

Campaign Hooks

Green Tomb [6]

- ▶ Outpost Choi last port of call according to Command logs.⁷
- ▶ Old Alcor takeout bags in Ribeiro's quarters. "HELP US" on receipt.⁴
- ▶ Receives a transmission when PCs enter Command: Coordinates to The Graveyard and a PC's childhood secret never before shared.¹²

Bloom [7]

- ▶ Memo on Shen Kuo base budget cuts framed in Japline's Ache Admin building.⁸
- ▶ Choi Labs Habitation Dorm F corpses bare identical head wounds. One still wears a Nergal Station cloning machine implant.⁵

Primeval [8]

- ▶ A Canopic Jar rests near the Vantablack Pyramid between Landing Zones B and C.¹¹
- ▶ 10kcr in Junebug casino poker chips and a comp slip for a night aboard the haunted tour ship Courage stashed in Bulldog Malone's Quarters.¹

Moonbase Blues [9]

- ▶ Meteor trajectory records encoded in Geology Lab transmission logs to RIM Station.¹⁰
- ▶ Observatory footage of a black pyramid playing on a projector in Habitation.¹¹

The Last Nebula [10]

- ▶ Shuttle within the Nebula Beast branded "PrayCo". Logo 2 generations out of date.¹
- ▶ RIM Station data prophetic. Androids or Slicksocket-implanted characters assimilating data see their death on a future adventure.¹⁻¹²

The Black Pyramid [11]

- ▶ The Sphere of Mercury inside the pyramid leads to open space in the Last Nebula.¹⁰
- ▶ Command logs trace the pirate ship outside the pyramid to Nergal Station.⁵

Echoes in the Graveyard [12]

- ▶ Scan data contains evidence of temporal anomalies in multiple systems. Pattern uncovered with research.¹¹
- ▶ Scan data reveals the Eridani and α - Ω systems and the Last Nebula.⁷⁻¹⁰
- ▶ Player ship attacked by pirates from Nergal Station if entering the Narcissus System with the scan data. Otherwise, corporate brokers attempt to steal data under the guise of a deal.⁵

Dinoplex Cataclysm [2]

- ▶ Skaana dealers hunt thieves lifting their dead drop of Cocaine 2.¹
- ▶ SynGen brokers bounty on Ur fauna samples.⁸

Welcome to ERF [3]

- ▶ If the Inner Sanctum brain dies, the Nebula Beast travels to the Dice System in 1d10 weeks to protect and hatch its child.¹⁰
- ▶ Data center towers crashed after processing an Azure Base facility transmission. All affected server indicator lights stuck on blue.⁹

Diminishing Returns [5]

- ▶ Stolen and hacked Alcor Station employee working as station maid.⁴
- ▶ During first encounter with pirates, one wearing a Dinoplex mascot suit [Advanced Battle Armor and Cybernetic Tail].²

Contracts	
Reputation	Track the party's local Reputation. Gain 1 rep when completing corporate jobs, lose 1 when breaking corporate law or consorting with pirates. When your players look for work, roll 1d5 + their Reputation score.
-2	Execute battle plan to capture the Skaana (5 NPC targets) [Unknown Employer, 750kcr] ¹
-1	Track and kill snitches hiding in unexplored space [Pirates, 150kcr] ¹⁰
0	Procure genetic samples from the Dinoplex [Private Collectors, 10kcr/species] ²
1	Heist Alcor Station fuel cores [Pirates, 25kcr] ⁴
2	Deliver the monthly Enceladus Research Facility resupply [E.R.F Project, 15kcr] ⁹
3	1 month security post, destination classified [Azure Horizons, 50kcr] ⁹
4	Salvage derelict science vessel Lima [Pantech Pharmaceutical, 70kcr] ⁶
5	Investigate missing ships near unidentified superstructure [Drex Corporation, 180kcr] ¹¹
6	Retrieve Outpost Choi research data and sample [Dyson Phytology, 200kcr] ⁷
7	Verify Dr. Watanabe's humanity at the Shen Kuo Research Station. [Takahashi Advanced Genetics, 370kcr] ⁸
8	Find The Graveyard, retrieve its scan data [Azure Horizons, 500kcr] ¹²
9	Eliminate all Nergal Station squatters [Drex Corporation, 1mcr] ⁵

THE THIRD SECTOR



A Mothership Sandbox Campaign

This pamphlet stitches together 12 independently created Mothership adventure modules into a single campaign framework. Use or cannibalize these resources to run your own sandbox campaign.

Warden Notes

Campaign Hubs: PCs need downtime to de-stress, catch rumors, and secure work. Players may roost at the casino station Skaana in the high-sec, cospaces Dice System or a seedy Alcor rest station in the pirate-ridden, rimspace Narcissus System.

The Map: Travel drives the core loop of a sandbox Mothership campaign: Jobs require fuel requires money requires jobs. Fill in blank spaces and unkeyed objects on the map with other modules or your own material.

Campaign Flow: Demonstrate the impact of player actions on life in the sector. Disrupting the balance of power between pirate factions might lead to pirate influence spilling into high-sec space.

Adventure Themes: This framework loosely groups adventures with similar themes via hooks and map proximity. Develop these connections if your party pulls on one of these strings:

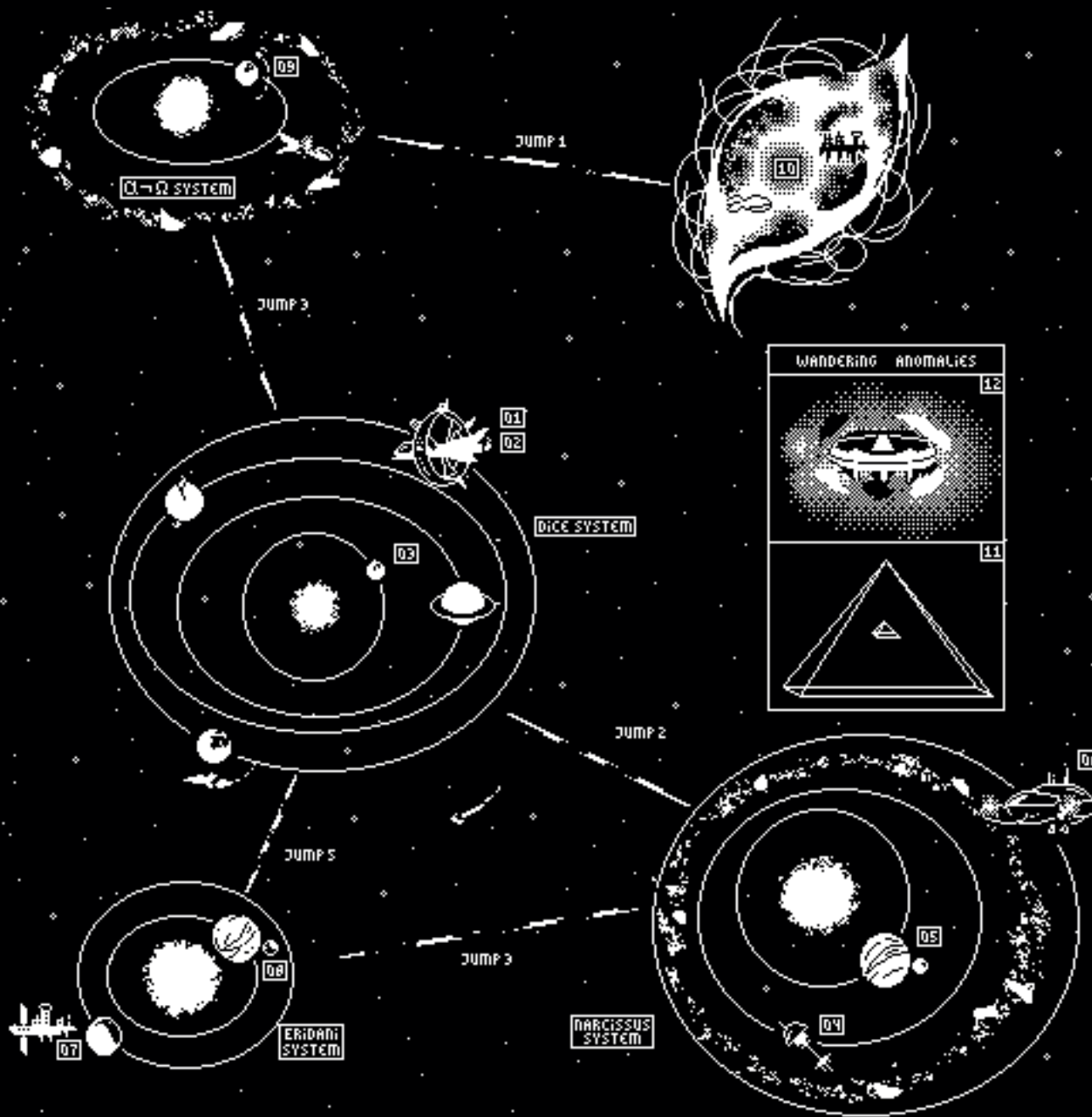
- ▶ Cosmic Horror: Welcome to ERF, Moonbase Blues, The Black Heart of Paradise
- ▶ Space Pirates: Diminishing Returns, Black Pyramid, The Last Nebula
- ▶ Xenopathology: Green Tomb, Bloom, Primeval



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Rumors

1. Hire marines when crossing Narcissus.
2. Ships keep splatting on something big and invisible. Pilots are rigging kms-long poles for advance notice.
3. Pilgrims search for a fabled nebula with a breathable, nutrient rich atmosphere.
4. Azure Horizons Corporation study: Paint your quarters blue to relieve stress.
5. Ambitious mining operations in the Eridani System went bust.
6. No one can beat level 9 on the leftmost Gorgeripper machine in Alcor Station's arcade.
7. Eco terrorists have been asking around the Skaana about whale trading.
8. Aliens! In the Dice System. 500cr bribe: "one word—Enceladus".
9. Dinoplex attractions are harmless holograms.
10. [Corporation] acquired [other corporation]. (Choose 2 from random adventures each time rumor rolled).

Map Keys

01. **[The Skaana]** The Black Heart of Paradise
02. **[The Dinoplex]** Dinoplex Cataclysm
03. **[Enceladus Research Facility]** Welcome to ERF
04. **[Alcor Station]** Alcor Station
05. **[Nergal Station]** Diminishing Returns
06. **[The Lima]** Green Tomb
07. **[Outpost Choi]** Bloom
08. **[Shen Kuo Research Facility]** Primeval
09. **[Azure Base]** Moonbase Blues
10. **[The Last Nebula]** The Last Nebula
11. **[The Black Pyramid]** The Black Pyramid
12. **[The Graveyard]** Echoes in the Graveyard

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