Encounters & Events
Sci Fi Edition
Volume 1

Space Derelicts

ENNEAD GAMES

Preface

**Encounters & Events
SciFi Volume 1
Space Derelicts**

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

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

This volume of Encounters & Events is themed around what might be encounter onboard a derelict Starship found drifting through the void.

Credits & Legal

How to use

1. Roll a d100 and consult the appropriate entry in the main table. Alternately, pick an entry you like the sound of.

2. Generally, you would only roll on the Encounters & Events master table once, to help flesh out what your players or characters have discovered, or to provide a starting point for your own ideas.

3. Each entry has a short paragraph description that outlines the encounter or event in more detail. You are not forced to use these suggestions; they are merely there to help you if you get stuck for how to expand it.

4. There may be sub-tables associated with the entry if so then roll on them as needed. These are to give more variety and options to what you have found. These subtables will only require a d20.

5. References to crew can also apply to any passengers and visitors, such as any invaders and anyone who has come on board to investigate.

Main Table

D100	Encounter/Event
1	Alien Hunters
2	Ancient Artefact
3	Ancient Evil
4	Arachnids
5	Atmospheric Leak
6	Automated Defence System
7	Avian Creatures
8	Bat Creatures
9	Bio-Weapon
10	Biogenic Field
11	Bounty Hunters
12	Cannibals
13	Chaos Field
14	Clone Duplicator
15	Computer Virus
16	Crystal Creature/Structure
17	Cursed Ship
18	Death Cultists
19	Death Machines
20	Demon Possessed Crew
21	Demons
22	Doppelganger
23	Egg/Breeding Chambers
24	Energy Creatures
25	Energy Sink
26	Escaped Criminals
27	Escaped Specimens
28	Extreme Heat
29	Extreme Radiation
30	Faulty Food Processors
31	Flooded Area
32	Ghost Ship
33	Gravity Fluctuations
34	Hallucinogenic Spores
35	Hull Breach
36	Implanters
37	Infected Crew
38	Infestation
39	Insane Crew
40	Insane Computer
41	Insatiability Field
42	Insects
43	Investigators
44	Jealousy Virus
45	Laboratory - Abandoned
46	Laboratory - Active
47	Life Support Failure
48	Life-force Leech
49	Living Ship
50	Lizard Creatures
51	Main Reactor Breach
52	Malfunctioning Robots
53	Mind Control Device
54	Mind Control Parasite
55	Mind Controlled Crew
56	Mutants
57	Mutation Field
58	Nano Tech
59	New Species
60	Omni Being
61	Organ Harvesters
62	Paranoia Effect
63	Paranoid Computer
64	Plague
65	Poisoned Atmosphere
66	Poltergeist
67	Possessed Crew
68	Possessed Ship
69	Precious Cargo
70	Predator
71	Prisoners - Lunatics
72	Prisoners - Psychopaths
73	Psychic Entity
74	Radiation Leak
75	Rapid Ageing
76	Rescue/Medical Team
77	Rock based life form
78	Salvage Team
79	Scavengers
80	Self-Destruct active
81	Sentient Animals
82	Sentient Robots
83	Shadow Creatures
84	Slavers
85	Soul Switcher
86	Space Pirates
87	Spatial Rift
88	Stasis Field
89	Survivors
90	Temporal Flux
91	Temporal Vortex
92	Tentacle Creatures
93	Terrorists
94	Time Loop
95	Tortured Creatures
96	Total System Failure
97	Transforming Alien
98	Vampire Creature
99	Viral Zombies
100	Warping/Reality Field

Contents

Expanded

Alien Hunters

A species you have never encountered before is hunting…

D20	Alien Hunters
1 – 5	Another species for food
6 – 10	Another Species for sport
11 – 15	As a rite of passage
16 - 20	You

Ancient Artefact

You have discovered an alien artefact. It is…

D20	Artefact
1 – 5	Broken
6 – 10	Dangerous/Unstable
11 – 15	Very Powerful
16 - 20	Worth a lot of money

Ancient Evil

On board this ship is an ancient evil. It is…

D20	Ancient Evil
1 – 5	Awake
6 – 10	Hungry
11 – 15	Needing Servants
16 - 20	Sleeping

Arachnids

This ship is infested with spiders. They are…

D20	Arachnids
1 – 4	Sentient
5 – 8	Harmless
9 – 12	Swarming
13 – 16	Looking for food
17 - 20	Very poisonous

Atmospheric Leak

The ship is leaking atmosphere. The leak…

D20	Atmosphere Leak
1 – 4	Can't be fixed
5 – 8	Is false
9 – 12	Is getting worse
13 – 16	Is major/ship wide
17 - 20	Is minor/this area

Automated Defence System

The ship has an automated defence system and it is…

D20	ADS
1 – 4	Active
5 – 8	Lethal
9 – 12	Non-lethal
13 – 16	Not able to be overridden
17 - 20	Ready to be triggered

Avian Creatures

You have encountered avian-like creatures on this derelict. They are…

D20	Avian Creatures
1 – 4	Friendly
5 – 8	Hostile
9 – 12	Neutral/Non-sentient
13 – 16	Prisoners
17 - 20	Slaves

Bat Creatures

You have found a bat like creature.
Roll on the Avian table above for more details.

Bio-Weapon

You have encountered a biological weapon on this ship. It is…

D20	Bio-Weapon
1 – 4	Airborne
5 – 8	Bite/Infection based
9 – 12	Contact based
13 – 16	Deadly to you
17 - 20	Non-lethal

Biogenic Field

A biogenic field is an energy field composed of biological energy. Contact with this field…

D20	Biogenic Field
1 - 5	Causes extreme pain
6	Heals wounds
7	Induces mutations
8 - 16	Is deadly to organics
17	Only allows organic life through
18 - 19	Prevents organic life passing through
20	Stuns organic based beings

Bounty Hunters

You have run into a bounty hunter on this ship. They are…

D20	Bounty Hunter
1 – 4	Being hunted/pursued
5 – 8	Hunting a non-sentient
9 – 12	Hunting a sentient
13 – 16	Looking for you
17 - 20	Trying to stay out your way

Cannibals

You have encountered a group of cannibals. They are…

D20	Cannibals
1 – 4	Able to communicate
5 – 8	Controlled by another
9 – 12	Enhanced
13 – 16	Infected by a virus
17 - 20	What remains of the crew

Chaos Field

This field warps the rules of reality. Every 2d10 minutes, re-roll on the master table and apply the result, replacing the previous entry. The change is sudden and with no warning. If you get this entry again, roll twice more and combine. If you get this entry a third or more time, continuing adding more and rolling for another entry.

Clone Duplicator

You have found a device that can clone or duplicate organic matter. It …

D20	Clone Duplicator
1 – 2	About to finish the latest job
3 – 4	Broken
5 – 6	Creates 1d4 extra copies
7 – 8	Unpowered, but working
9 – 10	Unstable – Roll on this table each time it is used
11 – 12	Work – Any Sentient created have personalities reversed
13 – 14	Works, but adds mutations
15 – 16	Works, but any sentient created have no mind
17 – 18	Works, but life form is dead
19 - 20	Works, but what it creates dies within 2d4 hours

Computer Virus

There is a computer virus infecting this ship. It is …

D20	Computer Virus
1 – 4	Activating/Deactivating ships systems randomly
5 – 6	Deleting important files
7 – 10	Highly Adaptive
11 – 12	Mostly Harmless
13 – 14	Sentient/Self Aware
15 – 17	Shutting down all systems one by one
18 - 20	Taking over the ship, one system at a time

Crystal Creature/Structure

You have discovered Crystal Creature/Structure on this ship. It is…

D20	Crystal Creature/Structure
1 – 4	Aware
5 – 8	Converting the ship into crystal
9 – 12	Rapidly growing
13 – 16	Seeking out life to absorb
17 - 20	Unstable and will explode if damaged too much

Cursed Ship

This ship has been cursed, at least that what the legends say. The true reason for this curse is in fact…

D20	Cursed Ship
1 – 4	Demons
5 – 8	Ghost Ship
9 – 12	Hallucinogenic Spores
13 – 16	Insane Ship Computer
17 - 20	Nano Tech Horror

Roll on the appropriate sub-table to get more details on this "curse" if required.

Death Cultists

This has death cultists on board, they are…

D20	Death Cult
1 – 4	A number of the passengers
5 – 8	About to complete an important ritual
9 – 12	All of the crew
13 – 16	Some of the crew
17 - 20	Some stowaways

Death Machines

Death machines are sentient robots with one purpose – To kill their target. They are currently…

D20	Death Machines
1 – 4	Being destroyed by..something
5 – 8	Fighting another group of Death Machines
9 – 12	Hunting the party
13 – 16	Hunting what remains of the current crew
17 - 20	Inactive, ready to be awoken

Demon Possessed Crew

This crew is possessed by demons. The demons…

D20	Death Machines
1 – 4	Are resting
5 – 8	Hiding from something
9 – 12	Killing and hunter all they come across
13 – 16	Taking the ship to a nearby planet
17 - 20	Tearing the ship apart

You may also wish to roll on the Demons table as well to expand on the details of the demons.

Demons

Demons have been encountered on this derelict. They are...

D20	Demons
1 – 4	Beings from another dimension
5 – 8	Creations of a powerful being
9 – 12	Here to bring about the end-times
13 – 16	Real demons
17 - 20	Seeking hosts

Doppelgangers

You have found a group of doppelgangers of your party. They are...

D20	Doppelgangers
1 – 4	Artificial copies/duplicates
5 – 8	Clones
9 – 12	From a parallel universe
13 – 16	Shape shifters
17 - 20	Temporal duplicates

Egg/Breeding Chambers

You have discovered a chamber filled with eggs and have noticed that...

D20	Egg chamber
1 – 5	All the eggs have been smashed/broken
6 – 10	Some of the eggs are moving, like they are about to hatch
11 – 15	Some of the eggs have hatched
16 - 20	The mother/breeder is still there

Energy Creatures

You have encountered an energy based creature. It is...

D20	Energy Creature
1 – 4	Friendly
5 – 8	Hostile
9 – 12	Indifferent
13 – 16	Looking for "food"
17 - 20	Looking for a host

Energy Sink

You have encountered something that is draining the ships energy at an alarming rate. The cause is...

D20	Energy Sink
1 – 4	Computer Virus
5 – 8	Energy Creature
9 – 12	Hull Breach
13 – 16	Insane Ship Computer
17 - 20	Unknown

Roll on the appropriate table as indicated above if you require further details.

Escaped Criminals

Criminals have escaped custody. They are currently...

D20	Escaped Criminals
1 – 4	Falsely Imprisoned
5 – 8	Find another working ship
9 – 12	Fleeing bounty hunters
13 – 16	Simply trying to get home or to a safe world
17 - 20	Trying to lie low

Escaped Specimens

Creatures have escaped from where they were being held. They are…

D20	Escaped Specimens
1 – 4	Fleeing to safety
5 – 8	Hunting the scientists that worked on them
9 – 12	Looking for food
13 – 16	On a mindless rampage
17 - 20	Wanting to be left alone

Extreme Heat

There is an extreme amount of heat building up on the ship. This is caused by…

D20	Extreme Heat
1 – 4	Deliberate setting
5 – 8	Faulty heating
9 – 12	Heading towards a star
13 – 16	lingering weapon damage from a fight
17 - 20	Portal to another dimension opening up

Extreme Radiation

The radiation levels on this are rising rapidly because of…

D20	Extreme Radiation
1 – 4	Covert weapon effect
5 – 8	Deliberate effect, but for unknown reasons
9 – 12	Energy based being creating a "food source"
13 – 16	Failing radiation shields
17 - 20	Leaking Reactor

Faulty Food Processors

The food processors on this ship are faulty. This is because of…

D20	Faulty Food Processors
1 – 4	Lack of maintenance
5 – 8	Sabotage
9 – 12	Something blocking the system
13 – 16	The supplies have gone
17 - 20	They are missing a vital component

Flooded Area

An area of the ship has flooded.

D20	Flooded Area
1 – 4	Accidental leak from water containment area
5 – 8	New habitat for aquatic based life form
9 – 12	Sabotage
13 – 16	Barrier to prevent ..something… coming through the area
17 - 20	To protect a certain area from radiation damage

Ghost Ship

This ship is believed to be haunted. The real reason is because of…

D20	Ghost Ship
1 – 4	Broken AI/Ships Computer
5 – 8	Energy based beings
9 – 12	Holograms gone wild
13 – 16	Nano-bots
17 - 20	Something out of phase with the rest of the ship

Gravity Fluctuations

The gravity on the ship is fluctuating because of…

D20	Gravity Fluctuations
1 – 4	Fault gravity systems
5 – 8	Powerful being trying to communicate with the ships inhabitants
9 – 12	Ripples in Space-time
13 – 16	Side effect of a gravity based weapon effect hitting the ship
17 - 20	Someone messing with the controls

Hallucinogenic Spores

Spores are loose on the ship. They are currently making anyone who inhales them think they can see…

D20	Hallucinogenic Spores
1 – 4	Ghosts
5 – 8	Demons
9 – 12	Energy creatures
13 – 16	Rips in the fabric of space-time
17 - 20	Roll on the master table – This is what they are hallucinating about

Hull Breach

The hull has breached! This is due to…

D20	Hull Breach
1 – 4	Battle damage
5 – 8	Sabotage
9 – 12	Vital system failure
13 – 16	An accident
17 - 20	Lack of maintenance/wear and tear

Implanters

Creatures that require hosts to breed are on board and are currently…

D20	Implanters
1 – 4	Guarding implanted hosts
5 – 8	Hunting for hosts
9 – 12	In the middle of implanting
13 – 16	Overseeing latest batch of hosts "give birth"
17 - 20	Sleeping

Infected Crew

The crew is infected with a…

D20	Infected Crew
1 – 4	Contagious Insanity
5 – 8	Nano bot Infection
9 – 12	New disease
13 – 16	Parasite
17 - 20	Space born pathogen

Infestation

The ship is infested by something. That something turns out to be…

D20	Infestation
1 – 4	Alien Spores
5 – 8	Carnivorous Insects
9 – 12	Mutant Rats
13 – 16	Nanos gone wild
17 - 20	Techno-Organic plague

Insane Computer

The ships computer, assuming it has one, has gone insane and is…

D20	Insane computer
1 – 4	Acting drunk
5 – 8	Dive-bombing the ship into the nearest celestial body
9 – 12	Forgetting its mission parameters
13 – 16	Kill all life forms on board
17 - 20	Make a robot "child"

Insane Crew

The crew has gone insane for some reason and they are currently…

D20	Insane Crew
1 – 4	About to start a war by picking a fight with a larger and heavily armed warship
5 – 8	Leave the ship without protection
9 – 12	Regressed to an animal/feral state
13 – 16	Tearing the ship apart
17 - 20	Trying to kill each other

Insatiability Field

Parts of the ship are caught in something that is making it unstable and phase in and out of reality. This is currently affecting the…

D20	Instability
1 – 4	Bridge
5 – 8	Defence systems
9 – 12	Engine Room/Propulsion
13 – 16	Life support
17 - 20	Weapons System

Insects

Some kind of insect has got on board and has…

D20	Insects
1 – 4	Caused the weapons and defence systems to go offline
5 – 8	Damaged the life support
9 – 12	Grown to x10 its normal size
13 – 16	Infested the computer systems
17 - 20	Infested the food and water supply

Investigators

The local police are on board the ship to…

D20	Investigators
1 – 4	Find a missing person
5 – 8	Investigate why this ship has appeared in their system
9 – 12	Keep an eye on the ship
13 – 16	See what the party is up to
17 - 20	Track down a murderer

Jealousy Virus

A virus that causes extreme jealousy to those that get infected with it is on board. Currently, it is…

D20	Jealousy Virus
1 – 4	About to mutate into something more potent
5 – 8	Acting randomly and those infected have many lucid moments
9 – 12	Getting stronger by the hour
13 – 16	Infecting the entire crew
17 - 20	Lying dormant

Laboratory – Abandoned

A laboratory has been discovered, but it was abandoned because…

D20	Lab - Abandoned
1 – 4	It was sabotaged
5 – 8	Something is still locked away within but was forgotten about
9 – 12	The experiment failed
13 – 16	The experiment worked and lab no longer needed
17 - 20	Those using it were killed

Laboratory – Active

This lab is still active and is being used to…

D20	Lab - Active
1 - 2	Create a cure for a virus or disease
3 – 4	Create an illegal new drug
5 – 6	Create artificial life
7 – 8	Cross breed or create a new biological life form
9 – 10	Develop weapons
11 – 12	Experiment with cloning technology
13 – 14	Experiment with new unstable technologies
15 – 16	Perform illegal experiments on living subjects
17 – 18	Test out new bionics or implants
19 - 20	Tinker with the fabric of space-time

Life Support Failure

The life support has currently failed or failing in…

D20	Life support failure
1 – 4	All ship-wide systems
5 – 8	The bridge
9 – 12	The landing bay
13 – 16	All but one deck
17 - 20	Random locations throughout the ship

Life-force Leech

A life form that drains the bio-life force from creatures is on board and is…

D20	Life force leech
1 – 4	Looking for a way off the ship
5 – 8	Looking for a snack
9 – 12	Desperate to feed
13 – 16	Needing to breed
17 - 20	Sleeping

Living Ship

The ship is alive in some way. This manifests itself as…

D20	Living Ship
1 – 4	Fully organic vessel
5 – 8	Its defence system acting like antibodies
9 – 12	Organic parts
13 – 16	Requesting for aid for itself and the crew it carries
17 - 20	Truly sentient AI

Lizard Creatures

Roll on the Avian table for more details, replacing avian with Lizard like beings

Main Reactor Breach

The ship's main reactor has breached or is about to breach....

D20	Main Reactor Breach
1 – 4	It can be fixed
5 – 8	It can't be fixed
9 – 12	In less than an hour
13 – 16	Damaging the fabric of space-time when it explodes
17 - 20	Polluting the atmosphere of a nearby inhabited planet if not stopped in time

Malfunctioning Robots

Robots are on board and malfunctioning. They are...

D20	Malfunctioning Robots
1 – 4	Acting randomly
5 – 8	An invasion that has gone wrong
9 – 12	Placed there to distract the crew
13 – 16	Staging an uprising against their organic masters
17 - 20	The crew affected by something

Mind Control Device

A mind control device has been brought on board the ship and currently is...

D20	Mind Control Device
1 – 4	Being used against the crew by the captain to protect them from something
5 – 8	Being used to make the crew be in thrall to another creature
9 – 12	Not active
13 – 16	Very unstable
17 - 20	Wiping the minds of all those on-board

Mind Control Parasite

A mind control parasite is on the ship and has...

D20	Mind control parasite
1 – 4	Taken control of the captain
5 – 8	Taken control of the chief engineer
9 – 12	Looking for a new host for its offspring
13 – 16	Chosen to die, taking it's host with it
17 - 20	Infected most of the crew, but not revealed itself yet.

Mind Controlled Crew

The crew has been controlled by something and are currently...

D20	Mind Controlled Crew
1 – 4	Acting aggressive
5 – 8	Acting otherwise normal
9 – 12	Acting zombie like
13 – 16	Being oddly pacifist
17 - 20	Fighting another species war/fight for them

Mutants

Mutants can be found on this ship and are...

D20	Mutants
1 – 4	Aggressive
5 – 8	Friendly
9 – 12	Hidden
13 – 16	Scared
17 - 20	Trying to increase their numbers/breed

Mutation Field

Anything organic caught in the field mutates and…

D20	Mutation field
1	All hair grows rapidly
2	Becomes blind
3	Becomes functionally immortal
4	Becomes immune to all radiation
5	Dies, screaming in pain
6	Features shuffle and change
7	Gains telekinesis
8	Gains telepathy
9	Grows an extra limb
10	Loses use of limbs
11	Painful lumps grow all over the subjects body
12	Regenerates from almost any wound
13	Requires high heat to live
14	Requires high radiation to live
15	Shrink to half size painfully
16	Speed and reaction times increase x10
17	Start to get radiation poisoning
18	Their bodies randomly fluctuate into many weird, painful and disgusting forms whilst in the field
19	Their diet changes radically
20	Their strength increases by a factor of 5

Nano Tech

Nanos have gone rogue and are…

D20	Nano tech
1 – 4	Building …something…
5 – 8	Lying dormant
9 – 12	Modifying the crew
13 – 16	Modifying the ship
17 - 20	Taking the ship apart

New Species

A new species has been found on the ship, and seems to be…

D20	New Species
1 – 4	Friendly
5 – 8	Higher up the evolutionary ladder
9 – 12	Indifferent
13 – 16	Primitive
17 - 20	Warlike

Omni Being

A being of immense power has arrived on the ship to…

D20	
1 – 4	Be entertained
5 – 8	Cause Chaos
9 – 12	Study lower life forms
13 – 16	To breed
17 - 20	To feed

Organ Harvesters

Organ harvesters have targeted this ship and are currently…

D20	Organ Harvesters
1 – 4	Finishing off the crew
5 – 8	Harvesting all organic material they can find, from the ship, crew and any passengers
9 – 12	Looking for buyers
13 – 16	Looking for more organs
17 - 20	Trading with the crew

Paranoia Effect

Anyone on board becomes highly paranoid due to…

D20	Paranoia Effect
1 – 4	Alien Artefact
5 – 8	Hallucinations
9 – 12	Invisible creature
13 – 16	Psionic Field
17 - 20	Shape shifters

Paranoid Computer

The ships AI/Computer system has become paranoid and delusional and is..

D20	Paranoid Computer
1 – 4	Being sabotaged by the enemies of its creators
5 – 8	Fearing for its own safety
9 – 12	Ignoring everyone
13 – 16	Sinking further into madness
17 - 20	Trying to get everyone to leave it alone, sometimes using violence to do so

Plague

A virulent plague is on board the ship and…

D20	Plague
1 – 4	A cure must be found before it auto lands at home base
5 – 8	Kept out of the hands of those who wish to use it as a bio-weapon
9 – 12	Must be sterilised as it is essential for the war effort
13 – 16	The ship must be destroyed in such a way that the plague doesn't spread
17 - 20	The ship must be piloted to a hospital station

Poisoned Atmosphere

The ships atmosphere has been tainted and is now poisonous due to…

D20	Poisoned atmosphere
1 – 4	Accidental faulty equipment
5 – 8	Aliens requiring an atmosphere suitable for them
9 – 12	An experiment gone wrong
13 – 16	Punishment from the authorities in charge of the ship
17 - 20	Sabotage on the life support

Poltergeist

A poltergeist is loose on the ship and it turns out to be…

D20	Poltergeist
1 – 4	A "real" poltergeist
5 – 8	Energy based life form trying to communicate
9 – 12	Fluctuations in the gravity net
13 – 16	Hallucinations
17 - 20	Psy powers gone wrong

Possessed Crew

Several members of the crew have been mentally taken over by an entity that wants to…

D20	Possessed Crew
1 – 4	Communicate with lower life forms
5 – 8	Force crew to do something
9 – 12	Have fun
13 – 16	Punish the crew for some reason
17 - 20	Study non-energy based life forms

Possessed Ship

The ship has been taken over by…

D20	Possessed Ship
1 – 4	A child-like energy being
5 – 8	A powerful entity
9 – 12	A secondary, back up personality of the main computer
13 – 16	Another AI
17 - 20	Something best described as "demonic" from another dimension

Precious Cargo

The ship was transporting a valuable cargo which turns out to be…

D20	Precious Cargo
1 – 2	A working & stable time-displacement drive system
3 – 4	Bound Psykers
5 – 6	Crystals used to hold memories and knowledge of a race that has now ascended
7 – 8	Data chips that hold the location of a planet killer
9 – 10	Defence data for the most powerful and hated race I the universe
11 – 12	Filled cryo-pods filled with heroes of old wars
13 – 14	Gene-sequences for many lost , yet needed and desired, life forms
15 – 16	Last breeding pair of an otherwise extinct species valued across the universe
17 – 18	Only known cure for the most virulent plague the galaxy has ever seen in a thousand years
19 - 20	Plans for an experimental Space-Folding drive that allows for almost instant travel

Predator

A creature is loose on the ship and…

D20	Predator
1 – 4	Is a test from another species
5 – 8	The result of an experiment gone wrong
9 – 12	Is trying to escape the ship
13 – 16	In a feeding frenzy
17 - 20	Is not alone…

Prisoners

The ship has been transporting prisoners and they are…

D20	Prisoners
1 – 4	All dead except for one, causes unknown
5 – 8	Being taken for execution
9 – 12	Being tortured
13 – 16	In control of the ship
17 - 20	Insane and should not be released under any circumstances

Prisoners/Slaves

These prisoners turn out to be slaves who are…

D20	Prisoners/Slaves
1 – 4	Being sold for use in experiments
5 – 8	Being transported to a slave-market
9 – 12	On route to be used a fodder for a monstrous entity
13 – 16	On their way to freedom
17 - 20	The last of a beaten race

Psychic Entity

A psychic entity is on the ship and is…

D20	Psychic Entity
1 – 4	A psyker trying to return to their body
5 – 8	Hostile and trying to sabotage the ship
9 – 12	Hunting down another PE that has hidden itself amongst the sentient beings on the vessel
13 – 16	Possessing people in an attempt to drive them and the ship towards a certain location
17 - 20	Quietly observing the passengers and crew

Rapid Ageing

Organic based beings are ageing at an alarming rate due to…

D20	Rapid Ageing
1 – 4	An experiment gone wrong
5 – 8	Weird temporal anomaly
9 – 12	Nanos accelerating everyone metabolic rate
13 – 16	An advanced race trying to speed up evolution
17 - 20	A lonely energy based being is wanting companions and knowing that the crew have to "die" first before they can join him/her.

Radiation Leak

Radiation is leaking into the ship and is …

D20	Radiation Leak
1 – 4	An attempt by another being to alter the ships systems so I can visit, but is unaware that its methods are in fact killing most the creatures who inhabit it
5 – 8	Cannot be traced to anyone location, but is looking like a design flaw in the ships power transfer system that run throughout the vessel
9 – 12	Killing the passengers and crew off
13 – 16	Making the ships systems unstable and unreliable
17 - 20	Sabotage from an enemy force in an attempt to kill off the crew before they reach their destination

Rescue/Medical Team

A rescue/medical team is on board the ship and is currently…

D20	Rescue/Medical Team
1 – 4	Dead, killed by whatever killed off or injured the crew in the first place
5 – 8	In the middle of a battle between two factions
9 – 12	Trying to get their patients back to safety
13 – 16	Being lured into a trap by enemy forces
17 - 20	Going missing at an alarming rate

Rock based lifeform

Rock/silicon based life forms are on the ship and are…

D20	Rock based creatures
1 – 4	An ambassador on their way to an important conference when the ship was attacked.
5 – 8	Beings transported for study
9 – 12	Eating the ship
13 – 16	Ignoring all other life forms, much as we would ignore a rock
17 - 20	Part of the crew

Salvage Team

A salvage team is on the ship and is currently…

D20	Salvage team
1 – 4	Getting ready to activate the self-destruct system
5 – 8	Racing against scavengers to retrieve certain tech
9 – 12	Removing or destroying top-secret data files left on board
13 – 16	Trying to get the ship working and moving
17 - 20	Trying to save the ships AI

Scavengers

Scavengers have arrived on the ship and are…

D20	Scavengers
1 – 4	Being killed off one by one by something
5 – 8	Being paid to destroy certain systems
9 – 12	Looking for spare parts
13 – 16	Stripping the ship bare
17 - 20	Taking the ship to sell

Self-Destruct Active

The ships self-destruct has become active and is…

D20	Self-Destruct Active
1 – 4	In fact a test/false alarm
5 – 8	Able to be stopped by anyone
9 – 12	In the final stages and cannot be stopped
13 – 16	The result of enemy forces boarding the ship
17 - 20	Able to be stopped only by one person, who may or may not be currently able to do so

Sentient Animals

Sentient, self-aware animals are on the ship and…

D20	Sentient animals
1 – 4	A shape-shifting race trapped in animal form by some advanced technology
5 – 8	Being taken to another planet for food
9 – 12	Letting others think they are in fact normal, unaware animals as a test in deciding if they should make first contact
13 – 16	The result of a mind-swap
17 - 20	The result of an experiment in animal intelligence enhancement

Sentient Robots

Sentient robots can be found on the ship and are…

D20	Sentient Robots
1 – 4	A vital and respected part of the crew
5 – 8	Treated as slaves
9 – 12	Experimental technology
13 – 16	Used as defence systems to protect the organics
17 - 20	Powered down for some reason

Shadow Creatures

A creature that lives in the shadows or is shadowlike has been spotted on board and is…

D20	Shadow Creature
1 – 4	Hunting and killing the crew off one at a time
5 – 8	A ghost like entity trapped in this part of space.
9 – 12	An alien that is ultra-sensitive to bright lights
13 – 16	Someone pulling a prank, but now truly believes that they are a shadow-being
17 - 20	A projection of a higher dimensional being, trying to interact with this universe for some reason.

Slavers

Slavers have been spotted boarding this vessel and are currently…

D20	Slavers
1 – 4	Dead by some unknown force
5 – 8	Fighting slaves who have escaped their legal custody
9 – 12	Hauling away their current batch back to their slave ship
13 – 16	In the middle of a slave trade deal that could net someone a lot of credits
17 - 20	Turning on each other

Soul Switcher

Something that can switch the souls and personalities of sentient beings are on board and…

D20	Soul Switcher
1 – 4	About to explode, when it does the souls will be fixed to their current forms until another Soul Switch is located
5 – 8	In the middle of switching two beings souls as the processes is slow and gradual
9 – 12	Inactive, but can be easily powered up and used
13 – 16	Is an entertainment device from an ancient/precursor race
17 - 20	Randomly activating and switching souls back and forth across various bodies

Space Pirates

A band of space-based privateers have landed on the ship and are currently…

D20	Space Pirates
1 – 4	Having a party with the crew then will be on their way, with only minor items "lost"
5 – 8	Looking for a certain set of co-ordinates to a hidden location
9 – 12	Looking for supplies
13 – 16	Looking for valuables
17 - 20	Looking to "recruit" new crew members to join them

Spatial Rift

A spatial rift has opened on the ship and leads to….

D20	Spatial Rift
1 – 4	Another part of the ship
5 – 8	A weird dimension
9 – 12	A random planet
13 – 16	A secure military underground base
17 - 20	Another ship, far across the on the other side of the known universe

Stasis Field

A stasis field on the ship is…

D20	Stasis Field
1 – 4	About to activate ship wide
5 – 8	Active around the cyro/medical bay
9 – 12	Active around the security cells
13 – 16	Expanded
17 - 20	Randomly activating in unpredictable areas of the ship

Survivors

Survivors have been found on the ship and they are…

D20	Survivors
1 – 4	Being hunted by something
5 – 8	Close to death
9 – 12	Enemy sleeper agents
13 – 16	Related to the ones who discover them
17 - 20	Trapped in a stasis/cryo field

Temporal Flux

Time is acting all weird on the ship and is, in relation to outside the ship,..

D20	Temporal Flux
1 – 4	2d10 times faster
5 – 8	2d10 times slower
9 – 12	Going in reverse
13 – 16	Stopped
17 - 20	Randomly changing. Roll on this table again every 30 mins spent on the ship, ignoring or re-rolling this result

Temporal Vortex

A two-way temporal vortex has opened and leads to another time-frame which turns out to be…

D20	Temporal vortex
1 – 4	2d6 hours from now
5 – 8	In the middle of a pitched-battle
9 – 12	Just after the ship was made
13 – 16	Last week
17 - 20	Parallel timeline

Tentacle Creatures

Tentacle creatures are discovered on the ship. Turns out…

D20	Tentacle Creatures
1 – 4	Here to rescue/help the current crew
5 – 8	Horrible beings from another dimension looking to feast on the flesh of anything that gets too close
9 – 12	Incredibly stupid criminals sent here as a punishment
13 – 16	Salvagers
17 - 20	They are the crew

Terrorists

Terrorists have taken over the ship. They demand…

D20	Terrorists
1 – 4	The ship is flown to a certain location
5 – 8	Certain prisoners are released
9 – 12	Authorities admit to a certain act that they believe is a crime
13 – 16	Thet they are allowed to fly to their destination unhindered where they plan to blow up the ship anyway
17 - 20	Escorting to free space where they can take the ship without being pursued

Time Loop

The ship is caught in a time loop and is currently…

D20	Time Loop
1 – 4	Dealing with a temporal duplicate of itself from 24 hours ahead
5 – 8	Driving the crew insane with multiple memories being played over and over in their heads
9 – 12	Falling apart and rebuilding itself, the very structure of the ship caught in the loop
13 – 16	Reliving the last few hours
17 - 20	Starting to break apart from the strain

Tortured Creatures

Creatures have been discovered on the ship that are being tortured. This is because…

D20	Tortured Creatures
1 – 4	The torture produces a chemical that the ones in charge sell as a narcotic
5 – 8	The torturer simply doesn't like the victim and wants them to suffer
9 – 12	The victim is innocent and the torturer has very little sanity left after an experiment went badly wrong
13 – 16	They are holding onto vital information that could change the war
17 - 20	They, the "victims" actually enjoy it and get quite upset if it is stopped before they desire it to be so

Total System Failure

All the ships systems have, or are about to, fail. This is due to…

D20	Total System Failure
1 – 4	A nano-virus spreading throughout the ship, converting matter into more nanobots
5 – 8	A slow acting self-destruct system, designed this way to trick enemies
9 – 12	Something is deliberately destroying systems
13 – 16	The ship is old, very old and simply falling apart
17 - 20	The Ships AI/Computer deciding to end their existence

Transforming Alien

A shape-shifting alien has come on board and is currently in the form of…

D20	Transforming Alien
1 – 4	A random crew member
5 – 8	A small rodent
9 – 12	One of the party
13 – 16	Something the party is carrying with them
17 - 20	The captain

Vampire Creature

A vampire like creature is on board. Turns out…

D20	Vampire Creature
1 – 4	Basically, a space vampire
5 – 8	It's just a prank
9 – 12	They are normally peaceful but require food badly
13 – 16	They want to go home
17 - 20	Was result of an experiment

Viral Zombies

A virus is spreading throughout all the organic sentient life on the ship, turning those infected into a form of zombie. It turns out….

D20	Viral Zombies
1 – 4	10% are immune to the effects
5 – 8	Is lying dormant, but will activate when the hosts adrenal levels rise above a certain amount
9 – 12	It's a temporary effect
13 – 16	It's the result of a bio-weapon test gone wrong
17 - 20	They are immune themselves, but spread it to others

Warping/Reality Field

Reality is warping and changing in this part of the ship. Currently, those in the zone are experiencing…

D20	Warping/Reality Field
1 – 2	Area becomes part of another dimension
3 – 4	Demonic beings materialise and disappear here
5 – 6	Desires are amplified
7 – 8	Emotions run wild and sometimes become non-existent
9 – 10	Fears are made real
11 – 12	Roll on Rapid ageing table
13 – 14	Roll on Spatial Rift Table
15 – 16	Roll on Stasis Field table
17 – 18	Roll on Temporal Flux table
19 - 20	Thoughts are made manifest

Re-roll on this table for each being that enters the zone, when someone leaves and every hour.