

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.

Credits & Legal



www.enneadgames.com

Go here for free RPG resources, samples and news about upcoming products

Twitter: @enneadgames

Facebook:

www.facebook.com/EnneadGames

Copyright

Ennead Games ©2016

Cover background/Page Background

Publishers Choice Quality Stock Art

©Rick Hershey/Fat Goblin Games

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

Contents

Preface	2
Credits & Legal	2
How to use	2

Planetside Encounter & Events	3
Expanded	6

Advanced Technology	6
Amorphous Blobs	6
Amphibian	6
Ancient Artefact	6
Ancient Construction	7
Ancient Ruins	7
Anomaly	7
Arachnid	7
Artificial Feature	8
Automated Factory	8
Avian	8

Barrier	8
Battlefield	9
Broken Object	9

Casino/Pleasure Zone	9
Cave system	9
Cephalopod	10
Chaos Zone	10
Circle	10
Colony – Abandoned	10
Colony – Active	11
Communications Centre	11
Construction Site	11
Crash Site	12
Crystal Deposit	12

Deadly Plant Life	12
Defence System	12
Dimensional Rip	12
Disaster Location	13
Distress Beacon	13

Element Deposits	13
Explorers	13
Extreme Terrain	14
Extreme Weather	14

Fish/Aquatic	14
Freelance Away Team	14
Fungus	15

Giant Creature	15
Giant Plant	15
Grave	15

Hive	16
Hominid	16

Impact Crater	16
Insect	16

Laboratory	17
Lava Stream	17
Library	17
Living Crystal	17
Locked Hatch	18

Mammal	18
Manufacturing Base	18
Mine Field	18
Mineral/Ore deposit	19
Mining	19
Monolith	20
Mountain Range	20

Nursery/Training	20	Teleporting System	28
Ore site	21	Telescope/Observation	29
Pirates	21	Temporal Fluctuation Zone	29
Planetary Defence System	21	Terraforming Equipment	30
Plants	21	Tractor Beam	30
Pool	22	Trade Centre	30
Prison	22	Trader	30
Primitive Civilization	22	Transportation Station	31
Probe	22	Trap	31
		Treasure Hunters/Salvagers	31
Quarantine Zone	23		
		Underground Entrance	32
Radioactive Zone	23		
Reactor/Power Complex	23	Vehicle	32
Rebel Base	24	Volcano	33
Religious site	24		
Repair Robot	24	Warehouse/Stash	33
Reptile	24	Wasteland	33
Research Station	25	Weather Control System	34
Robotic Being	25	Winged	34
Settlement	25	Zoo/Preservation	34
Ship	26		
Shipyards	26		
Silicon	26		
Slaver Base	27		
Slime Creature	27		
Space Ladder	27		
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.