

# Encounters & Events

## Sci Fi Edition

### Volume 2

### Planetside





## Preface

### Encounters & Events Sci-Fi Volume 2 Planetside

Throughout your adventures, quests and missions, you will run into various individuals and experience odd sometimes random-seeming events and encounters. They might puzzle you, endanger your group or simply be a mystery you can never solve.

Features 100 entries, most of them with further sub-options to give you more variety and possibilities.

This volume of Encounters & Events is themed around what might be found when you dare to go explore a planet. What you find might be friendly, hostile or something you can exploit.

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## How to use

1. Roll a d100 and consult the appropriate entry in the main table. Alternately, pick an entry you like the sound of.
2. Generally, you would only roll on the Encounters & Events master table once, to help flesh out what your players or characters have discovered, or to provide a starting point for your own ideas. However, this can be ignored if you spending a long time on a planet that is large.
3. Each entry has one or more sub-tables associated with it. These are to give more variety and options to what you have found. These subtables will only require a d20 to roll on.
4. Some tables are linked to others. They are marked with [x], where the "X" tells you what table to roll on. For example - "They are headed to [Trade Centre]" tells you that, to expand this entry further, you need to roll on the Trade Centre sub-table.

## Planetside Encounter & Events

| D100 | Encounter or Event    |
|------|-----------------------|
| 1    | Advanced Technology   |
| 2    | Amorphous Blobs       |
| 3    | Amphibian             |
| 4    | Ancient Artefact      |
| 5    | Ancient Construction  |
| 6    | Ancient Ruins         |
| 7    | Anomaly               |
| 8    | Arachnid              |
| 9    | Artificial Feature    |
| 10   | Automated Factory     |
| 11   | Avian                 |
| 12   | Barrier               |
| 13   | Battlefield           |
| 14   | Broken Object         |
| 15   | Casino/Pleasure Zone  |
| 16   | Cave system           |
| 17   | Cephalopod            |
| 18   | Chaos Zone            |
| 19   | Circle                |
| 20   | Colony - Abandoned    |
| 21   | Colony - Active       |
| 22   | Communications Centre |
| 23   | Construction Site     |
| 24   | Crash Site            |
| 25   | Crystal Deposit       |
| 26   | Deadly Plant Life     |
| 27   | Defence System        |
| 28   | Dimensional Rip       |
| 29   | Disaster Location     |
| 30   | Distress Beacon       |
| 31   | Element Deposits      |
| 32   | Explorers             |
| 33   | Extreme Terrain       |
| 34   | Extreme Weather       |
| 35   | Fish/Aquatic          |
| 36   | Freelance Away Team   |
| 37   | Fungus                |
| 38   | Giant Creature        |
| 39   | Giant Plant           |
| 40   | Grave                 |
| 41   | Hive                  |
| 42   | Hominid               |
| 43   | Impact Crater         |
| 44   | Insect                |
| 45   | Laboratory            |
| 46   | Lava Stream           |
| 47   | Library               |
| 48   | Living Crystal        |

|     |                            |
|-----|----------------------------|
| 49  | Locked Hatch               |
| 50  | Mammal                     |
| 51  | Manufacturing Base         |
| 52  | Mine Field                 |
| 53  | Mineral/Ore deposit        |
| 54  | Mining                     |
| 55  | Monolith                   |
| 56  | Mountain Range             |
| 57  | Nursery/Training           |
| 58  | Ore site                   |
| 59  | Pirates                    |
| 60  | Planetary Defence System   |
| 61  | Plants                     |
| 62  | Pool                       |
| 63  | Prison                     |
| 64  | Primitive Civilization     |
| 65  | Probe                      |
| 66  | Quarantine Zone            |
| 67  | Radioactive Zone           |
| 68  | Reactor/Power Complex      |
| 69  | Rebel Base                 |
| 70  | Religious site             |
| 71  | Repair Robot               |
| 72  | Reptile                    |
| 73  | Research Station           |
| 74  | Robotic Being              |
| 75  | Settlement                 |
| 76  | Ship                       |
| 77  | Shipyards                  |
| 78  | Silicon                    |
| 79  | Slaver Base                |
| 80  | Slime Creature             |
| 81  | Space Ladder               |
| 82  | Starport/Landing Zone      |
| 83  | Teleporting System         |
| 84  | Telescope/Observation      |
| 85  | Temporal Fluctuation Zone  |
| 86  | Terraforming Equipment     |
| 87  | Tractor Beam               |
| 88  | Trade Centre               |
| 89  | Trader                     |
| 90  | Transportation Station     |
| 91  | Trap                       |
| 92  | Treasure Hunters/Salvagers |
| 93  | Underground Entrance       |
| 94  | Vehicle                    |
| 95  | Volcano                    |
| 96  | Warehouse/Stash            |
| 97  | Wasteland                  |
| 98  | Weather Control System     |
| 99  | Winged                     |
| 100 | Zoo/Preservation           |



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| Starport/Landing Zone .....    | 27 |                                  |    |



# Expanded

## Advanced Technology

You have come across some very advanced technology...

| D20     | Advanced Technology  |
|---------|--|
| 1 - 4   | It's obviously a weapon  |
| 5 - 8   | Looks like some kind of defence system   |
| 9 - 12  | You believe it's an interface or control of some kind, but have no idea what for |
| 13 - 16 | It looks like a communication system   |
| 17 - 20 | You have no idea what it does, it's too complicated                              |

## Amorphous Blobs

You have come across a blob of...something...and it is...

| D20     | Amorphous Blob  |
|---------|---|
| 1 - 4   | A creature from beyond the edges of know space and time |
| 5 - 8   | A shapeshifter in its "natural" form                    |
| 9 - 12  | A slime like creature native to this planet             |
| 13 - 16 | It is a genetic experiment gone wrong                   |
| 17 - 20 | A dead...thing...                                       |

## Amphibian

You encounter a being that resembles an amphibian. It is...

| D20     | Amphibian  |
|---------|--|
| 1 - 2   | Able to mimic various sounds it hears  |
| 3 - 4   | Aggressive and dangerous   |
| 5 - 6   | Docile, yet poisonous  |
| 7 - 8   | Humanoid in appearance, but is obviously descended from a frog like creature |
| 9 - 10  | In possession of a tongue that is long and prehensile                        |
| 11 - 12 | Larger than you  |
| 13 - 14 | Part of a hive mind of other Amphibians                                      |
| 15 - 16 | Sentient and hostile   |
| 17 - 18 | Sentient and psychic   |
| 19 - 20 | Spinning its eyes in a hypnotic way  |

## Ancient Artefact

Whilst exploring you come across an ancient artefact that turns out to be...

| D20     | Ancient Artefact          |
|---------|---------------------------|
| 1 - 2   | A [monolith]              |
| 3 - 4   | A communication device    |
| 5 - 6   | A Genetic/DNA manipulator |
| 7 - 8   | A non-sentient machine    |
| 9 - 10  | A sentient computer/A.I.  |
| 11 - 12 | A time capsule            |
| 13 - 14 | A transportation system   |
| 15 - 16 | A warning device/beacon   |
| 17 - 18 | A weapon                  |
| 19 - 20 | Broken tool               |

## Ancient Construction

Whilst exploring, you come across an obviously old, yet in good condition, construction of a....

| D20     | Ancient Construction       |
|---------|----------------------------|
| 1 - 2   | Carving of some faces      |
| 3 - 4   | Castle/Fortress            |
| 5 - 6   | Pyramid                    |
| 7 - 8   | Road                       |
| 9 - 10  | Statue                     |
| 11 - 12 | Stone Bridge               |
| 13 - 14 | Temple                     |
| 15 - 16 | Tower                      |
| 17 - 18 | Wall                       |
| 19 - 20 | [Circle] or something else |

## Ancient Ruins

Stumbling across some ancient ruins, you discover it is the ancient ruins of a...

| D20     | Ancient                                |
|---------|--|
| 1 - 2   | A broken road                          |
| 3 - 4   | A castle/fortress                      |
| 5 - 6   | A series of statues around a courtyard |
| 7 - 8   | A star port                            |
| 9 - 10  | An arena                               |
| 11 - 12 | Arena or possibly a temple             |
| 13 - 14 | Mine and appropriate facility          |
| 15 - 16 | What remains of a settlement or colony |
| 17 - 18 | [Circle]                               |
| 19 - 20 | [Grave]                                |

## Anomaly

Your scanner has picked up an anomaly. Turns out to be...

| D20     | Anomaly  |
|---------|--|
| 1 - 2   | [Chaos Zone]   |
| 3 - 4   | [Temporal Fluctuation Zone]  |
| 5 - 6   | A dimensional rift   |
| 7 - 8   | A higher dimensional/Non corporal creature exploring this location |
| 9 - 10  | A new type of radiation not seen before                            |
| 11 - 12 | A weird storm interfering with your sensors                        |
| 13 - 14 | Cloaked ship/area  |
| 15 - 16 | Deliberate interference from something or someone                  |
| 17 - 18 | Sensor Echo/Glitch   |
| 19 - 20 | Some living being you have never encountered before                |

## Arachnid

You find a spider like creature that is...

| D20     | Arachnid                              |
|---------|---------------------------------------|
| 1 - 2   | A mixture of a spider and a [hominid] |
| 3 - 4   | A mixture of organic and cybernetic   |
| 5 - 6   | Guarding its nest                     |
| 7 - 8   | Large and aggressive                  |
| 9 - 10  | Large, but docile                     |
| 11 - 12 | Looking for food                      |
| 13 - 14 | Normal sized, just in odd colours     |
| 15 - 16 | Sentient & communicates via the mind  |
| 17 - 18 | Sentient, and can speak               |
| 19 - 20 | Sentient/Aware                        |



## Artificial Feature

You find an amazing “natural” feature that turns out to be in fact artificial and constructed. It is a...

| D20     | Artificial Feature |
|---------|--------------------|
| 1 - 2   | Cave system        |
| 3 - 4   | Desert             |
| 5 - 6   | Hole               |
| 7 - 8   | Lake/Pond          |
| 9 - 10  | Mountain           |
| 11 - 12 | River              |
| 13 - 14 | Sink Hole          |
| 15 - 16 | Swamp/Marsh        |
| 17 - 18 | Tree/Forest        |
| 19 - 20 | Volcano            |

## Automated Factory

You find an automated factory that is used to make...

| D20     | Automated Factory |
|---------|-------------------|
| 1 - 2   | Air Vehicles      |
| 3 - 4   | Consumer Goods    |
| 5 - 6   | Defence Systems   |
| 7 - 8   | Edibles           |
| 9 - 10  | Land Vehicles     |
| 11 - 12 | Probes            |
| 13 - 14 | Robots            |
| 15 - 16 | Starship parts    |
| 17 - 18 | Weapons           |
| 19 - 20 | Something Else    |

This factory is currently...

| D20     | Factory Status  |
|---------|---|
| 1 - 8   | Actively manufacturing/outputting                       |
| 9 - 16  | Active, but needing materials to continue current batch |
| 17 - 18 | Inactive and shut down                                  |
| 19 - 20 | Broken  |

## Avian

Your exploration has led you to encounter an avian or bird-like creature. It is...

| D20     | Avian  |
|---------|--|
| 1 - 2   | A normal, but unusually decorated bird                   |
| 3 - 4   | A sophisticated mechanical device                        |
| 5 - 6   | Able to move faster than you would expect                |
| 7 - 8   | About to lay an egg or two and is very defensive         |
| 9 - 10  | Aware but unable to speak normally                       |
| 11 - 12 | Can communicate in a type of speech you not heard before |
| 13 - 14 | Flightless   |
| 15 - 16 | Large but peaceful                                       |
| 17 - 18 | Not native to this planet                                |
| 19 - 20 | Small and aggressive                                     |

## Barrier

You encounter a barrier locking your progress. It is...

| D20     | Barrier                       |
|---------|-------------------------------|
| 1 - 2   | A type of dangerous gas       |
| 3 - 4   | A wall of fire/plasma         |
| 5 - 6   | Dead bodies                   |
| 7 - 8   | Heavy , compact stone         |
| 9 - 10  | Rubbish piled high            |
| 11 - 12 | Sheets of metal               |
| 13 - 14 | Some sort of energy field     |
| 15 - 16 | Tightly packed plant material |
| 17 - 18 | Treated Wood                  |
| 19 - 20 | Wire mesh                     |



## Battlefield

You find what appears to be a battlefield and it is...

| D20     | Battlefield   |
|---------|---|
| 1 - 2   | A fight between 3 or 4 distinct forces/groups       |
| 3 - 4   | A recreation or simulation of another famous battle |
| 5 - 6   | Covered in dead bodies, with no-one left alive      |
| 7 - 8   | Filled with broken vehicles                         |
| 9 - 10  | Filled with injured people, but no-one dead         |
| 11 - 12 | Filled with people fleeing the area                 |
| 13 - 14 | Oddly quiet   |
| 15 - 16 | Still going on                                      |
| 17 - 18 | Testing grounds for a new weapon                    |
| 19 - 20 | The site of a crashed star ship                     |

## Broken Object

On your travels you find something that is obviously broken. It turns out to be...

| D20     | Broken Object        |
|---------|----------------------|
| 1 - 2   | [Probe]              |
| 3 - 4   | Containment Field    |
| 5 - 6   | Information system   |
| 7 - 8   | Mechanoid/Robot      |
| 9 - 10  | Medical system       |
| 11 - 12 | Starship             |
| 13 - 14 | Storage Container    |
| 15 - 16 | Tunnelling Equipment |
| 17 - 18 | Warning Beacon       |
| 19 - 20 | Weapon               |

## Casino/Pleasure Zone

Your crew is rather happy to find this place. Turns out...

| D20     | Casino/Pleasure Zone  |
|---------|---|
| 1 - 2   | A den for those who deal in illegal goods                       |
| 3 - 4   | A money laundering front  |
| 5 - 6   | It's a trap   |
| 7 - 8   | It's being used by other races to observe those who "play" here |
| 9 - 10  | It's perfectly legit and open about their prices and odds       |
| 11 - 12 | Legit, but the costs are extreme when compared to others        |
| 13 - 14 | One of the guests staying there is a powerful being             |
| 15 - 16 | Rigged against those who play, more than normal                 |
| 17 - 18 | Run by an AI to keep the population under control               |
| 19 - 20 | Those working here are being held against their will            |

## Cave system

Exploring a cave system you discover...

| D20     | Cave system                          |
|---------|--------------------------------------|
| 1 - 2   | [Laboratory]                         |
| 3 - 4   | [Lava stream]                        |
| 5 - 6   | [Locked Hatch]                       |
| 7 - 8   | A [Hominid] lives here               |
| 9 - 10  | Detailed, yet ancient carvings       |
| 11 - 12 | It loops round on itself             |
| 13 - 14 | It's being used to store...something |
| 15 - 16 | One chamber deliberately blocked off |
| 17 - 18 | Piles of dead bodies                 |
| 19 - 20 | You are now trapped inside           |



## Cephalopod

A cephalopod has been discovered by your biologist and it is...

| D20     | Cephalopod   |
|---------|--|
| 1 - 4   | A shape shifter in disguise                          |
| 5 - 8   | An artificial construct                              |
| 9 - 12  | Dead, killed by a strange weapon you not seen before |
| 13 - 16 | Sentient and friendly                                |
| 17 - 20 | Sentient and angry                                   |

## Chaos Zone

The rules of reality are in flux here. Roll a d20 every minute spent within this area. If you get a 19 or 20, or when you first enter this zone, roll on the table below.

| D20 | Chaos Zone   |
|-----|--|
| 1   | [Dimensional Rip]                                    |
| 2   | [Temporal Fluctuation Zone]                          |
| 3   | Air pressure increases 200%                          |
| 4   | All colours are more vibrant                         |
| 5   | All emotions are deadened                            |
| 6   | All metal becomes highly magnetised                  |
| 7   | Damaged organic matter is healed                     |
| 8   | Distances are $\frac{1}{4}$ of normal                |
| 9   | Distances are doubled                                |
| 10  | Emotions are amplified                               |
| 11  | Everything is Black and white                        |
| 12  | Gravity is 10% of normal                             |
| 13  | Gravity is 100% stronger than the rest of the planet |
| 14  | No atmosphere  |
| 15  | Non-organic matter starts to fall apart              |
| 16  | Normality...for now...                               |
| 17  | Sounds are amplified 500%                            |
| 18  | Sounds are negated                                   |
| 19  | The urge to sleep is almost overpowering             |
| 20  | Thoughts made manifest                               |

## Circle

You have discovered an artificial circle. Turns out it is...

| D20     | Circle   |
|---------|--|
| 1 - 2   | A dead/broken beacon   |
| 3 - 4   | A giant clock or calendar for a primitive society                |
| 5 - 6   | A landing site for some odd shaped ship                          |
| 7 - 8   | A piece of artwork by some advanced aliens                       |
| 9 - 10  | A powered down gateway   |
| 11 - 12 | A religious site   |
| 13 - 14 | A safe zone from the oncoming storm or swarm                     |
| 15 - 16 | A trap for something large                                       |
| 17 - 18 | A warning about something, but you can't figure out what         |
| 19 - 20 | The first stage of some type of building, but now long abandoned |

## Colony - Abandoned

This colony has been abandoned because of...

| D20     | Colony - Abandoned   |
|---------|--|
| 1 - 2   | A gas leak   |
| 3 - 4   | A secret government experiment gone badly wrong                |
| 5 - 6   | Crop failure   |
| 7 - 8   | Disease  |
| 9 - 10  | Economic reasons   |
| 11 - 12 | Harassment from wildlife driven mad by something in the colony |
| 13 - 14 | Its purpose was fulfilled                                      |
| 15 - 16 | Parasites  |
| 17 - 18 | Trouble with the native sentiments                             |
| 19 - 20 | Unknown reasons  |



## Colony - Active

You have found an active colony and it is...

| D20 | Colony - Active  |
|-----|--|
| 1   | A farming community  |
| 2   | A medical colony   |
| 3   | A mining colony  |
| 4   | A nursery for an advanced alien species                              |
| 5   | A research outpost   |
| 6   | A trading post   |
| 7   | Built around a [Dimensional Rip] to study it                         |
| 8   | Fearful of you   |
| 9   | Freshly founded only a few days ago                                  |
| 10  | Friendly   |
| 11  | Friendly, but something seems a bit off and odd about the population |
| 12  | Full of physics  |
| 13  | Full of refugees, fleeing something powerful                         |
| 14  | Getting evacuations underway for some reason and needs help          |
| 15  | Ignoring you, like they can't see or hear you                        |
| 16  | In need of your help   |
| 17  | In possession of highly advanced technology                          |
| 18  | Looking for people to stay and live here                             |
| 19  | The first colony off-world of a species from a nearby planet         |
| 20  | Unwelcoming to outsider  |

## Communications Centre

This communications centre is...

| D20     | Communications Centre  |
|---------|--|
| 1 - 2   | Abandoned – a long time ago                                    |
| 3 - 4   | Abandoned – quiet recently                                     |
| 5 - 6   | Automated and broadcasting a distress signal                   |
| 7 - 8   | Automated, but not broadcasting anything                       |
| 9 - 10  | Damaged recently by energy weapons                             |
| 11 - 12 | Manned and full of military personal                           |
| 13 - 14 | Manned and operated by a group of civilians                    |
| 15 - 16 | Manned but needs help to get it working again                  |
| 17 - 18 | Overrun by a swam of nano-creatures with people trapped inside |
| 19 - 20 | Used a lot by many different races and cultures                |

## Construction Site

On this construction site you find...

| D20     | Construction Site                       |
|---------|---|
| 1 - 2   | An automated construction system        |
| 3 - 4   | Cries for help                          |
| 5 - 6   | Foundation of a building                |
| 7 - 8   | Many freshly dead bodies                |
| 9 - 10  | No-one, it has been abandoned           |
| 11 - 12 | People working away                     |
| 13 - 14 | Some type of argument going on          |
| 15 - 16 | The entrance to a [cave system]         |
| 17 - 18 | They are making an [artificial feature] |
| 19 - 20 | Workers being harassed by local animals |



## Crash Site

Something has crashed here. Turns out it was...

| D20     | Crash Site  |
|---------|---|
| 1 - 2   | A large vessel that has been picked clean by locals                       |
| 3 - 4   | A medical ship carrying highly contagious patients                        |
| 5 - 6   | A prison ship carrying the scum of the sector                             |
| 7 - 8   | A private vessel that has obviously been attacked by someone else         |
| 9 - 10  | A probe   |
| 11 - 12 | A space station that had fallen out of orbit                              |
| 13 - 14 | A vault ship, carrying something of great value that might still be there |
| 15 - 16 | An autonomous exploration ship  |
| 17 - 18 | An escape pod, still occupied   |
| 19 - 20 | An experimental military vehicle with advanced technology                 |

## Crystal Deposit

You find a deposit of crystals and they are...

| D20     | Crystal deposit                                  |
|---------|--|
| 1 - 2   | A prison for a trapped, now insane, energy being |
| 3 - 4   | As large as a Starship                           |
| 5 - 6   | Changing colours as you look at them             |
| 7 - 8   | Needed in certain drive systems                  |
| 9 - 10  | Normal boring crystals                           |
| 11 - 12 | Unstable   |
| 13 - 14 | Used as a currency by locals                     |
| 15 - 16 | Used as an archive                               |
| 17 - 18 | Useful in weapons                                |
| 19 - 20 | Warm to the touch                                |

## Deadly Plant Life

To your horror you find a deadly plant that is...

| D20     | Deadly Plant Life   |
|---------|---|
| 1 - 4   | Constricting its vines around your neck                                       |
| 5 - 8   | Covered in long thorns dripping with a sticky and deadly substance            |
| 9 - 12  | Giving off a gas or spores that causes powerful hallucinations                |
| 13 - 16 | Looks like a normal edible plant from your home world but is poisonous to eat |
| 17 - 20 | Slowly digesting someone alive  |

## Defence System

You have found a defence system and it is...

| D20     | Defence System         |
|---------|------------------------|
| 1 - 4   | In standby mode        |
| 5 - 8   | Active and lethal      |
| 9 - 12  | Active and non-lethal  |
| 13 - 16 | Active, yet broken     |
| 17 - 20 | Inactive and abandoned |

## Dimensional Rip

A rip in the fabric of space and time is...

| D20     | Dimensional Rift                               |
|---------|--|
| 1 - 2   | A gateway to Hell                              |
| 3 - 4   | A gateway to paradise                          |
| 5 - 6   | An experiment gone wrong                       |
| 7 - 8   | Emitting a new type of radiation               |
| 9 - 10  | Getting larger                                 |
| 11 - 12 | Leading to another planet                      |
| 13 - 14 | Moving   |
| 15 - 16 | Sucking in all matter nearby like a black-hole |
| 17 - 18 | The after-effects of a weapon                  |
| 19 - 20 | Unstable and about to close, violently         |



## Disaster Location

Following the signs, you find yourself at a location that has suffered a...

| D20     | Disaster Location   |
|---------|---|
| 1 - 2   | Earthquake  |
| 3 - 4   | Epidemic  |
| 5 - 6   | Explosion – Natural Gas   |
| 7 - 8   | Fire  |
| 9 - 10  | Flood   |
| 11 - 12 | Landslide   |
| 13 - 14 | Nano-based attack   |
| 15 - 16 | Natural Creature attack   |
| 17 - 18 | Sinkhole  |
| 19 - 20 | Some other large scale disaster of a type that you have never seen before |

## Distress Beacon

A distress beacon signal has been found and you discover...

| D20     | Distress Beacon  |
|---------|--|
| 1 - 2   | A powerful signal that blocks out all communication when you get close to it.                                      |
| 3 - 4   | A trap from local bandits and pirates  |
| 5 - 6   | A wealthy and famous individual needing help   |
| 7 - 8   | An A.I. on a ship calling for help for its passengers  |
| 9 - 10  | It expired long time ago...  |
| 11 - 12 | It is very old and about to expire   |
| 13 - 14 | It was set off by mistake by a colony – False alarm  |
| 15 - 16 | It's from a [crash site]   |
| 17 - 18 | Nothing. The site of where the beacon should be is oddly empty apart from some track leading off into the distance |
| 19 - 20 | Repeating pleas for help   |

## Element Deposits

You have found a deposit of a valuable element and it is...

| D20     | Element Deposits  |
|---------|---|
| 1 - 2   | A fake deposit designed to lure in explorers  |
| 3 - 4   | A unique/useful mineral previously only found on one other world in the entire galaxy |
| 5 - 6   | Appearing to be a precious or other expensive material but is naturally fake          |
| 7 - 8   | Delicate and hard to mine or extract from the ground                                  |
| 9 - 10  | Highly Radioactive  |
| 11 - 12 | On what locals consider to be holy or sacred land                                     |
| 13 - 14 | Precious gemstones  |
| 15 - 16 | Precious metal such as gold or silver   |
| 17 - 18 | Slightly Radioactive  |
| 19 - 20 | The eggs of a silicon or other non-carbon based creature                              |

## Explorers

You encounter another group of explorers and they are...

| D20     | Explorers                             |
|---------|---------------------------------------|
| 1 - 2   | Dismissive and mocking of your group  |
| 3 - 4   | Excited , but wary                    |
| 5 - 6   | Fleeing something                     |
| 7 - 8   | Friendly and willing to share         |
| 9 - 10  | From another alien species            |
| 11 - 12 | From the same culture as you          |
| 13 - 14 | Hostile and aggressive                |
| 15 - 16 | Scared of you                         |
| 17 - 18 | Seem to be hiding something           |
| 19 - 20 | Your rivals from previous expeditions |



## Extreme Terrain

This bit of terrain you have found looks almost artificial it is that large and impressive...

| D20 | Extreme Terrain      |
|-----|----------------------|
| 1   | [Artificial Feature] |
| 2   | [Cave system]        |
| 3   | [Pool]               |
| 4   | [Wasteland]          |
| 5   | Canyon               |
| 6   | Cliff                |
| 7   | Crater               |
| 8   | Desert               |
| 9   | Forest/Jungle        |
| 10  | Glacier              |
| 11  | Grassland            |
| 12  | Mountain range/Peak  |
| 13  | Mushroom Patch       |
| 14  | Ocean                |
| 15  | River                |
| 16  | Sink Hole            |
| 17  | Swamp                |
| 18  | Volcano              |
| 19  | Waterfall            |
| 20  | Other terrain        |

## Extreme Weather

If you thought the weather back home was bad, this is worse...

| D20     | Extreme Weather        |
|---------|------------------------|
| 1 - 2   | Heat                   |
| 3 - 4   | Cold                   |
| 5 - 6   | Tornado/Hurricane/Wind |
| 7 - 8   | Flooding/Tsunami       |
| 9 - 10  | Fog                    |
| 11 - 12 | Rain                   |
| 13 - 14 | Hail                   |
| 15 - 16 | Snow                   |
| 17 - 18 | Lightning/Thunder      |
| 19 - 20 | Other Weather          |

## Fish/Aquatic

A fish-like or aquatic being has been discovered and it is...

| D20     | Fish/Aquatic   |
|---------|--|
| 1 - 2   | A vital link in the planetary ecosystem              |
| 3 - 4   | Artificial   |
| 5 - 6   | Friendly, but stupid                                 |
| 7 - 8   | Psychic and wary                                     |
| 9 - 10  | Really Ugly  |
| 11 - 12 | Sentient – Cautious                                  |
| 13 - 14 | Sentient, can communicate somehow– Willing to listen |
| 15 - 16 | The last of its kind                                 |
| 17 - 18 | Very tasty   |
| 19 - 20 | Vicious and deadly                                   |

## Freelance Away Team

You have encountered another away team and they are...

| D20     | Freelance away team  |
|---------|--|
| 1 - 2   | An illusion from another species to study your group                                 |
| 3 - 4   | Friendly and willing to work together  |
| 5 - 6   | From a race or culture you have never met before and are not on any official records |
| 7 - 8   | From a rival group   |
| 9 - 10  | Going insane because of something they discovered                                    |
| 11 - 12 | Hostile and attack immediately   |
| 13 - 14 | Mostly Friendly, but prefer to work on their own                                     |
| 15 - 16 | Needing help   |
| 17 - 18 | On their way back home and are hiding something                                      |
| 19 - 20 | Pretending to need help but are in fact setting up a trap                            |



## Fungus

You have found some odd type of fungus. On further investigation it appears to be...

| D20     | Fungus  |
|---------|---|
| 1 - 2   | A life-stage in a creature that spends a part of its life in fungus form before becoming something else |
| 3 - 4   | About to release its spores   |
| 5 - 6   | Alive and aware   |
| 7 - 8   | Artificial  |
| 9 - 10  | Black and white   |
| 11 - 12 | Edible, but causes crazy hallucinations   |
| 13 - 14 | Growing as you look at it   |
| 15 - 16 | Growing on and inside another living being  |
| 17 - 18 | Highly colourful  |
| 19 - 20 | Poisonous to eat  |

## Giant Creature

You hear the trees rip apart and you spy what looks like a giant...

| D20 | Giant Creature    |
|-----|-------------------|
| 1   | Beaver            |
| 2   | Bee/Wasp          |
| 3   | Beetle            |
| 4   | Buffalo/Bison     |
| 5   | Cat like creature |
| 6   | Chameleon/Lizard  |
| 7   | Chicken/Rooster   |
| 8   | Dinosaur          |
| 9   | Dog/Wolf          |
| 10  | Dragonfly         |
| 11  | Goat              |
| 12  | Gorilla           |
| 13  | Horse             |
| 14  | Mole              |
| 15  | Parrot            |
| 16  | Pig/Boar          |
| 17  | Spider            |
| 18  | Turtle/Tortoise   |
| 19  | Vole              |
| 20  | Other Creature    |

## Giant Plant

This plant is huge. You are pretty sure it is bigger than a building and is a...

| D20     | Giant Plant         |
|---------|---------------------|
| 1 - 2   | Algae               |
| 3 - 4   | Flytrap             |
| 5 - 6   | Fruit               |
| 7 - 8   | Sunflower           |
| 9 - 10  | Thistle             |
| 11 - 12 | Tree                |
| 13 - 14 | Vegetable           |
| 15 - 16 | Vine                |
| 17 - 18 | Weed                |
| 19 - 20 | Other type of plant |

## Grave

You find a grave at it is...

| D20 | Grave                                     |
|-----|---|
| 1   | A holy site                               |
| 2   | A mass grave of local [hominids]          |
| 3   | Badly maintained                          |
| 4   | Being filled/used as you watch            |
| 5   | Being robbed as you look                  |
| 6   | Broken from inside                        |
| 7   | Covered in a weird type of [fungus]       |
| 8   | Covered in scratches and bite marks       |
| 9   | Covered in vines and dirt                 |
| 10  | Crude and incomplete                      |
| 11  | Filled with precious goods                |
| 12  | Fresh                                     |
| 13  | Making a faint noise                      |
| 14  | Marked, but no clue as to who occupies it |
| 15  | Oddly well maintained                     |
| 16  | One of a pair                             |
| 17  | Open and empty                            |
| 18  | Open and occupied                         |
| 19  | Part of a series of graves                |
| 20  | Small, like a child's                     |



## Hive

This appears to be a hive of some kin. /inside it you find lives a type of...

| D20     | Hive occupants |
|---------|----------------|
| 1 - 4   | Ant            |
| 5 - 8   | Aphid          |
| 9 - 12  | Bee            |
| 13 - 16 | Termite        |
| 17 - 20 | Other [Insect] |

And they are...

| D20     | Nature of occupants                      |
|---------|--|
| 1 - 4   | Artificial constructs building something |
| 5 - 8   | Defending an area very close to the hive |
| 9 - 12  | Friendly, to a point                     |
| 13 - 16 | Hostile and getting ready to attack      |
| 17 - 20 | Neutral and ignoring you                 |

## Hominid

You have found a hominid or humanlike creature and it is...

| D20     | Hominid                              |
|---------|--------------------------------------|
| 1 - 2   | Aggressive and starts to attack      |
| 3 - 4   | Aggressive, but not violent          |
| 5 - 6   | Curious about you                    |
| 7 - 8   | Guarding its nest and young          |
| 9 - 10  | Hunting for food and can smell yours |
| 11 - 12 | Injured                              |
| 13 - 14 | Looking for a mate                   |
| 15 - 16 | Of low intelligence                  |
| 17 - 18 | On the brink of sentience            |
| 19 - 20 | Worshipping some huge [monolith]     |

## Impact Crater

You found what you believe to be a crater caused by something impact the ground and that thing is...

| D20     | Impact Crater  |
|---------|--|
| 1 - 2   | A crashed air-vehicle                                      |
| 3 - 4   | A crashed starship   |
| 5 - 6   | A large aquatic creature                                   |
| 7 - 8   | A Mass driver impact zone                                  |
| 9 - 10  | A meteor   |
| 11 - 12 | A starship, but it appears to be intact                    |
| 13 - 14 | Gone you can't see what caused the crater                  |
| 15 - 16 | Not from an impact but an explosion                        |
| 17 - 18 | Part of something bigger, you can't tell what it is though |
| 19 - 20 | The remains of a space station                             |

## Insect

This insect you stumble across is...

| D20     | Insect                           |
|---------|----------------------------------|
| 1 - 2   | Aggressive, but doesn't attack   |
| 3 - 4   | Artificial                       |
| 5 - 6   | Attacking you                    |
| 7 - 8   | Bigger than a horse              |
| 9 - 10  | Dying                            |
| 11 - 12 | Fighting another insect          |
| 13 - 14 | Hideous to look at               |
| 15 - 16 | Humanoid in shape                |
| 17 - 18 | Ignoring you                     |
| 19 - 20 | Looking for a host for its young |



## Laboratory

This lab you have discovered is...

| D20     | Laboratory   |
|---------|--|
| 1 - 2   | A weapons lab  |
| 3 - 4   | Automated  |
| 5 - 6   | Boring, from what you can see                        |
| 7 - 8   | Empty, with experiments still going on               |
| 9 - 10  | Experimenting on sentient beings                     |
| 11 - 12 | Locked up tighter than a vault                       |
| 13 - 14 | Messing with forces younger races should leave alone |
| 15 - 16 | Needing new subjects                                 |
| 17 - 18 | On high alert as something has escaped               |
| 19 - 20 | Wrecked by some type of explosion                    |

## Lava Stream

This stream of lava is...

| D20     | Lava Stream                                       |
|---------|---|
| 1 - 2   | Being studied by some scientists                  |
| 3 - 4   | Cooling as you watch                              |
| 5 - 6   | Flowing in the "wrong" direction                  |
| 7 - 8   | Fresh and extremely hot                           |
| 9 - 10  | Getting bigger...                                 |
| 11 - 12 | Heading towards a nearby settlement               |
| 13 - 14 | Large and blocking where you need to go           |
| 15 - 16 | Moving but oddly giving off no heat               |
| 17 - 18 | Moving faster than you would expect               |
| 19 - 20 | Trapping someone on an island in the middle of it |

## Library

Your expedition has found a library and it is...

| D20     | Library                                       |
|---------|---|
| 1 - 2   | Automated                                     |
| 3 - 4   | Being ransacked and burned as you watch       |
| 5 - 6   | Brand new, not ready to open yet              |
| 7 - 8   | Covered in dust                               |
| 9 - 10  | Empty of almost all books                     |
| 11 - 12 | Full of people using it                       |
| 13 - 14 | Guarded by several armed droids               |
| 15 - 16 | Looking for new books and is willing to trade |
| 17 - 18 | Mostly underground                            |
| 19 - 20 | The largest in the quadrant                   |

## Living Crystal

Your scientists have found a crystal that is technically classed as alive and is...

| D20     | Living Crystal  |
|---------|---|
| 1 - 2   | A very good fake  |
| 3 - 4   | Alive, but has no higher awareness                                    |
| 5 - 6   | An egg for an unknown species   |
| 7 - 8   | Curious about those that study it                                     |
| 9 - 10  | Draining electrical fields nearby in order to feed                    |
| 11 - 12 | Hates all other organic beings  |
| 13 - 14 | Noticeably growing  |
| 15 - 16 | Part of a cluster and wants to return home                            |
| 17 - 18 | Subtly changing shape when not observed                               |
| 19 - 20 | Trying to communicate but keeps blowing up anything electrical nearby |



## Locked Hatch

Your exploration has turned up a locked hatch and it is...

| D20     | Locked Hatch  |
|---------|---|
| 1 - 2   | 10 times larger than you  |
| 3 - 4   | A fake hatch as part of an experiment                                 |
| 5 - 6   | About to break from rust and damage                                   |
| 7 - 8   | An escape hatch for a nearby lab                                      |
| 9 - 10  | Being attacked by another group as you approach                       |
| 11 - 12 | Leading to an underground bunker that is empty                        |
| 13 - 14 | Made from a material your scanners can't penetrate                    |
| 15 - 16 | Only locked with a simple number pad                                  |
| 17 - 18 | Part of a series of hatches   |
| 19 - 20 | Part of the local legends of the area, no-one knows what is behind it |

## Mammal

Your xeno biologists have found a mammal like creature that is...

| D20     | Mammal  |
|---------|---|
| 1 - 2   | A crossbreed of two species                             |
| 3 - 4   | Angry and aggressive                                    |
| 5 - 6   | Artificial or lab-created                               |
| 7 - 8   | Childlike/underdeveloped                                |
| 9 - 10  | Curiously similar looking to you, but with more hair    |
| 11 - 12 | Docile  |
| 13 - 14 | Larger than a terran lion                               |
| 15 - 16 | Multi-coloured  |
| 17 - 18 | Sentient, normally calm, but very aggressive if touched |
| 19 - 20 | Used by the locals as a food source                     |

## Manufacturing Base

This location is a hub for manufacturing and is currently...

| D20     | Manufacturing Base   |
|---------|--|
| 1 - 2   | Active and on alert for something  |
| 3 - 4   | Celebrating a massive new military contract from a powerful force in the sector  |
| 5 - 6   | Deathly Silent   |
| 7 - 8   | Evacuating due to a terrorist attack   |
| 9 - 10  | Full of [Automated Factory]  |
| 11 - 12 | In the middle of a trade war with another independent manufacturing base         |
| 13 - 14 | Looking for traders to buy their goods   |
| 15 - 16 | Needing new workers and is not averse to kidnapping and brainwashing to get them |
| 17 - 18 | Paranoid that you are a spy come to steal their secrets                          |
| 19 - 20 | Working on something big in a central and well-guarded hanger                    |

## Mine Field

This mine field you have found is...

| D20     | Mine Field                             |
|---------|--|
| 1 - 2   | A mixture of real and fake mines       |
| 3 - 4   | Being dismantled as you watch          |
| 5 - 6   | For miles around                       |
| 7 - 8   | Full of cloaked mines                  |
| 9 - 10  | Littered with bodies                   |
| 11 - 12 | Not on any records                     |
| 13 - 14 | Right under your foot...               |
| 15 - 16 | Surrounds your destination             |
| 17 - 18 | Trapping the survivors of a ship crash |
| 19 - 20 | Very old but still active              |



## Mineral/Ore deposit

You have found a large, possibly valuable mineral deposit that turns out to be...

| D20 | Mineral/Ore Deposit   |
|-----|---|
| 1   | A [Living crystal]  |
| 2   | A new mineral never seen before anywhere else in the known universe |
| 3   | A potent type of coal   |
| 4   | Black Opals   |
| 5   | Diamond   |
| 6   | Gold  |
| 7   | Iridium   |
| 8   | Iron  |
| 9   | Jadeite   |
| 10  | Lithium   |
| 11  | Osmium  |
| 12  | Other gemstone  |
| 13  | Other mineral that is rare or non-existent on your home planet      |
| 14  | Painite   |
| 15  | Palladium   |
| 16  | Platinum  |
| 17  | Rhodium   |
| 18  | Rubies  |
| 19  | Ruthenium   |
| 20  | Silver  |

This deposit is...

| D20     | Nature of Deposit   |
|---------|---|
| 1 - 4   | Part of a vein that covers most the planet                                |
| 5 - 8   | About to run out  |
| 9 - 12  | Larger than a football field  |
| 13 - 16 | Deeper than you first thought   |
| 17- 20  | Right on the surface, you can pick it up from the ground if you wanted to |

## Mining

This mining site is currently...

| D20 | Mining  |
|-----|---|
| 1   | About to shut down as the minerals they was looking for have run out        |
| 2   | Acting all excited about something non mineral related they have discovered |
| 3   | Currently looking for more [Mineral/Ore Deposit]                            |
| 4   | Dangerously close to a lake   |
| 5   | Fumigating after hitting a gas pocket                                       |
| 6   | Getting ready to start exploring a new vein                                 |
| 7   | Just about to hit the mother load   |
| 8   | Looking for new slaves to work the mines                                    |
| 9   | Looking for something else, with the minerals an added bonus                |
| 10  | Looking for traders to help sell the minerals they have found               |
| 11  | Looking to hire new workers with generous pay and benefits                  |
| 12  | Needing help rescuing trapped miners  |
| 13  | Not open to non-workers and has high security patrolling the area           |
| 14  | On an unstable fault line   |
| 15  | On strike over working conditions   |
| 16  | Open to visitors  |
| 17  | Preparing for a test of a new piece of equipment                            |
| 18  | Running all day and night to finish a quota before "IT" returns             |
| 19  | Searching for a new vein with no luck                                       |
| 20  | Strangely empty, with tools and machines still active                       |



## Monolith

You have stumbled across a strange object that is...

| D20     | Monolith   |
|---------|--|
| 1 - 2   | A large circle like object, carved with symbols you have never seen before   |
| 3 - 4   | A warning beacon that somehow, not only knows your language but warns you that passing this point is dangerous to organic life |
| 5 - 6   | About the size of you, yet covered in a shiny reflective material. There appears to be a blood stain on it.                    |
| 7 - 8   | Broken it two. It appears to be hollow and once contained a living...thing...  |
| 9 - 10  | Carved with horrible graven images   |
| 11 - 12 | Emitting bright green light at regular intervals   |
| 13 - 14 | Giving off a powerful radio signal   |
| 15 - 16 | Large, black and surrounded by bones   |
| 17 - 18 | Made from white marble and has lightning arcing from the top of it   |
| 19 - 20 | Making a strange humming sound that gets louder and higher pitched as you get closer.  |

## Mountain Range

This mountain range has something odd about it. Turns out...

| D20     | Mountain Range  |
|---------|---|
| 1 - 2   | Feeding ground for a creature that like to eat rocks and minerals                       |
| 3 - 4   | Is in fact a range of active volcanoes  |
| 5 - 6   | It circles the planet   |
| 7 - 8   | It is a fossilized gigantic creature that has been mistaken for a mountain              |
| 9 - 10  | Its artificial  |
| 11 - 12 | Marks the edge of a strong impenetrable energy field                                    |
| 13 - 14 | Missing a large chunk, scooped out smoothly like ice-cream.                             |
| 15 - 16 | That against all rules of nature, one peak is so high it leaves the planet's atmosphere |
| 17 - 18 | They are hollow and are a location for a "underground" city                             |
| 19 - 20 | Turns invisible at regular intervals  |

## Nursery/Training

This zone is used to care for young and train them and they are...

| D20     | Nursery/Training               |
|---------|--------------------------------|
| 1 - 2   | Aggressive                     |
| 3 - 4   | All sleeping                   |
| 5 - 6   | Curious about the new visitors |
| 7 - 8   | Fighting each other            |
| 9 - 10  | Left on their own              |
| 11 - 12 | Need urgent medical supplies   |
| 13 - 14 | Needing food badly             |
| 15 - 16 | New born humanoid children     |
| 17 - 18 | Trained in armed combat        |
| 19 - 20 | Well-guarded                   |



## Ore site

This site is what is left over after mining has finished. Turns out that...

| D20     | Ore Site   |
|---------|--|
| 1 - 2   | Dangerous working conditions make the site unsafe to work in for too long                |
| 3 - 4   | Money for the project ran out, their equipment is still here                             |
| 5 - 6   | The area is now, essentially, one massive hole   |
| 7 - 8   | The miners were recalled to home world   |
| 9 - 10  | The ore proved very difficult to extract from the ground and it still there              |
| 11 - 12 | The ore simply ran out   |
| 13 - 14 | The site is sacred to local natives  |
| 15 - 16 | They dug too deep and unleashed a beast (that turned out to be hallucinogen trapped gas) |
| 17 - 18 | They got what they needed and left   |
| 19 - 20 | They was brought out by another company  |

## Pirates

You encounter some pirates. They are...

| D20     | Pirates                             |
|---------|-------------------------------------|
| 1 - 2   | Fleeing the law                     |
| 3 - 5   | Gathering supplies                  |
| 6 - 8   | Looking for "new crew"              |
| 9 - 10  | Lost                                |
| 11 - 14 | On shore leave                      |
| 15 - 18 | Treasure hunting                    |
| 19 - 20 | Trying to repair their crashed ship |

## Planetary Defence System

This planetary defence system is...

| D20     | PDS   |
|---------|---|
| 1 - 2   | Able to shut down everything on the planet, making it appear to be lifeless and uninhabited |
| 3 - 4   | Able to target something in the next system and appears to be powering up to fire at it     |
| 5 - 6   | Activating and firing off at random intervals   |
| 7 - 8   | Active  |
| 9 - 10  | Active and tracking what appears to be a ship that looks familiar                           |
| 11 - 12 | Counting down to activate something called the "Damocles" protocol                          |
| 13 - 14 | Experimental with powerful, yet unstable weaponry   |
| 15 - 16 | Inactive, but powered with no target  |
| 17 - 18 | Inactive, no power and been abandoned for a long time                                       |
| 19 - 20 | Under siege by an unknown species   |

## Plants

These new plants you have discovered would make a good...

| D20     | Plant   |
|---------|---|
| 1 - 4   | Food or edible dish                                     |
| 5 - 8   | Recreational Drug that is highly addictive              |
| 9 - 12  | Medical Drug that is effective with little side effects |
| 13 - 16 | Building Material once treated                          |
| 17 - 20 | Natural defence system, but is slow to grow             |



## Pool

This pool of liquid turns out to be...

| D20     | Pool  |
|---------|---|
| 1 - 2   | A birthing ground for a local aquatic creature  |
| 3 - 4   | A liquid based life form  |
| 5 - 6   | A normal pool, nothing weird about it at all  |
| 7 - 8   | A slow acting acid  |
| 9 - 10  | An elaborate hologram covering a hatch or hanger                                      |
| 11 - 12 | Deep enough that you can't detect the bottom with any of your instruments or scanners |
| 13 - 14 | Dumping ground for toxic waste  |
| 15 - 16 | Filled with a type of liquid metal  |
| 17 - 18 | Home for an aggressive, escaped lab experiment  |
| 19 - 20 | Sacred to the locals and not to be touched by mortals                                 |

## Prison

You have found what appears to be a prison complex and it appears that...

| D20     | Prison  |
|---------|---|
| 1 - 2   | Empty and abandoned   |
| 3 - 4   | Full and well-guarded   |
| 5 - 6   | It doubles as an asylum                                       |
| 7 - 8   | It is floating/flying above a large [pool]                    |
| 9 - 10  | It is locked behind an energy field                           |
| 11 - 12 | It's the famous ultra-max prison you have heard legends about |
| 13 - 14 | Need help looking for an escapee                              |
| 15 - 16 | On alert after an escape                                      |
| 17 - 18 | They have mistaken you for an escapee                         |
| 19 - 20 | They keep their prisoners sedated                             |

## Primitive Civilization

On your explorations you stumbling across a primitive society that...

| D20     | Primitive Civilization   |
|---------|--|
| 1 - 2   | Appear to be Neanderthals from Earth   |
| 3 - 4   | Are actually more advanced than any other species you have encountered, they just like living this way |
| 5 - 6   | Have no idea/concept of metal  |
| 7 - 8   | Kept primitive by others for some reason   |
| 9 - 10  | Mistakes you for their deity   |
| 11 - 12 | Pay no attention to you are barely more than animals   |
| 13 - 14 | Rapidly evolving and advancing , almost like they are being helped by another advanced species         |
| 15 - 16 | Runs away from you screaming   |
| 17 - 18 | Think they are the most advanced culture ever and have never even had the concept of "aliens"          |
| 19 - 20 | Thinks you are food  |

## Probe

You have found a probe that is...

| D20     | Probe  |
|---------|--|
| 1 - 2   | Active but no task assigned                              |
| 3 - 4   | Broadcasting a signal                                    |
| 5 - 6   | Broken but active and broadcasting data somewhere nearby |
| 7 - 8   | Collecting life forms                                    |
| 9 - 10  | Collecting mineral samples                               |
| 11 - 12 | Collecting plant samples                                 |
| 13 - 14 | Inactive/Dead  |
| 15 - 16 | Stuck in a tree  |
| 17 - 18 | Surveying the area                                       |
| 19 - 20 | Worshiped by a primitive society as a deity              |



## Quarantine Zone

This zone is quarantined with an obvious barrier or marker because it is...

| D20     | Quarantine Zone                      |
|---------|--------------------------------------|
| 1 - 2   | A [Dimensional Rift]                 |
| 3 - 4   | A [Disaster Location]                |
| 5 - 6   | A [Primitive Civilization]           |
| 7 - 8   | A [Radioactive Zone]                 |
| 9 - 10  | A [Temporal Fluctuation Zone]        |
| 11 - 12 | A medical disaster                   |
| 13 - 14 | A natural disaster                   |
| 15 - 16 | Believed to be a holy area by others |
| 17 - 18 | Testing grounds                      |
| 19 - 20 | Wildlife preserve                    |

Crossing into this zone will result in...

| D20     | Punishment   |
|---------|--|
| 1 - 4   | Dealing with what is in the zone, you will not be helped |
| 5 - 8   | Punishment by imprisonment                               |
| 9 - 12  | Punishment by death                                      |
| 13 - 16 | Nothing – No one is monitoring the area                  |
| 17 - 20 | Punishment by fine or task                               |

## Radioactive Zone

The radiation in this area is...

| D20     | Radioactive Zone                   |
|---------|------------------------------------|
| 1 - 2   | Deadly to machines and electronics |
| 3 - 4   | Fluctuating wildly                 |
| 5 - 6   | Getting stronger                   |
| 7 - 8   | Getting weaker                     |
| 9 - 10  | Growing                            |
| 11 - 12 | Harmful to organics                |
| 13 - 14 | Not affecting you or your crew     |
| 15 - 16 | Only affecting your crew           |
| 17 - 18 | Shrinking                          |
| 19 - 20 | Weak, but noticeable               |

## Reactor/Power Complex

Finding this power complex, you see that it is run off of...

| D20 | Reactor/Power Complex  |
|-----|--|
| 1   | A form of crystal energy                                     |
| 2   | Artificial Singularity                                       |
| 3   | Chemical reactions   |
| 4   | Coal like fuel source  |
| 5   | Fission  |
| 6   | Fusion   |
| 7   | Generates power from living beings working                   |
| 8   | Geothermal   |
| 9   | Matter Conversion  |
| 10  | Matter/anti-matter reaction                                  |
| 11  | Microwave energy from space                                  |
| 12  | Organic matter – Flesh/meat                                  |
| 13  | Organic matter – Plant based                                 |
| 14  | Psionic/Mental source  |
| 15  | Solar power  |
| 16  | Something you have never seen before                         |
| 17  | Water power  |
| 18  | Wind   |
| 19  | Zero Point Energy  |
| 20  | Multiple sources (roll 1d4+1 times, re-rolling dupes and 20) |

This complex is also...

| D20     | Complex Status                                      |
|---------|---|
| 1 - 2   | About to overload                                   |
| 3 - 4   | Automated but running amok                          |
| 5 - 6   | Damaged by weapons fire                             |
| 7 - 8   | Experimental  |
| 9 - 10  | Fully automated and working fine                    |
| 11 - 12 | Inherently Unstable                                 |
| 13 - 14 | Military Guarded                                    |
| 15      | Not outputting power                                |
| 16      | Overgrown with weeds                                |
| 17      | Run by an overworked minimal crew                   |
| 18      | Running and outputting power but no staff present   |
| 19 - 20 | Running Smoothly with a typical amount of operators |



## Rebel Base

You pretty sure you have found a hidden rebel base. They...

| D20     | Rebel Base   |
|---------|--|
| 1 - 2   | A recreation of a famous rebellion, much like a living museum      |
| 3 - 4   | A trap from another culture or group                               |
| 5 - 6   | Capturing you and will decide what to do later                     |
| 7 - 8   | Failing to notice you spying on them                               |
| 9 - 10  | Fleeing the base   |
| 11 - 12 | Getting ready to make sure there are no witnesses to this location |
| 13 - 14 | In need of your help against those they are fighting               |
| 15 - 16 | Now holding you hostage  |
| 17 - 18 | Pretend not to be rebels and hope you go away                      |
| 19 - 20 | Think you work for the other side                                  |

## Religious site

This site, your experts tell you, is considered holy by the locals and is in fact...

| D20     | Religious Site                            |
|---------|---|
| 1 - 2   | [Dimensional Rip]                         |
| 3 - 4   | A weird shaped rock                       |
| 5 - 6   | Birthplace of a famous person             |
| 7 - 8   | Birthplace of a species                   |
| 9 - 10  | Burial grounds                            |
| 11 - 12 | Powerful ancient technology               |
| 13 - 14 | Protected by a powerful energy like being |
| 15 - 16 | Site of a unique mineral                  |
| 17 - 18 | Something else                            |
| 19 - 20 | The site of a meteor impact               |

## Repair Robot

On your travels you have found a repair robot. It is currently....

| D20     | Repair Robot   |
|---------|--|
| 1 - 2   | "Repairing" something that is obviously not fixable, like a humanoid               |
| 3 - 4   | Active and on its way back to its base   |
| 5 - 6   | Broken – damaged by weapons fire   |
| 7 - 8   | Broken and self-repairing  |
| 9 - 10  | Gathering materials for its latest repair job                                      |
| 11 - 12 | Hunting down locals as its programming has been corrupted or infected with a virus |
| 13 - 14 | Repairing another droid, this one looks like a combat mech                         |
| 15 - 16 | Thinks you are "broken" and tries to...help...you                                  |
| 17 - 18 | Working on repairing a building  |
| 19 - 20 | Working on repairing a ship  |

## Reptile

You have encountered a reptile like creature that...

| D20     | Reptile  |
|---------|--|
| 1 - 2   | Can mimic your sounds                          |
| 3 - 4   | Guarding its nest                              |
| 5 - 6   | Has been genetically enhanced                  |
| 7 - 8   | Has cyborg parts                               |
| 9 - 10  | Injured and being chased                       |
| 11 - 12 | Is aggressive and attacks you                  |
| 13 - 14 | Is larger than a car                           |
| 15 - 16 | Resembles a dragon                             |
| 17 - 18 | Rideable and appears to have a built in saddle |
| 19 - 20 | Stares at you, blank expression                |



## Research Station

This remote research station is working on...

| D20     | Research Station  |
|---------|---|
| 1 - 2   | Covertly studying a [Primitive Civilization]  |
| 3 - 4   | Dealing with the data from a [Telescope/Observation] tower.   |
| 5 - 6   | Genetic manipulation of the local species and your DNA has not been seen before and they want it...NOW! |
| 7 - 8   | Illegal human experiments and they need new subjects  |
| 9 - 10  | New medical drugs and are willing to pay well to test them on you                                       |
| 11 - 12 | Studying a [Dimensional Rip]  |
| 13 - 14 | Studying a [Silicon]  |
| 15 - 16 | Studying a [Temporal Fluctuation Zone]  |
| 17 - 18 | Studying the effects of weather in this location  |
| 19 - 20 | Studying the local wildlife and want to be left alone   |

## Robotic Being

This sentient A.I. has been found and it is...

| D20     | Robotic Being                            |
|---------|--|
| 1 - 2   | A trained killer gone rogue              |
| 3 - 4   | Feeling from a beast                     |
| 5 - 6   | Highly advanced and valuable             |
| 7 - 8   | In desperate need of a power source      |
| 9 - 10  | In many pieces                           |
| 11 - 12 | Looking uncannily like one of your crew  |
| 13 - 14 | Missing a limb and wants it back         |
| 15 - 16 | Needs help getting back to its home base |
| 17 - 18 | Not aware it is artificial               |
| 19 - 20 | Powered down                             |

## Settlement

You have found a settlement that is a...

| D20     | Settlement                        |
|---------|-----------------------------------|
| 1 - 2   | Attached to a military base       |
| 3 - 4   | Entertainment location            |
| 5 - 6   | Farming community                 |
| 7 - 8   | First colony for a species        |
| 9 - 10  | Home to terraformers              |
| 11 - 12 | Mining town                       |
| 13 - 14 | Normal looking                    |
| 15 - 16 | Part of a [Starport/Landing Zone] |
| 17 - 18 | Religious settlement              |
| 19 - 20 | Trading hub                       |

This settlement is...

| D20     | Nature of Settlement          |
|---------|-------------------------------|
| 1 - 2   | A social experiment           |
| 3 - 4   | Been there for years          |
| 5 - 6   | Being set up as you watch     |
| 7 - 8   | Built around a crashed ship   |
| 9 - 10  | Crime ridden                  |
| 11 - 12 | Dirty and filled with rubbish |
| 13 - 14 | Elegantly designed            |
| 15 - 16 | Home to a powerful tyrant     |
| 17 - 18 | Large and complex             |
| 19 - 20 | Mish-mash of designs          |

And the population is...

| D20     | Population                 |
|---------|----------------------------|
| 1 - 2   | Aggressive and hostile     |
| 3 - 4   | Aggressive but non hostile |
| 5 - 6   | Brainwashed                |
| 7 - 8   | Cautious                   |
| 9 - 10  | Creepy                     |
| 11 - 12 | Fleeing the location       |
| 13 - 14 | Friendly                   |
| 15 - 16 | Intolerant                 |
| 17 - 18 | Scared of something        |
| 19 - 20 | Scared of you              |



## Ship

You have found a space going vehicle that is a...

| D20 | Ship                     |
|-----|--------------------------|
| 1   | Battleship               |
| 2   | Carrier                  |
| 3   | Civilian/Private         |
| 4   | Colony/Generational Ship |
| 5   | Cruiser                  |
| 6   | Destroyer                |
| 7   | Dreadnaught              |
| 8   | Drone Ship               |
| 9   | Escort                   |
| 10  | Fighter                  |
| 11  | Frigate                  |
| 12  | Medical Vessel           |
| 13  | Merchant/Trader          |
| 14  | Mining Vessel            |
| 15  | Mobile Laboratory        |
| 16  | Salvager                 |
| 17  | Science vessel           |
| 18  | Shuttle                  |
| 19  | Terraformer              |
| 20  | Other ship type          |

This ship is currently...

| D20     | Ship Status   |
|---------|---|
| 1 - 2   | Being consumed by a form of nano-virus                      |
| 3 - 4   | Being repaired after a fierce battle                        |
| 5 - 6   | Crashed and abandoned                                       |
| 7 - 8   | Crashed and trying to be repaired                           |
| 9 - 10  | Dealing with a technical issue before taking off            |
| 11 - 12 | Landed and abandoned  |
| 13 - 14 | Landed and waiting for the crew to return                   |
| 15 - 16 | Mistaken for a deity's emissary by locals                   |
| 17 - 18 | Restocking on supplies                                      |
| 19 - 20 | Trying to take off as something nasty is heading towards it |

## Shipyards

This shipyard you have found is currently...

| D20     | Shipyards   |
|---------|---|
| 1 - 2   | Dealing with a workers strike   |
| 3 - 4   | Empty and abandoned long ago  |
| 5 - 6   | Full of [Ship]s half completed (*)                                    |
| 7 - 8   | In the middle of nowhere for some odd reason...                       |
| 9 - 10  | In urgent need of supplies for their latest order                     |
| 11 - 12 | Looking to hire new workers and will pay well                         |
| 13 - 14 | Looking to hire new workers but will NOT pay well, if at all          |
| 15 - 16 | Not working on making anything and waiting for a new order to come in |
| 17 - 18 | Working on building a [Ship] (*)                                      |
| 19 - 20 | Working on building a sea going vessel                                |

(\*) = Only need to roll on first table in [Ship] section.

## Silicon

You have encountered a silicon based lifeform that is...

| D20     | Silicon                                  |
|---------|--|
| 1 - 2   | Aggressive                               |
| 3 - 4   | Caught in a trap                         |
| 5 - 6   | Curious about your species               |
| 7 - 8   | Eating some rocks                        |
| 9 - 10  | Friendly and psychic                     |
| 11 - 12 | Friendly, but can't speak                |
| 13 - 14 | Guarding its young                       |
| 15 - 16 | Ignoring you                             |
| 17 - 18 | In need of medical attention             |
| 19 - 20 | Really just a prank from another species |



## Slaver Base

This settlement turns out to be a slaver base and is...

| D20     | Slaver Base   |
|---------|---|
| 1 - 2   | A trap to ensnare those who would buy or sell slaves                    |
| 3 - 4   | About to be raided by the authorities                                   |
| 5 - 6   | About to finalise a big sale to a local gang leader                     |
| 7 - 8   | Eyeing you up as potential slaves                                       |
| 9 - 10  | In the middle of processing the latest batch of slaves                  |
| 11 - 12 | Legal by the local laws   |
| 13 - 14 | Looking for an escaped slave  |
| 15 - 16 | Looking for new slaves  |
| 17 - 18 | Treating the slaves very well, for slaves                               |
| 19 - 20 | Trying to hide from you as they think you are here to free their slaves |

## Slime Creature

This thing is obviously some type of slime based being and is...

| D20     | Slime Creature                           |
|---------|--|
| 1 - 2   | A new type of life form                  |
| 3 - 4   | By product of an experiment              |
| 5 - 6   | Can mimic things that touch it           |
| 7 - 8   | Digesting someone who needs your help    |
| 9 - 10  | Green and friendly...for a slime         |
| 11 - 12 | One life-stage of another species        |
| 13 - 14 | Red and leaves an acidic trail           |
| 15 - 16 | Somehow able to mimic you're your sounds |
| 17 - 18 | The result of toxic waste                |
| 19 - 20 | Yellow and moves very fast               |

## Space Ladder

This impressive ladder is a means of going into space without a rocket and is...

| D20     | Space Ladder   |
|---------|--|
| 1 - 2   | Being constructed  |
| 3 - 4   | Dealing with a pod stuck halfway up the ladder                 |
| 5 - 6   | Finished but not yet ready for use due to a technical glitch   |
| 7 - 8   | Fully automated  |
| 9 - 10  | Having an open day to attract new customers                    |
| 11 - 12 | In use, but in need of urgent repair                           |
| 13 - 14 | Owned by local military  |
| 15 - 16 | Privately owned  |
| 17 - 18 | Ready and transporting, for a small fee                        |
| 19 - 20 | Telling everyone to evacuate the area as its about to collapse |

## Starport/Landing Zone

This settlement is dedicated to the loading and unloading of starships and is...

| D20     | Starport/Landing Zone                                |
|---------|--|
| 1 - 2   | Abandoned  |
| 3 - 4   | Automated  |
| 5 - 6   | Empty, but not letting anyone use it                 |
| 7 - 8   | Expensive to use                                     |
| 9 - 10  | Full-up  |
| 11 - 12 | Military Owned/Used                                  |
| 13 - 14 | Needing workers urgently and offering a lot of money |
| 15 - 16 | Poorly run/maintained                                |
| 17 - 18 | State of the art/advanced                            |
| 19 - 20 | Used/owed by criminals                               |

Roll also on the [Ship] table to see what ships are about



## Teleporting System

Your exploration of this world has led you to a Teleporting System that is...

| D20     | Teleporting System             |
|---------|--------------------------------|
| 1 - 2   | Automated                      |
| 3 - 4   | Broken - but can be fixed      |
| 5 - 6   | Damaged by weapons fire        |
| 7 - 8   | Designed by an ancient race    |
| 9 - 10  | Experimental                   |
| 11 - 12 | Functional and accurate        |
| 13 - 14 | Functional, but needs power    |
| 15 - 16 | Guarded/Used by criminals      |
| 17 - 18 | Guarded/Used by military       |
| 19 - 20 | Highly complex and hard to use |

It has a range of...

| D20     | Teleporting System - Range  |
|---------|---|
| 1 - 2   | Any starship within range   |
| 3 - 4   | Anywhere on the planet  |
| 5 - 6   | Anywhere within 10 miles  |
| 7 - 8   | Anywhere within 100 miles   |
| 9 - 10  | Anywhere within 1000 miles  |
| 11 - 12 | Anywhere within 10k miles   |
| 13 - 14 | Anywhere within a mile  |
| 15 - 16 | Nearest station – one town away   |
| 17 - 18 | Unknown Range – Possibly unlimited , but power requirements increase exponentially with range |
| 19 - 20 | Very short range – 500 meters   |

In terms of reliability, per use, it is...

| D20     | Teleporting - Reliability       |
|---------|---------------------------------|
| 1 - 4   | Accurate 25% of the time        |
| 5 - 8   | Accurate 50% of the time        |
| 9 - 12  | Accurate 75% of the time        |
| 13 - 16 | Accurate 90% of the time        |
| 17 - 20 | Perfect – accurate all the time |

If a teleportation event goes wrong, then...

Note – Roll each time an error occurs

| D20     | Teleporting - Error   |
|---------|---|
| 1 - 2   | The user is killed in a messy and explosive fashion. If more than one person is using it at once, they become fused into one body instead   |
| 3 - 4   | The process stops and system needs to be manually reset before it can be used again   |
| 5 - 6   | User is teleported in a random direction, but safely  |
| 7 - 8   | User is teleported in a random direction, with no regards to safety   |
| 9 - 10  | Transported to a random safe zone or nearest other functional teleporting system  |
| 11 - 12 | Teleported safely, but arrives with no clothing or equipment as that is left behind   |
| 13 - 14 | A dead copy of the user is created at the sending station as the original goes where planned and arrives safely   |
| 15 - 16 | Turns out the error is in fact part of a trap designed by a mysterious group to catch random people and use them for criminal purposes – The sending station indicates the user has died in a messy way |
| 17 - 18 | User arrives at destination, but their gear and clothing has becomes fused with them and needs to be surgically removed   |
| 19 - 20 | User physically arrives safely but their mind has been altered or swapped with another if more than one person using it at once   |



## Telescope/Observation

This telescope/observation tower has been set up to look at...

| D20     | Telescope/Observation  |
|---------|--|
| 1 - 2   | A "nearby" star that is due to go nova any day now   |
| 3 - 4   | A safe and beautiful phenomena occurring in deep space   |
| 5 - 6   | A wormhole that has formed in the system   |
| 7 - 8   | An on-going battle/war that is slowly approaching this system  |
| 9 - 10  | Meteors passing through the system   |
| 11 - 12 | Passing ships or vessels approaching this planet   |
| 13 - 14 | Random points in the night sky   |
| 15 - 16 | Something a long way away, but has been abandoned for a long time, yet is still recording data       |
| 17 - 18 | Something on a nearby planet or moon   |
| 19 - 20 | You can't figure out what they are looking at, but it does seem to be producing rather a lot of data |

The telescope is also...

| D20     | Telescope status                          |
|---------|---|
| 1 - 2   | Fully automated                           |
| 3 - 4   | Ground zero for an invasion               |
| 5 - 6   | Rather primitive, but functional          |
| 7 - 8   | Remotely operated                         |
| 9 - 10  | Run by a private corporation              |
| 11 - 12 | Run by amateurs                           |
| 13 - 14 | Run by minimum staff possible             |
| 15 - 16 | Run by the local military                 |
| 17 - 18 | Run down and needs repairing              |
| 19 - 20 | State of the art with advanced technology |

## Temporal Fluctuation Zone

This area is in a kind of temporal flux and inside it time is...

| D20     | Temporal Fluctuation Zone                                    |
|---------|--|
| 1 - 2   | A window into alternate timelines                            |
| 3 - 4   | Different for each person                                    |
| 5 - 6   | Going faster than outside at x2 the rate                     |
| 7 - 8   | Jumping about to random time periods in this planets future  |
| 9 - 10  | Jumping about to random time periods in this planets history |
| 11 - 12 | Normal time frame but everything organic aging x10 as normal |
| 13 - 14 | Random (roll on here again each day)                         |
| 15 - 16 | Repeating on loop a 24 hour period                           |
| 17 - 18 | Running backwards – Normal speed                             |
| 19 - 20 | Stopped  |

Roll each time someone enters this zone

In terms of size, this zone is currently...

| D20     | TFZ - Change                              |
|---------|---|
| 1 - 4   | About to end/expire                       |
| 5 - 8   | Growing by 10% each day                   |
| 9 - 12  | Randomly changing (roll on here each day) |
| 13 - 16 | Shrinking by 10% each day                 |
| 17 - 20 | Staying the same size                     |

Its current size is...

| D20     | TFZ - Size      |
|---------|-----------------|
| 1 - 4   | 1d10 meters     |
| 5 - 8   | 1d10x 10 meters |
| 9 - 12  | 1d10 miles      |
| 13 - 16 | 2d10 miles      |
| 17 - 20 | 3d10 miles      |



## Terraforming Equipment

Terraforming equipment has been discovered and is...

| D20     | Terraforming Equipment                                   |
|---------|--|
| 1 - 4   | Crude but functional                                     |
| 5 - 8   | From an alien race changing the planet                   |
| 9 - 12  | Highly sophisticated and being used almost like a weapon |
| 13 - 16 | Left over from terraforming this planet in ages past     |
| 17 - 20 | Waiting to receive a start signal from home base         |

## Tractor Beam

Tractor beams are used to hold/move objects at a distance and this one is currently...

| D20     | Tractor Beam  |
|---------|---|
| 1 - 2   | Automated and functioning normally                              |
| 3 - 4   | Automated, but the programming is corrupted                     |
| 5 - 6   | Being remotely hacked into                                      |
| 7 - 8   | Functional but not holding anything right now                   |
| 9 - 10  | Is actively being used right now on a friendly or allied [ship] |
| 11 - 12 | Is actively being used right now on a hostile or enemy [ship]   |
| 13 - 14 | Is used to guide ships into a nearby [starport/landing zone]    |
| 15 - 16 | Requires power  |
| 17 - 18 | Run by one person who really needs a break                      |
| 19 - 20 | The site of a protest for some reason                           |

## Trade Centre

This trade centre is currently...

| D20     | Trade Centre  |
|---------|---|
| 1 - 2   | A place to buy illegal goods and services, for the right price and not in the open                                  |
| 3 - 4   | Busy and filled with traders and customers  |
| 5 - 6   | Caught in the middle of a trade war   |
| 7 - 8   | Closed but will open in a few hours   |
| 9 - 10  | Closed for refurbishment  |
| 11 - 12 | Dealing with staffing issues  |
| 13 - 14 | Having a centre wide 50% off sale   |
| 15 - 16 | Open, but very few customers are around and each merchant is fighting for your attention, sometimes quite literally |
| 17 - 18 | Openly selling good many other cultures and groups would declare illegal  |
| 19 - 20 | Rife with crime and corruption  |

## Trader

You have encountered a trade on your travels and they are...

| D20     | Trader  |
|---------|---|
| 1 - 2   | A trap from local slavers                     |
| 3 - 4   | Carrying illegal goods                        |
| 5 - 6   | Carrying rare goods                           |
| 7 - 8   | Carrying weapons                              |
| 9 - 10  | Friendly                                      |
| 11 - 12 | Heading to nearest [Trading Centre]           |
| 13 - 14 | Looking for guards/escorts                    |
| 15 - 16 | On a break and not wanting to trade right now |
| 17 - 18 | Unable to understand you                      |
| 19 - 20 | Wary of you, having just been robbed          |



## Transportation Station

Moving around this place would be much faster if you weren't walking. Luckily you have found...

| D20     | Transport system                   |
|---------|------------------------------------|
| 1 - 2   | [Teleporting System]               |
| 3 - 4   | Flight/Airport                     |
| 5 - 6   | Monorail/Maglev                    |
| 7 - 8   | Primitive (eg horse and carriage)  |
| 9 - 10  | Rail                               |
| 11 - 12 | Taxi – Flight/Air based            |
| 13 - 14 | Taxi – Land based                  |
| 15 - 16 | Taxi – Sophisticated and automated |
| 17 - 18 | Transport Tube                     |
| 19 - 20 | Water based (river, oceanic etc)   |

It is...

| D20     | Transport - Status                               |
|---------|--|
| 1 - 4   | Boarding now, get on quick if you want to use it |
| 5 - 8   | Broken/Non-functional and awaiting repair        |
| 9 - 12  | Empty – Pick wherever you want to sit            |
| 13 - 16 | Full – You'll have to wait for next one          |
| 17 - 20 | Not going where you want to go, but close to it  |

The cost is...

| D20     | Transport - Cost                            |
|---------|---|
| 1 - 4   | A fair price                                |
| 5 - 8   | Barter based on what you have or can offer  |
| 9 - 11  | Free (truly free)                           |
| 12      | Free – But they are leading you into a trap |
| 13 - 16 | High cost, probably not worth it            |
| 17 - 20 | Whatever you can afford, based on distance  |

## Trap

You should have looked where you were going because now you have been caught in a...

| D20 | Trap   |
|-----|--|
| 1   | [Dimensional Rip]                            |
| 2   | [Mine Field]                                 |
| 3   | [Temporal Fluctuation Zone]                  |
| 4   | Bear trap                                    |
| 5   | Drop cage                                    |
| 6   | Energy field - fluctuating                   |
| 7   | Energy Field – Stable                        |
| 8   | Folded/looped space                          |
| 9   | Giant man-eating plant                       |
| 10  | Hallucinogenic gas cloud                     |
| 11  | Maze/labyrinth                               |
| 12  | Net – Simple                                 |
| 13  | Net – Steelwire                              |
| 14  | Pit – and there is something else in here... |
| 15  | Pit - Spiked                                 |
| 16  | Pit filled with rancid water                 |
| 17  | Pit trap – just a hole                       |
| 18  | Quicksand pit                                |
| 19  | Slow acting acid                             |
| 20  | Other trap type                              |

## Treasure Hunters/Salvagers

As you explore you stumble across some treasure hunters who are...

| D20     | Treasure Hunters                      |
|---------|---------------------------------------|
| 1 - 2   | Aggressive and attack you             |
| 3 - 4   | Cautious                              |
| 5 - 6   | Celebrating a massive find            |
| 7 - 8   | Fleeing from locals                   |
| 9 - 10  | Friendly, but wary                    |
| 11 - 12 | Holding something that belongs to you |
| 13 - 14 | Leading you to a [Trap]               |
| 15 - 16 | Needing your help                     |
| 17 - 18 | Wanting to sell something they found  |
| 19 - 20 | Willing to work together              |



## Underground Entrance

You have found the entrance to an underground...

| D20     | Underground Entrance    |
|---------|-------------------------|
| 1 - 2   | [Colony – Abandoned]    |
| 3 - 4   | [Colony – Active]       |
| 5 - 6   | [Laboratory]            |
| 7 - 8   | [Prison]                |
| 9 - 10  | [Reactor/Power Complex] |
| 11 - 12 | [Rebel Base]            |
| 13 - 14 | [Research Station]      |
| 15 - 16 | [Settlement]            |
| 17 - 18 | [Slaver Base]           |
| 19 - 20 | [Warehouse/Stash]       |

This entrance is...

| D20     | Entrance status  |
|---------|--|
| 1 - 2   | Being attacked by raiders as you watch                 |
| 3 - 4   | Broken open from something outside                     |
| 5 - 6   | Damaged and can't be opened by normal means            |
| 7 - 8   | Easily opened by those inside                          |
| 9 - 10  | Hidden behind a waterfall                              |
| 11 - 12 | Intact but damaged by what looks like large claw marks |
| 13 - 14 | Little more than a hatch                               |
| 15 - 16 | Locked up tighter than a bank vault                    |
| 17 - 18 | Overgrown with weeds and plants                        |
| 19 - 20 | Very hard to find and well hidden                      |

Those inside are...

| D20     | Resident info                   |
|---------|---------------------------------|
| 1 - 4   | Dead                            |
| 5 - 8   | Alive but want to be left alone |
| 9 - 12  | Alive and need help             |
| 13 - 16 | Alive and willing to trade      |
| 17 - 20 | Alive and angry/hostile         |

## Vehicle

Your scouts have found a vehicle ahead. It turns out to be...

| D20 | Vehicle                  |
|-----|--------------------------|
| 1   | Bike - Powered           |
| 2   | Bike – Semi-powered/Push |
| 3   | Boat - Civilian          |
| 4   | Boat - Military          |
| 5   | Car – Armoured           |
| 6   | Car – Civilian           |
| 7   | Car – Flight capable     |
| 8   | Caravan/Mobile Home      |
| 9   | Construction Vehicle     |
| 10  | Emergency services       |
| 11  | Legal/Law enforcement    |
| 12  | Mech/Walker              |
| 13  | Tank - Light             |
| 14  | Tank/Tracked             |
| 15  | Train – Freight          |
| 16  | Train – Passenger        |
| 17  | Truck                    |
| 18  | Van                      |
| 19  | Van/Truck - Refrigerated |
| 20  | Other Vehicle            |

Its condition is...

| D20     | Vehicle - Condition  |
|---------|--|
| 1 - 2   | A few minor scratches  |
| 3 - 4   | Crude and not looked after                                       |
| 5 - 6   | Falling apart  |
| 7 - 8   | Looks like it has been put together in a rush, but is functional |
| 9 - 10  | Major battle damage  |
| 11 - 12 | Old, but clearly looked after                                    |
| 13 - 14 | Perfect condition  |
| 15 - 16 | Some bumps, scrapes and dents                                    |
| 17 - 18 | State of the art   |
| 19 - 20 | Typical for it type and age                                      |

## Volcano

Spying a volcano in the distance you send a probe to investigate it. When it returns you find out...

| D20     | Volcano                             |
|---------|-------------------------------------|
| 1 - 2   | A [Cave system]                     |
| 3 - 4   | A [Crash Site] is dangerously close |
| 5 - 6   | A [Prison] is over the lava         |
| 7 - 8   | A [Rebel Base] is near              |
| 9 - 10  | A [Research Station] is near        |
| 11 - 12 | A [Slaver Base] is close by         |
| 13 - 14 | Active                              |
| 15 - 16 | Almost ready to blow its top        |
| 17 - 18 | Is artificial                       |
| 19 - 20 | Its apparently dormant              |

## Warehouse/Stash

Stumbling across a warehouse you see...

| D20     | Warehouse/Stash  |
|---------|--|
| 1 - 2   | Contains medical supplies  |
| 3 - 4   | Full of food and drinks  |
| 5 - 6   | Full of illegal goods  |
| 7 - 8   | Guarded by highly trained para-military forces   |
| 9 - 10  | It has been ransacked and the owners have just turned up                               |
| 11 - 12 | It is under siege by locals claiming it contains much needed supplies stolen from them |
| 13 - 14 | Its empty and no-one is around   |
| 15 - 16 | Piles and bodies and blood and parts everywhere – The place has been wrecked           |
| 17 - 18 | Something technological and expensive is inside  |
| 19 - 20 | What appears to be an [Ancient Artefact]   |

## Wasteland

This area of the planet can best be described as a wasteland and...

| D20 | Wasteland   |
|-----|---|
| 1   | A mystery as to what caused it  |
| 2   | Authorities are trying to evacuate the area as things are about to get much worse             |
| 3   | Being studied by local scientists   |
| 4   | Considered holy ground by local sentient beings   |
| 5   | Electronics and such like are fried on entering the area unless shielded                      |
| 6   | Everything here is twisted and altered unpleasantly   |
| 7   | Everything is contaminated with radiation and decay   |
| 8   | Full of mutated creatures   |
| 9   | Has some plant life returning   |
| 10  | Home to a power entity  |
| 11  | It appears to be held back from growing by a series of sophisticated fences and energy fields |
| 12  | It was deliberately made for some reason and kept under control                               |
| 13  | It's getting larger everyday  |
| 14  | Moisture is sucked out of anything that contains it if you stay here too long                 |
| 15  | Only appears to be a wasteland, otherwise pleasant location                                   |
| 16  | Plants cannot grow here   |
| 17  | Radiation storms ravage the landscape   |
| 18  | Was the site of a man-made disaster quite recently  |
| 19  | Was the site of a natural disaster  |
| 20  | Was the site of a war or powerful weapon detonation   |



## Weather Control System

A weather control system can make life better for those who live on a planet. This one is...

| D20     | Weather Control  |
|---------|--|
| 1 - 2   | Ancient and complicated                                      |
| 3 - 4   | Being protested against as "nature should not be controlled" |
| 5 - 6   | Being used as a weapon platform control station              |
| 7 - 8   | Being used only in one small area                            |
| 9 - 10  | Damaged, but repairable                                      |
| 11 - 12 | Experimental and unpredictable                               |
| 13 - 14 | Offline, but functional                                      |
| 15 - 16 | Sentient/Self Aware  |
| 17 - 18 | Working perfectly  |
| 19 - 20 | Works most the time  |

## Winged

You find a winged creature in front of you. It is...

| D20 | Winged                       |
|-----|------------------------------|
| 1   | Able to speak telepathically |
| 2   | Aggressive                   |
| 3   | Being hunted by locals       |
| 4   | Clearly artificial           |
| 5   | Considered holy by locals    |
| 6   | Dead                         |
| 7   | Flying above you closely     |
| 8   | Following you around         |
| 9   | Friendly, but cautious       |
| 10  | Friendly, but stupid         |
| 11  | Guarding its nest            |
| 12  | Has cybernetic implants      |
| 13  | Humanoid in features         |
| 14  | Ignoring you                 |
| 15  | In need of medical help      |
| 16  | Insane/Rabid                 |
| 17  | Mistaken you for lunch       |
| 18  | Much larger than you         |
| 19  | Needing food                 |
| 20  | Warning you about something  |

## Zoo/Preservation

A zoo can be a good location to help and protect animals or to show off wealth of the owners. This one is...

| D20 | Zoo/Preservation  |
|-----|---|
| 1   | Full of dead animals and people   |
| 2   | Is part of a theme park   |
| 3   | Known for treating the creature here badly  |
| 4   | Last known location of a breeding pair of valuable animals                          |
| 5   | Looking for new "exhibits" to show its visitors and you look like a perfect subject |
| 6   | More like a lab than a zoo  |
| 7   | Offering free tours round the park  |
| 8   | Owned by the locals as an animal preservation area                                  |
| 9   | Privately owned but will allow visitors if the price is right                       |
| 10  | Privately owned with no visitors allowed  |
| 11  | Resembles a safari park where the animals can roam free                             |
| 12  | Specialising in animals not found naturally on this planet                          |
| 13  | Specialising in apes/monkeys  |
| 14  | Specialising in aquatic animals   |
| 15  | Specialising in avian lifeforms   |
| 16  | Specialising in insects   |
| 17  | Specialising in pride animals (lions, tigers etc)                                   |
| 18  | Specialising in rare creatures  |
| 19  | Trying to figure out what is causing its animals to slowly die one by one           |
| 20  | Well-loved by locals and the animals are looked after to the highest standard       |

For specialisations, this means the local equivalent, not necessarily terran lions or tigers etc.