

## Campaign Hooks

### Green Tomb [6]

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

### Bloom [7]

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

### Primeval [8]

- ▶ A Canopic Jar rests near the Vantablack Pyramid between Landing Zones B and C.<sup>11</sup>
- ▶ 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.<sup>1</sup>

### Moonbase Blues [9]

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

### The Last Nebula [10]

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 Logo 2 generations out of date.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

### The Black Pyramid [11]

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

### Echoes in the Graveyard [12]

- ▶ Scan data contains evidence of temporal anomalies in multiple systems. Pattern uncovered with research.<sup>11</sup>
- ▶ Scan data reveals the Eridani and  $\alpha$ - $\Omega$  systems and the Last Nebula.<sup>7-10</sup>
- ▶ 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.<sup>5</sup>

### Dinoplex Cataclysm [2]

- ▶ Skaana dealers hunt thieves lifting their dead drop of Cocaine 2.<sup>1</sup>
- ▶ SynGen brokers bounty on Ur fauna samples.<sup>8</sup>

### 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.<sup>10</sup>
- ▶ Data center towers crashed after processing an Azure Base facility transmission. All affected server indicator lights stuck on blue.<sup>9</sup>

### Diminishing Returns [5]

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

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) [ <b>Unknown Employer, 750kcr</b> ] <sup>4</sup>
-1	Track and kill snitches hiding in unexplored space [ <b>Pirates, 150kcr</b> ] <sup>10</sup>
0	Procure genetic samples from the Dinoplex [ <b>Private Collectors, 10kcr/species</b> ] <sup>2</sup>
1	Heist Alcor Station fuel cores [ <b>Pirates, 25kcr</b> ] <sup>4</sup>
2	Deliver the monthly Enceladus Research Facility resupply [ <b>E.R.F Project, 15kcr</b> ] <sup>3</sup>
3	1 month security post, destination classified [ <b>Azure Horizons, 50kcr</b> ] <sup>9</sup>
4	Salvage derelict science vessel Lima [ <b>Pantech Pharmaceutical, 70kcr</b> ] <sup>6</sup>
5	Investigate missing ships near unidentified superstructure [ <b>Drex Corporation, 180kcr</b> ] <sup>11</sup>
6	Retrieve Outpost Choi research data and sample [ <b>Dyson Phytology, 200kcr</b> ] <sup>7</sup>
7	Verify Dr. Watanabe's humanity at the Shen Kuo Research Station. [ <b>Takahashi Advanced Genetics, 370kcr</b> ] <sup>8</sup>
8	Find The Graveyard, retrieve its scan data [ <b>Azure Horizons, 500kcr</b> ] <sup>12</sup>
9	Eliminate all Nergal Station squatters [ <b>Drex Corporation, 1mcr</b> ] <sup>5</sup>

# 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.

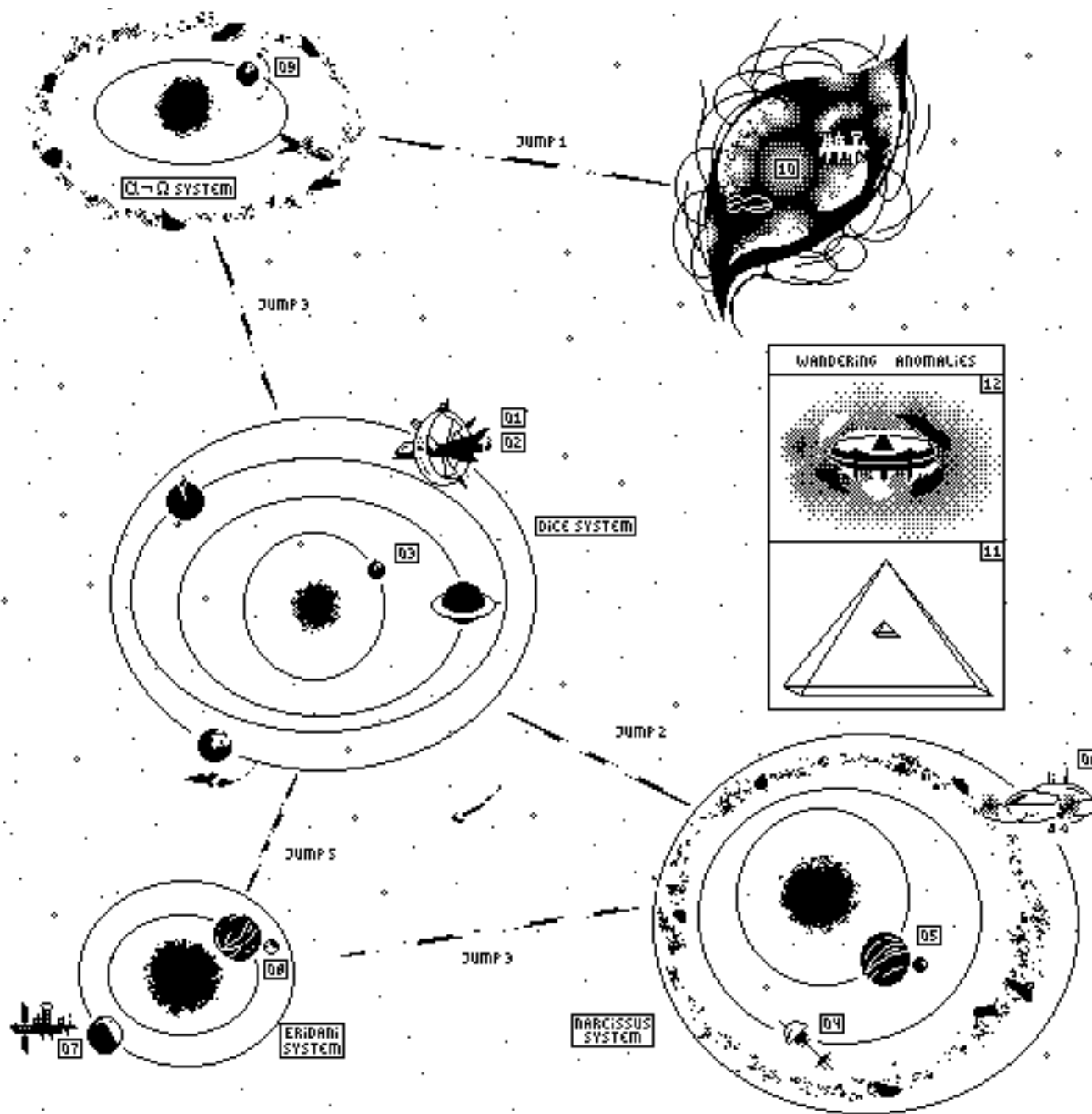
**The Map:** Travel drives the core loop of a sandbox Mothership campaign: Jobs require fuel requires money requires jobs. Fill in blank spaces and unkeyed objects on the map with other modules or your own material.

**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
- ▶ Corporate Intrigue: All





### 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

Written by Ian Yusem  
 Art by Ribston Pippin  
 Layout by Eric K. Hill