

PRIME DIRECTIVE

01

Spaceflight, Prime Directive, Resource Needed

A planet is the only source of a needed rare element for light years, but its people are hostile to aliens.

Getting the PCs Involved:

- The PCs' ship's drive has broken down near this planet. The rare element is needed to repair the drive.
- A colony is suffering from a disease. The element is needed to make an antidote.

Encounters:

- The PCs must avoid the planet's 20th century earth radar & satellite technology.
- The rare element is used in a large military craft such as an aircraft carrier or airship. If the PCs attempt to infiltrate, they would do well to search for an isolated craft.
- Alternatively, the PCs could approach a mine. It will be guarded, but likely isolated and the guards will be less prepared.
- The PCs can also use scanners (if the ship has them) to search for the element where it hasn't been discovered. However, the location is likely remote and the element is difficult to extract.

Follow-up Adventure Ideas:

- If the PCs are spotted, they may be hunted by an intergalactic government for meddling with a culture.
- How much longer will the replacement element power the ship's drive?

Make it Fantasy:

The element is needed for creating a magic item.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

SIDEQUEST DECKS: SCIENCE FICTION

Future, Spaceflight, Time Travel, Cyber Fiction

Need science fiction adventure ideas including ways to get the adventure started, several possible encounters along the way, and a couple of follow-up possibilities? Use our **SideQuest Decks: Science Fiction!**

Each card helps you build a dynamic adventure!

Draw a card for an adventure outline. The outline includes backstory, ways to get the PCs involved, encounter possibilities, and follow-up ideas. The other side of the card is the most important map for that adventure. Need more maps? Borrow one from another card.

Each adventure in this deck has a Science Fiction theme/setting. However **each card also has a note on how to turn it into a fantasy adventure.**

SideQuest Decks are perfect for stocking a hex crawl or developing a side trek on the fly, or even chain several together for an entire campaign!

Writing: Joe Wetzel

Editing: Chad Mercer, Daniel Shaefer

Cartography:

Keith Curtis, Matt Jackson, Dyson Logos, Joe Wetzel

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

CENTAURI MANHUNT

03

Space Colony, Escape, Bounty

On a colony world in a larger empire the PCs (or one PC) has a bounty on his/her head.

Getting the PCs Involved:

- The PC(s) committed a crime and now the state has placed a bounty. Even if they didn't commit a crime against their home government, it may be a neighboring kingdom that wants them.
- The charges may be trumped-up or a mistaken identity. However, for now, the PC(s) are wanted.

Encounters:

- Around dawn or dusk, the PCs notice the street seems clear of bystanders. Ambush!
- Depending on how the PCs guard themselves, they may be attacked the next time they rest by the same or another bounty hunter.
- The PCs may try to get info from the bounty hunters to decide where to escape or how to end the bounty.
- The next hunter they encounter will be reinforced and perhaps have the assistance of the star-police.
- The PCs find a way to meet the authorities on their own terms or send an emissary to settle things.

Follow-up Adventure Ideas:

- Even if the bounty is cancelled, a bounty hunter may not know the bounty is void.
- Do the PCs want to settle a debt with the framers?

Make it Fantasy:

The star police are the town/royal guard.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

DOOMSDAY MACHINE

02

Spaceflight, Giant Spacecraft, Mystery

An ultimate weapon—a planet killer—was created by one side during an interstellar war. It destroyed both sides, and continues to seek planets to destroy.

Getting the PCs Involved:

- The PCs are in port when an outpost on an outer planet is destroyed.
- A PC receives a disturbing message from a family member about the impending disaster.

Encounters:

- If planet-bound, the PCs have to get to their ship. This is not easy because of the panic to get off-planet.
- Even if not planet-bound, there is a lot of ship traffic.
- The PCs have to avoid an astronomical obstacle (asteroid, comet, etc.)
- The planet killer is impervious to the PCs' ships weapons, but it also ignores them.
- The maw of the planet killer has a small access port.
- Once inside, the party may try to find a self destruct, turn off its defenses, or cut its power.
- Robots attempt to stop the PCs.

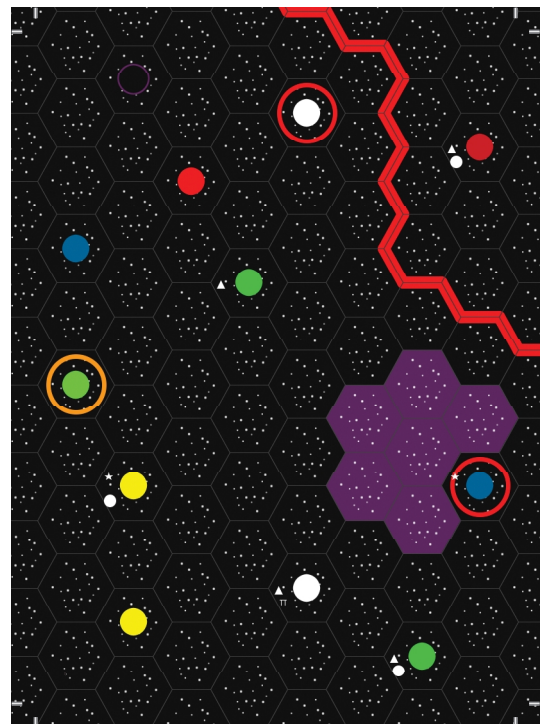
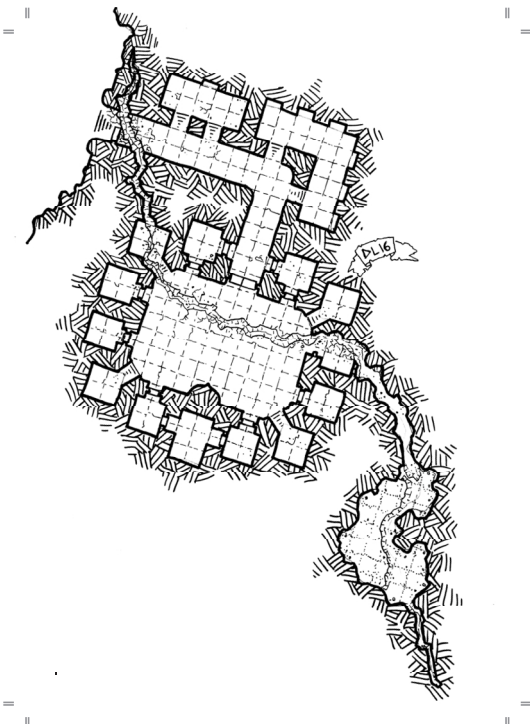
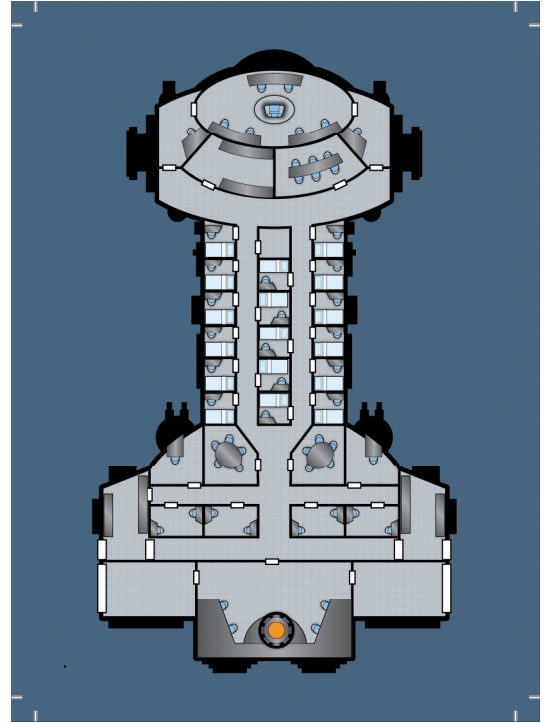
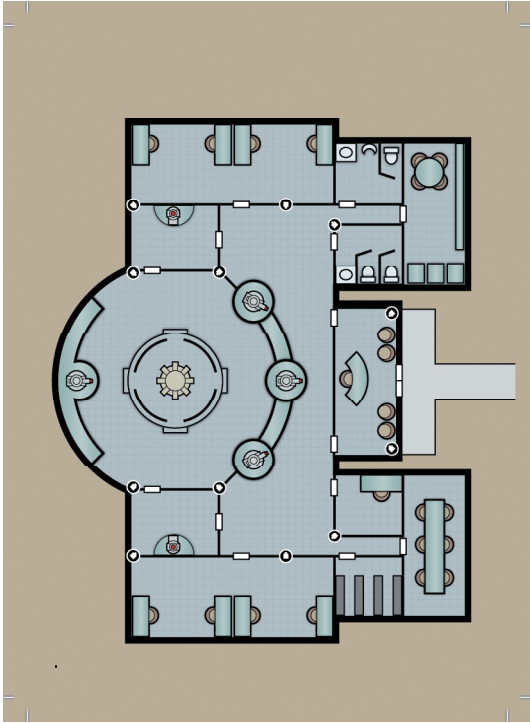
Follow-up Adventure Ideas:

- The nearby planet celebrates the honored guests.
- The PCs and the government researchers may wish to learn more about the planet killer if still intact.

Make it Fantasy:

The planet-killer is a sea-demon swallowing a city whole.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



INFESTATION

05

Spaceflight, Horror, Aliens

The party's ship receives an urgent distress call.

Getting the PCs Involved:

- A PC has a friend or relative aboard the ship and recognize the ship's name.
- The PCs were already sent to find the missing ship.

Encounters:

- Only an automated distress call is heard. No survivors are able to reply.
- Life signs, including humanoid, are detected aboard.
- Lighting on the planet is poor even during the day. The landscape is barren and dreary and the atmosphere constantly clammy.
- The ship only has emergency lighting.
- When the PCs board, they are ambushed by predatory aliens.
- Another ambush occurs in the next corridor, from above and below.
- Yet another alien ambush occurs in another room. These aliens have a special ability that compensates for the PCs last attack strategy.
- Most of the crew have been kept alive in one room for breeding more aliens. The aliens are concentrated here, and others will fall back to this spot.

Follow-up Adventure Ideas:

- Can the alien tissue in the crew be safely removed?
- What caused the ship's "accident?"

Make it Fantasy:

The ship is a naval ship infested with monsters.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

HUMANITY'S VERDICT

04

Cyber, Robot, AI, Singularity

A robot has gained sentience and judged humanity... lacking. It is beginning to address the problem.

Getting the PCs Involved:

- The robot's owner, an AI researcher, is a friend. The researcher calls for help from his lab late at night.
- The robot evaluates the PCs as a dangerous foe. It invites them to the research facility and sets a trap.

Encounters:

- The building's guard is away, but they hear his voice tell them to enter and the location of the lab.
- The PCs may notice communications are dead in the building, even their own comms.
- It emulates the researcher's voice and invites the PCs in. Lasers are pointed at the entrance.
- The robot mocks the party, especially if anyone is critically wounded.
- Other machines in the lab are rigged to attack. (3D printers shoot hot plastic, laser or water cutters come on as the PCs pass, etc.)
- If the party splits up, the robot may overpower a PC with pure strength.

Follow-up Adventure Ideas:

- A funeral is held for the researcher.
- Did the robot's essence escape across the internet?

Make it Fantasy:

The AI robot is a summoned demon.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

SEEK & RECOVER

07

Spaceflight, Investigation, Advanced Tech

An experimental starship was stolen. The technology is worth a lot to the PCs' government or others.

Getting the PCs Involved:

- The PCs are known troubleshooters and because they are nearby, the officials turn to them for help.

Encounters:

- The PCs may look about the ship's docking bay for clues. They may find residue of alien creatures or a discarded device that disguises the wearer.
- Looking over lists of guards on duty may point to all of them having visited one sector recently.
- Is there a way to track the spent fuel of the ship?
- The PCs have an opportunity to catch up to it. To avoid suspicion, it wasn't flying directly to the alien/other government's space.
- Once alerted to the direction of the stolen ship and told to look for it, a space station reports sighting it.
- Are aliens waiting at the rendezvous? Are the systems working properly, or are some too experimental? Do the PCs have allies arriving just in time?

Follow-up Adventure Ideas:

- The PCs are offered a ship upgrade of one of the experimental technologies.
- How close did the ship make it to the other territory? The closer they were, the bigger the interstellar pains.

Make it Fantasy:

The ship is a naval ship.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

THE ASTEROID

06

Spaceflight, Exploration, Dead Civilization

An asteroid was hollowed out by an ancient spacefaring civilization. It has many small tunnel excavations, each with several mini ships that can be used to transport travellers to far off locations instantly.

Getting the PCs Involved:

- The PCs are passing by and notice the asteroid's mass doesn't match its size.
- The PCs are already investigating the strange solitary asteroid.

Encounters:

- The asteroid has a rudimentary defense system that is not designed to work against the party's ship's weapons. The PCs may land easily with only a scare.
- There are no signs of life. There is also no power.
- The PCs discover hundreds of small ships, each in its own launch tube, on the asteroid.
- The asteroid's computers can be accessed. They were observing the people of the nearest planet thousands of year ago. There are no recent records.

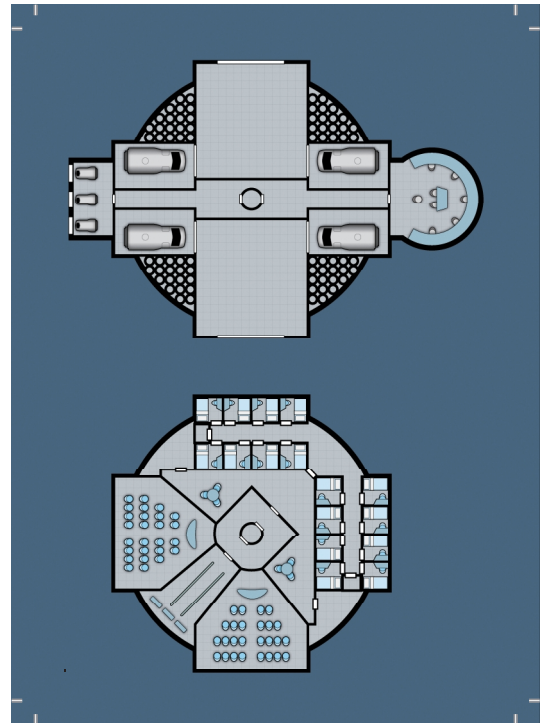
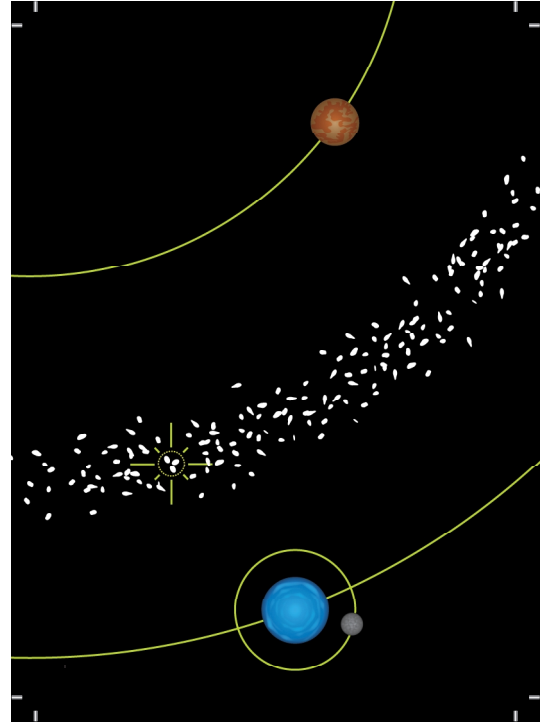
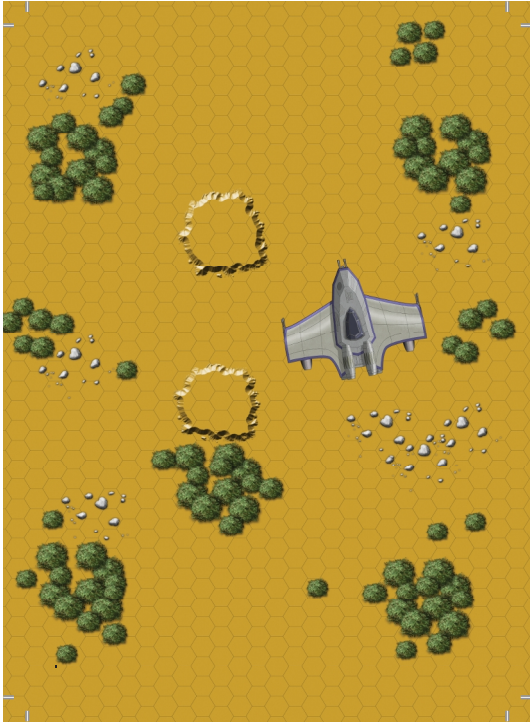
Follow-up Adventure Ideas:

- Why was the asteroid evacuated?
- Is there a way to determine where the ships go in advance. Is there a way to set the destination? Reverse engineer the technology?

Make it Fantasy:

The complex is deep underground, with portals to other realms.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



SPACE MONSTER

09

Spaceflight, Space Monster, First Contact

The PCs' ship is attacked by a space monster as the monster tries to protect its eggs.

Getting the PCs Involved:

- The PCs are travelling through the star-system when they are seemingly randomly attacked.
- The PCs have been contacted to study a group of strange asteroids made of a valuable energy.

Encounters:

- The monster attacks. Its abilities are similar to a spaceship, but it is organic and can survive in space.
- It stays between the party's ship & the asteroids.
- The PCs notice the asteroids are unusually round.
- Communication with the creature is impossible, at first. If they back off and approach very slowly they may have a chance of getting it to calm down.
- It has some telepathy, when not ruled by emotion.
- The PCs may be able to detect that each asteroid has one large life sign.
- The creature is the last of a dying species trying to re-establish its race.

Follow-up Adventure Ideas:

- If the PCs destroy the creature but then realize what the eggs are, xenobiologists may be called in.
- If the parent survives it may have information the PCs need of suspicious things in this sector.

Make it Fantasy:

The alien is a misunderstood sea-monster.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

CRY FOR HELP

08

Spaceflight, Escape, Steal a Starship

A resistance homeworld is surrounded by an imperial blockade. The resistance needs a ship to rendezvous with their own fleet and create a distraction.

Getting the PCs Involved:

- The PCs are established in the resistance and ordered to undertake the mission.
- A relative is in the resistance. While helping him, the PCs are the only ones near an imperial ship.

Encounters:

- The resistance's leaders know a small imperial scout ship has landed in an unpopulated area. It may be possible for a small team to steal it.
- Scouting the landing site, it has only two guards. If attacked, they attempt to take off or send a signal.
- The scout ship will get the PCs to the blockade, but they're attacked if they don't have codes.
- The resistance fleet can easily destroy the pursuing ships once the PCs' ship gets near the rendezvous.
- The resistance fleet makes a distraction on one side of the blockade, creating an avenue for the resistance's planetside fleet (hidden underground) to escape from the other side.

Follow-up Adventure Ideas:

- The PCs may now have an imperial scout ship.
- The PCs are given an even more dangerous mission.

Make it Fantasy:

Warring kingdoms serve as the setting.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

THE GAME

11

Cyber, Conspiracy

An addictive game, with special goggles, is used by another government/aliens to get back at the PCs.

Getting the PCs Involved:

- A PC "wins" a free copy of the game at a festival.
- The party sees many people are engrossed in it.

Encounters:

- NPCs/PCs who have tried it, cajole other PCs to play.
- Every time a PC tries it, it is harder to resist returning.
- PCs see more and more people playing it. Not just those who are relaxing; people are playing while working, travelling, etc.
- If the PCs are all in the game together (or while separated from any PC not in the game) the other group makes their move. The PCs are convinced to steal something valuable, release a prisoner, etc.
- The PCs have a chance to break free of the control. Any PC who took precautions has a better chance.
- PCs may have to go against other PCs.
- One way (the object is stolen by the PCs and dropped off for the other group, etc.) or another (the ruse is thwarted) the game ends.

Follow-up Adventure Ideas:

- The PCs may need to undo whatever they did, but they have to prove themselves innocent first!
- Is there a way to discover who is behind the game?

Make it Fantasy:

The game/goggles are a cheap magic item.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

SPACER ACADEMY

10

Astronaut UN, Training, Conspiracy

Aliens have infiltrated Spacer Academy and plan a takeover of Spacer Command.

Getting the PCs Involved:

- The PCs are new recruits to the academy.
- The party is returning to base and needs to update some training, so they are at the academy.

Encounters:

- The PCs notice their instructor's personality is completely different from the prior day.
- Other students reveal which instructors are "different."
- If the PCs ask too many people about the instructors' personalities, a group of "MPs" will ambush the PCs and take them for questioning.
- The PCs may notice a clue about the suspicious instructors: each has a strange scar on their neck.
- The party must find the top school official without the scar...but he's controlled too: The alien hid the scar to draw out the most suspicious students!
- If the PCs reveal what they know to the top school official they are put in the brig; soon to be alien hosts.
- The PCs must go to a fleet official outside the school to get real help. Only then are aliens rounded up.

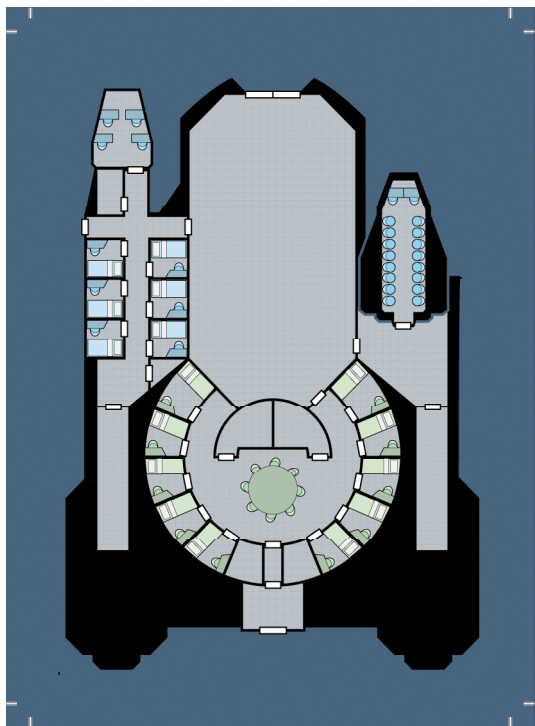
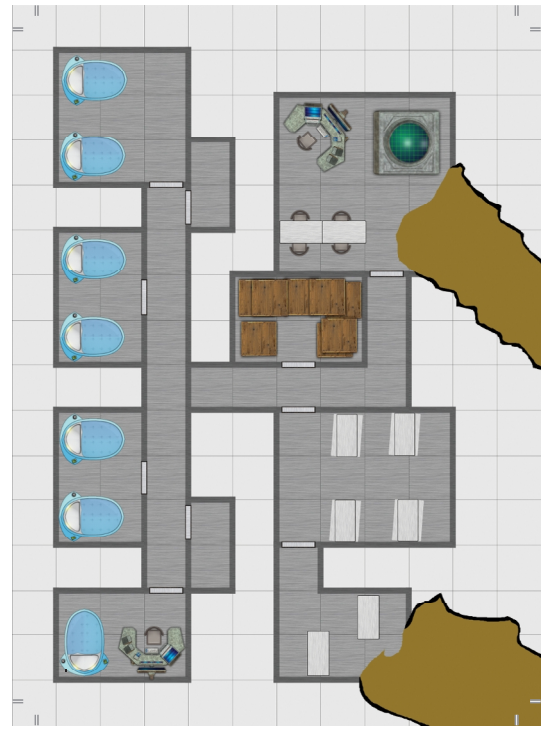
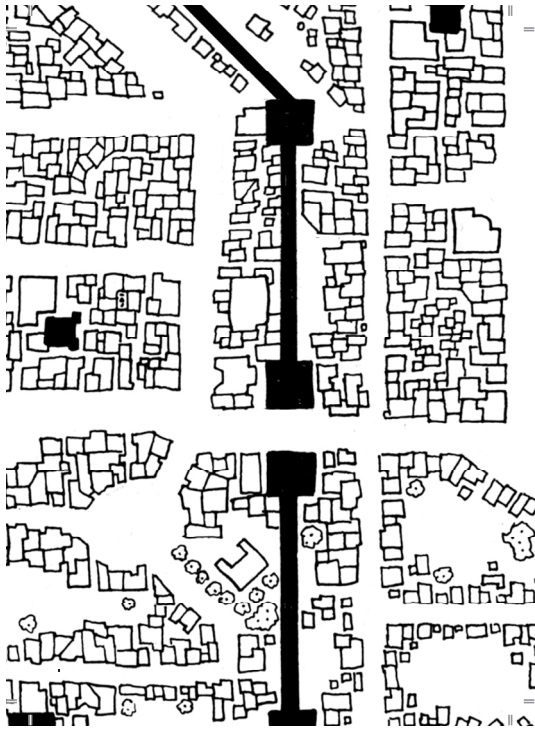
Follow-up Adventure Ideas:

- Or were they? Is there another official outside the school ready to start the plot again?
- The PCs are given a prized assignment.

Make it Fantasy:

The aliens are demon masters of an evil cult

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



NON-CARBON LIFE FORMS

13

Space Colony, First Contact, Unusual Aliens

A mining crew on a valuable asteroid has gone silent. The party investigates.

Getting the PCs Involved:

- The PCs are flying near the asteroid when they hear a cry for help via a local radio beam.
- The PCs take a contract to investigate the asteroid where the mining crew lost contact.

Encounters:

- PCs detect no life (if their ship can) and can land.
- The crew's quarters seem fine. The dining hall still has food on the tables, now cold.
- As the PCs continue, rumbling comes from the mines.
- The party encounters giant worms based on silicon or another substance not known to support life.
- Short of destroying the asteroid, the PCs will lose a battle. Most weapons do no harm to the worms. But they will likely need to learn for themselves.
- After an initial battle, the worms make contact. A silicon humanoid approaches them, arms raised.
- The silicon-human explains the substance mined is their food. They were defending their food supply.
- The worms didn't know until they digested the miners and absorbed their minds. Now they know our language and customs.

Follow-up Adventure Ideas:

- How does the fragile peace strengthen?

Make it Fantasy:

The asteroid is a remote mine.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

SPY GAMES

12

Interstellar Soldiers, Espionage, Escape

The PCs must get a spy (and his/her datachip) back to leaders of the other side.

Getting the PCs Involved:

- The PCs learn of a FUBAR-ed mission where a spy friend is hunted.
- The party is ordered by HQ to retrieve the spy.

Encounters:

- The PCs are given a device capable of locating the spy, if within 1 mile. (It tracks a subdermal implant.)
- The party needs to cross into enemy territory. They must take precautions or else they will be spotted.
- The spy is paranoid and needs proof from the PCs.
- If the PCs were not careful crossing the border, the PCs hear sirens coming.
- If the PCs run, the spy may have an idea to get away: jumping to the roof of adjacent buildings, sewers, etc.
- If capture looks likely, the spy will whisper a message, destroy the data, & commit suicide. The message has meaning to someone at resistance HQ.
- Anyone captured will be released in a prisoner swap a week later. The message leads to a safe deposit box with a duplicate data crystal.

Follow-up Adventure Ideas:

- The PCs may be asked to retrieve the duplicate data crystal if the original was not returned.
- A data may have info about the next assignment.

Make it Fantasy:

The data is a scroll and the locator is a magic device.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

MISUNDERSTANDINGS

15

Space Colony, Unusual Aliens, First Contact

Energy-based aliens are being harmed by a new colony's power systems.

Getting the PCs Involved:

- The planet's governor assigns the PCs to investigate.
- The PCs need something else from the colony and are already there (or headed there) for this reason.

Encounters:

- People at the colony, including the PCs once they arrive, can't sleep due to frequent headaches.
- Teenagers who have the headaches get the sense that someone else is in pain.
- PCs with some telepathic or magical powers that affect the mind may be able to get an image of the colony's power systems.
- In another day or so, without other action, those with mental ability (or teenagers the PCs befriend) are able to get a message: you are harming us.
- The power systems run into frequent brownouts. During brownouts, headaches are rare.
- The mental image to those sensitive shows a humanoid shape of energy in pain near the power.

Follow-up Adventure Ideas:

- Even if the power is shut off, the power is needed. Perhaps it can be shielded.
- The aliens are able to build up their ability to communicate given more time.

Make it Fantasy:

Colony is a frontier town; aliens are ethereal creatures.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

HIJACKED!

14

Spaceflight, Piracy

Imperial agents or bounty hunters attempt to capture the PCs by booking passage on their ship.

Getting the PCs Involved:

- The PCs (or the organization they work for) need cash and are approached by a group desperate to travel and willing to pay a high price.

Encounters:

- The passengers seem to be members of another group (for example: a crime lord) who also need to get away from the organization the PCs are against.
- The passengers are armed, but not excessively. They will surrender their weapons if asked twice.
- The passengers move about the ship as freely as possible, saying that they need exercise if asked.
- When the PCs are mostly resting (maybe only one or two on duty) the passengers sneak out and get their weapons if they know the location.
- If they can't get their own weapons, they will ambush the PCs one by one as the PCs walk the ship.
- If all PCs are captured are captured, they use their knowledge of the ships layout and systems to escape.

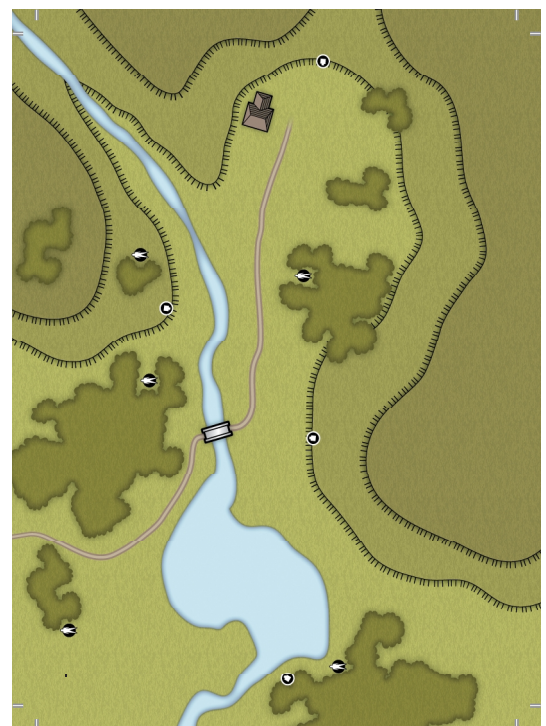
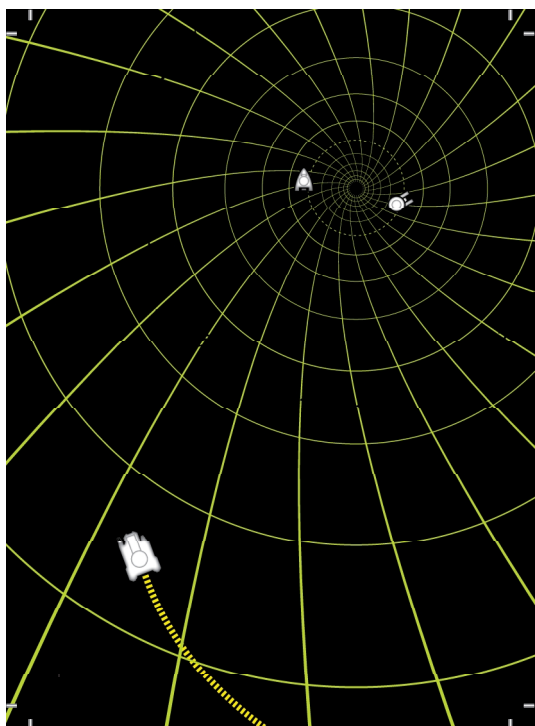
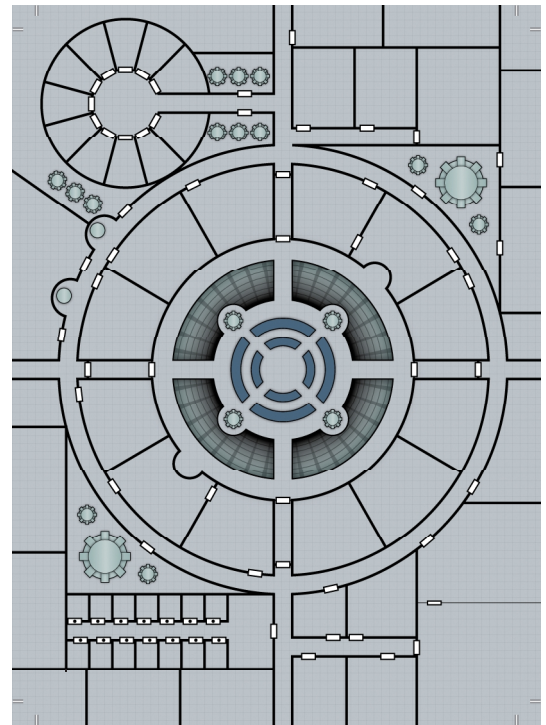
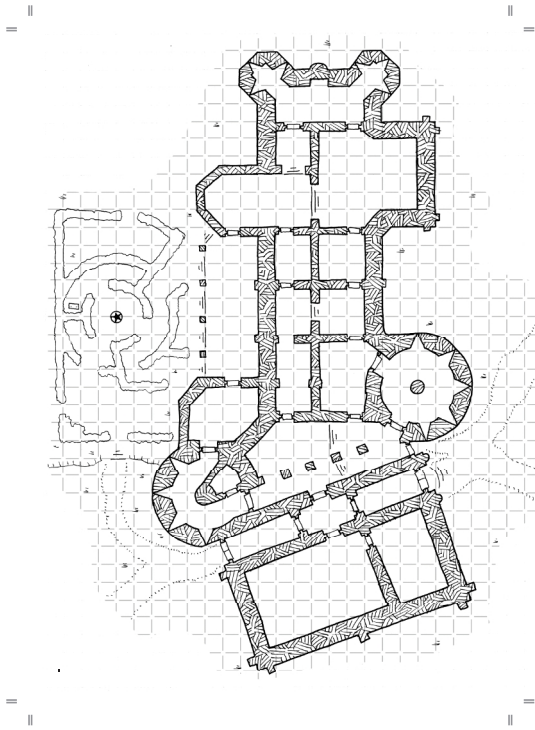
Follow-up Adventure Ideas:

- If the PCs can't escape and take back their ship, perhaps they can get away while transferred.
- If the passengers are captured, it is a major credit to the PCs. These are top agents for the other side.

Make it Fantasy:

The PCs are in charge of a naval ship or land caravan.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



GETAWAY ACCOMPLICES

17

Spaceflight, Infiltration, Large Ship

An enemy's capital ship is waiting to attack the party's allies whenever the allies make a run for it. The party is asked to sabotage the capital ship.

Getting the PCs Involved:

- The PCs are already aboard the capital ship as spies when they receive a message to ruin the capital ship's sensors, targeting systems, etc.
- The capital ship has forces searching for the party's allies. The leaders assign the PCs to take out a squad and use its ship to board the capital ship.

Encounters:

- If not already aboard the capital ship, the PCs will need to ambush a small patrol. Then they need to overpower the pilot of the patrol's transport ship before he gets off a warning.
- Once aboard, the PCs must choose and find which system(s) to take out.
- The capital ship's computer systems will have some of this info, but fail to hack it properly and/or ask too many questions and it will alert security.
- The critical systems will be in a restricted area.
- When the critical system is down, the party must message their allies that an escape is possible.

Follow-up Adventure Ideas:

- Now the party must make their own getaway.

Make it Fantasy:

There is a naval blockade around the PCs' city.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

BACK IN TIME

16

Spaceflight, Prime Directive, First Contact

100 years ago, a book on renaissance technologies was lost during a stealth survey of a planet with a bronze age culture.

Getting the PCs Involved:

- The party's ship was disabled and this planet is the only one near enough to land.
- The PCs have been asked to check in on a planet that hosts a bronze age culture.

Encounters:

- The party knows they would run a great risk to interfere with this culture's development further.
- The PCs are able to use sensors to determine the substance/object they need (perhaps a large crystal?) is in a castle.
- The party must figure a way to get the object without showing their technology.
- Perhaps they can set up a meeting with the nobles by displaying a showy, but inconsequential item.
- In many cases, guards would best the PCs who are not experts at swordplay, bows, or even rudimentary firearms.

Follow-up Adventure Ideas:

- The party must report the planet's new tech level.
- Did the PCs leave anything else behind?

Make it Fantasy:

Invert this adventure: make the PCs residents of the planet visited by people from the future.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

THE HERMIT'S POWER

19

Space Colony, Resurrection, Wilderness

An old hermit has a device that can revive a creature by draining several others temporarily.

Getting the PCs Involved:

- A PC or PC's friend has died, and the party hears of a hermit who does miracles.
- Nearby townsfolk want the hermit banished for blasphemy. The PCs can earn a bounty.

Encounters:

- The hermit has monitoring devices watching the miles around his hovel.
- If the hermit suspects malice (he can sense emotions), robots defend the area.
- Other bounty hunters secretly follow the PCs because of a bounty recently placed on the hermit by a local religious group.
- Using the device, the hermit must temporarily drain life force from several others to revive another.
- While drained, there is an assault on the Hermit's dwelling.

Follow-up Adventure Ideas:

- Perhaps the hermit wants an apprentice or wants help moving to where he is more wanted.
- The hermit may ask the PCs to return the favor by performing a quest.

Make it Fantasy: The hermit is a sorcerer or dubious cleric with a strange ritual.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

TIME-SLIP

18

Spaceflight, Rescue, Black Hole

A scout ship is trapped near a black hole. Time is much slower close to a black hole.

Getting the PCs Involved:

- The party receives a distress call en route to another destination. Failure to investigate a distress call is illegal.
- The PCs are approached by those who hired the scout to investigate.

Encounters:

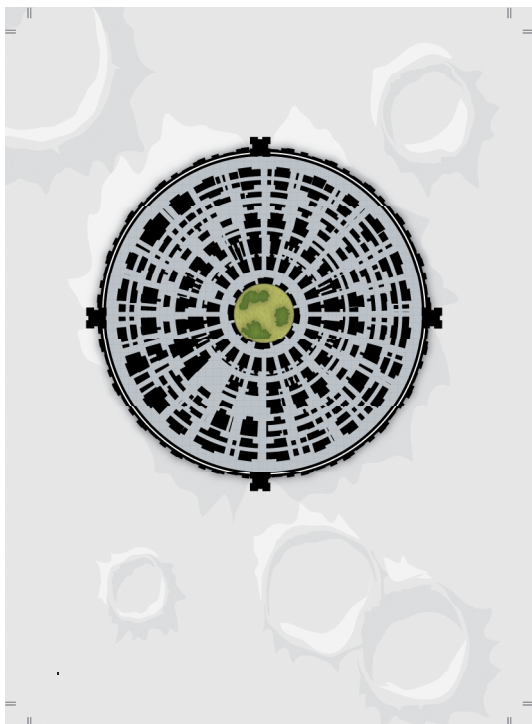
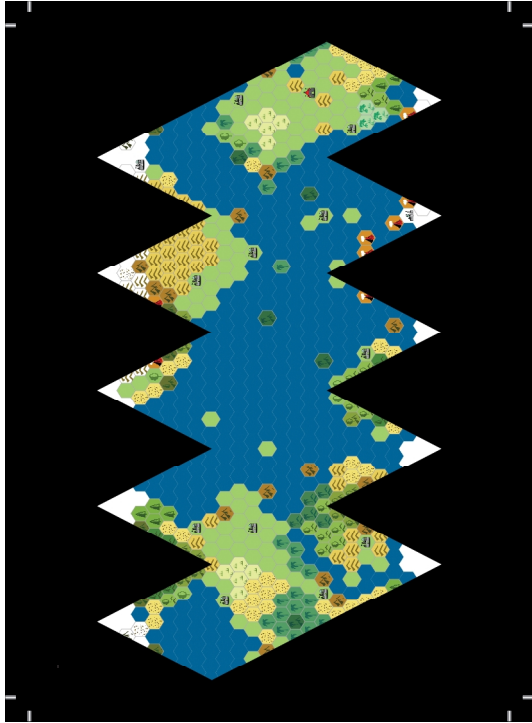
- The PCs get the distress call and spot the craft trapped in the black hole's gravity well.
- The ship's engineers will need to compute the needed thrust to get both craft out.
- The scout ship's captain's mind has been perverted by the black hole's energies. He sees a treasure ship nearby and wants it.
- Getting it is possible but difficult. (Use all fuel, push off other ship, etc.)
- After leaving, the PC's ship is attacked by raiders.
- Or perhaps the raiders come to the PC's rescue, demanding a hefty fee or a "favor".

Follow-up Adventure Ideas:

- How much time has passed, as time extends near a black hole?
- What is on the treasure ship, if it was real?

Make it Fantasy: This is a naval voyage near a whirlpool.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



THE LOST WORLD

21

Time Travel, Prehistoric

A portal on a mysterious planet sends the PCs to a prehistoric time.

Getting the PCs Involved:

- The party detects strange energies on a planet and investigates.
- The PCs are asked to investigate the disappearance of someone on the planet.

Encounters:

- Getting too close to the portal beams the group back in time. (No vegetation grows in the area of effect.)
- No refined metal or plastic comes through the portal.
- The party is beamed to a field of dinosaurs. Caves are nearby.
- The caves also have predators... There may be a great variety.
- There are several barbarian tribes: some peaceful, some not. One tribe attacks.
- The party is recalled after several days automatically or upon death.

Follow-up Adventure Ideas:

- Was there a butterfly effect? (Did history change?)
- Do the PCs wish to quarantine the planet?

Make it Fantasy:

The portal is the work of an evil magician trying to change his past. He may or may not still be in control of the portal.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

LAST CHILD OF XENON

20

Spaceflight, Alien Emporer, First Contact

A pod crash lands on a planet with the last survivor of planet Xenon. The child becomes an adult in transit, and forces himself as the planet's emperor shortly after landing.

Getting the PCs Involved:

- PCs are asked to make first contact with this world, which is about to make its first interstellar flight.
- PCs are stranded in space nearby. This planet has the highest tech level of those within a few months travel and has a needed resource.

Encounters:

- The party's ship is likely detected. The planet's ruler sends its (outclassed) air force to intercept.
- If the PCs need a substance here, they find a cache or mine through scans or an audience with the ruler.
- The ruler's regime is oppressive and wants the party gone quickly to avoid having his tyranny revealed.

Follow-up Adventure Ideas:

- The PCs get what they want and leave, but report on the planet's conditions.
- If the ruler's forces were (unexpectedly) effective, he may have plans to take over the sector.

Make it Fantasy: The PCs are exploring a new continent.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

ANOTHER KIND OF SENTIENCE

23

Space Colony, First Contact, Unusual Aliens

People have gone missing from a colony on a recently settled world. The planet's plants are a hive-mind.

Getting the PCs Involved:

- The party is at the colony for another reason and hear of the missing people.
- The colony sends a distress call and the PCs are assigned to investigate.

Encounters:

- The PCs may meet with the colony's leaders who assure the party no predatory animals exist on planet.
- The PCs may join the groups searching for the missing.
- The party will eventually find (or be directed to find) at least one of the missing in a field of flowers.
- The missing may be alive. If so, he or she remembers a strange dream, but not the details.
- A telepathic PC (or one with mind powers or the smartest) will fall into a coma when near the flowers.
- The PC wakes knowing the planet's flora doesn't want the colony here; the colony is destroying nature.
- Communication is easier thereafter for the special PC via a trance.

Follow-up Adventure Ideas:

- Does the party convince the colony to leave?
- Do the PCs find a way to make the colony a better or at least acceptable guest on planet?

Make it Fantasy:

The colony is a frontier town.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

OUTPOST ATTACK

22

Space Colony, Espionage, Moon Base

The party is asked to investigate a war crime on a civilian moon outpost.

Getting the PCs Involved:

- A UN-type group is looking for impartial investigators who are experienced troubleshooters.
- PCs were on the outpost, know about the crimes, and feel a moral imperative to investigate.

Encounters:

- Many exits from the outpost dome are restricted. All attempts to reason with the guards fail.
- The PCs have government minders who make everything difficult.
- A party member is given a secret note asking for a meeting at midnight.
- The resistance gives video recording of the crimes at a midnight meeting.
- PCs must get back to their room undetected and off planet quickly.
- Were the minders tipped off when the PCs leave? Is there an attempt to cause an "accident"?

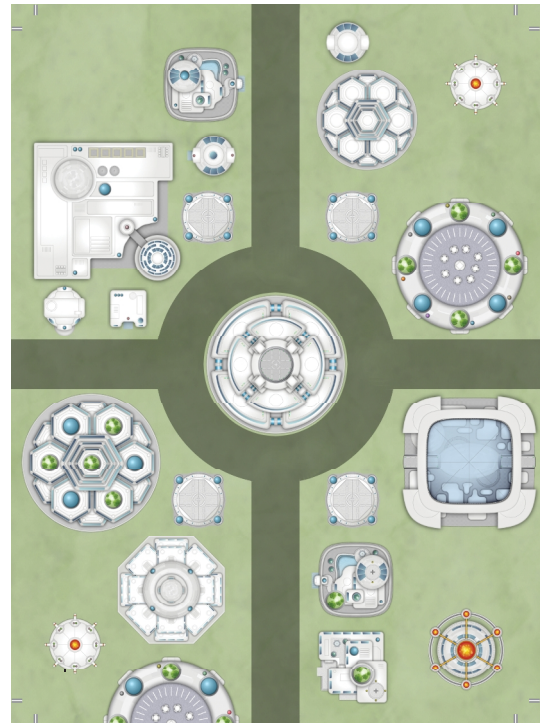
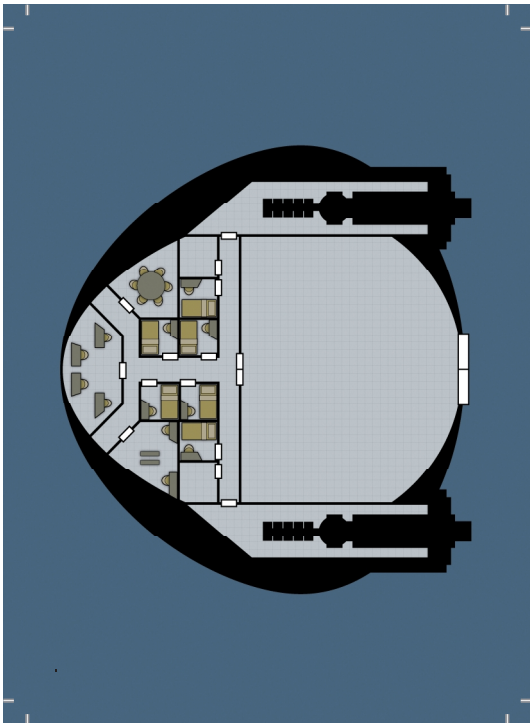
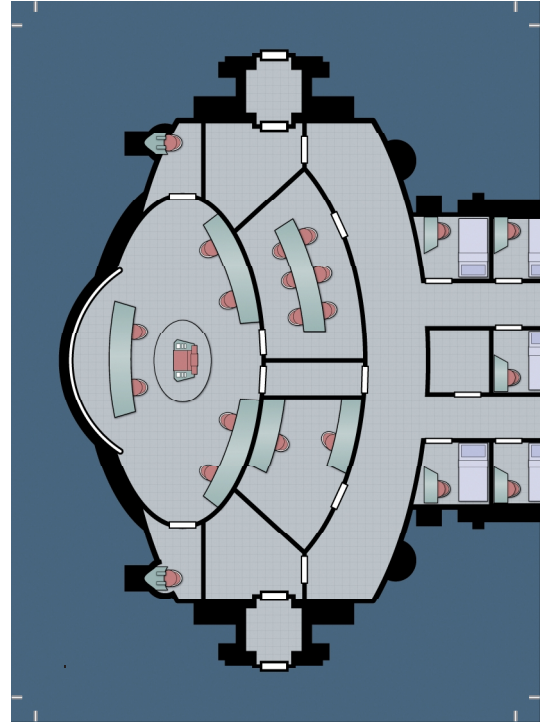
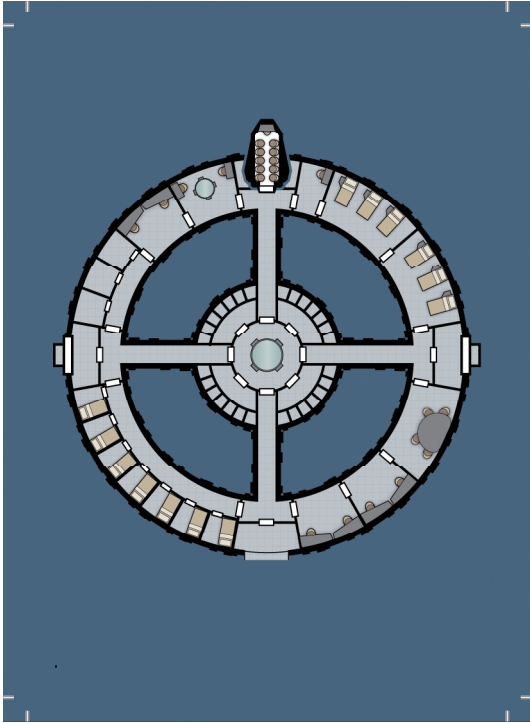
Follow-up Adventure Ideas:

- Is the video discredited when released?
- The PCs may be contacted again by the resistance.

Make it Fantasy:

Problem occurs at a frontier outpost—recording can be replaced with scrying by a magician.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



ANCIENT DEFENSES

25

Spaceflight, Ancient/Dead Civilization

The PCs are sent to scout a possible colony world. It is defended by a dead civilization's still active weapons.

Getting the PCs Involved:

- The party is assigned to scout the planet by spacer command.
- The PCs aren't on a specific mission. They simply travel too close to the planet.

Encounters:

- One of the planet's moons is not a natural moon. It is disguised with ash, but it fires on the PCs. The shot is very powerful, but misaligned. However, each shot gets closer...
- Another moon generates a tractor beam and tries to pull the ship into a landing bay.
- If the beam is not destroyed, the PCs will have to fight robot guards.
- If the PCs land on planet, an air strike attacks their ship at night.
- While the planet is a paradise, the planet's defenses are nearly unlimited.

Follow-up Adventure Ideas:

- Perhaps a command center may be found.
- Or the PCs' recon can be used for a later mission.

Make it Fantasy:

Make the planet into an ancient island civilization.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

ANOTHER FRANKENSTEIN MONSTER

24

Space Station, Monstrous Humanoids

A viral human transformation serum was accidentally released on a research station.

Getting the PCs Involved:

- The group's superiors learn of a facility making human-creature hybrids and send them to investigate.
- The party's space ship stumbles on an escape pod.

Encounters:

- The party notices the escape pod. If not careful, the party may release its occupant—a human-tiger.
- Notes in the pod's logs indicate that it was jettisoned from the research station and mentions the monsters. (The pod's occupant made the notes before the change was complete.)
- There were multiple serums that affect people differently, so each monster may have a different look and powers.
- If the party wishes to just blow up the station, they are messaged about a reward for the full research notes.
- They are promised a reward for tranquilizing the creatures in hopes that they can be cured...or just experimented on further.

Follow-up Adventure Ideas:

- Does anyone want to try an "improved" serum?
- Other scientists reach out to the PCs and ask for the notes to be destroyed.

Make it Fantasy:

This is a necromancer/evil cleric's "research" at his manse/tower.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

IT'S ALL TRUE!

27

Space Colony, Cult

On a remote colony, the prophesied end times for a religious group (thought of as just a pyramid scheme benefitting its founder) are coming true!

Getting the PCs Involved:

- A PC or family member is a member of the group. The rest of the party receives a message to come quickly.
- The PCs are on the colony for other reasons.

Encounters:

- Betan souls have taken control of several devout followers. These Betan souls are preparing the way for Unex the Destroyer.
- A defense shield is sabotaged. The PCs may be needed to help fix it, patrol nearby space as a defense, or find the culprits.
- A small fleet approaches. Unex is the rumored leader.
- The colony's missile defenses don't fire. The gunners have been overtaken by Betan souls.
- The PCs might be able to fight the fleet off with the small amount of help, or they may be forced to help evacuate.

Follow-up Adventure Ideas:

- If driven away, what's Unex's next step?
- If evacuated, do the PCs help take back the colony?

Make it Fantasy:

Unex may be a demon rising from below a remote monastery compound.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

TECHNO-VIRUS

26

Cyber, AI, Spaceflight

The party's ship has contracted a virus. All the systems are going haywire.

Getting the PCs Involved:

- These complications occur as the PCs are in flight to another mission.
- An enemy loaded the virus on the party's ship.

Encounters:

- The ship has small issues as the virus rewrites the ship's systems: too hot, foods taste off, etc.
- Access to the cargo hold is restricted when anyone tries to take inventory...
- Some manufacturing equipment is missing, although unlikely to be noticed.
- The AI creates an excuse to split the group. Look into outside sensor, etc. There is an accident.
- Attack bots emerge from the cargo hold.
- A computer expert needs to erase the AI or otherwise preoccupy it.
- Or perhaps shut the higher level functions down and pilot manually.

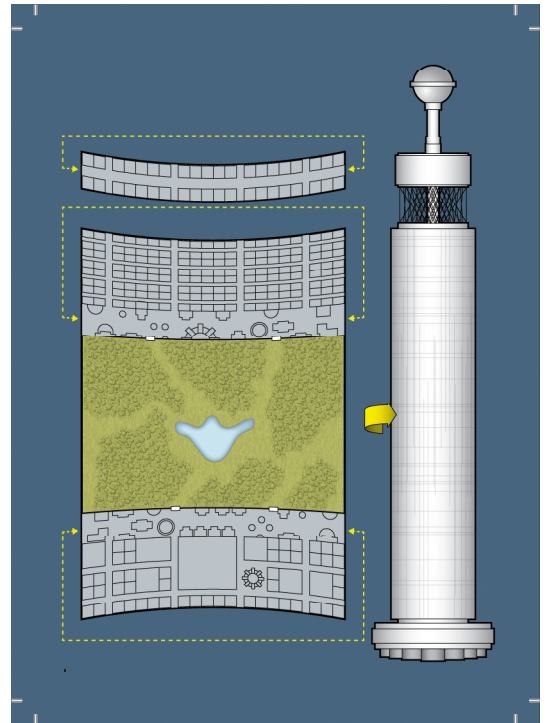
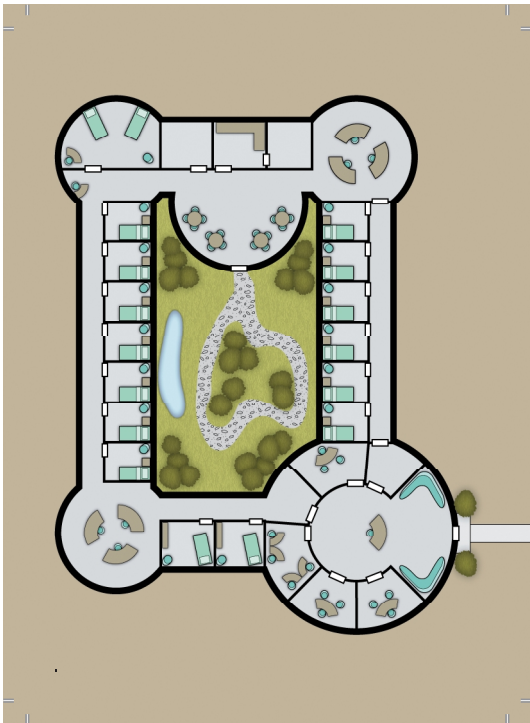
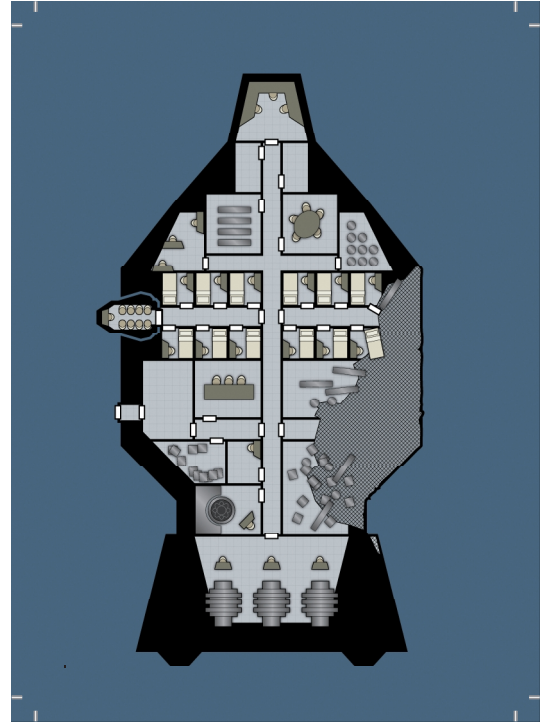
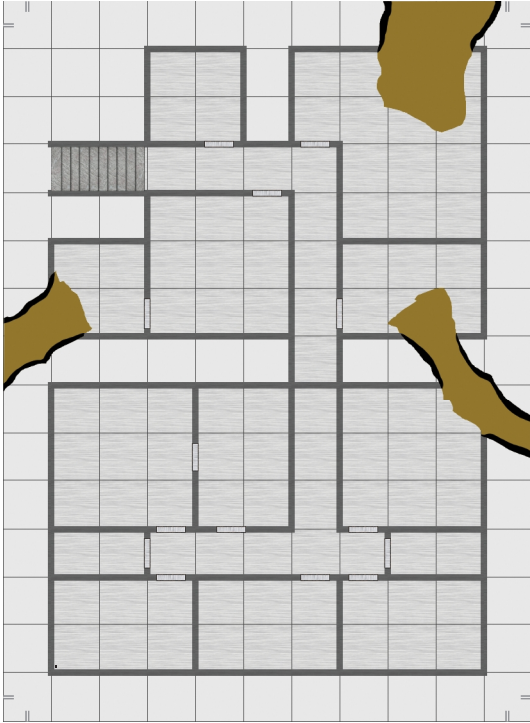
Follow-up Adventure Ideas:

- Is the virus really, completely gone?
- Does a researcher want to study the virus before it is wiped completely?

Make it Fantasy:

Gremlins are aboard the PCs' naval ship.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



SALVAGE OPERATION

29

Spaceflight, Shipwreck, Pirates

A wrecked starship is more than it seems.

Getting the PCs Involved:

- The PCs spot the ancient starship wreck while travelling.
- The PCs intercept pirate spacers' communications about the shipwreck.

Encounters:

- Pirates arrive at the same time as the PCs. Do they battle or make a truce to divide the loot?
- The ship has defenses against boarding: in one case a room fills with poison gas; a corridor is lined with hidden laser beams; etc.
- PCs with any form of power packs (laser rifles) may notice them drained after some time.
- There are many unusual devices worth a bounty: a weapons targeting system to be analyzed, a laser net weapon, and more.
- At some point the PCs or their ship may detect a message from the shipwreck to a distant galaxy.
- Another group of pirates arrive and want a cut...

Follow-up Adventure Ideas:

- How quickly do the ancient aliens show up?
- Do the pirates double-cross the PCs?

Make it Fantasy:

The starship is a naval ship or land caravan with ancient magic devices.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

TERRAFORMS

28

Space Colony, Aliens/Monsters

A terraforming project didn't account for a number of microbes. These evolved into threatening creatures at an intense rate. A colony on the world can't be contacted.

Getting the PCs Involved:

- The PCs have been hired by the research corp to discern why the colony can't be reached.
- The PCs were part of the terraforming effort. They are on the colony now or following its progress.

Encounters:

- The PCs spot surface ripples near the colony.
- Some surfaces in the colony are sticky. No bodies are found.
- Some underground rooms have destroyed walls leading to large (man sized) tunnels.
- While in an underground room/corridor, the wall collapses and creatures attack!
- Samples can be taken to see what these are... which the researchers are very curious about.

Follow-up Adventure Ideas:

- The next terraforming project will have to be adjusted to match.
- All of the creatures must be caught and quarantined or destroyed.

Make it Fantasy:

The colony is a new town located in purple worm or thogqua territory.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

DE-EVOLUTION

31

Spaceflight, First Contact, Colony Ship

A slow colony ship's populace has devolved into "creatures".

Getting the PCs Involved:

- The PCs receive a distress call while travelling.
- The colony ship was detected by the interstellar command and the PCs are ordered to investigate.

Encounters:

- The colony ship's systems are haywire. Some approaches are defended, despite the distress call.
- If they board, many levels are like an untamed zoo. Many creatures escaped and evolved/devolved over a millennia.
- The PCs may encounter a tribal people. Diplomacy is possible, but they only know of dangerous areas.
- The PCs do learn of "caretakers" through a message displayed to the PCs on a wall.
- Meeting the caretakers takes the PCs through a difficult area or two. (Due to creatures or haywire defense systems.)
- The caretakers admit they don't have enough people. Some knowledge has been lost and they can't keep up repairing the ship's systems.

Follow-up Adventure Ideas:

- Can the PCs help fix the systems? Get more help from interstellar command?
- Or get these people on faster-than-light ships.

Make it Fantasy:

The colony ship is a lost ark.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

THE TIME GUYS

30

Time Travel, Assistants/NPCs

An old man and a teen say they are time travellers, ready to help the PCs.

Getting the PCs Involved:

- The party gets themselves in a bad situation and need help. After this, they'll need more.
- The PCs are near a mental facility and see two guys running.

Encounters:

- The Time Guys show up when the party is in dire need. Or, if they aren't in dire need, the Time Guys say a dire situation is about to happen.
- The Time Guys wear clothing similar to mental patients; have devices that look like cobbled together ordinary electronics and drive a weird car/shuttlecraft with strange technology bolted on.
- An ordinary task is made more difficult by the Time Guys. Ex: You can't buy that weapon, it'll set off neutrino radiation!
- The Time Guys misuse an ordinary device. The effect still improves the situation anyway.

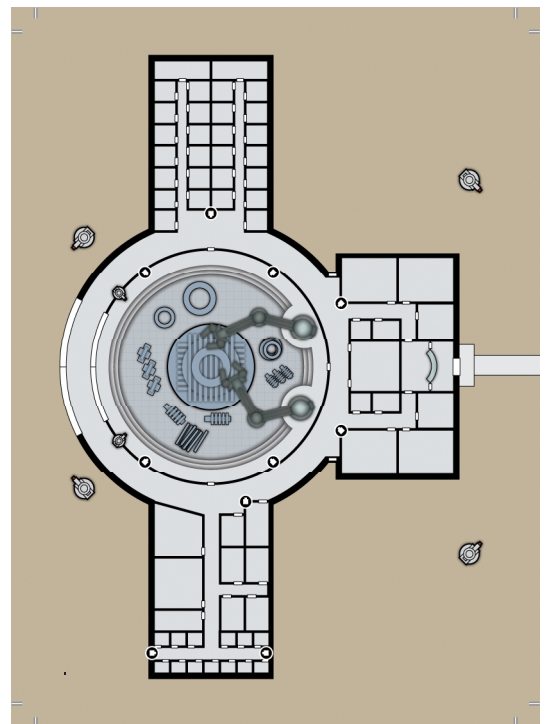
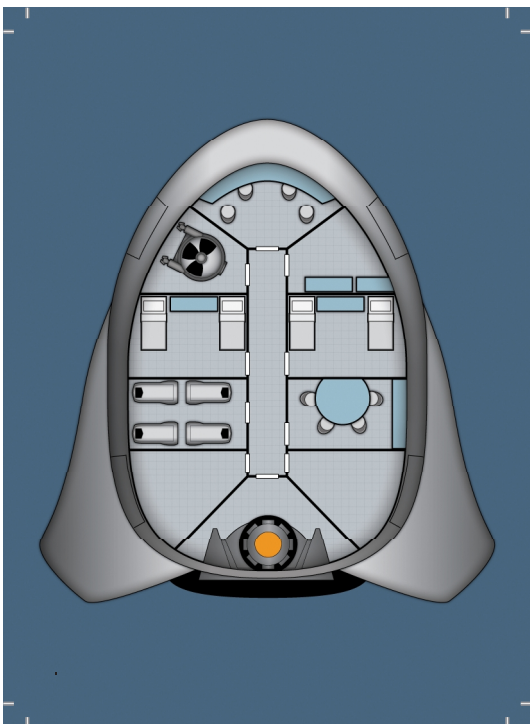
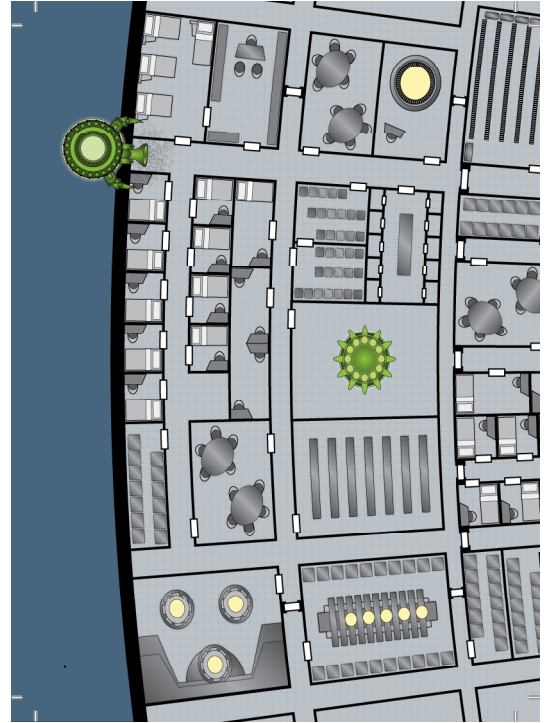
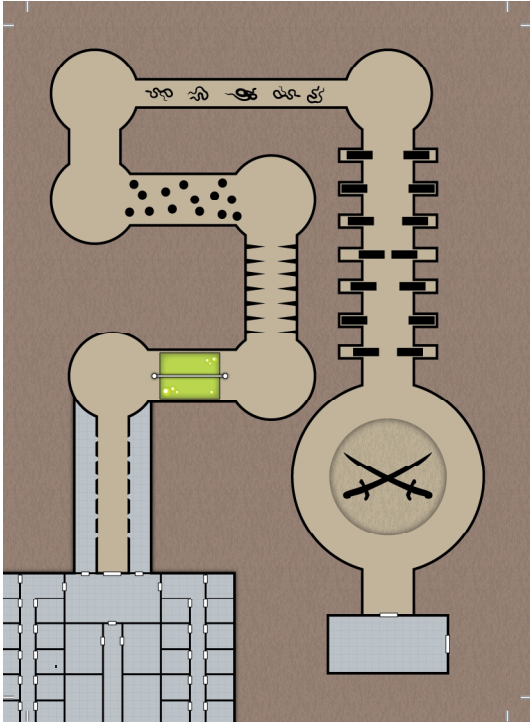
Follow-up Adventure Ideas:

- The Time Guys are taken to a psychiatric facility... but they'll show up again either by escaping or because their story is true.

Make it Fantasy:

The Time Guys pass themselves off as chronomancer wizards.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



GREEN 16 IS MISSING

33

Space Station, First Contact, Aliens

A section of a space station has been taken over and blocked off by an alien boarding force. It is now a methane environment.

Getting the PCs Involved:

- Space station command enlists the PCs to investigate a section of the station that has been sealed off. No communications work there either.

Encounters:

- As the PCs are getting ready to move in, an alien breaks through a wall and kidnaps a straggler!
- The environment is not oxygen based and uncomfortably hot. The party will need have a way to breathe (and avoid it being damaged.)
- These aliens are predators. They are good at guerilla tactics and ambushes.
- The PCs can work toward a power source they detect: the technology pod which changed the atmosphere. If destroyed, the aliens aren't as strong/effective.
- The PCs may also get the breaching pod the aliens used. It tells more about these aliens.

Follow-up Adventure Ideas:

- The breach pod may tell of the aliens' homeworld...

Make it Fantasy:

Monsters/demons have infiltrated part of a city instead of a space station.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

THE GETAWAY

32

Prison Escape, Corrupt Government

The PCs are arrested and sentenced on trumped-up charges. They are given the option of a contest or an obviously fixed trial.

Getting the PCs Involved:

- The PCs have already run afoul of the law. This is the result.
- The PCs have ruffled the wrong feathers and arrested via planted evidence.

Encounters:

- Weaponless, but able to sense their pursuers, the PCs may set an ambush.
- When the PCs collect weapons from the pursuers, the next hunters are better armed and more tactical.
- The party finds the bodies of other convicts, brutally killed.
- Outsiders (part of a resistance group) break into the zone and implore the PCs to help them break out others falsely arrested.
- The outsiders have the complex's plans, including sewers, air ducts, power lines, generators, etc.

Follow-up Adventure Ideas:

- How does the government spin the escape?
- The PCs better have a plan to get off-planet and out of the sector. Maybe the resistance group can help.

Make it Fantasy:

The complex has no power lines or generators.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

UNBALANCED POWER

35

Espionage, Weapons Research

A mighty weapon's plans have been stolen. Now an upstart empire is upsetting the balance.

Getting the PCs Involved:

- PCs have done spy missions before. They are enlisted for another.
- It was the PCs fault that the plans fell into the wrong hands. Honor requires they make it right.

Encounters:

- The PCs must slip into the empire's air space. If detected, defenses go up.
- The planet's people are xenophobes. The PCs look different and need disguises.
- The party needs to scope out the weapon base. Perhaps a hidden sympathizer was made known to them.
- How do the PCs destroy the base and get away?
- Now the research facility must be broken into. Another mole? Pose as cleaners?
- Perhaps the other side's spies discover the party's mission and lay a trap on the way out.

Follow-up Adventure Ideas:

- Were the plans copied to another research group?
- Eventually a weakness is found anyway.

Make it Fantasy:

The conflict occurs between warring kingdoms.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

TROUBLED SHIP

34

Cyber, AI, Aliens, Starship

A ship is rumored to have many issues—haunted, self-aware AI gone wrong, infested with alien vermin, random breakdowns, etc.

Getting the PCs Involved:

- The PCs need a ship and have almost no money. This one is cheap.
- The PCs "win" a ship put up as collateral while gambling. Its prior owner is secretly happy.

Encounters:

- The AI tries to lure the PCs into entering sleep pods, so it can change the gas mix.
- The AI causes a communications array to stop working. An external repair is needed and it tries to lure the PCs outside for an accident.
- The vermin bite sleeping PCs and infect them with a virus. It slowly turns them into aliens.
- A critical system breaks down at a critical time.

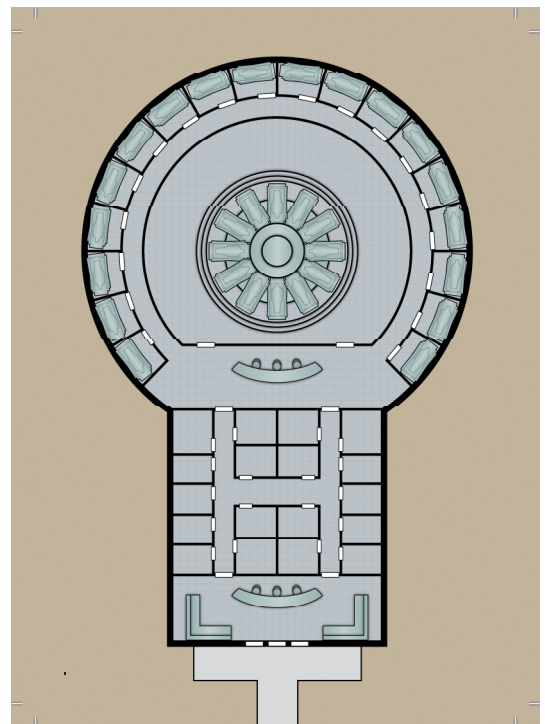
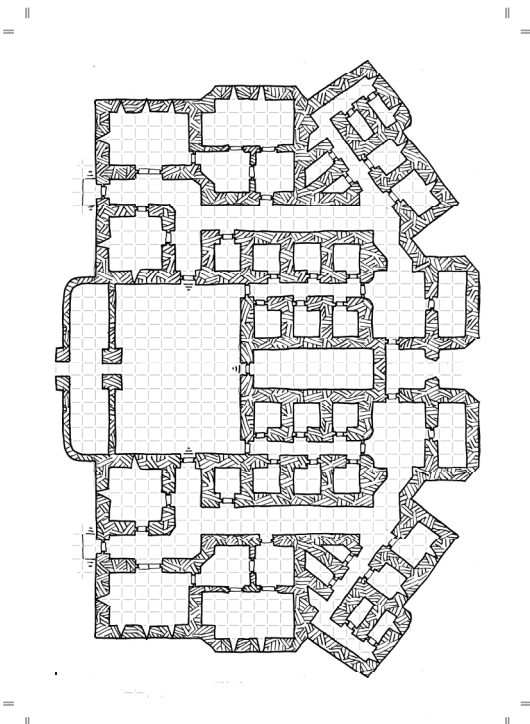
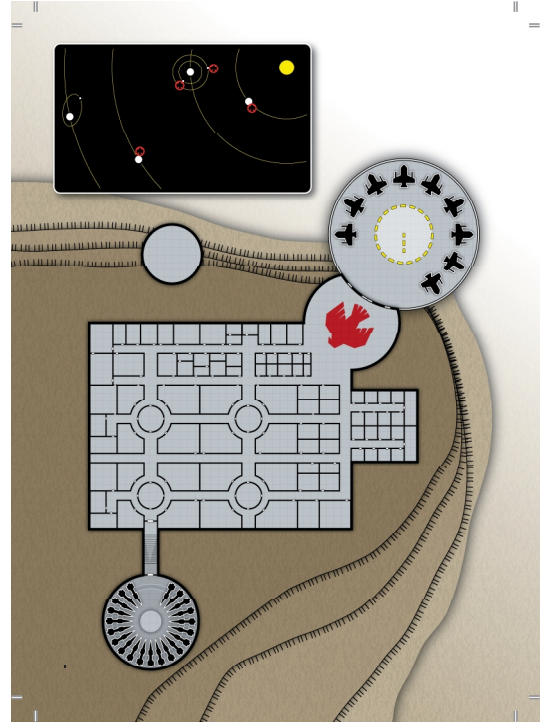
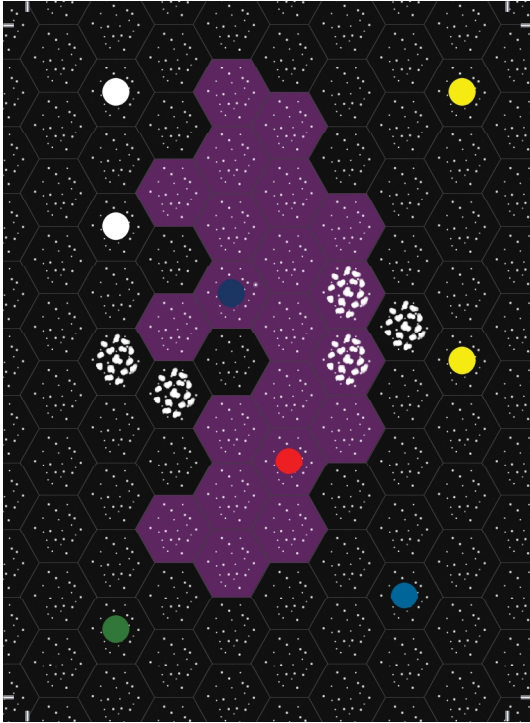
Follow-up Adventure Ideas:

- The PCs try to get rid of the ship as soon as convenient, but there are complications.
- Or perhaps the party is able to work through the issues one by one.

Make it Fantasy:

The ship is a naval ship; the AI can be group of gremlins.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



THE INSPECTORS

37

Interstellar Politics, Mystery, Manhunt

The PCs are asked to serve as inspectors while destroying weapons of mass destruction. A weapon goes missing.

Getting the PCs Involved:

- The PCs work for a group that is seen as impartial by the two parties at war. They are offered a contract to help with the disarmament.

Encounters:

- The PCs meet the military members tasked with destroying their own weapons. It is obvious no one thinks it is a good idea.
- The PCs must devise a way to ensure all the 500 weapons are counted and real.
- One of the weapons is a fake. The weight is incorrect and/or it has some other incorrect feature.
- It can not be found. Background checks are made on everyone who handled the weapons recently. One person is missing.
- The PCs are asked to help track that person, who turns out to be on a moon base about to launch the weapon.

Follow-up Adventure Ideas:

- Was the thief a lone wolf or working for someone?

Make it Fantasy:

The conflict is between warring kingdoms using magical devices.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

THE PERSEUS TRINGULAR PYRAMID

36

Spaceflight, Pirates

A number of ships have gone missing in the area of the Perseus Belt. The last communication from each describes a strange mist, then comms go out.

Getting the PCs Involved:

- A wealthy aristocrat was on the last ship to disappear. Relatives offer a reward.
- Something the PCs need was on a ship that recently disappeared.

Encounters:

- Day 1: Ship debris is found, but of a long lost ship.
- Day 2: The party's ship is engulfed in mist and communications are garbled. (Much like traditional jamming.)
- They are then surrounded by pirates, which have multiple ships as good as the party's.
- Other opportunities to get free may occur: surprise attack when the PCs make an excuse for the ships to drop shields; send someone aboard another ship to sabotage it; perhaps only one ship escorts the PCs.
- The PCs find the pirate base by checking the current course, interrogating someone, etc.

Follow-up Adventure Ideas:

- Do the PCs make a rescue themselves or get help?
- Any pirate who escapes may be a recurring foe.

Make it Fantasy:

The disappearances occur are at sea/caravan route.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

REPLICANTICIDE

39

Cyber, Mystery

A sporting event was devastated by cybernetic suicide bombers. Who built them?

Getting the PCs Involved:

- The PCs survived the bombing, and have gotten caught up in the investigation.
- The party has been helpful to the police before, so they are asked to look into the bombing.

Encounters:

- Bombs were built-into the replicants themselves, but some pieces of each remains.
- A rare substance is found & the miners of it keep excellent records. A suspicious buyer is identified.
- Or surveillance video shows a few people who left the stadium just before the explosion.
- Political rhetoric may also give a clue.
- With a few clues, the field of cybernetics labs which could have made the replicants is narrowed to one.
- If the PCs are slow to put the clues together, another group of suicide bombers explode at a concert.
- Background checks on the cybernetic company reveal a likely culprit. (His/her information was forged, is new to the company, etc.)

Follow-up Adventure Ideas:

- How many other suicide bomber replicants are already scoping targets?

Make it Fantasy:

The suicide bombers are magically controlled doppelgangers, simulacrams, etc.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

MY FAVORITE MARTIAN

38

First Contact, Intrigue

An alien solves a problem for the party, but there is a price to pay.

Getting the PCs Involved:

- The alien has had an interest in the party and comes to the PCs when they are out of other options.
- The PCs are on a quest where they are stuck. They need outside assistance and have heard an alien who could potentially help.

Encounters:

- The alien makes the PCs agree to return a "favor" and the party's issue is solved.
- The alien asks the party for public credit for solving the issue to improve its reputation.
- As it desired, the alien is invited to meet the world or empire's president, with the PCs tagging along.
- The PCs notice the alien stick something in the president's hand, but are powerless to stop it.
- The alien blackmails the PCs to not reveal what they saw.

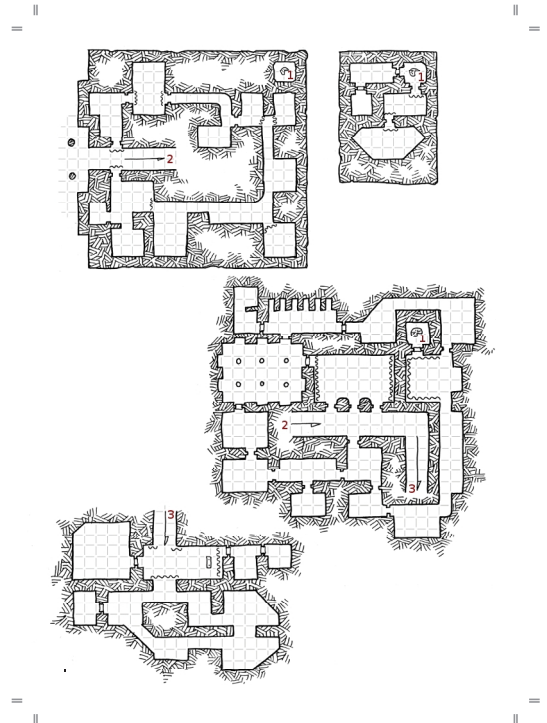
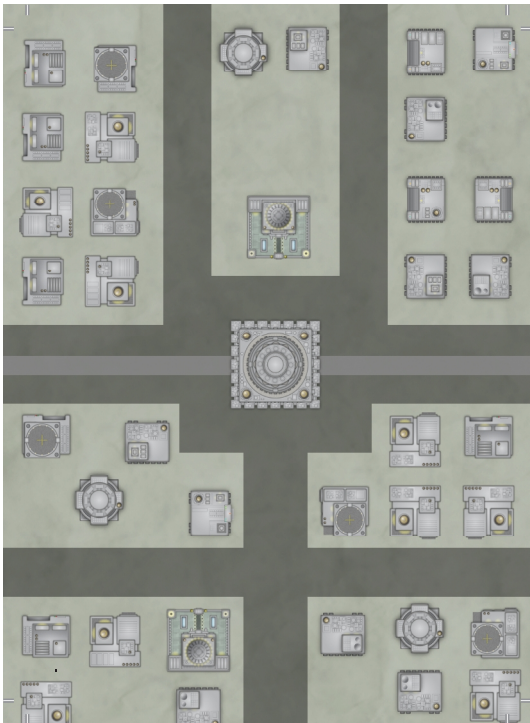
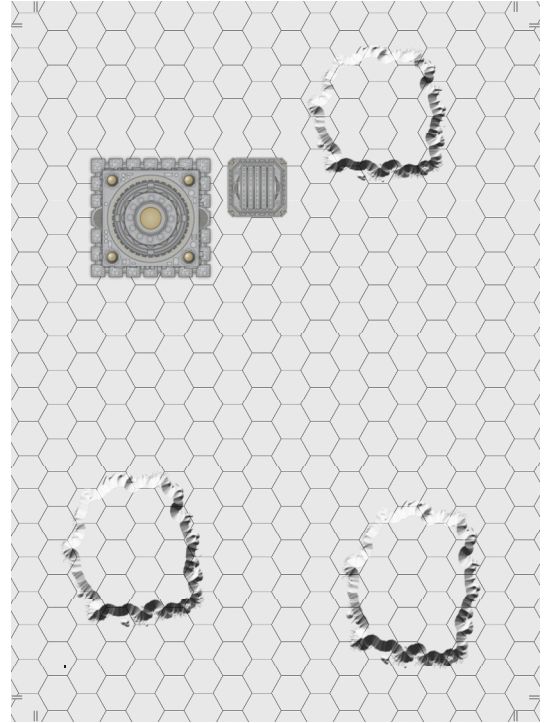
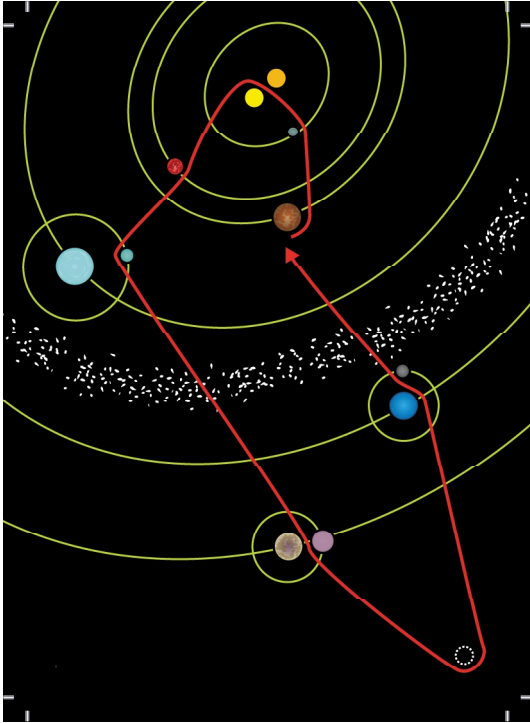
Follow-up Adventure Ideas:

- What did the alien do exactly? How do the PCs get around his ruse?

Make it Fantasy:

The alien is a demon disguised (including lore about it) as an angel.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



RIFT CREATURES

41

Giant Robots, Monsters

Giant alien monsters are appearing at the planet's poles and moving toward cities to attack. Giant robots are used as defenders (airplanes unreliable in the cold, tanks not powerful enough, etc.)

Getting the PCs Involved:

- The PCs are visiting a friend at a forward operating base. The friend never comes back from a mission.
- The PCs are rotated into a defense group stationed near the planet's pole. They make friends with other crews.

Encounters:

- The PCs are next up to fight the giant beast when another group doesn't return from battle.
- The beast knows their tactics and plans for them in advance.
- The beast has an unplanned-for ability: flight, a special weapon, etc.
- With its dying breath, the beast says something only a friend of the PCs would know.

Follow-up Adventure Ideas:

- What does the beast's dying breath mean?
- Was the friend's body ever found?

Make it Fantasy:

The giant robots are magical golems used to defend the realm.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

THE LESSEK RUN

40

Spaceflight, Race, Mobsters

A mob boss gives a favor to the winner of a space race he sponsors.

Getting the PCs Involved:

- The PCs need a favor from the mobster.
- The PCs hear about the race and know winning will increase their reputation greatly.

Encounters:

- The PCs are given the option to freely improve their ship in one way: faster speed, stronger armor, shields, a new weapon, etc.
- In the race, the ship ahead of them drops a mine field. Better armor helps.
- In a no-comms area (no recorders), two other ships attack each other. Do they help one of the ships or stay back and finish off the (likely damaged) winner?
- A system on the PCs' ship malfunctions. Sabotage?
- A black hole is near the path of the race. How close do the PCs get? A fast ship can get closer without getting trapped.

Follow-up Adventure Ideas:

- Did the PCs make enemies?
- If they won, what favor do they desire?

Make it Fantasy:

The race is to transport illegal goods to a destination first, or it may be a naval race.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

THE PROPHET RISES

43

Space Colony, Cult Leader, Intrigue

A cult leader is growing in power. The fact that his planet is the sole source of faster-than-light fuel for the sector is a concern.

Getting the PCs Involved:

- The leader has taken action (Ex: captured a PC's ally) against the PCs.
- The empire has placed a large bounty on the leader.

Encounters:

- The PCs may wish to find a recruiter from the group and pose as recruits.
- Or they may wish to find the compound and scope out its defenses and weaknesses.
- The PCs sneak in or pose as recruits. They overhear the prophet's sermon—he makes many good points.
- The party is easily able to pose as guards needing to transfer a prisoner, if they are breaking someone out.
- Making an assassination attempt on the leader is much harder. He is aware of nearby people's intents.

Follow-up Adventure Ideas:

- Do the PCs have reasons to follow the prophet instead?
- If they do assassinate the leader, what group fills the vacuum?

Make it Fantasy:

The fuel is a source of magic.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

UNLOCKED MEMORIES

42

Cyber, Espionage

A PC or close associate's dark past is unlocked through memory manipulation when abducted.

Getting the PCs Involved:

- An abduction attempt occurs on a PC or associate.
- The PCs hear about the abduction and ask their commander to help hunt for him.

Encounters:

- Commandos attempt to abduct the PC/associate.
- If the abduction is unsuccessful, interrogation will explain the target was once a deep cover spy for the other side and they want him back.
- A tracer chip may help find the safe house where the target has been taken.
- The safe house has a memory slicer. The agents are trying to restore his "true" past life.
- If the PCs are slow, the memories are restored and the abductee will fully believe he's on the other side.
- The agents have a unique way to get back to their own side: special technology from the safe-house, unmarked tunnel, etc.
- If the agents get to their side, the PCs must rescue.

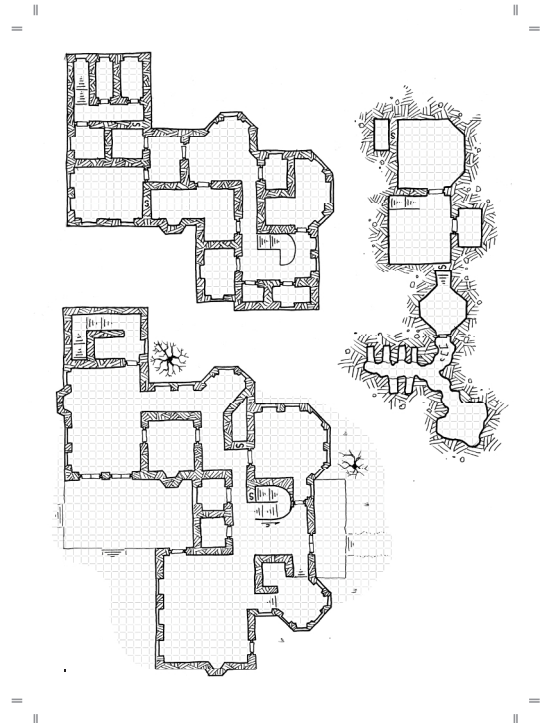
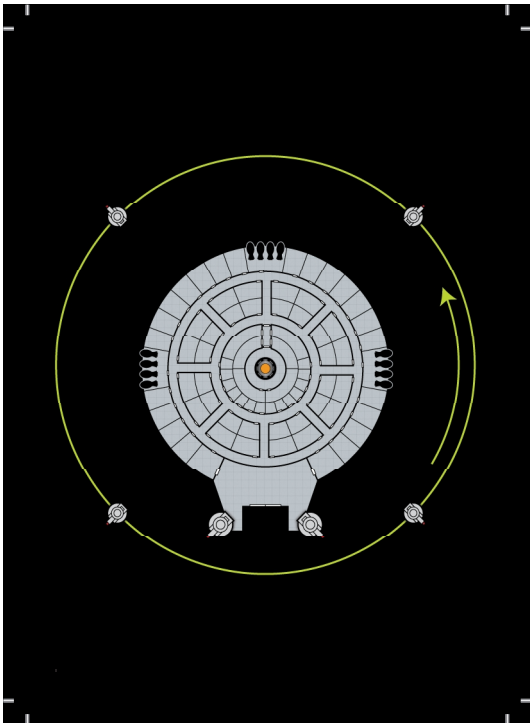
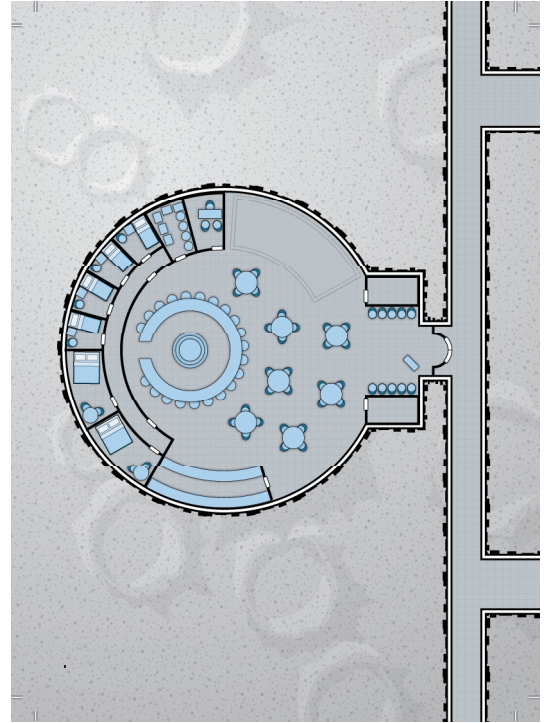
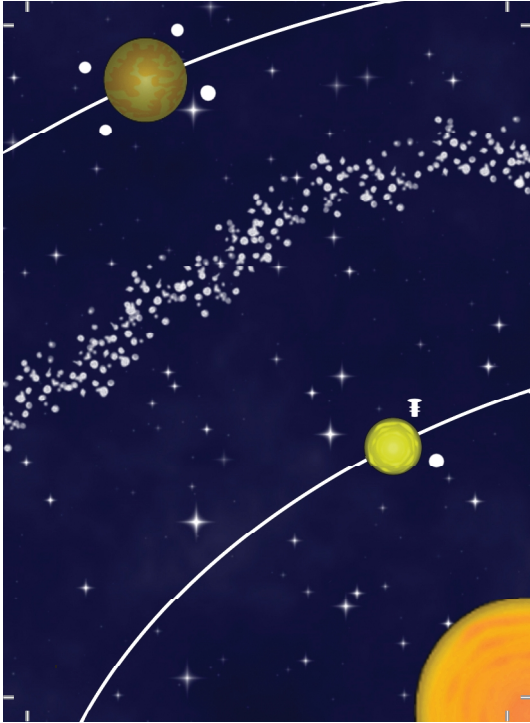
Follow-up Adventure Ideas:

- Are the old memories real, or were they planted to turn the PC/associate to the other side?
- Which side does the PC/associate wish to stay on? Will he or she be trusted?

Make it Fantasy:

The memories are modified by magic.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



THE IMPROBABLE INN & GRILL

45

Fun, Meeting Place

Bored? Looking for something to do? Need to meet a contact? Gather Information? Stop by the Improbable Inn & Grill! It appears where needed.

Getting the PCs Involved:

- The PCs hear rumors that The Improbable is the best place to find a bounty, get information on a target, or otherwise find trouble.
- The PCs are asked to meet a contact at the Inn.

Encounters:

- A PC is mistaken for someone with an active bounty. A fight ensues.
- When noticed, someone the PCs knew darts away and disappears. Why?
- A source finds the PCs and delivers an update.
- Someone who admired the PCs handiwork has a new job for them.
- The PCs ship may have been tampered with or have a stowaway.

Follow-up Adventure Ideas:

- The PCs are on to their next adventure, but can always come back if things slow down again.
- The inn is also known to wink in and out of places. The PCs may be in a new sector of space when they leave.

Make it Fantasy:

The inn is in a remote, but terrestrial location.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

REPORTING FROM THE FRONT LINES

44

Space Battle, Espionage

The PCs must babysit a reporter, who wishes to be close to the front lines of a battle.

Getting the PCs Involved:

- The PCs owe the reporter a favor and the reporter contacts them saying this is how to return the favor.
- The reporter convinces command to allow him or her to report from the next major battlefield. Command picks the party to escort the reporter.

Encounters:

- The PCs pick up the reporter and are given orders to be cautious and not to take risks.
- Of course, the reporter needs to be as close as possible to the action.
- The battle takes a sudden turn and the party's ship is in the middle of the action, like it or not.
- Perhaps the other side knows of the reporter's presence and wants to make its side known directly to the reporter's audience.
- Or the reporter is a defecting spy. The other side wishes to capture this ship as a way to get the spy.

Follow-up Adventure Ideas:

- The PCs will be berated for getting into the battle, even if it wasn't their fault.
- The reporter may make contact with the PCs again.

Make it Fantasy:

The battle takes place on a land or sea battlefield. The reporter is a herald/scribe/author.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

OLD GODS

47

First Contact, Ancient Myth

The PCs attempt to observe a new world/young culture. But it is already under the gods' influence.

Getting the PCs Involved:

- The PCs have been ordered to observe a world that is nearing a gunpowder age and report back.
- The PCs detect a ship near an uncharted world.

Encounters:

- The ship is unoccupied, but the symbols are ancient Greek. It does have easily defeated auto-defenses.
- Ship warned its owners unless PCs were creative.
- The signal goes to a mountaintop manse, made of similar material to the ship. It is shielded however.
- The occupants (godlings answering to Poseidon, Apollo, etc.) watch the PCs to ensure no meddling.
- The PCs are amazed to see ancient Greece recreated, including reverence to the same gods.
- If the PCs do anything to discredit the gods, they will be teleported to the manse immediately.
- If the PCs attempt to reach the mountain manse, they will be allowed to approach...but without the natives.
- If the PCs do not meet the "gods" before they attempt to leave, the gods will forcibly teleport them there.
- The gods tell the PCs to leave this culture alone. It is under their protection, as the PCs' once was.

Follow-up Adventure Ideas:

- Do the PCs and their leaders obey?

Make it Fantasy:

The gods are demons ruling over primitive island.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

VR TROUBLESHOOTERS

46

Cyber, Combat

Generals want to ensure a weapon's defenses. They ask the PCs to destroy it in VR so they can update the design.

Getting the PCs Involved:

- PCs are proven agents given orders to mock-destroy a space station/weapon.
- PCs are known to an evil organization and kidnapped. Release depends on virtually destroying the station.

Encounters:

- PCs ordered to participate, for one reason or another.
- Party is given the schematics of an organization's next major weapon and a day to make a plan.
- The party is strapped into VR devices and told to execute their plan. They have many resources available just by thinking of them.
- Do the PCs attempt to hack the system itself? If they first hack the VR World's surveillance, maybe.
- If the party's plan to destroy the weapon doesn't work, they have another day to try again.
- The PCs' recent memories will be wiped.

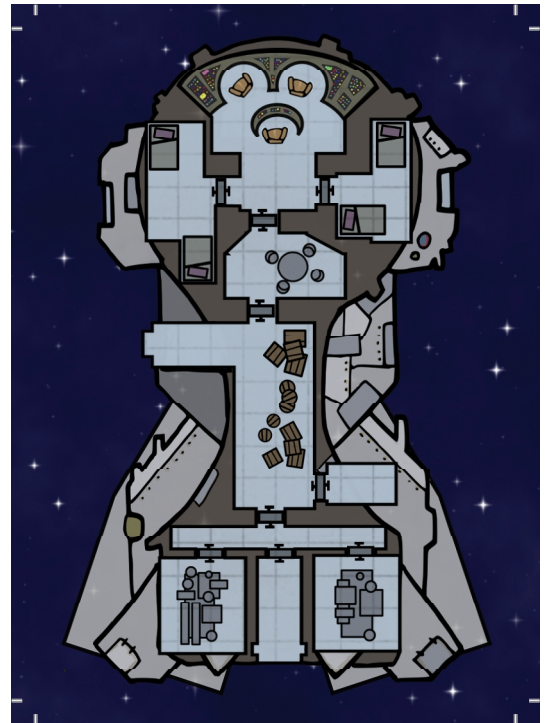
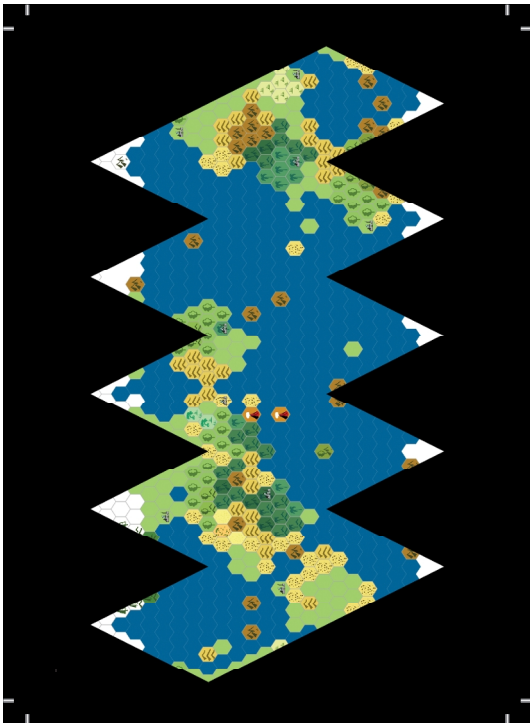
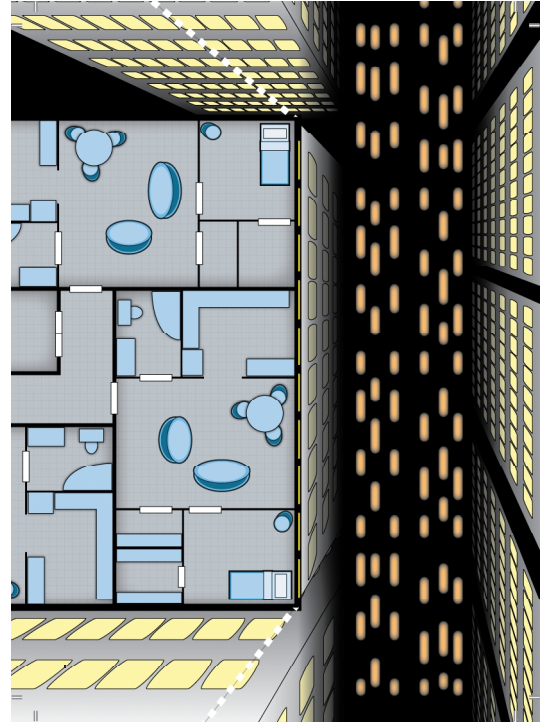
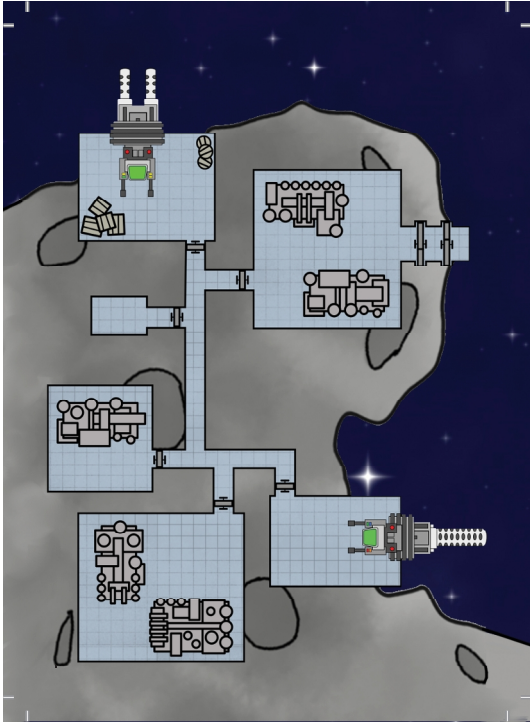
Follow-up Adventure Ideas:

- The party will wonder what happened to them over the past few days.
- If the party is able to recover part of the memories, the information on the weapon will be very valuable.

Make it Fantasy:

The VR world can be a simulacrum world. The weapon is an evil wizard's great work.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



BRAINSTORM

49

Cyber, Politics

The military is dangerously augmenting its soldiers. One of them comes to the PCs for help.

Getting the PCs Involved:

- A former comrade of a PC desperately wants the PC to hide him/her.

Encounters:

- The PCs find a safe spot for the comrade.
- They were followed and a squad comes after the comrade soon after some of the PCs split off.
- The comrade seems especially adept (excellent marksman, super-strong, etc.)
- If the strike team won, the PCs need to track the comrade down.
- If the strike team failed, a new safe spot must be found. Another attempt is assured.
- At a critical point (or when all seems complete) the comrade goes mad and lashes out randomly, finally attacking him/herself.

Follow-up Adventure Ideas:

- If the comrade is deceased (or simply mad) the military will want him/her for study.
- Anyone else want to "volunteer"?

Make it Fantasy:

The comrade was subject to a king's advisor's necromancy.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

INCOMING!

48

Space Defense, Military

An asteroid is barreling down on (some of) the party's home planet. But it is weaponized and has defenses.

Getting the PCs Involved:

- The party is affiliated with the planet's military, and is assigned a role defending the planet.
- The party watches with interest and volunteers when the initial defense fails.

Encounters:

- While the asteroid is still far away and only a slight course change is needed, a powerful missile is launched to knock it off course, but it is destroyed by a weapon on the asteroid.
- Several of these weapon stations are mounted on the asteroid. The PCs must take one out. It is shielded.
- Another team fails to take out its assigned weapons station. The PCs are asked to hurry over and take this one out too.
- Perhaps the planet's defensive missile isn't enough to knock it off course. The PCs ship could help if autopilot-crashed into the asteroid.

Follow-up Adventure Ideas:

- A ship picks up the PCs if they sacrificed theirs.
- Did the PCs keep any evidence of who might have sent the asteroid?

Make it Fantasy:

If using airships, the asteroid could be a kamikaze bomb ship against a particular kingdom.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

DANGEROUS CARGO

51

Spaceflight, Monster

The PCs are asked to manage the cargo on a long trip. It goes haywire.

Getting the PCs Involved:

- If the PCs have their own ship, they are contracted to transport the creature and its owner.
- If they don't have a ship, they are hired on as security for the journey.

Encounters:

- If the creatures are fed after midnight they get a mean temper... and the owner may not have midnight calculated properly...
- When they burst out of the cage, sirens and lights go off... giving each strange powers (fire breathing, etc.)
- Fire (even weapons fire) causes sprinklers to go off... multiplying the monsters further.
- Research will unearth a vulnerability that will turn the creatures back to normal, if the PCs haven't already killed them.

Follow-up Adventure Ideas:

- What does the creature's owner demand if the creature is destroyed? What do the PCs demand of him?

Make it Fantasy:

This can be a fantasy creature traveling aboard a ship or on a caravan.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

AN EXTENDED TRIP

50

Civilization's End, Spaceflight

The PCs hyperjump travel goes haywire and they return near their home planet 400 years later. It is devoid of sentient life.

Getting the PCs Involved:

- The PCs ship has a malfunction in hyperspace and they arrive back near their home planet 400 years later.

Encounters:

- A space beacon warns the party that the planet is contaminated and what protections to take.
- A detailed scan proves the planet only has animal and plant life, which have taken over.
- If the PCs land, they can learn more about the cause of the disaster. (Perhaps one side of a war unleashed an ultimate weapon.)
- A group of animals attack!
- The PCs may wish to visit the planet's colonies/neighbors to learn more. The colonies despise outsiders. The neighboring planets shun any of the planet's race.

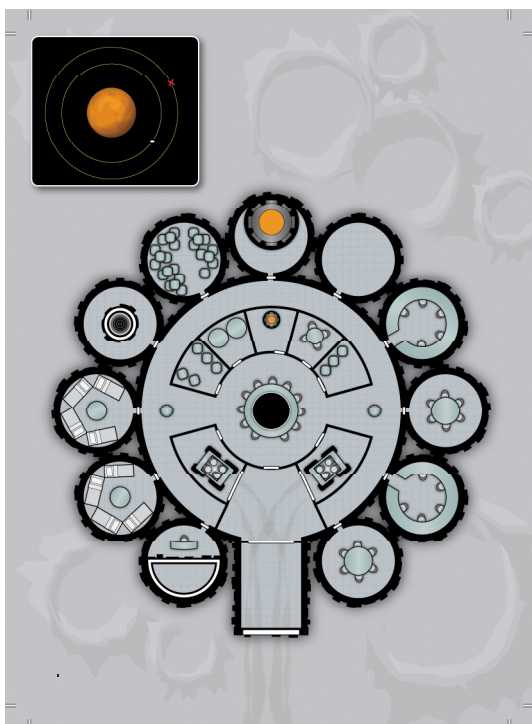
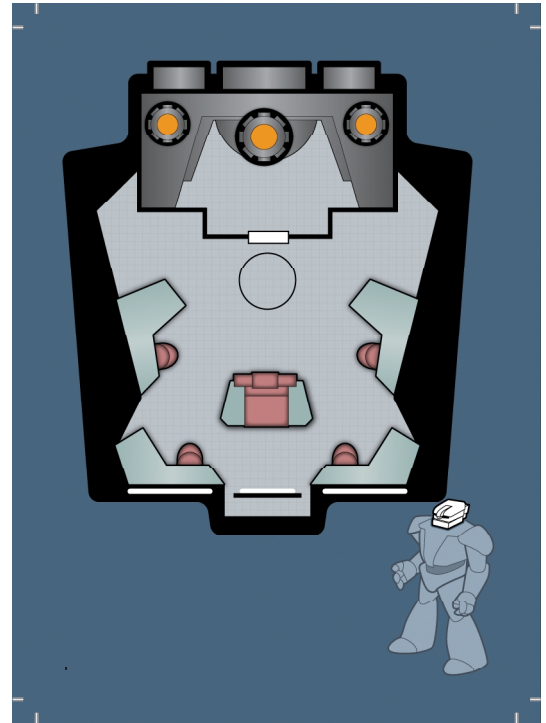
Follow-up Adventure Ideas:

- The PCs will have to re-prove themselves to make new allies.
- Or they may wish to recreate the hyperjump accident and stop this possible future.

Make it Fantasy:

The hyperjump can be a magic ritual.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas



THE RETURN OF VOLBOT

53

Giant Robot, Invasion

The PCs' ship is actually the command module for a giant robot named Volbot. Its home planet is threatened.

Getting the PCs Involved:

- The PCs' ship is near enough to the home planet for the first time in decades. It sets the course and can't be overridden.

Encounters:

- The invading forces recognize the ship and attack immediately. The PCs don't know why.
- The other ships that make up Volbot are easy to spot: they are the most effective against the enemy and share a similar design to the PCs' ship.
- The other Volbot ships or the PCs make contact with each other. The other Volbot commanders explain the PCs are in the command module of Volbot.
- Controls are explained and Volbot can be properly assembled. Volbot begins to make short work of the invaders.

Follow-up Adventure Ideas:

- The planet's leaders will be curious to know how the PCs came to "own" the ship.
- Will the PCs hand over the Volbot command ship? They'll need another ship.

Make it Fantasy:

Volbot can be a magical colossus able to defeat an army.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

GREAT INTENTIONS

52

Interstellar Intrigue

A great scientific discovery (cold fusion, matter-energy conversion, etc.) is seen by foes as a major weapon. PCs need to protect it and transport it.

Getting the PCs Involved:

- The PCs work for the organization that invented it and are called in to help transport the prototype.
- The PCs know at least one of the researchers who wish the PCs to help transport the prototype.

Encounters:

- An attempt to steal the device is made when it is loaded on the party's ship (or the ship they are assigned to use).
- While in flight, an attack is made by bounty hunters.
- A rogue spy agent is aboard. The PCs have a chance to detect his attempts to photograph the prototype and notes.
- The inventing researchers' government has its black ops attempt a ruse to trick the PCs and researchers to give up the prototype. If it fails, they make a straightforward attack.

Follow-up Adventure Ideas:

- How badly does the government want the device for its own nefarious reasons?
- Does the government take action against the PCs?

Make it Fantasy:

The discovery can be an important/unique magical artifact.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

SIDEQUEST DECKS: SCIENCE FICTION

Future, Spaceflight, Time Travel, Cyber Fiction

Need science fiction adventure ideas including ways to get the adventure started, several possible encounters along the way, and a couple of follow-up possibilities? Use our **SideQuest Decks: Science Fiction**!

Each card helps you build a dynamic adventure!

Draw a card for an adventure outline. The outline includes backstory, ways to get the PCs involved, encounter possibilities, and follow-up ideas. The other side of the card is the most important map for that adventure. Need more maps? Borrow one from another card.

Each adventure in this deck has a Science Fiction theme/setting. However **each card also has a note on how to turn it into a fantasy adventure**.

SideQuest Decks are perfect for stocking a hex crawl or developing a side trek on the fly, or even chain several together for an entire campaign!

Writing: Joe Wetzel

Editing: Chad Mercer, Daniel Shaefer

Cartography:

Keith Curtis, Matt Jackson, Dyson Logos, Joe Wetzel

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas

THE MARS EXPERIMENT

54

Time Travel, Research

One of the moons of Mars that was used as a military research base went missing two Mars orbits of the sun ago. It reappeared temporarily one orbit ago. Researchers hope it reappears again and they can keep it here.

Getting the PCs Involved:

- A PC's relative was part of the experiment, and was seen one orbit ago. The researchers want a friendly face on hand.
- The party is the nearest available "muscle" available to the research group.

Encounters:

- A researcher spots a spy on the research ship.
- If the spy is caught, a device to contact a ship is found... but no ship is nearby.
- PCs may wish to search for it. If they have an innovative idea they may find it.
- Once the missing research base is found, the PCs may need to assist the research team to keep it from disappearing.
- The cloaked ship (if able) attempts to blow up the facility or kidnap a researcher.

Follow-up Adventure Ideas:

- Is there a way to send the research back to their own time?

Make it Fantasy:

Make this a magical experiment gone wrong with an invisible spy group.

SideQuest Decks: Science Fiction © 2017 Inkwell Ideas