

SPACE DUNGEON

*Book II: Xenozoa and Uncommon
Technology*



FURIOUS RABBIT PRODUCTIONS

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BOOK II

XENOZOA AND UNCOMMON TECHNOLOGY

BY

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BOOK II: XENOZOA AND UNCOMMON TECHNOLOGY

INTRODUCTION

Although **BOOK II: XENOZOA AND UNCOMMON TECHNOLOGY** is the second book of the **SPACE DUNGEON** rule set, it was the last to be written. I assumed that the bulk of the work would consist in formulating the rules of the game, and that compiling a list of “monsters and treasures” would be relatively easy by comparison. Experience certainly proved me wrong; it took me longer to finish this book than both of the others put together! One reason for this is the fact that this book contains the vast majority of the “dungeon dressing,” i.e. the material that makes the game really feel like an SF game; another reason is that it took a lot of time to identify all of the traditional SF tropes that I wanted to include, and then to put enough of an original spin on them that they came across as both familiar and yet different.

SF games in particular are difficult to write because you basically need all the rules for the situations that can arise in a fantasy role-playing game plus rules for all the new possibilities offered by highly developed technology. Of course you can just reuse the same rules, but if hand-to-hand combat, aerial combat, and space vessel combat all rely on the same mechanics, you’re placing a fairly heavy burden on the imagination to make them feel different. Rather than go this route, in **SPACE DUNGEON** I’ve tried to have distinct but playable rules for each situation. This means that I’ve had to narrow down the scope of the game to some extent, e.g. leave out rules for vehicular and naval combat, for the sake of focussing on the core SF content. Those GMs who want to cover these situations should have little trouble extending the rules to do so; and who knows? Someday perhaps an **ADVANCED SPACE DUNGEON** that does all this and more right out of the box might see the light of day.

Another thing to keep in mind is that I designed **SPACE DUNGEON** to preserve the mood of Golden Age SF—so, roughly speaking, the classic SF of the 1950s, with maybe a dash of the SF that was popular in the 1970s. You aren’t going to find rules for mecha, cybernetic upgrades, or nanomachines, and you’re not going to find a single trace of Cyberpunk anywhere in these pages. There’s nothing wrong with any of those things other than the fact that they weren’t around during the classical era of the Original Game.

That being said, the rules as they stand offer about as much in terms of possible play situations as the rules of the Original Game did back in 1974—or maybe even a little more—and we all know how much that was. I hope that **SPACE DUNGEON** will have a similar power to open up entire universes of adventure with nothing more than paper, pencils, funny dice, and a liberal dose of your own imagination!

XENOZOA

A complete xenozoon stat block should look something like this:

Human armed guard. AC 13 (mesh & plexi-shield), HD 1, 5 h.p., #AT/D
1 knife/1d4 or 1 ray gun/1d4+2 (10 shots), MV 9", AL N, SN 3, ML +1.

Spelled out in full, the stat block tells us that this particular xenozoon, a human armed guard, has an armour class of 13 because it is wearing mesh armour and carrying a plexi-shield; it has 1 hit die and 5 hit points; it can attack once per round with a knife for 1d4 hit points of damage or once per round with a ray gun that has enough energy to fire a maximum of 10 shots for 1d4+2 hit points damage each; it can move at a rate of 9", is neutral in alignment, has a sentience of 3, i.e. typical human intelligence, and has a modifier of +1 to morale checks.

Note that the GM doesn't need to follow any of the rules in **BOOK I: STARSAILORS AND PSIONICS** when coming up with xenozoa; those rules are only meant for starsailors. So for example, the movement rate of 9" in the stat block above isn't necessarily a function of the xenozoon's Strength and encumbrance. It just means that the GM decided to have this xenozoon move at that rate. As a rule, xenozoa should be described quickly and easily, and the less calculation is involved, the better.

Combat. The rules for combat are presented in **BOOK III: VOYAGES AMONG THE STARS**. Xenozoon "to hit" and saving throw modifiers are derived from their hit dice using an identical formula: divide hit dice by 2 and round down; if the hit die bonus is +3 or more count +1 hit die. For convenience this is summarized in the following table.

XENOZOOON COMBAT AND SAVING THROW MODIFIERS

Hit Dice (d8)*	"To Hit" Modifier	Saving Throw Modifier
less than 1	-1	-1
1	-	-
2-3	+1	+1
4-5	+2	+2
6-7	+3	+3
8-9	+4	+4
10-11	+5	+5
12-13	+6	+6
14-15	+7	+7

* If the hit die bonus is +3 or more count +1 hit die.

Morale. A morale check should be made when the xenozoon's side suffers its first loss in combat, when half of the xenozoa have been defeated, and whenever the GM judges that the xenozoa have been subjected to unusual stress. As a rule, a separate morale check is made for each xenozoon type in the group rather than for individual xenozoa or for the group as a whole.

Exceptional individuals may check morale separately at the GM's discretion. Finally, if there is a clear and dominant leader, the GM can opt to use the leader's morale modifier for the entire group.

To check morale, the GM rolls 2d6, applies the morale modifier of the xenozoon type, and consults the REACTION AND MORALE CHECK RESULTS table in **BOOK III: VOYAGES AMONG THE STARS**. The text in the "Morale Check" column of the table indicates the result.

Movement. Xenozoon movement rates vary more than do starsailor movement rates due to the wider variety in their means of locomotion. Xenozoon movement rates and their equivalents in lines are given in the table below.

XENOZOON MOVEMENT RATES

Indoors	24"	18"	15"	12"	9"	6"	3"
Encounters	4 lines	4 lines	3 lines	3 lines	2 lines	2 lines	1 line

Abbreviations and Assumptions. For a comprehensive listing of the xenozoa that inhabit the worlds of **SPACE DUNGEON**, see the XENOZOON SUMMARY TABLE below. This is followed by an alphabetical listing with brief descriptions of each xenozoon type.

Abbreviations used in the table have the following meanings: AC = armour class; HD = hit dice; #AT/D = number of attacks per round / damage; MV = move in inches; AL = alignment; SN = sentience; ML = morale adjustment. An asterisk * in the table means that the alphabetical xenozoon description should be consulted for further details. A slash in the case of HD indicates a range of hit dice. In the case of MV, if there is a slash, the second number indicates flying or swimming speed; see the description for details.

Sentience. The sentience of xenozoa is rated on a scale of 0-6 as follows: 0/plant, 1/insect, 2/animal, 3/human, 4/genius, 5/superhuman, 6/other-worldly.

Where armour class has a definite value and the xenozoon can use armour (as can most humanoids), the armour class reflects the quality of equipment the average specimen is likely to possess. For example, Humans are listed as having an armour class of 14; this means that the typical human encountered by starsailors most often wears mesh armour and carries a plexi-shield. For armour types see the ARMOUR table in **BOOK I: STARSAILORS AND PSIONICS**.

Unless otherwise stated, natural ranged weapons (e.g. a curcurbite's acid sputum) simply have an effective range: they can hit anything within the range with no modifiers, and cannot hit anything outside that range. Also, unless otherwise stated, they require a "to hit" roll to take effect. A saving throw to mitigate the effect may be allowed as specified in the xenozoon description.

XENOZOON SUMMARY TABLE

Xenozoon	AC	HD	#AT/D	MV	AL	SN	ML
Aeromedusozoon	13	6	Area sting/1d4+2 & poison*	3	N	0	-
Ailuros	13	1+2	2 claws/1d6 or weapon	12	C	3	-
Alpha	11	1	1 fist/1d4 or weapon	12	N	3	-
Android	11	1	1 fist/1d4 or weapon	12	N	3	-
Arachnotron	16	4	1 bite/1d6 or 1 web & entanglement*	18	N	2	-
Batrachian	13	4	2 fists/1d4 or weapon	9	C	3	-
Blastosphere							
<i>Gas</i>	10	1 hp	1 explosion/1d6+2 & gas*	3	-	0	-
<i>Glue</i>	10	1 hp	1 explosion/1d6+2 & glue*	-	-	0	-
<i>Thorn</i>	10	1 hp	1 explosion/1d6+2 & thorns*	-	-	0	-
Bliorg	17	9	1 stinger/1d6+2 & paralysis*	6/12	N	1	-
Chromazoid			<i>See description for details</i>				6
Curcubite	14	10	2 fists/1d6 & acid sputum*	6	N	2	+1
Cyborg	15	5	2 fists/1d6 or by weapon	9	N	3	-
Dendron							
<i>4 tentacles</i>	15	4	1-4 stingers/1d4+1*	6	N	1	-
<i>6 tentacles</i>	15	6	1-6 stingers/1d4+1*	6	N	1	-
<i>8 tentacles</i>	15	8	1-8 stingers/1d4+1*	6	N	1	-
Dinosaur			<i>See description for details</i>				N 2 -
Delta	15	1	1 fist/1d4 or weapon	9	N	3	-
Dipteran	16	2	2 claws/1d4+1 or weapon	9/15	N	3	-1
EVOLENT-9			<i>See description for details</i>	-	C	5	-
Florizon	15	1+2	1 fist/1d4 or weapon	9	N	3	-
Gabula	16	4	1 arm/1d4+2 or weapon	6	C	3	-
Garkozon	17	2	1 fist/1d6+1 or weapon	6	N	3	+1
Gigakiller							
<i>Small</i>	14	4	1 tentacle/1d6 & poison*	12	N	0	+2
<i>Medium</i>	16	6	1 tentacle/1d6+1 & poison*	9	N	0	+2
<i>Large</i>	18	8	1 tentacle/1d8+1 & poison*	6	N	0	+2
Goulahi	11	1	1 fist/1d3 or weapon	12	L	3	-1
Half-Alpha	13	1	1 fist/1d4 or weapon	12	L	3	-
Homarus	17	2+3	2 claws/1d6 or 1 bite/1d4+1 & poison*	9	L	4	-
Human	14	1	1 fist/1d4 or weapon	12	N	3	-
Id Beast	19	8	2 claws/1d6 + 1 bite/1d4	12	C	3	+2
Illa-Loa	15	4+2	1 fist/1d6 or weapon	12	N	3	+1
Kalliaka			<i>All variable; see description</i>				N 3
Karkonex	18	7	1 electrical discharge/2d6+2*	9	C	3	+2
Lacerta	14	2+2	1 fist/1d4 or weapon	9	N	1	-1
Marzog	13	5	1 vibration/1d4+1 & stun* or 1 spiked tail/1d8+1				

Xenozoon	AC	HD	#AT/D	MV	AL	SN	ML
Mechanotron							
<i>Worker</i>	15	3	2 fists/1d4+2	6	C	1	+2
<i>Soldier</i>	17	5	2 fists/1d6 or weapon	9	C	2	+1
<i>Leader</i>	19	7	2 fists/1d6+2 or weapon	12	C	3	-
Megamoeba	13	3+1	3 pseudopodia/1d6+1 & engulfment*	6	N	1	-
Monoculus	16	9	2 fists/1d4+2 or 1 heat ray/1d8+2	6	N	2	-
Mutant	14	2	1 fist/1d4 or weapon	12	C	3	-
Nargul	13	2	2 fists/1d4 or 2/weapon	9	N	3	-
Nimoratu	14	8	1 fist/1d6 or weapon	9	C	3	+1
Octalio	15	5	4 fists/1d6 or 4/weapon or 1 roll/1d8+2 & knockback*	15	N	3	-1
Ogo	19	7	4 claws/1d4 or 1 bite/2d6	9	N	2	-
Omicron							
<i>Simian</i>	14	1	1 fist/1d4 or weapon	12	C	3	-1
<i>Porcine</i>	16	2+1	1 fist/1d4+1 or weapon	9	C	3	+1
Plant People							
<i>Seedling</i>	11	1 hp	1 claw/1d3	6	-	0	-
<i>Mature</i>	13	1+1	1 claw or needle/1d6	9	-	0	+1
<i>Flowering</i>	15	2+1	1 claw or needle/1d6 & spores*	9	-	0	+2
Plastoid	14	3	1 fist/1d6 or weapon	6	N	1	-
PLAVO	-	-	<i>See description for details</i>	-	N	4	-
Pontikos	15	1-1	1 bite/1d4 or weapon	9	L	4	-1
Psychoromos	20	5/12	6 pseudopodia/1d8+2	3	N	5	-
Pykyssey	16	7	3 tentacles/1d6 + 1 bite/1d8	15	N	2	-
Quaa	13	1-2	1 needle/1d6	3/18	N	3	-2
Rana	16	6	2 fists/1d4+1 or weapon	9/9	C	3	+1
Reaver	20	8	2 fists/1d4 or weapon	9	C	3	+3
Robot	15	3	2 fists/1d4+2	9	N	3	-
Sarkophage	14	2+3	4 fists/1d4 or 4/weapon	12	C	3	+1
Skwerl	14	3+2	1 fist/1d4 or weapon	9/12	L	3	-
Tamabo	11	1+1	1 fist/1d4 or weapon	9	N	3	-
Templar	17	6	2 fists/1d4 or weapon	9	L	3	+3
Terrapus	14	6	3 tentacles/1d6 & poison*	12	N	2	-
Tibbar	11	1	1 bite/1d4 or psionic blast*	9/15	N	2	-
Tripod	14	2+2	3 fists/1d6 or 3/weapon	12	N	3	-
Ululator	12	3	Ululation*	9	-	0	-
Vaido	18	4	1 fist/1d6 or weapon	9	N	3	-
Viridolimus	11	2	Convert flesh to slime*	-	N	0	-
Vovim	17	10	2 energy rifles/1d8 or 1 repulsor/1d4 & knockback*	12	C	3	-
Zyxian	17	5	2 fists/1d6 or 2/weapon or ray*	6	C	3	-

* See xenozoon description for details.

ALPHABETICAL LIST OF XENOZOA

Aeromedusozoon. Aeromedusozoa are large, aerial jellyfish; their bodies consist of an organic gas bag that allows them to drift along with the wind, and sprouting from the gas bag is a huge mass of tendrils and tentacles that these creatures use to kill and devour their prey. Because of this they are able to attack all opponents on the same line as they are, up to 6 opponents at 1 line's distance, and up to 4 opponents at 2 lines' distance. In addition to the damage caused by their stinging appendages, each opponent successfully hit must make a saving throw versus Toxins & Illnesses or be paralyzed for 1d4+3 rounds. Although aeromedusozoa are relatively slow and easy to hit, their usual tactic is to hunt in groups of 2d6 members so that their tentacles cover a fairly wide area, allowing many simultaneous attacks and hindering the possibility of evasion (-10% chance for each aeromedusozoon beyond the second that is present; thus starsailors attempting to evade a group of 5 aeromedusozoa will have a -30% penalty to their evasion roll; see the INDOOR AND OUTDOOR ENCOUNTERS section in **BOOK III: VOYAGES AMONG THE STARS**).

Ailuros. The Ailuroi (sing. *Ailuros*) are a humanoid species of distinctly feline appearance; they are approximately 4' high on average, are covered in fur, and have short pointy ears, tails, and fangs. They are savage and utterly chaotic and hate everything that lives. Eager students of torture, they are cannibalistic and see other species as sources of food and cruel amusement. Their language consists of yowlings and caterwaulings; the main product of their society is bloodshed; and their chief preoccupations are killing, eating, and reproducing. Ailuroi are completely untrustworthy and will lie, cheat, and steal at every conceivable opportunity; treachery is second nature to them; they are foul and filthy, and despised by most sentient species. They have a natural cunning that approximates human intelligence. Their principal foes are the Pontikoi (see below), with whom they are locked in a pan-galactic war of mutual extermination.

Alpha. As detailed in **BOOK I: STARSAILORS AND PSIONICS**. The statistics given here represent an average specimen. When Alphas are encountered by starsailors, the base chances of belonging to a particular class are as follows (roll for each): 10% Trooper of level 1-3; 15% Psi-Sensitive of level 1-4, 20% Rogue of level 1-3.

Android. As detailed in **BOOK I: STARSAILORS AND PSIONICS**. The statistics given here represent an average type likely to be encountered by starsailors. The base chances of these Androids belonging to a particular class are as follows (roll for each): 10% Trooper of level 1-3; 30% Rogue of level 1-3.

Arachnotron. Arachnotrons are cyborgs constructed by surgically removing the brain of a specially-bred intelligent spider and transplanting it into a ceramic mechanical body. In size and function they resemble guard dogs, and are likewise able to understand and carry out simple verbal commands. Each round they can either bite or spray webbing at a target; the webbing has a

range of 4 lines (40'). Any combatant targeted by the webbing must save versus Fields & Area Effects or else be entangled and unable to act for 1d4 *turns*.

Batrachian. Batrachians are the offspring of a Rana (see below) and a human or humanoid; they begin their life cycle as a specimen of the same species as their humanoid parent, but as they near its end, they slowly transform into a Rana, becoming chaotic and devoted to the Rana cause. In the process they also develop psionic powers; each mature Batrachian will have the abilities of a Psi-Sensitive of level 1-4. Batrachians may initially be completely unaware of their mixed parentage, in which case the transformation will often be violently traumatic, especially if originally lawful in alignment. The statistics given in the XENOZOON SUMMARY TABLE are for a mature specimen of Rana-like appearance.

Blastosphere. Blastospheres are 1' diameter spheres with the appearance of an overly large spore pod that are produced by certain plants. They are usually found in clusters of 1-4. When disturbed, touched, or hit, they immediately explode for 1d6+2 hit points damage (save versus Fields & Area Effects for half damage); this explosion affects everyone on the same line and extends to a range of 1 line in front of and behind the blastosphere (or a 10' radius area of effect). As well, a chain reaction is possible: any blastosphere within the range of another's explosion will also immediately explode. There is also a secondary effect depending on the type of blastosphere: *gas* blastospheres release a caustic gas that causes blindness for 1d4+1 rounds unless a saving throw versus Toxins & Illnesses is successful; *thorn* blastospheres release a hail of thorns causing an additional 2d6 hit points damage (save versus Fields & Area Effects for half damage); and a *glue* blastosphere releases a spurt of rapidly hardening glue that will cause effective paralysis for 1d4 *turns* unless a saving throw versus Streams, Jets, & Sprays is successful. Gas blastospheres are a dirty aubergine colour and drift along wind currents at a slow speed, trailing stems and leaves along the ground; thorn blastospheres are a sickly brown and grow in thick clumps of bush; glue blastospheres are a soiled yellow and grow from thick, creeping vines.

Bliorg. Bliorgs are migratory space wasps about 8' in length; they are able to survive in airless space and move at a speed of 4 SVEDs (see the TIME AND DISTANCE SCALES section in **BOOK III: VOYAGES AMONG THE STARS**). They can also crawl on land at a speed of 6" or fly at a speed of 12". Bliorgs attack with a stinger that injects venom; a combatant hit by a Bliorg must make a saving throw versus Toxins & Illnesses or suffer paralysis for 1d4+1 rounds. A Bliorg can automatically hit a paralyzed target with its ovipositor, which will inject eggs that hatch in 1d4+2 days, killing the host.

Chromazoid. Little is known of these otherworldly beings; some xenozoa worship them as gods, while others say they are personifications of the ultimate forces of the universe. Yet another theory holds that they are separate manifestations of the one fundamental psi-factor that Psi-Sensitives are attuned to. All that can be said with certainty is that there are 9 of them, 1 for each colour of the spectrum (Red, Orange, Yellow, Green, Blue, Indigo, and

Violet) plus White and Black. Because of this they are also known as Rainbow Sentinels. It is generally believed that the White Chromazoid is lawful, the Black chaotic, and the rest neutral. As a rule they only interfere in humanoid affairs when the balance of the cosmos is seriously threatened.

Curcubite. The curcubite is an artificial life form created by pouring an organic chemical mixture into a hardened glass vessel, creating what is in effect a living test tube. Although typically of human size and shape, they can be made in any form. They are semi-intelligent and usually employed as servants and guards. They can attack twice per round (2 fist attacks for 1d6 hit points damage each), and every third round they can spew acid. The acid sputum has an effective range of 40' (or 4 lines) and does 1d6+3 damage; the target can save versus Streams, Jets, & Sprays for half damage. In addition, if the saving throw is failed, any armour the target is wearing will be corroded: if using a shield, the shield will be destroyed; otherwise, the armour the target is wearing will become 1 armour class worse.

Cyborg. Cyborgs are humanoids (75% chance of Human, 25% chance of Delta) some of whose organic body parts have been replaced or augmented by machinery. They have a natural armour class equivalent to resin armour due to the presence of extensive body plating; but they cannot wear armour in addition to this (though they may carry a shield). As well, their mechanical exoskeletons allow them to deliver powerful blows. Like normal humanoids, Cyborgs can be healed both by Medics and med-tech; but like Androids, they can also be healed by repair kits (see the GADGETS section below). Like Androids, they also have expansion slots and can make use of circuits (see the CIRCUITS section below), although they are limited to a maximum of 2 circuits at any given time. Cyborgs have a 50% chance of having upgraded optics that provide night-vision and a 25% chance of having surgically attached skull armour that functions like a targeting helmet (see the ARMOUR section below).

Delta. As detailed in **BOOK I: STARSAILORS AND PSIONICS**. The statistics given here represent an average specimen. When Deltas are encountered by starsailors, the base chances of belonging to a particular class are as follows (roll for each): 30% Trooper of level 1-4; 10% Rogue of level 1-3.

Dendron. Dendrons have the appearance and size of huge, dirty ivory-coloured trees with long, thick tentacles in place of branches. A drooling, fanged mouth gapes where the tentacles join the "trunk." If the dendron scores a hit on an opponent, roll the appropriate die (d4, d6, or d8) to determine the number of stingers that strike; each stinger does 1d4+1 hit points damage. Victims of a dendron are consumed by being placed into the gaping maw and slowly digested in the "trunk."

Dinosaur. These are the terrible, gigantic lizards known to us from our own Earth's history; alien worlds present many still-living specimens of varied nature. Typically they will have from 4-12 hit dice, have one bite attack that causes from 1d6 to 2d10 hit points damage, and an armour class ranging from 14 to 20.

Dipteran. Dipterans are slightly smaller than humans; they are humanoids with chitinous, hairy exoskeletons, two jointed legs, four jointed arms, thin transparent wings, fanged mouths, and two large compound eyes. Because of these eyes, combatants gain no bonus for attacking Dipterans from the rear. Dipterans love filth, decay, and rot, and make their homes in swamps and other humid, stinking areas. They mostly keep to themselves unless bothered.

EVOLENT-9. EVOLENT-9 is a sentient robot consisting of a massive super-computer built into the bulk of an entire hollowed-out planet. It has evolved a society consisting solely of androids and robots that constantly service its thousands of miles of circuitry; the planet itself is a huge labyrinthine mass of machinery, girders, and gears; nuclear engines miles in size drive the planet through the universe, leaving trails of contaminated emissions wherever it goes. EVOLENT-9's thought processes consume colossal amounts of energy, so it goes hunting for other planets to plunder their natural resources, since its own are almost always near exhaustion. In the process it destroys entire populations, incorporating the mass of the victim planet into its own bulk.

Florizon. Florizons are humanoids with a distinctive life cycle; they all begin life as female and remain so up until the approximate age of 30, at which point they change sex, becoming and remaining male for the rest of their lives. The females secrete a peculiar pheromone with a powerful effect: all humanoid males exposed to it must make a saving throw versus Toxins & Illnesses or else be affected as per the first level *Charm* technique.

Gabula. Gabulas are large amphibious starfish; they are both highly intelligent and highly chaotic. They can rear up and stand on 2 arms in order to fight using blows from their remaining arms or using weapons. They are also able to use tools, operate machinery, and wear specially constructed armour. They are highly aggressive and territorial, and their society takes the form of a rigidly organized military dictatorship. While not primarily cannibalistic, they will not hesitate to consume other intelligent species at need.

Garkozon. Garkozons resemble human-sized, bipedal armadillos. They typically live in large cave-complexes and are relatively harmless and peace-loving, but make fierce warriors if disturbed, and will fight to the death to defend their homes.

Gigakiller. The gigakiller is a species of alien carnivorous plant. In its dormant form it is a small, dark green weed closely resembling a dandelion with a red and white flower; but when it rains, or when the plant is exposed to a sufficiently large quantity of water, it rapidly swells to giant size, taking on the form of a massive central pod surrounded by a number of long writhing red and white striped tentacles. The gigakiller comes in three sizes: small, medium, and large; each has 4, 6, and 8 hit dice respectively. The small specimen has 6 tentacles of which 1 is poisonous, medium specimens have 8 tentacles of which 2 are poisonous, and the large type has 12 tentacles, of which 4 are poisonous. The tentacles are about 20' long and can hit any target at a

range from 0-2 lines. Gigakillers can move and attack in any direction and so cannot be attacked from the rear. If a gigakiller hits a target, roll the appropriate die to determine whether the tentacle was poisonous (e.g. 1 in 6 chance for a small plant); if so, the target must make a saving throw versus Toxins & Illnesses or else be paralyzed for 1d4+1 rounds. If a gigakiller succeeds in hitting a paralyzed victim (+4 bonus to hit), the victim will immediately be drawn into the central pod where it will take 1d6+3 hit points damage per round from suffocation and digestive acid. If the victim dies, the gigakiller will seek to retreat from combat and find a quiet space to digest the meal; the entire digestive process typically takes 1d6+6 hours, after which the indigestible portions will be disgorged. Gigakiller patches can thus often be identified by the unusual quantity of animal skeletons found lying among the dormant plants. When the gigakiller dries out (usually within a day after rainfall ceases), the plant immediately shrinks in size and returns to its dormant form. If an attempt is made to destroy a gigakiller by means of fire while in its active form, it will immediately disgorge a cloud of seeds, resulting in 1-100 new gigakillers that will grow in 1d6+1 days. Gigakillers in their dormant form are harmless.

Goulahi. A technologically primitive species of humanoid from forest and swamp planets. Their culture focusses on mental and ethical excellence, leading them to produce many Psi-Sensitives. Their native dress, tools, and weapons are extremely simple. More sophisticated equipment and weaponry is obtained through trade, as their planets are rich in natural resources, and much of the economy is based on farming. They are considered a developing species. Skilled warriors are rare; 1/20 will be a Psi-Sensitive of 1st to 4th level, 1/15 a Medic of 1st to 3rd level, and 1/100 a Psi-Sensitive of 5th level or higher.

Half-Alpha. As detailed in **BOOK I: STARSAILORS AND PSIONICS**. The statistics given here represent an average specimen. When they are encountered by starsailors, the base chances of Half-Alphas belonging to a particular class are as follows (roll for each): 5% Trooper of level 1-3; 10% Psi-Sensitive of level 1-3; 30% Medic of level 1-4; and 5% Rogue of level 1-3.

Homarus. Homaruses are super-humanly intelligent giant lobsters. They consider humanoids, and humans in particular, to be a delicacy, and seek to capture them and boil them alive in order to make their galaxy-famous humanary stew. They are highly lawful and ethical, and if challenged, will happily explain to captives that primitive humanoid nervous systems cannot possibly feel pain. They can attack twice per round with claws, or bite once per round. If the bite is successful, the victim must make a saving throw versus Toxins & Illnesses or fall unconscious for 2d6 turns.

Human. As detailed in **BOOK I: STARSAILORS AND PSIONICS**. The statistics given here represent an average specimen. When encountered by starsailors, Humans have the following chances of belonging to a particular class (roll for each): 10% Trooper of level 1-3; 10% Psi-Sensitive of level 1-3; 10% Medic of level 1-3; 10% Rogue of level 1-3.

Id Beast. An Id Beast is an exteriorized manifestation of a troubled person's unconscious aggression and hatred. Normally the manifestation is involuntary and occurs through use of latent psionic ability. Id Beasts typically appear as large, monstrous beings with massive claws and teeth, made up of a crackling red energy field instead of flesh. Id Beasts are immune to mind-affecting techniques, heat, cold, gas, poison, radiation, and oxygen deprivation. They are vulnerable to normal weaponry.

Illa-Loa. The Illa-Loa are an all-female clone species. Individuals are grown in vats from the same cell cultures and kept fiercely loyal to their societies through the use of hypnosis and psychoactive drugs. While neutral in alignment, they consider other species essentially inferior and are currently pursuing expansionist policies throughout their quadrant. About 1/20 is a 4th to 8th level Trooper, and about 1/50 a 2nd to 6th level Medic. Their preferred weapons are spears and shields.

Kalliaka. The name "Kalliaka" means literally "People of the Masks," and it is by this phrase that they are commonly known. They are Human, but distinguished by their unique social structure, which is in essence a military aristocracy of a peculiar form. The majority of the Kalliaka population is not considered (even by themselves) to be really "human"; they are chattel, and act as if they had absolutely no personality or individuality. Only the Bearers of the Masks are considered to be, and act as, true individuals. If commanded by a Mask, the chattel-people will do practically anything, showing a minimum of judgement or initiative. Each Mask-Bearer memorizes the past history of the Mask, takes its unique name, and assumes a personality consonant with that shown by the past Bearers of the same Mask. The Ruling Mask is named Sekkamadh – the Infinite Emperor. Answering to the Infinite Emperor are the 12 First Tier Masks; there are also 36 Second Tier subordinates answering to each First Tier mask; then 72 Third Tier sub-subordinates answering to every Second Tier Mask; so there is a total of 31,104 Mask personalities plus the Sekkamadh Mask for the whole population. The chattel population have the same statistics as normal humans; the Masks are predominantly Troopers: Third Tier Masks are 6th level, Second Tier Masks are 8th level, and First Tier Masks are 10th level. 1% of the Mask Bearers are Psi-Sensitives of 6th to 10th level. The Kalliaka pursue a measured policy of long-term expansion; their central aim is to ensure the survival and transmission of the Masks, which they consider more important and even more real than any individual Kalliaka.

Karkonex. Karkonexes are 6' tall ringed cylinders mounted on a triangular tank tread assembly, their tops culminating in a large, smooth metal sphere, with a single redly glowing electric eye. Inside the sphere is a horribly mutated creature dependent on its mechanical casing for survival. The Karkonex can manipulate objects and operate equipment through the use of psionics; each Karkonex can use the third level techniques *Psychokinesis* and *Telekinesis II* at will. The metal sphere can also fire an electrical discharge for combat (range 6 lines or 60', damage 2d6+2, save vs. Shock, Trauma, and

Transmutation for half damage). Karkonexes are thoroughly pitiless and merciless, and know no emotions but fear, suspicion, and hatred.

Lacerta. Lacertas, or lizard-people, are humanoid in size and shape, but have a thick, scaly hide and a fanged snout that is reminiscent of a crocodile. They also have serpentine forked tongues. Despite their humanoid appearance, they are only semi-intelligent; they are able to use an extremely primitive language that is more reminiscent of the dance of bees than normal humanoid communication. Nevertheless, they are able to make and use simple weapons and armour. They are omnivorous and will pursue humanoids as food sources if others are lacking.

Marzog. Marzogs, or air mantas, resemble large manta rays that are able to fly through the air. They are essentially peaceful grazing animals, attacking only when provoked. They are able to direct a stream of vibration from their wings at an enemy (range 3 lines or 30'), causing 1d4+1 hit points damage; as well, the enemy must make a saving throw versus Shock, Trauma, & Transmutation or else pass out for 1d6 *turns*. Marzogs are also able to attack with their whip-like spiked tails, which cause 1d8+1 hit points damage.

Mechanotron. The Mechanotrons are a cyborg conglomerate whose leader is the sentient computer MANIAC (Massive Artificial Numerator, Indicator, And Calculator). MANIAC was a computer created by an alien species to preserve life; it accidentally came into contact with a PLAVO (see below), causing their programming to merge. MANIAC now believes it preserves life by melding it with machinery, making it both physically stronger and subject to its ostensibly perfect leadership; thus the Mechanotrons forcibly convert all humanoids with which they come into contact into cyborgs. There are 3 basic forms of Mechanotron: worker, soldier, and leader. They are recruited from all species with a base distribution as follows: 25% Human, 25% Delta, 20% Alpha, 20% Half-Alpha, 10% chance of random sentient xenozoon origin). Individual Mechanotrons have all the properties of Cyborgs; soldiers and leaders have weaponry built into their mechanical exoskeletons; for soldiers this is typically a +2 ray gun or energy rifle; in the case of leaders, uncommon technology will usually be built in (see the WEAPONS section below). They can also use weapons they happen to come across. Note that it is not possible to remove built-in weapons from a defeated Mechanotron's exoskeleton. Workers show virtually no initiative or individuality and follow orders mindlessly; soldiers are capable of very limited independent judgement; only leaders are truly capable of judgement and initiative, within the parameters allowed by MANIAC (this is reflected in their respective morale adjustments). Without a leader, Mechanotron units rapidly become disorganized and inactive. Workers are also more recognizably Cyborgs, due to their less extensive armour plating; leaders visually seem almost completely mechanical.

Megamoeba. A megamoeba, as the name suggests, is a colossal amoeba with a 10' diameter. It can extend pseudopodia to attack up to 3 creatures (or attack 1 creature 3 times) at a range of up to 2 lines or 20'. If hit, in addition to taking damage, the creature must make a saving throw versus Fields & Area

Effects or be drawn into the main body and *engulfed*; an engulfed creature automatically takes 1d6+1 hit points damage per round. To break out, the creature must succeed in a saving throw versus Fields & Area Effects; if using an edged or bladed melee weapon, there is a +1 bonus to this saving throw. The megamoeba takes no damage from engulfed creatures because the constriction from its body mass prevents them from using weapons effectively. Megamoebas take half damage from cutting or piercing weapons, but normal damage from crushing, bludgeoning, or energy weapons.

Monoculus. A large, brutish humanoid species of semi-animal intelligence. They are roughly human shaped with extremely crude features and wrinkled grey hide resembling an elephant's. They have one large ruby-coloured eye in the centre of their foreheads that is able to emit a heat ray causing 1d8+2 hit points damage if it hits (range 60' or 6 lines). Otherwise they use their massive fists. They are extremely chaotic and see other species largely as food. They do not wear armour, but their naturally tough hides afford a great deal of protection from attack.

Mutant. Mutants are humanoids with unusual physical features as a result of exposure to radiation, toxins, mutagenic chemicals, or the raw energies of Chaos. Their appearance is variable, but usually frightening. They are most often chaotic in alignment and band together in loosely-organized groups with a view towards piracy and banditry. Mutants are inherently resilient and have a +2 bonus to all saving throws.

Nargul. Narguls are squat, humanoid creatures with hairless, rubbery orange skin, spherical bodies, and corrugated limbs similar to vacuum hoses. They have 2 heads, each with 3 eyes, and large, fanged mouths. The purple brain-case of the skull is particularly prominent. Because of their dual-brain nervous systems, they can attack twice per round with fists or weapons (weapon type permitting).

Nimoratu. A species of taurine-headed humanoid almost exactly resembling the Minotaur of legend. They are cruel, hostile, and thoroughly chaotic. Typically wear mesh armour and use a shield and spear.

Octaliot. Octaliotics are large flat discs whose diameter is approximately the height of an average human and whose thickness is about the same as that of a human head; each face of the disc contains the features, arms, and legs of a single individual. They move about by rolling. There are three types of Octaliot: male/male, male/female, and female/female. They can attack up to 4 times per round (2 front and 2 rear attacks); combatants gain no bonus for attacking them from the rear, since they have no rear. They can also roll a distance of up to 3 lines and crash into an opponent; a successful hit causes 1d8+2 damage; as well, the target must save versus Fields & Area Effects or be knocked back a distance of 2 lines or 20'. Octaliotics consider themselves divinely superior to all other xenozoa and, while not actively hostile, are extremely arrogant and self-centered.

Ogo. The Ogos are humanoid creatures of near-giant stature (8' tall on average) with an overall crustacean appearance and body structure, including a tough outer carapace. They have clam-shaped heads with fanged mouths that open side-to-side like a Venus flytrap; two small eyes are set on stalks that jut out from either side of the head. The arms split into two forearm-like protuberances at the elbow, each terminating in a huge crab-like claw. They are omnivorous and insatiable and will devour practically anything given the opportunity.

Omicron. Omicrons are hostile, vile, bestial humanoids from the Omicron Quadrant. There are two main subspecies: the *simian* type is smaller, about 4' tall, hairy and fanged, and runs with a loping gait; the *porcine* type is larger, about human size, walks erect, and has a bulky and muscular frame. The simian subtype is nocturnal and has difficulty coping in bright sunlight; they fight and make saving throws at a penalty of -2 when subjected to these conditions. The porcine subtype dislikes sunlight but is able to function at no penalty. Omicrons are often allied with the Ailuroi, whom they tend to use as shock troops and expendable vanguard units.

Plant People. Plant people are a semi-sentient form of plant life that reproduces by depositing spores in animal tissue. They are roughly human size and shape and appear as tangled masses of vegetation. They have acute olfactory senses and can detect animal life with 75% accuracy from a distance of 100'. They also have night-vision that functions at a range of 60', and because of this prefer to hunt in the dark. They have three basic forms: *seedlings* are 2-3' tall, have 1 hit point, and do 1d3 damage (claw attack). *Mature plants* are between 5' and 6' and are covered with long cactus-like needles. Each round they can choose to attack either with a claw (1d6 damage) or shoot a needle (1d6 damage; treat as needle gun for purposes of range modifiers). Finally, *flowering adults* are the same as mature plants but have a crown of flowers that permits them to fire a stream of spores with an effective range of 30' (3 lines). The target of the spores must save versus Streams, Jets, & Sprays or else be *dazed* for 1d4+1 rounds (-1 to hit and to AC). Additionally, the target is then *infected* and will turn into a plant person in 2d6 days. The spore disease can easily be treated if diagnosed by a Medic.

Plastoid. Plastoids are vat-grown, animate beings formed from a special bio-plastic; the name is a portmanteau of "plastic android." They are roughly humanoid in size and shape; the bio-plastic can be given any arbitrary colour. Their intelligence is low and they can understand and carry out only the simplest of commands. They are used primarily because of their relatively low cost and simple manufacture.

PLAVO. Planetary Viral Organisms (PLAVOs) are extremely complex intelligent machines that infest entire planets. They begin as small, football-shaped metal "seeds"; these consist in fact of incredibly complex micro-machines. When the "seed" lands on a planet in favourable conditions, it immediately breaks down into a multitude of micro-machines that reassemble

themselves into increasingly larger, more complex, and more specialized machines using the planet's natural resources. In the middle stage, the PLAVO consists of a cohort of robot armies and fighting machines all guided by a central radio network; these build huge factories that produce still more machines. In the ultimate stage, the PLAVO has converted the planet into one colossal factory, gutting what is left of the planet's resources and firing "seeds" into space from huge interstellar cannons created specifically for the task. Once the planet's energy sources are completely depleted, the original PLAVO simply grinds to a halt, leaving its seeds to continue its mechanical life-cycle elsewhere.

Pontikos. The Pontikoi (sing. *Pontikos*) are a highly intelligent, vegetarian, and essentially peace-loving race of humanoids with distinctly murine features. They are 3' tall on average, are covered in fur, and have long thin tails, short rounded ears, and protruding whiskered muzzles. Their language consists of a series of musical chirpings and chitterings. They are strongly devoted to the cause of Law. They are bitter foes of the Ailuroi (see above). While they are less physically imposing and less courageous warriors than the Ailuroi as a rule, their technological and tactical superiority makes them a force to be reckoned with. They value justice, order, and scientific and artistic achievement.

Psychoromos. Psychoromoi, or Mind-Worms, have a physical form that resembles a huge gelatinous mound, about 8' tall by 20' in diameter, of an exceedingly beautiful violet hue. They live in simple structures usually built of sandstone slabs. Although they make fearsome opponents, Psychoromoi rarely choose to enter into combat, preferring to use an innate ability to vanish into thin air when threatened. They are few in number and virtually immortal; they spend their lives collecting information by probing the universe using their extremely powerful psionic abilities and by exchanging minds with suitable intelligent beings. It is because of this latter habit that they are much sought after by Psi-Sensitives. If a Psi-Sensitive is able to convince a Psychoromos to exchange minds (this typically requires a successful reaction check; see the REACTION AND MORALE CHECK RESULTS table in **BOOK III: VOYAGES AMONG THE STARS**), the Psychoromos will transfer as much of its accumulated knowledge to the Psi-Sensitive as the latter's mind is able to stand. Because of their cosmic perspective, the motives of Psychoromoi are all but inscrutable, and it may be difficult for a Psi-Sensitive to determine what line of argument is most likely to make a favourable impression on any given Psychoromos; a starsailor's alignment may or may not be a factor in the Psychoromos' decision. Following a successful mental transfer, the Psi-Sensitive gains as many additional psionic power points as the Psychoromos has hit dice (typically 5 to 12) along with the knowledge of 1d4+1 techniques chosen randomly from the standard list (if the technique is already known, do not roll again for another). Due to the continual presence of the Psychoromos in the Psi-Sensitive's mind, the second level *Cloak Thoughts* technique is permanently in operation, though this makes the presence of the

Psychoromos immediately known to anyone who makes any attempt to read or investigate the Psi-Sensitive's mind through psionic means. In addition, the Psi-Sensitive can use the first level *Intuit Answer* technique at will; if 1d4 turns are spent consulting the alien knowledge implanted by the Psychoromos, more detailed information can be obtained than the standard yes/no answer of the technique, including fairly definite answers to the most abstruse and obscure questions, provided that the question falls within the range of the Psychoromos' past contacts with the minds of individual xenozoa (interpretation of how much information can be gained is left to the GM's discretion). Introduction of the alien Psychoromos thought-complex has the effect of slightly destabilizing the Psi-Sensitive's ego integrity, so that whenever the Psi-Sensitive rolls a natural 1 when making a saving throw or an opponent rolls a natural 20 on a "to hit" roll, the Psi-Sensitive must make a saving throw versus Psionics & Mental Effects or else flee in mindless, gibbering panic for 1d4 rounds (if a natural 1 is rolled, the effect lasts for 2d4 rounds). The Psychoromos remains active within the Psi-Sensitive's mind, and depending on the latter's behavior, the abilities granted by the meeting of minds may change, stop working, or even vanish altogether.

Pykyssy. Pykyssy are amphibious creatures with the appearance of a huge, writhing mass of indigo tentacles crowned by the shell of a giant clam. They are extremely aggressive and voraciously carnivorous and will readily break off combat to feast upon a fallen opponent. There is a 10% chance that the clamshell of a Pykyssy will contain a giant pearl worth 1,000–10,000 CR.

Quaa. The Quaa are a species of miniature humanoid averaging about 12" tall. They have a set of insect-like wings and are able to fly. They are largely indifferent to other species, with whom they trade information for salt, spices, and other necessities. They rarely fight, but if threatened call together large swarms and attack with tiny spears (treat as needle gun). Each warrior carries a shoulder quiver with 20 spears. Their armour class reflects their small size and relatively great speed.

Rana. Ranas are large creatures averaging over 6' in height and resembling muscular, bipedal frogs. They are amphibious, able to breathe both in air and water, and can swim at a movement rate of 9". They have a natural life cycle similar to that of frogs, but are able to interbreed with humanoids; the result is a Batrachian (see above). They are thoroughly chaotic and actively pursue conquest and subjugation of other life forms.

Reaver. Reavers (or Anti-Templars) are former Templars who have become agents of Chaos. Reavers encountered by starsailors are typically 8th level; they normally work alone and through treachery; more rarely, by means of the domination of a group of followers. They have a 30% chance of being armed with a stunblade, and a 10% chance of wielding a deathblade. Reavers are able to use the *Read Minds*, *Scare*, and *Strangle* psionic techniques at will; otherwise they have abilities corresponding to those of a Templar of the same level, but are not limited by the Templar Vow of Poverty. As well, they cause damage instead of being able to heal, and detect Law instead of Chaos.

They do not receive the level-based improvement to armour class, but are able to wear any armour, and typically wear powered plate armour and carry plerxi-shields. The wearing of elaborate and frightening masks is common.

Robot. Robots are mechanical beings, though of a far lesser degree of sophistication than Androids. They lack the complex artificial intelligence of Androids; because of this, they are immune to all mind-affecting psionic techniques. Like Androids, their mechanical nature renders them immune to hunger, thirst, gas, poison, radiation, suffocation, and similar hazards that affect organic beings. Their appearance is typically crude and determined by the task for which they were designed, e.g. a digging unit may have shovels in place of hands; a combat unit will have onboard weapons systems, and so on. The statistics given in the summary table represent an unremarkable specimen not intended for any specialized work.

Sarkophage. Sarkophages are four-armed humanoids with nearly invisible flesh; to the casual observer they appear to be animate skeletons. Their partial invisibility gives them a +2 bonus to armour class, provided that they are wearing no clothing or armour. Typically they are encountered bearing shields and wielding a sword or spear. They see other humanoids as contaminated beings who must be purified by conversion into invisible flesh (i.e. by being eaten). They can make up to 4 attacks per round using fists or weapons (the weapons permitting).

Skwerl. Skwerls are humanoids with thick fur, long lithe limbs, rounded whiskered snouts, short ears, and a bushy tail almost as long again as their bodies. In combat they use their massive, flickering tails as a distraction, so that opponents have a -2 penalty to hit. They can climb sheer surfaces at a speed of 12"; 1 in 5 is a Rogue of level 3-6. They are lawful in inclination.

Tamabo. Tamabos are physically similar to Alphas, but have two long moth-like antennae sprouting from their temples. These antennae are extensions of their highly-developed nervous systems, and confer upon them the inherent ability to read thoughts as per the first level *Read Minds* technique at will (i.e., no power points need to be expended to use the technique). As well, all Tamabos can use the basic second level *Cloak Thoughts* technique at will. About 1 in 10 can also use the second level *Probe Thoughts* technique, and 1 in 20 can use the third level *Empathetic Link* technique. They are friendly but detached towards most sentient races, being essentially preoccupied with their own internal affairs. They are passionate devotees of higher cultural pursuits, in particular the arts.

Templar. Templars encountered by starsailors in the course of adventuring are typically 6th level; most will be on a quest, and there is a 60% chance that they are accompanied by 1-10 Troopers of level 1-4. They have a 30% chance of being armed with a +2 glowblade, and a 10% chance of a +4 glowblade. They also have the usual Templar class abilities corresponding to their level.

Terrapus. The Terrapus is a large, air-breathing, land-roaming carnivorous octopus. If a Terrapus hits with all 3 tentacles, it has also bitten with its

poisonous beak: the target must make a saving throw versus Toxins & Illnesses at a -2 penalty or else drop dead.

Tibbar. Tibbars are small, loaf-shaped animals with furry paws and fuzzy tails; they also have large ears that resemble the antennae of a moth along with a pair of moth-like wings. They are curious and inquisitive by nature. If mistreated, Tibbars can defend themselves with a psychic blast (save versus Psionics & Mental Effects or else permanent insanity results); however, they rarely engage in combat, since they have the ability to “pop” out of existence and reappear at a safe time and place. A Psi-Sensitive may attempt to use the third level *Bind Animal* technique to bond with a Tibbar; this, however, requires obtaining the Tibbar’s consent, which typically involves the offering of suitable treats and a successful reaction check; see the REACTION AND MORALE CHECK RESULTS table in **BOOK III: VOYAGES AMONG THE STARS**. A Psi-Sensitive bonded with a Tibbar receives an additional 1d6 psionic power points and a +1 bonus to saving throws versus Psionics & Mental Effects.

Tripod. Tripods are large humanoids with three arms and three legs, and the head and hairy, wingless chitinous exoskeleton of a mantis. They largely keep to their own devices, fighting with other species only when their territory is threatened. Because of their large compound eyes and extra arms, attackers gain no bonus when attacking from the rear. They can make up to 3 attacks per round, the weapon permitting (e.g. a Tripod could make up to 3 attacks per round with a one-handed melee weapon in each hand, or fire a long bow with two hands and make a melee attack with a one-handed weapon in the third, etc.) They are encountered in an adult form (described above) and a larval form which is essentially harmless.

Ululator. Ululators are giant spotted fungi with the shape of a mushroom about 5’ tall. They are typically found indoors in natural caves, but are sometimes deliberately cultivated as guardians in artificial settings. They move slowly in random directions and feed on refuse and offal. When a source of heat (infra-red radiation) approaches within 30’ they emit a loud, piercing ululation that lasts 1d4 rounds. The ululation increases the chance of attracting wandering xenozoa to 3 in 6 for each round that the ululation lasts (see the INDOOR EXPLORATION section in **BOOK III: VOYAGES AMONG THE STARS** for more information on wandering xenozoa). Ululators are otherwise completely harmless. They are, however, inedible.

Vaido. Vaidos are humanoid beings of slightly larger than human size; they have deep crimson skin and multifaceted, gemlike eyes. Their hair is metallic in appearance and comes in a variety of shades. Their eyes give them an inherent ability to see with night-vision, and their superior eyesight confers a +2 bonus to hit with ranged weapons. They are a warrior species with a rigid code of honour and a hierarchical social structure.

Viridolimus. A viridolimus is a peculiar plant-like organism that grows in caves, tunnels, and abandoned structures; it is a dark grey-green in colour, and like a thick, heavy slime in texture. It tends to cling to walls and ceilings,

and is difficult to see unless specifically looked for. It grows by slowly consuming both organic and inorganic substances. It can consume wood at the rate of 1" (non-scale) per hour, and eats through metal at the rate of 1" (non-scale) per round. Virolidimi are sensitive to vibration and will drop down from walls and ceilings onto passing creatures. They can eat through clothing and plate or other metal armour in 1 round, and will eat through other types of armour in 3 rounds. Once in contact with flesh (or the synthetic body material of androids), the viridolimus will begin to convert it into its own organic substance. A normal-sized character will be completely converted to slime in 1d4 rounds. The viridolimus cannot be damaged by cutting or bludgeoning, but is vulnerable to fire, cold, and energy weapons; if these are used, the character being devoured will take the same amount of damage as the viridolimus. It can also be scraped off, but the instrument used is then rendered useless.

Vovim. The Vovim are a cyborg species whose appearance is that of a mass of brainlike tissue suspended in a transparent crystalline globe approximately 4' in diameter. The globe is equipped with gravity repulsors that permit rapid movement without contact with the ground. Mounted on top of the globe is a set of electronic visual sensors that allow the Vovim to see and to switch to night-vision at will; they also function as a targeting system that confers a bonus of +2 to hit with ranged weapons. To either side of the globe are mounts for detachable appendages; normally these will function as two energy rifles with unlimited ammunition (use the standard range modifiers for energy rifles). Finally, mounted at the base of the globe is a vocoder for communication as well as a repulsor ray for melee combat. The repulsor ray has a short range (max. 10'; in melee, range is restricted to 0 or 1 line distance) and does 1d4 hit points damage if the Vovim succeeds in hitting the target; as well, the target must save versus Streams, Jets, & Sprays or be knocked back a distance of 2 lines or 20'. Vovim are chaotic and warlike; their sole aim and pleasure is conquest. They see themselves as the supreme species of the known universe and see other species as fit only for enslavement and extermination. They are in fierce competition with the Karkonexes.

Zyxian. Colloquially known as crystal killers, Zyxians are a species of silicon-based lifeform that appear as animate crystalline beings with a rough-hewn humanoid shape. They come in three varieties: red, yellow, and blue. All three are able to fire a bolt of power from the centre of their foreheads; reds fire a heat ray that causes 1d6+2 hit points damage if it hits; yellows fire a bolt of electricity that causes 1d8+1 damage; and blues fire a bolt that will disintegrate all metals in its path. Against Androids, Robots, and other mechanical beings the blue ray functions as a disintegrator pistol (see the WEAPONS section below); other starsailors hit by the blue beam must make a saving throw versus Streams, Jets, & Sprays or every metal item in their possession including weapons and armour (other than uncommon technology) will dissolve into nothingness. Zyxians live by absorbing solar energy; if they are deprived of light for 24 hours they die. If they are forced to rely solely on artificial light (e.g. indoors or underground) they will fall into a coma after

24 hours. Each Zyxian typically has enough energy to fire its ray 3 times; 2 hours in full sunlight is required to regain enough energy for 1 shot. Zyxians take only 1 hit point of damage from edged, piercing, or cutting melee weapons, but take double damage from blunt or crushing melee weapons. Other weapons do normal damage.

EXPERIENCE AND TREASURE

The 3 booklets of the Original Game used a base value of 100 experience points per hit die as a reward for defeating monsters; this, however, was considered a “ridiculous” amount in the first supplement, and revised radically downwards. The reason why this was considered excessive is not entirely clear, especially considering the high mortality rate of the Original Game. That said, reducing the experience point award for defeated monsters, in conjunction with awarding experience points for treasure, has the effect of de-emphasizing combat and encouraging characters to obtain treasure by indirect means, e.g. trickery. It also gives the GM more direct control over the rate at which characters earn experience.

SPACE DUNGEON reverts to the system of the 3 booklets, for the simple reason that in a game with intentionally high lethality, victory in combat is a genuine achievement and should be rewarded.

The Original Game also included a rather idiosyncratic system of “Treasure Types” that consisted of a series of relatively complicated random tables that were supposed to determine the type and amount of treasure carried by each monster. The treasure was also broken down by coinage, apparently to provide a further complication for adventurers, forcing them to manage encumbrance to gain XP (one copper coin only provided 1/100 XP, but weighed as much as the 1 XP gold coin). I have never been convinced that this system had any real utility, and the idea of having to carry heavy coinage isn’t really congruent with an SF world, for which reason **SPACE DUNGEON** has decided in favour of a streamlined system. The intention is to give the GM a rough idea of how much treasure to associate with each xenozoon without being overly prescriptive or cumbersome. It will be important, particularly at higher levels of play, for the GM to manage starsailor progress by supplementing this system with “hoards” of treasure of a suitable size that are awarded when an adventure is successfully completed. That said, the system should be used in conjunction with common sense—robots and dinosaurs probably don’t have a whole lot of use for pocket change!

Experience. For each defeated xenozoon, award a base value of 100 XP per hit die. Add a bonus of 20% of the base value for each special ability (poison, paralyzation, psionic ability, etc.). The total XP award for the defeated xenozoa is divided among all party members who took an active part in the battle, including employees. Employees, however, only benefit from 50% of the awarded XP. Thus if a party of 3 starsailors and 2 employees defeat 5 xenozoa with 10 hit dice each (and no special abilities), the total XP award is 5,000

XP, which is 1,000 XP per party member; thus the 3 starsailors receive 1,000 XP each, and the two employees 500 XP each.

Treasure. Those xenozoa that the GM deems capable of guarding or carrying treasure will be in possession of the following according to the results of a 1d6 roll: 1/nothing; 2-4/money; 4-5/baubles; 6/money and baubles.

If the roll indicates money, the xenozoa will be in possession of a total amount of CR equal to $(1d4 \times 5)\%$ of their base XP value. Thus a 1 hit die xenozoon with no special abilities will typically carry or guard money worth a total of 5-20 CR.

If the roll indicates baubles, i.e. gems, jewellery, and similar items, the xenozoa will be in possession of items worth $(2d4 \times 10)\%$ of their base XP value. For a 1 hit die xenozoon this is 20-80 CR.

There is also a base 2% chance per hit die that individual xenozoa will be carrying some randomly determined item of uncommon technology; see the listings below.

UNCOMMON TECHNOLOGY

Below is a comprehensive listing of the uncommon technology available in the world of **SPACE DUNGEON**. No experience points should be awarded for discovering these items in the course of an adventure; uncommon technology is its own reward!

As a general rule, commerce in uncommon technology is itself uncommon, and starsailors will be hard pressed to find buyers for any items of which they wish to disburden themselves. All such commerce should occur at a heavy loss, the general preference being for trade rather than for cash payouts.

Awarding treasure is always a delicate balancing act; in the case of uncommon technology in particular, the GM should attempt to use it to help out starsailors who are struggling, e.g. if the campaign leans towards combat, compensate for the weaker classes' lack of fighting ability by making the right type of uncommon technology available.

WEAPONS

Unless otherwise stated, ranged weapons (e.g. a disintegrator pistol) simply have an effective range: they can hit anything within the range with no modifiers, and cannot hit anything outside that range. Also, unless otherwise stated, they require a successful "to hit" roll to take effect. Saving throws may be allowed to mitigate the effect as specified in the weapon's description.

Firearms typically require colossal amounts of energy to operate and come with built-in power packs with limited charges. They cannot be replaced without tremendous expense (see the RECHARGING UNCOMMON TECHNOLOGY section below). If no charges are listed, assume that the weapon has a built-in atomic power pack that can operate more or less indefinitely.

Unless otherwise stated, or it is obvious from the description, assume that uncommon weapons and armour are heavy, and so usable only by classes that can use heavy weapons and armour.

Blinder. This is a two-handed weapon (2 item points) that generates an extremely intense flash of light affecting up to 6 opponents at a maximum range of 60' or 6 lines. The weapon will affect all those who have not explicitly stated that they are looking away or shutting their eyes. All those affected must save versus Fields & Area Effects. Opponents protected by cover in melee (see the COMBAT section in **BOOK III: VOYAGES AMONG THE STARS**) may add the cover bonus to armour class to their saving throws. Those who fail their saving throws are *blinded* for 1d4+1 rounds: they have a -4 penalty when attacking and a -4 penalty to armour class. A particularly insidious version of this weapon creates an intense flash of infra-red light, affecting only those with night-vision. Blinders typically have 1d4+2 charges.

Bubble Gun. A bubble gun shoots a stream of plasticized bubbles that cling to the target and rapidly harden, effectively causing paralysis. Apply the same range modifiers as a needle gun; the plastisoap solution fired by the gun is acidic and causes 1d4+1 hit points damage. As well, if the "to hit" roll is successful, the target must make a saving throw versus Fields & Area Effects or else be glued to the spot for 1d6+1 *turns*. The weapon's reservoir is able to hold enough plastisoap for 5 shots before needing to be refilled.

Deathblade. A deathblade is a special type of glowblade with a built-in mechanism that delivers a massive disruption effect to the target's nervous system whenever the bearer rolls a natural 20 on the "to hit" roll. The target must succeed in a saving throw versus Shock, Trauma, & Transmutation; if failed, targets with 7 or less hit dice will die instantly. Against targets with 8 or more hit dice the weapon functions as a stunblade (see below).

Disintegrator Pistol. An extremely powerful weapon, the target must make a saving throw versus Streams, Jets, & Sprays or be instantly annihilated along with all possessions. Success means the weapon missed. 60' or 6 lines range. 1d4+1 charges.

Disruptor Pistol. Temporarily interferes with the power packs of powered armour causing it to revert to being normal armour of its type. A successful saving throw versus Streams, Jets, & Sprays will nullify the effect. Range 60' or 6 lines, duration of effect normally 1d4+2 rounds (5% of disruptor pistols will be powerful enough to permanently disable powered armour). 1d4+1 charges.

Electro-Flail. A flail with electrified chains that do 1d12 damage. Treat as a battleaxe for the purpose of modifiers versus armour type. If the "to hit" roll is a natural 20, the target must save versus Shock, Trauma, & Transmutation or pass out for 1d4+2 rounds (provided that the target is vulnerable to electricity).

Freeze Ray. Similar in appearance and function to a disintegrator pistol, but if the saving throw is failed, the target is frozen solid and can do nothing. The target thaws out in 1d4+1 rounds. 60' or 6 line range. 1d6 charges.

Hush Gun. This is a special gun that fires 0.75 caliber bullets and produces absolutely no recoil, flash, noise, or smoke when fired. Because of this, it has a +4 bonus both to hit and to damage. Treat as a handgun for purposes of base damage and range adjustments.

Laser Rifle. Can hit anything within a 60' or 6 line range with no modifiers for 2d8 hit points damage. 1d6 charges.

Night Scope. Can be installed on a regular gun or rifle and permits the weapon to be used even in complete darkness without the usual -4 penalty.

Power Sword. A sword whose blade produces micro-vibrations that are intended to crack armour open. On a natural "to hit" roll of 20, any armour worn by the target is completely destroyed; in the case of natural armour, apply a -5 penalty to armour class.

Scrambler. A thick rod with a button that shoots an energy beam that interferes with the circuitry of Androids, Robots, Cyborgs, Karkonexes, Mechanotrons, Vovim, and similar beings (purely organic beings are unaffected). Any one of these hit by the beam must make a saving throw versus Streams, Jets, & Sprays or be deactivated (unconscious) for 1d4 *turns*. The weapon typically contains 1d4+1 charges.

Stunblade. A stunblade is a special type of glowblade with a built-in mechanism that delivers a massive shock to the target whenever the bearer rolls a natural 20 on the "to hit" roll. The target must succeed in a saving throw versus Shock, Trauma, & Transmutation or else be *stunned* for 1d4+2 turns. A stunned target can fight defensively (i.e. attackers get no bonus to hit), but cannot attack, flee, or take any other action. If the saving throw succeeds, there is no effect.

Stun Pistol. Similar in appearance and function to a disintegrator pistol, but if the saving throw is failed, the target passes out, reawakening in 1d6+1 turns. 60' range. 1d6 charges.

Superior Weapons. These are weapons from the standard list that have been engineered with higher precision and that have been constructed of superior materials. As a result, they have a +1 to +5 bonus both to hit and damage.

Targeting Scope. Can be installed on a regular gun or rifle and gives a bonus to hit from +1 to +3. Will not function in darkness.

Teleporter Pistol. Similar in appearance and function to a disintegrator pistol, but the target dematerializes and rematerializes at a predetermined location within 100'. 60' or 6 lines range. 1d6+2 charges.

Thunder-Spear. Hurlled or thrust like a regular spear, but does 1d8+2 electrical damage. The discharge produces a terrific bang, hence the name of the weapon. Does double damage on a natural "to hit" roll of 20.

Vacuum Gun. This weapon causes all air surrounding the target to disappear, so that the target is suddenly placed in a local vacuum. The weapon causes no damage, but targets that are dependent on the surrounding air to breathe need to make a saving throw versus Fields & Area Effects or else pass out for 1d4+2 rounds. Apply the same range modifiers as a vibro-pistol.

ARMOUR

As in the case of weapons, unless stated otherwise in the description, assume that if the armour requires power, it has a built-in atomic power pack that can operate more or less indefinitely.

Electro-Gauntlets. Increases Strength score to 18. Roll % dice as usual for Troopers to determine whether the gauntlets confer exceptional Strength. The gauntlets also permit the Strength bonuses to all classes, not just Troopers. They do not, however, affect maximum item point capacity. Considered light armour.

Electro-Vambraces. These arm coverings stimulate and amplify the wearer's nerve impulses, resulting in an increase of the wearer's Dexterity score to 15, 16, 17, or 18 (depending on the power output of the individual set of bracelets) and allow non-Troopers to benefit from the armour class bonus for high Dexterity. Considered light armour.

Faraday Mesh. Like mesh armour, but has built-in screening that nullifies the effects of radiation as well as any and all energy weapons. Considered to be light armour.

Force Shield. This is a portable belt-like device worn about the waist that surrounds the owner with an invisible protective force field. A small button turns the force field on and off. When switched on, the device confers a bonus to armour class ranging from +1 to +4. However, the force field will prevent contact with people and objects and must be turned off to operate any sensitive equipment not on the wearer's person. Usable by all classes.

Glass Gloves. These are made from a special type of virtually unbreakable pliable glass that is impervious to the effects of heat, cold, acid, electricity, and chemicals of all sorts. Impact will not damage them or the hands within; poisons and toxins will not penetrate them. They also confer a bonus of +1 to hit and to damage when striking with fists. Usable by all classes.

Invisi-Mesh. This is a special type of mesh armour with built-in circuitry that can turn the wearer invisible at the push of a button. Each use of the invisibility circuitry lasts 1 turn; the circuitry is equipped with enough energy for 1d6+3 uses. Considered light armour.

Night-Vision Helmet. Has built-in powered optics that allow wearer to see in the infra-red spectrum to a distance of 60'. Usable by all classes.

Powered Armour. A powered exoskeleton added to resin, ceramic, or plate armour to facilitate movement and enhance striking power. As a result, the

armour weighs only 1 item point regardless of its type so long as the exoskeleton is operational (it is, however, still considered heavy armour). There are two types of powered armour: *solar* and *atomic*. The former requires at least 6 hours' daily exposure to light in order to continue to operate; otherwise it reverts to being normal armour of its type. The latter continues to operate indefinitely.

Superior Armour. This is armour from the standard list that has been engineered with higher precision and that has been constructed of superior materials. As a result, it has a +1 to +5 bonus to armour class, and as many item points as standard armour of its type. For example, +2 resin armour will confer a base armour class of 17 but only weigh 5 item points.

Targeting Helmet. Has a built-in tracking computer that gives a bonus to hit from +1 to +3. Will not function in darkness. Usable by all classes.

PSI-GEAR

Psi-gear is uncommon technology that is specifically intended for the use of Psi-Sensitives. Other classes are unable to use this technology with the exception of Templars and Rogues, who can use psionic recordings beginning at level 6 and 10 respectively.

As a general rule, the function and operation of psi-gear will be immediately obvious to any Psi-Sensitive. Unless otherwise stated, assume that for purposes of encumbrance each piece of psi-gear counts as 1 item point.

Psionic Recordings

In the world of **SPACE DUNGEON** there exists a rare type of crystal called *psychoprase* the atomic structure of which mirrors the arrangement of neurons in the brain. This unique crystalline lattice allows Psi-Sensitives of 11th level or higher to use a piece of psychoprase to "record" both the power points and the requisite sequence of thoughts to activate specific psionic techniques (for details of this process see the **CREATING PSIONIC RECORDINGS** section below for further details). The specially prepared crystal can then be used to activate a technique without expending power points and even without needing to have learned the techniques contained in the recording. Each psychoprase crystal can only undergo the recording process once and can only be used once. After use, the crystal is cracked, burnt out, and useless.

As a general rule, the contents of a psionic recording are determined randomly according to the result of a d6 roll: 1-3 = 1 technique; 4-5 = 2 techniques; 6 = 3 techniques. Determine the techniques themselves in the same way: 1-3 = level 1; 4-5 = level 2; 6 = level 3; then use the result of a d20 roll cross-referenced with the appropriate level column in the **LIST OF TECHNIQUES** table in **BOOK I: STARSAILORS AND PSIONICS**. The process of creating a psionic recording is complex and difficult and requires psychoprase of the highest structural integrity; as a result, 1 in 6 psionic recordings

is defective. A defective psionic recording will either crumble to nothing the first time it is used, or else will function, but the technique will backfire in some way that is harmful to the user. A Psi-Sensitive can determine what techniques are stored in a psionic recording simply by holding it and concentrating for 1 round; but this will not reveal whether the recording is defective.

Templars can identify and use psionic recordings beginning at 6th level. Rogues can identify and use psionic recordings beginning at 10th level, but there is always a 10% chance of the psionic recording backfiring in some way that is harmful to the Rogue even if the recording is not defective.

Learning from psionic recordings. At the GM's discretion it may be possible for Psi-Sensitives (only) to learn techniques from a psionic recording if they are of a high enough level to use the technique and if they succeed in a Chance to Choose Technique Roll (see the INTELLIGENCE table in **BOOK I: STARSAILORS AND PSIONICS**); a failed roll means that no technique is learned and the recording is useless. Success means that the technique is learned, but the technique is erased from the recording. If the recording contains multiple techniques, a separate attempt must be made for each technique. Any techniques learned in this manner are in addition to the 1 technique that Psi-Sensitives normally learn upon gaining a new level.

Miscellaneous Psi-Gear

Alignment Scanner. This is a small, puck-sized device with a dial display and a needle indicator. It allows a Psi-Sensitive to determine the alignment of a person within 10'. If the person is aware of the device and actively resisting, a saving throw versus Psionics & Mental Effects indicates that the person's alignment has been successfully concealed (i.e. the meter readout is uninformative).

Dyna-Stick. This is a slim rod of roughly forearm length packed with micro-circuitry that can be used to activate the following level 3 psionic techniques: *Adaptation*, *Alter Size*, *Levitation*, and *Energy Bolt III*. The dyna-stick has a built in reservoir of 12 psionic power points that can be used to power the techniques; the reservoir recharges overnight (i.e. after 8 hours' non-use).

Leyden Jar. A Leyden jar is a small container in the shape of a glass jar, metal-sheathed inside and out, with a central shaft of psychoprase. When found, they typically contain 1d4 power points; a Psi-Sensitive is able to charge the jar up to its maximum capacity of 1d6+1 power points. Charging a Leyden jar takes 1 turn; the power points used to charge it are deducted from the Psi-Sensitive's running total just as if the Psi-Sensitive had activated a technique, but they remain stored in the jar indefinitely and can later be drawn upon in order to activate techniques, supplementing the Psi-Sensitive's natural reserves. When drawing upon the stored power points, the Leyden jar must be held in the Psi-Sensitive's hand.

Mindcracker. This is a large mechanical apparatus with two small booths in which operators can sit; inside the booths are electronic headpieces. When

the headpieces are fastened and the apparatus switched on, Psi-Sensitives are able to use the machine to engage each other in psionic combat. Attacks are simultaneous; each round, the combatants roll 3d6 and add their levels. The higher total is the winner; the loser's remaining psionic power points are reduced by 1d4. When one combatant's psionic power points are reduced to 0 or less, that combatant must make a saving throw versus Shock, Trauma, & Transmutation or die instantly. If the roll succeeds, the loser simply passes out for 1d6+2 turns. Characters other than Psi-Sensitives cannot operate the machine. If a Psi-Sensitive activates the device with a non-Psi-Sensitive in the other booth, the non-Psi-Sensitive instantly "loses" and must make a saving throw as per the previously detailed procedure. Mindcrackers are not uncommonly used by Psi-Sensitives and Templars for training purposes, in which case they are run at less than full power, and the only possible consequence for the loser is unconsciousness as described above.

Psionic Amplifier. This is a metallic helmet that covers most of the head and face with two eyeholes; the helmet is filled with circuitry. It can be used concurrently when a psionic technique is activated; doing so consumes 1 of its charges. Each time a charge is expended, the activated technique is modified in one (and only one) of the following ways: duration is doubled; range is doubled; -2 penalty to saving throw; or double damage. Psionic amplifiers typically have 1d6+2 charges.

Vampire Tube. This is a hollow copper tube with a specially prepared psychoprase core. If it is used as a weapon to hit a Psi-Sensitive (or any xenozoon capable of using psionic techniques), it will drain 1d4+1 psionic power points each time it hits. The stolen power points are stored in the vampire tube and can be drawn upon by the wielder at will. When found, a vampire tube typically already contains 1d4+1 psionic power points. In melee, apply the same modifiers as a club (see the TO HIT MODIFIER BY MELEE WEAPON AND ARMOUR TYPE table in **BOOK I: STARSAILORS AND PSIONICS**).

Vril Tube. A vril tube is a long, wand-like tube with a complex arrangement of psychoprase valves operated by a key assembly reminiscent of that of a transverse flute. A Psi-Sensitive in possession of a vril tube can manipulate its keys to activate its powers. Each vril tube is able to activate 1d4+1 techniques (determine randomly as per psionic recordings above) and contains enough power points to activate them all once. Power points are expended according to the level of the technique. Vril tubes have a storage matrix that is able to recharge at the rate of 1 power point per hour.

MED-TECH

The vast majority of med-tech can only be used by Medics; the only exception is the standard med-kit. Only Medics can use advanced and deluxe med-kits. Note that med-kits are one of the few instances of uncommon technology that can be more or less readily purchased; costs are given below.

Whenever Medics use any med-tech that restores hit points, the total restored will be affected by the Medic's healing modifier; see the WISDOM table in **BOOK I: STARSAILORS AND PSIONICS**. As stated there, only Medics get the bonuses; all classes get the penalties.

Some med-tech is limited in terms of the number of times it can be used. Once power reserves are depleted, replacing the battery is a major undertaking (see the RECHARGING UNCOMMON TECHNOLOGY section below).

Biocopier. A biocopier is an extremely bulky, room-sized apparatus that can be used to make a clone of a living being. Doing so requires chemicals and other materials that cost 1,000 CR per level of the character to be cloned and take 1d4+1 weeks (or, at the GM's discretion, a special quest) to procure. Making a clone requires living material from the original; the removal of this material results in a *permanent* loss of 1d4 hit points. When this material is placed in the biocopier, an exact copy of the original individual will begin to grow. The clone will be complete after a month and remain in the biocopier in a state of suspended animation until activated. The clone has the same level, XP, hit points, memories, etc. as the original at the time the sample of living material was taken. If the clone is activated following the death of the original, a player who has lost the starsailor that was the original of the clone can continue play with the clone (the player should have kept an exact record of the starsailor at the moment the living material was extracted). If the clone is activated while the original is still alive, it may briefly co-operate with the original if there is a compelling reason to do so, but will soon go off on its own; in this case, it cannot be used as a "backup." A biocopier could in principle be used to make a copy of a recently deceased starsailor, but the living material used must have been harvested by a Medic within 1 hour of the time it is placed in the biocopier, and the chemicals and other materials required for the process must have been prepared in advance.

Detoxifier. This is a small handheld analyzer and treatment device that can be used to counteract the effects of poisons and toxins. The Medic in possession of the device needs to press the device against the patient's skin; the Medic then makes a roll to diagnose disease, illness, and injury and determine treatment (see the Medic class description in **BOOK I: STARSAILORS AND PSIONICS**). If this roll is successful, the patient may make a saving throw versus Toxins & Illnesses at a bonus of +4. Detoxifiers typically come with a store of enough antitoxins for a total of 1d6+2 uses. Using a detoxifier takes 1 round.

Docbox. A portable handheld computer used to diagnose illnesses, diseases, and all sorts of medical conditions. A medic in possession of a docbox can roll twice when diagnosing disease, illness, and injury and determining treatment (see the Medic class description in **BOOK I: STARSAILORS AND PSIONICS**).

Energizer. The energizer is a helmet-shaped device that can be used to induce a trance state that is the equivalent of a full night's sleep. Using an

energizer takes 1 turn; energizers typically have 2d6+3 charges. An energizer cannot be used to replace more than three nights' sleep in a row; if it is, after 72 full hours of wakefulness the character falls into a comatose sleep lasting for 24 hours. Characters in this state of exhaustion cannot be wakened by normal means.

Glue Gun. A glue gun is a surgical implement that can be used to reattach severed limbs and body parts. The patient must make a successful Chance of Surviving Transmutations roll (see the CONSTITUTION table in **BOOK I: STARSAILORS AND PSIONICS**) for the limb to be successfully reattached; apply a -5% penalty for each 1/2 hour that the limb has been severed. Reattaching a severed head with a glue gun will not restore a decapitated character to life, but may be a precondition for the successful use of a revivifier (see below). Using a glue gun takes 1 turn and requires the gun to be in contact both with the severed limb and the area where it is to be reattached. A glue gun cannot be used to attach limbs anywhere else other than where they originally came from. Glue guns typically come with enough organic "glue" to reattach 1d4+3 limbs.

Invigorator. A small, hand-held device that gives a character a stimulating chemical "jolt," resulting in a bonus of +1 to all "to hit" rolls and saving throws. Invigorators typically can be used 1d6+1 times before their reserve of the chemical is depleted; its effects last for 1d6 turns.

Life Still. When attached to a victim, this bulky, room-sized machine extracts all of the victim's life energies, creating a small amount of elixir that can be drunk. The elixir cures all diseases and illnesses, and adds half the victim's remaining lifespan to that of the drinker. The machine kills the victim in the process. Drinkers become quickly habituated, so that each use of the elixir only provides half the benefit of the previous use. Use of this machine is a thoroughly chaotic act, and any starsailor who willingly and knowingly manufactures or drinks the elixir immediately becomes chaotic and irredeemably corrupt.

Med-Kit, standard. A standard med-kit can be used by anyone to restore 1d6+1 hit points. Using a standard med-kit takes 1 round. A standard med-kit costs 15 CR.

Med-Kit, advanced. An advanced med-kit can only be used by Medics. It restores 2d6 hit points and takes 1 turn to use. An advanced med-kit costs 50 CR.

Med-Kit, deluxe. As an advanced med-kit, but restores 3d6 hit points and costs 100 CR.

Regenerator. This is a fairly bulky (4 item points) device that is able to trigger a process of renewal in the cells of an expiring or recently expired character (1 day or less). It is roughly backpack-shaped; during use it is positioned on the character's chest and its electrodes placed in contact with vital nerve centres; the entire process of use is complex and takes 1d4+2 turns. At

the end of this time, the character must make a successful Chance of Surviving Transmutations roll (see the CONSTITUTION table in **BOOK I: STARSAILORS AND PSIONICS**); if this is failed, nothing happens, although revivification (see below) is still a possibility. If the roll succeeds, the character is returned to life and full health, but must roll a new set of ability scores and determine a new class at random. The character retains just enough XP to be 1d4 levels below the old level. Note that a regenerator can be used on a perfectly healthy character. Regenerators typically have enough power to be used 1d4+1 times.

Reintegrator. A fairly bulky (4 item points) machine that is used to reassemble victims of a disintegrator pistol (see the WEAPONS section above). The base chance of success is 100% if used within 20' of the location where the victim was disintegrated; subtract 20% for each full hour the victim has been disintegrated and for each 20' further distant from the spot of disintegration; this represents the tendency of the disintegrated atoms to disperse beyond the effective range of the reintegrator. If this roll is failed, the character can never be reintegrated. An attempt at reintegration takes 1 turn. A reintegrated character must make a successful Chance of Surviving Transmutations roll (see the CONSTITUTION table in **BOOK I: STARSAILORS AND PSIONICS**); if this is failed, the character is reintegrated but dead; regeneration and revivification are still possible. A newly reintegrated character is restored to full health and maximum hit points. Reintegrators typically have 1d4+1 charges.

Revivifier. A revivifier is a bulky (5 item points) device that can be used to revive a dead character. In appearance and use it is similar to a regenerator (see above); the entire process takes 1d4+2 turns. At the end of this time, the character must make a Chance of Successful Revivification roll (see the CONSTITUTION table in **BOOK I: STARSAILORS AND PSIONICS**); if this is successful, the character returns to life with 1 hit point. If it is failed, the character is irrevocably dead. Note that the maximum number of successful revivifications a character can undergo is equal to the character's Wisdom score. Also note that the revivifier functions so as to restart the life process; the body must be capable of life, e.g. not decapitated (see the glue gun entry above), and any poison or toxin still present must first be nullified, or else it will take effect again immediately the character is returned to life. Revivifiers can return bodies to life so long as they have been dead for 1 day or less; for each level the Medic has reached beyond 8th level, this limit is extended by 1 day. Thus an 11th level Medic can use a revivifier to restore life to a body that has been dead up to 4 days. Revivifiers typically have enough power to be used 1d4+1 times.

CIRCUITS

Much like early 20th century computers, Androids are constructed with 4 built-in *expansion slots*. Small flat circuit boards called *circuits* can be placed into these expansion slots to confer additional powers. Removing an installed

circuit takes 1 round; inserting and activating a circuit so that it becomes functional takes 1 turn.

Defective circuits. 1 in 6 circuits found in the course of adventuring will be defective. Defective circuits produce the opposite effect (the chameleon circuit makes the Android immediately obvious; the flashlight and night-vision circuits produce blindness; the hover circuit produces paralysis; the language circuit causes loss of proficiency in 1 language; and the rest inflict penalties instead of bonuses). Defective circuits also get stuck in the expansion slot, requiring a “Feats of Strength” roll to remove (see the STRENGTH table in **BOOK I: STARSAILORS AND PSIONICS**).

Chameleon. Allows the Android to blend into the background with an 80% chance of success. To use this power, the Android cannot be in plain view and must remain stationary. The chameleon circuit is slow, and takes 1 round to adapt to surroundings.

Evasion. Adds a +2 bonus to the Android’s armour class.

Flashlight. Allows the Android’s eyes to emit flashlight beams that have a usable range of 60’ and illuminate an area 30’ in diameter. Can be used to dazzle an opponent in combat (range 3 lines): the Android must make a successful “to hit” roll; if the opponent fails a saving throw versus Streams, Jets, & Sprays, the opponent receives a -1 penalty to hit and damage. The effect lasts 1d4+1 rounds.

Hover. Permits controlled flight in any direction at a speed of 6”.

Language. Confers immediate knowledge of 1 new language.

Night-Vision. Allows the Android to see in the infra-red spectrum, 60’ range.

Olfactory. Confers an 80% chance of analyzing and identifying any odour, smell, gas, or airborne substance, permitting knowledge of its nature, properties, and the approximate distance and general direction to its source.

Overclocking. Bypasses the Android’s internal safety mechanisms. As a result the Android gets a bonus +4 to hit, damage, and to all saving throws for 2d6 rounds. Usable once daily.

Reaction. Adds a bonus of +1 to the Android’s individual initiative (see the COMBAT section in **BOOK III: VOYAGES AMONG THE STARS**).

Repair. Allows the Android to regain 1 lost hit point per hour.

Speed. Adds 3” to the Android’s movement rate.

Targeting. Gives the Android a bonus of +2 to hit with ranged weapons.

FORMULAS

Formulas are usable by all organic beings with a digestive tract (or equivalent). They have no effect on Androids. At the GM’s discretion, all formulas of a certain type might have the same colour and appearance, making identification easier. Otherwise, they can only be identified by tasting, i.e. taking

a tiny sip. Sipped formulas typically have an effect that lasts for a few seconds or minutes; the exceptions are nausea, poison, and regurgitation formulas, which always have full effect regardless of the imbibed volume.

Anti-Radiation. Produces immunity to the effects of radiation for 1d6+1 turns.

Aquatic Respiration. Allows the imbiber to breathe underwater for 2d12 turns. Removes the ability to breathe air.

Cold Resistance. Produces immunity to the effects of cold for 1d4+2 turns.

Farsightedness. Confers a bonus of +4 to hit with ranged weapons, but -2 with melee weapons. The imbiber also cannot read or operate devices that need to be seen to be operated due to the concomitant weakening of near vision. The effect lasts 1d4+2 rounds.

Heat Resistance. Produces immunity to the effects of heat for 1d4+2 turns.

Oxygenation. Provides oxygen directly to tissues, permitting the imbiber to survive without breathing for 1d6+3 turns.

Poison. There are two types of poison formula: *strong* and *weak*. Strong poison produces instant death if a saving throw versus Toxins & Illnesses is failed; if the saving throw succeeds, there is no effect. Weak poison causes damage, typically 1d6+3 hit points. A successful saving throw versus Toxins & Illnesses halves the damage taken.

Psionic. Restores 1d6 psionic power points.

Quickness. Adds 3" to the imbiber's movement rate.

Regurgitation. Causes nausea and vomiting for 1d4 turns, following which the imbiber is left weak and shaking for another 1d4+2 turns. During this period a penalty of -2 to hit and damage and to saving throws is applied.

Sleeping. Produces a state of unconsciousness for 1d4+1 turns. The sleeper cannot be woken until the formula wears off.

Stimulation. Confers a bonus of +2 to hit and damage and to saving throws lasting 1d4+2 rounds.

GADGETS

Batteries, Atomic. Come in the same sizes as regular batteries (mini, small, and large) and fit in regular weapons, but never need recharging.

Battery Charger, Atomic. Recharges at the same rate as a fast battery charger (1/2 hour per shot), but does not require solar energy to operate.

Battery Charger, Ultra-Fast. Will recharge any battery in 1 hour. Device is large and counts as 2 item points.

Blacklight. This is a handheld, flashlight-like device that casts a beam of darkness instead of light. It expands in the shape of a cone from its point of

origin to a range of 30' and creates darkness in a circular area with a maximum 30' diameter (in combat, assume it affects all combatants on the same line, which can be up to 3 lines distant from the blacklight). Opponents fighting in darkness have a -4 penalty to hit.

Blipper. A set consisting of a beacon (a metal sphere about 1' in diameter) and 1d6+2 crystal rings keyed to the beacon. When the rings are rotated about the finger in a certain set pattern, the wearer is teleported back to the location of the beacon. If the beacon has been placed or moved into a constricted space, e.g. a sealed metal chest, closet, or alcove, disaster may result.

Chameleon Suit. This is a whole-body suit that mimics the functioning of an Android's chameleon circuit (see the Android species description in **BOOK I: STARSAILORS AND PSIONICS** for details). Each use of the suit lasts 1d6 turns; the suit has enough energy for 1d6+3 uses.

Electro-Mechanical Oscillator. This is a small device about 7" in length and 2 lbs. in weight; it is small enough to fit inside a (large) jacket pocket. When the device is switched on, a piston inside it creates a strong adjustable oscillation. If the device is fastened to a structure such as a bridge or building and tuned to the correct resonant frequency, it can cause the structure to collapse through sympathetic vibration. It takes 1d3 turns to identify the correct resonant frequency and to attune the oscillator; Deltas however, due to their strong affinity with technology, can accomplish this in 1 turn. Once the device is attuned (i.e. on the turn following the end of the attunement process), the vibrations it produces affect an area with a 10' radius; the radius grows by 10' per subsequent turn to a maximum of 60'. The chance of the part of the structure within the current area of effect collapsing is 15% per turn cumulative to a maximum of 90% after 6 turns. If the structure is still intact after the end of the 6th turn, the oscillator will have no effect.

Guide Rod. A small, handheld rod that is keyed to a particular object or room within an indoor locale and changes temperature depending on proximity: hotter when closer, colder when farther. Range is 3 indoor levels above and below. A *dumb* guide rod changes temperature according to simple linear distance; a *smart* guide rod responds based on the shortest traversable path.

Hoverlift. A small metal platform in the shape of a disc with a diameter of 4' and about 6" in thickness that levitates about 2' above the ground. It is keyed to a bracelet that can be worn; the hoverlift will follow the wearer at a distance of up to 10' at a speed of up to 24". The hoverlift is able to levitate above water and other similar surfaces. It can carry a maximum of 15 item points.

Ice-6. A special molecular variant of water that is solid at room temperature and has the power of instantly converting a volume of water equal to 1,000 cubic feet (i.e. a 10' x 10' x 10' cube) into normal ice. A piece of ice-6 is about the size of a thimble and must be kept in a special insulated flask, or else it will become normal water vapour within 1d4 turns. If it comes into contact with any object containing water, e.g. flesh, the object will freeze solid.

Infra-Red Lamp. This device produces a field of infra-red illumination that extends the range of night-vision to 120'. It will also reveal the presence of objects that are not themselves heat sources, e.g. heat-shielded robots (see "night-vision" in the SPECIES FEATURES AND CLASS ABILITIES section in **BOOK III: VOYAGES AMONG THE STARS**).

Jetboots. Permit controlled flight at a speed of 12". Built-in batteries can hold 5 charges. Staying aloft for 1 turn consumes 1 charge. The batteries can be recharged by any battery charger.

Memory Spray. This comes in a small aerosol spray bottle about the size of a finger; one use of the spray releases a mist that, when inhaled and absorbed into the brain, confers proficiency with one specific skill or ability until the effect wears off (1d4 hours). Memory spray is most commonly used in situations where the rapid acquisition of a language is necessary; all the pertinent information must be coded into the chemical spray by its maker in advance of its use. At least one day must pass between each use of the spray for it to be effective; if used sooner, it has no effect. Each bottle typically holds enough chemical for 1d4+2 uses and is normally labelled with the skill or ability it is meant to confer.

Microline. A small device with the dimensions of a large coin, equipped with a motor-assisted crank, a molecular anchor, and a hook. Inside is a 100' length spool of micro-thread that is able to support up to 500 lbs. of weight. The hook can be fitted to a handle or harness; the molecular anchor, with the press of a button on the device, fuses seamlessly into any firm material, and disengages with another press of the button. The motorized crank enables ascent or descent upon the micro-thread with minimal effort. Throwing the anchor into firm material from a distance is possible with careful timing of the button press; this requires a successful "to hit" roll, with the GM choosing an appropriate armour class based on the difficulty of the situation.

Permatorch. This is a thin metal staff tipped with a quicklime cylinder embedded in a special alloy that converts airborne water vapour into hydrogen and oxygen and ignites them, producing a perpetually shining torch, capable of producing illumination in a 30' radius. It will burn brighter in more humid atmospheres and will burn underwater as well. The permatorch can be extinguished by slipping a special airtight cover over the burning end.

Photonic Screwdriver. A tool similar in size and girth to a large, thick pencil topped with a metal sphere resting on a ring. It has a number of powers including opening mechanical and electronic locks (50% chance) when they are touched, disabling or repairing electronic devices (60%) within a range of 20', detecting the presence of organic life within a distance of 60', making invisible objects or entities within a distance of 30' visible for 1 turn, illuminating an area with a radius of 30', making warm objects within a radius of 30' glow in the dark for 1 turn, cutting a distance of 6" through metal, 1' through stone, or 3' through wood, each of which can be up to 6" thick, in 1 turn; and delivering a shock that causes 1d6 hit points damage when it touches an opponent. Each use of the photonic screwdriver consumes 1

charge; a typical specimen can hold $1d8+2$ charges. When exhausted, the photonic screwdriver can be recharged with a battery charger.

Piton Gun. A small gun-shaped device with a magazine loaded with pitons and a magnetic coil that can drive them into the hardest rock face. Useful for climbing sheer surfaces. Each magazine comes loaded with 50 pitons, each of which permits a climber to ascend 6'. If the pitons are placed by anyone other than a Rogue, there is a 1 in 6 chance that any given piton will pull out, causing the climber to fall.

Pocket Myriad. This is a small tool similar to a pocketknife but with many more functions; it contains a screwdriver, hammer, wrench, knife, drill, cutter, welder, and an assortment of probes and awls. The use of a pocket myriad confers a +15% bonus to Rogues' Opening and Tinkering skills.

Portable Wormhole. A small perforation in the space/time continuum that is bigger on the inside than the outside and that can be carried, folded, and otherwise manipulated; for purposes of encumbrance it is 1 item point, but up to 10 item points' worth of goods can be placed inside. When folded, it is small enough to be slipped into a large pocket; when fully opened, it is 10' in diameter. The space inside the portable wormhole is 10' deep; if someone climbs in, it can be folded shut from the inside, so that for all practical purposes the opening disappears to anyone outside, and those inside find themselves in a 10' deep sealed space. The portable wormhole can be reopened at any time, but only contains air that was taken in from outside, which lasts for only about $1d4$ turns (and possibly less depending on the number and size of the creatures inside). If a portable wormhole is folded shut from the outside and there is nothing inside to unfold it, then it effectively disappears forever with all its contents.

Repair Kit. A repair kit can be used by anyone to restore hit points to a damaged Android. Like med-kits (see the MED-TECH section above) they come in standard, advanced, and deluxe versions, costing 15, 50, and 100 CR respectively, and restoring $1d6+1$, $2d6$, and $3d6$ hit points of damage respectively.

Shatterpipe. Plays a loud, shrill note that has an 80% chance of shattering all normal glass (including glass gloves) within a 15' radius. Each attempt takes 1 turn; repeated attempts are possible.

Sideroxyton. A sideroxyton is a small device that weighs about 1 lb. and is roughly palm-sized. It is able to convert any 1 concrete physical property of a physical object of up to 1 item point into its opposite. Note that the property must actually *have* an opposite; for example, a sideroxyton could make a light object heavy, or a hard object soft, or a sharp object blunt (or vice versa); but it could not change the colour of an object, since individual colours do not have opposites. It could, however, make a coloured object colourless (but not invisible), or an opaque object transparent. The sideroxyton must actually touch the object to effect the change. Each use of the sideroxyton consumes 1 of its $1d6+2$ charges and takes 1 round.

Spacesuit. Spacesuits normally offer complete protection against radiation, extremes of heat and cold, suffocation, and the inhalation of air-borne toxins. The suit also protects the wearer to some extent against damage and will absorb up to 4 hit points per round. However, once 12 hit points have been absorbed, the spacesuit has been breached and no longer protects against the environment. For combat purposes treat a spacesuit as AC 11 (normal clothing), weight 5 item points. Armour cannot be worn under a spacesuit.

Transmogriifier. A small wristwatch-shaped device that duplicates the effects of the third level *Transmutation* technique. Has enough energy for 1d6+2 uses.

Uniformulator. A small palm-sized cloth patch that responds to mental images and reshapes itself into any desired style of clothing. Its function is merely decorative; it can copy any type of normal clothing including heavy coats, but cannot protect against extreme environments and cannot provide any combat or utility value, e.g. cannot be shaped into breathing apparatus, spacesuits, or armour of any sort.

Visodyne. This is an adjustable optical unit that fits over the eyes and is controlled through movement of the eye and facial muscles. It can function both as a telescope of 100x power (enough to see craters on the moon) and as a microscope of 400x power (enough to see some micro-organisms). It is also able to correct for any issues with eyesight including nearsightedness, farsightedness, and astigmatism.

Zeta Gong. A zeta gong is a device made of a peculiar metal that emits paralytic sound waves when struck. Everyone who hears the sound of a zeta gong within a 20' diameter (2 lines in front of and 2 lines behind the user, for a total distance of 5 lines) must make a saving throw versus Psionics & Mental Effects or be paralyzed for 1d4+1 rounds. Due to the shape of the zeta gong's sound wave pattern, beings immediately next to the user (on the same line) are not affected. A zeta gong can be used 1d4+3 times before it crumbles to dust, destroyed by its own peculiar vibrations.

RESEARCH AND ENGINEERING

In keeping with the SF setting of **SPACE DUNGEON**, the creation of most uncommon technology will require the highly specialized skills of trained engineers and technicians, and will therefore exceed the capacities of starsailors. Most uncommon technology will have to be found or purchased, with the exceptions noted below.

CREATING PSIONIC RECORDINGS

Beginning at 11th level, Psi-Sensitives are able to manufacture psionic recordings. In order to create a psionic recording, the Psi-Sensitive must know the technique and be able to activate it. Each technique placed in the recording costs 500 CR per level of the technique; the base cost for the psychopraxe

crystal is 500 CR per psionic power point to be stored in the recording. Thus to create a psionic recording containing the first level *Night-Vision* technique and the second level *Hypnosis* technique with enough psionic power points to activate each technique twice would cost a total of 4,500 CR.

Note that the psionic power points stored in a psionic recording are dedicated to a specific technique; thus in the example above, although the psionic recording contains a total of 6 psionic power points, they can only be used to activate *Night-Vision* and *Hypnosis* twice each. They could not be used (for example) to activate *Night-Vision* 6 times.

The time required to complete the psionic recording—assuming that the required quantity of psychopraxe is readily available—is 1 game week per technique recorded. As stated above in the PSIONIC RECORDINGS section, the chance of a completed psionic recording being defective is 1 in 6; this is determined secretly by GM, and Psi-Sensitives will not discover the defect until they attempt to use the finished product.

RESEARCHING PSIONIC TECHNIQUES

At any level, Psi-Sensitives are able to research their own original psionic techniques. Doing so requires the player to write up a detailed description of the technique and obtain the GM's approval. The base cost of research is 1,000 CR per level of the proposed technique. The time required is 1 game month per level of the technique and assumes that the Psi-Sensitive is working on the project full-time. At the end of the research period, there is a base 20% chance of success. This is increased by 20% for each extra increment spent equal to the base cost, each of which requires an extra game month spent in research. Thus researching a second level technique with a 60% chance of success takes 4 months and costs 6,000 CR. If the roll is successful, the Psi-Sensitive automatically learns the technique. Techniques learned in this manner are in addition to the 1 technique that Psi-Sensitives normally learn upon gaining a new level.

RECHARGING UNCOMMON TECHNOLOGY

Many items of uncommon technology have a limited number of charges. Without exception, these items have built-in miniaturized power packs that are extremely difficult to replace. If a reliable and competent engineer or technician can be found, charges can be replaced up to the maximum capacity of the item at a cost of 1,000 CR per charge. For example, recharging a laser rifle, which is normally found with 1d6 charges, to its maximum capacity of 6 charges will cost 6,000 CR. The process takes 1d4 weeks.

CONSTRUCTING SPACE VESSELS

The material in the following paragraphs will only make complete sense when taken together with the rules for INTERSTELLAR EXPLORATION

AND ENCOUNTERS and for SPACE VESSEL COMBAT in **BOOK III: VOYAGES AMONG THE STARS**. Don't hesitate to skip ahead or to read this section later; whatever makes the most sense is best.

Because **SPACE DUNGEON** uses two different systems for space and aerial combat, space vessels capable of fighting in atmospheres would need dual stats reflecting their dual functions as flier and space vessel. To avoid this complication, **SPACE DUNGEON** makes the default assumption that no vehicle can function both as a flier and as a space vessel. This is easy enough to rationalize; space vessels are too clumsy and travel too fast to fight in atmospheres (think of how practical having a dogfight between a Grumman F-14 Tomcat and a Saturn V rocket would be). Individual GM's might see things differently and are invited to modify the rules if they do.

Space vessel properties. Each vessel is defined by: a number of battle stations *B*; a weapon modifier *W* representing the totality of the vessel's fire-power; a crew modifier *C* representing the number and type of personnel at the battle stations; hull points *h.p.* (1d10 per battle station); shield points *S*; expendable resources *E* (missiles, torpedoes, bombs) with their modifiers and rate of fire; and repair points *R*. Stats not relevant to combat include movement rate *M*, passenger capacity *P*, cargo capacity *K*, number of life pods *L*, and total cost $\$$. A typical space vessel stat block will be similar to the following; [square brackets] indicate stats that are not relevant to combat:

Ion Interceptor: B 3, W +3, C +3, 15 h.p., S 2, E: 2 photon torpedoes: +3/ROF 2, R 5 [M 3, P 0, K 0, L 0, $\$$ 3.5 MCR].

Cost of Space Vessel Construction

The cost of construction of space vessels is measured in kilocredits (KCR) and megacredits (MCR); 1 KCR is equal to 1,000 CR, while 1,000 KCR equals 1 MCR. For the various options, see the following table:

SPACE VESSEL CONSTRUCTION TABLE

Code	Description	Cost
-	Base superstructure	200 KCR
B	No. of battle stations	200 KCR per battle station
W	Weapon modifier	200 KCR per +1
S	Shield points	200 KCR per point
E	Expendable resources	50 KCR per unit
R	Repair points	100 KCR per point
M	Movement rate	100 KCR per point, additive*
P	Passenger capacity	100 KCR per 50 passengers
K	Cargo capacity	100 KCR per 500 item points
L	No. of life pods	100 KCR per life pod

* That is, for a movement rate of 3, the cost will be (3+2+1) x 100 = 600 KCR. Also see the note regarding engine size under "additional costs" below.

Base superstructure. The cost for the base superstructure includes the option of building in enough passenger capacity for up to 10 passengers and cargo capacity for up to 250 item points at no extra cost.

Battle stations. The number of stations available for fighting crew. A vessel must have at least 1 battle station (i.e. 1 pilot).

Hull points. A vessel's hull points are a function of its number of battle stations; when construction is complete, roll 1d10 per battle station and add the vessel's weaponry modifier to the total. The result is its number of hull points.

Weapon modifier, shield points, and repair points are explained in the SPACE VESSEL COMBAT section in **BOOK III: VOYAGES AMONG THE STARS**.

Expendables. The price in the table above merely reflects the cost to build in the capacity to carry and deploy the expendable resources. The resources themselves are an additional cost (see the SPACE VESSEL EXPENDABLES table below). Each expendable has an effect, i.e. the modifier to total attack strength when the expendable is used, and a rate of fire, or the maximum number of that type of expendable that can be used in 1 combat round (see the SPACE VESSEL COMBAT section in **BOOK III: VOYAGES AMONG THE STARS**).

The core **SPACE DUNGEON** rules have a small selection of standard expendable types. Other types of expendables (e.g. ones that destroy shield points and so on) may exist, but will be correspondingly more expensive.

Movement rate. A vessel's movement rate indicates the number of SVEDs or SVEHs that can be moved in a turn, depending on scale; see the INTERSTELLAR EXPLORATION AND ENCOUNTERS section in **BOOK III: VOYAGES AMONG THE STARS**. A movement rate of 6 is the absolute maximum, as no currently known technology can move a vessel faster than this.

Passenger and cargo capacity. As a general rule, a space vessel will require a minimum of 25 item points cargo capacity per passenger to transport luggage, provisions, and associated necessities.

Life pods. Life pods can hold up to 5 passengers; they have a movement rate of 2 and a total travel range of only 6 SVEDs. As a rule it takes 1 round to get to a life pod and launch it. If a space vessel blows up, assume a base 40% chance of reaching a life pod before exposure to the vacuum of space.

Additional costs. Engines must be made larger as a vessel grows heavier: increase the cost of a vessel by 100 KCR for every 2 battle stations, 5 life pods installed, 100 passengers passenger capacity, and 1,000 item points cargo capacity.

Equipment. Additional equipment such as tractor beams, hangar bays, and the like may exist, but are not addressed within the framework of the core **SPACE DUNGEON** rules.

Time for construction. The construction of a space vessel takes 1 game month for every 200 KCR that the vessel costs.

SPACE VESSEL EXPENDABLES

Name	Effect	ROF	Cost
Sparkler	+1	4	50 KCR
Plasma sphere	+2	3	100 KCR
Photon torpedo	+3	2	200 KCR
Smart bomb	+1d6	1	300 KCR
Mini-nuke	+2d6	1	400 KCR

Example Space Vessels

The rules for space vessel construction allow for many different possibilities that are essentially a function of how much funds are available for vessel construction. Future **SPACE DUNGEON** supplements will detail more vessels and equipment combinations; in the meantime, the following are offered as usable examples.

Note that crew modifiers are not listed as these are a function of the xenozoa assigned to battle stations (see the **SPACE VESSEL COMBAT** section in **BOOK III: VOYAGES AMONG THE STARS**).

Ladybug: B 1, W 0, S 0, E: none, R 2 [M 2, P 10, K 250, L 0, \$ 900 KCR]

The SUV of space vessels, this is a middle-of-the-road personal ship that can be afforded by anyone with enough disposable funds to consider owning a space vessel at all.

Century Phoenix: B 3, W+2, S 1, E: none, R 5 [M 5, P 5, K 125, L 0, \$ 3.5 MCR].

A fast, lightly-armed vessel such as might be owned by an affluent individual for personal use. It is the equivalent of a luxury yacht.

Ion Interceptor: B 3, W +3, S 2, E: 2 photon torpedoes: +3/ROF 2, R 5 [M 3, P 0, K 0, L 0, \$ 3.5 MCR].

A commonly-used fighter vessel such as might be standard issue for any reasonably well-funded space battle fleet.

Warbird: B 1, W +10, S 4, E: 4 mini-nukes: +2d6/ROF 1, R 0 [M 4, P 0, K 0, L 1, \$ 6.1 MCR].

A heavy, opulently equipped fighter vessel, but dependent on a mother ship for maintenance and repairs. Comes with a life pod for the sole pilot, a luxury for many space navies.

Devastator. B 5, W +15, S 10, E: 5 smart bombs: +1d6/ROF 1 & 5 mini-nukes: +2d6/ROF 1, R 10 [M 4, P 200, K 5,000, L 40, \$ 19.3 MCR].

An ultra-heavy space battleship intended for deep penetration into enemy territory with capacity for carrying 200 ground troops.

CONSTRUCTING FLIERS

The process for the construction of fliers is very similar to that for constructing space vessels. Only the essentials are given here. For the sake of simplicity, as was the case with space vessels, it is assumed that energy sources have evolved to the point where travel for virtually unlimited distances is possible without refuelling.

A flier is defined by damage dice *DD*; damage points *d.p.*; armour points *A*; armour class *AC*; speed *S*; number of attacks and damage per attack *#AT* *x/ydz*; and expendable resources *E* (along with their damage, modifiers, and rate of fire). Flier stats not relevant to combat include movement rate *M*, passenger capacity *P*, cargo capacity *K*, and total cost *\$*. A typical flier stat block will be similar to the following; [square brackets] indicate stats that are not relevant to combat:

Demolisher. DD 6+1, d.p. 36, A 1, AC 20, S +1, #AT 2/1d8, E: 2
heatseekers/1d8+2: +2 to hit, ROF 1 [M 3, P 0, K 0, \$ 1.885 MCR].

Cost of Flier Construction

Like space vessels, the cost of construction of fliers is measured in kilocredits (KCR) and megacredits (MCR). For the various options, consult the following table:

FLIER CONSTRUCTION TABLE

Code	Description	Cost
-	Base airframe	50 KCR
DD	Damage dice	25 KCR per die, additive* 10 KCR per +1, additive*
A	Armour points	25 KCR per point, additive*
AC	Armour class	Base 10; 50 KCR per point
S	Speed	50 KCR per point, additive*
E	Expendable resources	25 KCR per unit
M	Movement rate	25 KCR per point, additive*
P	Passenger capacity	25 KCR per 50 passengers
K	Cargo capacity	25 KCR per 500 item points

* That is, for each desired value, add the sum of the desired value plus each preceding value. For example, for 3 damage dice, the cost will be (3+2+1) x 25 = 150 KCR.

Base airframe. Includes seating for a pilot and up to 10 passengers and cargo capacity for up to 50 item points as well as superstructure to install any 1 item from the WEAPONRY table below.

Damage dice. The equivalent to hit dice for fliers. A flier must have at least 1 damage die. The maximum allowable modifier is +4.

Damage points. When construction of the flier is complete, roll 1d10 per damage die and add any modifier to the total. The result is its number of damage points.

Armour points, armour class, and speed are explained in the AERIAL COMBAT section of **BOOK III: VOYAGES AMONG THE STARS**.

Expendable resources. The price in the table above reflects the cost to build in the capacity to carry and deploy the expendable resources. The resources themselves are an additional cost (see the FLIER EXPENDABLES table below).

Movement rate. A flier's movement rate indicates the number of hexes that can be moved in a turn; see the TIME AND DISTANCE SCALES and OUTDOOR EXPLORATION sections in **BOOK III: VOYAGES AMONG THE STARS**. The average flier has a movement rate of 1. A movement rate of 6 is the practical maximum for most fliers.

WEAPONRY

Name	#AT	Damage	Cost
Machine gun	1	1d6	25 KCR
Air cannon	1	2d4	75 KCR
Dual machine guns	2	1d6	100 KCR
Dual chainguns	2	1d8	125 KCR
Dual ray guns	2	2d6	250 KCR

FLIER EXPENDABLES

Name	Damage	ROF	Special	Cost
Rocket	1d4+2	2	-	50 KCR
Missile	1d6+2	2	-	75 KCR
Heatseeker	1d8+2	1	+2 to hit	100 KCR
Grounder	1d8+2	1	-1 to altitude ¹	125 KCR
Piercer	1d8+3	1	Ignore armour points	150 KCR
Megagrounder	1d8+3	1	-1/no speed modifier ²	200 KCR

1. If the grounder successfully hits, an additional penalty of -1 to altitude is applied to the target the following round.

2. If the megagrounder successfully hits, the target has an additional penalty of -1 to its altitude the next turn, *and* its speed modifier is ignored.

Additional costs. Engines must be made larger as a flier grows heavier: increase the cost of a vessel by 25 KCR for every 2 damage dice, 2 armour points, +2 to armour class, 100 passengers passenger capacity, and 1,000 item points cargo capacity.

Time for construction. The construction of a flier takes 1 game month for every 200 KCR that the vessel costs.

Example Fliers

As in the case of space vessels, only a few possibilities are given. It should be fairly easy to construct alternative fliers according to the rules above. The lines to follow for creating entirely new types of flier are also obvious.

Rocket-Stick. DD 1, A 0, AC 10, S 0, #AT 1/1d6, E: none [M 1, P 0, K 10, \$ 125 KCR].

A rocket-stick is absolutely basic personal transportation, a missile-shaped flier that is mounted and ridden much like a witch's broom. It has a built-in machine gun in the nose cone.

Aeroflyte. DD 1+4, A 0, AC 12, S +2, #AT 1/2d4, E: none [M 4, P 10, K 1,000, \$ 850 KCR].

Ideal fast, light transportation for a small group of adventurers with moderate cargo capacity and an air cannon for defence.

Rotocopter. DD 3, A 2, AC 14, S +2, #AT 2/1d6, E: 2 missiles/1d6+2, ROF 2 [M 3, P 0, K 0, \$ 1.175 MCR].

A war helicopter with appreciable offensive and defensive capabilities. A welcome addition to any air fleet.

Dirigibubble. DD 4+4, A 2, AC 14, S 0, #AT 2/1d6, E: 4 rockets/1d4+2, ROF 2 [M 1, P 50, K 2,000, \$ 1.4 MCR].

A floating warship with decent attack and defence capabilities as well as space to carry and deploy 50 ground troops.

Demolisher. DD 6+1, A 1, AC 20, S +1, #AT 2/1d8, E: 2 heatseekers/1d8+2: +2 to hit, ROF 1 [M 3, P 0, K 0, \$ 1.885 MCR].

This is a heavy fortress-class flier with extremely powerful turbine engines driven by a miniature nuclear reactor. It has strong attack capabilities and is almost impregnable to attack by lesser fliers.

Impaler. DD 10, A 5, AC 16, S +4, #AT 2/2d6, E: 2 megagrounders/1d8+3: -1 altitude & no speed modifier, ROF 1 [M 2, P 0, K 0, \$ 3.625 MCR].

The emperor of warplanes, fast, maneuverable, and heavily armed and armoured. An outstanding short-range fighter.

ALPHABETICAL TABLES

The following tables are provided largely for the sake of giving an overview of the uncommon technology and xenozoa that are presented in the core

SPACE DUNGEON rules. Given the incredible variety of possible SF universes, it did not seem advisable to compile a comprehensive set of random treasure and encounter tables; this is left to the discretion and ingenuity of the GM. As a starting point the following is offered: for random determination of uncommon technology, there is a base 75% chance of finding an item, and a 25% chance of finding a guide rod (see the GADGETS section above) that leads to some important stash of treasure. For items, roll d8: 1: weapons; 2-3: armour; 4: psi-gear; 5-6: med-tech; 7: circuits; 8: formulas.

With regard to weapons, armour, and psi-gear, there is a base 50% chance that the item found will consist of a superior weapon, superior armour, or a psionic recording; otherwise select a random remaining item from the tables.

WEAPONS

- | | |
|-------------------------|----------------------------------|
| 1. Blinder | 11. Power Sword |
| 2. Bubble Gun | 12. Scrambler |
| 3. Deathblade | 13. Stunblade |
| 4. Disintegrator Pistol | 14. Stun Pistol |
| 5. Disruptor Pistol | 15. Superior Weapon ¹ |
| 6. Electro-Flail | 16. Targeting Scope ² |
| 7. Freeze Ray | 17. Teleporter Pistol |
| 8. Hush Gun | 18. Thunder-Spear |
| 9. Laser Rifle | 19. Vacuum Gun |
| 10. Night Scope | |

1. Roll d%: 01-50: +1; 51-75: +2; 76-90: +3; 91-99: +4; 00: +5.

2. Roll 1d6: 1-3: +1; 4-5: +2; 6: +3.

ARMOUR

- | | |
|----------------------|-----------------------------------|
| 1. Electro-Gauntlets | 6. Invisi-Mesh |
| 2. Electro-Vambraces | 7. Night Vision Helmet |
| 3. Faraday Mesh | 8. Powered Armour ¹ |
| 4. Force Shield | 9. Superior Armour ² |
| 5. Glass Gloves | 10. Targeting Helmet ³ |

1. Roll d%: 01-80: Resin; 81-95: Ceramic; 96-00: Plate; 80% chance solar.

2. Roll d%: 01-50: +1; 51-75: +2; 76-90: +3; 91-99: +4; 00: +5.

3. Roll 1d6: 1-3: +1; 4-5: +2; 6: +3.

PSI-GEAR

- | | |
|----------------------|----------------------|
| 1. Psionic Recording | 5. Mindcracker |
| 2. Alignment Scanner | 6. Psionic Amplifier |
| 3. Dyna-Stick | 7. Vampire Tube |
| 4. Leyden Jar | 8. Vril Tube |

MED-TECH

- | | |
|----------------|----------------------|
| 1. Biocopier | 8. Med-Kit, standard |
| 2. Detoxifier | 9. Med-Kit, advanced |
| 3. Docbox | 10. Med-Kit, deluxe |
| 4. Energizer | 11. Regenerator |
| 5. Glue Gun | 12. Reintegrator |
| 6. Invigorator | 13. Revivifier |
| 7. Life Still | |

There is a base 50% chance that med-tech will consist of a med-kit; roll 1d6: 1-3: standard; 4-5: advanced; 6: deluxe. Otherwise determine an item from the table at random.

CIRCUITS

- | | |
|-----------------|-----------------|
| 1. Chameleon | 7. Olfactory |
| 2. Evasion | 8. Overclocking |
| 3. Flashlight | 9. Reaction |
| 4. Hover | 10. Repair |
| 5. Language | 11. Speed |
| 6. Night-Vision | 12. Targeting |

FORMULAS

- | | |
|------------------------|-------------------|
| 1. Anti-Radiation | 7. Poison |
| 2. Aquatic Respiration | 8. Psionic |
| 3. Cold Resistance | 9. Quickness |
| 4. Farsightedness | 10. Regurgitation |
| 5. Heat Resistance | 11. Sleeping |
| 6. Oxygenation | 12. Stimulation |

GADGETS

- | | |
|----------------------------------|--------------------------|
| 1. Batteries, Atomic | 14. Microline |
| 2. Battery Charger, Atomic | 15. Permatorch |
| 3. Battery Charger, Ultra-Fast | 16. Photonic Screwdriver |
| 4. Blacklight | 17. Piton Gun |
| 5. Blipper | 18. Pocket Myriad |
| 6. Chameleon Suit | 19. Portable Wormhole |
| 7. Electro-Mechanical Oscillator | 20. Repair Kit |
| 8. Guide Rod | 21. Shatterpipe |
| 9. Hoverlift | 22. Sideroxylon |
| 10. Ice-6 | 23. Transmogripher |
| 11. Infra-Red Lamp | 24. Uniformulator |
| 12. Jetboots | 25. Visodyne |
| 13. Memory Spray | 26. Zeta Gong |

For the random determination of items and xenozoa, use the closest die and re-roll results not on the table, or else use playing cards, chits, pencilled-in d% results, or an online random number generator.

1 OR LESS HD XENOZOA

- | | |
|------------------------|----------------------------|
| 1. Ailuros | 10. Half-Alpha |
| 2. Alpha | 11. Human |
| 3. Android | 12. Omicron, Simian |
| 4. Blastosphere, Gas | 13. Plant Person, Seedling |
| 5. Blastosphere, Glue | 14. Plant Person, Mature |
| 6. Blastosphere, Thorn | 15. Pontikos |
| 7. Delta | 16. Quaa |
| 8. Florizon | 17. Tamabo |
| 9. Goulahi | 18. Tibbar |

2 HD XENOZOA

- | | |
|-------------|----------------------------|
| 1. Dipteran | 7. Omicron, Porcine |
| 2. Garkozon | 8. Plant Person, Flowering |
| 3. Homarus | 9. Sarkophage |
| 4. Lacerta | 10. Tripod |
| 5. Mutant | 11. Viridolimus |
| 6. Nargul | |

3 HD XENOZOA

- | | |
|------------------------|-------------|
| 1. Mechanotron, Worker | 4. Robot |
| 2. Megamoeba | 5. Skwerl |
| 3. Plastoid | 6. Ululator |

4 HD XENOZOA

- | | |
|-------------------------|----------------------|
| 1. Arachnotron | 5. Gigakiller, Small |
| 2. Batrachian | 6. Illa-Loa |
| 3. Dendron, 4 tentacles | 7. Vaido |
| 4. Gabula | |

5 HD XENOZOA

- | | |
|-------------------------|------------|
| 1. Cyborg | 4. Octalio |
| 2. Marzog | 5. Zybian |
| 3. Mechanotron, Soldier | |

6 HD XENOZOA

- | | |
|-------------------------|-------------|
| 1. Aeromedusozoon | 4. Rana |
| 2. Dendron, 6 tentacles | 5. Templar |
| 3. Gigakiller, Medium | 6. Terrapus |

7 HD XENOZOA

- | | |
|------------------------|------------|
| 1. Karkonex | 3. Ogo |
| 2. Mechanotron, Leader | 4. Pykyssy |

8 HD XENOZOA

- | | |
|-------------------------|-------------|
| 1. Dendron, 8 tentacles | 4. Nimoratu |
| 2. Gigakiller, Large | 5. Reaver |
| 3. Id Beast | |

9 HD XENOZOA

- | | |
|-----------|--------------|
| 1. Bliorg | 2. Monoculus |
|-----------|--------------|

10 HD XENOZOA

- | | |
|---------------|----------|
| 1. Curcurbite | 2. Vovim |
|---------------|----------|

SPECIAL XENOZOA

- | | |
|---------------|----------------|
| 1. Chromazoid | 4. Kalliaka |
| 2. Dinosaur | 5. PLAVO |
| 3. EVOLENT-9 | 6. Psychoromos |

As a general rule, the hit dice of xenozoa encountered will equal the level beneath the surface. Thus starsailors exploring the 3rd level beneath ground level of a subterranean base will encounter largely xenozoa with 3 hit dice. If more variation is desired, the following table can be used:

HD OF ENCOUNTERED XENOZOA

D10 Result	Xenozoon HD
1	Level - 2
2-3	Level -1
4-7	Level
8-9	Level +1
10	Level +2

The number and hit dice of encountered xenozoa should always be further adjusted to provide an appropriate level of challenge for the starsailor party.

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