and called a "Wellwalla" for not looking Belter enough. This shows a few things - that CPM are a bunch of unprofessional jerks, but also gives the GM a chance to reveal that a lot of them are thugs hired from various Belter gangs.

Scene 2a: The Blue Falcon Hotel (optional)

A fun scene to include, if you want your players to come close to some cannon material. Having them stay at The Blue Falcon makes for some opportunities. For example, you could have a player who interacted with Julie as she checked in. This can help set the tone. My favorite thing to do with this location is to set a scene in **The Blue Falcon** after the shootout and let the players stumble upon the horrific aftermath in Julie's hotel room. Whether Julie is still present or not would depend on how far you want to stray from canon/how much body horror you want to describe.

Scene 2b: The Starlight Lounge (optional)

As the players go about their business on the station, they decide to take a break and grab a drink at the local bar, **The Starlight Lounge**. **The Starlight Lounge** is a dingy bar located in the heart of *Eros Station*. Its walls are adorned with flickering neon lights and holographic advertisements, and the air is thick with the smell of smoke and cheap alcohol. The clientele is a mix of rough-looking Belters, off-duty **CPM** officers, and travelers passing through the station.

As they enter, they find it crowded and noisy, and make their way to the counter to order a drink. Suddenly, a hush falls over the crowd as a Belter stands up on a table and begins to speak. Everyone in the bar is rapt with attention, hanging on the Belter's every word. The players find themselves drawn in as well, curious to hear more of the Belter's tales. A successful **TN 11 Intelligence** test will reveal that the speaker is **Unkel Banski**, a renowned storyteller in some parts of the **Belt**. See the *Supplemental Ephemera* section for a scene script of an Unkel Banski story.

- The TL;DR of **Unkel Banski's** story is that he was on a ship that was going to be attacked by pirates when another ship showed up that matches the description of one thought to be destroyed in battle years ago. It's a ghost ship and he swears he saw the dead crew of the ship before the ship faded away.
- Feel free to change the story as you see fit.
- The point of the story is to set an eerie vibe and put the idea of some uncanny, unnatural things happening in the player's heads.

Scene 3: The Alarm

As **Banski's** tale comes to a close, *an alarm suddenly goes off*. The announcement system blares that there is a **radiation leak** and that all civilians must report to the **nearest radiation shelter immediately**. **CPM** officers begin herding civilians toward the shelters, injecting them with a mysterious liquid as they go, claiming it is to help mitigate the effects of radiation poisoning. The PCs may decide to follow the crowd, try to find out more about the situation, or put up a fight. Should a fight break out, use **map C** from the *Supplemental Ephemera*.

Scene 4: Inside the Shelter / Hiding

If the PC choose to follow the crowd, they find themselves packed into a small, crowded space with other panicked civilians. **CPM** officers stand guard at the doors, refusing to let anyone leave. As time passes, the players may notice strange symptoms among the people around them - *dizziness, hallucinations, and strange crystalline growths on the skin*. It becomes clear that **CPM** has injected the civilians with something dangerous.

If the PCs choose to hide, they must find a place to do so - a maintenance tunnel, a storage room, or a deserted section of the station. As they hide, they hear the alarm blaring and CPM officers rushing around, injecting civilians with the mysterious liquid. They may overhear snippets of conversation that suggest **CPM** is up to something sinister. As time passes, they may notice strange symptoms among the people around them - *dizziness, hallucinations, and strange crystalline growths on the skin*. It becomes clear that **CPM** has injected the civilians with something dangerous.

Scene 5: Betrayal

As the players make their way through the chaos of the station, they overhear a scuffle between **CPM** officers. They hide and listen as the officers argue - it seems that the higher-ups have decided to abandon the station and leave the civilians to die. The officers on the ground are furious, but they are outnumbered and outgunned. As the argument comes to a climax, the players hear the sound of gunfire and then silence.

Scene 6: Escape / The Final Showdown

As the PCs emerge from their hiding place, they realize that they have been left behind to die on the station. The alarm is still blaring, and the air is filled with the sounds of chaos and confusion. They must find a way to escape before it is too late. They may choose to fight their way past the remaining **CPM** guards, hack into the station's systems to disable the lockdown, or find a secret way out.

Once outside, they find the station in chaos - people are walking around mindlessly, infected with a mysterious illness, and the air is filled with glowing blue dust. The PCs must find a way to get to a ship and escape before it is too late. They may encounter **CPM** officers trying to stop them as they make their way to the docks, and must decide whether to fight or outsmart them. This journey can be represented by a **TN 15 Group Advanced Test** with **Success Threshold** of *3 times the number of PCs*.

Once the PCs reach a ship, they must figure out how to get it off the station and away from the dangers that lurk within. With luck and skill, they may be able to escape **Eros** and make it to safety.

Scene 7: Ship Combat (optional)

After searching through several ships, the PCs finally find one that they think they can hijack. They quickly break in and begin working on the engines, trying to get the ship running as fast as they can. Depending on time left of the session, you may consider a **TN 10 Challenge Test** with a **Success Threshold** of *3 times the number of PCs*. Minor consequences: *Others fleeing Eros arrive and try to board the ship or the next test has its TN increased by +2 to 12.* Moderate consequences: *CPM officers fleeing Eros try to take over the ship or the ship computer locks down and must be hacked.* Major consequences: *Vomit Zombies tries to make it onto the ship as the fusion drive is powering up.*

Once they have the ship flying, and just as they think they are in the clear, they get a signal that another ship is approaching. They look at the comms and see a **MCRN** frigate approaching, its weapons locked onto their ship. A tightbeam message from the ship says that **Eros** is quarantined. They have orders to not let anyone leave for risk of spreading the infection. The PCs know that they are in serious trouble.

The PCs should quickly decide to make a run for it, hoping to outmaneuver the **MCRN** Frigate and escape. The PCs know that they are outgunned and outmatched, but they are determined to survive. They use all of their skills and knowledge to outmaneuver the **MCRN** Frigate, dodging its attacks and returning fire when they can. Use the statblocks for the **Rocinante** for the **MCRN** ship and a **Grendel Class Light Freighter** outfitted with PDCs for the PC's ship, both can be found in the **Ships of The Expanse** book.

SUPPLEMENTAL EPHEMERA

Hand Terminals

Present image A to the PCs when they arrive on *Eros Station*, showing the scammy/sketchy vibe of the place.
Present image B to the PCs when the alarms begin blaring.

IMAGE A



IMAGE B



Unkel Banski's Story

"Mi saw things out dare, sasa ke?" the Belter says, gesturing towards the blackness beyond the station's windows. "Tings dat make ya skin crawl. Tings dat make you question was real and what na real."

"Wa koming gut! Grab wa seat, listen hard to mi words. Mi has wa setoriye fo showxa. Wa setoriye ere dis ship. Wa setoriye ere dis sesata wit nerves lik steel. Wa setoriye ere a da reillance fo da Belte. Da setoriye ere Dzhemi Dawsong."

As the Belter begins to speak, the crowd in **The Starlight Lounge** falls silent.

"Dzhemi Dawsong was da bosmang fo Da Bodhisattva. She wa mowteng wit fighting da inya fo Terryon Lock. Da Bodhi was da mosh gut belta-built ship ere da system, wit wa crew who da stuff fo legends made."

The crowd listens intently, their eyes fixed on the Belter as he tells his story.

"On patrol in da Jovian system, dey were ambushed by t'ree Martian cruisers. Da Bodhi was na match fo even one Dusta ship, but Dzhemi Dawsong She OPA t'ru and t'ru, known fo neva back down. Dey say she made a bargain wit wa deva fo gif xep fo win im ultim fight."

A murmur goes through the crowd at the mention of Dzhemi's legendary bravery.

"Na liviting saw da kombat, but da Eart'er fleet who found da wreck saw a sight na sane mang would believe. Da t'ree cruisers, torn to scrap, scattered all around, but deya was na sign of Da Bodhi in da salvage."

The crowd gasps at the mention of the strange disappearance of the Bodhisattva.

"Mi was XO on Hera's Dream, a Wellermang ship, delivering wa shipment fo Titan. Mi was doing second watch on da uneventful flight when da ship was ambushed by pirata. We was outnumbered and outgunned. Mi ta sasa we was det. Hera is a gut ship, but da ship was ambushed by pirata. We was outnumbered and outgunned. Mi ta sasa we was det. Hera is a gut ship, but na built fo fight, na even have PDC."

The crowd nods sympathetically at the mention of the ship's helplessness in the face of pirates.

"Deng wang mo ship bi on ouwa screens. At first, we ta pensa im was mo pirata, but someting was off. Da vecta, wrong and da signal, faint. We hailed dem, and got back det air."

"Mi felt dread when da stranger target-lock da wang pirata, and lanshed a torpedo at im, deng started pelting im kopeng wit PDC. Namang but wa mad mang would fly im da way deya. Da pirata fired back, and da ship got hit after hit, but still it kept da fight."

The crowd watches in awe as the Belter describes the intense battle between the mysterious ship and the pirates.

"We watched in awe as da stranger took out da pirata, wang deng owta. Jus' as fast as it start, it was ova, and da stranger's ship had won."

"Dey matched dzhi and hung beside us - we could see kowl da damage. Deya ta desh t'irty holes clear t'rough im, and a gash along da side. We ta sasa dat when it happened, kowl soul on board had died. When dey turned fo show dem markings, and mi swear, kowmang went ghost white. It was The Bodhisattva, a graveyard for her crew."

The crowd is stunned at the revelation that the mysterious ship was actually the Bodhisattva, thought to have been lost in battle.

"Deng dey turned fo leave, but instead, began t' fade. First dem hull, deng dem bulkheads gone. Deya twenty koyo who'll swear wit mi, da last ting fo slip away, were the bones of Dzhemi Dawsong and her crew - teng white skeletong, feloting in da belék, fo jus a moment, and deng oso dey were gone..."

The Belter finishes his tale to a hush of silence. The crowd is left in awe and shock at the eerie story of the Bodhisattva and its ghostly crew. Some of them exchange wide-eyed glances, while others seem to be lost in thought, trying to make sense of what they just heard. **Unkel Banski** smiles, pulls his guitar out says *"Now mi got yo tensha. Xiya sum sowngit fo lighten da mood."*

Example Churns

MINOR CHURN

As the players make their way through the abandoned corridors of Eros Station, they are suddenly confronted by a group of infected Belters. The Belters are mindlessly shuffling towards them, their bodies covered in strange crystalline growths and oozing with a thick, brown goo. The players realize that these Belters are infected with the mysterious illness that has swept through the station, and that they are in serious danger.

The players quickly realize that they need to find a way to defend themselves against the infected Belters. They search the corridors for weapons or other tools that they can use, but the station is eerily quiet and abandoned, and it's clear that they are on their own. They decide to make a run for it, hoping to find a place to hide and come up with a plan.

As they run, the infected Belters give chase, their moans and shuffling footsteps echoing through the corridors. The players are forced to navigate through tight corridors and climb over debris, all the while trying to stay ahead of their pursuers. They know that if they are caught, they will be infected and doomed to the same fate as the other Belters.

MAJOR CHURN

As the players make their way through the abandoned corridors of Eros Station, they are suddenly confronted by a group of CPM security officers. The officers are heavily armed and wearing protective suits, and it's clear that they are not there to help the players.

The players quickly realize that they are in serious trouble. They try to reason with the officers, explaining that they are just trying to find a way off the station, but the officers are unresponsive and seem to be operating under orders to eliminate all survivors. The players realize that they have no choice but to fight their way out.

As the officers open fire, the players are forced to take cover and defend themselves. They use whatever weapons and tools they can find to fight back, trying to take out the officers one by one. The fight is brutal and chaotic, with the players struggling to stay alive against overwhelming odds.

Just when it seems like all hope is lost, the players hear a loud explosion from somewhere nearby. The CPM officers are momentarily distracted, and the players see an opportunity to escape. They make a run for it, dodging bullets and debris as they try to get away.

As they run, the players can hear the officers giving chase, their footsteps pounding on the metal floor. They know that they have to be quick if they want to get away. They search the corridors for a way out, looking for a route to the docking bay and the nearest ship.

EPIC CHURN

As the players make their way through the abandoned corridors of Eros Station, they suddenly hear a loud explosion from somewhere nearby. The walls shake and debris falls from the ceiling, and the players know that something serious has happened.

The players quickly realize that they are in serious trouble. They search the corridors for a way out, looking for a route to the docking bay and the nearest ship. But as they run, they can hear the sound of alarms and footsteps behind them, and they know that they are being chased.

The players turn a corner and find themselves face-to-face with a group of CPM security officers. The officers are heavily armed and wearing protective suits, and it's clear that they are not there to help the players. The players realize that they have no choice but to fight their way out.

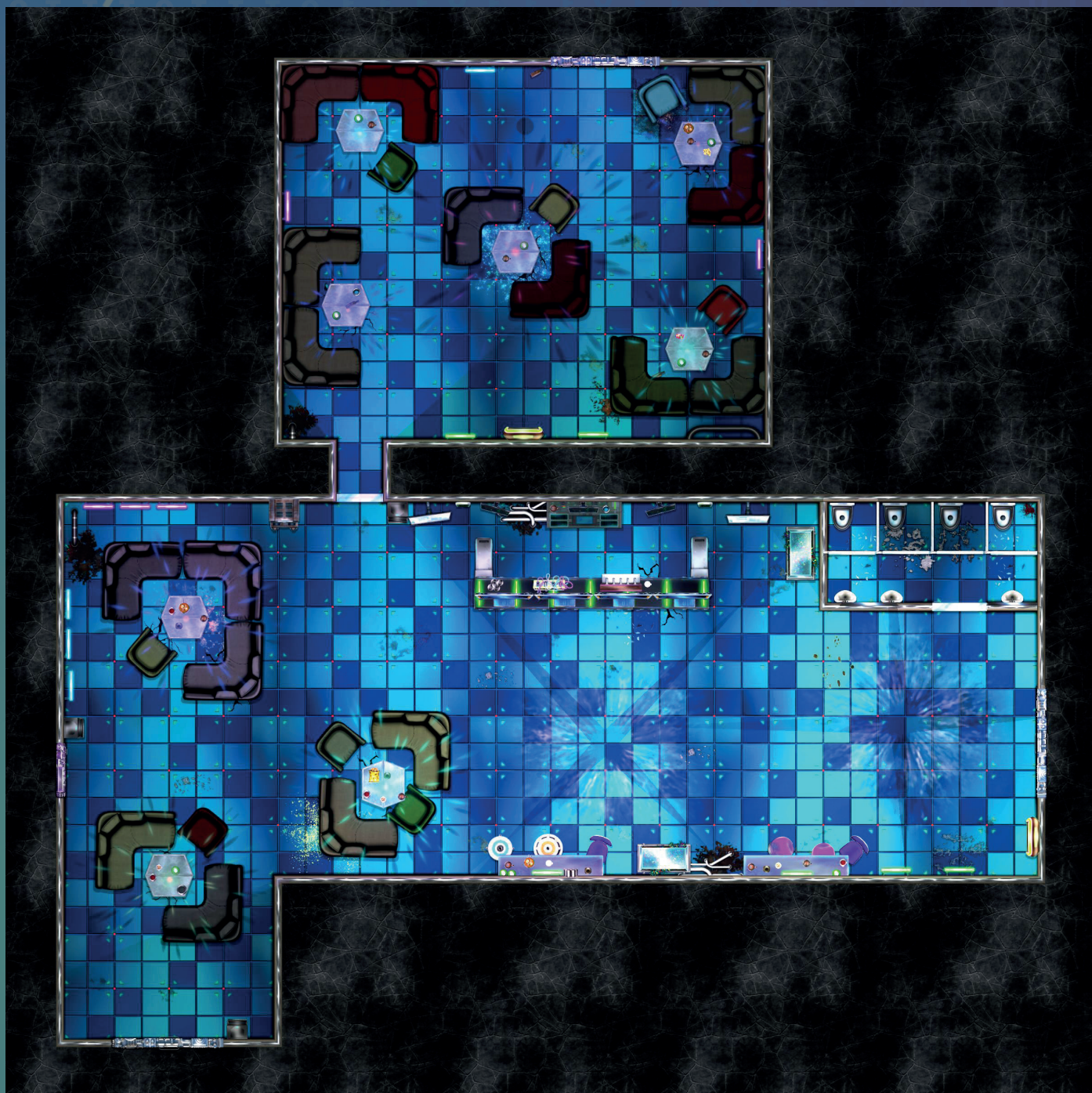
The fight is brutal and chaotic, with the players struggling to stay alive against overwhelming odds. Just as they think they are starting to gain some ground, the players hear another explosion from somewhere nearby. The CPM officers are momentarily distracted, and the players see an opportunity to escape. They make a run for it, dodging bullets and debris as they try to get away.

As they run, the players can hear the officers giving chase, their footsteps pounding on the metal floor. They know that they have to be quick if they want to get away. They search the corridors for a way out, looking for a route to the docking bay and the nearest ship.

Finally, they find an open hatch to a ship. They can see the stars and the darkness of space beyond, and they know that they are almost free. But as they prepare to undock, the players realize that they are in even more danger. The explosion that caused the emergency on the station was caused by a reactor breach, and the station is about to explode. The players have mere minutes to get as far away as possible before part of the station is destroyed, taking them with it.

Maps

THE STARLIGHT LOUNGE ENCOUNTER MAP



SIHELTER / EROS TUNNELS MAP



EROS DOCKS

