

THE EXPANSE

ROLEPLAYING GAME

FAN COMMUNITY



ONE PAGE ADVENTURE COLLECTION

VOL 5:

ECHOES OF THE BUILDERS

FOR USE WITH THE EXPANSE RPG





CONTENTS

AMATEUR ENTOMOLOGISTS	4
ARCHIMEDE'S GATE	6
THE DEBT IS PAID	8
GHOST SHIP OF THESEUS	10
THE LAST ARCHITECT	12
RENDER CATALYST	14

Thanks to all participants of the 2025 *One-page Adventure Jam "Echoes of the Builders"*. This is the fifth collection of its kind and it could not exist without the creativity and amazing contributions of you, members of the community. It is incredible that we are still having this jam!

Audun, Darren, and Richard (April 2026)

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

Editor's note

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

Written by

Tyler Boyce, Jan Bundesmann, Richard Kirke,
Audun Løvlie, Josh Romig, and Mark Stout.

PDF production, design and layout

Audun G. Løvlie
and
Eleanor Smith

Edited by

Audun G. Løvlie, Richard Kirke, and Darren West

Art

This non-profit collection has been designed using images from internet searches, in no way constituting a challenge to the copyright holding artists.

"Fan Made" logo
by Audun G. Løvlie.

Legal Disclaimer

This is free fan made content that anyone can use (please credit the authors), in no way constituting a challenge to the copyright holders of The Expanse Roleplaying Game © 2018-2026 Green Ronin Publishing, LLC. All rights reserved, or The Expanse © 2011-2026 Daniel Abraham and Ty Franck.

AMATEUR ENTOMOLOGISTS

WRITTEN BY JAN BUNDESMANN

Introduction

The crew has been sent to collect “bugs” from New Egypt. When they arrive, they learn that the planet already has human inhabitants. The “bugs” are in reality old Builder artifacts and local scientists have been experimenting on them, resulting in the ensuing danger.

Your players should understand that the bugs are interesting but discover that they are not animals. They have been left by the builders as some kind of repair drones. Eventually your crew might want to discuss if it really is a good idea to take home some of these bugs.

Start with Scene 1, the order of the other scenes depends on the players’ actions.

Scene 1: Arrival at New Egypt

Your employer, the Gryante Corporation, asked you to collect as many bugs as possible on New Egypt. They did not mention any obstacles. In fact, they stated that the planet is completely empty. They gave you a map and coordinates for where a search might be fruitful. Now, different sensors clearly indicate there is a human settlement. Hopefully they are welcoming.

No tests need to be rolled in this scene. Sensor scans confirm that the indicated coordinates are the only place where the ground offers sufficient stability for landing the ship. Describe the planet as a super-arid sand ball, with no clue why anyone would want to live there. There are two settlements:

To the west there is a hill range. You can see huts and caverns, as well as three persons approaching your position and halting at some distance. They wear some kind of kaftan and something that seems like leather armor. One of them has a completely black face.

In the opposite direction there is a large camp. Row after row of white tents. At the entrance you spot two guards. More guards are walking along the central corridor.

Scene 2: Settlers in the Hills (Social)

Kashvi Kapoor, the leader, is an angry woman. She has been angry since the *Gryante*-expedition arrived. The settlers claim this world as their own. Although the planet has only been inhabited for the last couple of years, the humans established a culture that is tightly connected to the local ecosystem. Still, they are dependent on Sol system for technical support and are far from self-sustaining.

Kapoor’s crew hunts for worm-like creatures living in the sands - for their flesh and leather. They also know where to find the bugs but keep some distance from them: One of them, **Stophua**, was lethally hurt during one of their hunts and they had to leave him in the wilderness. The day after, he returned completely healed but black like coal. He has been having cognitive issues since then. *This is a story they are very reluctant to share.* They assume the bugs “repaired” him, and this is the truth, but they are not sure.

Rolls in this scene should not be harder than TN 12. The players can try to understand as much as possible about the settlers and where to find the bugs.

Scene 3: The Corporation’s Camp (Social)

Administrator **Cui Luixian** was sent by his (and your) employer, the *Gryante Corporation*, to claim this planet (*use this fact however it fits to your table*). He manages a large scientific expedition. The camp houses 150 persons, made up of 70 scientists and a security guard of ten. The rest are their families, partners, and administrative employees. Their ship returned to **Medina** station and has since then returned twice to resupply the camp. It is now long overdue, and nobody knows when it will be back.

Gryante is one of those large corporations that have not yet had any access to builder artifacts or raw protomolecule. Thus, they are trying even harder and without any qualms to engage in that game. The security guards, right after landing, occupied their piece of land, pushing the original settlers further into the mountains - hence the animosity.

The scientists have already collected different samples of the non-natural fauna like the bugs. They have extracted something they believe to be similar to protomolecule. The (for them) logical step was to experiment on how human tissue can be altered with it. And so, they chose volunteers for those experiments, creating their own *Caliban*-project.

Rolls in this scene should not be harder than TN 12. The players can learn about the scientific expedition and perhaps a good location for collecting bugs. *If they stay here for too long jump immediately to scene 5.*

Scene 4: Collecting Bugs (Exploration)

The crew arrives at a small sink with cactus-like plants. The bugs are sitting on these plants and avoid direct sunlight. Capturing bugs should be solved by a **TN 13 Advanced Test, success threshold 12**. A test should represent about a quarter of an hour. Accept any good idea to bring the bug hunt forward. They eat through many materials, so allow for an early success with a sudden set-back. Also establish that sand worms might be near. Rippling sand in the desert, rumblings from the ground.

If the players went for the bug collection right after landing, they have plenty of time. At the end of this encounter a delegation of either the settlers or *Gryante* approaches them.

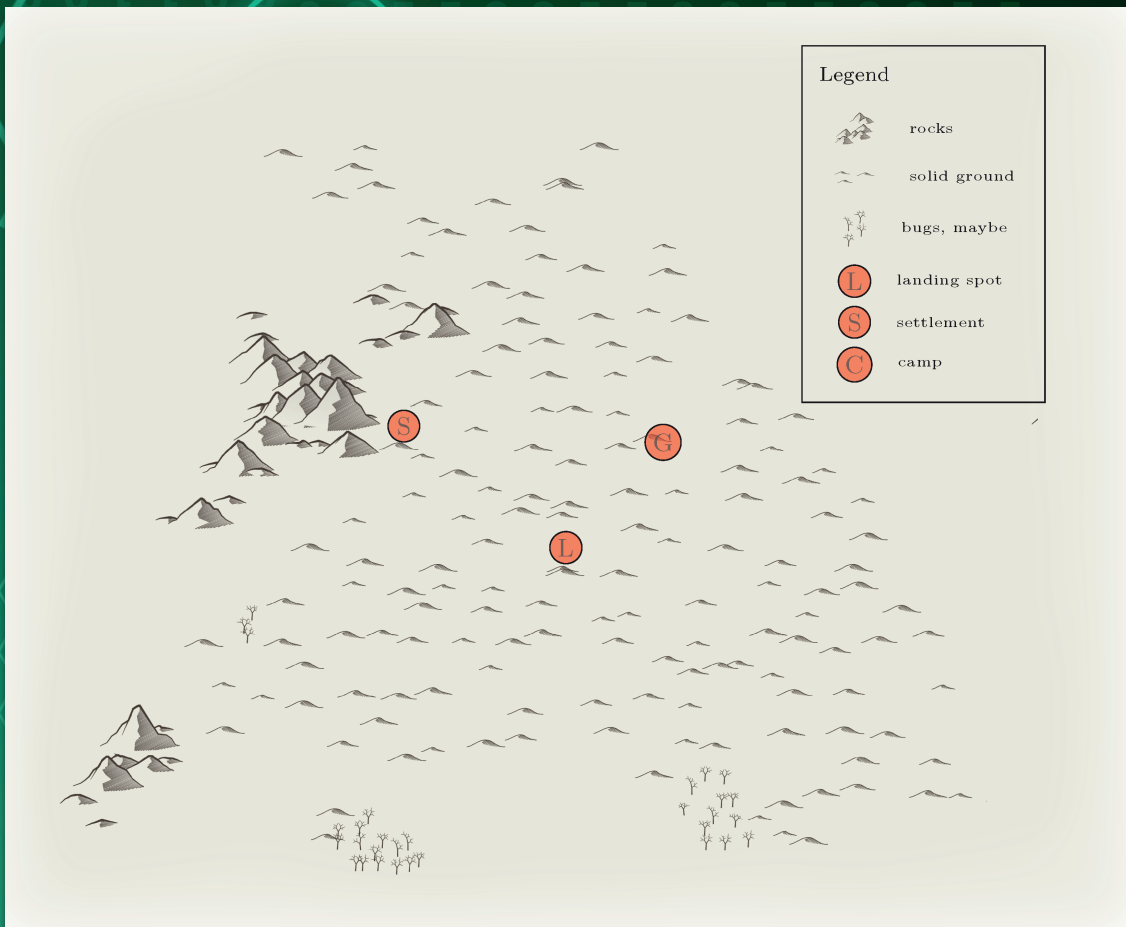
If the players had been talking to one or both of the other factions before coming here, they will be called by crew members on the ship after one hour. They urge the players to come back as soon as possible. **Jump to scene 5!**

Scene 5: Hell Let Loose (Action)

“Hey guys, I’m seeing something on the screen. I cannot really grasp yet, what it is, but there is a lot of motion around. And something tells me, it’s violent.”

An experiment went wrong and it escaped. There is an altered human rampaging in the middle of the *Gryante* camp. It is unclear what made it mad, but it has only one intention: destruction. And its path leads towards the characters’ ship.

This is the final scene of the adventure. Give your players a little bit of a challenge. They might even use their ship’s PDCs.



KASHVI KAPOOR

Some years ago, Kashvi gathered 400 volunteers to escape from the madness in the Sol system. She has a calm character and her followers trust her. The harsh conditions on New Egypt let her appear older than she actually is.

Attributes: Accuracy 3 (Rifles), Communication 4 (Leadership), Constitution 2, Dexterity 0, Fighting 1, Intelligence 1 (Business, Medicine), Perception 0, Strength 0, Willpower 2 (Self-Discipline)

STOPHUA KINSON

Stophua was among the most enthusiastic followers of Kapoor. Then, during a worm hunt, he was severely hurt. The others believed him dead and fled without hesitation. But during the next few days the bugs “repaired” him and he returned to the settlement in his current form: completely black tissue, reduced intellect.

Attributes: Accuracy 1 (Throwing), Communication -2, Constitution 2, Dexterity 1, Fighting 4 (Brawling, Heavy Weapons), Intelligence -2, Perception 2 (Searching), Strength 4 (Might), Willpower 1

CUI LUIXIAN

A tall man, usually wearing a white coat, Cui is friendly and talkative. He is also frustrated because Gryante corporation seems to have abandoned them. *He will not participate in any fight.*

Attributes: Accuracy 0, Communication 2 (Leadership, Persuasion), Constitution 1, Dexterity 1, Fighting 0, Intelligence 4 (Business), Perception 2, Strength -1, Willpower 2 (Courage)

THE MONSTER

The Gryante scientists extracted some kind of substance from the bugs, and soon they found volunteer(s) for various experiments. It took a couple of days in agony for the volunteers to completely transform. Their limbs grew, the skin thickened and darkened. And one escaped.

Attributes: Accuracy 2 (Throwing), Communication -2, Constitution 5 (Tolerance), Dexterity 3, Fighting 4, Intelligence 1, Perception 3, Strength 11 (Might), Willpower 4.
Speed: 13; **Defense:** 13; **Ar + Tou:** 10; **Fortune:** 36;
Weapons: Unarmed +4 (dmg 1d3+1).

ARCHIMEDEE'S GATE

WRITTEN BY RICHARD KIRKE

Introduction

Early on in your time on the planet Collins, the Director warned you not to go into the strange spiral tower that you could see from the colony. A scouting party had gone in to investigate within a few days of the colony's founding and had never come out. One of the lookouts claim to have seen a bright flash but there was no sign of the party after that. However, when realising you were being stalked by one of the large predators known to the colonists as "panthers", retreating into the cave-like entrance to the tower seemed preferable to being torn to pieces. To your surprise and relief, when the panther had attempted to follow you in, an ancient system of some sort vaporised the poor creature. This seems to have woken up all of the systems in the tower.

Entrance

The room the crew are standing in is a cylinder about 7 meters high and 22 meters across. Other than the entrance archway, notable for a large black scorch mark on the otherwise pristine metallic flooring, the only feature in the room is a ramp up into a space above (Room 1). Any attempt to move within a meter or so of the archway will result in arcs of green and purple energy shooting across the entrance. Any object thrown across the threshold will pass across the threshold undamaged, but any person trying to leave will receive 1D6 Fortune damage and be thrown harmlessly to the room beyond.

A Perception (Seeing) or (Searching) test TN 9 will reveal a charred ID badge of Dr Ursula Ford, the team leader of the scouting group who first investigated the tower.

Room 1 - Circumference

Up the ramp is another cylindrical room 22 meters across and 7 meters high.

Console: In the centre of the room there is a pedestal formed of a ceramic material. On the top of this pedestal is a disc divided into 3 segments (see image, overleaf) with symbols etched into the surface. At the centre of the disc is a triangle pointing between two of the segments.

Archway: Set into the wall on the far side of the room is the outline of an archway, 2 meters tall and a meter wide, the outline glows with a gentle pulsing green glow. Any further investigation, without rotating the top of the console, will not reveal anything more about the archway.

Markings: A Perception (Seeing) test TN 11 will reveal markings carved into the wall next to the archway (see image, overleaf).

Rotating the Disc: The disc on top of the console freely rotates but will naturally come to rest, as if clicking into place, with the pointer indicating one of the symbols (numbers). Once pointing to a number, the archway will all light up with a green glow indicating that a portal has formed.

Room 3 - Volume

Through the portal with the console set to 3 is another cylindrical room 22 meters across and 7 meters high. However, the segments of the disc on the console are slightly different (see image overleaf).

Setting the console to 4 will not open a portal. The characters must place a 3, a 1 and a 4 segment into the slightly recessed markings on the wall (see image, overleaf). To access Room 4, this will require taking the 3 from another room and the GM should carefully track the route (you cannot get to Room 3 from a room if you have taken the 3 segment).

Portals

The Portals: While characters cannot see through a portal, they may pass themselves or objects into the portal harmlessly to the room.

When the portal address is the room that the characters are already in, anything contacting the surface of the portal will feel resistance from the object itself pushing the other way.

If the disc is rotated while an object is partially through the surface of the portal, changing the destination, then the object is cleanly cut at the point of contact with the portal. If a character's body-part is partially through the surface of the portal when the destination is changed, that body-part is cut off, the character immediately receives 2D6 Fortune damage and the Injured Condition and the amputated body-part will be found at the original destination room.

Room 2 - Area

Through the portal with the console set to 2 is a room identical to Room 1 except for the markings on the wall (A Perception (Seeing) test TN 11 will reveal markings carved into the wall next to the archway (see image overleaf).

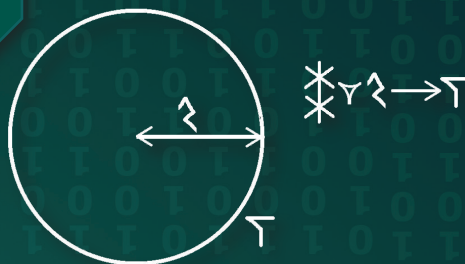
Room 4 - Control Room

Once 3, 1 and 4 are placed in the recess in the wall, the portal will open to Room 4. This is the control room for the tower, with alien displays showing each of the rooms (including one that shows that the entrance is armed). A large console in the centre of the room has a button that will deactivate the defences and allow the characters to leave.

Room 1 console



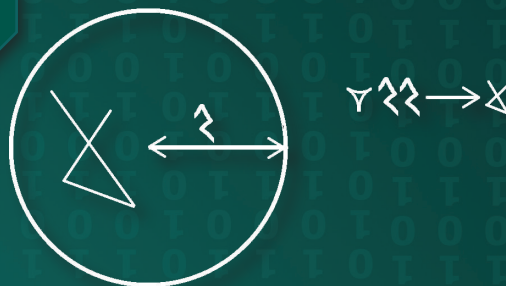
Wall markings



Room 2 console



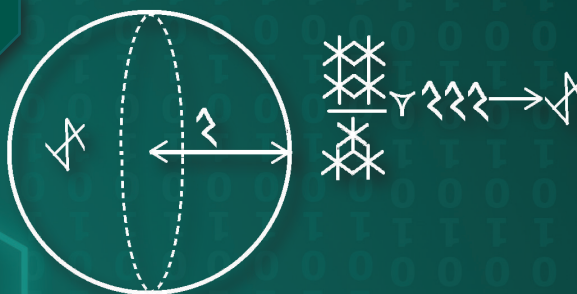
Wall markings



Room 3 console



Wall markings



HINT

WHEN TO REVEAL

The discs on top of the consoles can rotate. When rotated, the segment value selects a room for the portal to lead to.

Once the players have run out of ideas as to how to interact with the Room 1.

Segment 4 does not lead to a room

When they try to go to room 4

The segments can be separated from the disc, allowing different combinations

Any time a character touches a console.

The circle on the wall of room 3 is slightly recessed and the same size as the three segments put together.

Once the players have run out of ideas as to where to go, or if they roll really well on their Perception (Seeing) test when examining the room.

The answer has something to do with Pi

Room 3 (eventually), perhaps as a result of an Intelligence (Science) test

THE DEBT IS PAID

WRITTEN BY TYLER BOYCE

“I’m not afraid of God. I’m afraid of mankind.” - Svetlana Alexievich. *Voices from Chernobyl: the Oral History of the Nuclear Disaster*

Story Hook

The Martian academic Dr. Bhavika Pohl detects troubling seismic activity and electromagnetic fields on New Ukraine (below/overleaf). Remembering the *Ilus incident*, she suspects Captain Guillermo “Willy” Klocker (overleaf) is violating a planetary ban on mining, secretly excavating *Builder* technology. Marshal Jana Razon (overleaf), the Novokyiv colony’s dictator, already dismissed her accusations, so Dr. Pohl needs a crew to go to Khavkin in Zelenskyy’s Champions (the system’s asteroid belt) and expose Klocker’s possible corruption.

Running the Adventure

“Willy” Klocker is known as a generous merchant and philanthropist. Khavkin, the asteroid home to ~17,000 Belters (rumoured to include members of the banned *Zorya Kollektiv*), may be unfriendly to those accusing the man who provides their necessary goods.

Klocker is kind, ambitious, and ruthless. Klocker claims he genuinely loves the colony, yet his smuggling funds his charity. He claims Marshal Jana Razon is the one responsible: ignoring her own laws on excavating and experimenting on protomolecule tech. Is he telling the truth? The conversation can proceed:

- With a successful TN 15 Communications test (and not mentioning his smuggling), Klocker will help the crew.
- On a failure, Klocker’s team will threaten and intimidate.
- If the crew suggests in any way that Klocker be arrested or publicly exposed, Klocker and his crewmates will fight, as Klocker attempts to escape the asteroid.

After the encounter concludes, someone will notice that the asteroid is moving. The *Eros Incident* is not far removed from living memory; it will not take long to confirm Khavkin is on a collision course with New Ukraine.

Even if the colony survives impact, Khavkin’s impact will throw the content of the planet’s crust, an unusually high amount of subterranean heavy metals and chemicals, into the planet’s atmosphere, causing irreparable ecological damage. Thus, Khavkin must be destroyed or deflected before it comes within ≤ 0.05 AU of New Ukraine. It will reach that point of no return in just 74 minutes.

If Klocker was recruited as an NPC ally, the crew could convince him to use his ship to evacuate the Belters. *The Benevolence* (overleaf) is a decommissioned *Corvette*-class light frigate; however, it can only hold 40 people including its standard crew, not nearly enough to evacuate the Belters in less than 2 hours).

If informed about the danger (signal takes 8.3 minutes one-way), Marshal Razon will demand that the crew destroys Khavkin. With so little time, she does not hesitate to send the *Volchitsa* (see Scirocco-class assault cruiser, p. 110 SoTE; Russian for “She-Wolf”). Thus, the crew may be required to shoot down the *She-Wolf*’s torpedoes. Marshal Razon is a survivalist and shows no remorse for “*Belter saboteurs*”. She starts evacuating herself and her resources to the *Tsarina* (overleaf): the *Tsai Shen*-class yacht carrying New Ukraine’s first colonists. There are 1,373 worlds beyond the Ring. *She can find another to rule.*

The cause of Khavkin’s acceleration is a “recall device” for the *Builder* artifact on New Ukraine (overleaf). The crew can attempt to shut down the device at the risk of remaining on the asteroid. The device will keep summoning asteroids to replace the missing materials.

The only way to permanently stop the asteroids is to recover the protomolecule tech removed and return it planetside.

Convincing Marshal Razon to return it requires a TN 18 Communications test. Forcing her to return by disabling her ship is another more likely action to succeed.

Disabling Marshal Razon’s command ship, the *Tsarina*, will prevent Razon’s escape.

Aftermath

The asteroid collision, whether it impacts or is deflected, has significant implications for the system’s colonists:

- If Marshal Jana Razon succeeds in destroying Khavkin or was not exposed as responsible of the incident, she pins the blame on *Zorya Kollektiv* specifically and Belters in general. Marshal Razon also begins “anti-piracy sweeps” in Zelenskyy’s Champions, destroying or annexing Belter habitats.
- If Marshal Razon’s role in the incident is exposed, public opinion could be swayed to turn against the dictator. The crew may wish to assist a revolution against Marshal Razon, or alternately, help reinforce her reign over New Ukraine in exchange for resources and/or advanced protomolecule technology.
- A GM who wishes to tie their campaign into the events of *Persepolis Rising* can follow up this adventure with Laconian sleeper agents on New Ukraine, who seek to depose Marshal Razon and restore the colony’s government-in-exile. If Razon escapes and survives the coup, Marshal Razon and her loyalists (along with the *Zorya Kollektiv*) will join the growing Underground.

PLANETARY DATA

PLANET NAME	New Ukraine (Perun IV)
STAR SYSTEM	Perun
PLANET TYPE	Terrestrial (large iron/sillicate)
ORBITAL DISTANCE	4.77 AU
ORBITAL PERIOD	2,672 days
ROTATIONAL PERIOD	20.3 HOURS
GRAVITY/DIAMETER	1.45G / 11,978 KM
SATELLITES	0
ATMOSPHERIC PRESSURE	1.98 atmospheres
ATMOSPHERIC COMPOSITION	Dense breathable: 78.7% nitrogen, 21.3% oxygen, traces of other gases. Slate-gray sky.
HYDROSPHERE	20% water, 28% ice. Temp: min 4°C; average 12°C; max 13°C
GEOSPHERE	Seismically inactive.
ECOSPHERE	Carbon-based (mostly prokaryotes): - black rabbits: rabbit-like sponge analogs with light-emitting black skin (biomechanical creatures that serves as engineers for Ring Builder constructs) - Cipollino hounds: biomechanical white dog-analogs with green cybernetic scales” that can run fast (corpses used by the black rabbits for construction) - Four-footed rattlers: thriving species of rattlesnake-analogs with weak legs (live in herds called “gobs”) - Hoshigaki teeth: sponge-analogs with powerful jaws of shark-like teeth

NEW UKRAINE (PERUN IV)

POPULATION 4,090,000 COLONISTS

Ethnicities: 80.7% Earther (Ukrainian, Russian, Anglo-American, and Akan), 17.9% Martian (Russian, Telugu, Arab, and British), and 1.4% Belter (Russian, Italian, Japanese, and Zulu).

GOVERNMENT

DICTATORSHIP (FORMER PARLIAMENTARY DEMOCRACY)

FACTIONS

Dniiproton Aerospace Corporation: Neo-nationalist Earther aerospace/shipping guild tracing its lineage to the colony's original oligarchic settlers.
Zorya Kollektiv: A fiercely independent and outlawed Belter mining collective.

Duma: The former colonial parliament (de facto corporate oligarchy) is now a government-in-exile.

SPECIAL FEATURES

Lacerating Metalloconfigurable Transformers:

The power grid of the extinct Builders on New Ukraine features machines that dismantle and repurpose metals for the transfer and distribution of energy. It recovers and recycles valuable and hazardous materials, preventing environmental contamination and conserving natural resources.

In the event that materials being recycled on New Ukraine are insufficient (such as a large volume of critical components removed across a region), the system can pull in asteroids from Zelensky's Champions to be slowly towed into geosynchronous orbit and safely mined for resources.

HISTORY AND NARRATIVE HOOKS

Ring #217 was first explored by the research vessel **Usilie**, with a crew from Earth's European and Nort Asian Shared Interest Zones. The crew speculated the system is somewhere in the Pleiades cluster. The ship's pilot, Dzohni Aleksandrov, was given the honor of naming the system, he named it after the Slavic god of thunder and war (Aleksandrov is deaf) justifying it: "That star is not quiet. I can see and feel its roar." Aleksandrov would not elaborate further.

The first colonists were wealthy Earther technicians and engineers from the European Shared Interest Zone, arriving in the Rozumnaye Opravdaniye (Tsai Shen-class). These Earthers would become the core of both Dniiproton Aerospace Corporation and the Duma. Additional Martian colonists would arrive later in the Destiny of Kudankulum (a Cornucopia-class modified into a luxury passenger ship). With the founding of the Transport Union, Belters also began immigrating to the Perun system. Less than 20,000 Belters have adapted to life on the surface of New Ukraine, with the majority settling in Zelensky's Champions (system's asteroid belt) as part of Zorya Kollektiv.

The colony's initial parliamentary democracy was a corporate oligarchy. Citizens derisively referred to their members of parliament as "mazhors" (basically "rich kids"). The Duma cooperated with the Transport Union (for which they were seen as "soft on Belters" by Dniiproton). Not long after, an AnnanSec mercenary from Titan named Jana Razon overthrew the Duma and seized power as "Marshal" Razon. Her first act as dictator was to rename the planet to "New Titan" and Novokyiv was renamed to "New Titan City". Marshal Razon has also outlawed and hunted members of Zorya Kollektiv, comparing them to the OPA and the Free Navy. As a result, Zelensky's Champions have become a haven for pirates. Dniiproton is officially loyal to Razon, but privately plots and funds the Zorya Kollektiv with the goal of establishing a technocratic pro-Earther republic.

CAPTAIN GUILLERMO "WILLY" KLOCKER

Earther merchant (male, Latin American; Chilean accent).

Attributes: Accuracy 2, Communication 2 (Bargaining), Constitution 1, Dexterity 1 (Crafting), Fighting 2 (Brawling), Intelligence 0, Perception 2, Strength 2, Willpower 1. Fortune 15; AR+TOU: 1; Talents: Inspire (N), Contacts (N).

MARSHAL JANA RAZON

Martian merc (female, mixed Caucasian/Asian; Texan accent).

Attributes: Accuracy 1 (Rifles), Communication 3, Constitution 3, Dexterity 0, Fighting 1 (Light Weapons), Intelligence 0 (Engineering, Technology), Perception 1, Strength 2, Willpower 1. Fortune 15; AR+TOU 7; Talents: Command (E), Improvisation (N).

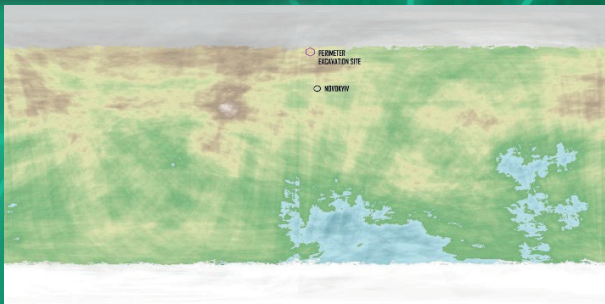
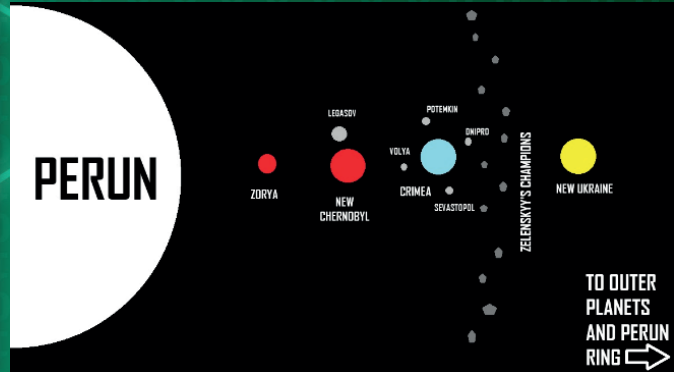
THE BENEVOLENCE

Decommissioned and modified *Corvette*-class light frigate.

Category: Huge; **Drives:** Epstein and thrusters; **Length:** 46m; **Crew:** 6 (minimum), 12 (standard); **Hull:** 2d6 + 2; **Sensors:** 3; **Competence:** Capable; **Favored Range:** N/A; **Armament:** none; **Qualities:** Atmosphere Capable, Emergency Batteries, Good Juice, Hidden Compartments, Hull Plating II, Luxury Amenities, Medical Expert System, Redundant Hull (Double), Self-Destruct System, Sensor Scrambling

TSARINA

Heavily modified *Tsai Shen*-class yacht; **Category:** Large; **Drives:** Epstein and thrusters; **Length:** 205m; **Crew:** 12 (minimum), 32 (standard); **Hull:** 3d6; **Sensors:** -1; **Competence:** Skilled; **Favored Range:** Close; **Armament:** Point Defense Network (Full Coverage); **Qualities:** Advanced Security Systems, Gourmet Galley, Hanger Bay, Hull Plating I, Improved Acceleration, Improved Stores, Luxury Amenities, Medical Expert System, Redundant Hull (Double), High Maintenance.



BUILDER ARTEFACT: LACERATING MEALLOCONFIGURABLE TRANSFORMERS

The planetary power grid constructed by the extinct Ring Builders is unique in that part of the system are machines that tear, scrap, and repurpose metals for the transfer and distribution of energy. Essentially, the power grid is a self-sustaining and automated system to recover and recycle valuable and hazardous materials. Thereby preventing environmental contamination and conserving natural resources. At first, it was unknown why the Builders went through such lengths to limit their extraction of the planet's raw materials.

In the event that the existing materials being recycled on New Ukraine are insufficient (such as a large volume of critical components removed from an entire region), a Ring Builder device can pull in asteroids from Zelensky's Champions (the system's asteroid belt). Though originally designed to slowly tow an asteroid into a stable geosynchronous orbit where it can be safely harvested, this "recall device" has become faulty after almost two billion years of disuse. Now, an asteroid will instead sweep through the system and impact the planet.

GHOST SHIP OF THESEUS

WRITTEN BY JOSH ROMIG

Mission Brief

Job Posting: Supply Drop off and Check-in (no one has heard from the colony 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 Rumours

- **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. *The Christian* believed taken.
- **Ghost Stories:** Signal distortions and 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 1313* has PDCs, jamming, and grapples. **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.

Ezekeiel “Zeke” Barraza

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

Shipmind “Aurora”

Prototype Shipmind, once she was **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 PCs 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 them fly 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.

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.

Ships

- For the so-called pirate ships: use Asp Class Fast Attack Ships (SoTE p. 95).
- For the Ghost Ship Christian and all other Shipminds, use the Anubis Class Stealth Frigate (SoTE p. 137).

How to read the Quick NPC statblocks

Attitude: Openness towards PCs (see Attitudes table, p. 121).

Competency: General ability score; two values for strengths/weaknesses (see Crew Competence, p 137)

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

Speed/Defense: 10 + Highest Competency Score.

Toughness (Tough): Higher Competency + Armor.

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

AMYA KORRIN			EZEKIEL 'ZEKE' BARRAZA			SHIPMIND 'AURORA'			SISTER LIAN CHO		
ATTITUDE: NEUTRAL			ATTITUDE: HOSTILE			ATTITUDE: OPEN			ATTITUDE: NEUTRAL (HOSTILE IF CHALLENGED)		
ABILITY: 3/2			ABILITY: 2			ABILITY: 4/2			ABILITY: 3/1		
FOCUSES: LEADERSHIP, PERSUSASION			FOCUSES: SCIENCE, TECHNOLOGY			FOCUSES: PILOTING, EMPATHY			FOCUSES: WILLPOWER, PISTOLS		
AR + T	FORTUNE	SPEED/DEF	AR + T	FORTUNE	SPEED/DEF	AR + T	FORTUNE	SPEED/DEF	AR + T	FORTUNE	SPEED/DEF
3	15	13	2	15	12	8	20	14	3	15	13
SOLIDER			SQUAD LEADER			PIRATES			PIRATE CAPTAIN		
ATTITUDE: HOSTILE			ATTITUDE: HOSTILE			ATTITUDE: HOSTILE			ATTITUDE: HOSTILE		
ABILITY: 3/2			ABILITY: 4/3			ABILITY: 3/2			ABILITY: 3/-1		
FOCUSES: PISTOLS, LIGHT WEAPONS			FOCUSES: PISTOLS, LIGHT WEAPONS, LEADERSHIP			FOCUSES: PILOTING, TRACKING			FOCUSES: PISTOLS, LIGHT WEAPONS, LEADERSHIP		
AR + T	FORTUNE	SPEED/DEF	AR + T	FORTUNE	SPEED/DEF	AR + T	FORTUNE	SPEED/DEF	AR + T	FORTUNE	SPEED/DEF
5	15	13	6	20	14	5	15	13	4	15	13

THE LAST ARCHITECT

WRITTEN BY AUDUN LØVLIE

Introduction

Reports from *Outreach*, a settlement on Eidolon (overleaf), tells of a young girl's drawings causing structures to materialise, rebuilding nearby **Builder** ruins. The *Transport Union* (TU) sends scientists and *Pallium Technogenic* (PT) sends agents. The PCs are on a supply mission to Eidolon for *Weller Resupply Company*. The colonists, divided by the situation, ask the PCs for help to understand the unfolding phenomenon, and in dealing with the coming negotiations with the TU and PT.

GM Notes: Keep the Builder tech systemic and uncaring for humans. The central ethical dilemma: knowledge vs. child's safety.

Scene 1 - Manifestations - Social/Investigation

On the colony's outskirts translucent structures of light and pressure fields form and then fade. Even at this distance, you can hear the structures humming as they materialise and before they dissolve into motes of light.

- Gain the trust of the colony leader **Astrid Deckard**. Learn identity of the girl (**Olivia Farnsworth**), that **Olivia's** health worsens whenever the structures collapse and when she is near them.
- The colony's chief engineer, **Peter Broyles**, believes **Olivia** is a "prophet", connected to the **Builders**. He wants to learn to control the effect to keep dangerous animal-analogs away.
- Identify the structures as **Builder** resonators.

Scene 2 - The Stakeholders - Social/Investigation

Meeting with the colony's council as the rival factions arrive:

- **Dr. Walter Bell** (TU Scientist): Wants **Olivia** to be studied aboard *Jordan's Wheel*, a research ship in **Sol** system. Sees **Olivia** as more than human.
- **Nina Roberts** (PT Agent): Sees **Olivia** as less than human, and a threat to both the civilian's and PT's colonial efforts.
- Both demand the PCs' cooperation, via pay or threats.
- **Astrid**: Wants to help for **Olivia** and her parents. Wants to disconnect **Olivia** from the neural link.
- **Peter**: Claims the neural link is beneficial, that the new structures can be useful and provide free power and manufacturing if only **Olivia** can master it. He wants to take advantage of the phenomenon for the colony's safety and future prosperity.

Challenges:

- Negotiate! The factions have divergent goals. Compromise unlikely, consequences for repeat test failures.
- Do the PCs notice TU and PT guards preparing something?
- Do the PCs notice TU and PT science teams examining colonists? Setting up temporary research isolation labs?

Twist: **Olivia** slips away into the **Builder** ruins as tensions rise, or when negotiations fail.

Scene 3 - The Builder Ruins - Exploration/Action

Overgrown **Builder** structures distort temporal and spatial experience. Voices echo seconds out of sync; shimmering images echoing people moving around the ruins. **Olivia** walks deeper into the ruins, drawing on her pad, triggering constructions of eerie **Builder**-human architecture.

- Navigate moving and shifting paths and structures safely. Some are solid, others are made of just light (overleaf).
- Stabilize/identify and avoid collapsing structures before they crush the group.
- Find shortcuts, set traps for colonists, PT, or TU guards.
- Realize the ruins are using **Olivia's** brain as a decryption key.

Twist: Without **Olivia**, the ruins collapse; with her, they expand dangerously, overtaking and converting *Outreach* to **Builder**-human structures.

Scene 4 - Fracture - Action/Social/Investigation

In the ruins, everyone converges on **Olivia's** location. In the ruins **Olivia's** condition deteriorates; nosebleeds, seizures, but also increasingly accurate drawings of functioning machines; materialising structures blending human and **Builder** features.

- Convince TU and/or PT to aid, evacuate, or stand down?
- Rally colonists to aid or evacuate?
- Can they identify how to break **Olivia's** neural link without killing her?
- A completed structure opens, light pulses from inside, a resonating hum of power can be heard (see overleaf).

Twist: **Olivia** whispers of "voices made of shapes" pressing into her head; a **Builder** transmission (can it be recorded?).

Scene 5 - Choice - Climax

As **Olivia's** seizure and drawing intensifies, the ruins begin to dissolve, expand, and collapse all at the same time, threatening everyone present (**Major Hazard**, 3d6 dmg).

Olivia is the key to stability, but getting to her and helping her comes at great personal risk, involving passing through clouds of motes (overleaf).

Choices:

- Disconnect **Olivia** from transmission: She survives, ruins collapse, colony safe from **Builder** influence, but not from animal-analogs, environment, nor PT (or TU) retaliations.
- Keep **Olivia** linked: Data and structures preserved, but **Olivia's** health deteriorates, unless they figure out how to master **Olivia's** connection to the resonator-motes the colony may have to move as **Builder** structures expand and grow. Can they find a way keep **Olivia** healthy? What will PT and TU do?
- Mastering connection: Can the PCs figure this out?
- Give **Olivia** up to a faction: PCs profit politically and materially by sacrificing **Olivia** and risking the colony's future.

Result: Whatever the decision, the resonator transmitters and motes send a pulse through the gate network, something has heard **Olivia**.

Possible Outcomes

1. Save **Olivia**, protect colony: PCs gain positive Personal Reputation, and/or Relationship Bond; TU and PT interests frustrated (negative Reputation), risking conflict.
2. Sacrifice **Olivia** for knowledge (**TU**): PCs gain moderate Income and factional rewards (Reputation/Membership), but **Olivia** health deteriorates, but prolonged life. Makes enemies of colony and PT. Later: stories about this event speak of **Olivia's** loss of personality, conscience, and humanity.
3. Let **PT** take her: PCs gain high Income and factional rewards (Membership/Reputation) but make enemies of colony and possibly TU. Later: as above and new inhuman tech.
4. Uncontrolled collapse (combat/no resolution): Colony threatened and absorbed; **Olivia** left comatose maybe dead — and the signal continues to pulse through the gates.

KEY NPCs

Olivia Farnsworth (Eidolonian): 8 years old, neural anomaly. Innocent, frightened.

Astrid Deckard (Colony leader, Martian): Protective and pragmatic, wants to free Olivia from the neural influence.

Peter Broyles (Colony chief engineer, Earther): Ambitious, wants to keep Olivia connected for colony prosperity.

OLIVIA FARNSWORTH

ATTITUDE: -1		
ABILITY: 1		
FOCUSES:	DRAWING, STEALTH	
AR + T	FORTUNE	SPEED/DEF
0	5	9/11

ASTRID DECKARD

ATTITUDE: +2		
ABILITY: 2		
FOCUSES:	LEADERSHIP, SELF-DISCIPLINE	
AR + T	FORTUNE	SPEED/DEF
2	10	12

PETER BROYLES

ATTITUDE: -1		
ABILITY: 2		
FOCUSES:	PISTOLS, ENGINEERING	
AR + T	FORTUNE	SPEED/DEF
2	10	12

Dr. Walter Bell (TU Scientist, Earther): Obsessed with Builder research, prioritizes knowledge over safety.

Nina Roberts (Corporate Agent, Belter): Calm, manipulative, backed by mercs; sees Olivia as an asset and profit.

Guards (PT and TU): Professional, skilled, follows orders, can improvise. As many as PCs plus 1, for each faction.

DR. WALTER BELL

ATTITUDE: +1		
ABILITY: 3		
FOCUSES:	PHYSICS, SEEING	
AR + T	FORTUNE	SPEED/DEF
2	15	13

NINA ROBERTS

ATTITUDE: -1		
ABILITY: 4		
FOCUSES:	DECEPTION, PISTOLS	
AR + T	FORTUNE	SPEED/DEF
4	20	14

GUARDS

ATTITUDE: -2		
ABILITY: 2		
FOCUSES:	PISTOLS, BRAWLING	
AR + T	FORTUNE	SPEED/DEF
3	15	12

BUILDER RESONATOR-MOTES

Reawakened transmitter nodes connect to Olivia's neural signature, reactivating resonator-motes that "continues the work," building structures based on Olivia's drawings. The motes convert base elements and locally present material.

- Navigating (and investigating) the ruins is an Average Challenge test (threshold 15, increment: 5 minutes [in combat: 1 round]; consequences start at Major hazard escalating to Arduous hazard; see below for ideas.).
- Being caught in a mote-cloud is an Arduous hazard (4d6 dmg), avoid/escape: Challenging. Visions and echoes blur thoughts and perception; skin covered by glowing motes.
- Detect the neural transmission as a Formidable test. When detected, tracing it is Challenging, pointing to low hills several kilometres away, deep in the mycelium jungle.

- Identifying the specifics to disconnect Olivia is Hard if transmission has already been detected; Formidable if not.
- Disconnecting Olivia is an Advanced Hard test (threshold 10; increment: 1 round/15 second; not completed within 1 minute, Olivia gains Wounded condition, within 2 minutes she gains Dying condition, within 3 minutes Olivia dies).
- Disconnection collapses the ruins, catching anyone inside the ruins' perimeter in an Arduous hazard.
- Realise Olivia's brain is being used as a decryption key for some Builder architecture nearby, is Hard.
- Finished structures resonate with power. If explored, PCs may find fusion reactors, construction domes, human compatible habitation, an elevator going down, or more alien items and machinery. A treasure trove of artefacts.

PLANETARY DATA

PLANET NAME	Eidolon (1104-306c)
STAR SYSTEM	Eidolon (Gate 1104)
PLANET TYPE	Terrestrial
ORBITAL DISTANCE	2.44 AU
ORBITAL PERIOD	891.82 days
ROTATIONAL PERIOD	20 HOURS
GRAVITY/DIAMETER	0.95G / 12.4 KM
SATELLITES	1
ATMOSPHERIC PRESSURE	1.2 atmospheres
ATMOSPHERIC COMPOSITION	76% N ₂ , 23% O ₂ , 0.9% Ar, ~0.1% traces gases and water vapor
HYDROSPHERE	80% of surface covered with water (15% inland freshwater, ocean consists of brackish water).
GEOSPHERE	One supercontinent, mountains criss-cross the planet.
ECOSPHERE	Tropical and temperate zones covered by large mushroom-like tree-analogs. The arid and arctic zones are covered in tall root-like protrusions and are mostly pollen-free. Several animal-analogs exist on land and sea (see BtR p. 116).

EIDOLON

Discovered and colonised by Pallium Technogenic during the Ilus incident, a civilian colony (Outreach) followed suit, including a legal battle about land rights. PT claims ownership of the entire planet, which is disputed by the colonists of Outreach. The legal battle is still ongoing, and there is an attitude of tentative civility.

Builder ruins and installations dot the planet. Outreach is far away any large and intact installation (but ruins are prevalent), the colonists are preparing terraforming.

Scans indicate submarine structures all over the planet. The atmosphere is dense with pollen-like particulates, a minor irritant, filtration units ensure comfort, but it gets into machinery.

RENDER CATALYST

WRITTEN BY MARK STOUT

Introduction

The crew is sent on a resupply run to the planet **Freehold** by the *Transport Union*, under standard contract. The crew is given little information, only that the job is to land outside the settlement and offload, and that the contract details prohibit disclosing further information. They are warned the settlers of **Freehold** are somewhat suspicious of outsiders.

Scene 1 - Unanswered Questions - Investigation

The job description has some notable gaps in information. **Freehold** is known for its independent mindset, but is also known to be lacking in funds. The population is small and doesn't have the means to mine what resources are available. So who paid for this resupply shipment?

- On the trip to **Freehold**, characters can do some digging for information. A **TN 13 Communication (Investigation) or Intelligence (Business)** test will reveal that the shipment was paid for by *Royal Charter Energy*. *RCE* is notable for its desire to colonise worlds and obtain **Builder** tech, as well as its involvement in the *Ilus* incident.

Scene 2 - The Interrogation - Social

- The crew's ship is hailed when it reaches orbit. A terse voice demands to know who they are and what their intentions are. The person denies ordering any supplies and orders the characters to hold position. Ten minutes later **Sarah Carlson**, the spokesperson for **Freehold**, opens up communications and demands to know who they are representing.
- If the characters say they brought supplies at the direction of the TU, Sarah will relax a bit. **Freehold** has friends on *Medina*. A **TN 11 Communication (Persuasion)** test will get them landing permission.
- If they mention *RCE*, Sarah's attitude will become suspicious. She will grill them for details they don't have which will not make her pleased. A **TN 13 Communication (Persuasion)** test will convince her they are on the level.

Scene 3 - The Supply Drop - Social, Investigation

- The landing area is a concrete pad about 200m from the **Freehold** settlement. A group of settlers, some armed, wait about 50m from the pad until the ship lands. They approach slowly and weapons are carried, not held. Sarah opens talks when the characters exit. She is in her mid-thirties and shows physical signs of exhaustion. All of the other people show similar signs.
- An **TN 11 Intelligence (Medicine)** check points to lack of sleep and stim use, presumably to stay awake.
- A **TN 11 Communication (Persuasion)** check will get Sarah to explain what is happening, and to ask for help:

Recently, insect-like analogs showed up, biting people. No one has been injured or infected, the bites are like that of a mosquito. Several "bugs" were captured, and found to be tiny robots. Several days after this began, people going outside the settlement have been running into – themselves. Or rather, things that look like themselves, but do not communicate.

Scene 4 - Tracking the Bugs - Exploration/Investigation

- Sarah asks the characters to track the bugs and find out what these duplicates want. Everyone in **Freehold** is terrified of an *Eros*-like situation, few people are sleeping, and paranoia is taking hold. She is afraid the colony could tear itself apart even if alien tech doesn't.
- She will show the characters the bugs. They are indeed tiny robotic devices. A **TN 11 Intelligence (Engineering, Science)** test will show they have a proboscis designed to draw a miniscule amount of blood. A **TN 11 Intelligence (Medicine)** test will know that blood contains DNA, which points to some **Builder** tech replicating people from the DNA sample.
- The easiest way to track the bugs is to wait for them to appear again. A simple tracking device can be cobbled together (**TN 11 Intelligence (Engineering)**) quickly.
- One random character should be bit by a bug, which flies off too quickly to capture - biting on the head or back of neck. The pain is brief and has no lasting effect.
- Alternately, checking areas where duplicates were sighted reveals bare footprints that can be followed with a **TN 11 Perception (Tracking)** test.
- If the **Churn** reaches **10**, a small group of paranoid settlers have followed the characters, intent on destroying whatever is found. **Communication** tests can persuade them to leave, or a fight may break out. *The settlers suffer -2 to all rolls due to exhaustion.*

Scene 5 - The Facility - Action/Investigation

- Tracking leads the characters to a hill where a landslide has uncovered a metal tunnel. The tunnel is clearly **Builder**-made. It leads at a slight decline into semi darkness. The walls emit luminescence good enough to see by once their eyes adjust, about 20 minutes.
- After about 300m, the tunnel opens into a large, high ceilinged room full of unknown devices and a pool of glowing blue liquid. **NOTE: This is not protomolecule, but appears to be until tested. Let the players sweat.**
- There are eight individuals in the room, one of which is a copy of the character that was bit. All are naked and appear human except for the glowing blue patterns under their skin. They do not speak, but wander about, stare, and may reach out to touch characters.
- These are copies created by the **Render Catalyst**, a substance that duplicates living creatures, but into a **Builder** tech copy that is essentially mindless.
- Shutting down the render mechanism is a **Challenge Test** detailed overleaf.

Outcomes

Shutting it down ends the problem. There is the matter of the copies, which are harmless, but disconcerting. Sarah will ask the characters to keep this quiet, gaining them a friend and port if they honor it. Reporting the find to *RCE* will net a big reward (+3 temp income), but alienate **Freehold**. Researching the render catalyst is detailed on the next page.

SHUTTING DOWN THE RENDER MECHANISM - CHALLENGE TEST

Success threshold: 15

Ability focuses: Perception (Intuition) TN 13, Intelligence (Science) TN 15, Intelligence (Engineering) TN 13.

Time interval: Fifteen minutes per test.

Consequences

- Minor** That was not the right button. All TNs are increased by 1.
- Moderate** The system resets itself. Lose half of accumulated successes.
- Major** The system activates all collector drones. The characters are swarmed by insect analog devices. The swarm must be dealt with before proceeding.

COLLECTOR SWARM

This swarm of insect analog robots is not deadly, but no skill challenge checks can be performed while under assault by the swarm.

COLLECTOR SWARM		
ATTITUDE: N/A		
ABILITY: 1		
The swarm causes 1 damage per round automatically irrespective of armor. Firearms are useless against the swarm. Melee works normally.		
AR + T	FORTUNE	SPEED/DEF
0	5	9/11

RENDER CATALYST

The render catalyst is a glowing blue fluid based on the protomolecule, but is non-infectious. It was not designed to coopt other lifeforms, but duplicate them and store the results. It was an experiment into something like cloning, but rather than an exact copy, it is a **Builder** tech copy of the original. All of the biology is preserved, but the normal blood and body fluids are replaced by replica fluids based on **Builder** tech, giving them an unearthly blue color under their skin, much like *Caliban* hybrids. Copies are created as blank slates, essentially. Maybe they can be taught like human children, but that would require time and significant research. If *RCE* gets hold of the copies and the render catalyst, the stage could be set for startling medical advancements at best, or the creation of a servant species at worst. There is a moral dilemma over what to do with the existing copies even if *RCE* is not informed. The people of **Freehold** will be divided over whether to destroy the copies or shelter them and see if they grow into thinking beings.