No Man's Sky: The Expeditions
The Gauntlet

Welcome to No Man's Sky Jumper, or welcome back for returning visitors. This time you will find yourself upon the Space Anomaly, Marco's and Polo's sanctuary. Oddly enough, all you have on you is the functional Exosuit.

Even if you had a Spaceship with a functional hyperdrive you would quickly realize that the Anomaly is stationed in a star system that is beyond the reach of the rest of the Galaxy. The system barring a single paradise world randomizes its contents whenever you exit the Anomaly. This includes whether there even is a Space Station to land on. If you manage to obtain a Freighter it will hang in orbit of the Paradise World whenever said randomization occurs. Portals can be found but they are completely non-responsive. As for Portals that you can build and those found on Space Stations? They still exist but any that lead outside this system do not connect.

The Space Anomaly has undergone a few changes. The portal on board is your means of ending this Gauntlet and just like the other Portals it will not connect to anything outside the System. The Nexus is an eerie blank, having no missions for you...

Now what you are really here for... You are here to experience the lovely Expeditions of No Man's Sky. Just head over to the Expedition Terminus. There is a new menu allowing you to choose from the various available Expeditions. This Terminal will allow you to travel to the Stationary version of the Space Anomaly in this lonely Solar System and whatever active Expedition you are running at the time. This Terminal also has a storage menu that comes with 8 Tech Slots and 24 General Items Slots that can each hold a stack of appropriate items. Prior to the start of an Expedition you may fill said storage with stuff to withdraw from this Terminal in the Expedition. Also prior to the start of an Expedition you may choose to either go with the appearance you currently have at the time or randomize it to start with in said Expedition. Once the required tasks of an Expedition are met, these Storage Slots are unlocked allowing you to deposit items from the Expedition and then Withdraw said items in the Stationary Space Anomaly. This may be repeated as much as you want until you choose to activate the End the Expedition button or it activates on its own upon the Expedition's timer running out... After the end of an Expedition but before the start of another you can choose to spend Nanites at the Terminal to get a copy of one of the Multi-Tools and one of the Ships that were in your possession at the end of said Expedition. During an Expedition you may choose to spend Nanites to get a copy of one of the Multi-Tools and one of the Ships that were in your Possession prior to the start of that Expedition.

This is a Gauntlet, you start with just your Body Mod, No Points, and whatever the Gauntlet sees fit to offer you. Good news! You are on Survival Difficulty!

You start with 0 Expedition Points. Perhaps you should do something about that?

Missions:

Missions may be taken to allow you to start with some points, without having to necessarily making things harder for you...

Expedition-Bound(+100x EP/+200x EP): You are now required to complete a number of Expeditions before you are allowed to end the Gauntlet... Prior to that point the Portal on the Stationary Space Anomaly shall not function. For each four required Expedition you need to complete you gain 100 EP. If you took the Redux Drawback you instead gain 200 EP per Expedition.

Mobile Base(+200 EP): Not only are you required to obtain an S-Class Freighter in the Solar System that housed the Stationary Space Anomaly, you must build as much of a self-sufficient base on board, and max out it's non-temporary upgrades. Finally your fleet of Frigates must all reach S-Class before you are allowed to end the Gauntlet.

Expert Traveler(+200 EP): You are now required to have all your Multi-Tools be S-Class, with all their upgrades be of the highest class possible. Your Exo-Suit's inventory both for Upgrades and General Storage must be maxed out to your preference. Your Exo-Suit must have all its Upgrades be of the highest class possible. Finally, you must have your Ships be S-Class and their Upgrades must be of the highest class possible. You must meet all these requirements before you are allowed to end the Gauntlet. You must accomplish all this in the Solar System that houses the Stationary Space Anomaly.

Drawbacks:

No Drawback limit. Careful, some of these can screw you over.

Lonely Sky(+100 EP) Mutually Exclusive with Busy Sky: You will not encounter other travelers or their structures during the Expeditions and it is much more unlikely for you to run into the local inhabitants outside of structures. Good news, you won't have to compete with other travelers for discovering things... on the other hand don't expect a helping hand from those who aren't even there.

Busy Sky(+200 EP or +300 EP) Mutually Exclusive with Lonely Sky: You will run into at least a Traveler per Solar System alongside multiple of their bases. You will run into various Gek, Korvax and the Vy'keen outside their structures quite often. You will have problems finding systems not discovered by other travelers. This can be upgraded to include Travelers littering message beacons with nonsensical and annoying messages around important locations.

Fresh Bait(+200 EP): Whether it is Pirates, Predators, Man-eating Plants, Sentinels, Corrupted Sentinels, or even Travelers acting as Pirates or just being Jerks, it always feels as if someone is out to ruin your day. Expect to have to deal with three such encounters daily even if you do your best to avoid them!

Timed Expeditions(+200 EP/+400 EP): Normally for this Gauntlet you can pick to do the Expeditions in any order you want and take your time doing them. Taking this Drawback changes that. For 200 Expedition Points you may choose to have your choices of Expedition to vary based on what month it is or for Expeditions to have a timer, the Expedition will count as a failure if you do not complete all their tasks before said Timer is up. For 400 Expedition Points they both occur.

Redux(+400 EP): Normally you would get to pick to either do the original version of an Expedition or one of the Redux variations. Now when you pick an Expedition to do, if it has a Redux variation or more than one you will also have to complete the Redux variation(/s).

Permadeath(+600 EP): Are you sure? Alright then. So if you die, at any point during this Gauntlet, its over. You get to keep your memories of this Jump and that's it. Are you sure this is worth the risk?

Origin: You are a Traveler for only Travelers are able to participate in Expeditions. They are a 'race' with a lot of variations in their appearance. They're not always in phase with the rest of the universe.

Perks:
General:
Starship Pilot (Free): You have the skill needed to fly a single seat starship, operate its systems, fire its weapons, navigate to other star systems, and repair any damage it suffers.

Base Builder (Free): With the right resources, you can put down a base computer, put up a few rooms, give it power, and call it home.

Summoning Slots - Starship (0+ CP): Upon finding a ship, you can assign it to a summoning slot, which will allow you to call it to your location. These slots will hold any small starship up to 30 meters in length and are not limited to ships found in this jump. A ship stored in one of these slots gains fiat backing and will be restored within a day if lost, stolen, or destroyed, keeping all upgrades and alterations. A ship stored in one of these slots will be parked in your freighter (if you have one), or in its own pocket dimension when not in use.

For the basic cost of 0 CP, you gain 6 summoning slots. You can make a one-time purchase of 3 more for 50 CP or 6 more for 100 CP.

Summoning Slots – Freighter Booster: If you purchased the maximum number of starship summoning slots, you also gain the ability to archive up to 18 more starships. Archived starships are not usable, but cannot be damaged, destroyed, or stolen. Starships can be moved from active slots to archive slots at the terminal on your freighter's bridge. Upgrades and alterations will be preserved but any cargo will be lost upon being moved to an archive slot.

Summoning Slots - Multi-Tool (0+ CP): You can carry a multi-tool, or any other small arm, long arm, or melee weapon in each of these three slots. When not in use, they are stored in their own pocket dimension. They gain fiat backing and upon loss, theft, or destruction, will be returned to you the next time you need them, retaining all upgrades and alterations.

For the basic cost of 0 CP, you gain 3 summoning slots. You can make a one-time purchase of 3 more for 100 CP.

Summoning Slots – Freighter Booster: If you purchased the maximum number of multi-tool slots, you can archive up to 18 more multi-tools at any weapon rack in your base or freighter. Archived multi-tools are not usable, but cannot be damaged, destroyed, or stolen. All upgrades and alterations will be preserved upon being

archived.

Summoning Slots - Exo-Craft (100 CP): A single purchase of this will allow you to assign a land or sea vehicle to one of six slots. This vehicle, which must be less than 10 meters in length or 3 meters in height, can then be summoned to your location at any time. These will be fiat backed and, if lost, stolen, or destroyed, will be restored in a day, keeping all upgrades and alterations. A vehicle stored in one of these slots will be stored in its own pocket dimension when not in use.

Summoning Slots – Freighter Booster: You also gain the ability to archive up to 18 more exocraft. Archived exo-craft are not usable, but cannot be damaged, destroyed, or stolen. Exo-craft can be moved from active slots to archive slots at the Orbital Exocraft Materializer once it has been constructed on your freighter. Upgrades and alterations will be preserved but any cargo will be lost upon being moved to an archive slot.

Multilingual (100): When you first enter this jump, you will most likely know nothing of the local languages. With this perk, whenever you interact with a knowledge stone, you will learn two words instead of one.

Talking to the various aliens will yield more substantial results. With a week of learning, you will be able to hold basic conversations. In a month, you could be discussing advanced scientific principles with a Korvax, planning military strategies with a Vy'keen, or haggling with a Gek, depending on your own skills.

Summoning Slot – Corvette (200 CP): Purchasing this perk will allow you to assign a starship between 20 meters and 100 meters in length to the one slot available. This will be fiat backed and, if lost, stolen, or destroyed, will be restored in a day, keeping all upgrades and alterations. A corvette stored in this slot will be stored in its own pocket dimension or docked with your freighter (if you have one) when not in use.

Summoning Slot – Freighter Booster: You can archive up to 3 more corvette-class ships. Archived corvettes are not usable, but cannot be damaged, destroyed, or stolen. Corvettes can be swapped between the active slot to archive slots at the terminal on your freighter's bridge. Upgrades and alterations will be preserved but any cargo will be lost upon being moved to an archive slot.

You can also use your freighter's bridge terminal to construct a new corvette or modify an existing one.

Variable Pressure Tolerance (free for this jump, 200 CP to keep): In this jump, you'll find it possible to go from the bottom of the deepest oceans to outer space in under five minutes. This is not good for the continued long-term health of most living beings, and usually results in a messy death. For this jump, the Atlas has provided you with a body capable of handling such extreme pressure changes. For 200 CP you can

take this with you on your chain.

Summoning Slot - Freighter (300 CP): You can assign one ship larger than 30 meters in length to this slot. If you are in space, you can summon it to your location, and if you are on a planet or moon, you can summon it into orbit above your location. The freighter can also support a fleet of up to thirty frigates, which can be sent out on missions in any jump where space travel is common. Some frigates will also provide other benefits while not on missions.

This perk will boost other Summoning Slots perks as described above.

If lost, stolen, or destroyed, it will be restored with all upgrades and inventory in one week.

Traveler Perks:

Survivalist (100 CP, free to Travelers): You are an expert in wilderness survival and planetary navigation.

Animal Tamer (200 CP, discount Traveler): There is a bewildering array of animal life forms in the galaxies. Some might not even look like animals. But if it's considered fauna, it doesn't consider you food, and it's large enough to carry an adult human, you can tame it, ride it, and equip it with weapons, armor, and cargo containers. Flight capable creatures can only be equipped with a saddle. The gigantic worm creatures found on a few rare worlds cannot be tamed.

Easy Crafting & Instant Repair (400 CP, discount Traveler): Upon examining a broken device, you can tell what you need to repair it. If you have those parts or materials with you, you can use them to repair the damage instantly. Crafting components is also done instantly as long as you have the required materials on hand. Anything that requires the use of a refinery will still take time.

If you took Base Builder, you will be able to do the same for base structures and components once you've chosen where to put them.

Echo of the Distant Past (600 CP, discount Traveler): When encountered, Travelers are often immaterial or appear to be a glitch in reality. They always know where they died, whether that was in the distant past, the distant future, or another reality altogether. While you cannot direct others to your grave, should you die during this or a future jump, you can return from death as a semi-real glitch. You can touch and interact with items, equipment and vehicles, but you'll simply pass through living beings.

This acts as a 1-up and if you have more than one 1-up, you can, at your option, use this as your last one.

Items: There are no Multi-Tools or Ships for purchase. You want a non-reward Ship or Multi-Tool from this Expedition to take beyond this Gauntlet? Assign it to your appropriate Summoning Slots! Any Items purchased here will be repaired/replaced in 48 hours after destruction/loss/theft. Space stations will respawn in a week if lost, stolen, or destroyed. All upgrades will be remembered.

Exo-Suit (0, free and mandatory): Your main defense against a hostile world. This suit provides life support, hostile environment protection, a jet pack for enhanced mobility, an energy shield to protect the wearer from predators and Sentinels, and an AI that will warn of impending system failures and attacks from hostile beings.

Atlas Pass (200 CP): This card will open locked cargo drops found scattered on planetary surfaces. For an extra 100 CP, this will open locked doors on planetary installations. For another 100 CP, it will open locked doors on space stations. In future jumps, this will open simple, moderate, or high-security electronic locks without setting off any electronic alarms or traps. This item has no effect on mechanical locks, alarms or traps.

Units (200 CP): The local currency, accepted on every planet and station in this jump. You start with 1,000,000. That's enough to buy a C-class ship. May be purchased multiple times.

Nanite Clusters (200 CP): Another local currency which is used to buy blueprints and upgrade modules. You start with 1000. May be purchased multiple times.

Quicksilver (200 CP): A third currency which is only earned by completing missions on the Space Anomaly. Mainly used to buy decorative items, as well as the Void Egg, from which a living ship can be hatched. You start with 1000. May be purchased multiple times.

Inventory Slots (300 CP): You receive 3 Exosuit Expansion Units, 3 Multi-Tool Expansion Slots, and 3 Storage Augmentations. This will restocks every month up to the cap of 3 for each item. You also receive a single Freighter Bulkhead that restocks every 6 months. The Exosuit Expansion Units from this can apply to any personal Inventory you have. The Multi-Tool Expansion Slots can apply to any technologically advanced enough Weapon/Tool increasing the amount of modifications/upgrades that can be applied to it. Storage Augmentations unlike their vanilla variants work on Exocraft like they do on Starships. They also work on any technologically advanced enough Vehicle. They do not work on Capital Ships. The Freighter Bulkhead applies to any technologically advanced Capital Ship.

Space Station (200+ CP): You have gained ownership of one of the space stations that are found in nearly every system in the galaxy. The station is unarmed and only has enough mobility to maintain its orbit.
For the base cost of 200 CP, you gain an abandoned space station. This creepy

structure is only lit by dim red lights and only offers parking four up to eight starships and four corvettes. There is an automated trade terminal in one of the two side rooms, a portal to warp to your freighter or base, and a terminal where you can buy basic corvette components, trade for advanced components, and assemble them into a working ship.

For 300 CP, you instead get an outlaw station. This has all the features of an abandoned station, along with several vendors of contraband goods and a mission agent who will send you out on various piracy missions. It is staffed primarily by one of the three main races (Gek, Korvax, or Vy'Keen) with a few members of the other races present.

For 400 CP, you get a fully equipped station with proper lighting. As with the pirate station, it is staffed by several individuals of the three races, and it has all the features present in an abandoned station. Various vendors will sell upgrades for your exo-suit, multi-tool, starship, or exo-craft. Also for sale are coordinates of derelict freighters, maps to various planetary structures, as well as a selection of raw materials and technological components. A mission agent will also provide you with missions and rewards upon completion of any mission.

There are also stations to scrap or upgrade your starship or multi-tool, and the appearance changer can provide cosmetic changes to your exo-suit's colours, helmet design, armour design and backpack design. Scrapped ships can provide scrap for sale or a ship component which can be used to build a new ship at the ship construction terminal.

Hidden in a back corner, you will find a merchant who deals in suspect goods and will sell you coordinates to derelict freighters, if space travel is available in your jump. Nearby you'll also find a trader who deals in fossils and his stock will update to add new fossils from any jump you enter.

Planet (600+ CP): Did you come across a planet that you liked during this jump? With a purchase of this, you can bring it with you as a warehouse attachment (or is your warehouse attached to it?) All flora, fauna, and minerals are unchanged, but there is no intelligent life present. Sentinels are also absent. Settlements, trading posts, and other structures are present but empty. Ancient relics and knowledge stones are non-functional, and portals can only be used to go between your warehouse and its various attachments.

If you have a base on the planet, it will be present and functional.

If you became the overseer of a settlement on your chosen planet, then the inhabitants are still present post-jump and they provide the same services that they did in-jump, which can be modified to match local technology and currency.

The first purchase of this item will also give you the planet's star. Each additional purchase costs 100 CP and grants you another planet, up to a maximum of 6, which will be given its own orbit around the star. Resources found on the new planet(s) will not be affected by the star's colour. You have until the end of the jump to decide which planet(s) to take and the resulting system will become a warehouse attachment.

If you have a space station from this jump and choose not import it into a future jump, it will be found in this attachment.

Expeditions:
At the time of the creation of this Gauntlet there are only 16 Expeditions. Information on those 16 will be available in this document. Future updates will include information on new Expeditions when I get to it. However, for future-proofing: Any new Expedition's Phase Rewards are fiat-backed, will respawn in your possession or in your Warehouse upon loss/destruction within 24 hours and will be granted to you upon the completion of the Gauntlet if that Expedition was one of the ones you completed. Rewards from tasks are fiat-backed but if lost or destroyed they are gone for good if you can't retrieve them yourself. Only one Expedition may be active at a time. A failed Expedition can be attempted again from the start once it becomes available again. Assume that Redux versions are easier than the originals, and may include different tasks rather than simply easier versions. They also grant different rewards than the original Expedition. Each Expedition may only grant their rewards once. Redux Expeditions count as their own unique Expedition and thus will also grant their rewards once.

Each Expedition may have its own mechanics. Said mechanics will be overruled by drawbacks... Yes this means Permadeath makes Leviathan impossible. Oh, and for the most part you may complete the tasks in any order. Duplicate rewards that would only take up space in menus like an extra copy of blueprints are converted into the currency of the Jumper's choice.

The Duration only matters if you take Timed Expeditions and either choose the Timer or take the Drawback for its 400 Point payout. 1 Month= 4 Weeks. 1 Week=7 Days.

The Pioneers:
Duration: 6 Weeks, 5 Days.

Difficulty: Normal.

Mechanics:
You start on the planet Sissica anywhere from 300-600u away from their crashed starship. Which is a random C-class Explorer with 20+4 slots, equipped with either an Instability Drive or Sub-Light Amplifier, and a random colored trail. It will be next to either a Beacon or a Shelter.

In addition to the blueprints known at the beginning of normal mode, the player also knows the following blueprints: Antimatter; Antimatter Housing; Hermetic Seal; Warp Cell; Boltcaster; Hyperdrive; Construction Research Unit; Portable Refiner; Save Beacon; Signal Booster; several Wooden Construction Components.

You start with either random C-class Pistol or Small Rifle. It has 12 slots; a random weapon; Terrain Manipulator; Analysis Visor; Combat Scope; a X-class Mining Beam Upgrade Module.

The Exosuit is initially equipped with two random upgrades to either Jetpack, Life Support, or Hazard Protection Systems. It has 27 slots.

Phase 1: Complete all Phase 1 tasks.
Rewards: 3x Inventory Slots; Atlas Firework Pack.
Task 1: Locate your starship. Rewards: 1x S-class Movement System Upgrade; 1x A-class Hazard Protection Upgrade; and 1x A-class Mining Beam upgrade.
Task 2: Leave the planet. Rewards: 1x Inventory Slot; 5x Ion Batteries; 5x Starship Launch Fuel; 1x Pilgrim Geobay.
Task 3: Warp to a new system. Rewards: 2x Storage Augmentation; 300x Nanites.
Task 4: Establish a base. Rewards: x3 Repair Kit; 12x Salvaged Data.
Task 5: Discover 20 Creatures. Rewards: 1x S-class Scanning System Upgrade. 10x Creature Pellets.
Task 6: Obtain a capital ship. Rewards: 5x Salvaged Frigate Module; 1 Storage Augmentation; 1,000,000 units.
Task 7: Explore 10,000u on foot. Rewards: Rocket Boots plans; 1x A-class Life Support Upgrade; 1x S-class Movement System Upgrade.
Task 8: Reach the 1st rendezvous. Rewards: 1,000x Nanites; 3x Inventory Slots; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.

Phase 2: Complete all Phase 2 tasks.
Rewards: The Surge of Storms B56-K1-6 multi-tool(Experimental B-class and 15 Slots); Pioneer Expedition Flag.
Task 1: Reach the 2nd rendezvous. Rewards: 1,000x Nanites; 3x Inventory Slots; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Explore each of the following biomes at least once: Verdant, Barren, Swamp, Airless, and Unusual. Rewards: Launch Thruster upgrade blueprints; 1x S-class Pulse Engine upgrade.
Task 3: Farm 35 plants. Rewards: Glass Construction Modules; Assorted vegetables.
Task 4: Discover a new system. Rewards: 3x Warp Hypercore; Warp Hypercore plans; Cadmium Drive Plans.
Task 5: Enter a black hole. Rewards: Full set of Portal Glyphs.
Task 6: Spend 30 seconds airborne. Rewards: Airburst Engine plans; 1x S-class Movement System Upgrade; Improved(+5) Explorers Guild Standing.
Task 7: Visit a red star. Rewards: 1x S-class Hyperdrive Upgrade; 1x Anomaly Detector; 999x Cadmium.
Task 8: Earn 6,000,000 units. Rewards: 3x Inventory Slot; Personal Refiner Plans.

Phase 3: Complete all Phase 3 tasks.
Rewards: Golden First Spawn Battle Mask customization.
Task 1: Reach the 3rd rendezvous. Rewards: 1,000x Nanites; 3x Inventory Slots; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Collect 10 ancient artifacts. Rewards: Minotaur Geobay plans; Historical document.

Task 3: Complete 15 fleet expeditions(Send out and complete 15 frigate expeditions). Rewards: 3x Cargo Bulkhead; 1x Salvaged Fleet Beacon; 1x Salvaged Fleet Exploration Unit; 1x Salvaged Fleet Trade Unit.
Task 4: Earn 5,000 Nanites. Rewards: 5,000,000 units; 128x Rusted Metal; 256x Runaway Mould.
Task 5: Acquire an A-class Multi-Tool or better. Rewards: Optical Drill Plans; 3x Multi-Tool Expansion Slot; 1x S-class Mining Beam Upgrade.
Task 6: Adopt 4 companions(pets). Rewards: Nutrient Processor Plans; Assorted ingredients.
Task 7: Visit a green star. Rewards: 1x S-class Hyperdrive Upgrade; 1x Anomaly Detector; 999x Emeril.
Task 8: Find 5 deep-space anomalies. Rewards: 1x S-class Pulse Engine Upgrade; 1x S-class Starship Shield Upgrade; 1x Emergency Broadcast Receiver; 1x Terrifying Sample.

Phase 4: Complete all Phase 4 tasks.
Rewards: Streamlined Jetpack Unit customization.
Task 1: Reach the 4th rendezvous. Rewards: 1,000x Nanites; 3x Inventory Slots; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Learn 50 alien words. Rewards: Translation technologies; 5x Gek Relic; 5x Vy'keen Dagger; 5x Korvax Casing.
Task 3: Acquire an A-class Starship or better. Reward: The Honmatan OQ5 starship(Explorer S-class 33 Cargo Slots and 21 Tech Slots)
Task 4: Visit a blue star. Rewards: 1x S-class Hyperdrive; 1x Anomaly Detector; 999x Indium.
Task 5: Steal 30 Whispering Eggs. Rewards: 1x S-class Defensive Systems Upgrade; 1x S-class Scatter Blaster Upgrade; 1x S-class Pulse Spitter Upgrade.
Task 6: Discover 35 systems. Rewards: 12x random Planetary Charts; 1x Unearthed Treasure; 2x Inventory Slots.
Task 7: Earn +30 Explorers Guild Standing. Rewards: 1x S-class Scanning System Upgrade; 1x A-class Underwater Oxygen Upgrade; 1x S-class Hyperdrive Upgrade; 10x Navigation Data.
Task 8: Completely explore a Derelict Freighter. Rewards: Derelict Freighter parts construction plans; 3x Cargo Bulkhead; 2x Salvaged Frigate Module; Horrific Flesh-Helmet customization.

Phase 5: Complete all Phase 5 tasks.
Rewards: Title 'Pioneer'; Pioneers Expedition Decal; Pioneers Expedition Banner.
Task 1: Reach the final rendezvous. Rewards: 1,000x Nanites; 3x Inventory Slots; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Walk 10,000u on extreme worlds. Rewards: Exocraft Summoning Station plans; Orbital Exocraft Materialiser plans; 1x S-class Movement System Upgrade; 1x S-class Life Support.
Task 3: Acquire an Abyssal Treasure. Rewards: Efficient Water Jets plans; 1x Void Egg; 512x Salt; 3x S-class Submarine Drive Upgrade.

Task 4: Eliminate 50 Sentinels. Rewards: 5x Multi-Tool Expansion Slot; The Geometric Dream Inverter Multi-Tool(Alien S-class and 24 Slots).
Task 5: Earn 1,000,000 units in a single sale. Rewards: Alloy crafting plans; 20x Geodesite.
Task 6: Discover an abandoned system. Rewards: AtlasPass v1, v2 & v3 Blueprints.
Task 7: Chart 60 Waypoints. Rewards: 1x S-class Scanning System Upgrade; 1x S-class Movement System Upgrade; 1x S-class Life Support Upgrade.
Task 8: Collect 50 Storm Crystals. Rewards: 1,616 Hexite; 1x S-class Life Support Upgrade; 6x Storage Augmentation.

Beachhead:
Duration: 2 Weeks, 1 Day
Redux Duration: 3 Weeks, 2 Day.

Difficulty: Normal; Redux: Survival.

Mechanics:
You start on the planet Tibbertant Alpha, anywhere from 800-2,000u from their crashed starship. The starting starship is a random C-class Hauler with 15+4 slots. It comes with either an Instability Drive or Sub-Light Amplifier, and a random color trail. You also start with a random C-class Freighter with 16+8 slots. It comes with Freighter Hyperdrive and Temporal Warp Computer already installed. You cannot get a free Freighter by saving one in this expedition.

In addition to the blueprints known at the beginning of normal mode, the player also knows the following blueprints: Antimatter; Antimatter Housing; Hermetic Seal; Warp Cell; Boltcaster; Hyperdrive; Portable Refiner; Roamer Geobay; Save Point; Exocraft Mining Laser; Exocraft Signal Booster; Exocraft Mounted Cannon; Ariadne's Flame; Humboldt Drive; Temporal Warp Computer; several Concrete Construction Components.

You start with a random C-class Pistol or Small Rifle Multi-Tool. It has 12 slots and comes with a random weapon; Terrain Manipulator; Analysis Visor; Advanced Mining Laser; a X-class Mining Beam Upgrade Module.

The Exosuit comes with two random upgrades to either Jetpack, Life Support, or Hazard Protection Systems. It has 26 slots.

Phase 1: Complete all Phase 1 tasks.
Rewards: 3x Exosuit Inventory Slots; Atlas Firework Pack; Freighter Recoloring Options
Task 1: Deploy a Roamer Geobay. Rewards: 1x B-class Exocraft Engine Upgrade; 1x C-class Exocraft Boost Upgrade; 100x Condensed Carbon.
Task 2: Locate your starship. Rewards: 1x Exosuit Inventory Slots; 10x Life Support

Gel; 5x Starship Launch Fuel.
Task 3: Leave the planet. Rewards: 2 Storage Augmentation; 300x Nanites.
Task 4: Use a freighter to warp to a new system. Rewards: Warp Hypercore blueprint; 5x Warp Hypercore; 999x Silver; 512 Tritium; 5x Salvaged Frigate Module.
Task 5: Reach the 1st rendezvous. Rewards: 1,000x Nanites; 3x Exosuit Inventory Slots; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.

Phase 2: Complete all Phase 2 tasks.
Rewards: Heroic Pose emote; Hadach's Discovery KH3 starship(Fighter B-class 25 Slots 21 Tech Slots).
Task 1: Reach the 2nd rendezvous. Rewards: 1,000x Nanites; 3x Exosuit Inventory Slots; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Restore a crashed ship. Rewards: 2x Storage Augmentation; 1x S-Class Launch Thruster Upgrade; 1x A-Class Pulse Engine Upgrade.
Task 3: Assist a stranded lifeform. Rewards: 400x Tainted Metal; Recovered Item; 3x Tank of Coolant; 1x S-Class Movement System Upgrade. 3X Exosuit Inventory Slots.
Task 4: Explore a freighter crash site. Rewards: 2x S-class Scanning System Upgrade; 1x S-class Salvaged Hyperdrive Upgrade; 1x S-class Salvaged Fleet Beacon; 1x S-class Salvaged Fleet Fuel Unit.
Task 5: Fly 500,000u. Rewards: 2x S-class Pulse Engine Upgrade; 10x Navigation Data; Launch System Recharger blueprints.

Phase 3: Complete all Phase 3 tasks.
Rewards: Sparse Horizon Helmet.
Task 1: Reach the 3rd rendezvous. Rewards: 1,000x Nanites; 3x Exosuit Inventory Slots; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Visit a scorched planet. Rewards: 1x S-class Movement System Upgrade; Fossil Sample; 1x S-class Hazard Protection Upgrade(Heat).
Task 3: Discover a creature on a desert planet. Rewards: 1x S-class Scanning System Upgrade; 1x Biological Sample; 1x S-class Hazard Protection Upgrade(Cold).
Task 4: Visit a frozen planet. Rewards: 1x S-class Life Support Upgrade; 1x Fossil Sample; 1x S-class Hazard Protection Upgrade(Cold).
Task 5: Visit a toxic planet. Rewards: 1x S-class Movement System Upgrade; 1x Fossil Sample; 1x S-class Hazard Protection(Toxicity).
Task 6: Discover a creature on a lush planet. Rewards: 1x S-class Scanning System Upgrade; 1x Biological Sample; 1x S-class Underwater Oxygen Upgrade.
Task 7: Visit a radioactive planet. Rewards: 1x S-class Life Support Upgrade; 1x Fossil Sample; S-Class Hazard Protection Module(Radioactivity)

Phase 4: Complete all Phase 1 tasks.
Rewards: Armored Shoulderpads; Armored Chestpiece; Armored Leggings.
Task 1: Reach the 4th rendezvous. Rewards: 1,000x Nanites; 3x Exosuit Inventory Slots; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Learn 10 Gek words. Rewards: Blueprints for Simple, Advanced and Superior translators; 5x Gek Relic; 5x NipNip Buds; +1 Gek Standing.

Task 3: Visit the Atlas. Rewards: 3x Exosuit Inventory Slots; 128x Hexite; 128x Fragmented Qualia; 128x Liquid Sun.
Task 4: Learn 10 Korvax Words. Rewards: 5x Korvax Convergence Cube; 1x S-class Hyperdrive Upgrade; +1 Korvax Standing.
Task 5: Discover 10 star systems. Rewards: 1x S-class Hyperdrive Upgrade; 4x Storage Augmentation; 1x S-class Mining Beam Upgrade.
Task 6: Learn 10 Vy'keen words. Rewards: 5x Vy'keen Effigy; 1x S-class Defensive Systems Upgrade; +1 Vy'keen Standing.

Phase 5: Complete all Phase 1 tasks.
Rewards: Beachhead Expedition Decal blueprints; Beachhead Expedition Banner; SSV Normandy SR1(Encrypted until Phase 5 Task 5 is completed. S-class Frigate. Recon. Excellent at Combat and Exploration.)
Task 1: Reach the final rendezvous. Rewards: 1,000x Nanites; 1x Historiographical Dosimeter.
Task 2: Collect flux readings for Nada. Encrypted until Phase 5 Task 1 is completed. Use the Historiographical Dosimeter on any combination of three plaques and monoliths. Rewards: 600x Nanites; 256x Living Slime.
Task 3: Acquire the Myth Beacon. Encrypted until Phase 5 Task 2 is completed. This can be purchased from the Quicksilver Synthesis Companion for 80 QS. Rewards: 600x Nanites; 256x Residual Goop.
Task 4: Deploy the Myth Beacon. Encrypted until Phase 5 Task 3 is completed. Deploy the Beacon at a specified Boundary Failure. Rewards: 600x Nanites; 256x Runaway Mould.
Task 5: Track the Renegade Echo. Encrypted until Phase 5 Task 4 is completed. Enter starship and communicate with the anomalous transmission. Rewards: 600x Nanites; 256x Viscous Fluids.

Cartographers:
Duration: 1 Month, 1 Week, 3 Days.
Redux Duration: 1 Week, 1 Day.

Difficulty: Normal; Redux: Survival.

Mechanics:
Unlike the previous expeditions, expect to spend most of your time on the toxic world of Gisto Major. Your bespoke starship will require specialist attention to repair and launch into space.

You will start next to your broken starship which will require advanced materials to repair its advanced custom subsystems. The starting starship is a random exotic with 15+4 slots. It is equipped with a random weapon.

In addition to the blueprints known at the beginning of normal mode, the player also

knows the following blueprints: Antimatter; Antimatter Housing; Hermetic Seal; Warp Cell; Microprocessor; Unstable Plasma; Aeration Membrane; Boltcaster; Haz-Mat Gauntlet; Neural Stimulator; Personal Forcefield; Terrain Manipulator; Communications Stations; Portable Refiner; Base Computer; Save Beacon; Save Point; Signal Booster; several Alloy Construction Components.

You start with a random C-class Rifle with 19 slots and Analysis Visor installed.

The Exosuit comes equipped with two toxic protection upgrades and an X-class upgrade to a Hazard Protection system. A Save Point; Portable Refiner; and some Ammonia lies inside its inventory. It has 45+8+16 Slots.

Phase 1: Complete all Phase 1 tasks.
Rewards: Jetpack Bubble Trail customization.
Task 1: Locate and board your starship. Rewards: 5x Ion Battery; 120x Oxygen; 1x Recovered Item.
Task 2: Install a Terrain Manipulator. Rewards: 1× Advanced Mining Laser; 1× B-Class Mining Beam Upgrade.
Task 3: Find a natural shelter. Rewards: Base Computer Plans; 1x A-Class Toxic Protection Upgrade.
Task 4: Establish a base. Rewards: Construction Research Unit Plans; 1x Construction Research Unit; 20x Salvaged Data.
Task 5: Deploy and use a signal booster. Rewards: 4x Wiring Loom; 1x Korvax Casing; 1x Korvax Convergence Cube; 5× Navigation Data.
Task 6: Shelter inside a planetary building. Rewards: 3× Planetary Chart (ancient artifact site); 3x Planetary Chart (inhabited outpost).
Task 7: Explore on foot: 5,000u. Rewards: 1x B-class Defensive Upgrade; 1x A-class Movement System Upgrade; 5x Sac Venom.

Phase 2: Complete all Phase 2 tasks.
Rewards: Holographic Chart Projector plans.
Task 1: Repair the Advanced Launch System. Rewards: Galactic Trade Terminal Plans; 1x S-class Movement System Upgrade; 1x B-class Life Support Upgrade.
Task 2: Generate 150 power. Rewards: Quantum Computer Plans; 6x Wiring Loom.
Task 3: Constructed a Teleporter. Rewards: Battery blueprint; Biofuel Reactor blueprint; Electromagnetic Generator blueprint; Solar Panel blueprint; Survey Device plans.
Task 4: Excavate soil from underground: 1,000u. Rewards: Personal Refiner plans; 333x Gold; 1x S-class Mining Beam Upgrade.
Task 5: Navigate during Storms: 1,500u. Rewards: 1x A-class Scanning System Upgrade; S-class Mining Beam Upgrade; 1x A-class Life Support Upgrade.
Task 6: Adopt companions: 1; Rewards: 256x Faecium; 1x Recovered Item; 5x Gravtino Ball.
Task 7: Deploy the Minotaur. Rewards: 1x S-class Daedalus Engine Upgrade; 1x Supreme Minotaur Weapon Upgrade; 1x S-class Minotaur Laser Upgrade; 512x

Chromatic Metal.

Phase 3: Complete all Phase 3 tasks.
Rewards: Bio-Lantern plans.
Task 1: Repair the Waveform Engine. Rewards: Neural Stimulator and Airburst Engine Plans; 1x Suspicious Packet(Technology)
Task 2: Discover Minerals: 18. Rewards: Magnetic Resonater plans; Mineral Extractor; Supply Pipe.
Task 3: Discover Plants: 12. Rewards: Waveform Recycler plans; S-class Scanning System Upgrade.
Task 4: Discover all creatures on the planet.(10) Rewards: 15x Salvaged Data; 25x Creature Pellets.
Task 5: Chart 4 Waypoints. Rewards: 10x Navigation Data; 4x Planetary Chart; 6x Factory Override Unit.
Task 6: Eliminate 20 Hazardous Flora. Rewards: Pulse Spitter plans; Combat Scope plans; A-class Defensive System Upgrade.
Task 7: Extract 1,000 Minerals. Rewards: Optical Drill Plans.

Phase 4: Complete all Phase 4 tasks.
Rewards: Armored Shoulderpads; Saucer Fungus plans; Cave Creeper plans; Troglotulip plans; Veined Flat Caps Plans; Fingery Deposit plans.
Task 1: Repair the Pressurization Capsule. Rewards: 999x Nanites.
Task 2: Visit a planetary outpost. Rewards: Aronium plans; Dirty Bronze plans; Herox plans; Lemmium plans; Magno-Gold plans; Grantine plans; Geodesite plans; Iridesite plans; Pilgrim Geobay plans.
Task 3: Construct an additional Teleporter. Rewards: Exocraft Summoning Station Plans; Short-Range Teleporter; Teleport Cable.
Task 4: Travel 15,000u by Exocraft. Rewards: 1x S-class Exocraft Acceleration Module Upgrade; 1x S-class Fusion Engine Upgrade.
Task 5: Dig up 5 buried items. Rewards: 750,000 Units; 5x Standing with the Korvax.
Task 6: Summit a mountain of at least 625u. Rewards: Rocket Boots plans.
Task 7: Spend 30 seconds airborne. Rewards: 3x Storm Crystal; 1x S-class Movement System Upgrade.
Task 8: Excavate 10 ancient bones. Rewards: 3x Planetary charts.

Phase 5: Complete all Phase 5 tasks.
Rewards: Title: 'Globemaster'; Cartographers Expedition Decal Plans; Cartographers Expedition Banner customization.
Task 1: Leave the planet. Rewards: 5x Storage Augmentation.
Task 2: Perform low-flight maneuvers. Rewards: 10x Red-Gold Atlas Firework. S-class Pulse Engine Upgrade.
Task 3: Dock with the Space Station. Rewards: 600x Nanites; 3x Multi-Tool Expansion Slot.
Task 4: Reach the 1st rendezvous. Rewards: 512x Nanites; 5,000,000x Units.
Task 5: Repair the Frameshift Catapult. Rewards: 999x Nanites; 1x Station Override.

Task 6: Warp to a new system. Rewards: S-Class Hyperdrive; Cadmium Drive; blueprint; Emeril Drive blueprint; Indium Drive blueprint.
Task 7: Reach the 2nd rendezvous. Rewards: Orange Pustule plans; 5x Gold-Blue Atlas Firework.

Cartographers:
Task: Complete all 5 Expedition Phases. Reward: Whispering Companion Egg.

Emergence:
Duration: 1 Month, 3 Days.

Difficulty: Normal.

Mechanics:
Like the last expedition, this one focuses on a single planet for the most part. Expect to deal with a lot of Sandworms... luckily they aren't from the Tremors series. You start on the barren world of Wasan. Dust Storms and Titan Worms are the most notable issues of this world.

You will be able to collect evidence of a dark Vy'keen cult in this Expedition.

You start roughly 1,000u from your broken starship, located next to a random Point of Interest. Your ship is a random Haluer with 15+4 slots, equipped with a random upgrade module.

In addition to the blueprints known at the beginning of normal mode, the player also knows the following blueprints: Antimatter; Antimatter Housing; Hermetic Seal; Warp Cell; Microprocessor; Unstable Plasma; Boltcaster; Neural Stimulator; Personal Forcefield; Terrain Manipulator; Communications Station; Portable Refiner; Save Beacon; Save Point; Signal Booster.

The starting Multi-Tool is a random C-class Rifle with 15 slots. It comes equipped with a random weapon, the Analysis Visor, and Combat Scope installed.

The Exosuit comes initially with two Heat Protection Upgrades and an X-class Upgrade to a Hazard Protection System. A Save Point; Portable Refiner; 180x Sodium; 500x Projectile Ammunition and 5 Ion Batteries reside in the inventory. It comes with 30+8+8 slots.

Phase 1: Complete all Phase 1 tasks.
Rewards: Flesh Launcher Pack.
Task 1: Follow your first Titan Worm. Rewards: 1x Wormskin Folio #1; 1x B-class Life Support Upgrade; 5x Ion Battery.
Task 2: Locate your starship. Rewards: Advanced Mining Laser plans; Suspicious

Packet(Weaponry).
Task 3: Leave the planet. Rewards: Efficient Thrusters plans; 1x X-class Pulse Engine Upgrade; 1x X-class Launch Thrusters Upgrade.
Task 4: Warp to a new system. Rewards: Base Computer plans; 20x Salvaged Data; Personal Refiner plans.
Task 5: Reach the 1st rendezvous. Rewards: 500x Nanites; 3x Inventory Slot; S-class Hyperdrive Upgrade.

Phase 2: Complete all Phase 2 tasks.
Rewards: Ghastly Trail Customization.
Task 1: Reach the second rendezvous. Rewards: 600x Nanites; 1x Terrifying Sample; 3x Inventory Slot; 1x X-class Movement System Upgrade.
Task 2: Visited a 2nd Titan burrow. Rewards: x1 Wormskin Folio #2; Portal Glyph set.
Task 3: Survive while walking through extreme heat for 3,000u. Rewards: 3x Hypnotic Eye; 1x Terrifying Sample; 1x Ever-Boiling Cake.
Task 4: Take damage from extreme heat. (You must lose at least 1 Life Point). Rewards: 1x S-class Hazard Protection Upgrade; 1x X-class Hazard Protection Upgrade; 1x S-class Movement System Upgrade.
Task 5: Harvest 512 Cursed Dust. Rewards: Optical Drill plans; 512x Liquid Sun; 1x X-class Life Support Upgrade.

Phase 3: Complete all Phase 3 tasks.
Rewards: Titanic Trophy decoration.
Task 1: Reach the third rendezvous. Rewards: 650x Nanites; 1x Biological Sample; 3x Inventory Slots; 1x X-class Movement System Upgrade.
Task 2: Visited a 3rd Titan impact. Rewards: 1x Wormskin Folio #3; Nautilon Chamber plans; Efficient Water Jets plans.
Task 3: Steal 16 Whispering Eggs. Rewards: 1x Emergency Broadcast Receiver; 3,000x Projectile Ammunition; 3x X-class Scatter Blaster Upgrade.
Task 4: Retrieve an Archive Override Implant. Rewards: Archive Override Implant plans; 4x Anomaly Detector; 399x Fragmented Qualia.
Task 5: Earn 4,000 Nanites. Rewards: Nautilon Advanced Equipment Blueprints; 2x S-class Submarine Dive Upgrade; 128x Runaway Mould.

Phase 4: Complete all Phase 4 tasks.
Rewards: Feasting Casque customization.
Task 1: Reach the 4th rendezvous. Rewards: 999x Nanites; 1x Terrifying Sample; 3x Inventory Slot; 3x Storage Augmentation.
Task 2: Visited your 4th Titan impact. Rewards: x1 Wormskin Folio #4; 1x Divergence Cube.
Task 3: Read the Writhiring Manuscript. Rewards: x1 Writhing Manuscript; 401x Tainted Metal.
Task 4: Excavate 16 Ancient Fossils. Rewards: 128x Salt; 3 Multi-Tool Expansion Slot.
Task 5: Eliminate 36 Hungering Tendrils. Rewards: 1x Unbound Monstrosity; 5x Synthetic Worms; 777x Nanites.

Phase 5: Complete all Phase 5 tasks.
Rewards: 'Worm Lord' Title; Emergence Expedition decal plans; Emergence Expedition banner customization.
Task 1: Reach the final rendezvous. Rewards: 999x Nanites; 3x Storage Augmentation; 2x A-class Underwater Oxygen Upgrade; 1x Terrifying Sample.
Task 2: Visited the final Titan impact. Rewards: x1 Wormskin Folio #5; 5x Inventory Slot.
Task 3: Commune with The Atlas. Rewards: Visceral Synthesizer plans; 1x Companion Egg.
Task 4: Construct the Visceral Synthesizer. Rewards: 1616x Hexite; 3x Kelp Sac; 5x Larval Core.
Task 5: Gather three of their Vile Spawn. Rewards: 1x Historical Document; 1x Cryogenic Chamber.

Emergence:
Complete all 5 expedition phases. Rewards: Sandworm Egg.

Exobiology:
Duration: 1 Month, 1 Week, 5 Days.
Redux Duration: 2 Weeks, 1 Day.

Difficulty: Normal. Redux: Survival.

Mechanics:
This time the Expedition is primarily about discovering and interacting with the strange and varied alien creatures inhabiting the universe.

You start with a towering bipedal creature companion to accompany you.

You start on the Frozen planet of Ecorald in the Limaav-Dolmu system. You are about 1,000u from their broken starship, located at a Traveler Grave. The starting starship is a random S-class Explorer with 15+4 slots.

In addition to the blueprints known at the beginning of normal mode, you also know the following blueprints: Antimatter; Antimatter Housing; Hermetic Seal; Warp Cell; Microprocessor; Unstable Plasma; Boltcaster; Neural Stimulator; Personal Forcefield; Terrain Manipulator; Communications Station; Portable Refiner; Save Beacon; Save Point; Signal Booster.

The starting Multi-Tool is a random C-class pistol with 7 slots, a random weapon and Analysis Visor.

The Exosuit comes with two cold protection upgrades and an X-class upgrade to a

Hazard Protection System. The inventory contains a Portable Refiner and has 24+4+2 Slots.

Phase 1: Complete all Phase 1 tasks.
Rewards: Reality Glitch Trail customization.
Task 1: Ride a companion for 850u. Rewards: 2x Unearthed Treasure; 50x Creature Pellets; 1x A-class Mining Beam Upgrade.
Task 2: Reach your starship. Rewards: 2x Storage Augmentation; Teleport Receiver plans.
Task 3: Photograph your companion. Rewards: 500,000x Units; 100x Korvax Words; Korvax Standing increased.
Task 4: Launch into space for the first time. Rewards: Launch System Recharger plans; 2x Wiring Loom; Solar Mirror plans.
Task 5: Leave this lifeless system. Rewards: Warp Hypercore plans; 3x Warp Hypercore; 1x A-class Pulse Engine Upgrade.
Task 6: Visit a lush world. Rewards: Assorted Planetary charts; 256x Units.
Task 7: Induce a companion egg. Rewards: 10x Ion Battery; 10x Life Support Gel; 1,200x Condensed Carbon.
Task 8: Reach the 1st rendezvous. Rewards: 1,000x Units; 1x Exosuit Expansion Unit; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.

Phase 2: Complete all Phase 2 tasks.
Rewards: Solstice Poster plans; Abyssal Poster plans; Territories Poster plans.
Task 1: Reach the 2nd rendezvous. Rewards: 1,000x Units; 1x Exosuit Expansion Unit; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Genetically modify a companion egg. Rewards: 3x NipNip Buds; 1x S-class Life Support Upgrade.
Task 3: Feed 10 Creatures. Rewards: Waveform Recycler plans; Advanced Mining Laser plans; Optical Drill plans.
Task 4: Discover 10 flying creatures. Rewards: 1x S-class Movement System Upgrade; 1x S-class Scanning System Upgrade; 150x Phosphorus; Airburst Engine plans.
Task 5: Search 50 Dung samples. Rewards: Haz-Mat Gauntlet plans; 1x Suspicious Packet (Goods); 1x Supreme Defensive Systems Upgrade; 1,024 Units.
Task 6: Take a photo of 10 ground creatures. Rewards: 1x S-class Hyperdrive Upgrade; 5x Multi-Tool Expansion Slot.
Task 7: Explore 5 specific environments(Darn wiki). Rewards: 999x Magnetized Ferrite; 999x Chromatic Metal; 3x Exosuit Expansion Unit; 5x Defense Chit.
Task 8: Earn complete trust from a companion. Rewards: AtlasPass set; Specialized warp blueprints.

Phase 3: Complete all Phase 3 tasks.
Rewards: Exotic Armor companion customization.
Task 1: Reach the third rendezvous. Rewards: 1,000x Units; 1x Exosuit Expansion Unit; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.

Task 2: Acquire 3 types of egg from friendly creatures. Rewards: Nutrient Processor plans; 5x Larval Core.
Task 3: Acquire 4 types of milk from friendly creatures. Rewards: 16x Refined Flour; 16x Processed Sugar; 16x Synthetic Honey.
Task 4: Bake a delicious cake product. Rewards: Domestic base parts blueprints.
Task 5: Present Cronus with an outstanding cooking product. Rewards: Assortment of cakes.

Phase 4: Complete all Phase 4 tasks.
Rewards: Exotic Wingpack customization.
Task 1: Reach the fourth rendezvous point. Rewards: 1,000x units; 1x Exosuit Expansion Unit; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Adopt a beetle companion. Rewards: Nautilon Chamber plans; Nautilon Advanced Equipment Blueprints; Submarine Drive Upgrade.
Task 3: Adopt 3 Animal Companions. Rewards: 1,234x Oxygen.
Task 4: Discover a creature on a swamp world. Rewards: 1x S-class Hazard Protection Upgrade; 25x Ion Battery.
Task 5: Discover 10 Underwater Creatures. Rewards: 1x Terrifying Sample; 1x S-class Scanning System Upgrade; 1x Lost Bathysphere(A consumable that unlocks a helmet's appearance.)
Task 6: Escape the embrace of an Abyssal Horror. Rewards: 1x S-class Boltcaster Upgrade; 1x S-class Neutron Cannon Upgrade; 1x S-class Blaze Javelin Upgrade; Weapon blueprints.
Task 7: Earn 200,000 units for a single creature discovery. Rewards: 600x Quicksilver; 3x Exosuit Expansion Unit.

Phase 5: Complete all Phase 5 tasks.
Rewards: Exobiologist Title; Exobiology Expedition Decal plans; Exobiology Expedition Banner customization.
Task 1: Reach the final rendezvous point. Rewards: 1,000x Units; 1x Exosuit Expansion Unit; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Visit a planet with 13 or more species of fauna. Rewards: 10x Triple Burst Firework; 10x Dual Chrome Firework; 10x Wheel of Hirk Firework; 300s Jetpack Power Surge.
Task 3: Fly on a companion for 4,000u. Rewards: Rocket Boots plans.
Task 4: Discover 5 Exotic Creatures. Rewards: 450x Nanites; Assorted glitches(Decorations).
Task 5: Earn 16 standing with the Explorers Guild. Rewards: 5x Repair Kit; 15x Navigation Data; 5x Albumen Pearl.
Task 6: Excavate 15 fossils. Rewards: 750,000x Units; Deep-Space Lure plans.
Task 7: Meet a deep-space sentience. Rewards: 3x Anomaly Detector; 3x Emergency Broadcast Receiver; 1x S-class Hyperdrive Upgrade.

Exobiology:
Complete all 5 Expedition Phases. Rewards: Sentinel Quad Companion Egg.

The Blighted:
Duration: 1 Month, 1 Week, 2 Days.
Redux Duration: 2 Weeks, 1 Day.

Difficulty: Normal. Redux: Survival.

Mechanics:
You follow the trail of a pirate faction known as the Blight and their mysterious treasure, gathering clues and decrypting milestones.

You start on an Irradiate planet 150-700u from their broken starship, located at a Point of Interest. Said ship is a C-class Fighter with 15+4+3 slots. It comes with a broken Hyperdrive.

In addition to the blueprints known at the beginning of normal mode, you also know the following blueprints: Antimatter; Antimatter Housing; Hermetic Seal; Warp Cell; Microprocessor; Unstable Plasma; Aeration Membrane; Boltcaster; Haz-Mat Gauntlet; Neural Stimulator; Terrain Manipulator; Portable Refiner; Save Beacon; Save Point; Signal Booster.

Your starting Multi-Tool is a random C-class Rifle with 9 slots, a scanner and a broken Analysis Visor.

The Exosuit comes with two radiation protection upgrades, and an X-class upgrade to a Hazard Protection System. The inventory contains a Portable Refiner and a Save Point. It comes with 24+8+8 slots.

Notably, the player will no have access to the Base Computer Blueprint until the completion of Phase 5 Task 4. So no base until then.

Phase 1: Complete all Phase 1 tasks.
Rewards: Sputtering Starship Trail customization; Sputtering Starship Trail plans.
Task 1: Locate your starship. Rewards: 10x Ion Battery; 10x Life Support Gel; 1x X-class Movement Upgrade.
Task 2: Repair your starship. Rewards: 3x Warp Cell; 3x Wiring Loom; 1x X-class Launch Thruster Upgrade.
Task 3: Rescue an interstellar freighter. Rewards: Freighter Recoloring Options; 1x Cargo Bulkhead; x3 Explosive Drones.
Task 4: Visit a red star. Rewards: 500x Nanites; 1x Storage Augmentation; 1x X-class Hyperdrive Upgrade.
Task 5: Reach the 1st rendezvous. Rewards: 2,000x Gold; 1x Exosuit Expansion Unit; +8 Gek Standing.

Phase 2: Complete all Phase 2 tasks.
Rewards: Dread Captain Fahng Poster plans; Outlaw Poster plans; Resbur XIII Poster plans.
Task 1: Reach the 2nd rendezvous. Rewards: 2,000x Gold; 1x Exosuit Expansion Unit; +8 Vy'keen Standing.
Task 2: Locate and investigate the lost freighter. Rewards: Nautilon Chamber Plans; Hydrothermal Fuel Cell plans; 1x S-class Humboldt Drive Upgrade; 5x Hydrothermal Fuel Cell; High-Power Sonar Plans.
Task 3: Visit a pirate system. Rewards: Emergency Warp Unit plans; 4x Microprocessor; 5x Repair Kit.
Task 4: Collect 16 Gravtino Balls. Rewards: 3x Multi-Tool Expansion Slot; 2x X-class Scatter Blaster Upgrade.
Task 5: Visit a green star. Rewards: 500x Nanites; 2x Storage Augmentation; 1x X-class Hyperdrive Upgrade.

Phase 3: Complete all Phase 3 tasks.
Rewards: Piracy Flag plans; Unity Flag plans; Orbital Flag plans; Viridian Plans.
Task 1: Reach the 3rd rendezvous. Rewards: 2,000x Gold; 1x Exosuit Expansion Unit; +8 Korvax Standing.
Task 2: Deploy a Submarine. Rewards: Marine Shelter plans; 15x Living Pearl; 1,600x Oxygen.
Task 3: Retrieve a map fragment. Rewards: 4,096x Nanites; 3x Exosuit Expansion Units.
Task 4: Reach Ocean Depths of 80u. Rewards: Diving Kit; Standing Increased: Explorers Guild.
Task 5: Acquire an aquatic treasure from an underwater ruin. Rewards: 2x X-class Life Support Upgrade; 1x Hypnotic Eye.

Phase 4: Complete all Phase 4 tasks.
Rewards: Wayward Cube plans.
Task 1: Reach the 4th rendezvous. Rewards: 2,000x Gold; 1x Exosuit Expansion Slot; +8 Explorers Guild Standing.
Task 2: Eliminate 25 Sentinels. Rewards: Positron Ejector plans; 2x X-class Starship Weapons Upgrade; 3x Storage Augmentation.
Task 3: Acquire a Multi-Tool from a Sentinel Pillar. Rewards: 5x Multi-Tool Expansion Slot; 10x Unstable Plasma; Paralysis Mortar plans; Unstable Plasma plans.
Task 4: Visit a blue star system. Rewards: 1x Void Egg; 2x Storage Augmentation; 1x X-class Hyperdrive Upgrade.
Task 5: Discover the pirate treasure. Rewards: Portal Glyph set.

Phase 5: Complete all Phase 5 tasks.
Rewards: Hunter of the Blight Title; Blighted Expedition Decal plans; Blighted Expedition Banner customization.
Task 1: Approached the Galactic Core. Rewards: 2,000x Gold; 1x Exosuit Expansion

Slot; +8 Mercenaries Guild Standing.
Task 2: Recruited a squadron pilot. Rewards: 1x X-class Starship Shield Upgrade; 1x X-class Starship Weapon Upgrade.
Task 3: Shot down 32 Pirates. Rewards: 5x Defense Chit; 10x Comet Droplets.
Task 4: Leave the Galaxy. Rewards: 888x Quicksilver; 8x Triple Burst Firework; Base Computer Plans.
Task 5: Establish a foothold in a new galaxy. Rewards: 16x Salvaged Data; Construction Research Unit plans.

Blighted:
Complete all 5 Expedition Phases. Rewards: Outlaw Cape customization.

Leviathan:
Duration: 1 Month, 1 Week, 4 Days.
Redux Duration: 2 Weeks, 1 Day.

Difficulty: Survival.

Mechanics:
This expedition takes place in a time loop. If you like rogue-like gameplay, you will probably like this one. Every death means a reset of the loop. Meaning you restarts at the beginning of the expedition with all inventory reset to that point. Memory Fragments were introduced in this one.

Community based goals was introduced in this Expedition. Helping Specialist Polo research the Loop will eventually provide great boons.

You start on the Scorched planet Christole Oich, approximately 300-600u away from your crashed starship, located at a random POI. Said ship is a random Solar with 11+9+3 slots.

The starting Multi-Tool is a random 9-slot Rifle that comes with Scanner, Analysis Visor, and a broken Terrain Manipulator.

Both Starship and Multi-Tool class reflects the global progress of searching Universal Loop. They cap at S-class.

The Exosuit comes with 18+8+0 slots and contains a Save Point; a Portable Refiner, 5x Ion Battery, and a Memory Fragment(Exosuit).

The player also owns a C-class Freighter with 16+8 slots which does not have a Hyperdrive and it does not seem it is possible to install one.

You start with the following blueprints already known: Antimatter; Antimatter Housing;

Warp Cell; Boltcaster; Hyperdrive; Construction Research Unit; Portable Refiner; Save Beacon; Signal Booster; several Timber Construction Components.

All blueprints and upgrade modules in this Expedition are prohibitively expensive, and many blueprints are “lost”, so players will have to rely on awarded Memory Fragments and X-class upgrade modules purchased in pirate-controlled systems as Suspicious Packet(Technology) and Suspicious Packet(Weaponry). All X-class upgrade modules in this Expedition will have stats higher than equivalent S-class modules. Crashed Ships are also a good source of blueprints.

Phase 1: Complete all Phase 1 tasks.
Rewards: Leviathan Poster plans; The Loop Poster plans; Timesplice Poster plans.
Task 1: Absorb your first memory fragment. Rewards: Memory Fragment(Personal Weapon)
Task 2: Locate your starship. Rewards: 5x Life Support Gel; 8x Ion Batteries; 2x Starship Launch Fuel; 3x Memory Fragment(Exosuit)
Task 3: Talk to Specialist Polo about your past memories. Rewards: Memory Fragment(Inventory); 225x Sodium; Solar Ray plans.
Task 4: Die. Should be completed as soon as possible as it resets progress and inventory besides this task. Rewards: 2x Memory Fragment; 1x Hermetic Seal plans; Base Computer plans.
Task 5: Provide Polo with raw materials to assist in loop research. Rewards: Pre-packaged Hyperdrive technology; 1x Memory Fragment(Starship Weapon); 1x Emergency Broadcast Receiver.
Task 6: Reach the first anchor point. Rewards: Memory Resonator plans; 2x Memory Fragment(Inventory); 2x Memory Fragment(Exosuit).
Task 7: Reach the first loop via the Memory Resonator. Rewards: 1x Memory Imprint I; 3x Memory Fragment; 250x Chromatic Metal.
Optional Task 8: Complete the first Universal Loop. Completion is based on global progression of this expedition. Guaranteed to occur eventually during the Expedition. Rewards: All Memory Fragments upgraded to B-class; 2x Memory Fragment(Inventory).

Phase 2: Complete all Phase 2 tasks.
Rewards: Temporal Starship Trail customization.
Task 1: Reach the second anchor points. Rewards: 2x Memory Fragment(Inventory)
Task 2: Reach the second loop via the Memory Resonator. Rewards: Portal glyph set; 2x Memory Fragment; 1x Memory Imprint II.
Task 3: Establish a base on an infested planet. Rewards: 5x Memory Fragment(Exocraft); Minotaur Geobay; Nomad Geobay plans; Nautilon Chamber plans.
Task 4: Learn 3 words of each alien language. Rewards: Pre-Packaged Advanced Translator; 1x Memory Fragment.
Task 5: Adopt a Predatory creature as a companion. Rewards: 150x Ancestral Memories; 250x Faecium; 5x Wild Milk.

Task 6: Explore a freighter crash site. Rewards: 2x Memory Fragment(Armament).
Optional Task 7: Complete the second Universal Loop. Completion is based on global progression of this expedition. Guaranteed to occur eventually during the Expedition.
Rewards: All Memory Fragments upgraded to A-class; 2x Memory Fragment(Inventory)

Phase 3: Complete all Phase 3 tasks.
Rewards: Whalestalker Cloak customization.
Task 1: Reach the third anchor point. Rewards: 2x Memory Fragment(Exocraft); 1x Memory Fragment(Inventory).
Task 2: Reach the third loop via the Memory Resonator. Rewards: Memory Fragment plans; 1x Memory Imprint III.
Task 3: Steal 10 Whispering Eggs. Rewards: 6x Whispering Omelette; 2x Memory Fragment(Exosuit); Memory Fragment.
Task 4: Collect 5 Storm Crystals. Rewards: 2x Memory Fragment(Exosuit); 2x Memory Fragment.
Task 5: Summon a Memory Fragment. (Make one via blueprint) Rewards: 250x Silver; 250x Gold; 5x Suspicious Packet(Goods).
Task 6: Earn 1,000,000 Units. Rewards: 2x Memory Fragment(Exocraft); the following blueprints: Hydraulic Wiring; Quantum Computer; Amnio Chamber; Magnetic Resonator; Solar Mirror.
Optional Task 7: Complete the third Universal Loop. Completion is based on global progression of this expedition. Guaranteed to occur eventually during the Expedition.
Rewards: All Memory Fragments upgraded to S-class; 2x Memory Fragment(Inventory); 2x Memory Fragment(Exosuit).

Phase 4: Complete all Phase 4 tasks.
Rewards: Organic Frigate Calf plans.
Task 1: Reach the fourth anchor point. Rewards: 2x Memory Fragment; 2x Memory Fragment(Exocraft)
Task 2: Reach the fourth loop via the Memory Resonator. Rewards: 1x Memory Imprint IV; 2x Memory Fragment(Armament); 2x Memory Fragment(Exocraft).
Task 3: Smuggle 500,000 units worth of Contraband. Rewards: Forged Passport; 4x Unearthed Treasure; 2x Memory Fragment.
Task 4: Shut down a planet's sentinel forces. Rewards: 5 Salvaged Glass; 1x Memory Fragment(Inventory); 2x Memory Fragment(Armament).
Task 5: Eliminate 20 Sentinels. Rewards: 1x Sentinel Boundary Map; 2x Memory Fragments(Armament); 4x Memory Fragment(Exocraft).
Task 6: Earn 2,000 Nanites. Rewards: 10x Wiring Loom; 250x Silver; 500x Pugneum.
Optional Task 7: Complete the fourth Universal Loop. Completion is based on global progression of this expedition. Guaranteed to occur eventually during the Expedition.
Rewards: All Memory Fragments upgraded to X-class; 3x Memory Fragment.

Phase 5: Complete all Phase 5 tasks.
Rewards: Looper Title; Leviathan Expedition Decal plans; Leviathan Expedition

Banner customization.
Task 1: Reach the fifth anchor point. Rewards: 2x Memory Fragment; x1 A Dreadful Wailing.
Task 2: Reach the fifth loop via the Memory Resonator. Rewards: x1 Memory Imprint V; 1,000x Tainted Metal.
Task 3: Provide Polo with raw material to assist in loop research. Rewards: x1 Memory Fragment(Inventory); 500x Activated Emeril.
Task 4: Fully explore the Derelict Freighter. Encrypted until the completion of Phase 5 Task 2. Rewards: Whalesong Flute plans; 1x Cargo Bulkhead.
Task 5: Assemble the Whalesong Flute. Encrypted until the completion of Phase 5 Task 4. Rewards: 3x Memory Fragment. 5x Gravtino Ball.
Task 6: End the loop through an encounter with the Leviathan. Encrypted until the completion of Phase 5 Task 5. Rewards: 10x Frigate Fuel(200 Tonnes); 5x Fuel Oxidizer; 8x Green Firework.
Optional Task 7: Complete the final Universal Loop. Completion is based on global progression of this expedition. Guaranteed to occur eventually during the Expedition. Rewards: Memory Fragment(Inventory); 4x Memory Fragment.

Leviathan:
Complete all 5 Expedition Phases. Rewards:. The Leviathan Frigate(S-class Deep Space Excellent at combat, exploration, and trading!)

Polestar:
Duration: 1 Month, 2 Weeks, 2 Days.

Difficulty: Normal.

Mechanics:
Unlike the previous Expeditions, you start on and cruise around on a Capital Ship. Make sure you transfer the unique Freighter Engine Customization back to the Stationary Space Anomaly before you end this Expedition.

You start on your freighter, parked some distance away from the space station in the Wazaki star system.

The Exosuit comes with 24+4+2 slots.

The Multi-Tool is a random C-class 7-slot pistol with a Scanner, Analysis Visor, and Mining Beam.

The starting starship is a random C-class Shuttle with 15+4+4 slots, no Hyperdrive and no ability to obtain one.

The starting freighter is a random C-class with 16+8+4 slots. It comes with an

Atmospheric Control Unit, a Freighter Hyperdrive and a Matter Beam all broken. Contained in your inventory are a Save Point; some Gold, Silver, Tritium, Chromatic Metal, 3 Repair Kits and 1 Warp Cell.

In addition to the blueprints known at the beginning of normal mode, you also know the following blueprints: Antimatter; Antimatter Housing; Creature Pellets; Hermetic Fuel Cell; Microprocessor; Unstable Plasma; Neural Stimulator; Shield Lattice; Personal Refiner; Haz-Mat Gauntlet; Terrain Manipulator; Signal Booster; Save Beacon; Save Point; Communications Station; several Freighter Construction Components.

The blueprint for the Base Computer is locked and unavailable until the final Expedition reward is claimed.

The Hyperdrive blueprint is also locked until you complete the Phase 5 Task 6.

Phase 1: Complete all Phase 1 tasks.
Rewards: Pilgrim Poster plans; Polestar plans; Heavy Shipping Poster plans.
Task 1: Read the first log from the Freighter Captain. Rewards: 2x Starship Inventory Slot; 1x Salvaged Frigate Module; 1x Cargo Bulkhead; Purple paint freighter customization.
Task 2: Restore critical freighter systems. Rewards: 2x Antimatter; 3x Starship Launch Fuel; 2x Repair Kit.
Task 3: Set foot on land. Rewards: 210x Oxygen; Refiner Room plans; 1x X-class Hazard Protection upgrade; A-class Mining Beam Upgrade.
Task 4: Install a Refiner Room. Rewards: 1x Warp Hypercore; Storage Room plans.
Task 5: Went interstellar in your freighter. Rewards: Warp Hypercore plans; 1x Salvaged Hyperdrive Upgrade; Amplified Warp Shielding plans.
Task 6: Install a Storage Room. Rewards: Interstellar Scanner plans; 2x Salvaged Frigate Module.
Task 7: Install the Interstellar Scanner. Rewards: 2,048x Nanites; A-class Movement System Upgrade; A-class Pulse Engine Upgrade.
Task 8: Reach the 1st rendezvous. Rewards: Magnetic Resonator plans; 3,333x Nanites; 1x Salvaged Frigate Module; 2x Inventory Slot.

Phase 2: Complete all Phase 2 tasks.
Rewards: High-Gravity Freighter Trail customization.
Task 1: Read the second log. Rewards: 3x Wiring Loom; Orbital Exocraft Materialiser plans; Yellow paint freighter customization.
Task 2: Reach the 2nd rendezvous. Rewards: Teleport Chamber plans; 3,333x Nanites; 1x Salvaged Frigate Module; 2x Inventory Slots.
Task 3: Install an Orbital Exocraft Materialiser. Rewards: Nautilon Chamber plans; Roamer Geobay plans; Exocraft Specialist's plans.
Task 4: Deploy the Nautilon. Rewards: 2 S-class Submarine Drive Upgrade; 1x B-class Nautilon Cannon Upgrade; 1x Aquatic Treasure; Osmotic Generator plans.

Task 5: Install a Teleport Chamber. Rewards: Technology Room(Expansion) plans; Construction Specialist's Room plans; Advanced Mining Laser plans.
Task 6: Discover 20 new plants. Rewards: Double Cultivation Chamber plans; S-class Scanning System Upgrade; 2x A-class Mining Beam Upgrade.
Task 7: Install Double Cultivation Chamber. Rewards: Biological Room(Expansion) plans; Nutrition Room plans; Collection of seeds.
Optional Task 8: Visit another freighter. Rewards: Atlas Pass set; 5,000,000x Units; Portal Glyph set.

Phase 3: Complete all Phase 3 tasks.
Rewards: Navigation Archive plans; Flaming Barrel plans; Data Display Unit plans.
Task 1: Read the third log. Rewards: Decorative Base Part Set; Turquoise paint freighter customization.
Task 2: Reached the 3rd rendezvous. Rewards: Stellar Extractor Room plans; 3,333x Nanites; 1x Salvaged Frigate Module; 2x Inventory Slots.
Task 3: Install a Stellar Extractor Room. Rewards: Scanner Room plans; Industrial Room(Expansion); Appearance Modifier Room plans.
Task 4: Recruit 3 squadron pilots. Rewards: 1x S-class Pulse Engine Upgrade; 1x S-class Launch Thrusters Upgrade; 1x S-class Starship Shield Upgrade.
Task 5: Shoot Down 16 pirates. Rewards: Starship Weaponry blueprints; 3x Salvaged Fleet Beacon plans.
Task 6: Complete 8 fleet expeditions. Rewards: 3x Frigate Fuel(200 Tonnes); 1x Mineral Compressor; 1x Explosive Drones; 1x Holographic Analyzer.
Task 7: Install a Scanner Room. Rewards: Galactic Trade Room plans; Freighter Glass Corridor plans; Reinforced Window plans.
Task 8: Install a Galactic Trade Room. Rewards: Bulkhead Door plans; Exterior Platform plans; Exterior Catwalk plans; 16x Glass.

Phase 4: Complete all Phase 4 tasks.
Rewards: Fleet Commander's Cape customization.
Task 1: Read the fourth log. Rewards: 2x S-class Underwater Oxygen Upgrade; 10x Life Support Gel; Green pain freighter customization.
Task 2: Reach the 4th rendezvous. Rewards: Stellar Extractor Room plans; 3,333x Nanites; 1x Salvaged Frigate Module; 2x Inventory Slots; 1x Multi-Tool Expansion Slot; 1x Cargo Bulkhead.
Task 3: Mine 50 asteroids. Rewards: 400x Liquid Sun; 1,234 Oxygen; 5x Storage Augmentation.
Task 4: Restore a crashed ship. Rewards: Aeration Membrane plans; Efficient Water Jets plans; 1x S-class Life Support Upgrade.
Task 5: Process a starship into salvage. Rewards: 1x S-class Movement System Upgrade; 1x Lost Artifact; S-class Launch Thrusters Upgrade; 5x Repair Kit.
Task 6: Analyze 15 new minerals. Rewards: 3x Salvaged Frigate Module; S-class Scanning System Upgrade; 25x Salvaged Data.
Task 7: Earn 9,000,000 Units. Rewards: 600x Quicksilver; 3x Inventory Slots; 1x Terrifying Sample.

Phase 5: Complete all Phase 5 tasks.
Rewards: The Seeker Title; Polestar Expedition Decal Plans; Polestar Expedition Banner customization.
Task 1: Read the final log. Rewards: 1x Homeworld Repeated; 10x Antimatter; 1x S-class Salvaged Hyperdrive Upgrade; Orange paint freighter customization.
Task 2: Reach the final rendezvous. Rewards: Stellar Extractor Room plans; 3,333x Nanites; 1x Salvaged Frigate Module; 2x Inventory Slots; 1x Multi-Tool Expansion Slot; 1x Cargo Bulkhead.
Task 3: Discover 25 new species. Rewards: 25x Creature Pellets; S-class Scanning System Upgrade; 128x Faecium.
Task 4: Command a fleet of 8. Rewards: 1x Salvaged Fleet Fuel Unit; 1x Salvaged Fleet Trade Unit; 1x Salvaged Fleet Mining Unit; 1x Terrifying Sample.
Task 5: Reunited with the lost. Use the Homeworld Repeater to find and encounter a Dyson Lens. Rewards: Singularity Engine plans.
Task 6: Travel via wormhole. Rewards: Chromatic Warp Shielding plans; Temporal Warp Computer plans; 1x S-class Salvaged Hyperdrive Upgrade; Hyperdrive plans.

Polestar:
Complete all 5 Expedition Phases. Rewards: Child of Helios Companion Egg.

Utopia:
Duration: 1 Month, 2 Weeks.
Redux Duration: 1 Week, 1 Day.

Difficulty: Survival. Redux: Survival.

Mechanics:
The Utopia Foundation challenges you and other Travelers to work together and rebuild a solar system.

The once-affluent system of Bakkin has fallen into decay: trade routes halted, the Space Station abandoned and rotting, intelligent lifeforms departed. Anomalous solar activity prevents the crafting of items when outside the shelter of a planetary base.

You start on the Lush planet of New Kehille in the Bakkin system. You are about 1,000u from your broken starship, located at a random POI. The starting starship is a random C-class Hauler with 25+12 slots.

Initially you only know the following blueprints: Oxygen Recycler; Neural Stimulator; Shield Lattice; Aeration Membrane; Boltcaster; Personal Forcefield; Base Computer; Portable Refiner; Nutrient Processor; Signal Booster; Save Beacon; Save Point; Communications Station; a few Timber Components and Decorations.

You start with a random C-class Rifle Multi-Tool. It comes with 18 slots and a Terrain Manipulator.

The Exosuit has 26+12 slots. Its inventory contains a Save Point, a Base Computer, and a few Ion Batteries.

Phase 1: Complete all Phase 1 tasks.
Rewards: Factions Poster plans; Night Squad Poster plans; Planetary Base Poster plans.
Task 1: Establish a base. Rewards: 1x Pre-packaged Personal Refiner Unit; 200x Copper; Analysis Visor plans.
Task 2: Assemble survival essentials. Rewards: Base Teleport Module plans; 5x Ion Battery; 5x Life Support Gel; 1x A-class Mining Beam Upgrade.
Task 3: Contribute to the Utopia project. Rewards: 100x Paraffinium; 1x Pre-packaged Advanced Mining Laser Unit; Geobay Blueprint Pack.
Task 4: Establish local transport. Rewards: Hermetic Seal plans; 1x S-class Exocraft Engine Upgrade; 256x Condensed Carbon; 1x A-class Movement System Upgrade.
Task 5: Restore critical starship systems. Rewards: Starship Launch Fuel plans; 1x Suspicious Packet(Tech); 1x X-class Launch Thruster Upgrade; 1x Starship Launch Fuel.
Task 6: Travel 2,000u by Exocraft. Rewards: 1x Pre-packaged Icarus Fuel System Unit; 1x S-class Exocraft Engine Upgrade; Exocraft Technology Blueprints Pack.
Task 7: Settle the 1st planet. Rewards: 12x Triple Burst Firework; 3x Inventory Slot; 1x Planetary Chart; 1,200x Nanites.

Phase 2: Complete all Phase 2 tasks.
Rewards: Holographic Friend plans.
Task 1: Claim the 2nd planet for Utopia. Rewards: 1,000x Nanites; Utopia Supply Drop Beta; Craftable Components plans
Task 2: Locate the 2nd construction zone. Rewards: Advanced Habitation Module plans; 12x Salvaged Data; Utopia Build Station plans.
Task 3: Build a base on the 2nd planet. Rewards: Utopia Exosuit Station plans; Glass Habitation Module plans; 64x Glass.
Task 4: Access a Utopia Suit Station. Rewards: 1x S-class Movement System Upgrade; S-class Scanning System Upgrade; 150x Phosphorus; Airburst Engine plans.
Task 5: Harvest 5 Humming Sacs. Rewards: Haz-Mat Gauntlet plans; 4,048x Runaway Mould; 1x Pre-Packaged Optical Drill Unit; 1x S-class Defensive System Upgrade.
Task 6: Adopt 1 companions. Rewards: 1x A-class Defensive System Upgrade; 3x Inventory Slot; 5x Life Support Gel.
Task 7: Reach the peak of a volcano. Rewards: 1x S-class Hazard Protection Upgrade; 3x Repair Kit; 999x Pure Ferrite; 999x Carbon.

Phase 3: Complete all Phase 3 tasks.
Rewards: Fearsome Visor customization.

Task 1: Claim the 3rd planet for Utopia. Rewards: 1,200x Nanites; Utopia Supply Drop Gamma; 1x Pre-Packaged Pulse Spitter Unit.
Task 2: Locate the 3rd construction zone. Rewards: Decorative Base Parts Set; 512x Condensed Carbon; 1x Pre-Packaged Airburst Engine Unit; 1x Pre-Packaged Cloaked Device Unit.
Task 3: Build a base on the 3rd planet. Rewards: Portable Exocraft Research plans; 1x Pre-Packaged Amplified Cartridges Unit; 2x A-class Oxygen Upgrade.
Task 4: Access a Utopia Exocraft Station. Rewards: Nautilon Chamber plans; 5x Repair Kit; 1x S-class Exocraft Boost Upgrade.
Task 5: Discover 3 aquatic creatures. Rewards: 20x Ion Battery; 800x Cyto-Phosphate; Curly Coral plans.
Task 6: Collect 3 Living Pearls. Rewards: 1x Marine Shelter; 1x Cable Pod; 512x Oxygen; Nautilon Advanced Equipment blueprints.
Task 7: Cook Bittersweet Cocoa and Pilgrim's Tonic. One of each. Rewards: 1x S-class Scanning System Upgrade; 5x Inventory Slots; Assortment of cakes.
Task 8: Discover 8 plants on the third planet. Rewards: Storage Container plans; 1x S-class Scanning System Upgrade.

Phase 4: Complete all Phase 4 tasks.
Rewards: Robo-Warden Companion Egg.
Task 1: Claim the 4th planet for Utopia. Rewards: 1,400x Nanites; Utopia Supply Drop Delta; 1x Pre-Packaged Personal Forcefield Unit.
Task 2: Locate the 4th construction zone. Rewards: 1x Pre-Packaged Mortar Unit; 4x Inventory Slot; 1x X-class Defensive Systems Upgrade.
Task 3: Build a base on the 4th planet. Rewards: Utopia Multi-Tool Station plans; 21x Salvaged Data; 2x S-class Pulse Spitter Upgrade.
Task 4: Access a Utopia Multi-Tool Station. Rewards: 6x Repair Kit; 10x Wiring Loom; 25x Ion Battery.
Task 5: Cook a Vile Dish. Rewards: Detoxified Slime plans; 1x Terrifying Sample; Horrific Flesh-Helmet customization.
Task 6: Discover records of Utopia's history. Rewards: 1x Forbidden(?-class) Exosuit Module; 3x Vile Spawn; 1x S-class Launch Thruster Upgrade.
Task 7: Eliminate 8 Hungering Tendrils. Rewards: 16x Hex Core; 1x S-class Mining Beam Upgrade; 1x Forbidden(?-class) Multi-Tool Module.

Phase 5: Complete all Phase 5 tasks.
Rewards: Utopia Dignitary Title; Utopia Expedition Decal plans; Utopia Expedition Banner customization.
Task 1: Reach the final settlement target. Rewards: 1,616x Nanites; Utopia Supply Drop Epsilon.
Task 2: Locate the final construction zone. Rewards: 1x S-class Hazard Protection Upgrade; Assorted Agricultural Module plans.
Task 3: Build a base on the final planet. Rewards: Utopia Ship Station plans; 3,100,000x Units; Survey Device plans.
Task 4: Access a Utopia Ship Station. Rewards: Warp Hypercore plans; 1x S-class

Pulse Engine Upgrade; 1x S-class Hyperdrive Upgrade.
Task 5: Discover a creature on the final world. Rewards: 1x S-class Movement System Upgrade; 3x Inventory Slot; 256x Mordite.
Task 6: Survey for subterranean gas. Rewards: 3x Repair Kit; 5x Planetary Chart; 1x S-class Mining Beam Upgrade.
Task 7: Take Utopia Interstellar. Rewards: 12x Storage Augmentation; NipNip Buds.

Utopia:
Complete all 5 Expedition Phases. Rewards: Utopia Speeder(Fighter S-class 37 Cargo Slots; 24 Tech Slots).

Singularity:
Duration: 1 Month, 5 Days
Redux Duration: 1 Week, 1 Day.

Difficulty: Survival. Redux: Survival.

Mechanics:
This Expedition is heavy on narrative and has you rebuilding a Construct. An artificial being whose creator has disappeared. You start in a Harmonic Camp, and each “pilgrimage” requires the player to find another one of these camps.

After each Pilgrimage, then you will interact with a nearby Autophage. Who will provide them with lore. And either the location of a blueprint or blueprints themselves.

You start on the Lush planet of Ahei XV in the Dalnye system at a Harmonic Camp. You are about 500u from your broken starship, located at a random POI. It is a random C-class Solar with 25+13 slots.

You initially only know the following blueprints: Microprocessor; Unstable Plasma; Creature Pellets; Antimatter; Antimatter Housing; Starship Launch Fuel; Warp Cell; Ion Battery; Life Support Gel; Di-hydrogen Jelly; Metal Plating; Carbon Nanotubes; Projectile Ammunition; Aeration Membrane; Haz-Mat Gauntlet; Advanced Mining Laser; Personal Forcefield; Boltcaster; Portable Refiner; Signal Booster; Save Beacon; Save Point; Communications Station.

A random C-class Pistol Multi-Tool with 14 slots and a Terrain Manipulator is what you start with.

Your Exosuit comes with 31+19 slots and contains a Save Point, Neural Stimulator, Airburst Engine, Oxygen Recycler, Shield Lattice, and a Personal Refiner.

Phase 1: Complete all Phase 1 tasks.
Rewards: Atlas Poster plans; Atlantid Poster plans; Construct Poster plans.

Task 1: Speak with the Autophage. Rewards: Hermetic Seal plans; 1x Crystallized Heart.
Task 2: Make your way to the stars. Rewards: Warp Hypercore x3; 1x Pre-Packaged Teleport Receiver Unit.
Task 3: Probe the Archives. Rewards: Construct Head schematic; 312x Nanites; 1x X-class Hazard Protection Upgrade.
Task 4: Craft the Construct's head. Rewards: 1x S-class Scanning System Upgrade; 1x Pre-Packaged Advanced Mining Laser unit.
Task 5: Visit the first Atlas Station. Rewards: Seed of Dreams revelation; Warp Hypercore plans.
Task 6: Forge the 1st Atlas Seed. Rewards: 190,000x Units; 10x Gold Nugget; 1x S-class Hyperdrive Upgrade.
Task 7: Complete the 1st Pilgrimage. Rewards: 3x Exosuit Expansion Unit; 4x Multi-Tool Expansion Slot; 3x Storage Augmentation; 1x Pre-Packaged Paralysis Mortar Unit.

Phase 2: Complete all Phase 2 tasks.
Rewards: Crimson Freight Trail customization; Discordant Trail customization.
Task 1: Complete the 2nd Pilgrimage. Rewards: 1,000x Nanites; Base Computer plans; 24x Salvaged Data; 1x X-class Exosuit Module.
Task 2: Speak with the Autophage. Rewards: Construct Limbs Schematic; Lubricant plans.
Task 3: Extract 16 Radiance Shards. Rewards: 1x Pre-packaged Optical Drill Unit; 1x S-class Mining Beam Upgrade; 1x X-class Hazard Protection Upgrade.
Task 4: Craft the Construct's arms. Rewards: 1x Pre-packaged Haz-Mat Gauntlet Unit; 1x S-class Scanning System Upgrade; 6x Ion Battery.
Task 5: Visit the 2nd Atlas Station. Rewards: Seed of Power Revelation, 2x Warp Hypercore.
Task 6: Forge the 2nd Atlas Seed. Rewards: 1x Pre-packaged Neutron Cannon Unit; 2x S-class Neutron Cannon Upgrade; 1x Pre-packaged P-Field Compressor Unit.
Task 7: Amass 256 Atlantideum. Rewards: 1x Pre-packaged Cloaking Device Unit; 1x Quad Servo; 1x X-class Hazard Protection Upgrade.

Phase 3: Complete all Phase 3 tasks.
Rewards: Crystallized Drone plans.
Task 1: Complete the 3rd Pilgrimage. Rewards: 1,000x Nanites; 5x Exosuit Expansion Unit; 5x Storage Augmentation.
Task 2: Speak with the Autophage. Rewards: Construct Shell schematic; 1x S-class Movement System Upgrade; 1x Pre-Packaged Voltaic Amplifier Unit.
Task 3: Erase 19 Corrupt Sentinels. Rewards: 1x A-class Life Support Upgrade; 1x S-class Defense Systems Upgrade.
Task 4: Craft the Construct's body. Rewards: 1x S-class Defensive System Upgrade; 6x Life Support Gel.
Task 5: Visit the 3rd Atlas Station. Rewards: Seed of Will revelation; 3x Storm Crystal.
Task 6: Forge the 3rd Atlas Seed. Rewards: 128x Fragmented Qualia; 1,028x Activated

Indium.
Task 7: Earn 3,000 Nanites. Rewards: 1x Terrifying Sample; 1x Pre-packaged Launch Auto-Charger Unit.

Phase 4: Complete all Phase 4 tasks.
Rewards: Wayfarer's Helm customization.
Task 1: Complete the 4th pilgrimage. Rewards: 1,000x Nanites; 3x Exosuit Expansion Unit; 1x A-class Underwater Protection Module Upgrade.
Task 2: Speak with the Autophage. Rewards: Construct Legs schematic; 2x Multi-Tool Expansion Slot; 200x Gama Root.
Task 3: Craft the Construct's legs. Rewards: Minotaur Geobay plans; 5x Ion Battery.
Task 4: Visit the 4th Atlas Station after completion of Phase 4 Task 6. Rewards: Seed of Life revelation; 3x Gravtino Ball.
Task 5: Forge the 4th Atlas Seed. Rewards: 512x Runaway Mould; 3x Living Pearl.
Task 6: Learn of the Echo Seed. Rewards: 1x Divergence Cube; 256x Tainted Metal.
Task 7: Assemble a Construct. Rewards: 1x Stasis Device; 512x Rusted Metal.
Task 8: Rescue another Echo. Rewards: 1x S-class Scanning System Upgrade; 1x S-class Mining Beam Upgrade; 1x Emergency Signal Scanner.

Phase 5: Complete all Phase 5 tasks.
Rewards: The Construct Title; Singularity Decal plans; Singularity Banner customization.
Task 1: Complete the final pilgrimage. Rewards: 1,000x Nanites; 5x Exosuit Expansion Unit; 1x Multi-Tool Expansion Slot; 5x Storage Augmentation.
Task 2: Speak with the Autophage. Rewards: Atlantid Reactor Schematic; 6x Repair Kit.
Task 3: Ignite a Convergence. Rewards: 16x Korvax words.
Task 4: Visit the final Atlas Station. Rewards: Seed of Hope revelation; Assorted glitches.
Task 5: Forge the final Atlas Seed. Rewards: Portal glyph set.
Task 6: Breathed life into the Construct. Requires the completion of Phase 5 Task 3. Rewards: 3x Crystallized Heart; 128x Viscous Fluids.
Optional Task 7: Choose a mechanical mind. Negates Phase 5 Optional Task 8. Rewards: Construct Head: Atlantid customization.
Optional Task 8: Seed a mind of hope. Rewards: Construct Head: Crimson customization.

Singularity:
Complete all 5 Expedition Phases. Rewards: The Construct customization set.

Voyagers:
Duration: 1 Month, 2 Weeks, 3 Days.
Redux Duration: 1 Week, 4 Day.

Difficulty: Survival. Redux: Survival.

Mechanics:

Initially you known only the following blueprints: Crafted Products; Equipment; and Constructed Technology.

A random C-class Multi-Tool with 14 slots and a Terrain Manipulator.

The Exosuit is initially equipped with a Neural Stimulator; Oxygen Recycler; Shield Lattice; and has 31+19 slots.

A random Explorer is your starship.

Phase 1: Complete all Phase 1 tasks.
Rewards: Electric Jetpack Trail customization.
Task 1: Land on a planet. Rewards: 50x Creature Pellets; 1x A-class Mining Beam Upgrade.
Task 2: Leave the initial system for the first time. Rewards: Base Computer plans; 1x Pre-Packaged Teleport Receiver Unit.
Task 3: Establish your first base. Rewards: Construct Head schematic; Decorative Base Parts Set.
Task 4: Discover 14 creatures. Rewards: 1x A-class Scanning System Upgrade; 1x A-class Hazard Protection Upgrade.
Task 5: Explore 8,000u on foot. Rewards: 1x S-class Movement System Upgrade; 1x A-class Life Support Upgrade.
Task 6: Adopt 2 Companions. Rewards: 6x NipNip Buds; 3x Exosuit Expansion Unit.
Task 7: Learn 6 Gek words. Rewards: 25x De-Scented Bottles; 1x First Spawn Relics; 320,000x Units.
Task 8: Reach the first rendezvous point. Rewards: 1,000x Nanites; 3x Exosuit Expansion Unit; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.

Phase 2: Complete all Phase 2 tasks.
Rewards: Navigators Poster plans; Anomalous Wonder Poster plans; Open Horizon Poster plans.
Task 1: Reach the second rendezvous point. Rewards: 1,000x Nanites; 3x Exosuit Expansion Unit; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Summit a mountain of at least 625u. Rewards: 1x Pre-packaged Thermic Layer Unit; 1x S-class Hazard Protection Upgrade.
Task 3: Collect 7 Storm Crystals. Rewards: Wonder Projector plans; Waveform Recycler plans; 1x Pre-packaged Advanced Mining Laser Unit; 1x Pre-packaged Personal Refiner Unit.
Task 4: Record a creature with a blood pH under 2.5. Rewards: 1x S-class Defensive Systems Upgrade; 1x Pre-packaged Haz-Mat Gauntlet Unit.
Task 5: Record a predator with aggression levels over 27.5 pav. Rewards: 1x Pre-

packaged Cloaking Device Unit; 1x Pre-packaged Paralysis Mortar Unit; 2x S-class Boltcaster Upgrade.
Task 6: Experience planetary temperatures under -80 degrees Celsius. Rewards: 1x S-class Scanning System Upgrade; 1x Pre-packaged Trade Rocket Unit.
Task 7: Build a wonder projector. Rewards: Assorted Planetary Charts; Specialized Warp blueprints.
Task 8: Excavate an Ancient Artifact from buried ruins. Rewards: 1x Pre-packaged Optical Drill Unit; Atlas Pass Set.

Phase 3: Complete all Phase 3 tasks.
Rewards: Mechanical Paw.
Task 1: Reach the third rendezvous point. Rewards: 1,200x Nanites; 3x Exosuit Expansion Unit; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Discover a planet with a hostility rating over 84%. Rewards: 5x Larval Core; 2x S-class Hyperdrive Upgrade; 1x Pre-Packaged Launch Auto-Charger Unit.
Task 3: Grow and harvest 18 farmed plants. Rewards: 16x Refined Flour; 16x Processed Sugar; 16x Synthetic Honey; Nutrient Processor plans.
Task 4: Discover a creature with a body temperature higher than 60 degrees Celsius. Rewards: 1x S-class Mine Beam Upgrade; 1x Fire Water.
Task 5: Collect 6 Vortex Cubes. Rewards: Craftable Components plans.
Task 6: Visit a red star system. Rewards: 1x S-class Launch Thrusters Upgrade; 1x Anomaly Detector; 1x Portable Reactor.
Task 7: Tunnel 2,400u underground. Rewards: Portal Glyph set; 17x Salvaged Data.
Task 8: Learn 7 Vy'keen words. Rewards: 440x Emeril; Forbidden(?-class) Multi-Tool Module; 1x Pre-packaged Advanced Translator Unit; Golden Table plans.

Phase 4: Complete all Phase 4 tasks.
Rewards: Ragged Tent plans; Construct Digits plans; Construct 'Skull' plans.
Task 1: Reach the fourth rendezvous point. Rewards: 1,200x Nanites; 3x Exosuit Expansion Unit; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Travel to a new world using the Portal. Rewards: 1x X-class Exosuit Module; 20x Navigation Data; 440x Emeril.
Task 3: Earn 200,000 Units for a single creature discovery. Rewards: Personal Refiner Mk 2 plans; 1x Diplo Chunks.
Task 4: Visit a blue star system. Rewards: Nautilon Chamber plans; Nautilon Advanced Equipment blueprints; 1x S-class Submarine Drive Upgrade.
Task 5: Reach 80u below sea level. Rewards: 1x Terrifying Sample; 2x A-class Underwater Oxygen Upgrade; Marine Shelter plans.
Task 6: Enter a black hole. Rewards: 15x Salvaged Frigate Module; 3x Cargo Bulkhead; 1x Terrifying Sample.
Task 7: Discover 10 underwater creatures. Rewards: 1x Pre-packaged Efficient Water Jets Unit; 1x S-class Submarine Drive Upgrade; 1,234x Oxygen.
Task 8: Acquire an aquatic treasure from an underwater ruin. Rewards: 3x Gold Nugget; Underwater Construction Plans.

Phase 5: Complete all Phase 5 tasks.
Rewards: The Intrepid Title; Voyagers Decal plans; Voyagers Banner customization.
Task 1: Reach the final rendezvous point. Rewards: 1,200x Nanites; 3x Exosuit Expansion Unit; 1x Multi-Tool Expansion Slot; 1x Storage Augmentation.
Task 2: Discover 26 plants. Rewards: 20x Triple Base Firework; 99x Kelp Sac; 1x Dirt.
Task 3: Ignite a Convergence. Rewards: 32x Salvaged Data; 1x Interstellar Fancy.
Task 4: Discover a herbivore over 7m high. Rewards: 1x Dream Aerial.
Task 5: Discover 6 exotic creatures. Rewards: Assorted glitches.
Task 6: Earn 7,700 Nanites. Rewards: 500x Quicksilver.
Task 7: Learn 9 Korvax words. Rewards: 1x Divergence Cube; 2x Memory Fragment; 1x Lubricant.
Task 8: Destroy 40 asteroids. Rewards: 1x Emergency Signal Scanner; 2x S-class Pulse Engine Upgrade.

Voyagers:
Complete all 5 Expedition Phases. Rewards: HoverDroid Companion Egg.

Omega:
Duration: 1 Month, 4 Days.
Redux Duration: 2 Weeks, 1 Day.

Difficulty: Survival.

Mechanics:
You start on the planet Nafut Gamma in the Doriguc VII system. A Derelict Freighter rests in the sky above. Your Starship lies a few hundred units away from your starting point.

The Exosuit comes with 26 Cargo slots and 19 Tech slots. Your Cargo slots contain a Portable Refiner, two Ion Batteries, a Life Support Gel, and 1,000 Projectile Ammunition. The Tech Slots have a Jetpack, Hazard Protection, Life Support, a B-class Jetpack Upgrade, a C-class Life Support Upgrade and a Shield Lattice. You have the blueprints for the Aeration Membrane and Coolant Network.

A random Solar is your starting ship. It has 25 Cargo slots and 13 Tech slots. The Tech slots contain damaged Launch Thruster and Pulse Engine, Rocket Launcher, Vesper Sail, Deflector Shield, Photon Cannon and some damaged components.

Your random Multi-Tool will come with the following installed: Mining Beam, Scanner, Analysis Visor, Terrain Manipulator, Boltcaster, and some damaged components.

The Final Task of every Phase for this Expedition has you scanning fauna, flora, or minerals of one of the Rendezvous Planets. Then you would go to the Atlas Interface to upload your discoveries. It will then reward you.

Phase 1: Complete all Phase 1 tasks.
Rewards: Remembrance Poster blueprint; Interface Poster blueprint; Starborn Poster blueprint.
Task 1: Take to the stars. Rewards: 1x X-class Hazard Protection Upgrade; 1x A-class Mining Beam Upgrade; Base Computer plans; 1x Pre-packaged Teleport Receiver.
Task 2: Establish a base. Rewards: Hyperdrive plans; 4x Bromide Salt; 450x Ferrite Dust; 150x Copper.
Task 3: Discover 6 plants. Rewards: 1x Analysis Visor Upgrade; 1x A-class Life Support Upgrade.
Task 4: Warp to a new system. Rewards: 1x A-class Pulse Engine Upgrade; 1x A-class Movement System Upgrade; 5x Starship Launch Fuel; Microprocessor blueprint.
Task 5: Find the Space Anomaly. Rewards: 1x Pre-packaged Efficient Thrusters; 1x Pre-packaged Simple Translator; 30x Salvaged Data.
Task 6: Repair Vital Equipment. Rewards: Decorative Base Parts Set; 1x Glass; 200x Sodium; 240x Nanites
Task 7: Reach the first rendezvous point. Rewards: 1,200 Nanites; 3x Exosuit Expansion Unit; 10x Warp Cell; 300x Quicksilver.
Task 8: Document the 1st rendezvous world. Rewards: 1,200 Nanites; 3x Exosuit Expansion Unit; Blob Decal blueprint; 900x Quicksilver.

Phase 2: Complete all Phase 2 tasks.
Rewards: Atlas Headshield; 1,200 Quicksilver.
Task 1: Visit an Atlas Interface. Rewards: Memory of Ocean blueprint; 2x Warp Hypercore; 1x S-class Hyperdrive Upgrade.
Task 2: Witness a Memory. Rewards: Memory of Conquest blueprint; 16x Navigation Data; 1x A-class Deflector Shield Upgrade.
Task 3: Destroy 55 Asteroids. Rewards: Wonder Projector plans; 1x Pre-packaged Optical Drill; 1x Pre-packaged Trade Rocket.
Task 4: Grow your base. Rewards: 1x Pre-packaged Personal Refiner; 32x Salvaged Data; 12x Glass.
Task 5: Enter a black hole. Rewards: 1x Pre-packaged Cloaking Device Unit; 555x Chromatic Metal; 3x Repair Kit.
Task 6: Build a Wonder Projector. Rewards: 1x Pre-packaged Minotaur Geobay; Minotaur AI Pilot plans; Self-Greasing Servos plans; Minotaur Radar Array plans; Ariadne's Flame plans; Minotaur Laser plans; Minotaur Cannon plans; Minotaur Bore plans; Environment Control Unit plans.
Task 7: Reach the 2nd rendezvous point. Rewards: 1,200 Nanites; 3x Exosuit Expansion Unit; 5x Warp Cell; 300x Quicksilver.
Task 8: Document the 2nd rendezvous world. Rewards: Helios egg; 900x Quicksilver; 3x Exosuit Expansion Unit.

Phase 3: Complete all Phase 3 tasks.
Rewards: Atlas Spectre(S-class Staff); 1,200x Quicksilver
Task 1: Dig up 3 buried items. Rewards: 1x Ticket to Freedom; 5x Navigation Data;

16x Salvaged Data.
Task 2: Photograph different environments. Rewards: Nutrient Processor plans; Packet of Seeds.
Task 3: Discover 2 creatures. Rewards: Haz-Mat Gauntlet plans; 460x Carbon; 1x S-class Scanning Upgrade.
Task 4: Smuggle 120,000 units worth of contraband. Rewards: Craftable Components Plans; 1x Anomaly Detector.
Task 5: Manufacture Liquid Explosive. Rewards: 1x S-class Movement System Upgrade; 5x Storm Crystal.
Task 6: View the second memory. Rewards: Memory of Bones plans; 3x Memory Fragment; 1x Carrier AI Fragment.
Task 7: Reach the third rendezvous point. Rewards: 1,200x Nanites; 3x Exosuit Expansion Unit; 5x Warp Cell; 300x Quicksilver.
Task 8: Document the 3rd rendezvous world. Rewards: 1x Sandworm Egg; 900x Quicksilver; 3x Exosuit Expansion Unit.

Phase 4: Complete all Phase 4 tasks.
Rewards: Atlas Flightpack; 1,200x Quicksilver.
Task 1: Collect ancient artifacts. Rewards: Nautilon Advanced Equipment Blueprints; Nautilon Chamber; 2x S-class Submarine Drive Upgrades; 1x Marine Shelter.
Task 2: Visit the site of sunken Freighter. Rewards: 1x Emergency Signal Scanner; 2x A-class Oxygen Upgrades.
Task 3: Acquire a sentinel interceptor. Rewards: 1x Forbidden(?-class) Exosuit Module; 1x Forbidden(?-class) Multi-Tool Module; 512x Atlantideum; 1x Pre-packaged Cadmium Drive Unit.
Task 4: Eliminate 25 sentinels. Rewards: 1x Sentinel Boundary Map; 1x Pre-packaged Scatter Blaster Unit; 2x S-class Scatter Blaster Upgrades.
Task 5: Bake some biscuits. Rewards: 1x Biological Sample; 2x S-class Mining Beam Upgrades; 20x Triple Burst Fireworks.
Task 6: View the third memory. Rewards: Memory of the Void blueprint; Pre-packaged Launch Auto-Charger Unit; S-class Pulse Engine Upgrade.
Task 7: Reach the fourth rendezvous point. Rewards: 1,200 Nanites; 3x Exosuit Expansion Unit; 5x Warp Cell; 300x Quicksilver.
Task 8: Document the 4th rendezvous world. Rewards: Sentinel Quad Companion Egg; 900x Quicksilver; 3x Exosuit Expansion Unit.

Phase 5: Complete all Phase 5 tasks.
Rewards: Companion Egg- Biological Horror; Starborn Title, Omega Decal plans; Omega Banner plans; 1,200x Quicksilver.
Task 1: Find a fragment from another reality. Rewards: Specialized Warp blueprints; 360x Emeril.
Task 2: Learn 16 alien words. Rewards: 2x Convergence Cubes; 2x GekNip; 2x Vy'keen Daggers.
Task 3: Visit a blue star. Rewards: Polo Figurine plans; 1x S-class Hyperdrive Upgrade.

Task 4: Discover 1 exotic creature. Rewards: Assorted glitches.
Task 5: View the final memory. Rewards: 512x Hexite.
Task 6: Awaken the Atlas. Rewards: 516x Living Slime; 1x Crystallized Heart; 1x Pre-packaged Minotaur AI Pilot Unit.
Task 7: Reach the final rendezvous point. Rewards: 1,200 Nanites; 3x Exosuit Expansion Unit; 5x Warp Cell; 300x Quicksilver.
Task 8: Document the 5th rendezvous world. Rewards: Biological Horror Cosmic Egg; 900x Quicksilver; 3x Exosuit Expansion Unit.

Omega:
Complete all 5 Expedition Phases. Rewards: Starborn Runner(S-Class Exotic.)

Adrift:
Duration: 1 Month, 2 Weeks, 6 Days.
Redux Duration: 2 Weeks, 1 Day.

Difficulty: Survival.

Mechanics:
There are no other active Sapient lifeforms in the universe for this expedition. Sandworms and Biological Horrors are rampant. Buildings are broken and rusted. You can still find the graves of lost Travelers however! The stores are non-functional so be prepared to work for everything personally!

Phase 1: Complete all Phase 1 tasks.
Rewards: Stealth Paint customization; Poster Set.
Task 1: Reach your starship. Rewards: Advanced Mining Laser plans; 1x Teleport Receiver.
Task 2: Install an Advanced Mining Laser. Rewards: 1x Save Beacon; Personal Refiner Mk 2 plans.
Task 3: Install a Personal Refiner. Rewards: 1x B-class Movement System Upgrade; 1x A-class Life Support Upgrade; 3x Life Support Gel.
Task 4: Leave the planet. Rewards: 1x A-class Launch Thrusters Upgrade; 1x S-class Scanning System Upgrade.
Task 5: Find an abandoned station. Rewards: 1x Hyperdrive; 1x Signal Booster.
Task 6: Attain light speed. Rewards: Various Plant Seeds; 1x Base Computer; 1x Planetary Chart.
Task 7: Mine 40 asteroids. Rewards: 1,200x Nanites; 3x Storage Augmentation; 3x Warp Cell; 5x Surge Battery.
Task 8: Reach the first rendezvous point. Rewards: 1,200x Nanites; 3x Exosuit Expansion Unit; 512x Living Slime; 300x Quicksilver.

Phase 2: Complete all Phase 2 tasks.
Rewards: Starship Wreckage Base Parts.

Task 1: Interact with a Holographic Comms Tower. Rewards: 1x Cloaking Device Unit; 5x Advanced Ion Battery.
Task 2: Download data to a Mind Ark at the Space Anomaly's Prime Terminal, activate it at a designated Portal, then complete a spacewalk. Rewards: 5x Storm Crystal; Specialized warp blueprints.
Task 3: Repair 3 slots each on your starship and Multi-Tool. Rewards: 1x Multi-Tool class upgrade; 5x Multi-Tool Expansion Slot; 40x Salvaged Data; Crafting Component blueprints.
Task 4: Walk 9,000u. Rewards: 1x Scatter Blaster; 1x S-class Scatter Blaster Upgrade; Shell Greaser plans.
Task 5: Steal 16 Whispering Eggs. Rewards: Haz-Mat Gauntlet plans; Nutrient Processor plans; 1x Paralysis Mortar Unit.
Task 6: Climb a mountain over 1,600u. Rewards: 1,200x Nanites; 1x Coolant Network Unit; 1x S-class Hazard Protection Upgrade; Personal Forcefield plans.
Task 7: Reach the second rendezvous point. Rewards: 512x Residual Goop; 300x Quicksilver; 3x Storage Augmentation.

Phase 3: Complete all Phase 3 tasks.
Rewards: Gnawing Scuttler Companion Egg.
Task 1: After Phase 2 Task 2: Activate the Pulse Engine in space. Rewards: 1x Flight Assist Override Unit; 1x Sub-Light Amplifier Unit.
Task 2: Harvest 3 Radiant Shards. Rewards: Warp Hypercore plans; 10x Antimatter.
Task 3: Discover 21 plants. Rewards: 2x S-class Scanning System Upgrade; 3x Healthy Wheatblock.
Task 4: Excavate 8 Ancient Bones. Rewards: 1x S-class Mining Beam Upgrade; 1x Optical Drill Unit.
Task 5: Repair a crashed starship. Rewards: 1x A-class Hyperdrive Upgrade; 1x B-class Launch Thrusters Upgrade.
Task 6: Discover 3 synthetic creatures. Rewards: 1x Multi-Tool Class Upgrade; Minotaur Geobay plans; 1x Minotaur AI Pilot Unit; Minotaur Technology blueprints.
Task 7: Reach the third rendezvous point. Rewards: 512x Runaway Mould; 300x Quicksilver; 3x Storage Augmentation.

Phase 4: Complete all Phase 4 tasks.
Rewards: Frigate: Ship of the Damned.
Task 1: Chart 12 Waypoints. Rewards: Nautilon Advanced Equipment blueprints; Underwater Survival blueprints; 1x S-class Submarine Drive Upgrade.
Task 2: Earn 1,600 Nanites. Rewards:1x X-class Exosuit Upgrade; 1x X-class Multi-Tool Upgrade.
Task 3: Discover 5 Ancient Ruins. Rewards: 1x A-class Underwater Oxygen Upgrade; 1x X-class Hazard Protection Upgrade; 1x Historical Document.
Task 4: Collect 12 Sulphide Crystals. Rewards: Underwater Construction plans; 1x Marine Shelter.
Task 5: Visit the sit of a sunken freighter. Rewards: 1x Starship Class Upgrade; 5x Storage Augmentation; 1x Emergency Signal Scanner.

Task 6: Completely explore a derelict freighter. Rewards: Restored Freighter Command.
Task 7: After Phase 3 Task 1: Activate the Pulse Engine while in space. Rewards: 1x Airburst Engine Unit; Hazard Protection blueprints.
Task 8: Reach the fourth rendezvous point. Rewards: 512x Viscous Fluids; 300x Quicksilver; 3x Exosuit Expansion Unit.

Phase 5: Complete all Phase 5 tasks.
Rewards: Drifter Title; Adrift decal plans; Adrift Banner customization.
Task 1: Discover 32 creatures. Rewards: 1x S-class Mining Beam Upgrade; 24x Creature Pellets; 256x Faecium.
Task 2: Eliminate 8 Hungering Tendrils. Rewards: 3x Wriggling Tack; 1x Writhing Manuscript.
Task 3: Locate a Lost Traveler. Rewards: Assorted glitches.
Task 4: Eliminate 9 Hazardous Flora. Rewards: 3x NipNip Buds; 3x Storage Augmentation.
Task 5: Cook your own food. Rewards: 3x Fish Biscuit; Salt Juice.
Task 6: Stare at the night sky for 60 real-time seconds. Rewards: 3x Memory Fragment.
Task 7: After Phase 4 Task 7: Activate the Pulse Engine while in space. Rewards: 128x Somnal Dust
Task 8: Reach the final rendezvous point. Rewards: 300x Quicksilver; 1x Planetary Chart(Empty); 128x Fragmented Qualia.

Adrift:
Complete all 5 Expedition Phases. Rewards: Iron Vulture(S-class).

Liquidators:
Duration: 1 Month, 1 Week, 3 Days.
Redux Duration: 2 Weeks, 1 Day.

Difficulty: Survival.

Mechanics:
Prepare to hunt down and annihilate biological horrors, sentinels, and the Vile Brood!

You start on the Lush planet Eardog Sigma in the Angyuan-Raha XIX system.

The starting starship is a random C-class Hauler with 25+13 slots. It comes loaded with 2x Launch Fuel, an Unstable Gel, and a Repair Kit.

In addition to the blueprints known at the beginning of normal mode, you also know: Microprocessor; Unstable Plasma; Antimatter; Antimatter Housing; Hermetic Seal; Signal Booster; Save Point; Communications Station.

You start with a random C-class Sentinel Multi-Tool with 21 slots. It comes equipped with Paralysis Mortar, Scatter Blaster with 2 upgrade modules, Shell Greaser, Terrain Manipulator, and Combat Scope.

The Exosuit comes with a few upgrade modules for Movement and Shield subsystems. Its inventory is loaded with 2 Ion Batteries, a Life Support Gel, 2,500 Projectile Ammunition.

Phase 1: Complete all Phase 1 tasks.
Rewards: Swarmsong Poster plans; Broodmother Poster plans; Bug Hunter Poster plans.
Task 1: Locate your starship. Rewards: 5x Unstable Plasma; 1x S-class Defensive Systems Upgrade.
Task 2: Leave the planet. Rewards: Hyperdrive plans; 3x Planetary Chart; 5x Starship Launch Fuel.
Task 3: Warp to a new system. Rewards: Base Computer plans; 1x A-class Launch Thruster Upgrade; 1x Signal Booster.
Task 4: Kill 16 biological horrors. Rewards: 1x S-class Scatter Blaster Upgrade; Shell Greaser plans.
Task 5: Reach the first dropzone. Rewards: 3x Multi-Tool Expansion Slot; x2,500 Projectile Ammunition; 900x Nanites.
Task 6: Purge the first site. Rewards: 1x Pre-packaged Haz-Mat Gauntlet Unit; 1x Multi-Tool Class Upgrade.
Optional Task 7: Kill a lot of Biological Horrors. Completion is based on global progression of this expedition. Guaranteed to occur eventually during the Expedition. Rewards: 5x Inventory Slot; 3x X-class Hazard Protection Upgrade.

Phase 2: Complete all Phase 2 tasks.
Rewards: Bughunter Trophy Base parts.
Task 1: Reach the second dropzone. Rewards: 900x Nanites; 6x Inventory Slots; 2,500x Projectile Ammunition.
Task 2: Purge the second site. Rewards: 2x A-class Pulse Spitter Upgrade; 1x Multi-Tool Class Upgrade; 1x Pre-packaged Pulse Spitter Unit; Impact Igniter Plans.
Task 3: Eliminate 32 Sentinels. Rewards: 99x Atlantideum; 3x Salvaged Glass; 1x Forbidden(?-class) Exosuit Module.
Task 4: Fire 1,800 rounds of ammunition. Rewards: 10x Unstable Plasma; 1x S-class Plasma Launcher Upgrade; 1x Pre-packaged Launcher Unit.
Task 5: Crush a Vile Grub. Rewards: 256x Runaway Mould; 1x S-class Hazard Protection Upgrade; Personal Forcefield plans.
Task 6: Travel 1,200u by Jetpack. Rewards: 3x Planetary Chart; 1x S-class Movement System Upgrade.
Optional Task 7: Kill a lot of Biological Horrors. Completion is based on global progression of this expedition. Guaranteed to occur eventually during the Expedition. Rewards: Liquidator Left Arm plans.

Phase 3: Complete all Phase 3 tasks.
Rewards: Chitin Spurs customization; Chitin Gauntlets customization.
Task 1: Reach the third dropzone. Rewards: Minotaur Combat Deployment Set; 3x Multi-Tool Inventory Slot; 2,500x Projectile Ammunition.
Task 2: Purge the third site. Rewards: 1x Pre-packaged Blaze Javelin Unit; 2x A-class Blaze Javelin Upgrade; 1x Waveform Oscillator Plans.
Task 3: Record a predator with aggression level over 12.0pav. Rewards: 1x S-class Scanning System Upgrade; 1x Pre-packaged Combat Scope Unit; 240x Mordite.
Task 4: Steal 13 Whispering Eggs. Rewards: Nutrient Processor; Whispering Omelette; 3x Planetary Chart.
Task 5: Harvest 900 resources in one burst. Rewards: 8x Inventory Slot; 30x Salvaged Data; Component Crafting blueprints.
Task 6: Eliminate 16 hazardous flora. Rewards: 1x S-class Defensive Systems Upgrade; 3x A-class Underwater Oxygen Upgrade.
Optional Task 7: Kill a lot of Biological Horrors. Completion is based on global progression of this expedition. Guaranteed to occur eventually during the Expedition. Rewards: Liquidator Legs plans.

Phase 4: Complete all Phase 4 tasks.
Rewards: Chitin Mandibles customization; Chitin Exoskeleton customization.
Task 1: Reach the fourth dropzone. Rewards: 1x Multi-Tool Class Upgrade; 3x Planetary Chart; 5x Ion Battery; 2,500x Projectile Ammunition.
Task 2: Purge the fourth site. Rewards: 3x X-class Boltcaster Upgrade; 5x Multi-Tool Inventory Slot; 1x Pre-packaged Boltcaster Ricochet Module Unit.
Task 3: Clear the Swarm around 6 Waypoints. Rewards: 1x Historical Document; 1x Pre-packaged Aqua-jets Unit.
Task 4: Kill 3 Deep-sea Monstrosities. Rewards: 1x Hypnotic Eye; 1x Pre-packaged Efficient Water Jets Unit.
Task 5: Kill 4 enemies with one Grenade. Rewards: 5x Unstable Plasma; 2x S-class Plasma Launcher Upgrade; 1x Gelatinous Goop.
Task 6: Explore 1,400u on foot during storms. Rewards: 2x A-class Life Support Upgrade; 1x S-class Movement System Upgrade.
Task 7: Eliminate 32 Corrupt Sentinels. Rewards: 2x Forbidden(?-class) Multi-Tool Module.
Optional Task 8: Kill a lot of Biological Horrors. Completion is based on global progression of this expedition. Guaranteed to occur eventually during the Expedition. Rewards: Liquidator Body plans.

Phase 5: Complete all Phase 5 tasks.
Rewards: Broodling Title; Liquidator Decal plans; Liquidator Banner customization.
Task 1: While piloting the Minotaur, kill 50 hostiles. Rewards: 1x Pre-packaged Neutron Cannon Unit; 2x A-class Neutron Cannon Upgrade; P-Field Compressor plans.
Task 2: Earn 6,000 Nanites. Rewards: 5x Multi-Tool Inventory Slot; 2,500x Projectile

Ammunition.
Task 3: Destroy 4 Sentinel Walkers. Rewards: 5x Salvaged Glass; 1x Carrier AI Fragment.
Task 4: Prepare fiendish meat. Rewards: 3x The Worst Stew.
Task 5: Reach the final dropzone. Rewards: 505x Quicksilver.
Task 6: Purge the final dropzone. Rewards: 1x Memory Fragment; 1x Lubricant; 99x Living Slime.
Task 7: Encrypted until Phase 5 Task 6 is completed. Find a nest for Liquidator #3813G. Rewards: Grub Cocoon.
Optional Task 8: Kill a lot of Biological Horrors. Completion is based on global progression of this expedition. Guaranteed to occur eventually during the Expedition. Rewards: Liquidator Right Arm customization.

Liquidators:
Complete all 5 Expedition Phases. Rewards: Chitin Flight Pack customization.

Aquarius:
Duration: 1 Month, 2 Weeks, 4 Days.
Redux Duration: 2 Weeks, 1 Day.

Difficulty: Survival.

Mechanics:
This expedition is focused around Fishing.

Phase 1: Complete all Phase 1 tasks.
Rewards: Gone Fishin' Poster plans; Sea Chart Poster plans; Bounty of the Sea Poster plans.
Task 1: Locate your starship. Rewards: 1x Pre-packaged Personal Refiner Unit; 3x Starship Launch Fuel.
Task 2: Leave the planet. Rewards: Base Computer plans; 1x Pre-packaged Hyperdrive Unit.
Task 3: Reach the first angling destination. Rewards: Fishing Rig plans; 46x Rusted Metal; 73x Salt.
Task 4: Acquire a Fishing Rig. Rewards: 1x A-class Underwater Oxygen Upgrade; Underwater Survival blueprints.
Task 5: Catch your first 5 fish. Rewards: 1x Pre-packaged Aqua-Jets Unit; Nutrient Processor plans.
Task 6: Miss out on a catch. Rewards: 6x NipNip Buds; 1x S-class Movement System Upgrade; 5x Inventory Slot.
Task 7: Cook a fish dish. Rewards: 1x S-class Life Support Upgrade; 1x X-class Hazard Protection Upgrade.

Phase 2: Complete all Phase 2 tasks.

Rewards: Deep-Sea Flippers customization; Deep-Sea Leggings customization.
Task 1: Reach the second angling destination. Rewards: Inventory Slot x5; 900x Nanites.
Task 2: Land a message from the Angler. Rewards: Fishing Bait Recipes.
Task 3: Use bait while fishing. Rewards: 1x Pre-packaged Launch Auto-Charger Unit; 1x S-class Launch Thrusters Upgrade.
Task 4: Land an uncommon fish. Rewards: 1x Pre-packaged Advanced Mining Laser Unit.
Task 5: Release 3 fish back to water. Rewards: Exo-Skiff plans; 1x Crystal Sulphide.
Task 6: Catch 3 fish that are only active during the day. Rewards: Craftable Components Plans; 1x S-class Radiation Protection Upgrade.
Task 7: Deploy an Exo-Skiff. Rewards: 5x Mealworms; 5x Spicy Chum; 5x Bionic Lure.
Task 8: Catch 4 uncommon irradiated fish. Rewards: 1x X-class Hazard Protection Upgrade; 3x Hypnotic Eye.

Phase 3: Complete all Phase 3 tasks.
Rewards: Deep-Sea Helmet customization; Deep-Sea Armor customization.
Task 1: Reach the third angling destination. Rewards: 5x Starship Inventory Slot; 5,900x Nanites.
Task 2: Land a message from the Angler. Rewards: 750x Oxygen.
Task 3: Reach 50u below sea level. Rewards: 10x Crystal Sulphide; 15x Glass; 1,000x Pure Ferrite; Underwater Construction Plans.
Task 4: Establish an underwater base. Rewards: 1x S-class Defense System Upgrade; 2x A-class Underwater Oxygen Upgrade.
Task 5: Catch 13 fish with an Automated Trap. Rewards: 1x Pre-packaged Rocket Boot Unit; 2x S-class Movement System Upgrade.
Task 6: Cast your line in deep water. Rewards: 1x S-class Frost Protection Upgrade; 1x X-class Hazard Protection Upgrade.
Task 7: Catch 5 uncommon fish from ice worlds. Rewards: 1x S-class Thermal Protection Upgrade.

Phase 4: Complete all Phase 4 tasks.
Rewards: Lost Angler's Rig plans.
Task 1: Reach the fourth angling destination. Rewards: 900x Nanites; 7x Inventory Slot.
Task 2: Land a message from the Angler. Rewards: 1x Aquatic Treasure; 5x Shadow Lure.
Task 3: Land 7 uncommon high-temperature fish. Rewards: 400x Quicksilver; 1x Fish Pie.
Task 4: Catch 3 nocturnal fish. Rewards: Barnacle Plans; 20x Kelp Sac.
Task 5: Harvest 15 Living Pearls. Rewards: 1x Terrifying Sample; 5x Mollusk Flesh.
Task 6: Land 3 enormous fish. Rewards: Small Aquarium plans; 1x Biological Sample.
Task 7: Land 100 fish. Rewards: 30x Salvaged Data; 1x Trident Key.

Phase 5: Complete all Phase 5 tasks.

Rewards: The Fisher Title; Aquarius Decal plans; Aquarius Banner customization.
Task 1: Reach the final angling destination. Rewards: 1,500x Salt; 7x Inventory Slot.
Task 2: Land a message from the Angler. Rewards: 400x Gold; 200x Chromatic Metal.
Task 3: Rewards: Tentacled Figurine plans.
Task 4: Catch 3 fish that are only active during a storm. Rewards: 400x Quicksilver; 3x Storm Crystal.
Task 5: Record an underwater creature over 100kg. Rewards: 5x Hadal Core; 1x Deathly-Cold Ice Cream.
Task 6: Catch 1 Legendary Fish. Rewards: 1x Terrifying Sample; 2x Old Boot.
Task 7: Sell 500,000 Units of raw fish. Rewards: 50x Crystal Sulphide; 50x Hadal Core; 1x Shell Puree.

Aquarius:
Complete all 5 Expedition Phases. Rewards: Aquarius Flight Pack customization.

The Cursed:
Duration: 2 Weeks. 1 Day.
Redux Duration: 2 Weeks, 1 Day.

Difficulty: Survival.

Mechanics:
This takes place in a parallel dimension, in which all plants will operate differently. Instead of normal climate hazards, instead the weakening of the boundaries of reality shall be the only constant threat!

Anomalous voices will speak periodically, regardless of where you are.

Your Exosuit will be equipped with an Anomaly Suppressor which replaces the Hazard Protection. Your HUD will contain a purple gauge to indicate how much energy it has left. Extreme Climates and Storms will still happen and deplete said energy faster. The lower the energy the worse things get, the day-night cycle appears to speed up for example. When the suppression depletes, the Exosuit's Shield will no longer recharge on its own.

Boundary Horrors commonly spawn if the suppression is below 80%. They start of passive, however at below 50% suppression they start attack with ink splattering. At below 20% suppression they start an explosive ramming attack. Both attacks will decrease the suppression energy if they hit you.

You won't need to use a Hyperdrive for this Expedition. So you don't start with one.

Phase 1: Complete all Phase 1 tasks.
Rewards: Boundary Anomaly Poster plans; Portal Breach Poster plans; Glyph Poster

plans.
Task 1: Seek shelter. Rewards: Elixir of Glass and its recipe.
Task 2: Craft and consume the Elixir of Glass. Rewards: 1x Pre-packaged Advanced Mining Laser Unit; 1x Pre-packaged Teleport Receiver Unit.
Task 3: Leave the planet. Rewards: 1x Pre-packaged Cloaking Device Unit; 1x A-class Scanning System Upgrade; 1x S-class Movement System Upgrade.
Task 4: Kill 16 Boundary Horrors. Rewards: Elixir of Blood Type 1 recipe.
Task 5: Craft the Elixir of Blood Type 1. Rewards: Elixir of Quicksilver recipe.
Task 6: Craft and consume the Elixir of Quicksilver. Rewards: 1x Pre-packaged Pulse Spitter Unit; 1x Pre-packaged Combat Scope Unit; 3x Inventory Slot.
Task 7: Apply the Elixir of Blood Type 1 at the portal then travel through it. Rewards: Portal Glyph set; Advanced Habitation Module plans(???); Base Computer recipe.

Phase 2: Complete all Phase 2 tasks.
Rewards: Ink-stained trail customization.
Task 1: Survive 180s while the Anomaly Suppressor is below 20%. Rewards: 2x Elixir of Glass; 1x Pre-packaged Launch Auto-Charger; 2x S-class Pulse Engine Upgrade.
Task 2: Collect 10 Fossils. Rewards: 1x Pre-packaged Haz-Mat Gauntlet; 1x S-class Defensive System Upgrade; 1x S-class Scanning System Upgrade.
Task 3: Collect 5 Storm Crystals. Rewards: Elixir of Blood Type 2 Recipe; 3x Inventory Slots; Battery plans; Solar Panel plans.
Task 4: Tunneled 1,600u. Rewards: 1x Pre-packaged Personal Refiner; 3x Glowing Mineral; 30x Salvaged Data.
Task 5: Apply the Elixir of Blood Type 2 at a portal then travel through it. Rewards: Anomaly seal plans; 3x Multi-Tool Inventory Slot.

Phase 3: Complete all Phase 3 tasks.
Rewards: Boundary Horror Mandibles customization.
Task 1: Explore 8,000u on foot. Rewards: Amplified Cartridges plans; 5x Inventory Slot; 1x S-class Movement System Upgrade.
Task 2: Purge 8 Hungering Tendrils. Rewards: 1x Pre-packaged Fishing Rig; 1x Biological Sample; 1x S-class Pulse Spitter Upgrade.
Task 3: Catch 4 anomalous fish. Rewards: 1x Pre-packaged Rocket Boots Unit; 5x Hadal Core.
Task 4: Stare at the night sky for 60s. Rewards: Elixir of Blood Type 3 Recipe; 1x Signal Booster; 3x Surge Battery.
Task 5: Apply the Elixir of Blood Type 3 at a portal then travel through it. Rewards: 1x Pre-packaged Impact Igniter; 1x S-class Launch Thrusters Upgrade; 5x Inverted Mirror.

Phase 4: Complete all Phase 4 tasks.
Rewards: Translucent Spawn Companion Egg.
Task 1: Amass 256 Atlantideum. Rewards: Elixir of Blood Type 4 recipe; 1x X-class Exosuit Module; 20x Navigation Data; 440x Cadmium.
Task 2: Gather 600 Tainted Metal. Rewards: 1x Perpetual Ice Cream; 5x Inventory

Slot.
Task 3: Discover 2 exotic creatures. Rewards: 2x Elixir of Glass; 160x Faecium; 1x Delicate Flora(Farm)
Task 4: Swim on the surface over water at least 50u deep. Rewards: 1x Marine Shelter; Marine Shelter plans; 2x S-class Underwater Oxygen Upgrade.
Task 5: Gather 4 Hypnotic Eyes. Rewards: 1x Terrifying Sample; 1,500x Nanites.
Task 6: Eliminate 8 Corrupt Quadrupeds. Rewards: 2x X-class Multi-Tool Module; 5x Radiant Shard.
Task 7: Apply the Elixir of Blood Type 4 at a portal then travel through it. Rewards: 1,616x Atlantideum; 8,080x Living Slime.

Phase 5: Complete all Phase 5 tasks.
Rewards: The Haunted Title; Cursed Decal plans; Cursed Banner customization.
Task 1: Discover 2 Ancient Ruins. Rewards: 5x Geodesite; 1x Unearthed Treasure.
Task 2: Kill 64 Boundary Horrors. Rewards: 25x Purple Ribbon Firework; 1x Biological Sample.
Task 3: Earn 4,200 Nanites. Rewards: Elixir of Blood Type 5 Recipe; 1x Elixir of Glass; 1x Terrifying Sample.
Task 4: Apply the Elixir of Blood Type 5 at the portal then travel through it. Rewards: Three types of glitches.
Task 5: Follow the squid marker to given coordinates find the grave marker and interact with it. Rewards: Elixir of Water plans.
Task 6: Craft and consume the Elixir of Water which spawns the Boundary Guardian. Rewards: 1x Elixir of Glass; 256x Quicksilver.
Task 7: Defeat the Boundary Guardian. Rewards: 2x Ancient Skeleton; 10x Living Glass.

The Cursed:
Complete all 5 Expedition Phases. Rewards: Boundary Herald Starship(S-class).

Titan:
Duration: 6 Weeks.

Difficulty: Survival.

Mechanics:
You get to start on a Gas Giant planet. And spend the Expedition exploring the new environments of these large planets.

Phase 1: Complete all Phase 1 tasks.
Rewards: Gas Giant Poster plans, Depth Warning Poster plans, Cartographer's Chart plans.
Task 1: Locate the ship. Rewards: Pre-Package Personal Refiner Unit, Starship Launch Fuel.

Task 2: Launch into space for the first time. Rewards: Pre-Packaged Teleport Receiver Unit.
Task 3: Survey all the moons of gas giant. Rewards: Pre-Packaged Launch Auto-Charger Unit, Sodium Nitrate x720.
Task 4: Discover 6 planetary flora. Rewards: Nutrient Processor plans.
Task 5: Leave the initial system for the first time. Rewards: Warp Cell x3, Warp Hypercore plans.
Task 6: Reach the first rendezvous point. Rewards: Supreme Movement System Upgrade, Inventory Slot x5, Base Computer plans.
Task 7: Capture a photograph at the rendezvous. Rewards: 1,080 Nanites, 128 Quicksilver, Powerful Life Support Upgrade, Supreme Scanning System Upgrade.

Phase 2: Complete all Phase 2 tasks.
Rewards: Titan Stripes customization.
Task 1: Collect 7 Storm Crystals. Rewards: Pre-Packaged Advanced Mining Laser Unit, Pre-Packaged Haz-Mat Gauntlet Unit.
Task 2: Discover 9 Creatures. Rewards: Exo-Skiff plans, Agricultural Product Plans.
Task 3: Learn the Nutrient Processor. Rewards: Nutrient Ingestor plans, Packet of Seeds.
Task 4: Install a Nutrient Ingestor. Rewards: Fishing Bait recipes, Underwater Survival Blueprints.
Task 5: Mine from 50 asteroids. Rewards: Aqua-Jet plans, Craftable Components plans.
Task 6: Install Aqua-Jet in the starship. Rewards: Nautilon Platform plans, Hydrothermal Fuel Cell plans, Mealworms x5.
Task 7: Reach the second rendezvous point. Rewards: Pressure Membrane plans, Inventory Slots x5.
Task 8: Capture a photograh at the rendezvous. Rewards: 1,080 Nanites, 128 Quicksilver, Powerful Underwater Oxygen Upgrade x2.

Phase 3: Complete all Phase 3 tasks.
Rewards: Surveyor Cape customization.
Task 1: Reinforce the Exosuit for deep-water exploration. Rewards: Fishing Rig plans, Pre-Packaged High-Power Sonar Unit, Pre-Packaged Tethys Beam Unit.
Task 2: Reach 1,001 u below sea level. Rewards: Crystal Sulphide x10, Glass x17, Pure Ferrite x1000, Underwater Construction plans.
Task 3: Gather 5 Sea Glass. Rewards: Dredging Laser plans, Supreme Defensive System Upgrade.
Task 4: Discover 7 Underwater Creatures. Rewards: Automated Trap plans, Supreme Scanning System Upgrade, Supreme Movement System Upgrade.
Task 5: Locate and explore an underwater wreck. Rewards: Terrifying Sample, Starship Inventory Slot x5.
Task 6: Reach the third rendezvous point. Rewards: Colossus Geobay plans, Banned Hazard Protection Upgrade.

Task 7: Capture a photograph at the rendezvous. Rewards: 1,080 Nanites, 128 Quicksilver.

Phase 4: Complete all Phase 4 tasks.
Rewards: Pillar of Titan multi-tool.
Task 1: Survey a planet in the Colossus. Rewards: Mineral Processing Rig plans, Pre-Packaged Thermal Buffer Unit.
Task 2: Establish a base on a gas giant. Rewards: Pre-Packaged Exocraft Mining Laser Unit, Pre-Packaged Advanced Exocraft Laser Unit.
Task 3: Survive an encounter with a tornado. Rewards: Supreme Movement System Upgrade, Crunchy Wings x2.
Task 4: Catch a fish only found on gas giants. Rewards: Multi-Tool Inventory Slot x4, Fish Pie.
Task 5: Harvest 256 Crystallized Helium. Rewards: Lithium x999, Methene x999.
Task 6: Reach the fourth rendezvous point. Rewards: Exocraft Summoning Unit plans, Supreme Scanning System Upgrade.
Task 7: Capture a photograph at the rendezvous. Rewards: 1,080 Nanites, 128 Quicksilver.

Phase 5: Complete all Phase 5 tasks.
Rewards: Title 'Surveyor of Worlds', Titan Decal plans, Titan Banner Customization.
Task 1: Earn 7,200 Nanites. Rewards: Polished Stone x512, Inventory Slot x7.
Task 2: Choose a name for a discovery. Rewards: 256 Quicksilver.
Task 3: Excavate 6 fossils. Rewards: Constructable Relic Plans.
Task 4: Earn 90,000 units for a single creature discovery. Rewards: Prismatic Feathers x3, NipNip Buds.
Task 5: Explore on foot 9,999 u. Rewards: Supreme Scanning System Upgrade, Hypnotic Eye.
Task 6: Reach the final rendezvous point. Rewards: Delicate Flora.
Task 7: Capture a photograph at the rendezvous. Rewards: Sea Glass x3, 128 Quicksilver.

Expedition:
Complete all 5 Expedition Phases. Rewards: The Wraith starship.

Relics:
Duration: 6 Weeks.

Difficulty: Survival.

Mechanics: You start on an Abandoned Paradise Planet. This expedition is focused on the new Relics and their Guardians.

Phase 1: Complete all Phase 1 tasks.

Rewards: Fluid Dynamics Poster plans; Taxonomy Poster plans; Spirals Poster plans.
Task 1: Locate your Starship. Rewards: Pre-packaged Personal Refiner Unit x1; Starship Launch Fuel x3; Signal Booster plans; Surge Battery plans; Gek words x12.
Task 2: Excavate artifacts for the Galactic Palaeology Society. Rewards: Base Computer plans; Pre-packaged Scatter Blaster Unit x1; Banned Hazard Protection Upgrade x1; Powerful Frost Protection Upgrade x1.
Task 3: Bring the excavated artifacts to the Galactic Palaeology Society. Rewards: Avian Fossil Display plans; Inventory Slots x3; Gek words x11.
Task 4: Collect a complete avian fossil for the Galactic Palaeology Society. Rewards: Supreme Geology Cannon Upgrade x1; Pre-packaged Geology Cannon Unit x1; Powerful Thermal Protection Upgrade x1.
Task 5: Defeat an Ancient Guardian. Rewards: Pre-packaged Forcefield Unit x1; Pre-packaged Shell Greaser Unit x1; Powerful Scatter Blaster Upgrade x1; Multi-Tool Inventory Slot x2.
Task 6: Assemble a complete avian fossil exhibit. Rewards: Supreme Movement System Upgrade x1; Supreme Launch Thrusters Upgrade x1; 300 Nanites.
Task 7: Discover 10 Minerals. Rewards: Pre-packaged Advanced Mining Laser Unit x1; Supreme Defensive Systems Upgrade x1; Inventory Slot x5.

Phase 2: Complete all Phase 2 tasks.
Rewards: Living Fossil Companion Egg.
Task 1: Reach the second rendezvous point. Rewards: Biped Fossil Display plans; Inventory Slot x5; Gek Words x6.
Task 2: Collect a complete biped fossil for the Galactic Palaeology Society. Rewards: Pre-packaged Launch Auto-Charger Unit x1; Supreme Scanning System Upgrade x1.
Task 3: Assemble a complete biped fossil exhibit.
Task 4: Discover 10 Creatures. Rewards: Supreme Radiation Protection Upgrade x1; Creature Pellets x20.
Task 5: Eliminate 10 hazardous flora. Rewards: Delicate Flora x1; Supreme Toxic Protection Upgrade x1.
Task 6: Adopt a companion. Rewards: Supreme Life Support Upgrade x1; Life Support Gel x5.
Task 7: Recover and analyze 5 buried data. Rewards: Pre-packaged Sub-light Amplifier Unit x1; Banned Pulse Engine Upgrade x1; Navigation Data x20.

Phase 3: Complete all Phase 3 tasks.
Rewards: Basilisk Crown Multi-Tool.
Task 1: Reach the third rendezvous point. Rewards: Quadruped Fossil Display plans; Inventory Slot x5; Gek words x9
Task 2: Collect a completed quadruped fossil for the Galactic Palaeology Society. Rewards: Supreme Hyperdrive Upgrade x2; Pre-packaged Aqua-Jets Unit x1; Multi-Tool Inventory Slot x5.
Task 3: Reassemble a quadruped skeleton. Rewards: Pre-packaged Neutron Cannon Unit x1; Pre-packaged P-Field Compressor Unit; 500 Nanites.
Task 4: Tale a photo of 5 ground creatures. Rewards: Fishing Rig plans; Exo-Skiff

plans; Bionic Lure x40.
Task 5: Catch a Whispering or Bleached Bonefish. Rewards: Hadal Core x2; Aquatic Treasure.
Task 6: Discover 15 planetary flora. Rewards: Delicate Flora x2.
Task 7: Trade fossils with a specialist collector. Rewards: Pre-packaged Teleport Receiver Unit x1; Starship Inventory Slot x5.

Phase 4: Complete all Phase 4 tasks.
Rewards: Living Stone Hardpack customization.
Task 1: Reach the fourth rendezvous point. Rewards: Reptilian Fossil display plans; Inventory Slot x7; Gek words x11.
Task 2: Collect a complete reptilian fossil for the Galactic Palaeology Society. Rewards: Ancient Skeleton; Glowing Mineral x3.
Task 3: Assemble a complete Reptile fossil. Rewards: Nutrient Processor plans; 150 Quicksilver.
Task 4: Excavate terrain 3,500. Rewards: Salvaged Data x30.
Task 5: Excavate 80 Fossils. Rewards: Titanic Trophy.
Task 6: Learn the Nutrient Processor. Process two Fossils into Softened Marrow. Cook both of them together into Bone Broth. Rewards: Biological Sample.
Task 7: Present a dish of bones to Iteration Cronus. Rewards: Diplo Chunks x5; Giant Egg.

Phase 5: Complete all Phase 5 tasks.
Rewards: Excavator Title; Relics Decal plans; Relics Banner customization.
Task 1: Reach the final rendezvous point. Rewards: Protoform Fossil Display plans; Inventory Slot x7.
Task 2: Collect a complete Protoform Fossil for the Galactic Palaeology Society. Rewards: Fossil sample; Polished Stone x75.
Task 3: Assemble a complete Protoform Fossil exhibit. Rewards: Gek Relic x10; 250 Quicksilver.
Task 4: Search 20 dung samples. Rewards: Hexite x20.
Task 5: Search 5 Memory Stones for ancient secrets. Rewards: Dirty Bronze x10.
Task 6: Defeat 5 ancient guardians. Rewards: Salvaged Scrap x1; Polished Stone x150.
Task 7: Sell at least 2,500,000 units worth of fossils. Rewards: Polychromatic Zirconium x10; Dirt x20.

Relics:
Complete all 5 Expedition Phases. Rewards: Living Stone customization set.

Corvette:
Duration: 6 Weeks.

Difficulty: Survival.

Phase 1: Complete all Phase 1 tasks.
Rewards: Corvette Blueprint Poster plans; “Built to Last” Poster plans; Big Rig Poster plans.
Task 1: Investigate your starship. Craft the Orbital Uplink and then use it to escape this planet. Rewards: Corvette Basic Modules Pack.
Task 2: Assemble a Corvette-class starship. Rewards: Pre-Packaged Scatter Blaster Unit; Pre-Packaged Shell Greaser Unit; Supreme Scatter Blaster Upgrade; Projectile Ammunition x 2,500.
Task 3: Excavate Corvette Modules x5. Rewards: Corvette Window Modules Pack.
Task 4: Engage Corvette autopilot for 30 continuous seconds. Rewards: Pre-Packaged Cyclotron Ballista Unit; Pre-packaged Dyson Pump Unit; Supreme Starship Weapon Upgrade.
Task 5: Leave the initial system for the first time. Rewards: Inventory Slot x 10; Life Support Gel x 10; Banned Hyperdrive Upgrade.
Task 6: Engage and destroy Sentinel Interceptors x3. Rewards: Microprocessor x10; Hermetic Seal x10; Hydraulic Wiring x10; Amino Chamber x10; Ion Battery x10.
Task 7: Sign the first rendezvous station. Rewards: Corvette Hull Modules Pack.

Phase 2: Complete all Phase 2 tasks.
Rewards: Vigilant Trail customization.
Task 1: Sign the second rendezvous station. Rewards: Corvette Habitation Modules Pack.
Task 2: Install Corvette modules to increase inventory capacity x3. Rewards: Collection of plantable seeds; Pre-Packaged Haz-Mat Gauntlet Unit.
Task 3: Grow and harvest plants on your Corvette x8. Rewards: Supreme Frost Protection Upgrade; Banned Defensive Systems Upgrade.
Task 4: Perform a 30 second spacewalk. Rewards: Banned Movement System Upgrade; Pre-Packaged Cloaking Device Unit; Banned Scanning System Upgrade.
Task 5: Visit a lush world. Rewards: Pre-Packaged Fishing Rig Unit; Fishing Bait recipes.
Task 6: Catch a variety of fish x3. Rewards: Pre-Packaged Blaze Javelin Unit; Pre-Packaged Mass Accelerator Unit; Supreme Blaze Javelin Upgrade.
Task 7: Prepare seafood in a Corvette Nutrition Unit. Rewards: Corvette Hull Modules Pack.

Phase 3: Complete all Phase 3 tasks.
Rewards: Plasma Starship Trail customization.
Task 1: Sign the third rendezvous station. Rewards: Corvette Engine Modules Pack; Starship Inventory Slot x2.

Task 2: Install Corvette modules to increase maneuverability x6. Rewards: Corvette Decoration Modules Pack; Starship Inventory Slot x2;
Task 3: Mine from asteroids x40. Rewards: Corvette Wing Modules Pack; Starship Inventory Slot x2.
Task 4: Discover fauna on dissonant planets x3. Rewards: Echo Locator; Banned Defensive Systems Upgrade; Inventory Slot x5.
Task 5: Acquire a Sentinel-class Multi-Tool. Rewards: Multi-Tool Inventory Slot x5; Banned Boltcaster Upgrade; Supreme Boltcaster Upgrade x2.
Task 6: Eliminate Corrupt Sentinels x8. Rewards: 1,000,000 units; 500 Nanites.
Task 7: Pilot your Corvette for 100,000u. Rewards: Corvette Hull Modules Pack.

Phase 4: Complete all Phase 4 tasks.
Rewards: Deadeye Cannon plans; Deadeye Cannon.
Task 1: Sign the fourth rendezvous station. Rewards: Corvette Shielding Modules Pack; Starship Inventory Slot x3.
Task 2: Install Corvette shield modules x3. Rewards: Corvette Weapon Modules Pack; Starship Inventory Slot x2.
Task 3: Install Corvette modules to increase damage potential x3. Rewards: Walker Brain; Starship Inventory Slot; Conflict Scanner plans.
Optional Task 4: Ride in another Traveller's Corvette for 10,000u. Rewards: Assortment of cakes; 500 Quicksilver.
Task 5: Jump from a Corvette for 60 seconds. Rewards: Rocket Boots plans; Collection of Decals.
Task 6: Visit a pirate system. Rewards: Emergency Warp Unit plans; Starship Inventory Slot.
Task 7: Smuggle black market goods worth 160,000 units. Rewards: Unearthed Treasure x3; Aquatic Treasure x3; Inventory Slot x5.
Task 8: Execute an emergency warp. Rewards: Corvette Hull Modules Pack.

Phase 5: Complete all Phase 5 tasks.
Rewards: Title 'Shipwright'; Corvette Decal plans; Corvette Banner customization.
Task 1: Sign the fifth rendezvous station. Rewards: Corvette Reactor Modules Pack.
Task 2: Install additional Corvette reactors x3. Rewards: Anomaly Detector.
Task 3: Find deep-space anomalies x1. Rewards: Emergency Signal Scanner; Inventory Slot x3.
Task 4: Extract salvage from a derelict freighter. Rewards: Repair Kit x3; Personal Forcefield plans.
Task 5: Disable a planet's Sentinel forces. Rewards: Wheel of Hirk Firework x25.
Task 6: Capture a photograph of your Corvette-class ship. Rewards: Living Pearl x5; Albumen Pearl x5; Gravitno Ball x5.
Optional Task 7: Imprint signatures at rendezvous stations. Completion is based on global progression of this expedition. Guaranteed to occur eventually during the Expedition. Once at 100% sign on at any space station then upload the Orbital Uplink blueprint. Rewards: 1,200 Quicksilver.

Corvette:
Complete all 5 Expedition Phases. Rewards: Mecha-Mouse Companion Egg.

Rewards:

No Expeditions Cleared: You get to retain the memories of your time here. Nothing else.

1-4 Expeditions Cleared: You get to retain the free purchases and any rewards from any Expeditions you cleared receive Fiat-backing if they are still in your possession.

5-8 Expeditions Cleared: You retain the prior rewards. Any purchases that cost 200 CP or less are yours to keep.

9-12 Expeditions Cleared: You retain the prior rewards. Any purchases that cost 400 CP or less are yours to keep.

13-16 Expeditions Cleared: You retain the prior rewards. Any purchases that cost 600 CP or less are yours to keep.

All Redux Expeditions Cleared: You retain the prior rewards. Any items still in your possession at the end of the Gauntlet now has Fiat-backing.

All Original Expeditions Cleared: You retain the prior rewards. The Free purchases from this Gauntlet are now Body Modded.

Every Expedition is cleared: You retain the prior rewards. You receive the Paradise World that was in that lonely Star System. In addition you may now summon the Space Anomaly in future Jumps! Who knows how its inhabitants will react to such locales?

Tips and Tricks: You can choose not to apply the various slot expanding items to your stuff in an expedition so that you can transfer them over to the Stationary Space Anomaly. It would be a good idea to stockpile various resources to draw from so that you don't have to do too much farming in an Expedition. If you have a maxed out Multi-Tool or Starship you can copy them over to an Expedition, then copy them back to the Stationary Space Anomaly so you can take the tech from it to install onto another of your Starships. Death will not end this Gauntlet or even an Expedition as long as you did not take the Permadeath Drawback.

Normal Mode: This is the original mode of play in the initial release of the game in August 2016. It is labeled as a "chill exploration experience". Original gameplay style with regular difficulty, standard technology and building costs.

Death in normal mode involves returning to the location of death to retrieve lost inventory items. If the player dies in space, they must retrieve it with their ship, and one or more parts of the ship might need to be repaired. If the player dies on foot, they must return to the planet-side location to retrieve their items. Consecutive death without retrieving the items will overwrite the retrieve point, making it impossible to retrieve previously lost items.

Survival Mode: This mode of play provides a "more challenging survival experience". The player is expected to survive with limited resources, increased hazards, and stronger, more aggressive enemies.

The player's first starship is located some distance away from the spawn point. This requires careful resource management to even reach the ship, let alone repair damage.

Death in Survival mode results in loss of your current inventory, whether in-ship, or on foot. If you die in your ship, you respawn on the nearest planet, a brief distance from your crashed ship. All inventory items on the ship are lost, and one or more components must be repaired.

Sources: I drew much of my information from either the No Man's Sky's Wiki and Ursus_Primal's No Man's Sky Jump. What information was missing from the Wiki was Googled instead.

Changelog:

1.0 Original Release.
1.1 Added information on Expedition 17.
1.2 Updated the Summoning Slots Perks and added the Variable Pressure Tolerance Perk. Credit to Ursus_Primal for the things from the Base No Man's Sky Jump!
1.3 Added information on Expedition 18.
1.3.1 Fixed Expedition 18's Phase 4's Task's 6 Description.
1.4 Expedition 19 added and the new stuff from Ursus_Primal No Man's Sky Jump. (Corvette Summoning Slot and Boosted effect; Reworked Space Station; Reworked Planet so it can be purchased multiple times.)