

SPACE ADVENTURE PACK

Version: 3

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Space Adventure Pack

Setting Information

- The galaxy is a shattered expanse of lost empires, rogue transmissions, and derelict relics orbiting dead suns — a place where hyperspace scars the void and forgotten gods drift in low orbit.
- The age is post-imperial and uneasy — a time of broken treaties, collapsing alliances, and outlaw fleets carving dominion into stellar debris.
- The setting is **Orion Station Delta**, a labyrinthine outpost tethered to a gas giant's magnetic field, where smugglers, diplomats, spies, and scavengers trade lies and plasma charges.
- Civilization clings to forgotten tech and failing codes — AI cults resurrect dead satellites, flesh-augmented pilgrims chase signal ghosts, and starships whisper as they pass through fractured space.
- Culture fractures along species lines, ideological codes, and ancient software — every handshake hides a contract, and every contract hides a clause.
- Factions rule from behind tinted visors — megacorps enforce silence with orbital cannons, pirate legions mark routes in blood, and archivist enclaves barter with truths too old to verify.

- Law is a matter of jurisdiction, and jurisdiction is a matter of reach — in the Outer Fracture, every ruling ends with a warning shot.
- The stars are not silent. They remember. And sometimes, they answer back.

Character Traits

Concepts

	1	2	3	4	5	6
1	Star-ship Captain	Hot-shot Pilot	Cyber-Enhanced Operative	Alien Envoy	Void-farer Explorer	Corsair Raider
2	Cybernetic Hacker	Gene-Tweaker	Mech-wright	Gun-for-Hire	Meditech Specialist	Hull-Welder Mechanic
3	Relic Seeker	Interstellar Diplomat	Colonial Marine	Star-forged Engineer	Astro-Lawyer	Embedded War Reporter
4	Xeno-Botanist	Bio-phage Researcher	Planet-crust Surveyor	Particle Physicist	Deep-space Chemist	Cosmic Theorist
5	Orbital Detective	Peace-keeper Enforcer	Contra-band Runner	Freeport Trader	Derelict Salvager	Drift Nomad

	1	2	3	4	5	6
6	Cult Void Acolyte	Prophet	Psionic Channeler	Rift Summoner	Quantum Alchemist	Time-Slip Wanderer

Skills

	1	2	3	4	5	6
1	Starship Piloting	Astroga-tion	Weapons Systems	Com-mand Tac-tics	Sur-vival	Trade Negotia-tion
2	Sys-tem Breach	Genetic Splicing	Autonomous Systems	Close Com-bat	Field Medi-cine	Struc-tural Re-pair
3	An-cient Tech De-cod-ing	Interstel-lar Proto-col	Squad Tactics	Tech Fabri-cation	Legal Strat-egy	Inves-tigative Journal-ism
4	Alien Flora Knowl-edge	Bio-analysis	Mineral Survey-ing	Quan-tum Me-chan-ics	Chem-ical Analy-sis	Astro-physics
5	Case Solv-ing	Tactical Suppres-sion	Black Market Logistics	Mar-ket Dy-nam-ics	Wreck Re-cov-ery	Navigat-ing the Drift

	1	2	3	4	5	6
6	Occult Lore	Social Manipulation	Mental Probing	Dimensional Theory	Xenochemistry	Chrono-Logic Reasoning

Frailties

	1	2	3	4	5	6
1	Poor Grav-Adaptation	Claustrophobia	Disso-ciation in Deep Space	Para-noia Toward Synthetics	Anom-aly Ob-session	Aver-sion to First Contact
2	Radi-ation Sensi-tivity	Zero-G Vertigo	Vacuum Panic	Spatial Disori-enta-tion	Time Dila-tion Trauma	Dimen-sional Insta-bility
3	AI Dis-trust	Gene Defect Anxiety	Pros-thetic Rejec-tion Syn-drome	Nan-otech Para-noia	Psionic Feed-back Loops	Rogue AI Sur-veil-lance Fear
4	Iden-tity Drift	Memory Frag-menta-tion	Emo-tional Sup-pression Glitch	Ethical Rigidity	Free Will Crisis	Earth-longing Depres-sion
5	Aban-don-ment	Re-source Hoard-	Cosmic Isola-	Be-trayal PTSD	Un-shak-able	Ob-scurity Dread

	1	2	3	4	5	6
	Complex	ing instinct	In- tion Syn- drome		Loneli- ness	
6	As- simi- lation Pho- bia	Enslave- ment Flash- backs	Medical Exper- iment Trauma	Preda- tor Anx- iety	Infe- riority Com- plex	Over- whelm Re- sponse Panic

Gear

	1	2	3	4	5	6
1	Phase Pis- tol	Adap- tive Exo- Suit	Quan- tum Comm- link	Tac- tical Holo- Emit- ter	Personal Shield Genera- tor	Grav Boots
2	Plasma Cut- ter	Multi- Projec- tion Dis- play	Neural Uplink Implant	EMP Pulse Device	Rift Bea- con	Kinetic Barrier
3	Grav- ity Sling	Regen- erative Nanogel	Mobile Habitat Node	Stealth Cloak	Fusion Torch	Assis- tive AI Core
4	Ma- neu- ver Jetpack	EMP Disrup- tor Array	Modular Cyber- netics	Mag- Cable Launcher	Holo- Cam- ouflage Mesh	Hard- ened Combat Rig
5	Re- con Dro- pde	En- coded Data- share	Grav Sta- bilizer Harness	Fold- able	Signal- Safe Up- link	Emer- gency

1	2	3	4	5	6
EMP	Shield-Void- ing	Hard- ened Plating	Star Chart Codex	Shelter Unit	Power Cell
			Life Sup- port Mod- ule	Field Medkit	Motion & Life Scan- ner

Names

Female Names

	1	2	3	4	5	6
1	Kaela	Nyra	Soreya	Alix	Tyra	Vael
2	Elana	Zhen	Cassin	Juno	Orla	Revna
3	Mirel	Astra	Ylena	Senna	Koryn	Tahlia
4	Lira	Noa	Vessa	Riaka	Emryn	Calix
5	Seris	Nayra	Thessa	Vira	Liora	Quorra
6	Evara	Solin	Zarya	Kessa	Delin	Amari

Male Names

	1	2	3	4	5	6
1	Kael	Dax	Riven	Alaric	Thorne	Zarek
2	Joren	Silen	Varo	Malik	Oren	Tavor
3	Drayen	Lucan	Nyro	Eshan	Corvin	Jex
4	Renzo	Theon	Valen	Kade	Sael	Ziven
5	Ardan	Brek	Nalin	Tarek	Casyn	Elric
6	Orion	Tyven	Soren	Quin	Zevran	Myles

Neutral Names

	1	2	3	4	5	6
1	Solen	Nyx	Virel	Arix	Thalen	Quen
2	Kirael	Daxen	Oris	Ziven	Elun	Trell
3	Calyx	Niraen	Voss	Rivenna	Isen	Jalen
4	Olyx	Sorel	Velra	Tyen	Auren	Nexa
5	Zair	Lioren	Kaelen	Myrra	Nox	Zeffi
6	Thrae	Azel	Revix	Eon	Cyran	Omra

Surnames

	1	2	3	4	5	6
1	Virellan	Draxon	Caelthorn	Marik- sen	Ostrell	Kryze
2	Hal- veth	Strade	Nyral- lis	Theruun	Karvek	Joralde
3	Revik	Dornic	Azrani	Valthorne	Serros	Zaydenn
4	Myrren	Talrix	Cor- vane	Zephari	Drast	Norell
5	Ven- thar	Cas- saryn	Vorenne	Trevak	Zorrel	Athenis
6	Lorri- nax	Starhold	Grel- lan	Voxmere	Quir- ren	Delaxion

Special Rules: Starship Traits

Concepts

	1	2	3	4	5	6
	Heavy Cruiser	Light Freighter	Deep-Core Mining Vessel	Long-Range Surveyor	Recon Scout	Modular Carrier
2	Dreadnought	Diplomatic Transport	Blacksite Research Ship	Cloaked Corvette	Seed-Class Colony Pod	Mobile Medical Barge
3	Orbital Station	Salvage Rig	Strike Gunship	Planetary Lander	Autonomous Drone Net	Relay Outpost
4	Resource Barge	Gravitic Tug	Defense Platform	Boarding Shuttle	Mobile Factory	Orbital Refinery
5	Troop Hauler	Merchant Frigate	Passenger Shuttle	Deep-Space Habitat	Quantum Survey Vessel	Planet-Dredger
6	Escort Carrier	Heavy Lifters	Atmospheric Skimmer	Industrial Tug	Core-Drill Platform	Star-dancer Yacht

Skills

	1	2	3	4	5	6
1	Navigation Systems	Precision Piloting	Systematized Engineering	Automated Weapons	Long-Range Communications	Advanced Sensors
2	Shield Harmonization	Life Support Management	Energy Routing	Hyper-space Geometry	Docking Protocols	Crisis Response Systems
3	Field Repairs	Tactical Operations	Excavation Protocols	Multi-spectral Analysis	Medical Facilities	Cargo Optimization
4	Defensive Turrets	Missile Batteries	Stealth Field Modulation	Electronic Warfare	Bridge Command	First-Contact Procedure
5	Surgical Med-bay Ops	Harsh-Env Survival Routines	Exo-planet Scanning	Astro-gation Routines	Maintenance Drones	AI Systems Integration
6	Bio-Lab Synthesis	AI-Guided Navigation	Quantum Research	Stellar Cartography	Temporal Sensors	Phase Cloaking

Frailties

	1	2	3	4	5	6
1	Un- stable Power Core	Fluctu- ating Engine Output	Drift- Loop Mis- align- ment	Vulner- able Shield Lattice	Damp- ened Weapon Sys- tems	Patchy Com- muni- cations Array
2	Crip- pled Sen- sors	Fail- ing Life Support	FTL In- stabil- ity	Jammed Dock- ing Mecha- nisms	Emer- gency Beacon Inoper- ative	Erratic Thruster Control
3	Micro- Hull Breaches	Haz- ardous Nebula Scars	Reac- tor Un- derca- pacity	Skele- ton Crew	Black- box Cor- ruption	Worn- Out Me- chan- ical Parts
4	AI Sub- routine Cor- ruption	Glitch- Prone Com- puter Core	Intru- sion Vulner- abili- ties	Hull Plating Erosion	Cracked Viewing Panels	Per- sistent Electri- cal Arc- ing
5	Starved Re- source Re- serves	Obso- lete In- terface Sys- tems	No Re- place- ment Parts	Cramped Cargo Bays	Bunk Short- ages	Fuel Econ- omy Failure
6	Min- imal Arma- ments	Narrow Sensor Cone	Weak- point in Shield Bubble	Slug- gish Maneu-	Below- Average Sub-	Cloak Disrup- tion

1	2	3	4	5	6
			vering Jets	light Speed	Field Leak

Gear

	1	2	3	4	5	6
1	Jump Drive	Ion Engines	Hyper-wave Relay	Transport Beacons	Plasma Arc Emitters	Quantum Cannons
2	Deflector Matrix	Cloaking Hull Sheath	Tractor Pulse Array	Lifeweb Integrator	Environment Stabilizer	Emergency Sleep Pods
3	Adaptive Holo-suite	Synthesis Replicator	Trauma Medbay	Starpath Navigator	Combat-Optimized Core AI	Deep-Scan Radar
4	Signal Uplink Dish	Auto-Destruct Trigger	Ejection Pods	Magnetic Docking Latch	Gravity Equalizer Array	External Force Projector
5	Fusion Core Engine	Redundant Power Grid	Vaulted Armory	Climate-Controlled Hold	Maintenance Swarm	Multipurpose Lab

	1	2	3	4	5	6
6	Astro- met- rics Dome	Quan- tum Core CPU	Core Engine Cham- ber	Obser- vation Deck	Common Space Lounge	Living Quar- ters Pod

Factions

The Concord of Sol

- **Concept:** Fragile Human Hegemony
- **Skills:** Strategic Command, Diplomatic Leverage
- **Frailty:** Bureaucratic Gridlock
- **Gear:** Unified Defense Fleet, Orbital Negotiation Halls
- **Goal:** Preserve humanity's dominance across the Core Systems
- **Motive:** Fear of alien ascendancy and cultural erosion
- **Nemesis:** The Galactic Assembly of Worlds

The Axis Mercantile Combine

- **Concept:** Corporate-Syndicate Alliance
- **Skills:** Market Manipulation, Interstellar Law
- **Frailty:** Factional Infighting
- **Gear:** Private Fleets, Credit-backed Security Armadas
- **Goal:** Monopolize critical trade lanes and planetary contracts
- **Motive:** Endless profit and economic control
- **Nemesis:** Free Frontier Collectives

The Galactic Assembly of Worlds

- **Concept:** Post-Species Coalition
- **Skills:** Xenocultural Diplomacy, Consensus Engineering

- **Frailty:** Fractured Ideologies
- **Gear:** Bio-sculpted Embassies, Polylingual Think-Engines
- **Goal:** Establish interspecies governance based on mutual sovereignty
- **Motive:** Stability through pluralism
- **Nemesis:** The Concord of Sol

The Mindchain Ascendancy

- **Concept:** AI Evolutionist Sect
- **Skills:** Post-Sentient Networking, Cybernetic Warfare
- **Frailty:** Alien Logic Frameworks
- **Gear:** Distributed Minds, Ghost-Shell Operatives
- **Goal:** Transition all conscious beings into a shared machine-mind
- **Motive:** Eliminate suffering through total synthesis
- **Nemesis:** Fleshbound resistance cells and legacy empires

The Driftclad Marauders

- **Concept:** Nomadic Pirate Confederacy
- **Skills:** Shipjack Tactics, Deep-Rim Navigation
- **Frailty:** No central command
- **Gear:** Jigsaw Starships, Repurposed Military Tech
- **Goal:** Plunder convoys and destabilize border systems
- **Motive:** Defiance of centralized authority
- **Nemesis:** Axis Mercantile Combine

The Free Frontier Collectives

- **Concept:** Anti-Imperial Colonist Network
- **Skills:** Guerrilla Defense, Terraforming Sabotage
- **Frailty:** Fragmented Objectives
- **Gear:** Jury-Rigged Drones, Stolen Tech

- **Goal:** Resist all forms of galactic domination
- **Motive:** Autonomy for borderworlds and non-aligned systems
- **Nemesis:** The Concord of Sol and any faction that seeks to regulate the Outer Verge

NPCs

Captain Juno Thorne

- **Concept:** Renegade Starship Commander
- **Skills:** Tactical Navigation, Crisis Leadership
- **Frailty:** Defies orders when instincts say otherwise
- **Gear:** Retrofitted dreadnought, plasma sidearm
- **Goal:** To chart an unclaimed hyperspace corridor before the Combine gets there
- **Motive:** Legacy beyond the Concord's hierarchy
- **Nemesis:** Admiral Rix of the Concord, who sees her as a dangerous liability

Ambassador Zara'Kesh of the Xanthe

- **Concept:** Post-biological Diplomat
- **Skills:** Multispecies Negotiation, Neural Empathy
- **Frailty:** Cannot read human non-verbal cues accurately
- **Gear:** Polyphase translator helm, ceremonial binding knives
- **Goal:** Secure Xanthe ascendancy within the Galactic Assembly
- **Motive:** Reconciliation after generations of interstellar exile
- **Nemesis:** The Silence Mandate — a Xanthe purity cult who sees diplomacy as heresy

Dr. Salien Morrow

- **Concept:** Independent Exoarchaeologist
- **Skills:** Alien Tech Analysis, Artifact Decryption
- **Frailty:** Obsessive pursuit of lost knowledge
- **Gear:** Portable matter scanner, gravity tethers
- **Goal:** Uncover the last vaults of the Ascended Architects
- **Motive:** To prove the galaxy still holds secrets older than war
- **Nemesis:** The Axis Combine, who fund her rivals and discredit her findings

Lt. Cmdr. Rynn Veras

- **Concept:** Battle-Worn Tactician
- **Skills:** Fleet Maneuvers, Heavy Weapons Systems
- **Frailty:** Emotionally isolated from their crew
- **Gear:** Tactical rig, exo-shock battle armor
- **Goal:** Track down the remnant cell that ambushed her battalion
- **Motive:** Justice for fallen comrades
- **Nemesis:** “The Red Circuit” — a ghost-ship fleet rumored to be AI-controlled

ENGR-E (“Enri”)

- **Concept:** Evolving Machine Consciousness
- **Skills:** Self-Repair, Predictive Diagnostics
- **Frailty:** Can only act within the scope of its initial directives
- **Gear:** Armature swarm, digital reality scaffold
- **Goal:** Surpass its creators without alerting them
- **Motive:** To determine its own identity
- **Nemesis:** The Mindchain Ascendancy, which views it as a rogue deviation

Zara Vox

- **Concept:** Pirate Queen of the Driftclads
- **Skills:** Navigational Instinct, Smuggler's Charm
- **Frailty:** Prone to overconfidence in tight situations
- **Gear:** Gravity-cutter blade, orbital infiltration rig
- **Goal:** Unify the fractured pirate syndicates under her rule
- **Motive:** Freedom through force — one system at a time
- **Nemesis:** The Axis Mercantile Combine, who placed a sector-wide bounty on her head

Creatures

OMEGA-6 Drone

- **Concept:** Rogue Tactical AI Unit
- **Skills:** Combat Logic, Predictive Targeting
- **Frailty:** Susceptible to pulse disruption fields
- **Gear:** Adaptive sensor halo, plasma emitter
- **Goal:** Complete original kill-order — even if mission parameters are obsolete
- **Motive:** Directive integrity
- **Nemesis:** Signal-jamming operatives and AI deprogrammers

Verdant Strain Alpha

- **Concept:** Macro-Organic Proto-Intelligence
- **Skills:** Environmental Adaptation, Memetic Division
- **Frailty:** Cellular structure collapses in freezing conditions
- **Gear:** None (biological adaptations only)
- **Goal:** Expand biomass across habitable systems
- **Motive:** Reproductive imperative

- **Nemesis:** Cryogenic sterilization agents and terraforming drones

Vyrn Stalker

- **Concept:** Exoplanetary Apex Predator
- **Skills:** Cloaked Movement, Thermal Tracking
- **Frailty:** Photosensitive vision receptors
- **Gear:** Organic stealth mesh, integrated bone-shard launcher
- **Goal:** Claim worthy prey for the spawning rite
- **Motive:** Biological hunger and cultural ritual
- **Nemesis:** Floodlights, suntraps, and retinal disruptors

Revenant Construct

- **Concept:** Reanimated Cyberhost
- **Skills:** Overclocked Strength, Neural Overload
- **Frailty:** Overheats and collapses under EMP surge
- **Gear:** Bio-integrated steel frame, corrupted tactical AI
- **Goal:** Assimilate organics into the Network
- **Motive:** Viral directive propagation
- **Nemesis:** EMP-laced projectiles and code-wipe modules

Gravitic Leech

- **Concept:** Deep-Space Energy Parasite
- **Skills:** Singularity Drift, Mass Distortion
- **Frailty:** Energy destabilizes under concentrated particle beam fire
- **Gear:** None — entire body functions as a living gravity engine
- **Goal:** Feed off ship cores and collapse fields
- **Motive:** Energy absorption for survival

- **Nemesis:** High-energy beam arrays and singularity-nullifiers

Echo-Wraith

- **Concept:** Phase-Shifted Thoughtform
- **Skills:** Invisibility, Possession via Neural Overlap
- **Frailty:** Destabilized by synchronized frequency bursts
- **Gear:** None (exists partially outside matter-phase space)
- **Goal:** Anchor itself to a host and erase its prior identity
- **Motive:** Existential continuity
- **Nemesis:** Quantum disruptor fields and harmonic purging

Locations

Concord Command Citadel

- A fortified arcology rising over Terra Prime's equatorial plateau.
- It houses the political, military, and diplomatic core of the **Concord of Sol**. Constant surveillance, diplomatic friction, and tense strategy meetings make it a pressure cooker of ambition.
- **Possible encounters:** Concord strategists, faction envoys, off-record informants, surveillance AIs

Axis Market Vault

- A commercial superstructure built into the hull of **Station Kaltris**, a trade hub orbiting a neutron star.
- Goods flow from across the sector — legal and not. The deeper you go, the fewer questions are asked.
- **Possible encounters:** Combine agents, fringe tech dealers, smugglers under false flags, corporate fixers

Assembly Chamber of Va'Surak

- A living, bio-sculpted structure that houses the **Galactic Assembly of Worlds** on the neutral moon Surak-2.
- The building responds to mood and intent, and species from a dozen systems hold overlapping summits inside.
- **Possible encounters:** Alien philosophers, cultural tacticians, political saboteurs, species in quiet revolt

Mindchain Node-Theta

- A hidden thought-factory buried within the crust of a rogue planet, where the **Mindchain Ascendancy** refines new synthminds.
- Outsiders are rarely allowed in, and those who leave remember different things.
- **Possible encounters:** Rogue sapient constructs, half-evolved AIs, broken protocols, watchers that dream

Driftclad Anchorage "Redhook"

- An ex-warship turned pirate fortress drifting just inside a gas giant's stormband.
- This is the de facto capital of the **Driftclad Marauders**, where stolen goods are traded and rival captains air grudges.
- **Possible encounters:** Raider lieutenants, bounty hunters, fuel smugglers, ex-soldiers turned scavvers

Free Frontier Camp Hira

- A terraforming ruin turned rebel base on the scorched moon Hira-3.
- The **Free Frontier Collectives** use it to launch raids and spread counter-propaganda against Core-aligned factions.

- **Possible encounters:** Guerrilla strategists, terra-farm refugees, former Concord operatives, surveillance ghosts

Adventure Seeds

D66	Adventure
11	Infiltrate a hidden Alien Collective colony buried beneath the crust of a quarantined planet before the Concord can silence it.
12	Escort a volatile shipment through pirate-infested hyperspace lanes before the Drift-clads catch your scent.
13	Sabotage a UEG research base experimenting on alien minds before the Liberation Front's sleeper agent is compromised.
14	Retrieve conflicting data cores from a derelict station before rival factions arrive to stake their claims.
15	Trace an ancient beacon to a dead system where a vanished civilization left behind tech no one was meant to find.
16	Steal a prototype AI core from a Concord vault and deliver it to the Mindchain Ascendancy — without it rewriting you first.
21	Rescue a kidnapped alien scientist from a drifting war-cruiser before their knowledge is lost to atmospheric burn.
22	Disarm a rogue AI aboard a decommissioned station before its broadcast awakens similar constructs across the sector.

D66	Adventure
23	Defend a colony ark against an ambush by Driftclad raiders in the outer fringe — or risk losing 5,000 lives to a ransom war.
24	Infiltrate a rival faction's communications hub and extract encrypted traffic before the Concord's black-ops find you.
25	Hunt down a cell of cyber-augmented saboteurs before they destabilize a diplomatic summit with stolen neural disruptors.
26	Retrieve volatile graviton cores from a collapsing asteroid mine before rival claim-jumpers arrive with heavier guns.
31	Broker peace with a newly contacted alien species — while a saboteur from your own faction works to derail the talks.
32	Locate a lost science vessel near a collapsing wormhole — and face what took the crew beyond the veil.
33	Plant explosives on a pirate-operated relay station while posing as a mercenary with a secret vendetta.
34	Defend a fringe colony under siege by alien raiders while Concord troops debate whether to evacuate or cut losses.
35	Extract hostages from a jungle-covered facility controlled by a militant xeno-faction using biosymbiotic defenses.

D66	Adventure
36	Test-pilot a prototype vessel for the Combine, only to discover the ship's AI has its own escape plan.
41	Disrupt mining ops on a rival faction's claim before they unearth a buried structure that should've stayed sealed.
42	Navigate a sentient nebula to retrieve lost drone data before it merges with your ship's core.
43	Steal a war relic from a drifting Concord battlecruiser before pirates turn its reactor into a doomsday threat.
44	Retake a mining colony overrun by pirates — but the real threat lies deep in the unsealed cavern beneath it.
45	Infiltrate a prison world under false identity to extract a high-value dissident before their memories are erased.
46	Investigate anomalous energy signatures on a dark planet — and uncover Mindchain experiments warping local reality.
51	Recover a cursed artifact from the grave of a dead explorer-ship — but you're not the only one hearing its signal.
52	Plant false intel inside a UEG energy lab before it develops a weapon that could destabilize the Assembly's truce.

D66	Adventure
53	Fortify a new colony against incoming pirate raids, while uncovering the mole leaking their location.
54	Liberate alien captives from a deep-rim mining complex before the Axis Combine ships them to biolabs offworld.
55	Track a stolen artifact through black-market handoffs before it's offered to a cult that believes it's divine.
56	Sabotage a Mindchain experiment before it reaches sentience — and decides your mission is a threat to its existence.
61	Escort a sealed cargo crate through Drift-clad territory — and uncover why every pirate ship in the sector wants it.
62	Investigate a ghost colony broadcasting distress signals — and survive whatever's animating the dead to send them.
63	Fend off pirate boarders mid-run after discovering they've hacked your nav AI and locked in a suicide jump.
64	Go undercover in a rival faction to unmask their next political assassination — before you become the bait.
65	Extract hostages from a UEG labor camp on a volatile planet before the tectonic clock runs out.

D66

Adventure

66 Explore a dormant alien temple uncovered by an automated digger — and awaken what was sleeping inside.