

THE EXPANSE

ROLEPLAYING GAME

FAN COMMUNITY



ONE PAGE ADVENTURE COLLECTION

VOL 4:

UNDER FALLING SKIES

FOR USE WITH THE EXPANSE RPG





CONTENTS

A PIECE OF THE PIE	4
CAESAR'S RANSOM	6
PARADIGM SHIFT	8
TIDES OF MISFORTUNE	10

Thanks to all participants of the 2024 *One-page Adventure Jam "Under Falling Skies"*. This is the fourth collection of its kind. It could not exist without the creativity and amazing contributions of you, members of the community. It is motivating and encouraging that we are still doing this jam, and we look forward to more jams in the future!

Audun, Darren, and Richard (December 2024)

The content in this PDF contains the one-page adventures submitted to the fourth jam organised by [The Expanse RPG Fan Community](#). Participants submitted their one-page adventures by uploading them to the [Expanse RPG GM group on Facebook](#) or via [e-mail](#).

Editor's note

The adventures have gone through some spelling correction and editing to reduce space, to clarify and conform to the core rules and to refer to the relevant rules expansions where necessary. **Page numbers** in the texts refer to the Expanse Roleplaying Game core rule book unless otherwise noted. Where Ships of the Expanse is referred to, the abbreviation SotE is used.

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A PIECE OF THE PIE

WRITTEN BY JEREMY TAYLOR

Introduction

The Player Characters [PCs] are presented with an opportunity to assist with humanitarian efforts on Earth in the wake of the destruction wrought by the asteroid impacts during the Free Navy conflict. Whether this is presented by a contact to the PCs, a general plea for help advertised throughout the Sol system, or volunteer work on behalf of the PCs may be determined by the Game Master [GM] and/or PCs.

The Assignment

The PCs are instructed to travel to the city of **Bronte** in **Sicily**, located in the shadow of **Mount Etna**. Upon arriving, they are to meet with **Director Lucious Amadori**, a United Nations [UN] official tasked with recovery projects in the region. Given the nature of the work, compensation should not be expected, but can be negotiated with a successful **TN 15 Communication (Bargaining)** test. **Director Amadori** informs the PCs of a nearby food processing plant that was abandoned in the aftermath of the asteroid impacts, and the need to reclaim it in the hopes it can once again contribute to sustaining the masses. **Amadori** is sending an engineer by the name of **Ken Khoury** with the PCs, with instructions to assist him in surveying the plant and determining the effort involved in restoring it to operational status.

The Hazard

PCs native to microgravity suffer the **Hindered** condition while on Earth. PCs native to low gravity or normal gravity do not suffer any conditions, though physical exertion may result in **Constitution (Stamina)** tests depending on a character's native gravity and level of activity. *[GM note: Gravity does not have to be the lone factor! Be creative with how you and the PCs determine how an open, polluted atmosphere on a planetary body may affect characters, even if only to a narrative extent.]*

The Conflict

Upon reaching the food processing plant, it is obvious the building has suffered structural damage. The GM can introduce environmental challenges such as falling debris or unstable floors that can be dodged with a **TN 13 Dexterity (Acrobatics)** test or **Strength (Jumping)** test. These can be avoided outright with applicable **TN 13 Perception** tests. *At the GM's discretion, damage from failed tests may range from Minor Hazard [1d6] to Major Hazard [3d6].*

Once the PCs reach the production area of the plant, they discover a group of refugees have already set up a makeshift camp within. It appears not only have they been living there, but have begun to operate a portion of the equipment to produce

food for themselves with the remaining materials. While not immediately hostile, they confront the PCs with an **attitude of Standoffish**. A woman introducing herself as **Vivian** appears to be their leader, and simply states to the PCs that if they have come to send them back into the "wasteland" outside, the PCs should leave immediately.

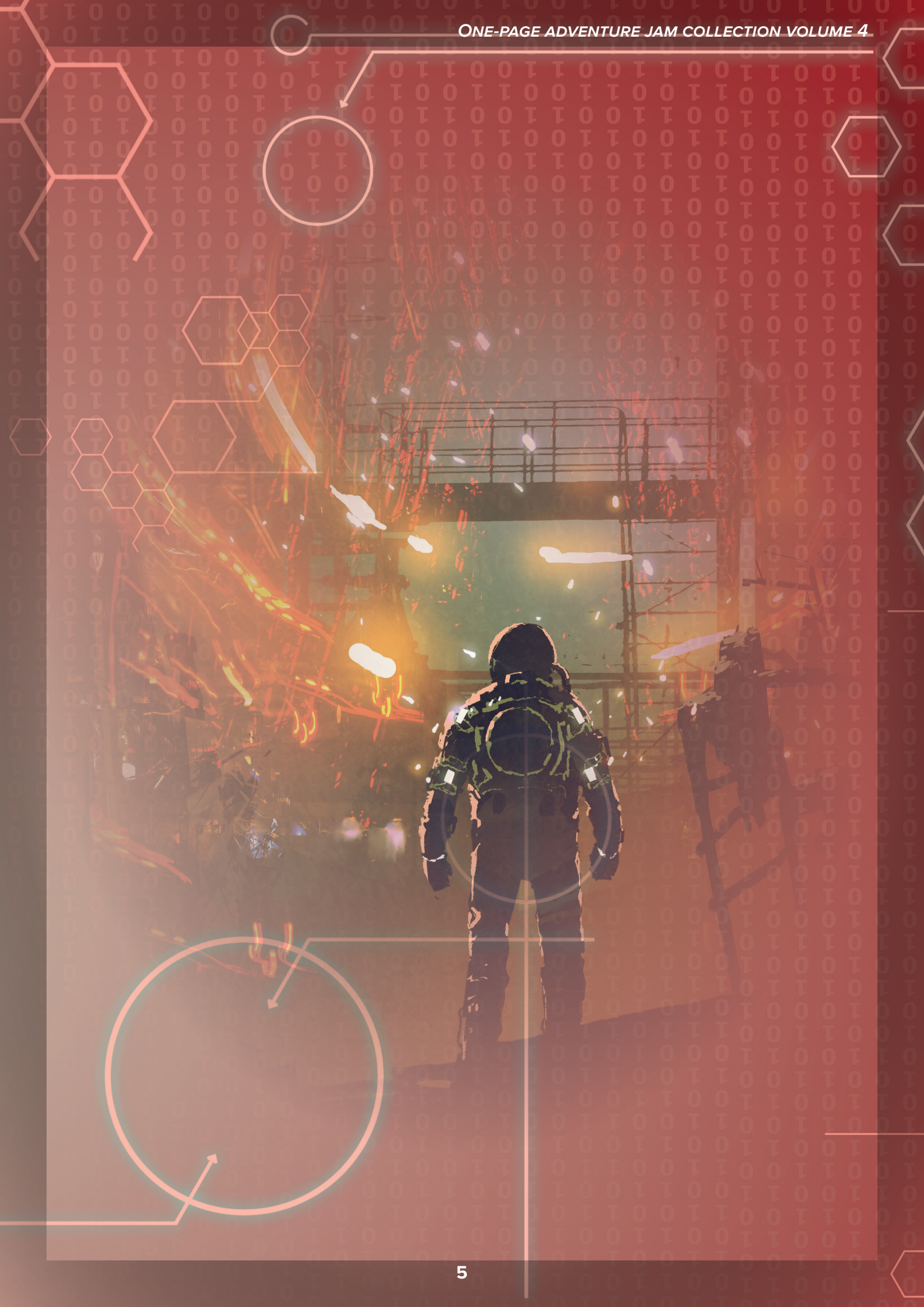
Applicable **TN 15 Communication** or **Perception (Empathy)** tests can assure the refugees they will not be harmed or displaced, and result in a favorable attitude increase. This, however, will lead to a disagreement with **Khoury**, who insists the refugees continuing to reside there will interfere with the plant being brought back up to mass production levels. Agreeing with **Khoury** and attempting to remove the refugees will result in an unfavorable attitude decrease, though they are not inclined towards violence.

Other tests that can be performed:

- ▼ A successful **TN 11 Intelligence (Engineering or Technology)** test reveals damage suffered by the production equipment. A second successful **TN 15** can stabilize them until more thorough repairs can be conducted.
- ▼ A successful **TN 11 Intelligence (Medicine)** test concludes the refugees are malnourished despite their food supply, and some even show symptoms of organ failure.
- ▼ Each PC may attempt a single test as part of a **TN 15 advanced test (Threshold 16)** using **Intelligence (Science)** or **Perception (Smelling or Tasting)**. A success confirms the materials left in the plant the refugees are using to create their food supply are contaminated, and continued consumption will result in severe sickness and death. *[GM note: Feel free to adjust the advanced test threshold to suit the number of PCs.]*

The Resolution

- ▼ If the PCs are able to determine the contamination issue the plant faces, a deal may be struck with **Amadori**: The refugees will agree to vacate, with the condition they are given medical treatment and basic necessities in exchange for their labor once the plant is restored to operational status.
- ▼ If the PCs do not determine the contamination issue, and allow the refugees to stay, **Khoury** will leave and return to **Amadori** with the news. The PCs will not receive any compensation, and face potential difficulties in future dealings with the UN government.
- ▼ If the PCs do not determine the contamination issue, and force the refugees out, the refugees begrudgingly comply. However, they will take the story of what occurred to sympathetic outlets to be broadcast in retaliation against the PCs.



CAESAR'S RANSOM

WRITTEN BY TYLER BOYCE

Story Hook

Captain Lauren Mitchy (Earther, nonbinary, Caucasian, Irish accent) is the wealthy captain of the *UNN Odysseus* (Mulan-class gunship; SotE, p. 76). They need a crew to escort a pair of medium freighters (*Limited Liability* and *Hornet*) and their 80-ton cargo of weapons to the **New Roma** colony. A UNMC technician named **Colonel Sona Kakay** (overleaf) joins to automate and slave the freighter controls to the crew's ship. As the deal concludes, **Andrea Rinkov** (overleaf) tries to seize the colony. The crew must prevent their ship and cargo from falling into the *Free Navy's* hands, and decide whether to rescue the colony's ruler or the colony itself.

- ▼ The crew can make one last stop at **Medina** before departing the **Slow Zone**. After entering the **New Roma Ring**, the *Free Navy Conflict* is sparked by the bombardment of **Earth** and **Medina Station** cuts all communications to and from the **Slow Zone**.
- ▼ **New Roma** is balanced and stable, managed by *Pope Enterprises* under **Patrón Isabella "Bella" Pierre** (overleaf), who rules as an "independent" absolute monarch. *Vector Security* (see "Abzu's Bounty") defends the colony from minor threats.
- ▼ **Andrea Rinkov** (overleaf) is listed a placeholder. GMs are encouraged to instead use a former Belter ally of the crew to lead the pirates.
- ▼ **Sona Kakay** (overleaf) loves computers and robotics (to the point of flirting with computer systems and drones).

Encounters

▼ Scene 1 [Social/Combat]

Whether the crew completes the arms deal with **Patrón Isabella "Bella" Pierre**, sells to someone else (like **Benjamin Kalini**, overleaf), or keeps the weapons, **New Roma** is attacked by the *Shukumi* (overleaf). **Andrea Rinkov** is a mercenary launching an impulsive raid on **New Roma** to prove himself to his *Free Navy* peers. Surprised and overrun, the **Patrón** flees to her private yacht. The *Shukumi* pursues the **Patrón**, while **Dora Francis** (Rinkov's XO) attempts to seize the colony's government. The crew can resolve the crisis in several ways, here are three possible options:

▼ Scene 2A [Combat; possible Social]

The crew decides to rescue the *Shirol Honō*: the *Tsai Shen*-class yacht (SotE, p. 132) of **Patrón Isabella "Bella" Pierre**. The **Patrón** pilots as quickly as possible out of the system to **Medina Station**. But first, she must escape **New Roma's** system (overleaf), and its Ring is 0.57 AU away. Though **Rinkov** would prefer taking the *Shirol Honō* intact, he will not hesitate to destroy the yacht with everything at his disposal. If **Rinkov** is successful at capturing or destroying the yacht, he will then target the freighters currently orbiting **New Roma**. The *Shukumi* relies on overwhelming enemies with many torpedoes. The crew could also try to convince **Rinkov** to stand down through persuasion or bribery. If they can successfully capture and/or board the *Shukumi*, they could take **Rinkov** hostage as a bargaining chip to secure **Dora's** withdrawal from the colony. **Rinkov** will be on the bridge, guarded by 1d6 Pirates (p. 212).

▼ Scene 2B [Combat, possible Social]

The crew decides to defend the **New Roma** colony. **Dora Francis** landed with 2d6 Pirates (p. 212) aboard *Jamaica Inn* (a landing shuttle) to assault the capital city of **Belisarius**. Though they struggle with **New Roma's** gravity, they are heavily armed. As the cargo of weapons likely remains in orbit aboard their freighters, the crew can decide to transfer some of the weapons to their ship and redistribute them to colonists on the surface, or race straight to the surface to provide fire support. The crew might even take **Dora** and/or some Pirates as prisoners, to ransom back to the *Free Navy* as hostages.

▼ Scene 2C [Chase; possible Social]

The crew decides to cut their losses and flee **New Roma**. The crew must then decide whether to bring the freighters with them or abandon them to the *Free Navy* (though preventing the *Free Navy* from capturing so many weapons is a strong incentive for the former). If they do take the freighters, their cargo is too tempting

for **Rinkov** to allow for escape. Allowing **Rinkov** to capture or destroy the *Shirol Honō* will buy time, but he will then burn hard to catch the freighters. *He will focus on disabling the crew's ships*. The crew could convince **Rinkov** to break off pursuit by sacrificing one of the freighters and its cargo.

▼ Epilogue [Social; possible Combat/Chase]

If any hostages were taken by either side, the crew will need to negotiate with **Rinkov** or **Francis** for their safe return. The crew might stay to help rebuild **New Roma** after the attack. If the crew attempts to enter the **Slow Zone**, they will be attacked by torpedoes from **Medina Station**. The crew will have to either retreat to **New Roma** or allow themselves to be captured by the *Free Navy*. If **Sona** is still with the crew, she will learn to her horror that her hometown of **Dakar** was hit by an asteroid. Alternatively, the crew could make a deal with **Rinkov**: buying his loyalty or securing passage back through the Rings.

NEW ROMA (TRIUMPH I)

POPULATION 197,000 COLONISTS

Ethnicities: 45.4% Martian (Italian, British, Anglo-American, Korean, and Mexican), 36.3% Earther (Danish, Afrikaner, Zambian, Chinese, and Japanese), and 18.1% Belter (Greek and Argentinian).

ECONOMY

EXOTIC COMPOUNDS,
PLASTICS, RADIOS, LASER
ARRAYS

CULTURE

WARLIKE, SECULAR, AND
FORGIVING

GOVERNMENT

TECHNOCRATIC ABSOLUTE
MONARCHY

FACTIONS

Pope Enterprises (notably Pope-Sanchez Shipping, CarbonCorp, Vector Security, and Astraeus Operations), Dusk Haven Ltd. (local mercantile consortium; unaffiliated with Pope).

SPECIAL FEATURES

The Mycological Soil and Ore Turbine System: Xenobiologists agree that **New Roma** suffered high levels of desertification and toxic pollution in the past, bordering an extinction-level event. The *juicekats* and *jade rain saucers* were re-purposed by the **Ring Builders**. *Juicekats* reproduce through spores. The spores grow mostly underground, but also along the coastlines as beaches of "black sand". The spores (roughly analogous to *alicyclobacillus*) do not infect humans, but can spoil food. Are these biomechanicals just leftover organic terraforming tools to reverse an ecological mistake? The answer to this mystery may lie in the cybernetic clamps and turbines that line **New Roma's** beaches, churning water and mushroom spores (dubbed "Babel Turbines", as they resemble unfinished towers).

HISTORY AND NARRATIVE HOOKS

Shortly after the survey and exploration of Ring #61 by the MCRN James Dewar and its autonomous drones, *Astraesus Operations* (a subsidiary of *Pope Enterprises*) bought the colonization rights to what seemed to be a Mediterranean-style paradise. *Pope-Sanchez Shipping* (PSS) retrofitted two passenger liners, the *Taylor Swift* and the *Jamaica Inn*, as colony ships, and the *Shirol Honō* (a private *Pope Enterprises* yacht) was loaded with Earther shareholders and joined thousands of Martian colonists to a world already branded as a "Triumph".

The name was a bit premature. While the oceanic planet's sole landmass bore a rough resemblance to the Italian peninsula, the planet is almost tidally-locked with **Triumph**. A full day-night cycle takes eight Earth years. The "dusk haven" between daytime deserts and nighttime cold is a mix of verdant forests and mucky bogs. The slow rotation combines with tidal lunar forces to create storms. The oceans and rainfall are slightly acidic compared to Earth, making water neutralization a priority. The evidence of the **Ring Builders** can be found along the shores: biomechanical *juicekats* and *jade rain saucers* service mysterious turbines, with the planet's underground fungal network exposed by the coasts as beaches of "black sand". A pharmaceutical Pope subsidiary is studying these harmless spores.

Undeterred, *Pope Enterprises* named the planet "New Roma". Fortunately, temperature variations on **New Roma** are only caused by the planet's day/night cycle. Setting up the capital city of **Belisarius** in the dusk haven, *CarbonCorp* designed and printed new buildings and other structures. PSS laid the foundation for an economy based on researching local materials, processing them into pharmaceuticals and industrial materials, and exporting across the interstellar colonies. (Though this monopoly has prevented construction of a public spaceport.) The surprisingly complicated ecosystem of **New Roma** remains easy to upset, groups like *Dusk Haven Ltd.* warn about widespread destruction that unchecked interference could cause. Nevertheless, **New Roma** already enjoys an Industrial Age level of technology, with modern computers and communications only years away (though local security is very much a paper tiger). At this current rate, the colony is expected to grow into the millions over the next few decades.

Sona Kakay

Earthier technician (female; African; Senegalese French accent).

Abilities (Focuses): Accuracy 1, Communication 1, Constitution (Tolerance) 2, Dexterity 1, Fighting 3, Intelligence (Engineering) 1, Perception 1, Strength 0, Willpower 2.

Speed: 11; Fortune: 20; Defense: 11; AR + TOU: 2.

Talents: Contacts (novice)

Threat: Minor

Isabella "Bella" Pierre

Martian leader (female; mixed Caucasian/Mediterranean; Texan accent).

Abilities (Focuses): Accuracy (Pistols) 0, Communication 2, Constitution 1, Dexterity 2, Fighting 1, Intelligence (Engineering) 0, Perception (Empathy) 2, Strength 3, Willpower 1.

Speed: 12; Fortune: 15; Defense: 12; AR + TOU: 1.

Weapon: taser.

Talents: Pistol Style (novice), Inspire (expert), Pilot (novice).

Threat: Moderate

Benjamin Kalinin

Martian merchant (male; mixed Middle Eastern/Caucasian; Texan accent).

Abilities (Focuses): Accuracy 3, Communication 1, Constitution 0, Dexterity 1, Fighting 2, Intelligence (Technology, Business) 1, Perception 1, Strength 3, Willpower 1.

Speed: 11; Fortune: 15; Defense: 11; AR + TOU: 0.

Talents: Contacts (novice), Hacking (expert).

Threat: Minor

Andrea Rinkov

Belter pirate (male; mixed Middle Eastern/Caucasian/Indigenous American; Belter accent).

Abilities (Focuses): Accuracy 2, Communication 2, Constitution (Endurance) 0, Dexterity 1, Fighting 0, Intelligence (Engineering) 1, Perception (Intuition) 1, Strength 2, Willpower 3.

Speed: 11; Fortune: 20; Defense: 11; AR + TOU: 4.

Talents: Improvisation (expert), Protector (novice).

Threat: Moderate

Dora Francis

Belter pirate (female; mixed Mediterranean/Caucasian/Asian; English accent).

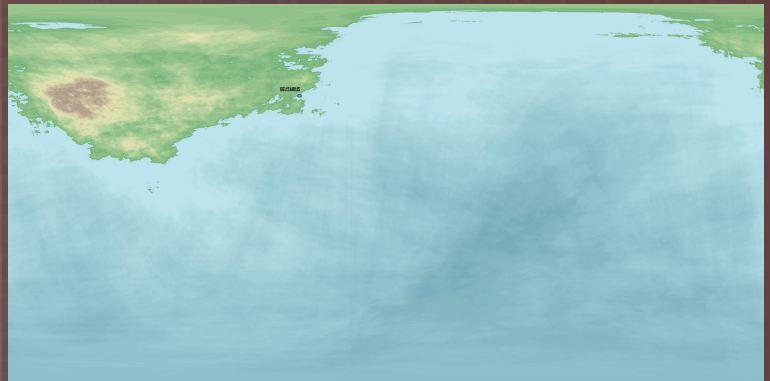
Abilities (Focuses): Accuracy (Pistols) 1, Communication 3, Constitution 1, Dexterity 0, Fighting 2, Intelligence (Engineering) 2, Perception (Searching) 2, Strength (Might) 1, Willpower 0.

Speed: 10; Fortune: 15; Defense: 10; AR + TOU: 5.

Weapon: semi-automatic pistol;

Talents: Pistol Style (expert), Contacts (novice).

Threat: Moderate.



[TOPOGRAPHICAL MAP OF NEW ROMA]

PLANETARY DATA

PLANET NAME	New Roma (Triumph I)
STAR SYSTEM	Triumph
PLANET TYPE	Terrestrial (oceanic)
ORBITAL DISTANCE	0.13 AU
ORBITAL PERIOD	730 days
ROTATIONAL PERIOD	2,921 days
GRAVITY/DIAMETER	1.32G / 11,978 KM
SATELLITES	Constantinople (rocky moon), Vindobona (rocky moon), Moscovia (captured asteroid), and Columbia (volcanic moon)
ATMOSPHERIC PRESSURE	1.56 atmospheres
ATMOSPHERIC COMPOSITION	65.9% nitrogen, 27.4% oxygen, 6.7% carbon dioxide, and traces of other gases.
HYDROSPHERE	91% water (87% surface and 4% subterranean, 0% ice). Temp: min 5°C; average 39°C; max 73°C
GEOSPHERE	Seismically inactive.
ECOSPHERE	Carbon-based plants and invertebrates. Notable Plants: water vine, juice kittens (mushrooms; part of juicekat life cycle), whirlwind cactus, jade pepper, scarlet sprig (toxic). Notable Animals: bow-leg (beetle-analog; loves canned peaches), juicekat (sea-urchin-like cat-analog; named for smell), and jade rain saucer (ibex-sized crab-like hunter-analog; named for large, flat, green-hue shells; 360° vision; attracted to human blood)

SHUKUMI

FACTION	MCRN/Free Navy	CATEGORY	Large
DRIVES	Epstein, Thrusters	LENGTH	66m
CREW (MINIMUM)	13	HULL	2d6+2
CREW (STANDARD)	50	SENSORS	2
COMPETENCE	Capable	FAVORED RANGE	Long

Armaments

WEAPON TYPE	RANGE	DAMAGE	ARC
Rapid-fire Torpedo Tubes (4)	Long	4d6	Fore
Single-use Torpedo Tubes (8)	Long	4d6	Fore
Point Defense Network	Close	2d6	All

Favored command stunts

Perceived Weakness, Rapid Reload (Rapid-fire Torpedo Tubes only), Tactics.

Qualities

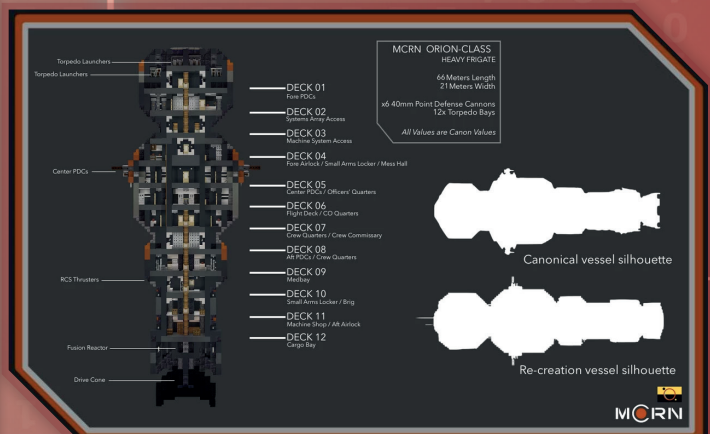
Improved Acceleration, Atmosphere Capable, Good Juice, Hull Plating II, Plasma Torpedoes, Rapid Reload Torpedo Tubes, Redundant Hull (double), Self-destruct System.

Flaws

Poor Amenities.

DESCRIPTION The *Shukumi* is a MCRN *Orion*-class heavy frigate.

Torpedo Capacity: 40 (standard, plasma, and/or variable-yield nuclear warheads).



[DECK PLANS OF THE MCRN HEAVY FRIGATE CLASS, AS DESIGNED BY STAR PHOENIX]

PARADIGM SHIFT

WRITTEN BY JM ROMIG

Introduction

There has been a bombing in the *Void City* of **Peoples' Home** resulting in five dead. You are at a rally/vigil for the victims. **Katya Cortez-LeRue**, *Speaker for The New Terryon District*, is addressing the crowd:

"Peoples' Home, like da rest of da Belte, was built by Beltalowda, run by Beltalowda, and for the first time in all history, is owned by Beltalowda. The first sovereign Belta state, allowed to exist, keya? And what was our first act as a sovereign state? Granting asylum to our former oppressors - and we did so gladly. Because Beltalowda know that when you share, your bowl will be plentiful, but our generosity can only be spread so thin. Do not mistake our hospitality fo weakness. Natim mo but Inyalowda ere rúserux milowda! (Never more Inners' boots on our faces!) na xiya. Na ere xom milowda."

The crowd starts chanting "*Na mo but* (No more boots!) *Na mo but! Na mo but!*" as someone hacks the presentation screens to show a burning effigy of **Chrisjen Avasarala**. The chant fades to a dull echo as we flashback to when you first arrived at **Peoples' Home**, one week ago.

Scene 1: The Plea

Private Office, Dockside Bar, Level 4

You have just disembarked your ship when you are contacted by **Brennen Mathison**. **Brennen**, an aging and desperate Earther, greets you in a smoky, backroom office in one of the quiet corners of **Peoples' Home**. His wealth and status are distant memories, and the lines on his face betray weeks of sleepless nights. He pleads with you to investigate the bombing and prove his son's, **Elias**, innocence. "*He's being framed*," **Brennen** says, gripping the edge of the table with white-knuckled hands. "*My son might be a fool, but he's no terrorist. He was trying to make a life here. But these beltters—they already think he's guilty because of where he's from. If he's convicted, it'll be a death sentence. I need you to find out who really did it. Please.*" **Brennen** pushes a datapad towards you, detailing the investigation so far. The authorities arrested **Elias** based on circumstantial evidence—a private message exchange with known radicals, and his proximity to the bombing site just hours before the explosion. Your investigation begins. A **TN 13 Communication** test reveals he genuinely believes his son is innocent.

Scene 2: Investigation

Looking into **Elias**, a successful **TN 14 Intelligence** (Investigation) test leads to *The Unity Front*, an Earther refugee group known for potentially radical beliefs and actions. Known Members: **Syndi Caldwell** (Leader of UF), **Leandra Newman** (Social Worker for Peoples' Home - Refugee Affairs), and **Dafyd Kori** (Volunteer Coordinator with UF). **Syndi** and **Dafyd** are red herrings. Conversations with **Syndi** will be guarded. She will stick to the script about the purpose of the group being to help Earth refugees and promote integration and unity. **Dafyd** is more candid about it, being about "protecting our people". If you go see **Leandra**, skip to **Scene 4**.

Scene 3: Visiting Elias

Peoples' Home Detention Center

Visiting **Elias Mathison** in the detention center: The young Earther is in his early twenties, with the hollow look of someone who's been beaten down by life in the Belt. He looks at you with tired, red eyes, hopeful but guarded. "*They won't even listen to me*," **Elias** says. "*I didn't know those guys*

were planning anything. We were just talking, trying to find work. I'm not one of them." The guards interrupt, informing you that the investigation is already closed—**Mehdi Saro**, a detective on the *Peoples' Home Peacekeeping Force*, claims **Elias** was working with a group of Earther extremists who wanted to provoke unrest in the Belt. **Elias** denies the allegations, but there's little evidence to back his story. Before you leave, **Elias** tells you to speak to a belter woman named **Leandra**, who works with *Unity Front*. "*She can tell you the truth. I don't know where she is, but she's scared—someone's after her too.*"

Scene 4: The Lead to Leandra

The Rusting Piston, Level 8, Lower Market District

The *Rusting Piston* is a dimly lit bar filled with the sounds of rattling air vents and low voices. The patrons here are rough; beltters with smuggling connections and *OPA* sympathies. **Leandra**, a mechanic and former *OPA* associate, sits alone in a corner, nervously looking around. As you approach, she flinches but agrees to speak after some reassurances. She confirms that the radicals **Elias** spoke with had plans for something big, but **Elias** was never truly part of their group. He was just trying to find work on the station. **Leandra** leans in, her voice barely a whisper. "*It wasn't the Earthers. They're just pawns in someone else's game. Saro. The bombing? That was all him, to stir up hate. He's got powerful friends in the shadows with a vested interest in...let's say...grievance politics.*" Suddenly, her eyes widen as a figure approaches from behind. It's one of **Saro's** men. Before you can act, the room erupts into violence. You will have to fight your way out or find a clever escape to keep **Leandra** alive long enough to testify.

Scene 5: Confronting Mehdi Saro

OPA Safehouse, Level 12, Restricted Area

Armed with **Leandra's** testimony, you trace **Mehdi Saro** to a hidden *OPA* safehouse deep in the station's restricted levels. The air is thin here, and security is tight. **Saro's** influence runs deep, and getting close to him without setting off alarms will be a challenge. Inside the safehouse, you find **Saro** surrounded by *Loyalists* (equal in number to the party), some of them well-armed. He is a charismatic but dangerous figure, his words dripping with calculated venom. When confronted about the bombing, he does not deny his involvement but grins darkly. "*Mathison was just a convenient scapegoat. The Earther boy? He's nothing in da grand scheme. His blood won't mean anything in da end. Da Belte needs to be free.*" You realize there is no reasoning with him. The choice becomes clear: expose **Saro** and risk a violent reaction from his followers, or quietly gather more evidence and let the authorities handle him, if they can. Either way, **Saro** will not go down easily.

Scene 6: The Final Showdown

Josephus Miller Square, Vigil for the Bombing Victims

The station's public vigil has turned into a tinderbox of political tension. **Katya Cortez-LeRue** is on stage, rousing the crowd with her powerful words. The screens flicker, and once again images of **Avasarala's** burning effigy appear. But this time, the crowd is not just chanting, they are angry, on the precipice of violence. You are at the edge of the square, knowing that **Saro's** radicals are here, ready to ignite the situation into an all-out riot. A **Group Advanced Test** with individual **TNs** ranging from 12-15, and a **Success Threshold** equal to 4 x **Party Size**, is required to navigate this situation. Players can decide what they do to contribute, and GM calls for rolls based on those decisions.

About the Victims

The folks who died in the bombings are largely inconsequential to the story as a whole, but you can use them to tug at your players' heartstrings a bit and get them invested. They are as follows: Jazmyn and Jaisun Kooper - a belter mother and one of her children, Aiden Cobb - a 20-year-old facilities worker (martian), Wojciech Santiago-Li - 70-year-old owner of a popular noodle shop, and Carmen Chang - a journalist (earther) who died saving someone from falling debris.

NPCs

These NPCs are "quick and dirty" for the sake of brevity and convenience. Use the Competency Scores as catchall for all their abilities, and then give them up to 2 focuses. Fortune, Toughness, and Speed/Defence are all based on the competency score.

BRENNEN MATHISON

ATTITUDE: FRIENDLY (+2)

COMPETENCY: 1

FOCUSES: PERSUASION (COM), LAW (INT)

AR + T	FORTUNE	SPEED/DEF
1	5	11

SYNDI CALDWELL

ATTITUDE: STANDOFFISH (-1)

COMPETENCY: 3

FOCUSES: LEADERSHIP (COM), PERSUASION (COM)

AR + T	FORTUNE	SPEED/DEF
3	15	13

DAFYD KORI

ATTITUDE: NEUTRAL (+0)

COMPETENCY: 4

FOCUSES: LIGHT WEAPONS (FIG), LEADERSHIP (COM)

AR + T	FORTUNE	SPEED/DEF
4	20	14

LEANDRA NEWMAN

ATTITUDE: FRIENDLY (+2)

COMPETENCY: 3

FOCUSES: EMPATHY (PER), RESEARCH (INT)

AR + T	FORTUNE	SPEED/DEF
3	15	13

MEHDI SARO

ATTITUDE: HOSTILE (-2)

COMPETENCY: 5

FOCUSES: PISTOLS (ACC), TACTICS (INT)

AR + T	FORTUNE	SPEED/DEF
5	25	15

SARO LOYALIST

ATTITUDE: HOSTILE (-2)

COMPETENCY: 4

FOCUSES: PISTOLS (ACC)

AR + T	FORTUNE	SPEED/DEF
4	20	14

KATYA CORTEZ-LARUE

ATTITUDE: NEUTRAL (+0)

COMPETENCY: 4

FOCUSES: LEADERSHIP (COM), PERSUASION (COM)

AR + T	FORTUNE	SPEED/DEF
4	20	14

THUG/GRUNT

ATTITUDE: HOSTILE (-2)

COMPETENCY: 2

FOCUSES: PISTOLS (ACC), BRAWLING (FIG)

AR + T	FORTUNE	SPEED/DEF
2	10	12

RIOTER

ATTITUDE: VERY HOSTILE (-3)

COMPETENCY: 2

FOCUSES: BRAWLING (FIG)

AR + T	FORTUNE	SPEED/DEF
2	10	12

TIDES OF MISFORTUNE

WRITTEN BY MARK STOUT

Introduction

This adventure is designed for characters of level 3 or higher.

The characters are on Earth for reasons of their own when the first wave of **Inaros'** stealth asteroids impact the surface. They are in a coastal city somewhere on the planet – the exact location is not important to this scenario. New York, Baltimore, Mumbai, Buenos Aires, and Tokyo are all examples of good cities to base the scenario.

The characters are caught in situations caused by massive flooding, panicking civilians, and opportunistic criminals. Their goal is to make it to the safety of their ship in port.

Scene 1: It's Gonna Breach! (Action, Streets)

- ▼ The characters are walking down the street, some distance from the starport, when the roar of an asteroid descending through the atmosphere gets everyone's attention. The asteroid is clearly not heading directly for the city, but instead impacts the ocean an unknown distance from shore.
- ▼ Immediately after the impact, someone shouts, "*It's going to breach the seawall!*", and panic ensues. The crowds on the street begin running in all directions, heedless of others in the way.
- ▼ The characters' hand terminals will tell them they have approximately five minutes until the wave from the impact reaches the seawall.
- ▼ **The Churn** is used to detail the level and effects of flooding, overleaf for details.
- ▼ Navigating the streets amid the chaos requires characters to make three **TN 11 Dexterity (Acrobatics)** tests. Each failed test causes **1d6 damage** from being hit or knocked down by the crowd. After three tests, the characters make it out of the initial crowd.

Scene 2: Helping Hand (Social/Action, Streets)

- ▼ People have been knocked down and injured by the panicking crowds. Near the characters, an elderly man crumpled on the ground calls out to them for help, clearly in a lot of pain.
- ▼ If the characters stop to help him, a **TN 11 Intelligence (Medicine)** test will reveal he has a broken left forearm and bruises, but he can walk on his own if helped up. **Stopping to help him adds 1d3 to the Churn**, but he passes along information on a shorter way to reach the starport giving the characters a **+1 bonus** to all tests for the remainder of the scenario.
- ▼ If the characters move on without helping him, they run afoul of some **Thugs** (p. 214) who see an opportunity to make some cash before fleeing the flood. The thugs block a crucial point along the way and demand a fee equal to **1 Income**. A **successful TN 13 Strength (Intimidation)** test will scare them off, otherwise they fight until half their number are incapacitated. Adjust the number of thugs to challenge the level of the characters, 6 to 12 are recommended.

Scene 3: A Brief Respite (Social, Building interior)

The characters can take a rest in a building above the water level. People there strike up a conversation. If the characters mention they are going to a ship, people will want to come with them. Characters must make a **TN 13 Communication (Persuasion)** test to convince people to keep the group small. On a failure, word spreads quickly and over 30 people will follow the characters. Moving with so many people immediately increases the Churn by 1d6.

Scene 4: Scenic Routes (Action, Buildings and streets)

- ▼ This scene covers the remaining journey to the starport and can happen in or above the water. Three encounters happen during this time.
- ▼ The first encounter is with an obstacle – a swirling whirlpool in the street where water is draining into sewer lines, or a missing section of overpass. The characters need to make a **TN 13 test** using the appropriate ability focus. **Failure inflicts 2d6 damage**, but they move on.
- ▼ The second encounter is with gangers who want to take the character's ship. An amount of **Thugs** tailored to the characters' level, led by a **Gang Boss** (p. 211), demand the characters give them access. This turn into combat or a **TN 13 test** to **intimidate or persuade** them away.
- ▼ Getting into the starport. The port facilities are locked down, but the characters can get into the port by bypassing some locked gates with the appropriate ability focus on **two TN 13 tests**. Each failed test adds 1 to the Churn.

Scene 5: Up, Up, and Away! (Action, Starport)

- ▼ The characters are finally at their ship, but they are not able to go yet. The ship is locked down by physical clamps and an electronic control lockdown. Starport control is not responding to communication attempts. **Any failed roll adds 1d3 to the Churn**.
- ▼ The physical clamps on the landing gear must be unlocked. This can be done with a **TN 15 Strength (Might)** test using something to pry the clamps apart. A **TN 13 Intelligence (Engineering)** test will show which hydraulic lines to cut to release the clamps.
- ▼ The starport computer system has the ship's console in electronic lockdown mode. The lockdown can be overridden at the transmitter nearby (on the flooded tarmac) with a **TN 15 Intelligence (Technology)** test. Alternatively, shooting or blowing up the transmitter will also remove the lockdown. The ship's weapons cannot be used while lockdown is in effect.
- ▼ Once the clamps and electronic lockdown are disabled, the characters are free to lift off and get out of the flooding city.

Conclusion

- ▼ The characters make it to their ship at the starport and are able to take off. Due to the chaos of the asteroid impacts, their flight away will not be challenged by Earth defenses.

Using the Churn for Flood effects

Increases in the Churn increase the power of the flooding throughout the scenario. Use the following flood effects as the Churn hits the 10, 20, and 30 benchmarks.

- **MINOR:** Flood waters rush down the street. Characters must make a **TN 11 Dexterity (Acrobatics) or Strength (Might) test** to avoid being knocked down by the rushing water. Those knocked down take no damage, but must make a **TN 11 test** as above. On a success, they regain their footing. On a failure, they take **1d3 penetrating damage** from being slammed into objects by the water and must test again. Once on their feet, they can maintain their balance but are slowed to half speed by the water. If above street level, the water does not cause any problems, yet.
- **MAJOR:** The depth of the water increases without warning. Characters must make a **TN 13 Dexterity (Acrobatics) or Strength (Might) test** to avoid being knocked down by the rushing water. Those knocked down take no damage, but must make a **TN 13 Constitution (Swimming) test** as above. On a success, they are able to keep their head above water. On a failure, they are swept under and must hold their breath (p. 206) to avoid drowning. All characters on the street level must swim to get anywhere as the water is now too deep to walk. Swimming is at one quarter the character's movement speed. If above street level, the water shakes buildings from destabilizing and impacts from carried objects. Once per scene the characters will need to make a **TN 11 Dexterity or Strength test** as the structure they are in or on lurches suddenly. A successful test means the character is unaffected, while a failed test inflicts **1d3 penetrating damage** on the character.
- **EPIC:** A roar increasing in volume heralds the approach of a wall of water down the street. Vehicles and objects are tossed along like toys by the wave. Characters who immediately run (or swim) for the safety of a building will avoid the worst of the water. Anyone on the street will be struck by the wave and accompanying debris automatically, taking **5d6 damage** and being swept underwater as per the Major effect. This character must make a **TN 15 Dexterity (Acrobatics) or Strength (Might) test** to grab onto something, or a **TN 13 Constitution (Swimming) test** get into a building and out of the rushing water. Each failure inflicts **1d3 penetrating damage** on the character. Characters in a building must make a **TN 11 Constitution (Swimming) test** as above as water blows open windows and door. Success means they reach the third floor, above the water level. Failure means they are stuck underwater until they can swim up – which happens on a successful test. Twice per scene the characters will need to make a **TN 13 Dexterity or Strength test** as the structure they are in or on lurches suddenly. A successful test means the character is unaffected, while a failed test inflicts **1d6 penetrating damage** on the character.

Travelling the Flooded City

Travelling the city while flooded is handled in an abstract fashion rather than worrying about distances and walking speed. Walking, swimming, or using something as a makeshift boat are all viable options. Some characters may prefer to stay out of the water and use catwalks, street overpasses, and the like. This is also doable as most cities are sprawling affairs and already prepared for seasonal flooding thanks to the elevated ocean levels. All public transportation is shut down as the water hits.

The Game Master should keep in mind that even if the characters are above the water, that doesn't mean the flooding won't affect them. They could become stranded on an overpass that is suddenly an island, or supports on catwalks could buckle from the impacts and erosion of the water. The Churn is the main enemy of this scenario and the hazards generated from the increase in level should be put to full use. It should seem like the water is a malevolent entity out to crush and drown the characters. The only sure safety is making it to the starport and taking off. Waiting the waters out is not an option as the characters will be trapped in a city full of people desperate to survive.