

SERIES I

THE WELLERMAN

MISADVENTURES

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FREE TO USE ONE-PAGE ADVENTURE MODULES
WRITTEN (MOSTLY) FOR THE EXPANSE RPG

TABLE OF CONTENTS

I. PHOEBE'S SONG

II. GHOST SHIP OF THESEUS

II. WHAT DO YOU DO WITH A DRUNKEN SPACER?

IV. JOHNNY I HARDLY KNEW YA

V. HOIST UP THE THING

VI. HEALTH TO THE COMPANY

VII. CODA

ABOUT THE WELLERMAN MISADVENTURES

This whole thing started as a one-shot idea, inspired by the old sea shanty “**Soon May The Wellerman Come**”. But the more I thought about it, the more I realized it could be a whole series of little side-stories that dig into the underdeveloped spaces of The Expanse canon.

The idea is that these stories always follow ragtag crews of **Weller Resupply Company** ships, basically contract haulers whose job is to keep stations and colonies stocked with the stuff they need to survive. They’re not the James Holdens, Naomi Nagatas, or Bobbie Drapers of the world. They’re just working stiffs trying to get a paycheck and keep their ships flying while the universe constantly changes around them. And yet, by sheer bad luck or cosmic timing, Wellermen crews end up brushing against galaxy-shaking events all of the time.

Think of the Wellerman stories as *Rosencrantz and Guildenstern Are Dead* or *Forest Gump* meets *The Expanse*. Tales of side characters fumbling through the margins of history, sometimes playing a role in events, sometimes just surviving them, and often realizing that nobody ever thanks the resupply crew.

The three siblings Jonathyn Crick (JC), Georgina, and Edmond Weller founded the company in the early days of fusion-driven long hauls, naming all their ships Wellerman plus a number, a nod to a folk song they heard in their youth. Painted orange-and-black, the Wellermen became a common (if unremarkable) sight throughout the system.

That’s the hook: the ships are everywhere, and so they can be anywhere in the story. They’re delivering rations to Phoebe, hauling recyclers to Ganymede when the mirror falls, dodging railguns at Io, or quietly keeping a colony alive on the edge of nowhere after the gates open.

The inaugural Weller one shot, **Phoebe’s Song**, tells the tragic horror story of how the Phoebe Bug was discovered, setting the course for the entire series. What I like about it most is that it pays homage to the roots of *The Expanse* by centering the story around working class folks in over their heads. It sets the tone for what the Wellerman Misadventures can be: flexible, atmospheric side stories that explore new angles of the universe we know and love.

The 6 other adventures in this set will hop all over *The Expanse* timeline, from the pre-Epstein Drive era, through the Transport Union Era, the Laconian Empire Era, and finally, the far future, after the end of *Leviathan Falls*. Establishing Weller ships as an ever-present background figures in the universe.

This has been a fun project to throw myself into, and honestly, anyone can write a Wellerman Misadventure if they want to. I’m not here to tell you how. But for the ones I have written/will write in the future, a few things will always be true:

- **Wellerman stories will be Low-prep:** Every adventure will be a ready-to-run one-shot with tight pacing (3 pages or less). All necessary assets provided or their locations sourced.
- **Wellerman stories will take on Fresh Angles:** Each story will dig into an underexplored corner of *The Expanse* timeline, and seek to showcase a different kind of story than we are used to seeing in this setting.
- **Wellerman stories will be designed for Low level Crews:** Wellerman Misadventures will be designed in part as tutorials for new players, so it makes sense to start everyone at level 1. The other reason is to be a reminder that these folks are working stiffs in over their head, not superheroes.
- **Wellerman Stories will be Canon-adjacent:** While nothing in *The Expanse* gets rewritten in one of these adventures, Wellermen stories will still matter in a James Gunn-esque found-family of misfits kind of way. And if, by some miracle, a Wellerman crew saves the system? Nobody will ever know.

Feel free to use the Wellerman name and concept in your own games, but I do ask that if you plan to use any of the Wellerman logos, templates or assets that you also follow these guidelines when creating your adventure. I will even provide you the assets. I also ask that copies of any new **Wellerman Misadventures** with the logo or any of the assets be offered for free to *The Expanse* RPG Community either via the Doors and Corners Discord or the expanserpvgcommunity.com.



PHOEBE'S SONG

A TRAGIC HORROR
FREE-TO-USE ADVENTURE
FOR THE EXPANSE RPG

Job Posting: Contract Haul to Phoebe Station

Job ID: WRC-2343-PH649-5

Contract Origin: Titan Logistics Hub on behalf of
Deeproot Mining Concern.

Destination: Phoebe Station, Saturn System

Vessel Assigned: Wellerman 649 (resupply hauler,
standard cargo config.)

TRIGGER WARNING / IMPORTANT INFO

This is a tragic horror one-shot. If run as written it contains body horror and everyone will die at or by the end.

NOTES ON SHIPLOG FROM PREVIOUS TRIPS

- The station is currently occupied by miners working for **Deeproot Mining Concern** – a belter-owned and operated “mom and pop” shop out of Ceres Station. The owners are James and Stella Armstrong. They ask that any complaints or issues with their employees be sent directly to their old relay address: StarMail#Jamesandstella45
- *Yes, they really still use a StarMail box. Please allow 2–5 days for packet delivery depending on relay availability.*
- Phoebe station has had issues with their comms in the past. Their equipment has been compromised for some time but Deeproot cannot afford replacements at this time. Static and sometimes dropped calls with dispatch are to be expected. Proceed even if you can't get a connection.
- Docking clamps unreliable; approach slowly and be ready for manual override.
- Airlock seals “mostly good,” but routine pressure drops have been reported.

ARRIVAL

When the crew arrives at Phoebe, no comms response greets them, exactly as the shiplogs warned. Docking requires a TN13 Piloting test to manually guide in without station control. Inside, the station feels wrong. Corridors are silent, lights flicker, and the air recyclers hum but with an uneven, strained rhythm. Half-eaten meals sit abandoned in the mess, tools are left mid-job in workshops, and data slates display unfinished reports. It's as if the crew vanished all at once, mid-shift.

INVESTIGATION

- Docked Ship, The Bill O'Tea: Reactor damage, radiation leak (TN12 Engineering to stabilize).
- Hab Block: Personal effects left mid-routine. Bunks unmade. A data slate with unsent, encrypted StarMail drafts to James & Stella Armstrong (TN13 Tech to crack). Woman on board was a singer. Recordings of her singing can be found in her bunk.
- Ops/Control: Systems partly online. TN13 Technology reveals deliberate comms tampering; security logs wiped clean.
- Research Lab: Active studies on a strange mineral/biological sample from deep rock strata. Tagged as “potential value.” Specimens missing.
- Medical Bay: Records describe first illness two weeks ago: flu-like, violent vomiting of brown anaerobic fluid. Rapid escalation; logs stop abruptly.
- Overall Trail: All evidence suggests the station population moved — or was driven — into the tunnels.

PHOEBE'S SONG

- At some point, the comms will crackle on. An eerie melody can be heard. If they found the recordings, they will know the voice.
- The signal is coming from deep in the mines.
- Should they follow the voice they will find more and more creepy things in the tunnel. Brown substance blue luminescent “fireflies, all leading to a place where all the miners (equal to party +2) are sitting in a circle, cross-legged, with their helmets off. The singer is among them. If they come in contact with any of the substance, or make any sudden movements, the singer stops and looks directly at the, eye glowing blue.
- Players roll Initiative.

SEE BACK OR SPECIAL RULES AND COMBAT DETAILS.

SPECIAL MECHANICS FOR THIS ADVENTURE

Borrowed and modified from *Ten Candles* created by Stephen Dewey of Cavalry Games (2015)

LAST WORDS

At the start of play, every PC writes down (or voice-records) their last words. It can be a tightbeam to a loved one, a monologue about your character, etc. Players should have freedom to be creative with how they interpret this. These will be read aloud at their death scene.

THE LAST STAND

The final scene belongs to the players. Each PC gets to narrate their death scene, describing how they go out – desperate, tragic, or even grimly beautiful.

THE CHURN IN TRAGIC HORROR

For this game, you will track The Churn as you would normally, per Expanse RPG rules. When your Churn hits 10, it triggers **The Last Stand** and the session ends. Every player then narrates their PC's death scenes.

HEROIC SACRIFICE (STUNT)

Cost: 4 SP.

Effect: The PC immediately dies, describing their Heroic Sacrifice.

Result: The Churn drops by 3, buying time for the others.

COMBAT

- Initial Threat: When the singer's eyes glow, the rest of the circle stirs. Miners rise with jerky, unnatural movement. Their mouths drip brown sludge. Players Roll Initiative.
- Vomit Attack: TN 12 Dex save or be sprayed with brown liquid. Failure = 1d6 damage + contamination (glowing blue veins appear in 1d6 hours).

ENVIRONMENT

Tight tunnels (movement is restricted, no ranged weapons beyond pistols).

Brown sludge patches: TN 11 Dex or slip/fall prone.

"Fireflies" cluster when disturbed – brief distraction or eerie illumination.

ESCALATION

If a PC falls in combat, they rise again in 1d6 rounds as a new Vomit Zombie unless another PC spends an action to "burn" the body with suit thrusters/torches. Really ramp up the tension during this scene and lean into the body horror elements.

ENDGAME

- Victory (*unlikely*): Destroy the vomit zombies and retreat to the ship. The song lingers on comms even as they leave.
- Defeat: Once 10 is hit on The Churn, each player narrates their Last Stand

REVEAL LAST WORDS

As each PC dies, players read/play their Last Words to the quiet room.

Bonus points if you play this song as they read them or after to play everyone out:

Wellerman – Sad Piano Version



THIS INAGURAL WELLERMAN MISADVENTURE, AND ALL THAT COME AFTER IT, OWE A DEBT TO THE TRADITIONAL FOLK SONG
SOON MAY THE WELLERMAN COME (1970S)

The original "wellermen" who inspired the song were supply ships owned by the Weller Brothers, Joseph Brooks, Edward, George Weller – Three merchant traders in the 1800s who were amongst the earliest European settlers of the Otago region of New Zealand.

Ten Candles is a Tragic Horror RPG made by **Cavalry Games**. You can buy a copy [here](#).

W GHOST SHIP OF THESEUS

A FAN CREATED FREE-TO-USE ADVENTURE FOR THE EXPANSE RPG

Job Posting: Supply Drop off and Check-in (no one has heard form the conlony in a year)

Contract Origin: Transport Union & Weller Resupply Co.

Destination: Jemison IV

Vessel Assigned: Wellerman 1313 (Grendel Class Light Freighter, SoTE p.122)

In Need of Crew: XO, Pilot, Engineer, Technology Specialist, and Laborists

THE RUMORS

- **The Christian:** Ship lost a year ago, capt. Jayme Dawson (ex-OPA, Free Navy war hero). Missing, presumed dead.
- **Pirates:** Outer lanes rife with raids. Christian believed taken.
- **Ghost Stories:** Signal distortions + rumors of protomolecule experiments.

THE REALITY

Jemison IV hosts a Builder shipyard. Colonists on Jemison have become convinced that they need to prepare for war with an “unseen enemy”. To fight this war, they have created a weapon by feeding "volunteers" to the Protomolecule (PM) and melding their bodies and minds into living ships they call “**Shipminds**”. The strongest identities are preserved as sentient shipboard systems. Six of these Shipminds have been created so far. One has rebelled and broken free – Jayme Dawson, the first Shipmind, is now “piloting” a PM-hybrid version of The Christian.

THE ATTACK

En route, 4 pirate ships attack. Wellerman has PDCS, jamming, grappler. Pirates want crew alive. At crisis point, Dawson’s Shipmind-Christian arrives, helps destroy pirates, then hails them. Dawson sends evidence: Jemison is converting people into fuel for creating new *Shipminds*. Asks crew for help. Needs physical bodies to stop Jemison IV.

FLEE

The crew decides this isn’t their fight. They have the evidence. They can:

- Expose Jemison IV, putting this tech on the radar of powerful factions.
- Bury the truth, take their credits, and move on.

If they bury it: End the session with a smash-cut epilogue. Years later, they see a fleet of Shipminds entering the Ring Space, broadcast on Medina’s screens in a crowded bar.

FOLLOW DAWSON

The crew follows Dawson to Jemison IV, where they confront the colony’s leaders and their PM experiments. The colonists insist no one will be forced, but strongly urge the party to “volunteer” to become **Shipminds** — humanity’s only hope against an “unseen enemy.” When pressed, they speak with eerie conviction: after PM treatments, they “understand so much more,” and promise the crew it will all make sense in time.

NPCS ON JEMISON

AMYA KORRIN

Political head. Visionary, calm, persuasive. Early 50s, Martian accent, blue PM tracery on arms. Charisma of a cult leader but framed as logic. Believes Shipminds are humanity’s future.

EZEKIEL “ZEKE” BARRAZA

Oversees shipyard + PM tech. Stocky, shaved head, cybernetic arm fused with PM scaffolding. Enthusiastic gearhead. Sees Shipminds as “projects,” not people.

SHIPMIND “AURORA”

Prototype Shipmind, once Dr. Sabine Aurang. Maternal, kind, claims she chose this fate. She has a voice like layered whispers. Speaks directly through PCs’ ship systems. Refers to herself as “we.”

SISTER LIAN CHO

Former missionary, now spiritual guide. Short, quiet, robed in living fibers. Sees Shipminds as salvation. Calls assimilation “The Crossing.” Gentle, insistent proselytizer.

FINAL SCENES

- What do the PCs do? Destroy the shipyards? Fight the administration? Join the Shipminds?
- Any offensive moves you take, **Jayme Dawson** will be supporting you from the air.
- If the players try to leave at this point, they will not be allowed to leave the planet and will need to fight their way back to the ship
- Use the soldier Statblock from the original Expanse RPG rulebook for anyone they run into.
- If their ship is destroyed. Jayme Dawson will offer to let fly them as the new crew of **The Christian**.
- If you care about preserving canon, the best way to play this is that the Weller crew dies destroying Jemison IV, or lies when they return to the TU, claiming the colony was dead when they found it.

THIS **WELLERMAN MISADVENTURE** IS HEAVILY INSPIRED BY THE LYRICS OF **DAWSON’S CHRISTIAN** BY **DUANE ELMS (1987)**

SUPPLEMENTAL EPHEMERA

HOW TO READ THESE QUICK NPC STATBLOCKS

Attitude: Openness toward PCs (see Attitude table, p.103 of the Expanse RPG Core Rulebook).

Competency: General ability score; two values for strengths/weaknesses (see Crew Competency, p.119).

Focuses: +2 to the roll if a listed focus applies.

Speed/Defense: 10 + Highest Competency.

Toughness (Tough): Highest Competency + Armor

Fortune: Usually 15 (Lvl 1 PC), adjust for preferred difficulty.

AMYA KORRIN

Attitude: Neutral

Competencies: 3/2

Focuses: Leadership, Persuasion

Spd/Def: 13

Tough: 3

Fortune: 15

EZEKIEL “ZEKE” BARRAZA

Attitude: Hostile

Competencies: 2

Focuses: Science, Technology

Spd/Def: 12

Tough: 2

Fortune: 15

SHIPMIND “AURORA”

Attitude: Open

Competencies: 4/2

Focuses: Piloting, Empathy

Spd/Def: 14

Tough: 8

Fortune: 20

SISTER LIAN CHO

Attitude: Neutral/Hostile if challenged

Competency: 3/1

Focuses: Willpower, Pistols

Spd/Def: 13

Tough: 13

Fortune: 15

SOLDIER

Attitude: Hostile

Competencies: 3/2

Focuses: Pistols, Light Weapons

Spd/Def: 13

Tough: 5

Fortune: 15

SQUAD LEADER

Attitude: Hostile

Competencies: 4/3

Focuses: Pistols, Light Weapons, Leadership

Spd/Def: 14

Tough: 6

Fortune: 20

PIRATES

Attitude: Hostile

Competencies: 3/2

Focuses: Piloting, Tracking

Spd/Def: 13

Tough: 5

Fortune: 15

PIRATE CAPTAIN

Attitude: Hostile

Competencies: 3/-1

Focuses: Pistols, Light Weapons, Leadership

Spd/Def: 13

Tough: 4

Fortune: 15

SHIPS

- For the so-called pirate ships: use **Asp Class Fast Attack Ships** (Ships of The Expanse [SToE] p.95)
- For the Ghost Ship Christian, and all other Shipminds, use the Anubis Class Stelth Frigate (SoTE p. 137)

OPTIONAL COLD OPEN

We see a ship, drifting through black space, on a breaking burn as they pass the Jamison gate, cargo strapped down tight. The ship is The Christian, it's captain – the legendary Jayme Dawson. All of a sudden – Four fast movers burn in hard, coming seemingly out of nowhere. Stealth tech. Alarms flare. The crew scrambles. PDCs chatter against the dark. The pirates close. Comms crackle with Dawson's voice, steady, unshaken: *"All hands—hold fast. We'll show these inyas how Beltalowda fight."* The screens go black as the first rail gun slams into the drive.

Cut to one year later. The PCs are all looking for work. There's an add for a Weller gig to the Jamison system. They pay well, but there's hesitation. Weller has a reputation. For better or worse, they deliver where others won't.



WHAT DO YOU DO WITH A DRUNKEN SPACER?

A FAN CREATED FREE-TO-USE ADVENTURE FOR THE EXPANSE RPG

The planet of **New Freeport** has some interesting fungus that when drank as a tea has some intoxicating effects. The captain of **The Wellerman 322** has developed a taste for this drink. dealing with his erratic behavior and the various unexpected side effects is becoming a problem for the crew.

WHEN ARE WE?

This Wellerman Misadventure can take place anytime after the ring gates open.

ABOUT CAPTAIN JONN STUBER

Captain Stuber, sometimes jokingly called Captain “Stupor”, has been flying with Weller for 20+ years. He has a fondness for booze and other intoxicants. A thrill-seeker by nature, so he’s always looking to try new things, often dragging the crew along on sidequests. Despite these red flags, the crew likes him because he’s a good and fair leader.

ABOUT THE TEA

New Freeport Tea is a drink made from a fungus-like analog that grows on the colony of New Freeport. It has an effect not unlike alcohol, with mild hallucinogenic and euphoric effects. It is relatively harmless in small doses, but the more one partakes, the stronger and more unpredictable the side effects become.

CAPTAIN ALIVE = PAYMENT

After a series of mutinies in the early 2200s, Weller instituted **The Captain Clause** to all its contracts. It is now a standard part of every Weller contract that, barring a death of natural causes, a Wellerman ship returning without the Captain it left with, will be grounds for the entire crew to forfeit the payment for that run.

THE TABLE OF SHENANIGANS

You Have 10 days travel to get to the nearest port. Each scene in this adventure (5 total) will account for 2 days of travel time. Each scene will contain one core problem caused by Capt. Stuber’s bender/the side effects. Below is a table of possible scenes. Before each new day, have a player roll a d10 and play out the corresponding scenario. Any attempts to put the Stuber in a brig or some kind of quarantine fail. He returns the next day unperturbed, like a cartoon character.

ROLL

SCENE

1

Phantom Ship Sighting: In the middle of the night shift, everyone is awaked by being tossed around their bunks. Stuber swears a “stealth vessel” is tailing them and he’s taking evasive maneuvers,

2

Random EVA: Stuber suits up to “get some fresh air” and threatens to open the airlock and go for a spacewalk by himself.

3

Alien Glow: Strange bioluminescent patterns ripple under his skin, flickering in sync with his heartbeat. Stuber appears not to notice anything strange and will resist going to the Medbay if asked.

4

Duelist: He challenges a crew member to a “traditional Martian duel,” complete with makeshift weapons.

5

Hallucinatory Hitchhikers: Claims “aliens snuck aboard,” and begins searching compartments with a weapon in hand.
Optional Twist: He’s not wrong. A couple of animals snuck on board while you were planetside (Flyer Analog, armored **Beyond The Rings**, p. 117).

6

Alien Hunger: Stuber suddenly craves things humans don’t normally eat, wiring insulation, coolant gel, vacuum-sealed foam and tries to snack on them, tearing the ship apart to do so.

7

The Other Captain: He claims there’s another Captain Stuber aboard, hiding, and he must “hunt the impostor and kill it” before docking. **Optional Twist:** There is. The goo somehow made a clone of him.

8

Captain’s Log: Stuber records rambling, slurred “captain’s logs” and accidentally broadcasts them on open comms. Some of it actively hostile to any potential pirates. If not stopped, he might drawn unwanted attention.

9

Scuttle Our Ship: Convinced the ship is being attacked and is compromised, Stuber send out an message to any ship that can hear it, asking for a mercy killing and that something alien has infected the crew.

10

No Pants Day: The Captain declares it No Pants Day. He “Donald Ducks” it for the next day and judges any crew not participating.

FINAL SCENE

Assuming the captain survives both his own insanity and the crew doesn’t take him out, eventually the effects of the tea wear off. He gathers the crew and apologizes, announcing he will forefelt his cut and giving it to the crew to split.

SUPPLEMENTAL EPHEMERA

WHICH STUBER WILL YOU HAVE?

Roll a D6 at the start of each scene to determine which version of Capt. Stuber you will be dealing with, as his abilities and competencies change depending on his mental state (isn't that true for all of us, to some degree?)

1) MOSTLY SOBER

Attitude: Neutral
Competencies: 4/2
Focuses: Leadership, Persuasion
Spd/Def: 14
Tough: 4
Fortune: 25
Notes: Still functional, but mildly irritable.

2) ANGRY DRUNK

Attitude: Hostile
Competencies: 3/1
Focuses: Leadership, Persuasion
Spd/Def: 13
Tough: 3
Fortune: 30
Notes: Picks fights, issues reckless orders.

3) HAPPY DRUNK

Attitude: Friendly
Competencies: 3/1
Focuses: Persuasion,
Spd/Def: 14
Tough: 0
Fortune: 30
Notes: Overly affectionate, ignores danger, bad at discipline.

4) SAD DRUNK

Attitude: Standoffish
Competencies: 5/1
Focuses: Deception, Crafting
Spd/Def: 11
Tough: 1
Fortune: 10
Notes: Withdrawn, pessimistic, may sabotage or tinker aimlessly.

5) CHAOTIC DRUNK

Attitude: Changes
Competencies: 2/3
Focuses: Intimidation, Acrobatics
Spd/Def: 12
Tough: 2
Fortune: 20
Notes: Swings between manic energy and sudden paranoia.

6) VISIONARY DRUNK

Attitude:
Competencies: 4/2
Focuses: Perception, Seduction
Spd/Def: 12
Tough: 3
Fortune: 25
Notes: Claims to "see beyond the real." Might predict actual events

QUICK NPC STATBLOCKS

Attitude: Openness toward PCs (see Attitude table, p.103 of the Expanse RPG Core Rulebook).
Competency: General ability score; two values for strengths/weaknesses (see Crew Competency, p.119).
Focuses: +2 to the roll if a listed focus applies.
Speed/Defense: 10 + Highest Competency.
Toughness (Tough): Highest Competency + Armor
Fortune: Usually 15 (Lvl 1 PC), adjust for preferred difficulty.

SPECIAL CHURN EFFECTS

MINOR

System Strain: Stuber's antics (or tampering) cause a subsystem to fail temporarily (air scrubbers, galley recycler, grav plating). Crew must spend time and effort fixing it.

MAJOR

Stuber causes a serious accident (Hull breach, reactor spike, or nav array miscalibration) requiring immediate repairs.

EPIC

Boarding Party: A hostile ship (pirates, scavengers, or corporate security responding to his transmissions) intercepts and attempts to board.

OR

Alien Revelation: The tea's true alien nature manifests. Stuber becomes a vessel for something else — glowing, speaking in multiple voices, maybe even exerting telepathic influence.



THIS ADVENTURE IS INSPIRED BY THE TRADITIONAL FOLK SONG **WHAT DO YOU DO WITH A DRUNKEN SAILOR?** (1830)

W JOHNNY I HARDLY KNEW YA

A FAN CREATED FREE-TO-USE ADVENTURE FOR THE EXPANSE RPG

The Wellerman 221A has gone missing on a delivery. An investigation is needed, but the Higherups at Weller do not want to get the cops involved or hire private PIs, since this job was a less than above board. Instead they are sending the crew of its sister ship, *The Wellerman 221B* to perform a rescue or investigation, whichever necessary.

WHAT'S THE VIBE?

Early in the Expanse timeline. This would be running concurrent with Leviathan Wakes / season one. The **221A** crew are the “unlucky bastards” of the Expanse: too minor to be central, but caught in every crossfire of Protogen’s schemes. Their survival is equal parts tragic accident and dark comedy — they’ve stumbled through some of the Belt’s deadliest moments and somehow (mostly) lived.

ESTABLISH A CONNECTION

Each of the PCs have some personal connection to **221A**. Ask the players what this connection before the game starts properly. This can be at the start of the adventure, or if the GM is not comfortable with improvisation, have the players send it in advance of the session. Work these connections into the overall story if you can.

LOCATIONS OF INTEREST

Titan City Docks (Weller Base of Operations)

Titan City is a luxury resort town.

PCs will start here.

Pallas Station

An OPA Stronghold. Players who aren't Belter will get looked at funny here.

The Wellerman 221A

The 221B's sister ship.

Uses the exact layout of your ship

(Grendel Class Light Freighter, SoTE p.122)

Eros Station

The Las Vegas of the Belt.

Ganymede

The breadbasket of The Belt.

NPCs

Weller Contacts (Titan City)

- *Mara Tsu (Dispatcher): Chain-smoking, no-nonsense handler.*

Pallas Station

- *Tavi “Sparks” Navarro (Dockhand): Jovial OPA worker, gossip broker. Knows about the Johnny Jump Up's shady cargo.*
- *Juno Ramires (CPM Recruiter): Charismatic Belter salesman type. Ads feature 221A crew, but denies knowledge.*

The Johnny Jump Up Crew

- *Captain Darius Venn: Gruff pirate captain, missing an eye. Distrustful.*
- *Kelso Brant (XO): Nervous, pliable, secretly wants out. Weak link PCs can exploit.*

Protogen / CPM

- *Lt. Han Su (Overseer): Cold, professional CPM minder. Directly controls the 221A crew on Ganymede.*
- *Rika Danel (Scientist): Fidgety, anxious Protogen researcher.*

SECRETS & CLUES

Adapted from Sly Flourish's LAzy DM Method.

Whenever the PCs investigate, hack, question, or search successfully, give them a secret/clue that fits the scene. Think of them as rewards for engagement, instead of keys to locked doors.

1. The Johnny Jump Up is the 221A under a new name. It's on its way to Pallas Station. If the PCs don't burn hard, it arrives first. If they burn hard enough, they might be able to intercept it en route.
2. The Johnny's crew claims they found the ship as legitimate salvage. They start standoffish. With persuasion, threats, or violence, they'll allow access to the logs.
3. The ship's logs show that a vessel broadcasting a UNN transponder boarded the 221A. The crew was taken aboard a second ship.
4. The UNN transponder was fake. Careful checks confirm it was a spoof.
5. Video footage from the 221A shows the boarding vessel. It doesn't look UN at all. Its drive signature and hull profile match a Protogen ship.
6. CPM recruitment ads are plastered across Pallas Station. They feature faces from the missing 221A crew. PCs may notice them directly or hear from locals.
7. Mao-Kwikowski owns both CPM and Protogen. They also own Weller Resupply. Digging too deeply into these connections without covering tracks leads to a CPM thug confrontation.
8. The 221A crew served briefly as CPM security on Eros Station, but were considered incompetent and quietly reassigned to Ganymede.
9. If the PCs visit Eros, they arrive just days before the Eros Incident. If they don't, they see it unfold on the feeds, wondering if their friends died there.
10. On Ganymede, the surviving 221A crew are found in abandoned tunnels, babysitting dangerous protomolecule experiments. Their presence may be tied to the monster that later attacks Bobbie Draper's marines.

CREW OF THE 221A

- **Alazno “Patch” Okoye (Engineer):** *Tech specialist. He is very cynical. Blames Weller for the entire situation.*
- **Eliza Marrin (Medic):** *Compassionate, exhausted optimist. Missing an arm. Knew Weller would send someone to find them.*
- **Kato Rhee (Pilot):** *Twitchy, traumatized. Missing a leg. Will admit to hurting someone on Eros. Feels terrible about it.*
- **Arjun Desai (Deckhand):** *Young, naïve Earther. buys into Protogen’s promises of “good pay and a future.” At least a better live than Weller gave him.*
- **Nadia Karim (Navigator):** *Practical and guarded. Lost her brother on the 221A during the kidnapping and blames herself. Trust comes slowly, but she’s driven to escape at any cost.*

WHAT ACTUALLY HAPPENED

THE DISAPEARANCE

- The **Wellerman 221A** was on a shady delivery run for Weller Corp on behalf of it’s owners, Mao-Kwikowski.
- No one at Weller knows what’s up with this job.
- Dispatcher Mara Tsu doesn’t trust the owners of MK, and suspects something weird is up, so 221B’s investigation/rescue mission is off the books.
- Pirates did indeed find her drifting on the float. They claimed salvage rights and renamed her **The Johnny Jump Up**.
- This was possible because the 221A’s crew was no longer aboard.

THE KIDNAPPING

- Before pirates got there, a Protogen vessel (using a falsified UNN transponder) intercepted the 221A.
- The Protogen boarding party removed the crew, staging it to look like a UNN op.
- The Captain, XO and one deckhand were killed by the boarders during this event.
- Protogen’s plan: spark Earth–Mars hostilities by making it seem like UNN kidnapped a Martian company’s freighter.
- It didn’t take hold (nobody cared about a minor hauler), so Protogen pivoted to a bigger false-flag: destroying the Canterbury and blaming Mars.

THE CREW’S FATE

- The remaining 221A crew was forcibly “hired” into Protogen’s ranks.
- Initially used as cheap bodies for CPM (the Eros Station “security” company).
- Too untrained and unreliable, they washed out. Protogen reassigned them to Ganymede, to a “babysitting job” in the tunnels.

THE GANYMEDE GIG

- Their “job” is to guard experimental protomolecule research — including the monster that will later threaten Bobbie Draper’s squad
- Protogen minders keep them under watch.
- The crew of the 221A is desperate to escape, but they’re terrified of Protogen and traumatized by what they’ve seen.

THE TIMELINE

- If the PCs go to Pallas, they’ll spot ads for CPM/Eros security featuring with familiar faces from the 221A.
- If they track to Eros, they’ll miss the crew by days. Protogen already pulled them to Ganymede.
- The Eros Incident happens just after the PCs leave, raising the stakes and cementing Protogen as the true antagonist.
- On Ganymede, the PCs can rescue the surviving 221A crew from the tunnels. Their presence is tied to the very same experiments that unleash the protomonsters.
- If the PCs succeed, they extract the survivors and escape Ganymede just before the mirrors fall.



THIS ADVENTURE IS NAMED FOR AND LOOSELY INSPIRED BY THE TRADITIONAL FOLK SONG **JOHNNY I HARDLY KNEW YE** (1867)

IT ALSO DRAWS INSPIRATION FROM **SHERLOCK HOLMES** BY **SIR ARTHUR CONAN DOYLE**, MAINLY IN THE NUMBERING OF THE SHIPS.

W HOIST UP THE THING

A FAN CREATED FREE-TO-USE ADVENTURE FOR THE EXPANSE RPG

Everyone on the **Wellerman 5317** crew is unqualified for the position they signed up for. For one reason or another, they all joined up with Weller, lying or exaggerating their skillset. They have been flying for 6 months, this has panned out so far, but this new mission promises to complicate things.

THE PITCH

One year after the Medina's take over by Laconia, the crew of **5317** are six months into their contract with Weller Corp. There's only one problem: none of them are actually qualified for the jobs they signed up for. Each crew member exaggerated, lied, or faked their way onto the roster. So far they've muddled through thanks to luck, grit, and a lot of improvisation. But now Weller has assigned them a new contract and this job requires them to recover, secure, and transport "the thing": a massive, mysterious object of high value, suspected to be a Ring Builder artifact. Between their questionable competence, corporate oversight, and external threats, this run is destined to go pear-shaped.

CHARACTER CREATION

There are a few ways you can go about this:

- **The Stealth Expert:** Build a character that is actually qualified to do something, but put them in charge of a different job.
 - **Why Lie as a Stealth Expert?**
 - *Maybe you are on the run, and need to keep a low profile and your skills will give you away.*
 - *Maybe you are unaware of your natural ability.*
 - *Maybe you have a chip on your shoulder about the work, or some trauma related to it, or simply feel that being good at something isn't a good enough reason to do it.*
- **The Generalist:** Build a character that could be slotted in anywhere. They aren't good at any one thing, but aren't terrible.
 - **Why Lie as a Generalist?**
 - *Maybe you aren't lying, and are instead overestimating your own skill.*
 - *Maybe you want to be taken seriously and feel like having an "area of expertise" will lead to a promotion.*
 - *Maybe you exaggerated on your paperwork not thinking they'd actually pick you.*
- **The Charming Fool:** Build an entirely suboptimal character who will be bad at most things ship-related, but they have some redeeming qualities that make the crew want to keep them around.
 - **Why Lie as a Charming Fool?**
 - *All the generalist ones apply here too.*
 - *Maybe you're a con-man who just needs a ride to the next job and this was the best way to do it.*
 - *Maybe you got the job because nepotism, but you don't want the others to know.*
- **Other:** There's bound to be ideas we didn't think of for a character who ends up on this crew. Let your imaginations run wild.

WHEN ARE WE?

This adventure is set between Persepolis Rising and Tiamat's Wrath. Laconia has instituted its rule, but has not gotten full control of the gate systems. Weller Resupply Co was one of the first businesses to cut a deal with the empire to keep flying. Nobody wanted the colonies beyond the rings to go without.

THE JOB: RETRIVE "THE THING"

A builder artifact found floating out in space. About the size of a small automobile, cool to the touch and completely spherical. No one knows what it does or what it's for, but the company who contracted Weller wants them to find it, secure it, and haul it to a research station in the Bara Gaon System (2 weeks travel time, including 2 ring transits).

COMPETITION FOR "THE THING"

Other groups are searching for this artifact:

- **The Harlot's Virtue:** A pirate ship coated in stolen stealth paint. they think it will be a good value on the black market.
- **The Falcon:** The flagship of The Laconian Science Directorate. Specifically, the object is of special interest to Elvi Okoye.
- **The Savage Daughter:** A former OPA ship turned Underground. They want to destroy it. Mostly because Laconia wants it, and hindering Laconia is always helping The Underground.

OK, BUT WHAT EXACTLY IS "THE THING"?

It doesn't matter unless it does. Here are some things it might be:

- It might be a transport vessel used by the builders that was stopped mid-transport when the builders were killed, carrying
 - a repair drone, like the Strange Dogs on Laconia. **OR**
 - a live sample of the protomolecule. **OR**
 - a crab-like alien, suspended in goo, from one of the ring worlds that the Builders found useful.
- It might be a piece of a larger builder construct that Duarte needs to finish a pet project of his.
- It might be a pod with a protomolecule hybrid in it, from way back in the Calaban's War era.
- It might be an alien egg of some kind, belonging to a Void Dragon, a creature that survives out in the void somehow. Unrelated to any of the other aliens humanity has come across so far.

ADDITIONAL SUPPORT MATERIALS ON BACK.

SUPPLEMENTAL EPHEMERA

THE SHIPS

Your ship, like all other Wellermen, is a Grendel Class light Freighter which can be found in Ships of The Expanse (p.122) For **The Harlot's Virtue**, use the **Anne Bonny** Statblock form (SoTE, p.138) For **The Falcon**, use the **Phantom Class** Statblock (SoTE, p.82) but increase the Hull rating by 1d6 (Regenerative plating). For **The Savage Daughter**, use a **Corvette Class Light Frigate** statblock (SoTE, p.98) as is.

STATS FOR "THE THING"

The stats you will use in relation to The Thing depends on what you want The Thing to be in your game. If you want it to behave like a ship, look through the SoTE book. I'd suggest using a lightweight one like a Windrose (SoTE, p.135). and re-flavor it as needed, but you can go a different route if you want the object to feel more dangerous.

If you want The Thing to be a vessel for something else, use the **Beyond The Ring** sourcebook for ideas on what the vessel holds. The back of the book has a bunch of animal analog stats. If you want to make it to be holding a super dangerous monster, pull something from a Modern AGE book and re-skin it.

If you go the route of this object somehow being a protomolecule hybrid, you can find the statblock for that creature listed as Project Caliban Hybrid in the core rulebook (p.215).

QUICK NPC STATBLOCKS

Attitude: Openness toward PCs (see Attitude table, p.103 of the Expanse RPG Core Rulebook).
Competency: General ability score; two values for strengths/weaknesses (see Crew Competency, p.119).
Focuses: +2 to the roll if a listed focus applies.
Speed/Defense: 10 + Highest Competency.
Toughness (Tough): Highest Competency + Armor
Fortune: Usually 15 (Lvl 1 PC), adjust for preferred difficulty.

ELVI OKOYE

Attitude: Neutral
Competencies: 4/2
Focuses: Leadership, Science
Spd/Def: 14
Tough: 4
Fortune: 25
Notes: Wants to study the object and find out if it has any scientific value. Her superiors want to see if it has any military value. She would prefer to not use violence if she can help it.

CAPTAIN JACKIE STARDUST

Attitude: Hostile
Competencies: 3/1
Focuses: Leadership, Persuasion
Spd/Def: 13
Tough: 3
Fortune: 10
Notes: Captain of the Harlot's Virtue. Wants to sell it to the highest bidder. Has no qualms about using violence to get obtain it. Her crew is malnourished and this is their best shot.

CAPTAIN WESTLEY "WES" ROBERTS

Attitude: Open
Competencies: 4/1
Focuses: Persuasion,
Spd/Def: 14
Tough: 3
Fortune: 10
Notes: Wes would rather not die in this fight, but will do so to take a strategic advantage away from Laconia. They will back down if convinced The Thing has no value in the war.





HEALTH TO THE COMPANY

TRAGEDY

News reaches Mars about a supply shortage on Tombstone, a mining outpost on Pallas. The risk was too high for the pay, so independent longhaulers haven't taken up the job. One man, a longhauler himself, Jonathyn Crick (JC) Weller, realized no one was going to take the contract and those people were going to die. He knew some of the folks living on Tombstone. He couldn't sit by and watch that happen.

A FAN CREATED FREE-TO-USE ADVENTURE FOR THE EXPANSE RPG

For the last of Wellerman Misadventures, we're returning to the beginning. The year is 2140 and three siblings see a niche in long haul shipping not being filled. They start up a little side hustle subscription service that, for better or worse will survive for centuries to come.

OPPORTUNITY

Along with his two siblings, Georgina and Edmond, JC develops a plan. They create a shipping company that takes on all the up front cost of the trip. They'd use their own ship to do it. They'd hire a crew just for the job. They'd get there and make their pitch. This time, it's a gesture of good will. But if they pay a subscription, they can guarantee a Wellerman ship is headed to them on a regular rotation.

THE CREW

This is where the PCs come in. They are the first Weller crew in history, under the command of JC Weller himself. The ship – the Wellerman 1, is a piece of crap. There are so many things wrong with it. You will all be lucky to make it the 6 month trip there alive, let alone back. But every one of the PCs have a reason to take this job. Maybe they need the money. Maybe the like the thrill. Maybe they have a loved ones on Tombstone.

THE LONG BURN TO TOMBSTONE

Traveling to Tombstone Station in the Wellerman 1 is no easy feat. There are any number of things that could go wrong on a 6 month flight to the bleeding edge of human settlement in outer space. To represent this, the GM will roll 2 times on the table below to determine what goes wrong on your long trip to nowhere.

- | | |
|---|---|
| 1 | Life Support Failure – CO ₂ scrubbers clog. Crew must jury-rig repairs before suffocating. |
| 2 | Hull Breach – Micrometeoroid punctures a section of the ship. Emergency EVA needed to patch it. |
| 3 | Stowaway – A hidden passenger is found among the cargo. Hungry, scared... and possibly dangerous. |
| 4 | Illness – A crewmember falls seriously sick, testing the ship's meager medbay (and the crew's trust). |
| 5 | Navigation Error – The aging computer sends them slightly off course, wasting fuel or risking collision. |
| 6 | Fuel Shortage – Propellant leak or miscalculation; the ship won't make it without drastic conservation or risky slingshot maneuvers. |
| 7 | Cargo Shift – Poorly secured freight breaks free during a maneuver, injuring crew or crushing vital systems. |
| 8 | System Fire – A short circuit sparks a blaze in zero-g; the crew must contain it before it spreads through life support ducts. |

THE DELIVERY

Once you get to the station, there's the little problem of convincing the brass on Tombstone to take your offer of an ongoing subscription service. If they don't agree to it, and provide a down payment for the service, none of you are going to get full payment for the gig (+1 permanent Income)

THE LONG BURN HOME

JC gathers the crew around and distributes checks for the job. The whole thing has a very "cast party after a big show" energy. Depending on how the mission went, there may be bonuses. After that scene, have each of the PC narrate epilogues. Where do their characters go from here?

ADDITIONAL SUPPORT MATERIALS ON BACK.

SUPPLEMENTAL EPHEMERA

WAYS TO MANAGE THE CHALLENGES

ABILITY TESTS

Select an ability/focus that is appropriate to the challenge. For example, the illness Challenge should be Constitution, perhaps Stamina or Tolerance.

Each player should get a chance to affect the situation with a roll of they so wish.

ADVANCED / GROUP TESTS

Have each player explain how they contribute to solving the problem with a roll.

Everyone's individual TN is 11. The Success Threshold (ST) – the number you get by adding up the drama die numbers of all the group's successful rolls – should be 5 x the player amount. Each player should have 2 opportunities to roll.

TUG OF WAR

To add a level of tension to the adventure, for one of the more intense ones, use a **Tug of War (ToW)** variation of a danger clock mechanic.

Here's how a ToW works. The ToW starts at 0. For each failed roll, subtract 1 from the ToW. For each successful roll, add 1. When the ToW hits 3, the crew catches a break and resets. If the ToW ever hits -3, treat it as if a Minor Churn occurred and reset.

SHIPS

Your ship, like all other Wellermen, is a Grendel Class light Freighter which can be found in Ships of The Expanse (p.122)

For the pirate ships use the Anne Bonny Statblock form (SoTE, p.138)

THE STOWAWAY

If you do the Stowaway plot, Here are 2 options for who that stowaway could be:

JAY'CION CRIBS

Attitude: Hostile
Competencies: 3/1
Focuses: Deception, slight of Hand
Spd/Def: 13
Tough: 3
Fortune: 10
Notes: A criminal on the run from Laconian authorities. They are paranoid and violent, fearing the crew will turn them in.

NIA SONG

Attitude: Scared
Competencies: 1/1
Focuses: none
Spd/Def: 11
Tough: 1
Fortune: 10
Notes: An 8 year old girl who was playing hide and seek with her friends in the dock, found the ship unlocked and hid there.

ALTERNATIVE: MONTAGES

An alternative to the challenges above, you can use a GM trick called Montages. I learned this from a friend, but I don't know where they picked it up, but I'm sure it's got it comes from some RPG sourcebook somewhere.

For montages, you have a Player at the table propose a problem that happens on the route. Each other player then has to contribute to the solution of the problem. You call for rolls as needed. Once the problem is solved, you move onto the next player. Repeat this process until all players have gone once.

NEGOTIATIONS AT TOMBSTONE

The workers at Tombstone will be skeptical of your offer. Their corporate overlords, Moser Excavations, are doubly so. They will start off with a Standoffish Attitude, giving you all a -1 on Communication tests. If you can bring that up to an "Open" attitude with successful Communication checks, they will be willing to hear your crew's proposal. Failed communication tests will drop back down into a negative attitude territory. If their attitude ever slips down to Hostile, you may need to have a fire fight and flee without landing the contract.

Note: Inciting a riot against the corporation is always an option endorsed by the writer of this module.



W C O D A

A FAN CREATED FREE-TO-USE SUPPLEMENT FOR MICROSCOPE RPG

Major spoilers for the entire Expanse series in this world building session that takes place after the events of Leviathan Falls (book 9 of the series).

WHEN ARE WE?

The year is 3390, roughly 1000 years after the events of Leviathan Falls and what your system calls “The Ringfall” where the 1300 worlds the humanity occupied were separated. In the Illus system, where you come from the Weller Resupply Company has evolved as a more of charity/fraternity of spacers simply called called ***The Brotherhood of Wellermen (BOW)***. Wellerman no longer referring to the ships, but the people who take up the title. Being a Wellerman is a calling you do for free, ensuring the the workers in Illus’s the belt stay fed. They see it as keeping the legacy of the past alive. No one alive could tell your the origins of the brotherhood. Since joining the Thirty Worlds and learning about FTL travel, they seek to find others like them and reunite the various versions across the worlds.

WHAT IS THIS?

Instead of The Expanse, Coda will be played with a modified rules based on Ben Robin’s Microscope RPG. Microscope is a worldbuilding game designed to help develop timelines and histories. The BOW story is a superstructure for what could be any number of sessions you’d like to run, each exploring the 1,000 years of time since the ringfall in a different system. This can be played as a standalone game or function as a session 0 for a longer 30 Worlds era campaign.

THE BIG PICTURE

At the end of Leviathan Falls, it is said that Humanity now has 1300 chances to get it right. Coda is about exploring those chances, one system at a time. You and your table will tell the story of a single colony system during the 1000 years of isolation following the Ringfall, when the gates collapsed and contact between worlds was lost. You can move around the timeline exploring the different highs and lows of this small pocket of humanity, through the lens of Weller Resupply Co.

PALETTE

At the start of play, its important to set boundaries together by created a list of things you and your fellow players want to explore, and things you and your fellow players want to avoid. To start you off, here are some base sugestions, but every table will be different:

Yes: *scarcity, isolation, ecological adaptation, fractured cultures, myths about the past, and rediscovered tech.*
No: *time travel, non-human civilizations, literal gods, bigotry, or hate speech.*

HOW PLAY WORKS (MICROSCOPE CORE)

For each turn, players can add one of the following to the shared timeline:
Periods: Broad eras within the 1000-year span. (e.g., “The Plague Years,” “The Rule of the Matriarchs.”)
Events: Specific happenings inside those periods. (e.g., “The last fusion reactor fails,” “The Bread Riots.”)
Scenes: Close-up roleplay moments exploring questions. (e.g., “Do we execute the captain who hoarded medicine?”)
You and the fellow players at the table then “zoom in” and roleplay that scene.

FOCUS

At the start of each round, the Researcher (a rotating role, or the GM) names a focus — ecology, politics, myths, technology, etc. All new history that round should relate to that focus, like a Wellerman archivist gathering testimony.

WHERE WE START AND WHERE TO END?

Beginning Period (Ringfall, ~2390s): “The gates collapse. Our world is cut off from the rest of humanity. We must survive alone.”
Ending Period (~3390s): “The Brotherhood of Wellermen arrive. After a thousand years of silence, we are found.”

NOTES ON TONE & LEGACY

Each Period or Event should have a tone (Light / Dark). This will give your fellow players an idea of how to play an event or scene in that space. That said, people will take your ideas and go a different direction with them. That’s part of the fun.

You should also consider themes and ideas your group wants to track over time. Some great ones for this setting are:

Survival Grit: Colonies scraping by, adapting to their new world.

Mythic Wonder: Legends forming from half-remembered history.

Human Legacy: How isolation and circumstances shape identity and culture.

Collective Trauma: As a species, everything with the protomolecule builders and The Ringfall has likely had a huge impact on our collective psyche.

VISUALIZING THE GAME

PERIOD 1

EVENT

SCENE	SCENE
SCENE	SCENE

EVENT

SCENE	SCENE
SCENE	SCENE

EVENT

SCENE	SCENE
SCENE	SCENE

PERIOD 2

EVENT

SCENE	SCENE
SCENE	SCENE

EVENT

SCENE	SCENE
SCENE	SCENE

EVENT

SCENE	SCENE
SCENE	SCENE

PERIOD 3

EVENT

SCENE	SCENE
SCENE	SCENE

EVENT

SCENE	SCENE
SCENE	SCENE

EVENT

SCENE	SCENE
SCENE	SCENE

TIPS

PLACEMENT

You can have as many of each as you want, but **Events** can only be placed within *existing Periods* and Scenes in *existing Events*.

TOOLS

If you are playing in person, index cards and a long table are going to make this the most interactive and fun.

If you are playing online you can use a google doc, or the website called <https://utgars-chronicles.app/> which was specifically designed to use for Microscope.

TO WHAT END?

While ostensibly, the big question you're exploring with this game is what happened to Weller Resupply in the system, the bigger thing being explored here is one of the 1300 possible worlds laid out at the end of the series. You can do anything with what you and your table create. It can stand alone as a fun game you and your friends played or it be the basis for the setting of a future Expanse RPG campaign where all your players will have buy-in because they helped create the world.

CONNECTION TO EXPANSE RPG

If you want to get more granular and crunchy with it, you can use these rules in combination with the Colony Creation (p.97) and/or System creation rules (p.108) as detailed in **The Expanse RPG** sourcebook **Beyond The Ring** (p.96) to give the system and colony a little more texture. The colony mishaps table alone provides a lot of cool ideas for Events,

A WELLERMAN MISADVENTURE

FOR FULL RULES OF **MICROSCOPE RPG**, CONSIDER PURCHASING THE BOOK/PDF FROM BEN ROBBINS'S [WEBSITE](#).