

THE EXPANSE

ROLEPLAYING GAME

FAN COMMUNITY



A 5 ADVENTURE COLLECTION

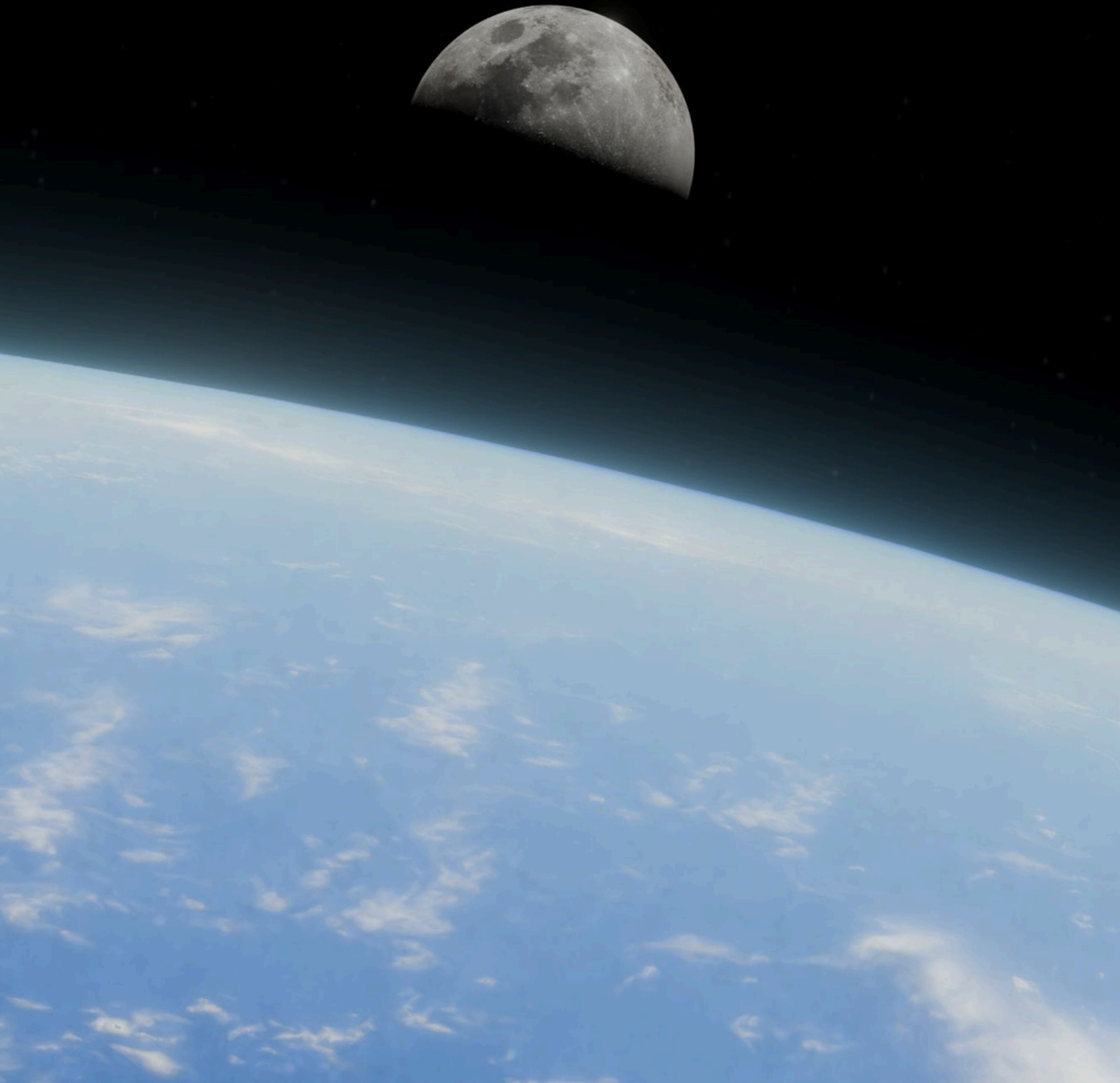
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FOR USE WITH GREEN RONIN PUBLISHING'S
THE EXPANSE ROLEPLAYING GAME



A PIECE OF THE PIE



INTRODUCTION

The Player Characters [PCs] are presented with an opportunity to assist with humanitarian efforts on Earth in the wake of 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].

SCENE ONE

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 17 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.

SCENE TWO

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 TN 13 Constitution [Stamina] tests depending on their native gravity and level of activity. Additionally, all PCs will need to succeed on a TN 13 Constitution [Tolerance] test in order to withstand the air pollution, unless they are wearing equipment that filters it. A failure results in the PC suffering the Fatigued condition.

Upon reaching the food processing plant, it is obvious the building has suffered structural damage. The following environmental hazards will need to be overcome while inside the building.

- A damaged catwalk will collapse when a PC first attempts to traverse it. A successful TN 15 Dexterity [Acrobatics] or Strength [Jumping] test will allow the player to reach a stable surface. A failure results in the PC falling for Moderate Hazard damage [2d6].
- A severed but live conduit is hanging from overhead scaffolding in the PC's path. A successful TN 13 Perception [Seeing or Hearing] test will allow them to avoid it. A failure results in being electrocuted for Major Hazard damage [3d6].
- Several pieces of jagged debris litter the area. Each PC will need to succeed on a TN 11 Dexterity [Acrobatics] or Strength [Climbing] test to navigate the obstacles without injury. A failure results in Minor Hazard damage [1d6].

SCENE THREE

Once the PCs reach the production floor 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 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 to 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 an attitude increase to Neutral. 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 attitude decrease to Hostile, 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 13 test 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 14] 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 or death. The advanced test threshold may be adjusted to suit the number of PCs.

CONCLUSION

- 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 media outlets to be broadcast in retaliation against the PCs, potentially causing future issues for them.



LIGHT IN THE POCKETS

INTRODUCTION

If the Player Characters [PCs] find themselves on Ceres, they are approached by two Belters. While they are armed, they are not confrontational, and ask the PCs to speak with their boss at her request. The Belters give the PCs an address before leaving.

SCENE ONE

The location is in a residential area of the station, tucked away in a nondescript neighborhood. When the PCs announce themselves at the door, they are met by one of the Belters who they spoke with earlier. Entering the residence, they see a tidy living space and only one other individual — a Belter woman seated at a computer terminal. She introduces herself as Lindsay Jean Mintaiyo, devoid of the typical Belter patios.

Mintaiyo goes on to say she is a journalist, and the two Belters that she calls Lee and Zee are hired bodyguards. She then explains her predicament of investigating the Loca Greiga crime organization on the station, and how they are now on to her. She suspects the club called Sell Your Sol, run by one of the Loca Greiga bosses named Otto, is a laundering front for funding their illegal activities. She used to frequent the club to gather information, and the best lead she has comes from a drunken conversation with a lieutenant of Boss Otto, who mentioned how protective he is over a safe in his office. Lately, however, she notices Loca Greiga casing the neighborhood and fears it is only a matter of time before they figure out she is the one poking around in their business.

Needless to say, it is too dangerous for Mintaiyo to continue the investigation herself, so she asks the PCs to visit Sell Your Sol to recover any incriminating evidence that may be in Boss Otto's office. She offers each PC +1 temporary income upon their return, but will be open to negotiate an increase to +2 with a successful TN 17 Communication [Bargaining] test.

Some answers to possible questions:

- If the PCs ask how Mintaiyo knew of them, she merely says it is her job to keep tabs on her interests, with no further elaboration.
- If the PCs make note of Mintaiyo's speech, she states speaking normally brings more legitimacy to her profession.
- If the PCs want to know her interest in investigating the Loca Greiga, Mintaiyo admits it is personal, claiming they are responsible for the murder of her sister the previous year. She was a drug dealer under their employ who used their product instead of selling it.
- If the PCs ask for information on Sell Your Sol, Mintaiyo says it is one of many entertainment clubs in the Rosse Buurt district, known for its casino and arcade. She adds that despite the rough area, it is a surprisingly nice place.

SCENE TWO

When the PCs arrive at Sell Your Sol, they are free to partake in the club's offerings. Rules for the games found inside are listed at the end of this module. Aside from the various patrons in the club, six Loca Greiga guards and Boss Otto's lieutenant are keeping an eye on the crowd. Use the Thug adversary in The Expanse RPG: Transport Union Edition on page 257 for the guards. Use the Veteran adversary in The Expanse RPG: Transport Union Edition on page 258 for the lieutenant.

There are multiple ways the PCs can access Boss Otto's office. The PCs may choose from the following tests, though others may be applicable, at the GM's discretion.

- TN 13 Communication [Deception or Performance] to create a diversion to attract the Loca Greiga personnel from their posts. This will allow for other PCs to reach Boss Otto's office undetected by them or the club's security cameras with a successful TN 15 Dexterity [Stealth] test. The office door's lock can then be bypassed with a successful TN 17 Intelligence [Cryptography or Security] test.
- TN 17 Communication [Deception] to pose as Loca Greiga members from elsewhere that Boss Otto's lieutenant will not recognize, but will believe. They will lead the PCs to a waiting area outside the office, where accessing the office can be accomplished as stated previously.
- Simply shooting their way inside. The club's patrons will flee and the Loca Greiga personnel will become immediately hostile. This option will certainly result in future complications with the Loca Greiga, and the PCs will likely face consequences with Ceres security forces.

Regardless of how the PCs gain access to Boss Otto's office, they will find no one inside. Boss Otto is not on site; the reasons for which are unknown. A successful TN 13 Perception [Searching] test will locate the safe under Boss Otto's desk, and it can be opened with a successful TN 17 Intelligence [Cryptography or Security] test. Inside is a revolver with the Fine and Impressive qualities, as well as an encrypted hand terminal that can be accessed with a TN 17 Intelligence [Cryptography or Technology] test. The hand terminal contains monetary records that support Mintaiyo's suspicions.

With the exception of the hand terminal, any failed tests to bypass security systems will set off alarms throughout the club and alert the Loca Greiga personnel.

SCENE THREE

When the PCs return to Mintaiyo's residence, Lee and Zee are standing outside the door, their guns pointed inside. Mintaiyo is being held hostage in front of Boss Otto, a pistol pressed to her head.

Should the players speak to Boss Otto, he claims Mintaiyo lied about being a journalist, and is actually a high-ranking member of the Ceres OPA run by Anderson Dawes. He knows about the theft of his safe, as he was alerted when it was opened, and tries to strike a deal with the PCs. If they kill Lee and Zee and let him kill Mintaiyo, he will double whatever Mintaiyo agreed to pay them and guarantee a favor from the Loca Greiga in exchange for their silence. If the PCs question Mintaiyo about Boss Otto's claim, she will confirm it is the truth, saying Dawes tasked her with turning Ceres security against the Loca Greiga in order to weaken them. Any attempt to convince Boss Otto to let Mintaiyo go will fail.

Should the players choose not to speak to Boss Otto, or attack him at any point, he will immediately kill Mintaiyo, but Lee and Zee will assist the PCs in combat. If the PCs eliminate Boss Otto and Lee or Zee survive, they will take the news of what happened to Dawes. Dawes will contact the PCs and double the pay Mintaiyo agreed to on top of guaranteeing a favor from the Ceres OPA.

Use the Pirate adversary in *The Expanse RPG: Transport Union Edition* on page 255 for Lee and Zee. Use the Veteran adversary in *The Expanse RPG: Transport Union Edition* on page 258 for Boss Otto.

CONCLUSION

Ceres will be embroiled in conflict following the PCs involvement. Dawes' OPA and the Loca Greiga will engage in a turf war, with Ceres security caught in the middle. It is up to the discretion of the Game Master [GM] how the conflict will play out. Regardless, the PCs can expect preferential treatment from which faction they sided with, while expecting open hostility from which they did not.

THE GAMES

- 21 / Blackjack: Player places bet and rolls 4d6. Player and dealer can choose to hold or roll another 1d6. Exceeding 21 is a loss. With a score of less than 21, the closest to 21 wins the bet. A score of 21 wins double the bet. In the case of a tie, the win goes to the house. With the Communication [Gambling] focus, the player may reroll one of their initial 4d6 before choosing to hold or roll the final die.
- Arcade / Simulation: Player attempts three rounds of tests as part of a TN 13 advanced test [threshold 12] with the applicable ability and focus, based on the game. A success results in the player being able to enter their initials on the high score list.
- Arm Wrestling: Player places bet [optional] and rolls an opposed Strength [Might] test. Best two out of three matches wins.
- Billiards: Player places bet [optional] and rolls Initiative. The winner goes first and makes a TN 13 Accuracy test [no focus]. The first to five successful tests wins.
- Drinking: Player places bet [optional] and rolls an opposed Constitution [Tolerance] test. Best two out of three drinks wins.
- Marksmanship: Player places bet [optional] and rolls an opposed Accuracy test with the applicable focus. Best two out of three matches wins.
- Slots: Player places bet and rolls 3d6. Three different results is a loss. Doubles win the bet. Triples wins double the bet. Triple 6 wins triple the bet. With the Communication [Gambling] focus, the player may reroll 1d6.
- Sparring: Player places bet [optional] and rolls Initiative. The winner goes first and makes a melee attack with no weapons or armor [Toughness still applies], calculating damage from unarmed attacks. The last standing wins.
- Street Dice: Player places bet and rolls 2d6. A score of 7 or 11 wins the bet. A score of 2, 3, or 12 loses. Any other score is a Point and must be rolled again before a 7 is rolled to win the bet. If a 7 is rolled before matching the Point, the player loses. With the Communication [Gambling] focus, the player may add or subtract one when attempting to match the Point once per game.

A vertical view of the Milky Way galaxy, showing a dense band of stars and interstellar dust stretching from the top to the bottom of the frame. The background is a deep black space filled with numerous individual stars of varying brightness and colors.

SLINGSHOT GRAND PRIX

INTRODUCTION

The Slingshot Grand Prix is as exciting as it is dangerous. Racers are invited from everywhere to compete for glory and money while they thrill the observing masses. Whether this takes place in the Sol system or elsewhere is at the Game Master's [GM] discretion, as well as how or why any Player Characters [PCs] may be participating.

The racers may be composed entirely of PCs, provided they all have access to slingshot racing ships, or a mixture of PCs and NPCs. Sample NPC racers can be found at the end of this module. A minimum of three racers is recommended, while four is ideal. Five or more racers are welcome, though the GM may wish to lower the Churn increases from using Windfalls [see Windfall].

Generating Stunt Points and using Stunts are disabled for all racers during the course of the competition. Any PC interactions that may happen during the race from those not participating in it may generate Stunt Points from tests and use applicable Stunts normally.

SCENE ONE

The Grand Prix takes place over the course of ten rounds. The first round will establish the Placement of each racer based on opposed Dexterity [Piloting] tests from the highest roll to the lowest. In the case of a tie, the racer with the higher roll on their Drama Die wins. If this still results in a tie, the racer with the higher Dexterity score [including the Initiative focus] wins. The Churn passively increases by 2.

From the second round onward, the racers will continue making Dexterity [Piloting] tests, but they will be standard test rolls instead of opposed rolls. A successful test results in the racer maintaining their Placement. A failed test results in the racer dropping down one Placement. This may cause multiple racers to occupy the same Placement at times.

- Rounds 2-4: TN 13 Dexterity [Piloting] test. The racers are on approach and prepare for the gravity-assisted slingshot maneuver. The Churn passively increases by 2 each round.
- Round 5: TN 15 Dexterity [Piloting] test. This round features the gravity-assisted slingshot maneuver. The Churn passively increases by 6.
- Rounds 6-7: TN 15 Dexterity [Piloting] test. The racers reorient from the gravity-assisted slingshot maneuver. The Churn passively increases by 2 each round.
- Rounds 8-10: TN 17 Dexterity [Piloting] test. The racers are in the home stretch, and both their bodies and ships are feeling the strain. The Churn passively increases by 2 each round.

At the end of the tenth round, the racer with the most advanced Placement earns first place and wins the Grand Prix, with the next two Placements earning second and third place. If multiple racers finish with the same Placement, it is considered a tie, and the rewards for their Placement may be split.

WINDFALL

Using Fortune to alter a die roll can be used as normal, however, this is limited to a single use per racer. Referred to as a Windfall, it will be up to each racer to determine when and if it will be used to potentially turn a failed test into a success. Each Windfall will increase the Churn by 2.

THE CHURN

Due to the Churn passively increasing each round, Churn effects will be inevitable, but will still follow the standard Churn progression.

- Minor Effect: Micrometeoroids collide with the racers' ships. Failed TN 13 Intelligence [Engineering] tests to assess and compensate for the damage results in a -1 penalty to future Piloting tests.
- Major Effect: The racers are suffering from the stress of high g-forces. Failed TN 15 Constitution [Stamina] tests result in a temporary loss of consciousness that causes the next Piloting test to automatically fail.
- Epic Effect: The racers panic as the slingshot maneuver leaves them feeling helpless to control their ships. Failed TN 17 Willpower [Courage] tests result in a loss of control that sends them off-course and drops them down two Placement positions.

CONCLUSION

- First place earns the honorific of Slingshot Grand Prix Champion, as well as +6 temporary income.
- Second place earns +4 temporary income.
- Third place earns +2 temporary income.

THE RACERS

If any NPC racers are required, the following may be used with the Pilot adversary in The Expanse RPG: Transport Union Edition on page 254.

- Dante Aekardair is a Belter veteran past his prime. This racer is desperate, and will Windfall at the first chance of suffering any complications.
- Hettara Tapiwafa is an Earther, and she is the returning champion of the Slingshot Grand Prix. This racer is calculated, and will only Windfall as a last resort.
- Rio Cheng is a Martian rookie, making their debut on the circuit. This racer is aggressive, and will Windfall on their first failed test to maintain their Placement.

THE ENEMY OF SALVATION



INTRODUCTION

The Player Characters [PCs] are informed of or intercept a transmission coming from the burgeoning colony established in the Kolob system after the opening of the Ring Gates. Where there was once standard back-and-forth communication, the transmission from the colony is now a looped recording:

"My name is Boris Jasnakoff, and I represent the people of the Kolob settlement. We have found a sacred land, full of health and hope. We invite all who seek salvation to join us. Please follow the attached coordinates. You are welcome here."

Any attempts to contact the colony have and will continue to fail.

SCENE ONE

Should the PCs decide to travel to the Kolob system to investigate, they will find the settlement in disrepair and seemingly deserted — that is, until the PCs land their craft on the outskirts of the settlement. This attracts the attention of four shambling humanoids, moving towards the landing area to initiate combat. Use the Vomit Zombie adversary in *The Expanse RPG: Transport Union Edition* on page 261.

Once the initial threat has been handled, the settlement may be explored. It is a collection of prefabricated structures and repurposed cargo containers run on generators. Locations include the cafeteria, clinic, latrines, quartermaster's post, science lab, storage shed, vehicle garage, workshop, and various private dwellings.

In the central area of the settlement, a decaying body is hung from a communications tower. The name tag on its jumpsuit reads 'KEPHEROS'. A makeshift sign is fastened to the structure above the body, reading 'FEAR IS THE ENEMY OF SALVATION'.

SCENE TWO

More Vomit Zombies are scattered throughout the settlement, though it is the discretion of the Game Master [GM] as to how many and where.

Things of note as the PCs explore the settlement:

- Inside the cafeteria, the door to the kitchen is jammed shut. A successful TN 13 Intelligence [Engineering] or TN 17 Strength [Might] test will open it. Inside is another decaying body with dried blood caked to its clothing. A hoard of food and medical supplies is present, though most of it is used up. A successful TN 11 Perception [Searching] or Intelligence [Medicine] test reveals a stab wound to its torso, likely self-inflicted. A knife lays nearby, with the message 'FORGIVE ME' scratched into the floor. An access card is also found in one of their pockets.
- The clinic, quartermaster's post, and storage shed are stripped clean of supplies. There was clearly some sort of emergency that exhausted the settlement's stock.
- The vehicles in the garage are operational, should the PCs activate them.
- The door to the science lab is locked, but if the PCs found the access card on the body in the cafeteria, it will open. Otherwise, a successful TN 13 Intelligence [Cryptography or Security] test will open the door. Among the equipment inside is a computer terminal that still appears functional. Its access is locked, but a successful TN 15 Intelligence [Cryptography or Technology] test will break the encryption. It is revealed to be the work station of Dr. Auri Kepheros, containing a handful of entry logs and a wealth of research data.

SCENE THREE

Should the players access Dr. Kepheros' entry logs, a tampering failsafe will activate, initiating a purge of the files. The PC operating the console may attempt six rounds of tests — one for each entry log — as part of a TN 15 Intelligence [Technology] advanced test [threshold 14] in order to back them up before they are scrubbed from the system.

A failed test results in that log being deleted, preventing any future access. Succeeding on the advanced test ensures the research data recorded by Dr. Kepheros remains intact on the backup, whereas failing the advanced test corrupts the data and renders it irrecoverable.

Should the PCs view the logs, they will only have access to the corresponding log for each test they succeeding on backing up.

- Test 1: "There have been reports of some of the settlers claiming their overall physiology has changed — heightened senses, more energy, and feelings of euphoria. I suspect this could be a result of adjusting to a new atmosphere, especially when some of them have never experienced anything other than recycled air."
- Test 2: "The reports from the settlers I mentioned in my previous entry haven't relented. Every day, more individuals are sharing examples with me on how their quality of life has changed for the better. I've decided to conduct physical examinations on all settlers that consent. After five local cycles, I'll repeat the exams and compare the results."
- Test 3: "It's been a whirlwind lately. I still have plenty of exams to get through, but the results I have thus far show measurable improvements of strength, reflexes, and vitals — some more than others. The settlers are elated, but I can't help but be skeptical. This is unprecedented, and I must expand the parameters of my tests on the biome here to understand what's causing this."
- Test 4: "One of the settlers, a man named Boris Jasnakoff, seems to now be considered some sort of spiritual figurehead. He's extremely vocal about the 'miraculous properties of this sacred land,' and I'm dismayed at how many people are jumping on board with the theory. I've cautioned him and others against ingesting the local flora and fauna, and to rely on our rations instead of planting crops until my tests yield consistent results. I feel as if I'm being ignored, but I also understand. Things really are just... better."
- Test 5: "I fear for our safety. When I presented my findings to the community, they did not appreciate my recommendation to evacuate the settlement. While the data could use more analysis from better informed individuals, I believe we're looking at trace amounts of the protomolecule in both the air and the soil. Boris, in particular, accused me of trying to strike fear into the settlers, and I accused him of ignoring scientific evidence. The shouting match went nowhere. The community despises me."
- Test 6: "I don't understand where the protomolecule is originating from. There's no structures or technology we've found like what's been seen on other colonies. Is it possible the Builders released it into the atmosphere, and it's persisted for billions of years since? I've pleaded to leave the planet, even if I'm the only one going at this point, but they've confined me to this lab. I've become their prisoner."

CONCLUSION

The Kolob settlement appears to have been lost; its inhabitants turning violent before presumably being infected with the protomolecule. Dr. Kepheros' logs will present the PCs with the clearest idea of what happened, though any definite answers can only be speculated on. The PCs may very well be left with more questions than answers.

If the PCs intercepted the transmission from the colony on their own, it will be up to them to decide whether they spread the news or not. If the transmission was something they were sent to investigate by another party, returning Dr. Kepheros' files to them will satisfy their curiosity, resulting in a reward of +1 temporary income to each PC for providing her logs, or +2 temporary income if her research data also remains intact.

WEIGHT OF THE WORLD



INTRODUCTION

The Player Characters [PCs] are contacted by a public relations officer from a construction company on Mars called Red Planet Infrastructure Specialties [RPIS]. She introduces herself as Isla Quincy, and wishes to speak to the PCs in person, explaining she is interested in hiring them for a matter of great discretion. She will not elaborate any further, even going as far as terminating contact if the PCs push for details. Should the PCs accept, Isla invites them to the RPIS headquarters in the city of Olympia on Mars.

SCENE ONE

Isla welcomes the PCs upon their arrival, meeting them in the lobby and leading them to her office. She offers the PCs refreshments and waits until everyone is settled before talking business. Isla begins by stating she requires the PCs to sign non-disclosure agreements, making it a point to highlight the legal consequences should the PCs violate it.

Isla continues after receiving the signatures, explaining RPIS bid on a contract with the Martian Congressional Republic to install a new underground rail tube between two of the neighborhoods in Olympia. RPIS was successful in securing the contract, sending a drilling crew to begin boring the tunnel. After regular updates, RPIS lost contact with the crew two days ago, and has started receiving worried calls from their families.

Despite assuring the families that everything is under control, Isla believes it is inevitable they will go to the authorities to report the crew missing. She wishes to hire the PCs to find and retrieve the crew before that happens, intending to keep the situation quiet and spare the company from bad publicity. Isla offers to pay each PC +1 temporary income up front and another +2 upon their return with the crew. A successful TN 17 Communications [Bargaining] test can convince Isla to increase the immediate pay to +2 temporary income.

The PCs will be provided with climbing gear, environment suits, and a single blasting charge, as well as four all-terrain vehicles [ATVs]. Each can seat four individuals, so the PCs will need to split up to drive them, as the empty seats are intended for any survivors of the ten-member drilling crew.

SCENE TWO

Isla provides the PCs with the coordinates of where the drilling crew started their dig, as well as her contact information to report on their progress. When the PCs arrive at the coordinates, they find the dig site sectioned off, but no signs of the crew. The ATVs will be of no further use, as the PCs will need to enter the site and descend underground on foot.

The PCs may scale the barricades around the dig site with a successful TN 13 Strength [Climbing] test, or can force open the access gate with a successful TN 13 Intelligence [Cryptography or Security] test. Once inside, the PCs may use the climbing gear to set up their descent underground. Each PC may attempt a single test as part of a TN 13 advanced test [threshold 14] using Dexterity [Acrobatics] or Strength [Climbing]. A failure results in the climbing gear being considered in too poor of condition to be used for the ascent back to the surface. The advanced test threshold may be adjusted to suit the number of PCs.

Once the PCs find themselves at the bottom of the vertical tunnel, they may proceed down the horizontal portion. Eventually, the PCs come to a collapse in the tunnel, completely blocked off by dirt and boulders. A successful TN 13 Perception [Searching] test reveals small gaps between boulders – enough to see, but not to move through. A successful TN 13 Perception [Hearing] test allows the PCs to hear machinery and faint voices coming from the other side of the debris.

The PCs can use various methods to get their attention, at the Game Master's [GM] discretion. Once contact is established, the individuals confirm they are, in fact, the drilling crew from RPIS. One of them identifies himself as Evan Barnes, the foreman of the crew. He states they have suffered a few casualties, as well as a broken communications transmitter due to the cave-in. Their air, food, and water supply is also running low. Evan goes on to explain they have been attempting to free themselves, but the process has been unsuccessful thus far, as they do not want to risk furthering the tunnel collapse.

SCENE THREE

Time is of the essence. Both the PCs and the drilling crew have limited air supply, and the tunnel may cave-in again from further disturbance. The PCs may attempt two rounds of tests as part of an advanced test [threshold 20] to clear enough of the debris to free the drilling crew. A failure results in the drilling crew needing to be abandoned. The advanced test threshold may be adjusted to suit the number of PCs. The PCs may choose from the following tests, though others may be applicable, at the GM's discretion.

- TN 17 Strength [Might] to clear out some of the debris by hand.
- TN 15 Communication [Persuasion] to convince the crew to use their drilling equipment to clear out some of the debris, despite their hesitation. Each time this option is used, it will automatically add two points to the Churn.
- TN 13 Perception [Seeing] to identify signs of collapse and avoid weak points in the tunnel.
- TN 13 Communication [Leadership] or Willpower [Self-Discipline] to keep calm and help the others to do the same.
- TN 13 Intelligence [Demolitions] to use the blasting charge. This option can only be used once in this advanced test, and will consume the blasting charge. It will automatically clear enough of the debris to free the drilling crew, but will also immediately trigger another cave-in [see Major Effect of the Churn].

Once the crew has been freed, they accompany the PCs back to the surface. Another successful TN 13 Dexterity [Acrobatics] or Strength [Climbing] test will need to be made to ascend to the dig site. If the PCs climbing gear is in too poor of condition to be used, they will have to manually climb, increasing the test to TN 17. A failure results in the PC falling for Moderate Hazard damage [2d6].

On the drive back to the city, Barnes will speak freely of his employer. He blames them for not providing the crew with the correct equipment for the job, specifically noting the climb in and out of the tunnel when an elevator could have been installed. Barnes claims it is not the first time RPIS has sent them to work ill-equipped in order to save money, and that he will file a grievance against the company. He considers the cave-in a risk of the profession, yet insists RPIS's negligence caused the drilling crew to take otherwise avoidable risks, resulting in the deaths of three of his crew.

THE CHURN

- Minor Effect: Communication signals are lost due to underground interference, making contact with anyone outside the tunnel impossible. In addition, air supply levels are at half capacity.
- Major Effect: The tunnel experiences another cave-in. A successful TN 15 Constitution [Running], Dexterity [Acrobatics], or Strength [Jumping] test will allow PCs to avoid being buried under the debris, but results in damage or fault to environment suits that immediately requires a successful TN 13 Intelligence [Engineering] test to repair. Failure to do so results in the Hindered condition. A failure to avoid the debris results in that PC being buried, requiring other PCs to succeed on a TN 15 Strength [Might] test to pull them free. Buried PCs will gain the Injured and Hindered conditions, as their suits will be too damaged to repair. In addition, air supply levels are at one-quarter capacity.
- Epic Effect: RPIS decides the rescue operation has failed. They release a statement announcing the missing drilling crew, placing the fault squarely on them. RPIS claims the crew cut corners by being reckless and bypassing safety regulations in order to earn their on-time completion bonus. The PCs and NPCs, however, will not learn of this until their return to the surface. In addition, air supply levels are at critical capacity. PCs will need to succeed on a TN 13 Constitution [Stamina] test at regular intervals, determined by the GM, in order to avoid the Unconscious condition.

CONCLUSION

Upon returning to RPIS headquarters, Barnes and the rest of the crew will seek medical attention and contact their families after bidding the PCs farewell with their gratitude.

When the PCs return to Isla, she is visibly relieved, and sends them the rest of their payment without question. She makes no mention of the drilling crew, but rather tries to rush the PCs out of her office, unless they decide to confront her about Barnes' complaints or the events of the Epic Churn [if triggered]. Isla will not admit to any wrongdoing on the part of the company, insisting the PCs have done their part, and are no longer involved with the business of RPIS.

- If the PCs rescued the drilling crew without triggering the Epic Churn, they will receive a message from Barnes after a few days, once again thanking them for their help. He states he filed a grievance against RPIS, and they are currently under investigation for criminal negligence.
- If the PCs rescued the drilling crew and triggered the Epic Churn, a high-profile legal battle will ensue between the drilling crew and RPIS, given their conflicting statements on the incident. Should the GM decide to further involve the PCs, they may be called to testify in court.
- If the PCs did not rescue the drilling crew, they will not receive any further compensation upon their return to Isla, and the employees will be considered killed in action.