

VEILFARERS

FIRST CROSSING

A complete first session in the Stellar Veil

1.1 / Rules 12.06

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VeilFarers: First Crossing

1.1 / Rules 12.06 / 2026

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A note on the maps.

The map plates are supplied in printer-friendly and color editions. They are designed as practical play aids and preserve the same safety margins as the book interior.

On how this book was made.

VeilFarers was developed with AI assistance throughout production - drafting, editing, layout engineering, and artwork. All game design, worldbuilding, and editorial judgment are the author's: the tools are instruments, the decisions are human.

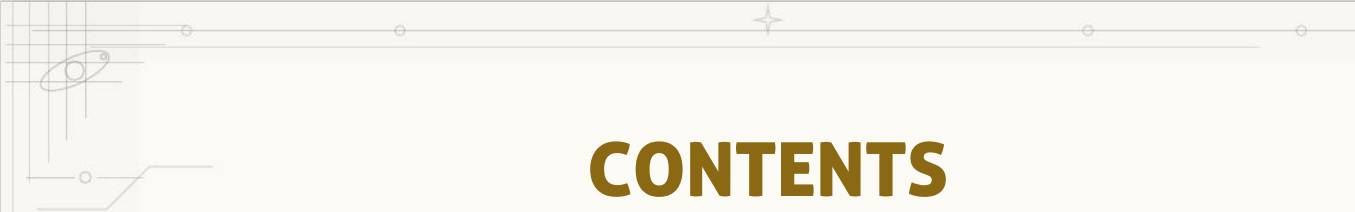
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VEILFARERS: FIRST CROSSING

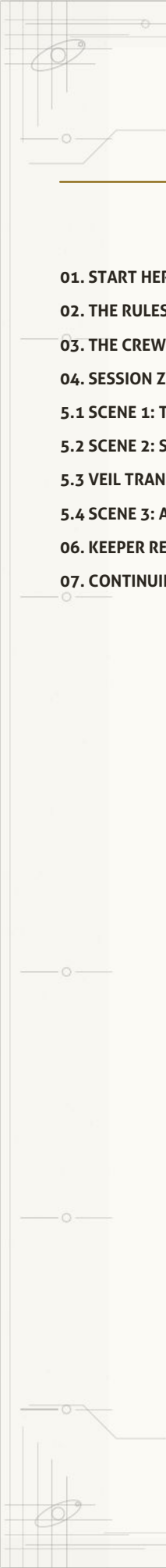
Starter Session 1.1

A complete first session for 3-5 players and one Keeper



CONTENTS

VeilFarers: First Crossing. Page references generated from the final pagination of this release.



01. START HERE	5
02. THE RULES YOU NEED	6
03. THE CREW	9
04. SESSION ZERO IN TWENTY MINUTES	10
5.1 SCENE 1: THE OFFER	11
5.2 SCENE 2: SECURING TRANSPORT	12
5.3 VEIL TRANSIT: SOMETHING STIRS	13
5.4 SCENE 3: ARRIVAL AT CHARON'S REFUGE	14
06. KEEPER REFERENCE	16
07. CONTINUING INTO HEARTS IN THE VOID	18

01. START HERE

First Crossing teaches the current game by playing it. The five characters begin Sleeping, with Effort, Resolve, complete weapons, armor, and Level 1 abilities. The adventure gives the crew a contract, asks them to secure transport, carries them through the Veil, and ends after their first contact aboard Charon's Refuge.

The companion **First Crossing Table Kit** contains the player reference, Keeper cards, five Level 1 character sheets, sealed continuation envelopes, and Map Plates A, B, 1, and 2. Print the main book for the Keeper. Print one character sheet per player. Keep the envelopes sealed unless the group continues into *Hearts in the Void* and reaches that book's Choice to Wake.

WHAT THE SESSION PROMISES

- A consequential contract, not an assigned outcome.
- Three genuinely different routes to the destination.
- A first collective choice with a lasting cost.
- A complete encounter that can be solved without combat.
- A final no-roll decision that closes this session and points toward a campaign.

WHAT TO PREPARE

- 1 Read Sections 1, 2, and 5.
- 2 Print the Table Kit and place the payment card in view.
- 3 Choose whether the group has 3, 4, or 5 characters. No role is mandatory.
- 4 Roll **1d4+2 Fear** at the start of play and keep the pool visible. Fear resets each session and cannot exceed 12.
- 5 Ask the Session Zero questions. Then begin at the Nexus Inferior.

THE KEEPER'S FOUR PRINCIPLES

THIS IS NOT YOUR STORY TO TELL.

- 1 **Everyone can die.** A death the players could have prevented carries more weight than one the adventure demanded.
- 2 **Nothing happens on autopilot.** A written betrayal, attack, escape, or sacrifice is an NPC's intention if the crew does not change the situation.
- 3 **The NPCs need the crew.** At every breaking point, turn toward the players and return the decision to their hands.
- 4 **The best moments will not be the ones written here.**

After every major scene ask: **Did the players make the most important decision?** If an NPC made it for them, pull the decision back.

02. THE RULES YOU NEED

FICTION FIRST AND THE SPOTLIGHT

Roll only when the outcome is uncertain and success and failure would change the story. Otherwise, describe what competent characters accomplish.

Outside combat, move the **Spotlight** organically and notice who has spoken least recently. In combat, every eligible participant receives one Spotlight per round. Each takes one Action. NPC Spotlights are free. Spending Fear can move an eligible NPC earlier in the round, but never gives anyone a second Spotlight in that round.

THE DUALITY ROLL

When a player attempts something consequential:

- 1 Fix the DC before the dice come to rest.
- 2 Roll one **Hope d12** and one **Fear d12**.
- 3 Add the two dice, the relevant Trait, and any declared modifiers.
- 4 If the total meets or exceeds the DC, the action succeeds.
- 5 Read dominance. Hope higher gives the character their path progress. Fear higher gives the Keeper 1 Fear. Matching dice are always a Critical Success, regardless of total.

Result	What happens
Success with Hope	The action succeeds cleanly. A Sleeping character marks one Effort Track segment.
Success with Fear	The action succeeds and its established cost or complication lands. The Keeper gains 1 Fear.
Failure with Hope	The action fails without an extra complication. A Sleeping character marks one Effort Track segment.
Failure with Fear	The action fails and its established cost or complication lands. The Keeper gains 1 Fear.
Critical Success	The action succeeds exceptionally. Clear 1 Stress. Mark both Effort Track segments, resolve the completed Track for 1 Effort, then gain 1 further point in Effort or Resolve. If Effort is full, the further point becomes Resolve.

Trivial, repeated, or consequence-free rolls do not generate resources or mark the Effort Track.

DIFFICULTY

DC	Difficulty	Use it when...
5	Routine	A trained character succeeds unless pressure matters.
10	Easy	The task is straightforward but consequential.
15	Challenging	This is the standard difficult action under pressure.
20	Difficult	Strong aptitude, preparation, or position is needed.

DC	Difficulty	Use it when...
25	Extreme	Only exceptional specialists or major help make it plausible.
30	Nearly Impossible	The attempt sits at the edge of the possible.

Do not invent intermediate DCs. Change the fictional position, move one rung, or use Advantage or Disadvantage.

ADVANTAGE AND DISADVANTAGE

With **Advantage**, roll an extra d6 and add it. With **Disadvantage**, roll an extra d6 and subtract it. They never stack. If both apply, they cancel and neither die is rolled.

EFFORT, RESOLVE, AND EXPERIENCES

All five pregens begin with **2 Effort**, a maximum of 6, and an empty two-segment Effort Track. A Hope-dominant meaningful roll marks one segment. When both are marked, clear them and gain 1 Effort.

Every Sleeping character may use these Common Efforts:

Cost	Common Effort	Effect
1	Steady Hands	Before a genuinely practiced Core Trait Roll, add +2. Explain the practice.
1	Read the Room	Ask one question about the immediate tactical or social situation. The Keeper answers truthfully.
1	Push Through	Ignore one minor environmental or condition penalty on the next Action.
2	The Opening	Gain Advantage on the next Roll.
2	Try Again	After a Roll, reroll one Duality die and keep the new result.
2	Brace	Against visible harm, reduce the next hit from Severe to Major or Major to Minor. Spend no Armor Slot.
2	Cover the Angle	Give your Reaction to an ally in range; their next Core Trait Roll before your next Spotlight gains +2.

Burnout. At 0 Effort, a Sleeping character may pay 1 HP to use an Effort feature. They also mark 1 Stress and become Burned Out: their Stress maximum is reduced by 1 until their next Recovery. They continue to earn Effort normally.

Resolve. Each pregen begins with two d4 Resolve dice. **Bear Down:** after a Duality, attack, reaction, or damage Roll, but before narration, spend and roll any number of Resolve dice and add the total. Resolve changes only the total. It never changes dominance or creates a critical.

Experiences. A Sleeping character may add one relevant Experience to a Roll for free. Explain how that history helps.

FEAR

The Keeper begins each session with **1d4+2 Fear**, resets it each session, and holds no more than 12. Player Fear-dominant noncritical Rolls generate 1 Fear. Keeper attack dominance generates no resource.

Spend Fear only through these procedures:

- **1 Fear, Spotlight enemy:** move one eligible NPC that has not acted yet earlier in the current round. This never grants a second Spotlight.
- **1 Fear, declared complication:** after a noncritical Roll, activate one threat, clock trigger, witness, alarm, or equipment risk established before the Roll. Do not invent damage, an enemy, item failure, or a retroactive fact.
- **2 Fear, interrupt:** after a player declares an Action but before dice or costs, activate a previously established threat. Then the player may continue, change, or cancel the Action without losing a cost.
- **Printed cost:** activate an adversary feature that states its Fear cost.

STRESS AND REST

All five characters are **Tier 1**. Their Level 1 **Honed Edge** is **+0**. Printed folio armor thresholds already include Level 1; do not add it again. To perform a Recovery, choose Clear Stress during a Short Rest or Decompress during a Long Rest, with your Recovery Anchor available. Completing that move ends Burned Out and restores normal Stress capacity. Rest alone does not count as a Recovery. Neither rest nor Recovery generates Effort.

The default Stress capacity is 6; Shadow has 7. At full Stress a character is **Overwhelmed**: they cannot mark or spend more Stress, cannot pay Stress costs, and have Disadvantage on all Rolls until at least 1 Stress clears. They are not unconscious and suffer no extra consequence.

During a **Short Rest** of about an hour, choose **two different** moves:

- **Tend Wounds:** clear **1d4 + Tier** HP.
- **Clear Stress:** clear **1d4 + Tier** Stress.
- **Repair Armor:** with suitable tools, restore **1d4 + Tier** Armor Slots.
- **Prepare:** recover 1 Resolve die.

During a **Long Rest**, choose **two different** moves:

- **Recover:** clear all HP.
- **Decompress:** clear all Stress, including Long Bruise.
- **Repair All Armor:** restore all Armor Slots.
- **Prepare:** restore Resolve to maximum.

A Sleeping character needs their **Recovery Anchor** to choose Clear Stress or Decompress. If the Anchor is lost, they cannot choose either until it is recovered or a new one is established over a Long Rest. Rest never generates Effort. Features that refresh on a Long Rest do so after the two moves resolve.

COMBAT

Attacks and rounds

When combat starts, identify every eligible participant. Each receives one Spotlight in the round.

An attacker rolls Duality + the weapon's Trait against the target's **Evasion**. On a hit, identify the first printed die as the **Proficiency Die**. Roll that die once per Proficiency rank, every other printed die once, and the flat modifier once. For example, 2d8+2 at Proficiency 3

becomes 4d8+2. These Level 1 characters have Proficiency 1. Never add the attack Trait to damage.

Keeper-controlled attackers use the same attack procedure. On their nonmatching attack Rolls, dominance generates no Hope, Effort, Fear, or free complication.

Damage, penetration, and Armor Slots

Apply damage type before comparing the total to thresholds:

Type	Penetration	Effect for this hit
Physical	0	Use the target's printed thresholds.
Energy	-2	Lower both thresholds by 2.
Void	-4	Lower both thresholds by 4.
Neural	-4	Lower both thresholds by 4; a hit that causes HP loss also marks 1 Stress.

Then compare damage to the target's Major and Severe thresholds:

Damage	HP marked
Below Major	1
Major to below Severe	2
Severe or higher	3
Each full 10 above Severe	+1

Characters and adversaries use the same threshold procedure. A **Mook** is the printed exception: any hit that causes HP loss removes it.

After severity is known, the target may mark one Armor Slot to lower the hit by one tier: Severe to Major, Major to Minor, or Minor to no HP. Armor Slots are a limited pool, not a bonus to Evasion.

Critical attacks

- **Player critical:** the attack hits regardless of Evasion. Roll twice the normal number of damage dice; add flat modifiers once.
- **Keeper critical:** the attack hits. Treat every normal damage die as its maximum; add flat modifiers once.

Armor Slots may still reduce either hit unless the effect explicitly says otherwise.

Range and movement

Band	Approximate distance
Melee	Within reach
Very Close	Within about 5 metres
Close	About 5-20 metres
Far	About 20-100 metres
Very Far	Beyond normal combat reach

Moving one band is normally free as part of an Action. Moving two bands uses the Action. In Difficult Terrain, moving one band uses the Action and two-band movement requires an explicit feature.

Cover, position, and Burden

Cover: Light Cover gives +1 Evasion against ranged attacks; Heavy Cover gives +3. Total Cover prevents direct targeting. Cover does not change damage.

Hidden: cannot be directly targeted by ranged attacks; Advantage on the next attack from cover. It ends after an aggressive Action, moving out of cover, or failing an Agility Roll to maintain concealment in changing circumstances.

Prone: Disadvantage on attacks; ranged attackers have Advantage against you. Stand as part of an Action, free when moving one band.

Dazed: Disadvantage on your next single Action; it clears after that Action resolves.

Burden: carrying capacity is 6 + Strength. The folios print capacity, not current carried weight. At 1-2 above capacity, move at most one band per Spotlight and take Disadvantage on Agility or Strength Rolls to run, climb, jump, swim, or resist forced movement. At 3 or more above capacity, you cannot move or take physical Actions while carrying the excess. Drop unsecured carried items free at the start of your Spotlight.

Stunned, Dying, and Final

Stunned: the character cannot take any Action. It clears after the next round, or when an ally spends an Action and succeeds on a Knowledge or Instinct Roll, DC 10.

When all HP are marked, the character is **Dying** and cannot act. At the beginning of each of their Spotlights, roll 1d12. On 8+, mark 1 Dying Progress. The second mark moves them to **Final**. An adjacent ally can stabilize a Dying character with Knowledge or Finesse, DC 15.

While Final, make the same 1d12 Roll at the beginning of each Spotlight. On the second Final Progress mark, the character dies. Stabilizing Final is DC 20. Stabilization clears all Dying and Final Progress but restores no HP.

A Dying or Final player may instead choose a **Blaze of Glory** on their Spotlight: replace the progress Roll with one final automatic Critical Success, then die irrevocably. This is always the player's choice.

When a stabilized character returns from Dying or Final, the default is one unmarked HP and 1 Stress marked as **Long Bruise**, which only a Long Rest can clear.

Further personal-scale hits do not create extra death-progress marks unless an effect expressly says so. Keep the normal Dying and Final Spotlight procedure; a hit or Fear spend does not trigger Blaze of Glory.

Tags used in this adventure

- **Reliable:** +1 to attack Rolls with this weapon.
- **Armor Piercing:** reduce the target's maximum Armor Slots by 1 until its next Long Rest. Multiple applications stack.
- **Poison:** if the weapon causes HP loss, the target also marks 1 Stress.
- **Concealable:** while hidden on the body, no Burden; a routine search finds it only with Instinct DC 15.
- **Stunning:** after HP loss, the target makes a Strength Reaction Roll against the item's Feature DC, 10 for these Common weapons. On failure, Stunned.
- **Paired +1:** when two Paired weapons are wielded, add +1 damage from one of them once per attack.
- **Flexible armor:** +1 Evasion while worn.
- **Heavy armor:** -1 Evasion while worn.
- **Jury-rigged armor:** repairable without a workshop. After a Failure with Fear in which it materially protected or assisted the wearer, one powered feature goes offline; if none, maximum Armor Slots fall by 1. An Action, common scrap, and Knowledge (Tech) DC 10 restore it. Matching dice never cause this malfunction.

A WORKED COMBAT EXAMPLE

A Hunger Weaver drops toward Marcus. The Keeper uses its Spotlight for **Feed-Line Lash**: Hope 2 + Fear 1 + Attack 2 = **5** against Marcus's Evasion 8. It misses. Keeper attack dominance generates no resource or extra effect.

Spark fires *Gerald*: Hope 9 + Fear 3 + Agility 0 + Reliable 1 = **13** against Evasion 10. She hits and marks one Effort Track segment. Her d8 shows 6, plus the weapon's flat 1 gives **7 Physical** damage. Against Major 6 / Severe 12, this is Major damage, normally 2 HP. The Weaver spends its one Armor Slot to lower it to Minor and marks **1 HP**, leaving 5 unmarked HP and 0 unspent Armor Slots.

The second Weaver uses **Hypnotic Illusions**, paying **1 Fear**. Senna rolls Presence: Hope 5 + Fear 9 + Presence 2 = **16** against DC 15. She resists Stunned. Because this was a player Fear-dominant Roll, the Keeper gains 1 Fear, up to 12. No additional consequence was established, so none is invented.

On her Spotlight, Senna spends 1 Effort on **Read the Room** and asks, "What does it want?" The Keeper answers: active power, especially the exposed conduit. The crew can now redirect it, isolate that conduit, escape through a shutter, or continue fighting. The environment was described before it became a solution.

03. THE CREW

Choose the person you want to see making impossible decisions.
Full Level 1 references are in the Table Kit.

"SPARK" MERIDIAN KESS

Human / Core World / Independent / Sleeping Engineer / Tech Specialist

Knowledge +2 / HP 7 / Stress 6 / Evasion 9 / Environmental Suit:
Major 5 / Severe 9, 3 Slots
Gerald, Slug Pistol: Agility, d8+1 Physical, Close, Reliable

"Give me ten minutes, three metres of wire, and a reason not to ask where the smell is coming from."

Spark escaped a Kurogane laboratory. The possibly living machine did not. She fixes what others abandon and listens when a machine behaves too much like a person.

MARCUS "WALL" STEELE

Human / Core World / Independent / Sleeping Soldier / Guardian

Strength +2 / HP 7 / Stress 6 / Evasion 8 / Salvage Armor: Major 8 /
Severe 16, 6 Slots
Shock Baton: Strength, d6+1 Physical, Melee, Stunning, Paired +1

"Nobody shoots through me twice."

Marcus refused the order half a second too late. One child still died. He protects people because discipline without protection is only obedience with better posture.

"FLASH" KIRA TAL-VEN

Celestari / Free Fleet / Sleeping Pilot / Void Runner

Instinct +2 / HP 6 / Stress 6 / Evasion 11 / Environmental Suit: Major 5 /
Severe 9, 3 Slots
Flechette Pistol: Finesse, d6+1 Physical, Close, Armor Piercing

"Impossible is a route someone has not survived yet."

Flash left to prove herself. The fleet she left may have died while she was gone. Every port registry is another chance to learn that it did not.

"SHADOW" VAL CORRIGAN

Synthetic / Trade Hub / Independent / Sleeping Scoundrel / Ghost

Finesse +2 / HP 6 / Stress 7 / Evasion 13 / Frontier Vest: Major 6 /
Severe 12, 3 Slots
Needle Gun: Finesse, d6+1 Physical, Close, Poison

"I am not in the manifest. That is not the same as not being here."

The first people Shadow told about being conscious tried to dismantle them. They sell secrets, keep better ones, and write truths in a notebook no network can edit.

SENNA OF THE QUIET GROVE

Bloomstrider / AgriSynth / Independent / Sleeping Diplomat / Cultural Attache

Presence +2 / HP 6 / Stress 6 / Evasion 10 / Environmental Suit:
Major 5 / Severe 9, 3 Slots
Holdout Blaster: Agility, d6+1 Energy, Close, Concealable

"Tea is not peace. It is the place where peace may decide to sit down."

Senna kept talking while the first fire crossed the Grove boundary. She knows patience is not passivity, but some nights she still has to prove it to herself.

04. SESSION ZERO IN TWENTY MINUTES

CHOOSE THE PERSON FIRST

Do not ask which build is strongest. Ask: **Which of these people do you want to see trapped on a dying station with a bad contract, an impossible choice, and no clean way home?**

CONNECT THE CREW

Each player answers the two prompts on their sheet. Use one answer to establish trust and one to establish debt, tension, or unfinished business. If two answers contradict, keep the version that creates the clearest shared history.

Then answer one shared failure:

- What was the job?
- What went wrong?
- Who got everyone out?
- What were you never paid for?
- What consequence is still unresolved?

Write the answer down. It is future campaign material wearing the disguise of a funny story.

TABLE AGREEMENT

Before play, agree on lines, veils, and an immediate pause tool. Anyone may pause or redirect content without explanation. Fade to black whenever the table prefers. *First Crossing* includes political coercion, surveillance, precarious labor, bodily danger, infestation imagery, and possible death.

Do not gate the adventure behind a missing role. Every important obstacle has more than one route: through it, around it, over it, or directly into it at speed.

5.1 SCENE 1: THE OFFER

Location: The Nexus Inferior, Crossroads Trade Station

Purpose: Bind the crew to a job, establish the political stakes, and make clear that Maya hires judgment, not obedience.

The Nexus Inferior earns its name.

You are three levels beneath the main promenade, where the lighting is described as atmospheric because replacing it would cost money nobody intends to spend. Condensation runs down exposed pipes. Life support hums through the walls like a tired animal. Holograms advertise drinks from worlds that no longer exist.

A Celestiar musician plays beneath one of them, drawing a melody out of solid light: beautiful, precise, and sad enough that half the room has gone quieter without admitting why.

A woman with prematurely grey hair waits in the back booth. Her coffee is black enough to damage medical equipment. She looks at each of you once. Not suspiciously. Efficiently.

"Sit," she says. "A young man has made a very expensive romantic decision."

Let each player introduce one gesture, habit, or line. Do not request biographies.

THE OFFICIAL STORY AND THE PHOTOGRAPH

Maya names Alexei Joric, youngest son of Lord Commander Maximus Joric. The official report says terrorists abducted him and offers ten Credits. Maya calls the report incomplete, political, and useless.

Her projector shows Alexei in ceremonial uniform beside a grainier image of him leaving a bar with Zara "Starwind" Kaine of the Iron Hearts. Both are laughing. Zara's arm is around him. Alexei is looking at her instead of the camera.

THE REAL CONTRACT

"Locate Alexei Joric. Determine whether he was taken, helped, manipulated, or simply underestimated. Then resolve the situation without handing House Joric and House Valerius a public excuse to tear trade routes apart. I am not hiring you to follow a script. I am hiring you because the script has already failed."

Maya wants a politically survivable result. She does not prescribe one.

PAYMENT

Keep the Table Kit payment card visible.

Payment	Amount	Condition
Operating advance	Paid now	Passage, provisions, and ordinary mission costs. Not a loan and never reclaimed.
Completion Fee	15 Credits	Locate Alexei and give Maya a truthful debrief.
Resolution Bonus	0-15 Credits	Prevent open House conflict.
Negotiated Bonus	+5 Credits	Only if earned in this scene.

This is a shared crew payout. The advance can support a deposit or leverage toward a ship, but cannot make a vessel an ordinary purchase.

NEGOTIATING THE ADDITIONAL FIVE

A credible reason can move Maya after some resistance. Roll only when leverage, reading her, or deliberate manipulation makes the outcome uncertain. Use DC 15.

- **Success with Hope:** she agrees and reveals one useful truth: the kidnapping may be staged; Valerius deployed specialists; the last trace points to Tenebris Secundus; or someone inside contacted Joric.
- **Success with Fear:** she agrees, but an established observer notices, she requests tighter reporting, or she records the crew as aggressively profit-driven.
- **Failure with Hope:** she refuses the money and offers priority transport access, forged papers, an Amaranth authentication key, or a useful introduction.
- **Failure with Fear:** she refuses and someone already present in the bar begins listening.

WHAT MAYA KNOWS WITHOUT A ROLL

- Alexei vanished three days ago.
- The Iron Hearts and Captain Zara Kaine are connected.
- They went to Charon's Refuge in the Tenebris Secundus system.
- At least two major interests are attempting recovery.
- A public Joric-Valerius clash could destabilize the sector.
- Charon's Refuge is listed as operational, but communications are irregular.

Maya secretly works for House Amaranth. Direct exposure makes her admit it. She suspects Alexei helped arrange his disappearance, but does not know the station is infested or that the Iron Hearts' ship has been drained.

IF THE CREW REFUSES

Maya closes the projector. "Understood. I will find someone else." Clarify the stakes and ask what would change their minds. Do not punish refusal. If the whole group still declines, this is not their job. End honestly.

CLOSING BEAT

Maya gathers the projector. "You are not the only ones moving toward Alexei. The difference is that I have asked you to decide what happens when you find him. Do not waste that privilege." She disappears into the crowd with alarming speed. Your accounts update a moment later. For the first time in a while, you have money. You still do not have a ship.

5.2 SCENE 2: SECURING TRANSPORT

Purpose: Force the crew's first collective commitment and decide what history their transport carries.

Crossroads never becomes quiet. Freight lifters complain through the bulkheads. Docking clamps strike hulls with cathedral-deep booms. The upper concourses smell of perfume and filtered air; the lower levels smell of hot machinery, coolant, cooking oil, and too many lungs.

Three routes are obvious. The crew may combine them or invent another.

ROUTE ONE: BUY A SHIP

Use Map Plate A: Harrow Dock Acquisition Yard.

The broker Sella Marr never calls a ship damaged. She says the hull has character. The affordable vessel does not look heroic. It looks possible.

The loading ramp lowers with a groan. Somewhere inside, a system chimes, then announces: "WELCOME, AUTHORIZED OWNER." A pause. "OWNER AUTHORIZATION STATUS: DISPUTED."

The advance contributes to a deposit; it does not erase debt, sacrifice, a sponsor, pooled resources, or another consequence. Ask what ownership costs the crew.

Choose two quirks: Temperamental Ignition / Leaky Seals / Ghosts in the Machine / Distinctive Silhouette / Illegal Cargo Compartment / Optimistic Damage Display / One Excellent Cabin / Unlicensed Navigation Intelligence.

The name belongs to the players. Starship combat is not used in *First Crossing*. If play continues, build the vessel from the current **Tier 2 Cargo Hauler** profile in Corebook Chapter 17.

ROUTE TWO: BOOK PASSAGE

The Guild hauler *Morrow's Due* carries machine components, water filters, agricultural containers, and enough spare pipe to rebuild a colony badly. Captain Orla Venn asks three questions: weapons registered, actively pursued, and will that change?

The **Valerius liner *Vesper Crown*** offers watched luxury: soft carpet, citrus air, repeated simulated stars, and a steward whose smile becomes more precise when armed mercenaries name Charon's Refuge.

Both guarantee delivery. Neither guarantees extraction. The transport will leave after docking.

ROUTE THREE: STEAL THE COLLECTOR

Use Map Plate A to prepare and Map Plate B for Dock K-17.

Ratko Vorn's freighter is a white jawbone with too many teeth. The heist is a space of levers, not a required sequence:

- **Jo Tann** knows the concealed service duct and the faulty secondary coupler.
- **Blue Casta** can falsify cargo movement or delay a transponder alert for a future favor.
- **Vek** can open the ramp, release clamps, interrupt security, or sabotage Ratko's response if his extraction is real.

- Surveying the routine reveals Ratko's absence at DC 10, Grond's position at DC 15, and the weakest shift overlap at DC 20.

The map's clamps, control booth, crane, loader, fuel lines, power junction, lockers, shafts, and cargo are real tools. Describe them before they become useful. A clean plan may reach the cockpit without a Roll. Launch under pressure is Finesse (Pilot/Navigate) DC 15, or DC 20 only when several severe complications have already combined.

Possible endings: clean acquisition; identified but gone; violent escape; or the ship remains behind and another route must be found. If play continues, *The Collector* also uses the current Tier 2 Cargo Hauler profile.

THE "I NEED AN IDEA!" PROTOCOL

Use this only when accumulated consequences leave no viable conventional Action and the numbers say the crew is finished. Do not use it for uncertainty, one failed Roll, or one closed route.

Say: "**The numbers say you're finished. But this is VeilFarers, and you're a crew. So: I need an idea. The best idea wins. Talk.**"

Let the table brainstorm for 3-8 minutes. Resolve the chosen idea dramatically at a meaningful cost. The consequences still happened. Nothing rewinds.

LEAVING CROSSROADS

Restraints are checked. Weapons and baggage find temporary places. The engine vibrates through unfamiliar seats. Then the docking clamps release.

Crossroads becomes a ring behind you, then a cluster, then another artificial star among thousands.

Ahead waits the Veil. Beyond it, Charon's Refuge.

5.3 VEIL TRANSIT: SOMETHING STIRS

Let the Veil become an environment before the supernatural beat. A purchased ship smells of dust and warm circuitry. *The Collector* smells of fuel, gun oil, cooked meat, damp fur, and former ownership. A Guild hauler vibrates through every bunk. A Valerius liner lowers the lights and repeats false stars.

Read this once. Do not call for a Roll or decide what anyone feels about it.

Veil transit is supposed to become forgettable.
A grey absence beyond the hull. A vibration in the deck. A drink cooling beside an untouched hand while the ship crosses a distance the body cannot understand.
For a while, that is all it is.
Then something changes.
Not in the cabin. Not in the engines.
Somewhere behind the breastbone, at the base of the skull, or in another place the body has never needed a name for, there is a sensation that was not present a moment before. It is not a sound. It is not a voice. It does not arrive from any direction. Something that may have been sleeping shifts once, very far below the surface, and brushes against the inside of you.
Warmth moves through the sensation. Cold moves through it at the same time. Both are equally real.
For one breath, the grey beyond the hull seems deep rather than blank, as though the ship is crossing the surface of something vast enough that distance has no meaning inside it.
The sensation settles just beyond reach. Not hidden. Waiting.
Then the cabin returns. The engine hum is only an engine hum.
A light above the hatch flickers and steadies. Whatever drink was left beside you has gone cold.
Outside, the first stars begin to return.

Stop. The silence is part of the scene. Instruments record no clear anomaly. If a character is already Awakened, tell only that player:
The sensation is familiar. It is not coming from you.

5.4 SCENE 3: ARRIVAL AT CHARON'S REFUGE

Use Map Plate 1 for the station overview and Plate 2 for the docking ring.

Tenebris Secundus fills most of the forward view. Bands of bruised violet, rust, and storm-white turn beneath the ship. Lightning moves through the gas giant in pale, continent-sized flashes.

Charon's Refuge hangs near the edge of that light. At first it resembles wreckage. As you close, a central spine resolves inside modules added across several generations: docking rings, habitat cylinders, laboratory blocks, and pressurized walkways that were never meant to belong to one design.

The refuge was not built once. It accumulated.

Now most of its windows are dark.

THE UNANSWERED HAIL

A standard hail receives static with fragments of compressed data and half a syllable repeating too quickly to identify. A second hail triggers:

**CHARON REFUGE TRAFFIC CONTROL
DOCKING SERVICES AVAILABLE.
WELCOME, AUTHORIZED PERSONNEL.
CURRENT STATION CONDITION:**

The transmission breaks. A different voice returns several seconds later:

PLEASE MAINTAIN SANITARY STANDARDS.

Then the channel closes.

Without a Roll, competent characters know:

- power is distributed unevenly;
- life support remains active in part of the structure;
- the docking ring retains pressure;
- two external berths are occupied;
- no launch beacon has registered since the latest arrivals;
- small thermal readings move inside the hull.

A normal approach needs no Roll. Ask for Finesse (Pilot/Navigate) only when the ship is damaged, rushing, concealing itself, or responding to an established complication.

If the crew booked passage, describe the ship pulling away until it becomes a moving point, then nothing. The route delivered exactly what it promised. Extraction was not included.

CROSSING THE AIRLOCK

The receiving corridor extends beyond the airlock in alternating strips of red light and shadow. Cargo markings remain painted across the deck. A wheeled case stands abandoned with one latch open. Folded clothing lies nearby, too orderly to have fallen in a fight and too strange to have been left deliberately. A station map flickers above a closed booth. Half its labels are missing. Somewhere deeper inside, metal strikes metal three times. A moment later, it happens again from another direction. The air tastes of ozone, old filters, and something alive that has been feeding where it should not.

Charon's Refuge is not empty. It is holding its breath.

Let the crew inspect, retreat, establish precautions, or attempt contact. The station provides evidence, not a required route.

WHAT THE STATION CAN REVEAL

Distribute these facts across logs, cargo records, heat traces, damaged systems, and direct observation. Do not require one specific interaction.

- The Iron Hearts arrived three days ago and their vessel remains berthed.
- A concealed professional contractor arrived eighteen hours later and also remains.
- Power failures escalated after both arrivals.
- People moved toward Engineering.
- Power cells were removed; their housings carry crystalline scratches.
- Small shapes move through vents.
- The last docking message ended: "They are inside the power channels. Do not activate... Turn it off. They can feel it."

FIRST CONTACT WITH THE WEAVERS

Wait until the crew knows the station's normal sounds. Then add a scratch above a ceiling panel, silence, and later the same sound behind them. A translucent strand withdraws from a ventilation grille. Something inside the wall moves toward an active conduit.

The scratching returns above you.

A ceiling panel bends downward by a few millimetres, then lifts. Purple light moves behind the seam. Something unfolds from the ventilation gap.

A lean, four-limbed body unfolds beneath a crown of translucent crystalline tissue. Each limb finds the metal as if the ceiling were a floor. Fine feeding strands reach toward the active conduit.

Light pulses through the creature. The nearest terminal dims. The pattern stops.

The four limbs brace. Every feeding strand turns toward you. Behind the crew, metal scratches across metal. A second shape lowers itself from the wall.

Use one Hunger Weaver for three or four characters and two for five. Their full 12.06 profile is dangerous: make escape, shutters, and exposed power visible options, and add no unannounced reinforcements. They are hungry before they are tactical. They may

be distracted, trapped, repelled, avoided, studied, contacted, or fought. Describe the cargo crates, dormant loader, emergency shutters, damaged fire suppression, hanging restraint cables, exposed power cells, ceiling panels, and airlock route before asking what the crew does.

Contact without combat carries no language: warm electrical flow, living signals, pain from separation from a larger presence, and hunger so complete it replaced most other meaning. Do not confirm a link to the Veil transit sensation.

A defeated Weaver collapses into clear resin around crystal that remains faintly warm and cold. Examination reveals absorbed power-cell compounds, movement toward energy rather than territory, and development inconsistent with a normal organism.

THE END OF THE FIRST CROSSING

Once the immediate danger is resolved or bypassed, show the four open directions:

- **Commercial:** a cleaning machine strikes the floor with unusual aggression.
- **Residential:** one sign remains lit: MEDICAL / RECREATION / CREW QUARTERS.
- **Engineering:** warm air moves through a door forced from the far side; a small black heart is painted beside it.
- **Research:** a cracked glass partition overlooks disconnected lamps descending into cold blue darkness.

The crew achieved the session's objective: they accepted or reshaped the contract, secured transport, reached Charon's Refuge, and survived or understood first contact. They also learned the Iron Hearts arrived, another contractor followed, and the creatures feed on active power.

Now close with a decision. No Roll.

Ask the crew: **Before you go deeper, what comes first: the contract, a person, a ship, or the truth?** Record the answer as the **Crew Priority**. Then ask each player: **What will you not leave behind?**

The group chooses its first route. End as that door opens.

06. KEEPER REFERENCE

HUNGER WEAVER / HEARTS IN THE VOID PROFILE

Tier 1 Standard / Biological, Veil-Touched

A lean, four-limbed predator grown out of the station's infested power grid. It is hungry before it is tactical, and it moves through conduits and crawlways that a human crew cannot follow.

Evasion 10 / Attack +2 / Damage 1d8 Physical / HP 6 / Stress 2 / Thresholds Major 6 / Severe 12 / Armor Slots 1

Feed-Line Lash - Action: Make a Melee or Very Close attack with +2. On a hit, deal **1d8 Physical** damage.

Hypnotic Illusions - Fear 1: One creature within Close range that can see the Weaver makes a **Presence Reaction Roll, DC 15**. On a failure, the target becomes **Stunned** under the Corebook's normal duration and clearing procedure.

Wall-Runner - Passive: The Weaver moves on vertical and inverted surfaces as if they were normal ground, and can enter a scene through any established crawlway, vent, or conduit.

BONE DOG RUNNER / FIRST CROSSING PROFILE

Tier 1 Mook

Evasion 11 / Attack +1 / Damage 1d6 Physical / HP 1 / Stress - / Thresholds None / Armor Slots 0

- **Rush, Action:** move one band and make a Melee attack.
- **Mook:** any hit that causes HP loss removes the Runner.

GROND / FIRST CROSSING PROFILE

Tier 1 Standard / Kryx

Evasion 9 / Attack +2 / Damage 1d8+2 Physical / HP 7 / Stress 2 / Thresholds Major 6 / Severe 12 / Armor Slots 1

- **Moves Like a Collision, Action:** make a Melee attack. On a hit that causes 2 or more HP loss, the target also becomes Prone.
- **Watching hands, Passive:** Grond has Advantage on Instinct Rolls to notice a drawn weapon, concealed tool, or hand signal in the same scene. He does not automatically see a concealed object.
- **Behavior:** protects the ship and Vek before Ratko's pride. He can be reasoned with and does not pursue anyone who clearly leaves his responsibility behind.

The Hunger Weaver reproduces the complete Hearts in the Void 1.0, rules 12.06 profile. Bone Dog Runner and Grond are local First Crossing variants; use these named starter profiles for this session.

ANCESTRY COMPLICATIONS AT THIS TABLE

At most once per character per session, after a player Fear-dominant noncritical Roll materially uses a Gift, the Keeper may pay 1 Fear and roll 1d6 on the relevant table. Roll, never choose; matching dice never trigger this. The player keeps control. Apply only a complete printed effect; otherwise mark 1 Stress and use the entry as narration. Descriptive rows do not grant automatic success, damage, lost Actions, or arbitrary resource removal.

Humans

D6	COMPLICATION
1	Overreach You succeed, but attract more danger than expected.
2	Burnout You push beyond safe limits; mark 1 Stress.
3	Fractured Unity Your choices spark division among allies or NPCs.
4	Collateral Damage Your improvisation causes unintended harm or loss of resources.
5	Haunted Past Memories of Earth or exile distract you, costing tempo.
6	Resource Drain Supplies run dry faster than planned; the Keeper removes or reduces a resource.

Silver Linings. Humans are not spared trouble. If anything they make more of it. But human trouble rarely stays clean. When a Human Complication triggers, resolve the cost first: the mistake still hurts, the door still closes, the resource is still lost, the danger still arrives. Then the fallout reveals a small way forward, a clue, a route, an exposed weakness, a warning, a surviving tool, a sudden distraction, an opportunity nobody saw before. A Silver Lining never cancels the Complication; it gives the crew something useful to do with the damage. The Keeper picks the opening from the fiction, and it should always be small, immediate, and actionable: a new choice, not a solution.

Cost first, opening second. A Silver Lining is not luck that prevents consequences. It is the shape left behind after consequences land. Do not use it to erase harm, ignore loss, avoid Stress, cancel failure, or hand out extra path resources unless another rule says so. Use it to reveal motion: a way through, a new angle, a dangerous shortcut, a person who reacts, a system that glitches, a truth exposed by the mess. Humans do not have fewer problems. They have problems that leave doors.

Celestiani

D6	COMPLICATION
1	Blinding Flare Your glow surges uncontrollably, dazzling allies or exposing your position.
2	Resonant Disruption Your aura interferes with nearby technology.
3	Emotional Backlash Empathic resonance overwhelms you; mark 1 Stress.
4	Fractured Halo Your light flickers, sowing unease.
5	Attractive Beacon Enemies or desperate refugees are drawn to you.
6	Radiant Fatigue Your brilliance wanes; Disadvantage on your next roll.

Bloomstriders

D6	COMPLICATION
1	Sap-Bleed Your luminous sap leaks visibly. You are easier to track or detect until you can recover.
2	Rootshock A sudden wave of empathic feedback overwhelms you. Mark 1 Stress.
3	Symbiotic Overgrowth Vines, spores, or fronds react uncontrollably, entangling gear or slowing movement.
4	Echo of Decay. Mark 1 Stress. You sense only corruption or infestation already established within Close range; if none exists, the sensation is a false echo with no other effect.
5	Hungry Symbiosis You must consume scarce resources (biomass, nutrients) or take 1 Stress.
6	Pollen Bloom You release spores that alter the social atmosphere, helpful to some, alarming to others.

Synthetics

Synthetic Complications. At most once per Synthetic per session, after that character resolves a Fear-dominant noncritical Roll that materially used a Synthetic Gift or augmentation, the Keeper may spend 1 Fear and roll 1d6 on this table. Do not choose a result. Matching dice never trigger it, and the complication never selects the player's Action.

D6	COMPLICATION
1	Sensor Glitch. The next Instinct Roll you make before the end of your next Spotlight has Disadvantage.
2	Recursive Loop. Become Dazed; the player retains the current and every later Spotlight.
3	Unwanted Retrieval. Mark 1 Stress. The memory is descriptive and cannot alter identity, allegiance, or control.
4	Thermal Bloom. Lose Hidden, and detection Rolls against you have Advantage until the end of the scene.
5	Children/Seekers Echo. Become Dazed as an intrusive original-purpose routine surfaces. The player describes the visible glitch and retains control; no path resource is charged for refusing an Action.
6	Recognized Mark. If an established observer can see your serial or distinguishing mark, you lose Hidden and that observer learns your registered identity. If no such observer exists, mark 1 Stress instead; this result never creates an NPC retroactively.

KEEPER CHECKLIST

Before the session: print the five sheets and Plates A-B / 1-2 / seal the continuation envelopes / roll 1d4+2 Fear / keep the principles visible.

At the table: no Roll without uncertainty and consequence / DC 15 is the standard / every combat participant receives one Spotlight per round / Keeper attacks do not generate resources / reveal usable environment before danger makes it relevant / state known costs before commitment / do not gate progress behind a role.

At the cut: record the Crew Priority, what each person will not leave behind, transport route, ship name and quirks, negotiated payment, witnesses, favors, damage, and unfinished consequences.

07. CONTINUING INTO HEARTS IN THE VOID

First Crossing ends at **The Station Opens**. Continue at *Hearts in the Void*, Scene 4: Exploring Charon's Refuge. Keep every Bond, wound, resource, ship choice, payment term, witness, and consequence. Do not reconstruct the opening scenes.

The full adventure adds the Iron Hearts, Korren's fracture, Madame Silk, the Queen, and the station clocks: Korren's Desperation, Hunger, Core Overload, Structural Failure, and Weaver Convergence. Those clocks begin and advance only under their printed triggers.

THE SEALED ENVELOPES

Do **not** activate the envelopes during *First Crossing*. The Veil transit is foreshadowing, not the Choice to Wake. Keep the envelopes sealed until *Hearts in the Void* explicitly reaches its Choice to Wake after Protocol STERILIZE.

At that point, use the full current Awakening procedure in the Corebook and the scene procedure in *Hearts in the Void*. Awakening is resolved in downtime when the story supports it. "Not yet" is a complete answer. No group vote and no claim that one path is braver.

Each sealed handout contains one Hope Feature and two complete Level 1 Powers. The checklist below explains the transition and identifies the remaining Class text to copy from the Corebook.

THE CONVERSION AT THE TABLE

Use this checklist only when the adventure offers the Choice to Wake and the player accepts. It summarizes Corebook Chapter 7 and System Bible section 4; the full campaign requires the Corebook and *Hearts in the Void*.

- 1 Record the character's wounds, equipment, Bonds, Experiences, obligations, and current resource pools before conversion. Keep the same person and history.
- 2 Convert current Effort to Hope, up to the maximum of 6. Retire Effort, its Track, Resolve and its Moves, Honed Edge, free Experience invocation, and the Recovery Anchor requirement. Existing Experiences remain; invoking one now costs 1 Hope.
- 3 Activate the corresponding Awakened Class Feature, Hope Feature, subclass package, and accessible Domains from Corebook Chapter 6. The handout supplies the Hope Feature and two recommended Powers; it is not the complete Awakened Class sheet. Copy the remaining class and subclass text before continuing play.
- 4 Open a Vault and Loadout. At Level 1, take exactly two legal Level 1 Powers from accessible Domains. The two printed in each envelope are legal recommendations; alternatives require their complete Core cards. At Tier 1 the Loadout capacity is 5, but conversion grants two starting Powers, not five.
- 5 For a Sleeping multiclass, convert its secondary Effort Feature, retire its secondary Resolve Move, and activate the recorded Dormant Domain. Do not gain extra starter Powers, another pool, or more Loadout slots.
- 6 Thereafter, meaningful Hope-dominant Rolls grant 1 Hope; a Critical Success grants 1 Hope and clears 1 Stress. Normal sessions start with 2 Hope, maximum 6. Recall is free during a Long Rest, costs the printed RC in Stress during a Short Rest, and takes an Action plus RC Stress and 1 Hope during an active scene. Here RC means Recall Cost, not the Power's activation cost. Legacy Power text saying "turn" means the character's Spotlight.

"Not yet" leaves the Sleeping character complete and playable. No envelope, voyage, class supplement, or group vote can make this choice for the player.

CREDITS

First Crossing curates the current VeilFarers rules and the opening of *Hearts in the Void* into a self-contained starter session. VeilFarers was developed with AI assistance throughout production; all game design, worldbuilding, and editorial judgment are the author's: the tools are instruments, the decisions are human.

First Crossing / Starter Session 1.1 / The next crossing begins here.