

# THE EXPANSE

## ROLEPLAYING GAME

### FAN COMMUNITY



## ONE PAGE ADVENTURE COLLECTION

VOL 2

FOR USE WITH THE EXPANSE RPG







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The content in this PDF includes all the submitted one-page adventures from the adventure jam 2022. Participants submitted their one-page adventures and uploaded them to the [Expanse RPG GM group on Facebook](#).

Audun, Darren, and Richard (February 2023)

### Writers

Fergus Stonehouse, Guilherme Cahú,  
Vicki Lalonde, Tyler Boyce.

### Editing

Audun G. Løvlie

### Art

This collection has been designed using  
images by abidal, SergeyNivens, phai.analog@  
gmail.com, vska,  
from [depositphotos.com](#)  
“Fan Made” logo by Audun G. Løvlie

### PDF production, design and layout

Audun G. Løvlie  
and  
[Eleanor Smith](#)

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# AMADEUS MAYDAY

WRITTEN BY FERGUS STONEHOUSE

## Synopsis

After 4 days through the Ring Gate to DR-947 a modified torpedo from the Survey and Recon vessel Amadeus, Amadeus of the PathCo. Explorers' Union has returned to the Ring Hub emitting a general, all points distress signal. Enclosed with the Mayday is a recorded message from the ship's XO, Maria Espenosa, and while distorted and broken, it conveys that the Amadeus encountered at least 2 problems: possible sabotage due to one or more stowaways and an encounter with a signal transmitted from within the system. They are requesting immediate assistance.

### 1 - The Plot

PathCo Explorer's Union (PCEU) is an Earth-based company that had a nice and idealistic notion about going out beyond the Ring Gates and survey the systems with a small fleet of refitted ships crewed by scientists. The plan was to sell off any data they gathered to interested parties, and make nice profit. Unfortunately, they really failed to read the market and the willingness of humanity to just make a run for it, risking themselves and ignoring the 'middle-man'. PCEU is already on the verge of total liquidation, their various remaining assets seized, including their ships which simply aren't worth that much in comparison to their loans.

The heads of the company see the way things are going, and are now attempting to sabotage several of their ships because the insurance will net them a higher return.

The *Amadeus*, *Amadeus* is one such ship.

To complicate matters further, two OPA stowaways have managed to 'fudge' the inventory and boarded the ship under the impression that it was a colonial transport and, in doing so, some critical equipment has been left behind.

If all of this was not enough, **DR-947** has a nasty little surprise in store: on the system's second planet, a frozen ball of ice about the size of Mars, is a damaged Builder installation, possibly damaged from whatever caused the Ring Gates to close down, and the AI has become terminally corrupted but is still transmitting throughout the system. Anything that receives that signal becomes infected by the AI's attempt to locate resources to repair itself. However, human technology is simply not up to the task and, to make matters worse, the AI will attempt to hijack the human brain to facilitate further 'drones', despite compatibility issues.

The *Amadeus* arrived in system only to be immediately infected. Within 3 days any remaining crew members not infected escapes the ship in the dropship *Roll Over Beethoven*, after sending a distress call.

From the *Beethoven*, the call goes out to any ship to perform a search and rescue mission and attempt to ascertain what caused the problem in the first place.

### 2 - Finding and boarding the Amadeus, Amadeus

Locating the Amadeus on scopes will require a **TN 7 Intelligence (Navigation) Advanced Test** (increment 10 minutes; Threshold 15) since several of the usual means of detecting other ships are not currently available without activating the ship's full navigation and communication systems.

The Amadeus is slowly passing the last planet in the system and is completely infected; every system on board hijacked and most of the crew and one of the stowaways infected. The crew have not had food or water in days, yet are still functional. Their activities have scuppered sections of the ship and are now mindlessly wandering around muttering incomprehensible gibberish and performing random tasks, some of which are making matters worse. Preventing them from continuing with whatever task they think they are performing will make them fly in to a frenzy using whatever they have at their disposal to go about their tasks, including the use of firearms or even venting compartments in to space (*find appropriate crew NPC statistics in the rulebook*).

### 3 - Alien Radio

The Alien signal is effectively fragmented bits of AI code and is decidedly more advanced than anything humanity has seen since the opening of the Ring Gates. In the event that the players are able to acquire (and isolate) a fragment of the AI code, a **TN 20 Intelligence (Cryptology) Advanced Test** (Threshold 15) will reveal the principals of what the transmission actually is. Time increment: 1 day per test. Due to the complications in processing power; the players **cannot** hook it up to the ship's computer, this **will** infect the ship and all devices currently slaved to it. Slaving to the *Amadeus* will automatically fail and the fragment will be lost.

In the event of the AI code acquiring a device that has a VDU of any description, it will hijack the image and produce high-resolution flashes with intense colours. Anyone observing these flashes directly for the equivalent of 2 or rounds, are required to make a **TN 15 Willpower (Self Discipline) test** to tear their eyes away. Failing that, for every round they are exposed to the flashes they must make a **TN 15 Constitution (Tolerance) test** or become infected and lose all control of their faculties, wandering the ship, stripping parts, screaming incoherently at the walls, etc. Characters acquire the **Helpless** and **Unconscious** conditions.

Characters that have been infected for no more than their *CON in hours or 30 minutes*, whichever is higher, can be rescued by isolating them from the signal and performing a **TN 11 Intelligence (Medicine) test**. If successful, the crew member awakens with no recollection of what transpired.

Additionally, the medical provider may discover that the AI Code somehow managed to 'hack' the Beta Waves and that the victim was effectively sleepwalking. If an infected character is recovered and put in a medical bay, whether they can be 'woken-up' or not, a **TN 11 Intelligence (Medicine)**, or a **TN 13 Intelligence (Research) or (Science) Advanced Test** (increment 10 hour; threshold: 8) will reveal that a blue-light filter will protect against the AI code (*reducing the Willpower (Self Discipline) test TN to 5*). Also, playing beta binaural beats at 200 and 220 Hz reduces the *Willpower (Self Discipline) test TN to 5*. Used together, the filter and the beats will provide complete protection from the AI Code's effects.

In the event that a ship's system is compromised by the AI Code, it will hijack the systems of the ship one by one over the space of 1 day. This causes ship-wide failures in every system, from navigation and communications to weapon systems and life support. All it takes to infect the ship's systems is for **any** system to be exposed to either the primary Alien transmission or come into contact with *any* device that has already been in contact with the transmission (i.e., if a ship's camera sees the flashes from a portable terminal it too becomes infected along with all the other systems associated with it.) **Infection of systems is automatic**. Within 2 days, all the VDUs around the ship will attempt to subvert the local 'organic computers'.

Upon discovery of infected ship's systems the crew must make a **TN 15 Intelligence (Technology) test** to realise that the **only** way to ensure the AI Code's complete removal is to completely shut down the entire ship; computers, life-support, engines etc. And since they will not have access to any of the usual technical tools to perform the ship-wide reboot, it will require a **TN 13 Intelligence (Engineering) Challenge Test** (increment 1 hour; threshold: 8; *Minor Consequence*: Moderate hazard (AI drones); *Moderate Consequence*: 1 ship loss (due to micro meteorites/asteroids); *Major Consequence*: Hazard equivalent to a Major Churn effect to ship or crew.) Depending on how dire their circumstances, the GM may wish to remind the players of the 'Last Ditch Attempt' rule, or it could well be **GAME OVER**.



**Ship info for Amadeus, Amadeus, and Roll Over Beethoven**

**Narlikar Class** (pg. 124 Ships of The Expanse) modified research vessel and a modified **Troika Class** (pg. 113) dropship  
Crew Complement = 11

Narlikar standard with a modified torpedo launcher for deployment of long range remote probes with advanced sensor suites.  
Troika standard without weapons systems and replaced with fore and aft grappling launchers.

**Captain RyuYashida**—Infected aboard the Amadeus

**XO Maria Espenoza**—Alive aboard the Beethoven

**1st Engineer George Maxwell**—Infected aboard the Amadeus

**2nd Engineer Tito Cabrera**—Injured aboard the Beethoven

**Pilot Yvonne Smith**—Infected aboard the Amadeus

**Navigator Florian Schwarzkopf**—Alive aboard the Beethoven

**1st Comms Analyst Sandra de la Vega**—Dead aboard the Amadeus

**2nd Comms Analyst Wai Sang Lau**—Injured aboard the Beethoven

**EVA Specialist Chris Pitt**—Infected aboard the Amadeus

**Planetologist Martine Perez**—Infected aboard the Amadeus

**Exobiologist Kalinda Pandey**—Infected aboard the Amadeus

**Stowaway Paulo Dominguez**—Comatose after infection aboard the Beethoven (isolated and dying)

**Stowaway Herman Hathaway**—Infected aboard the Amadeus (PathCo-hired Saboteur)

The survivors were leaving shift or already isolated when the Amadeus was compromised. Cabrera was injured escaping the Amadeus while Lau was injured pacifying Dominguez.

**FINDING AND BOARDING THE ROLL OVER BEETHOVEN**

If the players recovered the Log or full Distress Signal, a **TN 7 Intelligence (Navigation) Basic Test** will locate the Beethoven. Without having recovered at least one of these, the test becomes a **TN 13 Intelligence (Navigation) Advanced Test** (increment 20 minutes; threshold 10) – it's like looking for a needle in a haystack without the usual equipment.

On board is Espenoza, Cabrera, Schwarzkopf, Lau and Dominguez, the latter of which has been detained in one of the lower airlocks.

**THE DISTRESS SIGNAL**

(script in **Bold Italics** has been lost, but the rest of the message can be found both on the Amadeus and the Beethoven)

"This is Maria Espenoza, XO **of the PathCoResearch** Ship Amadeus, Amadeus. We have encountered a hostile alien transmission that **has taken control** of the ship and six members **of the crew, including Captain** Yashida. We have **taken the dropship and are attempting to** land on the **larger moon of the nearest planet. To** anyone that **tries to** enter the system **TURN OFF YOUR RECEIVERS!** Please, **we require medical assistance** and only have supplies **for up to 1 month. Come** quickly."

**THE ALIEN INSTALLATION**

Partially submerged under the icy surface is a single spire of a black metallic compound that does not conform to the Periodic Table. If the players are able to collect the remains of the probe torpedo that is now limping past the system's Gas Giant, a **TN 10 Intelligence (Cryptography)** or **TN 15 (Technology) Basic Test** reveals the precise source of the **Spire Transmission**—the torpedo is scrambled and needs to be isolated. Otherwise it is a **TN 10 Intelligence (Navigation) Advanced Test** (increment 20 minutes; threshold 10).

If PCEU send clean-up teams, the second (last) will arrive in system at full burn, already having fired nukes at both the **Amadeus** and the **Beethoven!**

The **Alien Spire** is a frozen husk. Upon entering the facility it will light up with a dull pale blue hue emanating from its walls, reminiscent of the effervescence of the Protomolecule! This constant light emission is an intense version of the flashes from the Alien transmission, requiring players to make a **TN 10 Willpower (Self Discipline) Test** (with both filter and beats, adding

5 to the TN if they are lacking one or the other). **However**, for some reason, vac-suit cameras and other instrumentation that was previous offline will turn back on **but will not get infected!** Best guess: the AI never meant to harm anyone. The players will discover no one present and that the installation's lowest levels have been submerged for centuries. Upon discovering the 'control room', (the only actual room—approx. 50mx50mx20m) the players will discover the last thing that the AI had been working on whilst it was fully functional; a **fully rendered, seemingly holographic star map** which includes notations that depict where several of the **Ring Gates** actually lead to, including the **Sol system**. Collecting footage, photographs and telemetry from scientific equipment will net a massive pay bonus from certain buyers!

**Optional:** To give the session(s) a dramatic combative climax, PCEU's clean-up squad will arrive and attempt to secure all data, and eliminate any and all witnesses!

Either way, whether it is due to a climactic shoot-out or simply because the data has been 'rescued' the installation sinks into the ice.

**LOG OF AMADEUS, AMADEUS**

**Day -1** All crew reporty for duty. Pre-flight checks OK. Anomaly; additional container. PCEU signs off on additional storage option. Launch trajectory to DR-947 Gate confirmed; seperation good. Under thrust.

**Day 0** Gate transition. Full spectrum telemetry protocol initiated. Course correction to DR-947 engaged. Under thrust.

**Day 1** Telemetry registers an anomalous background transmission in-system: origin DR-947B. Exact location cannot be determined due to two asteroid belts disrupting signal. Captain orders launch of probe.

**Day 2** Stowaways discovered in cargo bay 2. Captain orders stowaways to be confined in ad-hoc brig in workshop. New telemetry detected. Origin the same, but the broadcast has changed.

**Day 3** XO launches torpedo back to the Ring Gate emitting Mayday signal with recorded message. Within 1 hour of launch, the Amadeus goes silent. Probe torpedo has reached DR-947-D en route for the first asteroid belt.

**Day 4** Four members of the **Amadeus** crew and one of the stowaways have disengaged the dropship **Roll Over Beeth oven**. The **Beethoven's** communications and navigational arrays are immediately taken offline. Estimated trajectory for the **Beethoven**: DR-947-D-B moon.

**OPTIONAL CIIURN EFFECTS ON DR-947**

**Minor Effects:** rogue micro-meteorites, dense patches of asteroid belt, a PCEU Recon Probe arrives in system behind them, a frenzied crew member aboard the **Amadeus**.

**Major Effects:** systems failure due to alien transmission, a minor device has been infected that is not linked to the ship's systems, a random crew member becomes infected, PCEU sends a clean-up team.

**Epic Effects:** catastrophic systems failure aboard the **Amadeus** or **Beethoven**, a ship's system becomes infected and begins to spread, all infected crew members suddenly become incredibly hostile.

**SYSTEM INFO FOR DR-947**

Single Class V, Type M Red Main Sequence star.

Base Orbital Distance = 0,063 AU

**Inner Zone** - Rocky planetoid with 2 moons

**Life Zone** (0,10 - 0 , 14 AU) - No Planets

**Frost Zone** (0, 15 - 0 ,52 AU) - Rocky planet (1 moon)

**Outer Zone** (0,863 AU) - A steroid Belt

**Outer Zone** (1,663 AU) - Gas Giant (3 moons, 12 moonlets, and a faint ring system)

**Outer Zone** (3,263 AU) - Asteroid Belt

**Outer Zone** (6,463 AU) - Rocky planet with 2 moons

**Ring Gate** (10,063 AU)



# HERE, KITTY

WRITTEN BY TYLER BOYCE

## Story hook

**Margin Cox** (Page 7) is a corporate agent of **Juda Morgonz** (colony record sheet) and the *Nonpareil Living Corporation*. Morgonz seeks to bring a monstrous taraet cat to the alien game preserve on **Avalon**. Cox needs a crew to transport the animal from **Kaluuni** (*Levi I*) in the Levi system to the *L'aventure de Manda* (Juda's private Tsai Shen-class yacht) at Medina Station. Naturally, this job involves a number of complications:

- ◆ The *MCRN Hammer of Lan Thua* (Banshee-class) has declared a quarantine of the colonial capital of Valotus, no explanation provided.
- ◆ Competition between the colony's trade unions has led to a government attempt to dissolve both factions. (colony record sheet)
- ◆ The taraet cat (colony record sheet) is a hunter-analog and the apex predator on a planet known for its many dangerous plants and animals. (Thus, most or all of the crew should be armed with lethal or nonlethal firearms for this mission.)
- ◆ The crew must then smuggle the dangerous animal out of the Levi system and past Medina Station's security.

### Scene 1 - Infiltration/Social

The *MCRN Hammer of Lan Thua* will attempt to prevent the crew from landing on Kaluuni. If detected, the crew must convince **Captain Jessa Pietila** (Page 7) to let them land far from **Valotus**.

Hopefully deflecting any suspicion of illicit activities.

### Scene 2 - Exploration (possible Action)

The GM can opt to use one or both maps (Page 2) for **Scenes 2-4**. Roll 1d6 on the Wildlife Encounters table to determine what is initially encountered by the crew.

On a 6, proceed to Scene 3. Teraxloren is only hostile if inhaled, and ferretti-guns are opportunistic carnivores that only bite if close enough to ambush prey. If it feels threatened, the ferrettigun defends itself with its Horn "Gun". Once the lifeform(s) is found (or made) to be not a threat to the crew, Scene 4 begins.

### Scene 3 - Social (possible Action)

The GM determines whether these Inners are aquaculture farmers or talala hunters. Roll 1d6 to determine which factions (colony record sheet) they support. (1-2 = colonial militia, 3-4 = Mangled Brotherhood, 5-6 = Platinum Talalas). Though far from **Valotus**, they have opinions on the unrest in the capital. The crew can try to persuade that they are on the same side as this faction or simply negotiate safe passage. Failure to do either leads to combat. After the situation resolves, Scene 4 begins.

### Scene 4 - Action (possible Social)

Roll 1d6 to determine the preferred prey of these taraet cats. (1 = algae/teraxloren; 2 = fish; 3 = talalas; 4 = ferretti-guns; 5 = other taraet cats; 6 = humans) If their preferred prey is still present, the taraet cats will attack those. On a 6, the crew is ambushed from their rear, along with any other humans in the area. **For all other rolls**, the crew gets a surprise round: picky taraet cats only attack non-preferred prey if they have no other option. If the taraet cats are not immediately hostile to the crew, they can attempt to trap or neutralize the queen by baiting it with its preferred prey. This requires opposed tests, the crew member handling the animal using Communication, opposed by the queen's Willpower. A failed test lets the queen take the bait without capture. Attempting to bait a non-queen is an automatic failure, as the queen will attack the crew to gain the bait for itself.

Once the taraet cats become hostile to the crew, the queen will attack a specific crew member to the exclusion of all other threats.

### Scene 5 - Social/Infiltration

Once the crew locates and renders a taraet cat (alpha or otherwise) unconscious, they must transport the animal to their ship, secure it, and then depart through the ring gate to **Medina**. If the *Hammer* suspects the crew (either from how Scene 1 resolved and/or words from humans in Scene 3), **Captain Pietila** will insist on an inspection. The captain or another crew member must succeed on a **TN 16 Intelligence (Business)** test to avoid the inspection. If successful, skip to Scene 7.

### Scene 6 - Chase

Failing to persuade the *Hammer* means the MCRN will attempt to board and inevitably discover the captured cat. Though designed for recon and ambush, the *Hammer* still has enough PDCs and nuclear torpedoes to discourage combat. An exposed crew will need to run. The longer the crew stalls in Scene 5, the farther range the Chase begins at: 0 min. = Close; 1 min. = Medium; 2 min. = Long; 3 min. = successful escape. The crew must accelerate past at least 4g to outrun the *Hammer*, which will try to close in and disable the crew's drive with PDCs. Once the crew is at least 1,000 km away from **Kaluuni**, the *Hammer* turns back and the crew escapes.

### Scene 7 - Social/Infiltration

An OPA veteran like **Captain Ammyrn Teward** (Page 2) knows all the smuggling tricks, so a harder **TN 19 Intelligence (Business)** test is needed to smuggle the taraet cat through **Medina Station**. Fortunately, if the crew persuades their cargo is non-offensive, **Teward** and her **Medina** inspectors turn a blind eye for a discreet bribe or invoking some mutually friendly connections.

Wildlife Encounters table

1	algae bloom (harmless)
2	teraxloren biofilm (hostile)
3	1-2 talalas (harmless)
4	1 ferretti-gun (initially harmless)
5	1d6 taraet cats (see scene 4)
6	3d6 humans (see scene 3)

**MARGIN COX**

## ABILITIES (FOCUSES)

ACCURACY 1, COMMUNICATION 3, CONSTITUTION 2, DEXTERITY 1, FIGHTING 0, INTELLIGENCE (Business, Current Affairs) 1, PERCEPTION 2, STRENGTH 3, WILLPOWER 3

*Martian merchant (male; mixed South Asian/ Caucasian; Scottish accent)*

SPEED	FORTUNE	DEFENSE	AR + TOU
11	15	11	2

WEAPON	ATTACK ROLL	DAMAGE
UNARMED	+0	1D3+3

## SPECIAL FEATURES

**FAVORED STUNTS:** Read the room, Cast out, Risky business, Skirmish, Take cover

**TALENTS:** Contact (expert), Expertise in Popular Culture (novice)

**EQUIPMENT:** Hand terminal, vac-suit.

**THREAT: MINOR**

**CAPT. AMMYN TEWARD**

## ABILITIES (FOCUSES)

ACCURACY 2, COMMUNICATION (Deception) 1, CONSTITUTION 1, DEXTERITY (Free-Fall) 1, FIGHTING 1, INTELLIGENCE 1, PERCEPTION (Searching) 2, STRENGTH 2, WILLPOWER (Courage) 3

*Belter criminal (female; mixed Caucasian/ African/ Mediterranean; English accent)*

SPEED	FORTUNE	DEFENSE	AR + TOU
11	15	11	1

WEAPON	ATTACK ROLL	DAMAGE
UNARMED	+1	1D3+2
PISTOL	+2	2D6+2

## SPECIAL FEATURES

**FAVORED STUNTS:** Read the room, Overwatch, Skirmish, Take cover

**TALENTS:** Inspire (novice), Maker (novice), Misdirection (novice)

**EQUIPMENT:** Hand terminal, pistol, vac-suit.

**THREAT: MINOR**

*Tiger-sized hunter-analog*

*Boat-sized salamander-analog*

**CAPT. JESSA PIETILA**

## ABILITIES (FOCUSES)

ACCURACY (Pistols) -1, COMMUNICATION 1, CONSTITUTION 2, DEXTERITY 1, FIGHTING (Brawling) 3, INTELLIGENCE (Engineering) 1, PERCEPTION 1, STRENGTH -1, WILLPOWER 1

SPEED	FORTUNE	DEFENSE	AR + TOU
11	15	11	2

WEAPON	ATTACK ROLL	DAMAGE
UNARMED	+5	1D3-1

## SPECIAL FEATURES

**FAVORED STUNTS:** Read the room, Cast out, Skirmish, Take cover

**TALENTS:** Contacts (novice), Dual Weapon Combat (novice), Expertise in Engineering (novice)

**EQUIPMENT:** Hand terminal, vac-suit.

**THREAT: MINOR**

**TARAET CAT (HUNTER ANALOG)**

## ABILITIES (FOCUSES)

ACCURACY (Bite) 3, COMMUNICATION -1, CONSTITUTION 3, DEXTERITY (Stealth) 3, FIGHTING (Claw) 4, INTELLIGENCE -2, PERCEPTION (Hearing, Smelling) 3, STRENGTH (Intimidation, Climbing, Jumping) 4, WILLPOWER 2

SPEED	FORTUNE	DEFENSE	AR + TOU
15	20	15	3

WEAPON	ATTACK ROLL	DAMAGE
BITE	+5	1D6+5
CLAWS	+6	1D6+5

## SPECIAL FEATURES

**FAVORED TALENTS:** Knock prone, Lightning attack, Lethal blow

**SPECIAL:** Nighvision, Deadly, Tough

**THREAT: MODERATE**

**FERRETTI-GUN (HUNTER ANALOG)**

## ABILITIES (FOCUSES)

ACCURACY (Bite) 2, COMMUNICATION -2, CONSTITUTION (Stamina, Swimming) 4, DEXTERITY 0, FIGHTING 2, INTELLIGENCE -2, PERCEPTION (Smelling) 1, STRENGTH (Intimidation) 4, WILLPOWER 2

SPEED	FORTUNE	DEFENSE	AR + TOU
10	15	10	4

WEAPON	ATTACK ROLL	DAMAGE
BITE	+4	1D6+4
HORN "GUN"	+2	2D6+1

## SPECIAL FEATURES

**FAVORED STUNTS:** Short burst, Skirmish

**THREAT: MINOR** (non-aggressive unless preyed upon)



Notable locations and operations

**Valotus** (capital) = 254 colonists  
**Economy** = Epstein Drives, spaceships  
**Culture** = xenophilic, chaotic, and forgiving  
**Government** = representative democracy  
**Ethnicities** = 85.8% Earther (Iteso, Finnish, Maori, and Somali) and 14.2% Martian (Vietnamese, Hmong, Israeli, and Anglo-American)  
**Factions** = colonial MCRN governor, Mangled Brotherhood (manufacturing/construction union), Platinum Talalas (mining/agriculture union)

History

As one of the few survivors of the **Slow Zone Incident**, the last thing that **MCRN** technician **Jessa Pietila** wanted was to go back through the **Sol Ring**. But after passing a psychological evaluation, she was forced by her superiors to take command of the ***MCRN Hammer of Lan Thua*** (a Banshee-class destroyer) and lead a recon mission through Ring #43. As she read from the *Gospel of Luke* to soothe her traumatized fear, **Captain Pietila** first gazed upon the new star. She named it “Levi”, feeling similarly called as the tax collector told by Jesus in the Bible to “Follow me.”

The Earther colony ship ***Luna Moth*** was the first to settle **Levi I**. Though inhabitable, **Levi I** is a very cold world with a caramel-colored sky. Despite its close proximity to its sun, **Levi** is kept cold by its atmosphere, high percentage of surface ice, and a cryovolcano that continues to release ice, water, and cooling gases into the atmosphere. Finnish colonists were quick to compare the climate to their homeland on Earth: long and freezing winters, with relatively warm (but short) summers. Their name for the new world, “***Kaluuni***” (Finnish for “fish”), is a Biblical reference to the miraculous catch of fish on the Sea of Galilee. The name was quickly adopted by all colonists.

Imported cereal crops grow well enough around the equator, but those colonists venturing further north or south must rely solely on aquaculture farms (both native and imported seafood) or hunting talalas (edible green snake-analogs nicknamed “tamales” for their protective outer black “husks”). Most life on this world are microbes, though there are many dangerous plants (1-in-6 are deadly or toxic) and animals. Thus, most colonists stick to Valotus. **Kaluuni**’s economy specializes in using its natural resources to manufacture Epstein Drives and starships, quickly establishing itself as the second-largest shipyard outside of Sol and Medina Station.

Life in Valotus organizes itself into two competing workers’ unions: the Mangled Brotherhood and the Platinum Talalas. Like the demes of the Byzantine Empire, these community groups tend to also function as political organizations and unruly rioters. So when the MCRN suddenly declares a quarantine of Valotus, it’s possible that these workers have escalated into seditious revolt.

Special features and notes

The **Angular Plasmodistortion Clamp** (alien artifact/installation) is believed to be a Ring Builder refueling station, housing house ships and providing antimatter to power them. Given the size of the clamp, these ships had to have been between 500m to 1km in length. How the Ring Builders were able to land and then relaunch ships of such size is yet another of their technological marvels. The clamp emits “music” that is not smooth nor flowing. Researchers speculate that antimatter is created using these sharp “melodies” to convert plasma into antimatter. The colonists are discouraged to attempt to excavate near the clamp, as 1 lb. of antimatter is as destructive as 19 megatons of TNT.

Colony

VALOTUS (CAPITAL)

ABILITIES (FOCUSES)

ECONOMY (MANUFACTURING) 3, FORCE 1, INFRASTRUCTURE (Hydroponics) 1, MEDIA 1, SCIENCE 2

SIZE	RESOLVE	STABILITY
PROVINCE	0	39

CONDITIONS

UNREST (when the Strategos attempts to dissolve both unions, the unruly unions escalate to seditious rioting against the government and its militia)

SPECIAL FEATURES

Edible plants (cloudcorn and sharpnectar) and animals (talalas) can be found on **Kaluuni**, but journeying beyond the capital risks encountering dangerous wildlife. The chlorine-producing **teraxloren** bacteria is extremely hostile to humans if inhaled. The **ferretti-gun** is a pink-colored and boat-sized salamander-analog with a giant horn. The horn contains a gland that can fire a poisonous blood-like fluid with the speed and damage of a machine gun. The **taraet cat** is a black-spotted and tawny-colored tiger-analog with incredibly thin front legs. A selfish **taraet** queen leads “destructions” (packs) of 3-6. Each destruction exclusively hunts a specific species.

The **Angular Plasmodistortion Clamp** is an ever-present threat to life on **Kaluuni**. Conservative estimates guess there is at least 191 lbs. of antimatter that remain inside the clamp. If it annihilated, it would be the equivalent of 3,644 megatons of TNT: about 900-3,000 medium-yield nukes going off on an island less than 5 square km.

PEOPLE AND ORGANIZATIONS

**MCRN: Captain Jessa Pietila**  
Though the ***MCRN Hammer of Lan Thua*** (named for MCRN Admiral Bruno Lan Thua) can discourage pirates from **Kaluuni**, a pirate ship (suspected to be an Inner privateer) preys on ships near the **Levi Ring**. Rumors abound that the pirates are based near **Levi IX**.

**Colonial government: Strategos Kimby Cooper** (Earther female; Caucasian; Arizonan accent).  
Valotus is a representative democracy, with elements of Athenian democracy and Bolshevik communism. (“Security Guard” stats).

**Mangled Brotherhood: President Arthur Te** (Martian male; Asian/Caucasian; English accent).  
Officially the “*United Brotherhood of Damaged Makers and Repairpersons*”, the “*Mangled Brotherhood*” (as it is more popularly known) is a trade union specializing in covering injuries and workers compensation for manufacturing and construction workers. (“Hooligan” stats).

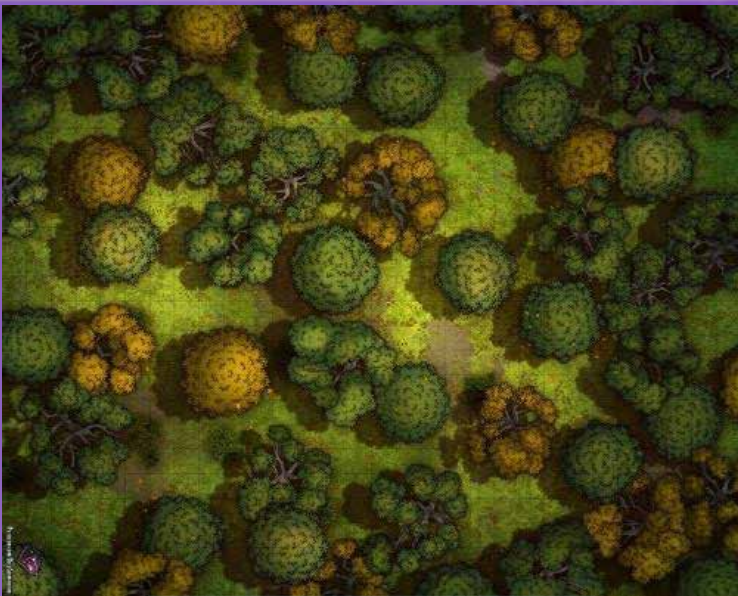
**Platinum Talalas: Director Keve Woodams** (Earther male; Caucasian; English accent).  
The “*Platinum Talalas Federal Union*” represents and provides financial backing for workers in the mining and agriculture sectors. (“Hooligan” stats).

**Nonpareil Living Corporation: Juda Morgonz** (Martian female; Caucasian/Asian; Texan accent).  
An “employment broker” (people smuggler), looking to prove herself to her corporate peers on Avalon.



PLANETARY DATA

PLANET NAME	Kaluuni (Levi I)
STAR SYSTEM	Levi
PLANET TYPE	Terrestrial (garden)
ORBITAL DISTANCE	1.57 AU
ORBITAL PERIOD	342 days
ROTATIONAL PERIOD	19.08 hours
GRAVITY/DIAMETER	1.183G / 11,571 km
SATELITES	0
ATMOSPHERIC PRESSURE	0.9 atmospheres
ATMOSPHERIC COMPOSITION	79.1% nitrogen, 20.9% oxygen, and traces of other gases.
HYDROSPHERE	59% water (42% surface and 17% subterranean, 54% ice). Temp: min -20°C; average -4°C; max 77°C
GEOSPHERE	One large cryovolcano.
ECOSPHERE	Carbon-based life-forms (mostly microbes); notable flora (brushflax, cloudcorn, sharpnectar, redflower, long-leaved dock [toxic]); notable fauna (teraxloren [bacteria], talala [snake analog], ferretti-gun [boat-sized salamander-analog], taraet cat [tiger-sized hunter-analog]).



KALUUNI FOREST ENCOUNTER MAP



KALUUNI SWAMP ENCOUNTER MAP



TOPOGRAPHICAL MAP KALUUNI



# RING FALL

WRITTEN BY VICKY LALONDE

## Prologue

**WARNING! LEVIATHAN FALLS SPOILERS!**

MRCN research ship, the *Örn* (the Eagle/Swedish), is surveying the Dyson sphere in the *Alec-II* system; the ring gate is on the interior of the sphere. The crew is a mix of humans (command crew is all NPCs), augmented humans and bots (PCs make up the survey crew), due to the severe gravity conditions of the Dyson sphere. PCs use *Cynberpunk Slice\** to augment their characters at character creation (see notes).

## Scene 1 - Inside Alec-II Dyson Sphere

Survey Crew is surface mapping with specialized gravity assist/propulsion/vac suits. Run some Int (appropriate focus) basic skill tests at **TN 11**: e.g. metal density, protomolecule energy discharge, etc., with them reporting back to the lead researcher, Dr. Lana Lyndie (NPC). Shortly thereafter, the survey crew receives a ping and automated emergency evacuation message from the *Örn*: **"EMERGENCY DEPARTURE IN 10 MINUTES!"**. Start the clock and use the Churn to build tension.

Have the PCs make a **basic TN 15 Technology test**. Failure means no connection can be established with the command crew. Success manages to connect with Dr. Lyndie, who is disorientated by the Duarte Hive Mind effect and speaks in three different personas (*old and confused Belter confused, young and afraid Earther, Laconian ready to serve*).

Have the PCs make a **Dexterity (Freel-Fall) TN 13 Basic ability test** in order to return to the *Örn*. Failure means there is a propulsion malfunction and the PC misses the target airlock, slamming into the hull (2d6 damage). Once onboard, *Örn's* automated hig-g warning is blaring: 60 seconds (4 rounds)! All crew should secure themselves in crash couches if biologicals, or service cubicles if synthetic/bots).

## Scene 2 - High-G Burn for the Ring Gate

The command crew is unresponsive. The PCs being augmented humans and bots can try to move around with multiple **Strenght TN 14 tests**. If they reach the human crew, they are unresponsive. A successful **Intelligence (Medicine) TN 11 test** reveals their brain waves are unusually in sync with one another. Attempts to revive reqreuiues a **TN 19 Intelligence (Medicine) test**, failure results in the death of the crew member. Success results in the awakened crew member attacking the PCs.

To gain access to the communications records requires an **Intelligence (Hacking) TN 13 test**. Success reveals the following: *Örn's* Capt is an agent in Naomi Nagata's underground resistance, and there are two messages: The first is from public broadcast: *Nagata Message accepting Trejo's offer of alliance*. The second is an encrypted message: *Nagata's request for all Underground ships to the Ring Space*. The *Örn* gives 5 minute warning for flip and burn deceleration towards the Ring Gate. If PCs out of crash couch/cubicle make a **TN 15 Constitution (Stamina) test** or take 2d6 damage.

## Scene 3 - Ring Space

When the *Örn* enters the ring space, the PCs can hack communications again, they will receive Nagata's orders to stop the silent (*hive mind*) ships from reaching the Ring Station. The *Örn* will change course to attack a Belter Underground ship. To gain control over the ship's sysmtes the PCs can make a **TN 13 Intelligence (Hacking) test**, thus averting the attack. The hived minded crew will react by attacking PCs within 6 rounds, or if the PCs fail, assist the attack (Ship Combat ensues). PCs can attempt to revive the command crew with a **TN 13 Intelligence (Medicine) test**. Failure kills the patient, success awakens an aggressive, attacking and hive minded crew member, adding to the onslaught of the other hive minded crew.

Combat ends suddenly when the hive mind ceases with Duarte's death. However, within one round the **Ring Entities** attack. To avoid the entities' attacks, the PCs must make a **TN 15 Dexterity test**, or suffer 2d6 damage.

Nagata broadcasts a message: *Leave the Ring Space immediately, pick a system and go!* (For forever).

Roll any ship repairs as needed. To increase tension, GM may call for an **Advance Test (TN 11, Success Threshold 15)** to make the ship able to escape the Ring Space. For an even more dramatic escape, the GM may instead (or simultaneously) call for a **Dexterity (Piloting) Advanced Test**, with a TN of 13 and a Success Threshold of 10.

Epilogue Narration: The *Örn* passes through the Ring Gate (Sol maybe?), followed by a Laconian ship, *The Falcon*, then the Ring Gate energy distorts, fades, and begins to fall...



## NOTES

**WARNING! LEVIATHAN FALLS SPOILERS!**

The Game Master should read the ninth Expanse novel before running this adventure in order to understand the Hive Mind effect.

**Other content triggers are:** loss of autonomy, violence, character death, space hazards.

## SUMMARY

The story is about one ship struggling with **Winston Duarte's** *hive mind* effect that takes over the human command crew of the research ship **Örn**. The player characters (PCs) make up the unaffected survey crew, consisting of augmented humans and the bots.

See Beyond the Ring for Alec-II star system entry (page 52).

**\*GREEN RONIN PUBLISHING SOURCE MATERIAL**

This adventure seeks to incorporate adversaries from *The Expanse RPG Core Book* (soldier, pilot, and veteran for the **command crew**; page 210-215) and **Advanced Tests** page 19; *Abuz's Bounty* (command crew stats NPCs); *Beyond the Ring* (Alec-II star system entry on page 52-53; *Ships of the Expanse* (for the Belter ship use the **Anne Bounty** stats on page 138, and for the **Örn** use Corvette Class page 98; and the *Modern AGE Cyberpunk Slice* supplement for character creation in conjunction with the Expanse character creation process, especially backgrounds and professions.

Cybernetics are referred to in *Leviathan Wakes* by the character Cameron Paj who tells Holden he can get a cybernetic arm thru Pur'n'Kleen's company health benefits.

## PLAYER CHARACTERS

Players should use the *Modern Age* supplement *Cyberpunk Slice* to augment their Expanse character during creation. It is suggested to have a mix of biological augmented humans and synthetic bots (digger-bot, assembler-bot, survey-bot, combat-bot). PC's can ping/message each other in a securebot-feed. Have at least two back-up PCs pre-gen bots available if any PC's die so that they can then run the back-up and continue the adventure. The pace should be fast, don't let the players debate their actions too much, this should be a DEADLY, but thrilling high-G roller coaster adventure!



# THOSE WHO TRUST

WRITTEN BY GUILHERME CAHÚ

## 1. New Luna

The player characters (PCs) arrive at **New Luna** bringing medical supplies and fuel pellets. They must return to Earth with soil samples and with two scientists they were assigned to pick up: **Kale** and **Otto**. They were paid 1 temporary income upfront and will receive 2 temporary income upon their return.

A rocky, tidally-locked planet, **New Luna** has one side always facing its parent star. It's inhabited by Earthers (80% coming from Luna) and they live in underground tunnels. Because of that, some feel dissatisfaction about "*living like Belters*". The colony has some domes on the surface, allowing studies and the observation of space.

The PCs learn about a new religion that has grown popular on **New Luna** concerning a sphere found in one of the tunnels. People claim to feel better when they are near it and some said they were cured of simple ailments like a cold or fever they had prior to landing on the planet.

### The Sphere

With 3m radius, it's supposedly made of metal and has inscriptions of the Builder's aesthetics. It floats in an intersection of tunnels perpendicular to each other and is visited regularly the settlers. Some people (believers and legitimately interested) claim to feel good around it. The others do not feel anything (weakly interested and non-believers). Some want to study it and crack it open while others think that it would profane the place. Weakly interested and non-believers not only think this is unnecessary, but that doing so would use resources that are allocated to more important science. Scientist Kale is weakly interested and scientist Otto is a believer.

## 2. Sphere

The word is that the sphere is emitting a vibration-like sound. Some think it will crack open or that it will explode, and that it is time to prove their faith. Others are very excited. Some do not care, others think this is mass hysteria. Everyone is talking about it and there is an air of growing social instability.

## 3. Punishment

The sphere emits an extremely loud, vibrating noise that is heard in all the other tunnels, inside all rooms and in the surface domes. Only those in orbit do not hear it. Weakly interested people and non-believers **fall ill for 1d6 days**. If only some PCs fall into that category, make it hours instead (so they are not prevented from playing). A successful medical treatment will reduce the time by 1/3 (3 days would turn into 2). Roll once for the whole group and the population.

Believers and the legitimately interested, suffer nothing.

### GM information:

The belief in the sphere helped people develop a connection to it. It can beam a message to anyone's brain, if the conditions are favorable, and that belief made this kind of connection possible. Do not explain this to your players. Have them investigate and reach their own conclusions.

## 4. Trouble, new leadership

Some who did not fall ill initiate a coup and seize control over the colony. They are troublemakers and do not have support of everyone, but they do it anyway. Scientist **Otto** is involved, "*just helping the cause*" but he is a little naïve about it.

Other people try to steal the fuel pellets the PCs brought and try to seize all ships possible.

Even some believers and legitimately interested people disagree with the events above. They help those who have fallen ill and oppose to coup. Depending on how the PCs are involved with the community, some might try to steal their ship, accuse them of defending or opposing to the coup, blame them for what is happening (specially if some PCs are not Earthers), or legitimately ask them to help with something.

## 5. You coming?

If the PCs try to flee, it will raise suspicion of some who might try to prevent it. while others might ask or demand a ride. They can stay and help one of the sides of the conflict, everyone or no one, and try to stay alive in the meantime. They must convince scientist **Otto** to come with them. Scientist **Kale** might be a little hostile towards **Otto** when he has recovered from the illness, or he might only be scared of the situation and want to leave immediately. Consider the PCs might be chased by other ships if the situation escalate too much, and be prepared to run a ship combat encounter.

## 6. Conclusion

Possible outcomes are:

The PCs return with all scientists.

One or both scientists die.

Otto decides to stay and help the new government.

Kale decides to stay and help the opposition.

Kale is kidnapped.

Partially failing the requested mission will affect payment.



## PLANETARY DATA

PLANET NAME	New Luna
STAR SYSTEM	Mercurystar system
PLANET TYPE	Rocky, tidally locked
ORBITAL DISTANCE	0.028 AU
ORBITAL PERIOD	6 Earth days
ROTATIONAL PERIOD	6 Earth days
GRAVITY/DIAMETER	0.8g / 1,836 km
SATELLITES	0
ATMOSPHERIC	No atmosphere (vacuum)
GEOSPHERE	Surface like Ceres. Canyons run over the planet's surface on the threshold between day and night.
NOTABLE LOCATIONS AND OPERATIONS	Single underground colony on the north pole using the tunnels built by the Builders. Some surface domes on the same region. Mining for soil sampling, studies and commerce. Underground environmental studies. Food farming studies and practice. Operations center, prefecture-like.
GENERAL NOTES	New Luna orbits a red dwarf at 0,028 AU. It's tidally locked and contains tunnels in the underground, built by the Builders. There's a huge sphere floating in one of them. The GM might find it useful to consider there is another sphere at the south pole tunnel system if he wants to expand the adventure and make it more complex. If the GM wants to expand the star system, refer to the TRAPPIST-1 system. New Luna is inspired by planet TRAPPIST-1e.