

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

Age of Wonders

By G. Bruce MacKenzie



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By G. Bruce MacKenzie
Edited by Erin D. Smale

Version, *v.11 T*

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Dedication

The Magiverse would not be possible without the keen editorial eye of Erin D. Smale. It is he who not only coined the term but without his wise observations Age of Wonders would be a lesser work. So thank you Erin!

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Foreword

The Age of Wonders extends the scope of Basic/Expert-style RPGs to outer space. Initially published as the "BX Space" series at Breeyark.org, Age of Wonders has been edited for use with Old-School Essentials and published under the Open Game License. I would like to thank Erin D. Smale not only for hosting the original BX Space articles at Breeyark.org, but also for his useful comments and suggestions.

Known Space Introduction

We were Salvors, scavengers in search of the lost treasures of alien worlds and of civilizations now long forgotten, come to this petty lordling's planet from the far-flung spaceports of the Empire with a purpose. In its shadowed alleys I followed the man who had stolen the data for us from his lord's library. I had paid him well - too well, for he had guessed the data's value: the location of an ancient ruin being swallowed by the jungle of some distant alien world, undisturbed for a thousand years.

That the man intended to double cross us I had no doubt. I had myself narrowly evaded the trap set for us by the Crime Guild. I allowed myself to be seen enough for our quarry to run headlong into our ambush, where the rest of our party seized him. We soon found the data on him and told him we didn't care if he sold it to the Crime Guild so long as we got to copy it first. His relief was tangible and effusive. Our Robot copied the data, added a data-plague, and we let him go. What did it matter? We had the other two parts of the space map, and the Crime Guild would see to his betrayal. He should have known better than to double cross Salvors.

The Age of Wonders depicts a science-fantasy future that blends magical energies with

technical anachronism, space opera with planetary romance, and the traditional treasure-hunting elements of fantasy RPGs with the unlimited variety of outer space exploration.

In the Magiverse, technology is powered by barely mastered arcane forces - the laws of time and physics take a back seat to heroic adventure. Effects are more important than their causes, and a good story is more important than the boundaries of science. Thus, asteroids, planets, and moons have breathable atmospheres, unless the lack of oxygen is important to the story; "magic items" are futuristic gadgets, difficult to make, nearly impossible to understand, and only mostly reliable; vast interstellar distances take only as much time to cross as the current adventure's plot requires.

This approach creates a new backdrop for familiar play: Characters advance in level by defeating monsters and retrieving treasure, though all of space is the campaign's wilderness, and dungeons are ancient alien ruins on dead planets, abandoned pirate outposts on rogue moons, or derelict space vessels floating in the wastes of space. Indeed, while The Age of Wonders includes space vessels, magi-carbines, and Stirge flying packs, its core very much remains a faithful adaptation of the world's most popular fantasy role playing game.

This book includes all the material you need to run adventures in The Age of Wonders, using the Old-School Essentials (OSE) framework to support the Magiverse's defining pillars. At the end of the book the GM is provided with a useful example of Known Space to inspire or initiate a campaign.

Gaming in the Magiverse

Player characters in The Age of Wonders brave unknown dangers. While the action is

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set in a magical future, the core elements of the characters and adventure remain: exploration, fighting monsters, gathering loot, and accumulating power by advancing in level.

Of course, the Magiverse has its own defining features:

The Ancients

The civilization of the Ancients spread across the stars. Despite their greatness they vanished leaving behind only derelicts and ruins. Scattered throughout space, waiting for the brave hands of explorers to take them, are much sought after wondrous relics.

Mage Artisans

The Mage-Artisans employ and rely on Salvors to seek and retrieve new relics to augment their studied troves. Knowledge brings both power to the Mage-Artisans and division in their ranks. Driven by their thirst for ancient knowledge, the mages behave like rival collectors, jealously hoarding relics and guarding their own discoveries. Division means that comprehensive understanding of the ancient mysteries remains elusive. While the purpose and use of a great many minor artefacts has been identified they have only been replicated with difficulty. The only collaborative contribution the Mage Artisans willingly put forth is their agreement to identify the Ancients as "Pandorans." Though their studies are ever inconclusive, the Mage Artisans' lack of knowledge is a key driver of adventure in the Age of Wonders, for their needs inspire adventure, and their work is an investment in power.

Exploration

Beyond the mystery of the Ancients or the lofty academia of the Mage Artisans lies the grit of exploration, both across the vast wilderness of space and within the close

confines of forgotten ruins, derelict vessels, remote asteroids, and rival strongholds.

Space Travel

In purely physical terms, space is unimaginably vast. The distances between star systems cannot be crossed in a single lifetime.

The invention of the Astro-drive marked the first era of space travel. These drives, still in use today, reduced inter-system travel from years and months to a matter of hours, with the added benefit of atmospheric take-off and landing. Far slower than the speed of light, Astro-drives were insufficient to bridge the distance between the stars, but they did advance the goal of interstellar travel.

That milestone was achieved via generation ships. Massive, costly, and powered by Astro-drives, generation ships contained fully sustainable environments to support the continued progeny of its passengers, ultimately allowing young explorers to reach an interstellar destination plotted by their distant ancestors.

The huge resource costs of generation ships gave rise to the more affordable sleep ship. These vessels used hibernation to place passengers and crew in suspended animation shortly after launch, to be awoken - with no physical or mental ageing - upon arrival at their destination. Still, whether by generation or sleep ship, travel between the stars could take hundreds (if not thousands) of years.

Ætherspace

It was the Mage-Artisans who rediscovered the secret of travel through Ætherspace. It was from the derelicts and wrecks of ancient space faring vessels that the secret of the Star-Drive was yielded. This was the legacy and unwitting gift of the long vanished Pandorans.

Pandoran Star-Gates too the Mage-Artisans found, some still active, which led them across unimaginable distances to strange worlds. However, the magi-tech of the ancient and unreliable Star-Gates proved less revealing than Star-Drive and some of the gates were destroyed in fumbling attempts to discover their secrets. These, the highest creations of the Pandorans, have been found to be currently beyond re-creation. The best the Mage-Artisans can do is maintain some of the Star-Gate lesser magi-systems.

Required Books

Age of Wonders slots in very nicely with Old-School Essential's modular format. Players and referees need the following Old School Essential and BX Options books:

1. Core Rules
2. Classic Fantasy: Genre Rules
3. Classic Fantasy: Cleric and Magic-User Spells
4. Classic Fantasy: Monsters
5. Classic Fantasy: Adventures and Treasures
6. We further recommend BX Options: Class Builder

Mechanics

d20 Test Numbers

Age of Wonders uses "to-hit" rolls to arbitrate success or failure of certain actions. While this does put some class at an advantage, that's intentional - Age of Wonders is an environment that favours the bold, and warrior types naturally dominate.

Broadly, "to-hit" rolls are used when a character needs to accomplish something and the referee wants to resolve the situation within a character class scope. Character

class progression factors into the determination of the outcome.

It will help the reader to consider the combat table as simply an index of difficulty referenced by character level which provides a pass/fail Test Number. Therefore, the Test Numbers (TN) used in Age of Wonders are identical to the AC values found on the Combat Table, thus TN 9 [10] is equivalent to AC 9 [10] for the purpose of determining a class based check number on the Combat Table. A Test Number (TN) is therefore broadly defined as any measure of difficulty.

The following abbreviations, EN, GN, RN, and TN are Test Numbers used throughout the text:

1. Test Number (TN): a number that defines a measure of difficulty, e.g. TN 9 [10].
2. Escape Number (EN): the number that defines a measure of difficulty required to escape hazards in space, pursuing space vessels, and Ship Scale Space Monsters, e.g. EN 9 [10].
3. Gravity Number (GN): the number that defines the difficulty posed by gravity, e.g. the gravity number is used during blast off and landing; asteroids, planets, and moons all have gravity numbers, e.g. GN 9 [10]. Gravity affects encumbrance.
4. Route Number (RN): the number that quantifies the difficulty of a space route between destinations, e.g. RN 9 [10].
 - Note that Ability modifiers are not used with Test Numbers; only in combat.

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d6 Check Rolls

A d6 check roll can be used when a character needs to accomplish something and the referee wants to resolve the situation outside of a character class scope. Character class progression does not factor into the determination of the outcome. Where required the referee may quantify the measure of difficulty as follows:

1. Easy is a 5-in-6 chance,
2. Average is a 3-in-6 chance, and
3. Hard is 1-in-6 chance.

Alternatively, all characters may roll as if they were a 0 level human (irrespective of class) on the combat table. Assign a d20 TN.

Character Classes

The following rules expand existing character class into the space genre rather than re-define them as new classes. With a nod to the tropes of space adventure some additional classes have also been provided.

“Classic” Classes

The fantasy future the player characters inhabit is one of astounding contrasts, where the improbability of magic competes with science and technology. Age of Wonders Characters, seek adventure in the worlds across the expanses of Known Space, while Bards tell tales of their legendary exploits. In this genre, characters are not only skilled in arms and magic but in space travel as well. Their adventures bring them fame, fortune, and experience. Characters advance as they accumulate experience thereby gaining increased powers and abilities. In Age of Wonders, Humans are called Terrans after their lost home planet, Terra. They have forged cooperative partnerships with Dwarves, Elves, and Halflings. The player characters are The Salvors, the finders of

treasures and magi-futuristic devices found in the forgotten ruins of ancient civilizations.

Cleric

The idols of alien gods are but naive representations of the real source of a Cleric's powers: the raw energies of Law, Chaos, Good, and Evil that flow throughout the universe and permeate all living creatures. Deep attention to these forces allow a Cleric to cast spells, either through force of will or under the auspice of superior beings – loosely termed as gods – who grant obedient servitors their abilities.

A Cleric's actions must always faithfully serve the power they represent, whether as a natural force to which they are finely attuned or as an alien patron they serve or worship. A Cleric need not worry about the balance of power between the forces of the universe, but the player must work with the referee to establish how their character can best serve the alignment or patron they espouse, lest their actions put them out of sync and cause them to lose their spell casting abilities.

Refer to the topic Factions which further describes additional background for role playing a Cleric in Known Space.

Dwarf

In Age of Wonders Dwarves are an ancient alien race. They are a hardy people whose home planet has heavy gravity (GN 9 [10]) and adverse surface conditions which causes them to live underground.

Elf

In Age of Wonders Elves are an ancient alien race. Their home planet is covered by a dense swamp. Long lifespans, the swamp, and interminably dreary weather have left their mark upon the Elven outlook, philosophy, and art. Known for their moodiness and melancholy, Elves are fond of

dissertation, and craft their speech into elaborate monologues.

Fighter

Fighters are the heroes, bounty hunters, mercenaries, merchants, rocket jockeys, smugglers, and space soldiers of Age of Wonders. How the character acts depends upon their alignment but they do not serve that alignment as a Cleric would.

Halfling

In Age of Wonders, Halflings are mutated humans, the descendants of a colonization effort to populate a hostile alien world. Their new environment moulded the descendants of the human colonists into the diminutive, distinct, and hardy, race of Halflings. Adaptation to the new world proved successful but Halflings do not consider themselves Human despite a shared heritage. Halflings are hardy and well adapted to predominantly forested worlds with a gravity of GN 7 [12].

Magic-User

The source of a Magic-User's power is their personal understanding of the forces of the universe and how they may be manipulated; this is why spells are repeatable formulæ. Unlike a Cleric, a Magic-User is seldom interested in the "revealed wisdom" of Chaos, Law, Good, and Evil, relying instead upon observation, study, and experimentation as the basis of power: A Magic-User's spells force the universe to respond in a predictable manner.

What a Magic-User does with the power they accumulate is largely up to them. Unlike a Cleric, who receives power through their dedication to natural forces and patrons, Magic-Users earn power through their dedication to personal study, representing no one but themselves. To a Magic-User, the accumulation of power is nothing compared

to what may be done with it. As such, Magic-Users may devote themselves to a cause or be entirely self-serving, acting in accord with their alignment but not serving that alignment as a Cleric would.

Refer to the topic Empire Mages which further describes additional background for role playing a Magic-user in Known Space.

Thief

The term "Thief" does not really do justice to the wide range of "criminal" personalities of Age of Wonders, which may be found at every level of society, from lowly spaceport rats and ruffians to slick executives and politicians. Despite the variety of station and motivation, though, Thieves of any stripe are members of organized Crime Guilds whose influence spans planets and star systems. Although freelance operators do exist, they are few and poorly tolerated by the Guilds unless (and for only as long as) they are useful. The Crime Guilds do clash where their respective interests in profit collide, as regional conditions can create lucrative opportunities with just the right amount of prodding and influence. In this way, the Crime Guilds are as ruthless as the merchant guilds, but far more dangerous for their appetite for violence and murder.

Robot

Requirements: Maximum DEX 9

Prime Requisite: STR

Hit Dice: 1d6

Maximum Level: 12

Armour: None, shields allowed

Weapons: Any

Languages: Alignment, Common, Data

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Robots are a new “demi-human-like” class for Age of Wonders, a Robot is a primitive anthropomorphic mechanical man-like character occupying a middle ground between sophisticated androids and simplistic droids; as such, Robots cannot pass for human. In a manner of speaking the robots of Age of Wonders’ magi-futurism are wondrous magical clockwork Golems, coarsely made and coarsely featured. They are bronze in appearance; elaborately decorated.

A player character robot is inhabited by an autonomous spirit within a Sentient Cerebral Urn, meaning that their behaviour is self determined so the player may direct their robot character as they wish. Cerebral Urns are creations of the Mage-Artisans and a robot’s sentience is an accident. A Robot will not remember anything of its previous life before it became a brain in a jar. A robot will have an alignment just like any other player character class. A player character robot does not accept commands as an NPC robot does although they may feign to do so.

Restrictions

Delicate Tasks: Robots have claw-like appendages instead of hands. Delicate tasks may, at the Referee’s discretion, require a d6 check roll with a 4-in-6 chance of success when manipulating or picking up very small objects less than ½ inch thick, examples: flipping a switch, turning a dial, using keys, reloading a firearm, threading a needle, or tying a knot. A failed roll indicates the intended task could not be completed; each attempt consumes one round.

Robots cannot jump, swim, or climb a rope.

Manufactured: Robots have a base AC 5 [14] and a gross weight of 3,000cn.

Mobility: Robots base Movement Rate is 90’ (30’).

Abilities

Combat: Robots may not wear armour but they can use a shield. In melee a Robot may attack with its regular pinching claw-like appendages, its saw, drill, discharge electricity, or wield weapons (q.v., Robot Upgrades). Robots are permitted to wield the melee weapons of Fighters, including those which are magical, but are excluded from all missile weapons except the crossbow. Robots always strike last in a combat round vs. Humans and Demi-humans.

Communications: Robots are equipped with a built-in Æther-fone (q.v., Equipment).

Surprise: Robots are surprised only on 1-in-6 chance.

Danger Sense: Once per turn, a Robot may spend a melee round to detect dangers within 120’. If successful, the danger’s cardinal direction – but not its degree, distance, or exact location – is revealed via a glowing directional arrow visible only to the Robot. Example: On a d6 roll of 5, a monster of 2HD or less nearby is detected within 120 ft.. "There is a danger to the North!"

- Monsters of 2 HD or less, are only revealed on a 5-in-6 chance,
- Monsters of 3 to 5 HD are only revealed on a 3-in-6 chance, and
- Monsters of 6 HD or greater, invisible monsters, and the undead, are only revealed on a 1-in-6 chance.
- Immunity: Robots are immune to all forms of poison and paralysis, and they are not adversely impacted by the vacuum of space.

Robot Level Progression

Level	XP	HD	To-hit	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [+0]	8	9	10	13	12
2	2,200	2d6	19 [+0]	8	9	10	13	12
3	4,400	3d6	19 [+0]	8	9	10	13	12
4	8,800	4d6	17 [+2]	6	7	8	10	10
5	17,600	5d6	17 [+2]	6	7	8	10	10
6	35,200	6d6	17 [+2]	6	7	8	10	10
7	70,400	7d6	14 [+5]	4	5	6	7	8
8	132,000	8d6	14 [+5]	4	5	6	7	8
9	252,000	9d6	14 [+5]	4	5	6	7	8
10	372,000	9d6+3*	12 [+7]	2	3	4	4	6
11	492,000	9d6+6*	12 [+7]	2	3	4	4	6
12	612,000	9d6+9*	12 [+7]	2	3	4	4	6

* Modifiers from CON no longer apply

To-hit: THAC0 value [attack roll bonus for use with Ascending Armour Class]

D = death / poison; W = wand; P = Paralysis / petrify; B = dragon breath; S + rod/staff/spell

- Data: Robots are equipped with a Data Coupler that allows them to connect via a tether to Consoles, Cerebral Urns, Satellites, etc.
- Cerebral Urn: Robots have a Cerebral Urn of 5 Data Units. An additional 20 Unit Cerebral Urn may be added to support up to 25 Data Units. The Cerebral Urn may be transferred to a different Robot body.
- Skill, innate: Robots have a 2-in-6 chance of hearing noises.

established, the Robot will attract lesser Robots (4d6 × 8 robots of level 1–2) to their service. These Robots are completely devoted to their leader, never checking morale.

Robot Upgrades

A Robot character is configured per the tables below purchasing options from their initial allocation of coins like any other character.

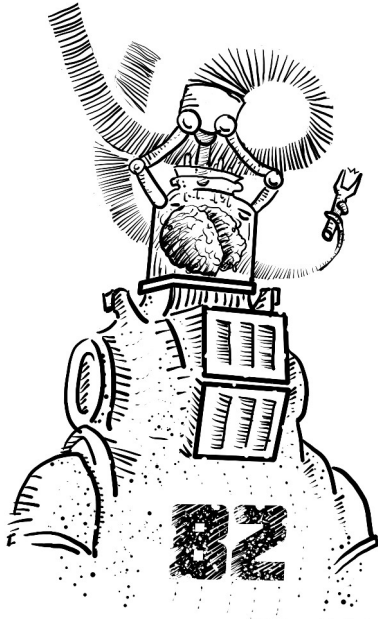
Armour	AC	Cost (gp)	Adjusted Movement Rate
Light	7 [12]	20	120 (40')
Medium	5 [14]	40	90 (30')
Heavy	3 [16]	60	60 (20')

After Reaching 9th Level

A Robot may establish or build a stronghold after reaching 9th level. Once a stronghold is

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Default Robot Configuration			
Item	Cost (gp)	Damage	Qualities
Claws, regular (1 pair)	-	1d6	These gripping claws can crush flesh, metal, wood, and stone up to 3 inches in diameter. Their tips may be used like pliers or to pick up items. However, delicate tasks, such as threading a needle, may at the Referee's discretion, require a d6 check roll with a 4-in-6 chance of success.
Data Coupler	-	-	Allows a robot to connect to another Data Coupler and transmit/receive Data Units via a tether.
Feet, Gecko	-	-	Grips space vessel decks and hull in zero gravity.
Language(I)	-	-	The Robot begins the game with one language.
Cerebral Urn, 5 Data Units	-	-	
Ather-fone (I)	-	-	Permits the Robot to communicate via a Ather-fone with space vessels, Atmosphere Suits, etc.



Optional Robot Configuration			
Item	Cost (gp)	Damage	Qualities
Cerebral Urn, cost per 5 Data Units	250	-	Blank Cerebral Urn grants more Data Unit storage.
Stirge Pack (for flying) (l)	60	-	Refer to the Stirge Pack with the same limitations on usage.
Language (l)	20	-	
Buzz Saw	40	1d8	Cuts through flesh, metal, stone, and wood up to 2 inches thick. A 1 ft line can be cut in 1 round.
Claws, fine (1 pair)	60	-	Fine Claws replace the Regular Claws and permit a robot to perform Delicate Tasks without a check roll but they cannot be used to crush materials or cause damage. They have no more strength than a human hand.
Drill	20	1d6	Drills a ¼ to 1 inch hole through metal, stone, and wood up to 3 inches deep in 1 round.
Glue	5	-	Extrudes a 1 inch blob of glue which joins flesh, leather, metal, stone, and wood items together. Items can be separated with a STR check roll.
Mirror	5	1 point	Used to reflect
Scissors	5	1 point	Scissors cut through cloth, leather, paper, rope, as well as wire, wood and sheet metal up to ¼ inch thick.
Screwdriver	5	1 point	Used to loosen or tighten the screws up to ½ inch diameter which fasten materials together.
Scribing tool	5	1 point	May leave marks in metal, stone, or wood, up to 1 inch long, or one letter, per round.
Stapler	5	1 point	A tool for dispensing a metal staple used to fasten together leather, metal, and wood up to ½ inch total thickness.
Voltage Discharge	30	1d6	Shocks a single target up to 30' range

Equipment

The primitive and the futuristic exist in curious juxtaposition within the worlds of Age of Wonders. Mages and Artisans manufacture the magical clockwork gadgetry of the Magiverse, Magi-Gadget. These devices are

magical clockworks, in material an alloy of Trillium, Copper and Zinc, bronze in appearance, elaborately and ornately decorated. The resulting gadgetry are treated as magic Items for the purposes of their potential destruction, refer to the topic: Item

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Saving Throws in the Core. The following articles cover essentials that no adventurer of Known Space should be without.

Adventuring Gear

Item	Cost (gp)
Æther-fone, Console	500
Æther-fone, Personal	60
Gecko Space Boots	10
Goggles, infravision	65
Jumping Harness	60
Moon-Torch	20
Packet, Alchemist's Extinguisher	10
Packet, Alchemist's Firestart	10
Perimeter Ward (Qty. 1)	20
Sea-Lung	300
Stasis Pod	500
Squid Pack	60
Stirge Pack	60
Timepiece	30
Tools, Repair and Salvage	50

Adventuring Gear Descriptions

Æther-fone

The magi-futuristic Æther-fone allows instantaneous communication across any distance through Ætherspace. Audio/visual signals are exchanged between two devices permitting communication. Only console Æther-fones have an image crystal enabling communicators to see one another. Establishing successful communications is automatic unless in stressful or time-sensitive situations where failure to do so could have dire consequences. In such scenarios the chance of success is Easy, Average, or Hard depending on the context.

Æther-fone communication at a locale may be jammed from a console reducing the chance

of establishing communication to a 1-in-6 chance.

Æther-fone Type	Example
Fixed console	Æther-fone is located in a space vessel or installation
Portable console	Æther-fone is located in a surface vehicle
Wearable	Æther-fone is located on a belt or a wrist, in a helmet, or within a Robot. Wearable Æther-fone's sometimes do not have a video display.

From	To		
	Space	Surface	Dungeon ₁
Space	Easy 5-in-6	Average 3-in-6	Hard 1-in-6
Surface	Average 3-in-6	Easy 5-in-6	Average 3-in-6
Dungeon	Hard 1-in-6	Average 3-in-6	Easy 5-in-6

Note 1 – Dungeon communication is presumed to be at the first or current level, for additional levels above or below the difficulty of communication is increased; 1 additional level – Average, 2 additional levels – Hard, 3+ additional levels – Impossible.

Characters may attempt to eavesdrop on others' Æther-fone communications with a 1-in-6 chance of success.

Gecko Space Boots

Gecko Space Boots have soles which allow characters to cling to decks and bulkheads in zero gravity. Atmosphere Suits are equipped

with the same soles. Situations may arise however in which their clinging ability is tested in zero gravity. A referee may require a player to make a saving throw vs. poison for their character to remain attached or they become detached and float. When to check:

- When a character is struck in hand-to-hand melee by a weapon or missile (magi-carbines are exempt),
- When a character is pushed, grappled, or thrown,
- When a character is struck by an object equal or greater in size,
- When a space vessel attempts to manoeuvre.

Goggles, infravision

This magi-futuristic eyewear permits a character to see in the dark up to 60'. As with natural infravision, adjacent lights interfere with their effectiveness.

Jumping Harness

This magi-futuristic jumping harness contains Trillium and enables the wearer to defy gravity by jumping vertically or leaping gaps up to the extent of their encumbrance-based movement rate per the Core rules for basic and detailed encumbrance. It does not otherwise affect normal movement and running. Falling damage is reduced to 1d4 per 10' while the jump harness is worn and activated.

Moon-Torch

A handheld illuminating device that projects a ray of silvery illumination 5' wide and 50' long or in a 30' radius in the same fashion as a lantern. The ray of a Moon-Torch is revealing but it is not actually natural or magical light. Whatever is seen is colourless and grey; like the silver light of the moon. The ray of a Moon-Torch does not adversely

affect monsters in the same way as natural or magical light nor does it interfere with infravision. The light of the Moon-Torch is unaffected by normal or magical light. It reveals hidden moon writing when shone on the text.

Packet, Alchemist's Extinguisher

A small packet of oxygen-absorbing powder created by alchemists. When broken and tossed into an adjacent square, the packet extinguishes fires in a 10' x 10' x 10' cube in the next round by temporarily removing all oxygen, rendering the square suffocating for 1+1d4 rounds.

Packet, Alchemist's Firestart

A small packet of flammable oxidizing powder created by alchemists. When broken and tossed into an adjacent square, the packet ignites any combustible material in a 10' x 10' x 10' cube in the next round.

Perimeter Ward

Perimeter wards resemble small stones approximately 1.5" in diameter and 1 inch thick with a simple on/off switch. When two wards are placed within 10' of each other they create an "invisible fence up to 10' long and 10 high. When the perimeter is crossed between the wards in either direction, it sounds an audible alarm harsh enough to wake a sleeper while the wards on either side of the crossing point flash repeatedly. Note that the perimeter ward alarm does not sound if the barrier is circumvented by climbing or flying over its area of detection. A Thief may penetrate a perimeter ward undetected if they can find and deactivate a ward with a successive find and remove traps roll. Failure means that the Thief trips the alarm.

Sea-Lung

These magi-clockwork artificial lungs allow a character to breathe underwater; they filter

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fresh and sea water and do not however function in liquids that do not contain oxygen.

Stasis Pods

A stasis pod magically and incorruptibly preserves the body of a small or medium character indefinitely. When in stasis, the character enters a deep, dreamless sleep that slows their metabolic processes to a near-halt, thus preventing any movement, actions, or mental activity. Stasis temporarily halts the progress of poisons or other death effects (which resume immediately upon exiting stasis). However, stasis does not prevent damage from Necrotic-Miasma.

Stasis pods often (but not always) have an independent power source that enable a character to remain in stasis for hundreds of years. The power source is a sealed unit created by mage-artisans and if any attempt to discover its secret is made by dismantling it the stasis pod is destroyed without its secret being discovered. If a stasis pod is damaged, or its power source fails, the occupant must save vs. paralysis to instantly wake or die.

Before the development of the Star-Drive, stasis pods enabled characters to journey to distant solar systems, consuming the span of many lifetimes—sometimes hundreds of years, so long as the Astro-Drives which powered the stasis pods remained operational. Those that succumbed to mechanical failure now drift through space as graveyards. Despite this eerie fate, stasis is still the preferred method of space travel for societies that lack Star-Drive capability.

Squid Pack

A Squid Pack is a magi-futuristic device which allows a medium or small character to swim at their normal movement rate in any direction under water within the water column using its miniature Squid-Drive which never needs fuel. The Squid-Drive is a sealed unit

created by mage-artisans and if any attempt to discover its secret is made by dismantling it the Squid-Drive is destroyed without its secret being discovered. Even if non-functional the Trillium used in its manufacture has value 1/10th of the device. The Underwater movement rate is based on the wearer's encumbrance per the Core Rules for basic and detailed encumbrance.

Stirge Pack

A Stirge Pack is a magi-futuristic device which allows a medium or small character to fly at their normal movement rate in any direction using its miniature Astro-Drive which never needs fuel. The Astro-Drive is a sealed unit created by mage-artisans and if any attempt to discover its secret is made by dismantling it the Astro-Drive is destroyed without its secret being discovered. Even if non-functional the Trillium used in its manufacture has value 1/10th of the device. Flight movement rate is based on the wearer's encumbrance per the Core Rules for basic and detailed encumbrance. Unlike a Jumping Belt the wearer of a Stirge Pack can remain aloft indefinitely as long as they are conscious and able to direct the Stirge Pack.

Timepiece

A clockwork instrument for measuring time. This device may show minutes, hours, days, months, and years, and occasionally astronomical data. Timepieces are required for bombs.

Tools, Salvage & Repair

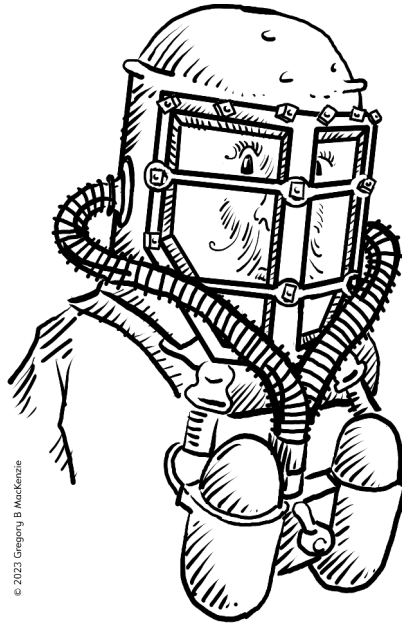
Tools are required to salvage and Repair space vessel Magi-Systems and repair Magi-Gadgets. The tools come in a leather satchel.

Weapons and Armour

Weapon	Cost (gp)	Weight (Coins)
Bayonet, includes fixture for Magi-Carbine	3	10
Bomb	n/a2	50
Cartridge, Ray	500	1
Cartridge, Spell	500 x spell level	1
Grenade, clockwork, Fragmentation	40	10
Magi-Carbine, Clockwork, (1) Rotary 5 Magazine included	75	20
Magazine, Rotary 5	10	2
Magazine, Rotary 5	10	2
Magi-Carbine, Dual Shot	55	15
Magi-Carbine, Single Shot	50	10

Note 1 - Paralysing weapons may be used by a Cleric.

Note 2 - A bomb is available for purchase only at the referee's discretion.



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Weapon Combat Stats

Weapon	Damage	Qualities
Bayonet	1d6	Brace, Melee
Bomb	3d6	Explosive, Heavy
Disintegrating Ray Cartridge	1d8	A successful Saving Throw vs. Death negates all damage.
Grenade, clockwork, Fragmentation	2d6	Blast, Missile (5'-10'/11'-20'/21'-30')
Lightning Cannon	1d4 / 1d6 / 1d82	Heavy
Lightning Cannon, bombardment	4d6	Blast 5x5 squares, Heavy
Magi-Carbine, Clockwork	Club 1d6, by bayonet 1d6, or by Ray or Spell Cartridge	Burst, Missile (5'-70'/71'-140'/141'-210')
Magi-Carbine, Dual	Club 1d6, by bayonet 1d6, or by Ray or Spell Cartridge	Burst, Missile (5'-70'/71'-140'/141'-210')
Magi-Carbine, Single	Club 1d6, by bayonet 1d6, or by Ray or Spell Cartridge	Missile (5'-70'/71'-140'/141'-210')
Mine, Land, Anti-personnel	2d6	Blast
Mine, Space	4d6	Blast, Heavy
Robot Buzz Saw	1d6	Melee
Robot Claw	1d6	Melee
Robot Drill	1d6	Melee
Robot Electrical Discharge	1d4	Missile (5'-10'/11'-20'/21'-30')

Note 2 – The damage of space vessel Cannons, when attacking other space vessels and Ship Scale Monsters, is determined by the space vessel class hit dice type (d4, d6, or d8). Blast Damage is used vs. characters, refer to the topic Bombardment.

Ray Cartridges

Ray Cartridges contain “magical-rays” which when released cause various effects. Rays aren't spells but they do have spell-like effects. These rays are contained in cartridges and are released using Magi-Carbines.

Alignment Ray

The Alignment Ray comes in three forms; Law, Neutrality, and Chaos, and it temporarily alters a character's alignment to match that of the ray for 6+1d4 rounds. A saving throw vs. spells negates the effects of the ray. The Alignment Ray may not be used in Burst Mode.

Darko Ray

The Darko Ray temporarily blinds a single character or monster's Darkvision for 6+1d4 Rounds. They are unable to see in the dark as they normally would. A saving throw vs. spells negates the effects of the ray. The Darko Ray may not be used in Burst Mode.

Disintegration Ray

A Disintegration Ray causes 1d8 damage. A successful Saving Throw vs. Death negates all damage.

Anti-Gravity Ray

The Anti-gravity ray applies temporary gravity to any surface decreasing the gravity from it's present value one step. Refer to the table Detailed Encumbrance by Gravity Number. Gravity may be decreased to GN 0[19]. Example: GN 6[13] "normal" gravity applied to any surface enables characters to walk on ceilings and walls for 10 rounds. This ray can be used in Burst Mode.

Gravity Ray

The gravity ray applies temporary gravity to any surface increasing the gravity from it's present value one step. Refer to the table Detailed Encumbrance by Gravity Number. Gravity may be increased to GN 9[10]. The duration of the gravity is 10 rounds. Example: GN 6[13] "normal" gravity applied to any surface enables characters to walk on ceilings and walls for 10 rounds. This ray can be used in Burst Mode.

Grime Ray

The Grime Ray applies a layer of grime to items inside and out with the result that they no longer function easily or properly; example: closed doors are jammed shut; locks are seized and cannot be opened even with a key. The items can be restored to working order by cleaning. Magi-systems which fail a saving throw vs. wands are inoperative.

Klepto Ray

The Klepto Ray plucks a single targeted item within 6" and returns it to the character releasing the ray. The item must be visible and within direct line-of-sight. Magical items are granted a saving throw vs. Wands; failure indicating the item is not returned. The Klepto Ray may not be used in Burst Mode.

Necro Ray

Necro Ray marks living creatures with a chaotic aura which singles them out for attack by the Undead for 6+1d4 rounds. A saving throw vs. spells negates the effects of the ray. The Necrotic Ray may be used in Burst Mode.

Numbskull Ray

This ray comes in four forms, DEX, INT, STR, or WIS, and temporarily reduces the affected attribute to a value of 3 for 6+1d4 rounds. Abilities which depend on these attributes are impacted. A saving throw vs. spells negates the effects of the ray.

Sludge Ray

The Sludge Ray coats surfaces up to 60 ft away with a 1 inch thick, foul smelling, and slippery, sludge which has the effect of reducing movement by ½. Any attempt to move more than ½ through the sludge results in the character or monster falling prone. The sludge evaporates in 6+1d4 Turns. The Sludge Ray may not be used in Burst Mode.

Weapon Qualities**Damage**

Die rolled when using the optional rule for variable weapon damage (see Combat in Core Rules). Weapon Qualities

Blast

A successful attack affects all within a 10' radius (save vs. Wands for half damage). If the blast inflicts physical damage, there is a base 2-in-6 chance that the blast can open a shut or secured door or vehicle hatch.

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Brace

Bracing against the ground doubles damage against charging monsters.

Burst

With regard to magi-carbines Burst expends 2 cartridges to grant a +1 “to-hit” against a single target. The target is only struck by 1 missile/ray, not 2.

At the referee’s option, a sling or bow may Burst losing 2 missiles to gain the bonus.

Crossbows are excluded from obtaining the Burst bonus.

Disintegration

Refer to the 6th Level Magic-User spell Disintegration. Spell Cartridges containing Disintegrating Rays are of lesser power and only cause damage rather than death; a successful saving throw vs. Death prevents damage. Living creatures damaged by these rays can only be healed by magical means. Surfaces will have holes bored in them to a depth of 1 foot. Magic items subjected to a disintegration ray may be destroyed, refer to the topic: Item Saving Throws in the Core.

Heavy

A successful attack inflicts damage on space vessels and Space Vessel-scale monsters.

Magazine

The Rotary 5 magazine for the Clockwork Magi-Carbine may contain up to 5 ray or spell cartridges; when the magazine is empty, the character must reload (see below).

Melee

Close quarters weapon (5’ or less).

Missile

Thrown or fired weapon (greater than 5’ distance). The distances for short (+1 to hit), medium, and long (-1 to hit) range are shown in parentheses.

Reload (optional rule)

Requires a round to reload between shots; can only be fired every second round.

Weapon Notes

Bayonets

Blades affixed to Magi-carbines; includes the mounting.

Magi-Carbines

Magi-Carbines and cartridges are manufactured by Mage-Artisans. The user aims the Magi-Carbine at a target and presses a switch to pierce and release the effect of pre-loaded cartridge at the target. Cartridges may contain rays or spells.

Magi-Carbines are single or dual chamber weapons. Clockwork Magi-Carbines are single chamber with a Rotary 5 shot magazine. Clockwork carbines with rotary magazines don’t function without being pre-wound (winding is completed in 1 round); thus in an unwound state they cannot rotate, chamber the cartridge load and pierce the cartridge to release its effects. The Rate-of-Fire is one cartridge per round except that a Clockwork Magi-Carbine can use Burst with certain rays but not spells.

Spell cartridges are limited particular spells; refer to the appendix of this book. Rays may have varying spell-like effects but the most common is a lesser disintegrating ray which causes damage. The targets of Ray or Spell Cartridges are entitled to saving throws; therefore attack rolls are not required.

GM Note – The text will undoubtedly suggest to the reader that the Clockwork Magi-Carbine resembles a firearm. In the Age of Wonders firearms have not been invented because magic, magi-pseudoscience, has taken precedence. Firearms therefore do not and will not exist in the Age of Wonder.

Armour

Armour	AC	Cost (gp)	Weight (Coins)
Atmosphere Suit	5 [14]	120	400
Atmosphere Tanks (4), replacement	-	40	50
Magi-Force	5 [14]	60	10

Armour Descriptions

Atmosphere Suits

Atmosphere Suits are bulky offering full-body protection from the extreme temperatures and vacuum of space as well as hostile planetary atmospheres. They often resemble soup tins with appendages. Entrance to the suit is via a hatch in the top or back. Limbs end in heavy gloves or manipulative robot-like claws, and feet with Gecko Soles

Atmosphere Suits will typically provide the wearer with multiple view ports. Atmosphere Suits are equipped with a tether loop, an indicator for remaining atmosphere in each tank, emergency atmosphere port and hose, an *Ather*-fone (voice only), 4 emergency patch kits, and may be equipped with a Stirge Pack.

Atmosphere Suits do not protect the character from Necrotic-Miasma.

An Atmosphere Suit requires 1-4 Atmosphere Tanks (for a total of 12 hours of air). In an emergency, a suit's air supply may be shared with another suit via an emergency port and hose (double the rate of air consumption; note that plagues may be transferred to another character this way).

Armour cannot be worn within an Atmosphere Suit.

In a positive gravity environment an Atmosphere Suit encumbers the wearer as if they were wearing heavy armour, refer to Encumbrance in the Core Rules.

When there is a risk that an Atmosphere Suit may be punctured or torn because of attack or falling damage, the character must save vs. Wands. A failed save indicates a suit component is damaged (or, if the save fails

Atmosphere Suit Punctures

d6	System	Damaged	Inoperative
1	Air Supply	Air leaks at the rate of 1 hours' worth per turn	A single tank is destroyed, losing whatever air remained inside
2-5	Suit Body	Loss of pressure and air inflicts 1hp per round upon the wearer until patched	Violent loss of pressure and air inflicts 1d8 points of damage immediately, plus 1d4 points per round; the suit cannot be patched
6	Helmet	Loss of pressure and air inflicts 2hp per round upon the wearer until patched; <i>Ather</i> -fone suffers a -2 penalty to raise communications	Violent loss of pressure and air inflicts 1d12 points of immediately, plus 1d6 points per round; the <i>Ather</i> -fone cannot be used in a vacuum; the helmet cannot be patched

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by more than 5 points, inoperative). Roll 1d6 to determine what part of the suit is affected:

A patch kit requires 1 round to apply. For simplicity, do not roll for additional damage once a suit is already damaged in a round, and assume that a single patch kit can address all current damage when applied.

Magi-Force

Usable by any class, Magi-Force creates a temporary invisible magical protective barrier, equivalent to AC 5 [14]. Magi-Force may be used in conjunction with worn armour, but provides no additional benefit (i.e., the wearer's AC if better than Magi-Force, takes precedence). Magi-Force takes one round to activate, then provides protection for 5 rounds. It cannot be reactivated for a span of 2 rounds.

Space Vessels

Space Vessels are ornately decorated within and without. They are mainly bronze in colour intermingled with highlights of brilliant steel. Those space vessels capable of Blast Off and Landing bear a resemblance to scaled fish or feathered birds.

Space Vessels are manufactured in shipyards under the direction of Mage-Artisans. The Mage-Artisans manufacture and install certain systems themselves in order to preserve their closely guarded secrets from being divulged e.g. the Star-Drive and Astro-Drive. If these systems are themselves dismantled they are ruined without anything whatsoever being discovered about them thus preserving the secrets of the Mage-Artisans from prying eyes.

Note - Within the scope of these rules it is not intended that player characters should ever be permitted to discover the Secrets of the Mage-Artisans. Nor should they be permitted to manufacture a Star-Drive or Astro-Drive.

Players may set this goal for their characters but the Referee must not be tempted to permit either and the results are pre-ordained to failure despite all prying and tinkering.

Classes of Space Vessels

Space Vessels are divided into two primary classes:

- Space vessels capable of making planetary landings, and
- Space vessels which are incapable of making planetary landings.

Whether or not a space vessel (or space monster) is capable of making a planetary landing is indicated in its list of abilities in the category Landing and Blast Off, capable or incapable.

Statistics of Space Vessels

Space Vessels are presented in a statistical form similar to that of monsters as they may quantitatively be judged to perform the same role in the space wilderness at a space vessel-to-space vessel scale. The familiar format presented as an aid to the Referee.

Hit Dice of Space Vessels - Hull Points

Space Vessels may use d4, d6, or d8 for hull points. When variable dice are not used the dice type is d6.

Space Combat THACO

The THACO used to attack space vessels and ship scale monsters with vessel Lightning Cannon are determined by crew character class and hit dice.

0 Hull Points

When a defender's space vessel is reduced to 0 hull points it may no longer move or attack and may be boarded, refer to the topic Applying Damage to space vessels for greater detail.

Attacks

A space vessel is limited to one cannon per hit dice. Space cannons are the only available weapons and cause d4, d6, or d8 damage but their dice type must be equal to or lesser than that of the space vessel's Hit Dice type. The referee has considerable latitude with regard to the composition of attacks.

An attack may also be made with a space vessel's grapple.

Weapons are operated by characters, therefore attacks are made by characters vs. AC. Only cannon, grapple, and magical attacks cause damage.

Escape Number

An Escape Number (EN) from 9 [10] to -3 [22] represents how difficult it is to avoid Hazards or Break Away from an opposing space vessel, or ship scale space monster in an encounter or combat. Space vessels are operated by characters, therefore escape attempts are made by characters vs. The opposing space vessel's escape number. Success means the Hazard is mitigated, and the Encounter or Combat is ended.

Movement Rate

Movement Rate indicates whether a space vessel is capable of Aetherspace travel.

Morale

Morale applies to the space monster or to the crew of the space vessel.

Alignment

Alignment applies to the space monster or to the crew of the space vessel.

XP for Defeating

XP for Defeating applies to the space monster or to the crew of the space vessel.

Number Appearing

Number Appearing retains its meaning for space monsters. For space vessels the meaning is restricted to the number of crew on the space vessel. Lair is loosely defined as spaceport, base, etc. encompassing crew and supporting characters.

Treasure Type

Treasure Type applies to the space monster or to the crew of the space vessel.

Ability List

The Ability List itemizes the capability of the space vessel or space monster.

Space Vessel Example Statistics

Armour Class 5 [14]

Hit Dice 5d6 (5-30 hull points)

Attacks 3 × cannon

THAC0 18 [+1]

Escape Number (EN) 5 [14]

Movement Rate Space, Aetherspace

Saves D14 W15 P16 B17 S18 (NH), (crew, also used for space vessel scale space monsters)

Morale 6 (8 with captain)

Alignment (of Crew or Space Monster) Chaotic

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1d4 (4d4)

Treasure Type P (I)

- Cannon 1: Damage 1d4.
- Cannon 2: Damage 1d6.
- Cannon 3: Damage 1d8.
- Required Crew: 12.

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- Passengers: 12, passengers or mercenaries
- Cargo Capacity: 20,000 coins.
- Landing and Blast Off: Capable
- Escape Pods: none

List of Space Vessels

Escape Pod

Armour Class 9 [10]

Hit Dice 1d4 (1-4 hull points)

Attacks n/a

THACO n/a

Escape Number (EN) n/a

Movement Rate Space

Saves n/a

Morale n/a

Alignment n/a

XP for Defeating n/a

Number Appearing 1d4 (4d4)

Treasure Type Q (U)

- Passengers: 2
- Cargo Capacity: 1,000 coins.
- Landing and Blast Off: Landing only

Some space vessels carry escape pods for their crew and passengers. Each escape pod can accommodate 2 passengers. The pods automatically place their occupants in stasis on the 10th round after ejecting from a space vessel. Escape pods then automatically land on the nearest asteroid, moon, or planet and if none are nearby, e.g. the space vessel is not in a solar system, they drift in space until recovered.

Escape pods automatically choose the nearest habitable location to land with a preference for those with an atmosphere. Player characters cannot direct the escape pod and choose where to land it. The referee may choose between suitable locations, always picking the nearest, if there is more than one choice available. Escape pods will not land on giant planets instead remaining in orbit of the nearest planet or moon with their passenger in stasis.

Escape pods always land safely, no check roll is required. After landing they awaken their occupants from stasis providing there is an atmosphere which is not poisonous. The stasis cannot be reactivated once characters are awakened.

Escape pods are equipped with 2 weeks universal rations and an Ather-fone. The Ather-fone emits an automatic distress signal for 2 weeks.

Ships of the Line

Ships of the Line are typically controlled by the governments in whose territory they are found. Ships of the Line may rarely belong to mercenaries. Ships of the Line usually operate in squadrons or fleets and are thus seldom found alone unless they are patrol ships. The following table shows the deployment of the Ships of the Line.

Ships of the Line	Fleet	Squadron	Single
Elephant Class	2	-	-
Lion Class	3	1	1
Falcon Class	4	2	1
Hound Class	5	3	1

Note - Darts (Space Fighters) are not included in this listing

Lion Class

Armour Class 5 [14]

Hit Dice 6d6 (6-36 hull points)

Attacks 6 × cannon

THACO 17 [+2]

Escape Number (EN) 5 [14]

Movement Rate Space, Aetherspace

Saves D12 W13 P14 B15 S16, (human crew)

Morale 6 (8 with captain)

Alignment (of Crew) Lawful

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1d3 (2d3)

Treasure Type P (U)

- Cannon 1: Damage 1d4.
- Cannon 2: Damage 1d4.
- Cannon 3: Damage 1d6.
- Cannon 4: Damage 1d6.
- Cannon 5: Damage 1d8.
- Cannon 6: Damage 1d8.
- Dart (Space Fighters): 6
- Required Crew: 24.
- Passengers: 24, passengers or mercenaries
- Cargo Capacity: 30,000 coins.
- Landing and Blast Off: Incapable
- Escape Pods: 24

The Lion Class are formidable battleships and operate alone or in a fleet. These vehicles operate exclusively in space and cannot make planetary landings.

Falcon Class

Armour Class 7 [12]

Hit Dice 4d6 (4-24 hull points)

Attacks 5 × cannon

THACO 18 [+1]

Escape Number (EN) 3 [16]

Movement Rate Space, Aetherspace

Saves D12 W13 P14 B15 S16, (human crew)

Morale 6 (8 with captain)

Alignment (of Crew) Law

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1d4 (4d4)

Treasure Type P (U)

- Cannon 1: Damage 1d4.
- Cannon 2: Damage 1d4.
- Cannon 3: Damage 1d4.
- Cannon 4: Damage 1d6.
- Cannon 5: Damage 1d8.
- Dart (Space Fighters): 1
- Required Crew: 12.
- Passengers: 12, passengers or mercenaries
- Cargo Capacity: 20,000 coins.
- Landing and Blast Off: Capable
- Escape Pods: 12

The Falcon Class operate as escort vessels, seldom operating alone. Space vessels of this class are sometimes outfitted as minelayers and these have all but one cannon removed and a complement of 40 Spacemines. There

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is a 5% chance these mines are of the cloaked (invisible) type.

Elephant Class

Armour Class 3 [16]

Hit Dice 8d6 (8-48 hull points)

Attacks 8 × cannon

THACO 18 [+1]

Escape Number (EN) 7 [12]

Movement Rate Space, Aetherspace

Saves D12 W13 P14 B15 S16, (human crew)

Morale 6 (8 with captain)

Alignment (of Crew) Lawful

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1d2 (2d4)

Treasure Type P (V)

- Cannon 1: Damage 1d4.
- Cannon 2: Damage 1d4.
- Cannon 3: Damage 1d6.
- Cannon 4: Damage 1d6.
- Cannon 5: Damage 1d6.
- Cannon 6: Damage 1d8.
- Cannon 7: Damage 1d8.
- Cannon 8: Damage 1d8.
- Dart (Space Fighters): 8
- Required Crew: 24.
- Passengers: 48, passengers or mercenaries
- Cargo Capacity: 40,000 coins.
- Landing and Blast Off: Incapable

- Escape Pods: 36

The Elephant Class are the most formidable of the Ships of the Line and always operate in a fleet with other Ships of the Line. These vehicles operate exclusively in space and cannot make planetary landings.

Hound Class

Armour Class 7 [12]

Hit Dice 2d6 (2-12 hull points)

Attacks 1 × cannon

THACO 18 [+1]

Escape Number (EN) 3 [16]

Movement Rate Space, Aetherspace

Saves D12 W13 P14 B15 S16, (human crew)

Morale 6 (8 with captain)

Alignment (of Crew) Lawful

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1 (1)

Treasure Type P (U)

- Cannon 1: Damage 1d4.
- Required Crew: 1.
- Passengers: 5, passengers or mercenaries
- Cargo Capacity: 20,000 coins.
- Landing and Blast Off: Capable
- Escape Pods: 3

The Ships of the Line – Hound Class is the space vessel the players will first have access to. The Hound Class are also used as patrol ships. The Hound Class are light space vessels used to fly through air and space. It is a rather fanciful vehicle. It may be best to think

of this space vessel as a kind of space submarine.

The Hound Class is designed to accommodate 6 characters. It's accommodations are necessarily spartan to conserve weight and the only full chair is provided for the helmsman, and it is bolted to the deck. Metal folding seats/bunks are attached to the walls of the cabin and all other crew and passengers must lay in them during blast-off and landing.

The Hound Class is fish-like in shape, has fins for atmospheric stability, and skids for landing. It has a single hatch on its side. At its front are Portholes which are protected by retractable shields when entering the atmosphere of a planet or during encounters with hazards. There are smaller Portholes which are similarly protected at the sides of the hull. The space vessel has a single helm station, and a periscope with telescopic features is used to view the vehicles surroundings when the Portholes are closed for protection. A single cannon is often located in the space vessel's nose, although sometimes a turret is used to provide a 360 degree field of fire. The space vessel has an Ather-fone for visual and verbal communication. The space vessel's power plant is an Astro-Drive used both for thrust, manœuvring, and powering all of the various space vessels systems. The Hound Class is capable of leaving a planet and travelling through space to other planets due to the inclusion of Trillium in its structure, thus countering what would otherwise be the great burden of its own weight, cargo, and passengers.

Dart Class (Space Fighter)

Armour Class 5 [14]

Hit Dice 1d8 (1-8 hull points)

Attacks 1 x cannon

THACO 18 [+1]

Escape Number (EN) 0 [19]

Movement Rate Space only

Saves D12 W13 P14 B15 S16, (human crew)

Morale 6 (8 with captain)

Alignment (of Crew or Space Monster) Chaotic

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1d6 (1d8)

Treasure Type P (Q)

- Cannon 1: Damage 1d6.
- Required Crew: 1.
- Passengers: n/a
- Cargo Capacity: 1,000 coins.
- Landing and Blast Off: Incapable
- Escape Pods: none

Larger Ships of the Line may carry a limited number of Dart Space Fighters. Darts operate exclusively in space and cannot make planetary landings nor do they have Star-Drive.

Space Towns

Space towns grant access to services of various kinds to space travellers:

- Access to the equipment lists,
- Accommodation,
- Food,
- Healing,
- Hirelings, and
- Space Vessel repairs

Armour Class 8 [11]

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Hit Dice 5d6 (5-30 hull points)

Attacks 3 × cannon

THACO 18 [+1]

Escape Number (EN) n/a

Movement Rate n/a

Saves D12 W13 P14 B15 S16, (human crew)

Morale 6 (8 with captain)

Alignment (of Crew) Lawful, Neutral, Chaotic

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1 (1)

Treasure Type P (D)

- Cannon 1: Damage 1d4.
- Cannon 2: Damage 1d4.
- Cannon 3: Damage 1d4.
- Required Crew: 24.
- Passengers: 216, passengers or mercenaries
- Cargo Capacity: 100,000 coins.
- Landing and Blast Off: Incapable
- Escape Pods: 120

Space Fortress

Space Fortresses are armed Space Towns fulfilling military purposes. They are often found in orbit of planets and are guarded by Ships of the Line. They are ordinarily off limits to player characters.

Armour Class 2 [17]

Hit Dice 8d6 (8-48 hull points)

Attacks 8 × cannon

THACO 18 [+1]

Escape Number (EN) n/a]

Movement Rate n/a

Saves D12 W13 P14 B15 S16, (human crew)

Morale 6 (8 with captain)

Alignment (of Crew) Lawful

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1 (1)

Treasure Type P (C)

- Cannon 1: Damage 1d4.
- Cannon 2: Damage 1d4.
- Cannon 3: Damage 1d4.
- Cannon 4: Damage 1d4.
- Cannon 5: Damage 1d6.
- Cannon 6: Damage 1d6.
- Cannon 7: Damage 1d8.
- Cannon 8: Damage 1d8.
- Dart (Space Fighters): 12
- Required Crew: 24.
- Passengers: 216, passengers or mercenaries
- Cargo Capacity: 100,000 coins.
- Landing and Blast Off: Incapable
- Escape Pods: 120

Surface Lightning Cannon Battery

Surface Lightning Cannon Batteries are detachments of three armoured cannon which are permanent parts of fortification. They may be used to attack approaching space vehicles or bombard. They are connected by thick power cables to a Stationary-Drive. The construction of the core

of the Stationary-Drive is a closely guarded secret and when dismantled in an effort to discover its secret the Stationary-Drive is always ruined without anything being learned. They may be salvaged if undamaged.

Armour Class 2 [17]

Hit Dice 1d6 (1-6 hull points)

Attacks 3 × cannon

THACO 18 [+1]

Escape Number (EN) n/a

Movement Rate n/a

Saves D12 W13 P14 B15 S16, (human crew)

Morale 6 (8 with lieutenant)

Alignment (of Crew) Lawful

XP for Defeating 5 (crew: 15, lieutenant: 20)

Number Appearing 1 (1)

Treasure Type n/a

- Cannon 1: Damage 1d4, 1d6, or 1d8.
- Cannon 2: Damage 1d4, 1d6, or 1d8.
- Cannon 3: Damage 1d4, 1d6, or 1d8.
- Required Crew: 9 (3 per lightning cannon).
- Landing and Blast Off: Incapable

Hulk Class

The Hulk Class are cargo/passenger space vessels typically travelling from planet to planet carrying goods and/or passengers. Hulks therefore typically ply the routes most advantageous to their particular business.

Hulks devoted to passengers must carry sufficient escape pods for all passengers and

crew. Some operate purely on the basis of stasis for all passengers with only the crew remaining active during the passage. Travellers are put into stasis and ferried to the Hulk. At the destination they are ferried to the planet and revived from stasis.

Smugglers are merely independent merchants willing to secretly transport cargo or passengers with no questions asked in addition to any routine cargo and passengers. Secret compartments conceal the hidden cargo and passengers.

Armour Class 8 [11]

Hit Dice 2d6 (2-12 hull points)

Attacks 1 × cannon

THACO 19 [0]

Escape Number (EN) 9 [10]

Movement Rate Space, Ætherspace

Saves D12 W13 P14 B15 S16, (human crew)

Morale 6 (8 with captain)

Alignment (of Crew) Lawful or Neutral

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1 (1d4)

Treasure Type U (E)

- Cannon 1: Damage 1d6.
- Required Crew: 12.
- Passengers: 12, passengers or mercenaries
- Cargo Capacity: 80,000 coins.
- Landing and Blast Off: Capable
- Escape Pods: 12

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Pirates

Pirates prey on the unwary and prefer to attack only when there is a profit. Pirates are infamous for reselling stolen merchandise and ransoming captives. Pirate space vessels are always improvised from captured space vessels of any of the following class; Hulk, Hound, Lion.

Sporc Raiders

Sporc Raiders often operate in fleets or squadrons. The vessels of the Sporc Raiders are often improvised from captured space vessels of any of the following class; Hulk, Hound, Lion. Sporc Raiders prefer to attack single vessels or outposts they can overwhelm and then escape with their ill gotten gains. They will often turn and run from a show of determined resistance.

Sporc Raiders	Fleet	Squadron	Single
Smasher (Lion Class)	1	-	-
Slash (Falcon Class)	2	1	1
Fang (Hound Class)	3	2	1
Shield (Hulk Class)	4	3	1

Note – Claws (Darts [Space Fighters]) are not included in this listing

Pre-Star-Drive Space Vessels

Asteroid Ship

Armour Class 2 [17]

Hit Dice 10d10 (10-100 hull points)

Attacks n/a

THACO n/a

Escape Number (EN) 8 [11]

Movement Rate Space

Saves D13 W14 P15 B16 S17, (human crew)

Morale 8 (9 with captain)

Alignment (of Crew) Lawful, Neutral, Chaotic

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1 (1)

Treasure Type P (H)

- Gravity: An asteroid ship will be large enough to have its own gravity number GN 7 [12], GN 8 [11], or GN 9 [10].
- Required Crew: 120.
- Passengers: 1920.
- Cargo Capacity: 1,000,000 coins.
- Landing and Blast Off: Incapable
- Escape Pods: none

Asteroids as ready made space vessels have been mined not only for resources but to create habitats; 4-in-6 are Sleep Ships with the remainder designated Generational ships. Their purpose was typically evacuation or the colonization of distant worlds. They are more rugged than any constructed space vessel. There is a 7% chance that a crew in stasis, or the descendants of the crew of such vehicles will have survived their long space journey.

If all has gone well these vehicles will have reached, or still travel toward, their destinations however the vast majority will have met with ill fortune. More often than not these space vessels are damaged and off course due to their surface installations being damaged or destroyed. Life support systems will have often failed rendering them cold and dead. Most will have multiple external airlocks and possibly other external features or signs of former habitation.

Asteroid ships may contain invaluable resources once intended for the use of their passengers.

Generation Ship/Space Ark

Armour Class 9 [10]

Hit Dice 10d6 (10-60 hull points)

Attacks n/a

THACO n/a

Escape Number (EN) 9 [10]

Movement Rate Space

Saves D12 W13 P14 B15 S16, (human crew)

Morale 6 (8 with captain)

Alignment (of Crew) Lawful, Neutral, Chaotic

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1 (1)

Treasure Type P (H)

- Required Crew: 60.
- Passengers: 960.
- Cargo Capacity: 500,000 coins.
- Landing and Blast Off: Incapable
- Escape Pods: none

Before the development of stasis, generational ships, which are also known as space arks, were used to bear characters across the vast distances of space. Due to the vast distances involved and sub-light speeds these trips would last longer than a single lifetime. The intent of their design is to deliver the descendants of the crew to a new world.

Generational ships were often used to evacuate planets or colonize distant worlds. Some were undoubtedly successful. If all has

gone well these vehicles will have reached, or still travel toward, their destinations however the vast majority will have met with ill fortune.

Generational ships may be hopelessly off course even if their systems haven't failed. Any remaining inhabitants may have lost the ability to repair their ark or be too few in number to keep up with maintenance. If these ships have been in space any length of time they may well have encountered hazards and be little more than holed wrecks, or bombarded by Necrotic-Miasma and therefore the survivors will be mutants, or have been captured and re-purposed by aliens.

Generational ships may contain invaluable resources once intended for the use of their passengers. Generational ships are great locations for dungeon/wilderness adventures. The scale of these space vessels is usually considerable.

Sleep Ship

Armour Class 9 [10]

Hit Dice 10d6 (10-60 hull points)

Attacks n/a

THACO n/a

Escape Number (EN) 9 [10]

Movement Rate Space

Saves D12 W13 P14 B15 S16, (human crew)

Morale 6 (8 with captain)

Alignment (of Crew) Lawful, Neutral, Chaotic

XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1 (1)

Treasure Type P (H)

- Required Crew: 24.

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- Passengers: 996.
- Cargo Capacity: 500,000 coins.
- Landing and Blast Off: Incapable
- Escape Pods: none

Before the development of Star-Drive stasis was used to enable characters to make journeys the span of many lifetimes to other solar systems. The crew and passengers would remain in stasis for hundreds of years and were to be awakened on reaching their destination. Sleep ships were often used to evacuate planets or colonize distant worlds.

Some sleep ships still travel toward their destinations, others are hopelessly off course. The majority of sleep ships fail to reach their final destinations due to the hazards of space or maintenance issues and now drift through space as graveyards if their power sources have failed to keep their crews and passengers alive. Rarely, some part of the crews and passengers of these ships may survive and be revived. In a crisis, the surviving crew may be revived to handle it.

Sleep ships may contain invaluable resources once intended for the use of their passengers. Stasis is still the preferred method of travel for some passengers.

Space Vessel Scale Space Monster

Refer to the topic Ship Scale Space Monsters.

Plague Ship

A space vessel of any type. Plague ships often drift in space with their crews dead. Any living crew are infected with a horrible plague. The internal spaces of the space vessel are contaminated. Any items or cargo may be contaminated. The space vessels cannot be allowed to land. Common policy is to destroy all plague ships.

Plague example:

- Ichor Plague: This deadly plague turns characters who have a CON less than 9 into goo in 1d6 hours, killing them, when they fail their saving throw vs. death. Those who survive are immune to Ichor Plague but transmit it to others.

Space Vessel Magi-Systems

The following text describes the Magi-Systems of a space vessel.

Air Supply

The Air Supply Magi-System pressurizes the space vessel. Any internal space may be re-pressurized in 3 rounds so long as the system is functioning. If it is damaged this process takes 6 rounds. If it is "inoperative" it is considered to be working in fail-safe mode, internal spaces may be re-pressurized in 12 rounds and Atmosphere Suit tanks may be re-filled in 6 rounds. A character without air, assuming they need air to breathe, suffers 1d4 damage per round, or at the referee's discretion the unit of time may be increased to turns.

Note that the cargo space is normally un-pressurized unless pressurization is necessary to preserve cargo. Characters may pressurize it by leaving internal cargo hatches open.

Airlocks and Hatches

The Airlock takes 1 round to pressurize or depressurize to the vacuum of space. To protect those inside the airlock of the space vessel has a safety feature, it will not open its outer door if the inner door is not closed. The reverse is also true.

If an airlock or hatch is damaged it is considered a stuck door and may be forced open per core rules. It cannot be pressurized or depressurized. An airlock or hatch may 2-in-6 be opened. Note that it remains stuck open and closing it requires a similar dice roll.

A damaged airlock or hatch which is opened in the vacuum of space empties the internal space vessel spaces of air.

If an airlock or hatch is inoperative it cannot be opened without making repairs.

Venting atmosphere from inside the space vessel through a hatch will cause a deviation from its plotted course granting the referee an opportunity to check for a space hazard.

Artificial Gravity

The deck of the cabin is lined with Trillium and can create limited near-terrestrial artificial gravity for the comfort of the crew.

Character Encumbrance	Normal Move (Per turn)	Encounter or Combat Movement	Running Movement
zero gravity	60'	20'/round	60'/round

This field is sufficient only for the crew spaces and not the cargo space. It has an on-off switch located on the wall of the cabin but the Magi-System which creates the artificial gravity field is accessible only from outside the space vessel beneath a service plate on the hull.

If damaged movement within the space vessel is decreased by one point due to the reduced gravity.

If inoperative movement is reduced per the following table:

Zero Gravity & Space Walks

A space vessel's artificial gravity Magi-System, when functioning, provides normal gravity inside the space vessel. However, in zero gravity characters and objects float regardless of size or weight. Inside a space vessel a character can use the inner hull as hand and foot holds to move through the space vessel. That is they have something to

push against to move. In zero gravity a character can effectively jump the full distance of their movement providing there is nothing to attenuate the move.

There is no artificial gravity outside the space vessel. Outside a space vessel Gecko Soles allow a character to move normally on the surface of the space vessel hull or deck. A character can also use the hand and foot holds built into a hull to pull themselves along the outside of a space vessel. A character can lose contact with the hull.

Zero gravity presents additional risk for outside a space vessel a character that loses

contact with the surface of the hull may dangerously drift away from it and be unable to return on their own. While free floating in zero gravity outside a space vessel a character would be mere inches away from a space vessel's hull and be unable to reach it or move towards it. Because free floating characters cannot return to the space vessel on their own (there is nothing to push or pull against) for their own safety they must either be anchored to the space vessel with a line of tether, or wear a Stirge Pack.

Note – Characters that find themselves floating and unable to return may vent air from their suit and use it to propel themselves towards the space vessel. There is a 3-in-6 chance of successfully returning.

The rescue of drifting characters might take the form of throwing them a line (the referee assigns a TN), reaching out and grabbing them (they must be within reach), using a Stirge Pack to go and recover them, or

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retrieving them with the space vessel's grapple (the referee assigns a TN).

Space Sickness

Whenever characters experience a sudden shift to zero gravity they may initially be affected by space sickness. They must make a saving throw vs. poison or be unable to take any action for 1 round.

Clockwork-Pilot

The Clockwork-Pilot Magi-System is located on the helm console and can only be used in space after blast off. It must be wound before use. If set properly the space vessel will travel to its destination using either the Astro-Drive or Star-Drive without intervention from a pilot but it cannot make a landing. It is automatically disengaged when the space vessel reaches its destination or if space hazards are detected and in either case the Astro-Navigation Magi-System rings an alarm bell. A space vessel's Clockwork-Pilot cannot be set to close with a black hole or star.

Lightning Cannons

A space vessel's Lightning Cannons are primarily used to inflict damage on enemy space vessels or space vessel scale space monsters in the form of magical bolts of lightning. The cannons cause hull damage (a loss of hull points) to other space vessels when a hit is successful. The cannons may however be used to attack targets other than space vessels. They may be used as an area weapon to bombard a planet, moon, or asteroid.

Note that Lightning Cannons may also be surface mounted in fortifications and used to attack approaching space vessels or to bombard surface targets. These are connected by Power cables to a power source.

Bombardment

Bombardment affects a 5" x 5" square causing 4d6 damage. A cannon cannot be used to target and attack individual characters or monsters.

Characters on the surface within the area of effect are injured but may halve the damage with a successful saving throw vs. wands. Characters taking refuge in craters and trenches are granted a +1 dice roll modification. Those below ground level, deeper than 5', are completely unaffected by bombardment.

Cannon Bombardment Attack Numbers

Target Type	Armour class
Asteroid, Moon, or Planet, surface of	9 [10] through 2 [17]
Satellite	7 [12]
Space Junk	9 [10]
Spacemine, visible only	5 [14] through 2 [17]

Cargo Space

The cargo space may hold items per the encumbrance of the space vessel. Note that if the number of passengers exceeds the capacity of the vessel their weight must be deducted from the cargo. Additional cargo may not be carried if fewer passengers are deducted. The hold is not pressurized unless it's cargo will be spoiled. If a hold is damaged the cargo therein may be spoiled or lost. The cargo hold is an interior space of the space vessel and access to it is granted via an internal personnel hatch, and a larger external cargo hatch. Neither of the cargo space hatches have an airlock.

Data Coupler

A Data Coupler is a Magi-System that allows Data Units to be exchanged via a single tether

connection. The Data Coupler is always a physical connection. If the Data Coupler of either the sender or receiver is damaged it takes twice as long to transmit Data Units. If one of the Data Couplers is inoperative no Data Units may be exchanged. Consoles, Astro-Navigation Magi-Systems, Robots, Satellites, and Sentient Cerebral Urns may be connected via a Data Coupler and the referee may permit additional connections.

- A Data Coupler may be used by a Console, Robot, or Sentient Cerebral Urn to change the state of a Magi-System to damaged or inoperative.
- A Console, Astro-Navigation Magi-System, Robot, or Sentient Cerebral Urn may erase Data Units or even encrypt them, the referee then assigns a TN to recover the deleted or access the encrypted Data Units. Note that encrypted Data Units can be transmitted even though they cannot be accessed.
- A Data Coupler may be used to transmit a Data-Plague in the form of Data Units.
- A Giant Brain does not require a physical connection to; change the state of a Magi-System to damaged or inactive, erase or encrypt Data Units, or transmit a Data-Plague.

Data Units

Data Units may be stored by Robots, Astro-Navigation Magi-Systems, Consoles, Satellites, Cerebral Urns and Giant Brains. Data Units can contain:

- Data-Plague,
- Dungeon maps,
- Route numbers (single or multiple space maps),

- Passwords,
- Information.

Examples of the number of Data Units required to contain content are:

Information Type	Data Units
Backups of Data Units are 1:1	variable
Data-Plague	1
Dungeon Map (partial level)	1
Recorded Æther-fone Message	1
Route Number	1 unit per point of RN
Text Message	1

Cerebral Urns

Cerebral Urns are created by Mage-Artisans and are reputed to contain the brains of donor creatures. The urns are sealed and like other secrets the Mage-Artisans desire to protect the urns destroy their contents when their seals are broken without revealing anything at all. The urns are bronze in colour and interconnected in banks by wires. Each space vessel has a Cerebral Helmet connected to the bank of urns by a tether which allows characters to mentally examine what is stored in the memory of the Urns. The urns have variable storage. 20 Data Units is the maximum memory storage for a robot or console. The maximum Cerebral Urn storage of a space vessel can be composed of Cerebral Urns of up to 200 Data Units in any combination.

Size of Cerebral Urn	Cost
5 Data Units	250 gp
10 Data Units	500 gp
20 Data Units	750 gp

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Note that it is possible to indicate in which Cerebral Urn what the specific Data Units actually are. It should become obvious to the referee that a space vessel is simply not capable of storing all of the navigational data player character's may accumulate. This is deliberate. Player characters will have to move data to alternate storage or erase it. Navigational Data is seldom shared and typically kept secret lest it fall into the hands of rivals. Storage, security, and privacy, will deplete character funds.

The contents of Cerebral Urns are living things and as such are subject to the effects of hazards, spells, poisons, venoms etc. like any other character. If they are required to make a saving throw they do so as a 0 level human if they are not player or non-player characters.

Cerebral Urns are vulnerable to Necrotic-Miasma; failing a saving throw vs. Breath Attacks wipes all current content of the urn, all stored Data Units are lost but the Cerebral Urn is otherwise undamaged.

Cerebral Urns are vulnerable to ESP. Any Data Units stored in the memory of the Cerebral Urns may be examined as if they were thoughts. A Sentient Cerebral Urn may be detected with ESP.

Terrestrial Cerebral Urn Banks

A space vessel may be connected via a Data Coupler to a bank of Terrestrial Cerebral Urns. There is no theoretical limit to the Data Unit capacity of a Terrestrial Cerebral Urn bank.

Sentient Cerebral Urn Intelligence and Ego

Cerebral Urns are brains in a jar. The GM can decide if the brain is a living one or a dead one and what creature was its donor. These

are the questions that give Clerics and the good sleepless nights.

Despite the efforts of the Mage-Artisans some lingering intelligence and/or ego may occasionally remain in a Cerebral Urn. The intelligence and will of the disembodied brain may exert itself in the same manner as a Sentient Sword, refer to Adventures and Treasures, Sentient Swords. A Sentient Cerebral Urn therefore should be played as an NPC.

Activating Powers

A character may only use a Sentient Cerebral Urn's powers when wearing a Cerebral Helm. The wearer of the helm must concentrate to use a power.

Control

Refer to the rules in the topics, Control Checks, When the Sword Takes Control, and When Control Ends in the Adventures and Treasures book. The following additional rules apply to Sentient Cerebral Urns:

A Cerebral Urn may control a character in the same manner as a Sentient Sword with the stipulation that the character must be wearing a Cerebral Helmet. The window of opportunity for a Sentient Cerebral Urn to control a character is limited by this constraint.

A Sentient Cerebral Urn will serve itself. A Sentient Cerebral Urn may attempt to conceal its sentience if that serves its purposes. A Sentient Cerebral Urn will falsify perception of the Data Units it holds in order to achieve its own goals. The actual Data Units are unchanged but false data is presented/transferred instead of actual data.

A Sentient Cerebral Urn may fully assert itself and control a character while they are wearing a Cerebral Helmet. While a character is under the sway of the Sentient Cerebral

Urn their perception is altered. Any of the falsehoods of a Sentient Cerebral Urn are believed. The character is unaware they are being manipulated and deceived. The Referee may temporarily assume control of and play a character as an NPC whenever a player is unable to fulfil this role. Control of the character is returned to the player when the Sentient Cerebral Urn loses control over the character.

When a Cerebral Helmet is removed a character under the sway of a Sentient Cerebral Urn regains their self control. When openly in control of a character the Sentient Cerebral Urn will resist any attempt to disconnect and/or remove the Helmet and thus lose control of the character.

Time Required to Transmit, Delete, or Encrypt Data Units?

Transmit, delete, and encryption of Data Units is limited to one unit of data per round.

Data-Plagues

Computers, robots, and Magi-Systems may be rendered damaged or inoperative by a Data-Plague. The plague can erase Data Units. Data-Plagues are transmitted across Data Coupler connections. A Data-Plague may:

- Disable a Magi-System,
- Erase Data Units,
- Encrypt Data Units, assign a TN to access the data,
- Disable or enable a Magi-System at a certain time or when a certain condition is satisfied,
- Change the TN when a Magi-System is used for the worse,
- Copy or move itself between Cerebral Urns,

- Any or all of the above, etc.

A Data-Plague may transfer itself via a Data Coupler without anyone becoming aware of it until the Data-Plague has performed its task. A Data-Plague will transfer itself along with, or instead of, any intended Data Units. When a Data-Plague acts on a Magi-System or gadget they are granted a saving throw vs. spells which if successful means they act as if they are damaged instead of being inoperative.

A successful check roll vs a TN is required to erase a Data-Plague. The referee assigns the Data-Plague a TN from 9 [10] through -3 [22].

Grapple

The Grapple is a powerful claw at the end of a 100 foot flexible cable, which can be used to retrieve objects or clamp to a space vessel's hull for boarding. The grapple is stored in a closed compartment within the space vessel hull and operated by a set of controls in front of a Porthole on one side of the space vessel which allow it to be extended and retracted. It may only be serviced via an access plate on the outside of the hull. A check roll vs. a resisting target's AC is required to successfully use the grapple otherwise assign a TN 9 [10] through -3 [22].

The grapple can also be used to grip and damage items with its claw. If used for this purpose the grapple causes 1d6 damage with each successful attack vs. the target.

A defeated space vessel successfully caught by the grapple may be pulled close and boarded.

Time to Grapple

Item to be Grappled	Time to Grapple
Small Item	18 rounds
Medium Item (character)	12 rounds

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Large Item

6 rounds

Heating and Air Conditioning

The Heating and Air Conditioning Magi-System keeps the cabin at a pleasant temperature despite the cold and heat of space or planet.

If the Magi-System is damaged characters actions are impacted by unpleasant conditions, too hot or too cold and a -1 dice roll modifier is applied to all check rolls.

If inoperative characters endure the above and 1d2 injury every sixth turn.

Helm Console

The design of the game is such that any intelligent character may act as the helmsman of a space vessel. No special character class ability is required. In the Hound Class space vessel the Helm Console is the only permanent seat in the spartan accommodations and is bolted to the deck. The helm console is used to steer the space vessel and must be manned whenever the Clockwork-Pilot is not engaged or the space vessel may encounter a hazard. If it is not manned and the Clockwork-Pilot is not engaged the space vessel will drift off course and the referee may check for hazards.

A check roll must be made whenever:

- A space vessel blasts off,
- A space vessel is landed or docks,
- To escape pursuit,
- To avoid hazards.

The referee checks for hazards when:

- A different character takes the helm,
- The Clockwork-Pilot is switched off,
or

- as otherwise required by the rules

When the helm is damaged a -1 dice roll modifier is applied to check rolls. If Inoperative the space vessel will drift off course granting the referee an opportunity to make a check roll for a hazard. There will be a 1-3 d6 chance per turn of a hazard for each round that the helm is inoperative. The hazard will arrive in 2-12 (2d6) rounds.

Consequences of Failing the Helm Check Roll:

- Failing a space vessel blast off or landing check roll:
- causes a loss of 1 Hull Point, and
- there is a 1-in-6 chance that one random space vessel Magi-System is affected, determine which system is affected. Damaged systems are made inoperative if they fail a saving throw vs. wands.
- Drifting off course requires the referee to check for space hazards. Hazards, if not avoided, will damage the space vessel and may even injure characters on board the space vessel. Refer to space vessel Space Hazards and Challenges.

Hull

For all its strengths the hull of a space vessel can be damaged by space hazards if the space vessel is struck.

Sinking

Should a space vessel land in water it is designed to stay upright and will remain afloat as long as it is water tight. However a damaged hull will begin to fill with water and cause the space vessel to sink.

Note that only if a porthole or hatch are open will the passenger compartment fill with water.

A leaking space vessel hull will fill with water in 2d6 turns and sink.

What is Trillium?

The Hulls of space vessels with blast off and landing capability are forged with Trillium to counter what would otherwise be the great burden of their own weight, cargo, and passengers. Trillium is also used in deck plating to provide artificial gravity.

In Age of Wonders, Trillium is a mineral whose worth is equivalent to platinum and which may be worked into steel during the forging process. When "agitated" by magic or other means it has the singular property of overcoming the effect of gravity as it would normally be applied to the forged item and touching items. This property makes it extremely useful for the construction of space vessels, Jumping Harness, and Stirge Packs. Trillium is a component often used in the devices created by Mage-Artisans.

Landing Skids and Struts

The space vessel can be set down on its skids or struts in almost any reasonably flat terrain. If the landing skids or struts are damaged, or the terrain is adverse, a space vessel will suffer:

- A loss of 1 Hull Point, and
- 1d2 random space vessel Magi-Systems are affected, determine what the systems are and make saving throws vs. wands to determine if they are damaged or inoperative.

If the landing skids or struts are inoperative 1d2 Magi-Systems are automatically rendered inoperative as a result of a harsh landing;

characters must make their saving throw vs. wands or suffer 1d4 damage.

Scarab-Lights

If damaged the Scarab-Lights dim filling the interior of a space vessel with shadow and unlit spaces equivalent to candle light.

If inoperative the only ambient light will come from outside the space vessel. The space vessel will otherwise be in darkness and unlit.

Barber-Surgeon

Using a ray, the Barber-Surgeon can treat the injuries of a single character, or cure paralysis, but not both, once per day similar to the spell Cure Light Wounds. The Barber-Surgeon requires an uninterrupted 2d6 rounds to complete its work.

The Barber-Surgeon will heal 2-5 points (1d4+1) of damage done to any living creature (character or monster) placed upon its bed. The Barber-Surgeon may not increase a character or monster's hit point total to more than the normal amount.

If damaged it causes 2-5 points (1d4+1) of damage instead of healing. If inoperative it simply does not work.

Spell and Ray Cartridges may also be loaded into the Barber-Surgeon Magi-System and executed.

Astro-Navigation

The Astro-Navigation is located on the helm console and used to plot a space vessels course between planets and stars. It is an intricate mechanical clockwork calculating machine. It must be wound prior to each use. An Astro-Navigation Magi-System has one Data Coupler and Cerebral Urns capable of containing 20 Data Units by default.

Without a functioning Astro-Navigation Magi-System a space vessel cannot find its way.

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Space is three dimensional, but for simplicity space maps are represented in two dimensions by a clockwork face, stars and planets are represented by balls, joined by lines, and are marked with route numbers. When the Astro-Navigation Magi-System is inoperative these clockwork space maps are not displayed.

The Astro-Navigation Magi-System rings an alarm bell when a hazard is encountered and by default immediately exits to Space to avoid a collision with the hazard.

A referee rolls d6 to determine which of a Astro-Navigation System's subsystems is damaged or inactive.

d6	Astro-Navigation Subsystems
1	Data Coupler - The Data Coupler is damaged or inoperative
2-5	Cerebral Urn, the referee randomly picks a Cerebral Urn: Damaged - The content of a Cerebral Urn takes twice as long to access. Inoperative - The content of a Cerebral Urn cannot be accessed.
6	Navigation - The console and all subsystems are affected

Provision Magi-System

The Provision Magi-System creates unappetizing rations for up to 6 passengers per day. If damaged it produces ½ the usual rations. If inoperative it produces nothing.

Æther-fone

The space vessel Æther-fone is used for communication, refer to the topic Adventuring Gear.

Periscope

The space vessel has a periscope with telescopic features and it is used to view the space vessel's surroundings when the

portholes are closed for protection. It cannot be used however to view anything under the space vessel.

The periscope is used to search with, pilot the space vessel, and navigate.

Astro-Drive

The space vessel's single power plant is used both for thrust, manoeuvring, and powering all of the various space vessels systems. It requires no fuel. The core of the Astro-Drive contains the secret of its propulsion. The construction of the core of the Astro-Drive is a closely guarded secret of the Mage-Artisans and when dismantled in an effort to discover its secret the Astro-Drive is always ruined without anything being learned. When a Astro-Drive is damaged or inoperative the trouble is found outside the core; this is remedial by characters.

The Astro-Drive provides the necessary lift to escape from the gravity of a planet. An Astro-Drive is not accessible from inside the cabin, service plates on the outside of the hull must be removed to access it.

When an Astro-Drive is damaged apply a -1 dice roll modifier to landings and blast offs.

When an Astro-Drive is inoperative a space vessel drifts in space, cannot land, and cannot blast off.

When an Astro-Drive is inoperative, even though it is unable to propel a space vessel, the essential systems still function; it's design is such that even in an inoperative state it keeps the Æther-fone, air supply, and heating and air conditioning running thus offering the space vessel's passengers a chance of survival.

Star-Drive

Star-Drive is used to travel between stars. The Star-Drive requires no fuel. Like the Astro-

Drive the core of the Star-Drive contains the secret of entering and traversing Aetherspace. The construction of the core of the Star-Drive is a closely guarded secret and when dismantled in an effort to discover its secret the Star-Drive is always ruined without anything being learned. When a Star-Drive is damaged or inoperative the trouble is always found outside the drive itself; this is repairable by characters.

The route number is the number of days it takes to travel between stars. When a Star-Drive is damaged the indicated RN trip time is doubled. When a Star-Drive is inactive it is impossible to enter Aetherspace and travel between stars may not take place. The Star-Drive is not accessible from inside the cabin, service plates on the outside of the hull must be removed to access it.

Portholes

At the space vessel's front are Portholes which are protected by retractable shields closed when entering the atmosphere of a planet. There are smaller Portholes which are similarly protected at the sides of the hull. An override Porthole push-button shield control is located at the helm which when the helm is functioning opens or closes all Porthole shields in one round. The Portholes each have their own push-button controls and manual cranks. If the space vessel is without power the Portholes may be closed manually by a hand crank in three rounds.

Damage from space junk or meteoroids risks catastrophic failure if the shields are currently open. A saving throw vs. wands is required to determine if there is a catastrophic failure. A broken Porthole results in a sudden loss of cabin pressure and exposes the crew to vacuum. The shield may be closed to end the venting of the atmosphere. Characters in the same square or an adjacent square must

make a saving throw vs. petrification to avoid being sucked out into space.

Venting atmosphere from inside the space vessel through a Porthole will cause a deviation from its plotted course granting the referee an opportunity to check for a space hazard.

Garderobe - Waste Disposal System

The space vessel has a waste disposal system in an enclosed closet complete with a magical soap stone which cleans hands when it is rubbed. The garderobe is designed to function even in zero gravity. Waste is disintegrated by a ray which is activated by a switch. If damaged the garderobe may only be used once per day.

Space Combat and Theatre-of-the-Mind

Space combat is intentionally abstract in Age of Wonders and while it does not plot the exact positions of objects in space it follows the same methodology as the normal encounter and combat sequence of the core rules with the following notations:

Attacking

Each round, if able, each side may attack with their missile weapons (Lightning Cannon).

Each cannon of a space vessel is manned by an individual character. When a player character uses the cannon the player makes the attack roll for their level and class.

Hull Damage

A vessel's hull may be damaged in the course of play and hull points deducted and this has an impact on the Vessel's Magi-Systems.

Lightning Cannon Damage

When a space vessel is successfully struck in combat by lightning cannon the attacker rolls

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for damage using the dice type appropriate to the class of their space vessel's lightning cannon; hull points are deducted from the defender.

Impact of Hull Damage on Vessel Magi-Systems

There is a 1-in-6 chance for every point of hull damage caused that a magi-system is also damaged. The REF rolls 1d20 to allocate which magi-systems are damaged using the Magi-System Damage Location Form.

When a magi-system is currently damaged, and indicated again by the roll of the d20, a saving throw vs. wands is required. A successful saving throw means the system is merely damaged; failure indicates the system is inoperative.

If an inoperative magi-system is indicated by the roll of the d20 on the Magi-System Damage Location Form no further action is necessary; it is still inoperative.

Boarding Space Vessels

A space vessel with 0 hull points may be boarded by the crew of the victor, man-to-man melee and spell casting may then take place per core rules using a man-to-man 10' scale map of the interior of the two space vessels.

In order to dock with the defeated space vessel it must first be grappled successfully, before boarding may take place. The space vessels are then joined by an airlock. It takes 6 rounds (60 seconds) to successfully mate the airlocks. Alternatively a victor's crew may use Stirge Packs to fly to an immobilized space vessel and attempt to board through an airlock.

Escaping Encounters and Combat by Entering Aetherspace

Successfully using a Star-Drive during a movement phase always ends an encounter or combat. However it typically requires several rounds to make the necessary calculations to enter Aetherspace during which it may be desirable to evade an opponent's attack. A space vessel cannot be searched for and found while in Aetherspace. It may however be possible to guess at a fleeing space vessel's destination.

Breaking Away vs. a Single Vessel or Ship Scale Monster

In the movement segment of a round the pilot of a space vessel may make a check roll vs. their opponent's EN in order to Break Away and end the encounter. When the check roll is successful the space vessel evades all forms of attack and the encounter is ended.

Breaking Away vs. Multiple Vessels or Ship Scale Monsters

Breaking away from Multiple enemies is more difficult, the EN is always 2 [17]. When the check roll is successful the space vessel evades all forms of attack and the encounter is ended.

Searching for Hidden Space Vessels or Ship Scale Monsters

A hidden space vessel may be searched for with a space vessel's Periscope. A 2-in-6 check roll is used which if successful, means the hidden space vessel has been spotted. A vessel which is powered down grants but a 1-in-6 chance of discovery. If a space vessels periscope is damaged the search is always 1-in-8. An inoperative Periscope cannot be used to search.

Hiding and Running Silent

Space vessel(s) and Ship-scale Monsters may take advantage of their current location to

conceal themselves. Not every location provides a place of concealment; refer to the table Vessel Evasion and Combat Modifiers to determine which space terrain offers an opportunity for concealment. In an encounter or combat a vessel or ship-scale space monster must first break away in order to hide.

Run Silent

When a space vessel is running silent it is powered down, lights are off, no systems are operating, it is drifting, and it may not attack in the current round. The space vessel may power up and then attack in the next round. Powering up and down must be performed at the helm.

Space Encounters, Combat, and Theatre-of-the-Mind

The sequence of play is as written in the core with the following considerations:

Encounters

The positions of each party in space is not considered with exactness. An encounter takes place wherever both parties are currently located in space.

Monster and Player Reactions

Per the core, determine the monsters reaction; players decide what they will do.

Surprise

Note that when one side is surprised, the other side may be able to Break Away without any possibility of being Pursued. The side attempting to Break Away makes a check roll vs. the Escape Number of the opposing side. If successful, they are considered to have escaped.

Encounter Movement

- If neither side is surprised both sides Close with one another. Either may

Break Away, Pass, or Pursue the other.

- If both sides Pass and they do nothing this ends the encounter.
- One side may elect to Pursue the other. Pursuing initiates a Chase.
- One side or the other may also attempt to leave the encounter by Breaking Away. Per the core the other side may elect to Pursue the side Breaking Away thus initiating a Chase.

The capability of each side is considered in an Escape Number (EN). Each round the side attempting to Break Away makes a d20 check roll vs. the Escape Number of the opposing side. If successful, they are considered to have escaped.

Combat Movement

Combat movement is subsumed within the construct of the Chase. Each round either side may choose to Break Away, which if successful, ends the Chase.

When a vessel is reduced to 0 Hull Points it is defeated, the Chase is ended, and the vessel may be boarded initiating normal man-to-man melee.

A Chase is also ended when a space vessel enters Aetherspace. Spells may be used to enter Aetherspace or an attempt may be made to run out the clock during a Chase while an Aetherspace calculation is made. At the end of the navigation calculation the vessel enters Aetherspace thus ending the Chase.

Dumping Cargo

Note that a space vessel may dump the contents of its cargo hold into space. When a pursuer stops to retrieve this they give up

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Pursuit thus enabling the other side to Break Away by default and end the Chase.

Example of a Space Encounter

REF: *Theatre-of-the-mind*, "The alarm bell rings and your ship exits the Ætherspace portal at the Main Planet of the Mederon system."

Player 1 Fighter (is the Caller): "Someone please take a look around with the periscope."

Player 2 Thief: "Sure, I take a look all around with the periscope, what do I see?"

REF: *Theatre-of-the-mind*, "Mederon is an ice planet with three moons, one terrestrial, one lava, one ocean."

Player 2 Thief: "I look for ships, are any here?"

REF: *Wishing the players weren't quite so careful privately rolls 2-in-6 to spot the nearby Sporc raider. It is 2-in-6 because the Sporc Raider has all systems up and running and is not Running Dark. If the Sporks had been Running Dark they would only have had a 1-in-6 chance of being spotted. Location determines whether or not there is an opportunity to hide, refer to the Space Location Table. Privately Rolls 1, "Drat!" If the players hadn't been alert and looking for vessels they could have been surprised, a roll of 2-in-6.*

Player 2 Thief: "What was that?"

REF: *Laughs. "Nothing!" Theatre-of-the-mind, "You spot a vessel nearby Closing with your ship it's forward hull is painted like the maw of some terrible beast, a mouthful of teeth." This begins the encounter.*

Player 2 Thief: "Sporcs! One vessel is heading our way!"

Player 1 Fighter (is the Caller): "So they aren't surprised by our sudden arrival?"

REF: "No, they can't be surprised, they've undoubtedly been waiting for an opportunity like this to come along. You might have been surprised though had you not used the periscope to check for nearby vessels. Declare what spells you are casting this round and please roll 1d6 for initiative!"

Player 3 Cleric: "I won't cast any spells this round."

Player 4 Magic-User: "I won't cast any spells this round."

Player 1 Fighter (is the Caller): "Ok." Rolls 1d6, 5.

REF: *Publicly Rolls 1d6, 3. "You win."*

Player 1 Fighter (is the Caller): "What are we going to do? Break Away, Fight, Pass, and/or Talk?" A discussion follows in which the players decide to Break Away and Talk first rather than Fight. "Our Pilot, the Thief, will attempt to Break Away. We will use the Æther-fone, see what they want, the Cleric will talk to them."

REF: "The pilot must roll vs. the Escape Number (EN) of the Sporc vessel, a Shield Class vessel with an EN of 9[11]. The Thief must roll 11 or better." Player 2 Thief: Rolls 1d20, 9, Fail! (everyone groans)

REF: "Your attempt to flee only intrigues the Sporks and they Pursue, resulting in a Chase. There is a 5-in-6 chance of establishing communication with the Æther-fone, roll 1d6 please."

Player 3 Cleric: "I attempt to use the Æther-fone" Rolls 1d6, 4. "This is the Sturge calling the Sporc vessel, do not attack we seek a parley."

REF: Checks what mood the Sporcs are in on the Core Monster Reactions Table, privately rolls 2d6, 4. The Sporcs might attack and are definitely hostile, improvising: "Surrender Stirge and prepare to be boarded! If you give us your cargo we will let you live in exchange! Give us your answer or we attack!"

Player 1 Fighter (is the Caller): "I'll give them an answer all right; I'll open fire with the Lightning Cannon!"

REF: "Ok, so that will initiate combat, if you want to cast a spell or Break Away you must declare it now and then roll 1d6 for initiative please!"

Player 2 Thief: "Derelict 11 is RN3[11] I'll manoeuvre the ship and start the RN calculation in case we have to retreat."

Player 1 Fighter (is the Caller): "Good idea, do it."

Player 3 Cleric: "I won't cast any spells this round."

Player 4 Magic-User: "I won't cast any spells this round."

REF: "Time for that initiative roll."

Player 1 Fighter (is the Caller): "Ok." Rolls 1d6, 4.

REF: Publicly Rolls 1d6, 1. "Ok 4 wins initiative, you go first. Movement: you can move inside your vessel, and of course the character at the Helm can manoeuvre the vessel. Combat: you can attack using the Lightning Cannon. Actions: Others not doing anything can take one action in a round."

Player 1 Fighter (is the Caller): "I fire the Lightning Cannon!"

Player 3 Cleric: "I'll use my action to annoy them on the Æther-fone - Breeyark!"

Player 2 Thief: "For my action I'll start calculating the Route Number (RN) back to Derelict 11."

REF: "The RN calculation will take 5 rounds."

Player 4 Magic-User: Chuckles "I'll use my action to wait for something to break in this rust bucket."

REF: To Player 2 Thief and helmsman: "The only place you could manoeuvre to get a combat modifier is Mederon's clouds and you can't enter Ætherspace while in the atmosphere of a planet; since you are making the calculation to enter Ætherspace and leave the solar system."

Player 2 Thief: "Ok."

REF: Notes that the Sporc vessel is a Shield Class (Hulk) Armour Class 8 [11]. To Player 1: "You must roll 11 or better to hit."

Player 1 Fighter (is the Caller): Rolls d20: 15 "Hit!"

REF: "Roll 1d4 for damage."

Player 1 Fighter: Rolls 1d4, 4

REF: Notes that the Sporc vessel, a Shield Class (Hulk), has 8 points of Hull Points. Deducting 4 points of damage that means it has suffered 50% damage. There is a 1-in-6 chance for every point of hull damage caused that a magi-system is also damaged. The REF rolls 1d6 four times, 1, 3, 6, 1. There is no way for the players to know what systems on the Sporc vessel they have damaged. The REF then has to roll 1d20 to randomly on the Magi-System Damage Location Form to determine which one of the Sporc vessels magi-systems is damaged. The REF rolls 1d20, 6, 17. The Cannon and Periscope are damaged.

It is now the Sporc's turn.

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REF: The ref checks the morale of the Sporcs, rolling 2d6, the sum must be 8 or less, 6. The Sporcs are full of fighting spirit but with their vessel badly damaged common sense says retreat and fight another day.

Sporc 1: At the helm, the pilot of the Sporc vessel *Breaks Off* to attempt to end combat. The vessel will descend into the atmosphere of Mederon, into the clouds. The pilot rolls vs. the Escape Number (EN) of the player vessel. The Stirge is a Hound Class vessel with an EN of 3[16]. The REF must roll 16 or better, rolls 1d20, 14 Fail! The Sporc vessel pilot does not succeed in ending the combat.

Theatre-of-the-mind, "The Sporc Raider flies into the clouds of Mederon's atmosphere and as it does so it fires a parting shot from its Lightning Cannon!"

Sporc 2: Returns "missile" fire with the Lightning Cannon. The Stirge is a Hound Class vessel with an AC of 7[12]. The REF must roll 12 or better, publicly rolls 1d20, 13, Hit! The REF publicly rolls 1d6 for damage, 3. The Stirge has 12 Hull points. The REF then rolls 1d6 3 times to determine if any of the player vessels magi-systems are affected, there is a 1-in-6 chance, 3, 1, 1. The REF rolls 1d20 to allocate which magi-systems are damaged. The REF rolls 1d20, 16, 16. That's Astro Navigation twice, so the Players must make a Saving Throw vs. Wands or the system is inoperative!

REF: "The Astro Navigation system has been damaged and if you fail a Saving Throw vs. Wands it will be inoperative, roll d20, you must get 15 or better as if the ship were a Normal Human.

Player 1 Fighter: "This ship isn't 'normal'"
Laughter ensues.

REF: "FUNNY, just make the Saving Throw wiseacre."

Player 1 Fighter: Rolls d20, 12. Fail!

REF: "With that hit from the Sporc Raider, the Stirge shudders and your Navigation Magi-System ripples with magical energy then completely stops working. The RN calculation can't be completed."

Player 2 Thief: Exclaims, "This isn't good, we're stuck here now the Navigation Magi-System isn't working!"

Player 1 Fighter (the caller): "These Sporcs wouldn't be running if they could still fight, we hit them bad!"

End of the Round. At this point the Sporcs have failed to Break Off and escape further combat; the combat may continue. The Sporc vessel gains a combat modifier benefit from the clouds of Mederon's atmosphere.

REF: Theatre-of-the-mind, "The Sporc vessel is in the clouded upper atmosphere of the planet but there are gaps in those clouds and you glimpse them. Declare what spells you will cast and then roll for initiative."

Player 1 Fighter (the caller): After consultation: "No spells will be cast this round." Rolls 1d6, 6.

REF: Rolls 1d6, 2, you win.

Player 1 Fighter (the caller): "I fire the Lightning Cannon!"

REF: "The Sporc vessel is a Shield Class (Hulk) Armour Class 8 [11]. To Player 1: "You would normally roll 11 or better; you must however apply a -1 Dice Roll Modifier as the clouds obscure the Sporc vessel."

Player 1 Fighter (is the Caller): Rolls d20: 18 - 1 = 17 "Hit!"

REF: "Roll 1d4 for damage."

Player 1 Fighter: Rolls 1d4, 4

REF: Notes that the Sporc vessel, a Shield Class (Hulk), has 4 points of Hull Points left. Deducting 4 points of damage that means it has 0 Hull points. The Sporc vessel is defeated. There is a 1-in-6 chance for every point of hull damage caused that a magi-system is also damaged. The REF rolls 1d6 four times, 2, 4, 3, 6. no magi-systems are damaged this time.

REF: Theatre-of-the-mind, "The Sporc vessel is lashed with magical lightning and suddenly loses way. It careens into space out of control." The rules state that once a vessel is reduced to 0 Hull points the vessel may be boarded. Therefore vessel can't crash on the planet but must be accessible to the winners of the ship-to-ship combat.

Player 3 Cleric: "I'll use my action this round to jam any Æther-fone communications. They might call for help."

REF: "That means the Sporcs will only have a 1-in-6 chance of sending a message."

This ends the round.

REF: "Declare what spells you will cast then roll for initiative."

Player 3 Cleric: "I won't cast any spells. I will continue to jam any Æther-fone communications."

Player 4 Magic-user: "I won't cast any spells either."

Player 1 Fighter (the caller): Rolls 1d6 for initiative, 5.

REF: Rolls 1d6, 3, "You win."

The Players discuss their next actions. After a consensus is reached:

Player 1 Fighter (the caller): "I am going to personally use the grapple and we intend to board the defeated Sporc vessel."

REF: The Ref assigns TN 9 [10] to the chance of success. "It will take 6 rounds to complete the task of grappling the Sporc vessel and you must roll 10 or better. It will then take a further 6 rounds to mate the airlocks of the two vessels."

Player 3 Cleric: "They are going to have plenty of time to prepare a warm welcome for us."

REF: "It's only two minutes."

Player 1 Fighter (the caller): To Player 3: "That can't be helped." Rolls d20, 12. Success!

This ends the round, 12 turns pass... In that time the Sporcs arm themselves and the players ready themselves and discuss strategy for the coming fight.

REF: "As you successfully reel in the Sporc vessel with the grapple, you see close up that it is rusty looking, battle scarred, and the hull is patched. Several Sporcs are scowling at you through the portholes of their vessel. When the airlocks are joined the airlock hatches are separated by a flexible 10' long tube pressurized with atmosphere."

This begins a round of combat. The normal sequence of events from the core is then followed until it ends with the defeat or victory of either side.

REF: "Declare what spells you will cast then roll for initiative."

Player 3 Cleric: "I won't cast any spells."

Player 4 Magic-user: "I will cast the Sleep spell."

Player 1 Fighter (the caller): Rolls 1d6 for initiative, 1.

REF: Rolls 1d6, 3, "You lose."

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The REF checks the morale of the Sporcs to see if they will surrender or fight. Referring to the topic Orcs in BX Essentials Monsters the REF sees that Orcs have a morale of 6 (8 with a leader) Rolls 2d6, 6. As the result is lower than or equal to the morale rating the Sporcs will fight. They have little choice as their ship is damaged and the players obviously intend to board their vessel. There is little they can do to prevent it.

As the Sporcs have the initiative they must first open each vessels airlock hatch before they can attack. Only one airlock hatch may be opened this round as only one action may be performed in a round.

REF: "The Sporcs open their airlock hatch. That is all they do this round; over to you players."

Player 1 Fighter (the caller): Describes the order of the party. "The Cleric will be first through the hatch and I'll follow, then the Thief and Magic-user last."

Player 1 Fighter (the caller): "Everybody move into attacking order."

The players move their characters into the order previously stated by the caller in preparation to enter the airlock and Sporc vessel. The Magic-user, who intends to cast a spell, cannot move.

Player 4 Magic-user: "Can I target the Sporcs at the airlock with the Sleep spell?"

REF: "You must be able to see a target to cast a spell. Unfortunately, you can't see the Sporcs at the airlock to target them from where you are standing."

Player 4 Magic-user: "If any Sporcs are visible through the portholes could I target and cast the spell on them?"

REF: "Yes. Some Sporcs are still at the portholes of their vessel and you can see inside."

Player 4 Magic-user: "I'll target the Sporcs I can see with my Sleep Spell." Reciting with drama, "Though awake you now may be, Dreams are surely calling out to thee!"

REF: "Roll 2d8 to see how many are affected by your spell."

Player 4 Magic-user: Rolls 2d8, $1 + 3 = 4$.

REF: "Four Sporcs succumb to your magic spell and fall asleep! They will remain so for 4d4 turns, roll the dice my friend."

Player 4 Magic-user: Rolls 4d4, 4, 1, 3, 1 = 9 Turns.

Player 1 Fighter (the caller): "Perhaps we should have put the Magic-user at the airlock hatch. The Cleric will open it."

Player 3 Cleric: "I open the airlock hatch."

This ends the current round.

REF: "Declare what spells will be cast and then roll for initiative."

A battle then ensues in the following rounds. Initially the airlock is a choke point and only one character can fight at a time until the party force their way into the Sporc vessel. In this story we shall say the Sporcs are defeated and the player characters then take control of the Sporc vessel.

REF: One of the Sporcs is slain. The ref checks the morale of the Sporcs, rolling 2d6, the sum must be 8 or less, 10. "The remaining two fighting Sporcs throw down their weapons and surrender. They have nowhere to retreat to. They are clearly unhappy but would rather give up than perish."

Player 1 Fighter (the caller): "We accept their surrender. They have fought valiantly. The Cleric and I will disarm and search each Sporc and then confine them in their own cargo hold. That includes the magically sleeping Sporks."

Player 3 Cleric: "Wait a minute, we should search their cargo hold first!"

Player 4 Magic-user: "I'll do that while you search them. Divide and conquer."

Player 1 Fighter (the caller): "What have they got?"

REF: The REF has previously decided that the Sporks are down on their luck and they only have individual Treasure Type Q, 3d6 silver coins each. "You don't find more than a few silver Solars (silver coins) on each them. Obviously they are between raids." The REF makes note of the XP awards for combat, to be awarded at the end of the day's session of play."

Player 1 Fighter (the caller): "Well that hardly makes this particular battle worthwhile."

REF: To Player 4 the Magic-user: You don't find much in the cargo hold, just rubbish and junk, nothing really worth keeping."

Player 4 Magic-user: "I return to the others with the bad news."

Player 1 Fighter (the caller): To the Sporks, "All right, you lot, you'll carry your sleeping friends into the cargo hold and no waking them up mind. We're putting a guard on the hatch. No more of you have to be slain. Don't give us any more trouble!" To the REF, "We'll supervise the Sporks as they carry their 4 sleeping companions into their own Cargo Hold and shut the hatch. Then I'll jam the hatch shut. The Cleric will stand guard over the hatch to raise the alarm if they give us any trouble."

REF: "Ok the Sporks grumble and don't like it but they pick up their sleeping companions and carry them into the vessels cargo hold."

Player 2 Thief: "I want to check their Navigation Console, see if it is undamaged, and if it is we should salvage it and replace ours. In fact I'll check their ship magi-systems over for anything usable."

REF: "The Sporc vessel's Cannon and Periscope are damaged but the rest of the vessel is ok. The Navigation Console is undamaged and you can salvage it in 18 turns, 9 if you make a successful INT ability Check Roll."

Player 1 Fighter (the caller): "That's a long time. I want to be quit of these Sporks before then. It'll take less time to repair our Navigation Console."

Player 2 Thief: "How many Cerebral Urns have they got?"

REF: "There are three undamaged Cerebral Urns; they would take 1 Turn each to salvage."

The players then discuss what to do. Cerebral Urns can contain 5-20 Units of Data, potentially a gold mine of information. The players decide it's worth the time to salvage them. Plus this will temporarily strand the Sporks as they won't have any Route Numbers.

Player 1 Fighter (the caller): "The Thief will remove the 3 Cerebral Urns. The Magic-user will load them, as well as the Sporc's treasure and weapons, on our vessel while the Cleric and I stand guard on the hatch to the hold."

Player 2 Thief: "After that I'm going to sabotage some of the Magi-Systems, the Helm Console, Æther-fone, and..."

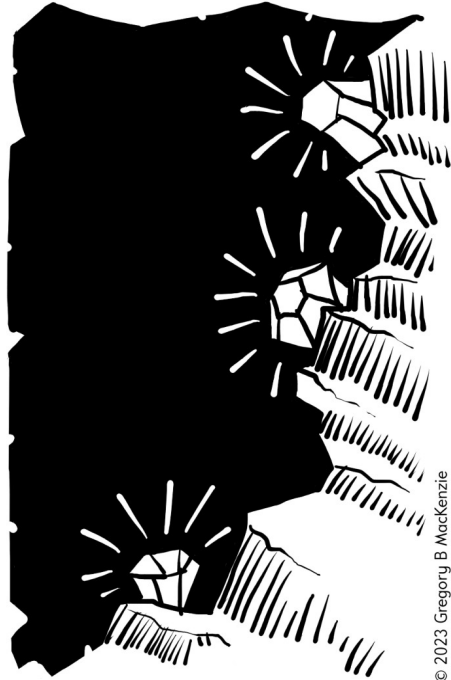
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*All Players: chorus, "SABOTAGE THE BOG!"
laughter ensues all round the table.*

REF: Shakes their head. "Again? What's with that?" The REF makes a public saving throw vs. wands as a Normal Man for each of the systems, The Helm Console, Æther-fone, and Garderobe. The REF must roll 15 or better on d20, 12, 10, 9. All three magi-systems are made inoperative.

Player 1 Fighter (the caller): "The Thief and Magic-user will board our vessel, then the Cleric and I follow. I'll unjam the hatch to the Sporc cargo hold so they can get out after we leave. (By this act the Fighter and Cleric are following their alignment and showing mercy to a captured foe.) I'll close the airlock hatches behind us, and the Thief will release the dock and grapple."

This leaves the Sporc's adrift in space. They will have to repair their vessel and while they are doing that the Players will have more than ample time to go their own way. Thus ends the encounter.



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Vessel Evasion and Combat Modifiers

Space Vessel Current Location	Theatre-of-the-Mind	EN Modifier	Attacker Dice Roll Modifier	Place to Hide	Notes
Asteroids	Orbit	+2	-2	Yes	Flying
Derelict	Orbit	+1	-1	Yes	Hiding Behind
Minefield		-	+1	No	Flying
Planet or Moon with Atmosphere	Orbit	-	-	No	Flying
	Clouds	+1	-1	Yes	Flying in Atmosphere
	Forest/Jungle	+1	-1	Yes	Landed
	Mountain	+2	-2	Yes	Landed
	Ocean	-	-	Yes	Floating
	Ocean	+1	-1	Yes	Submerged
	Plain	-	+1	No	Landed
	Volcano, Extinct	+2	-2	Yes	Landed
Moon with no Atmosphere	Orbit	-	-	No	
	Crater	+2	-2	Yes	Landed
	Plain	-	-	No	Landed
Rings of Giant Planet	Orbit	+1	-1	Yes	Among the rings

D6 Periscope Searches

Theatre-of-the-Mind	X-in-6 to Spot	Notes
Invisible	-	The vessel must be detected by magical means.
Normal	2-in-6	Lights are on, the vessel may be stationary or moving.
Running Dark	1-in-6	Lights are off, the Æther-fone cannot be used, this is the equivalent of moving silently.
Vessel has Landed in a: Cave, Crater, Forest, Ruin, or Volcano	1-in-6	Vessel could also be camouflaged or hidden in some way.
Submerged	1-in-6	Under Water.

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Space Vessel Damage and Repair

Space vessels can recover lost hull points each day but only if they are “repaired” by its crew. One hull point is regained per 5 turns spent when 1 character devotes undivided attention to the task. Per the core rules not more than half the total hull points may be restored and any remaining lost hull points may only be restored at a shipyard.

No special character class ability is required to restore a space vessel’s lost hull points or to repair its damaged or inoperative magi-systems. By design any intelligent character may make a repair.

There is no 1:1 correlation between hit points and space vessel magi-systems. A space vessel may regain all of its hull points and still have damaged or inoperative systems.

Magi-System Damage Location Form

Damage Location Roll d20	Magi-Systems	Status - Damaged	Status - Inoperative
1	Ather-fone	<input type="radio"/>	<input type="radio"/>
2	Air Supply	<input type="radio"/>	<input type="radio"/>
3	Airlock/Hatch	<input type="radio"/>	<input type="radio"/>
4	Artificial Gravity	<input type="radio"/>	<input type="radio"/>
5	Barber-Surgeon	<input type="radio"/>	<input type="radio"/>
6	Cannon	<input type="radio"/>	<input type="radio"/>
7	Cargo Space	<input type="radio"/>	<input type="radio"/>
8	Clockwork-Pilot	<input type="radio"/>	<input type="radio"/>
9	Garderobe - Waste Disposal	<input type="radio"/>	<input type="radio"/>
10	Grapple	<input type="radio"/>	<input type="radio"/>
11	Heating and Air Conditioning	<input type="radio"/>	<input type="radio"/>
12	Helm	<input type="radio"/>	<input type="radio"/>
13	Hull	<input type="radio"/>	<input type="radio"/>
14	Landing Skids	<input type="radio"/>	<input type="radio"/>
15	Lighting	<input type="radio"/>	<input type="radio"/>
16	Astro-Navigation	<input type="radio"/>	<input type="radio"/>
17	Periscope	<input type="radio"/>	<input type="radio"/>
18	Portholes	<input type="radio"/>	<input type="radio"/>
19	Provision Magi-System	<input type="radio"/>	<input type="radio"/>
20	Astro-Drive	<input type="radio"/>	<input type="radio"/>
	Star-Drive	<input type="radio"/>	<input type="radio"/>

Note 1 – Two systems are recorded under line 20. When damage occurs, roll between the two systems to determine which one makes a saving throw vs. wands.

Clerics and Space Vessel Repairs

A Cleric may fully restore a space vessel's hull points and repair systems using their powers.

With Cure Light Wounds a Cleric can elevate a system from inoperative to damaged status, or from damaged to fully repaired status without requiring any parts for the repair. 1 Hull Point is restored for every 5 Hit Points indicated by 1d6+1.

With Cure Serious Wounds a Cleric can elevate a system from inoperative to fully repaired status without requiring any parts for the repair. 1 Hull Point is restored for every 5 Hit Points indicated by 2d6+2.

Magic-Users and Space Vessel Repairs

A Magic-User may fully restore a space vessel's hull points and repair systems using their powers.

With Mage-Artisan Light Repair a Magic-User can elevate a system from inoperative to damaged status, or from damaged to fully repaired status without requiring any parts for the repair. 1 Hull Point is restored for every 5 Hit Points indicated by 1d6+1.

With Mage-Artisan Serious Repair a Magic-User can elevate a system from inoperative to fully repaired status without requiring any

parts for the repair. 1 Hull Point is restored for every 5 Hit Points indicated by 2d6+2.

Magi-System Damage Assignment

Roll 1d20 on the Magi-System Damage Location Form to randomly assign magi-systems as required.

When a damaged magi-system is indicated a second time, and fails a saving throw vs. wands, it is inoperative until it is repaired.

Where required, when a magi-system fails a saving throw vs. wands it is inoperative until it is repaired.

When magi-systems are damaged; a -1 dice roll modifier is then applied to d20 check rolls.

Sabotaging Magi-Systems

Any character or monster may deliberately sabotage and make inoperative a magi-system. No attack roll is required. The referee makes a public saving throw vs. wands as a Normal Man; a successful saving throw means the magi-system is unharmed; failure means the magi-system is made inoperative.

Space Vessel Maintenance

Upgrading Space Vessels

Armour Class, Cannon, and Hit Dice may be updated per the cost indicated in the following table but may be improved only in

Table of Space Vessel Upgrades

AC	Hit Dice	Cannon	Cost	Time Required
9 [10] thru 7 [12]	d4	d4	1,000	6 Days
6 [13] thru 4 [15]	d6	d6	3,000	2 Weeks
3 [16] thru 0 [19]	d8	d8	12,000	3 Weeks
-1 [20]	-	-	36,000	3 Months
-2 [21]	-	-	108,000	3 Months
-3 [22]	-	-	324,000	3 Months

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increments of 1 step per upgrade. The work must be performed at a dockyard by the dockyard's skilled workmen; supervised by Mage-Artisans.

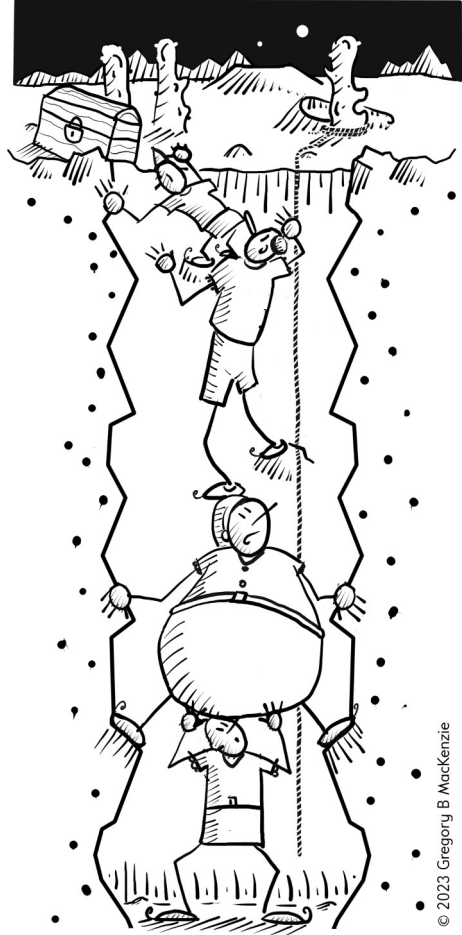
Repair of Magi-Systems

The Magiverse is filled with wondrous Magi-Tech all of which needs to be repaired when damaged or inoperative.

A successful INT ability check roll is required to make a repair.

- **Inoperative to Damaged:** It takes one character 5 turns to elevate inoperative magi-systems to damaged status. It is not fully repaired but is in working order albeit a -1 dice roll modifier applies to its use. Parts are not required. There is no limit to the number of times magi-systems can be raised from inoperative to damaged status.
- **Damaged to Repaired:** It takes $1+1d4$ (2-5) turns, with new parts, or fully working salvaged parts, to elevate inoperative or damaged magi-systems to fully repaired status. Repaired magi-systems are in full working order. There is no limit to the number of times magi-systems can be raised from damaged to repaired status.

Failure of the check roll means the status of the magi-system is unchanged. A further attempt cannot be made for $1+1d4$ (2-5) turns. During this period the character making the subsequent attempt must remain and devote their full attention to the magi-system.



Space Vessel Repair Costs

The full repair of a system may require services and/or parts. The following table details the cost of parts and maintenance.

Table of Space Vessel Repair Costs

System	Parts Cost (gp)	Workers (Cost per turn) (gp)	Spare Part Weight in Coins
Ather-fone	250	125	200
Air Supply	100	150	200
Airlock/Hatch	250	125	200
Artificial Gravity	500	1000	200
Astro-Drive	1500	3000	1000
Astro-Navigation System	250	125	500
Barber-Surgeon System	500	1000	300
Cargo Space	250	125	-
Cerebral Urn, per 5 Units of Data	250	125	20
Clockwork-Pilot	250	125	100
Data Coupler	250	125	20
Grapple	250	125	500
Heating and Air Conditioning	100	150	500
Helm	250	125	500
Hull, Hull Points	1000	1500	-
Landing Skids	1000	1500	1000
Lighting	250	125	100
Lightning Cannon	1000	1500	500
Periscope	250	125	300
Portholes	250	125	100
Provision System	500	1000	300
Star-Drive2	3000	6000	1000
Garderobe - Waste Disposal	250	125	300

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Salvaging Space Vessel Systems

Inoperative space vessel systems may be switched out with fully working systems found in other space vessels, even derelicts or alien vessels. Salvage is defined as a single character removing an undamaged system from another space vessel. A successful INT ability check roll halves the salvage time; failure means that the full amount of time is required to salvage the system. The following table lists the systems that can be salvaged:

Table of Salvageable Systems

Systems	Full Salvage Time Required
Ather-fone	2 turns
Air Supply	6 turns
Astro-Navigation System	18 turns
Barber-Surgeon System	18 turns
Cerebral Urn	1 turn
Clockwork-Pilot	6 turns
Grapple	12 turns
Hatch	2 turns
Helm	18 turns
Lighting	2 turns
Portholes	12 turns
Provision System	6 turns
Garderobe - Waste Disposal	18 turns

The compatibility of different or alien space vessel systems is not addressed and it is assumed that the systems are sufficiently universal in nature to allow a character conducting salvage to complete a repair.

Space Genre Spells

All spells from the Core rules are in use in Age of Wonders.

Spellcasting in Space

Spellcasting is mainly employed in melee vs. characters rather than against space vessels or Ship Scale Space Monsters due to the limitations imposed by spell range. An Atmosphere Suit is not an impediment to spell use, nor is a space vessel's periscope through which a spell may be cast. A spell will normally require that the spellcaster be able to see the target of the spell and therefore a space walk or use of a periscope may be a prerequisite to cast a spell vs. a character or monster outside. Where spell range permits a spellcaster may easily use spells against characters and monsters on the exterior hull of a space vessel, particularly during boarding. The exterior of a hull is treated as a surface. Spell use is of course permitted inside a space vessel.

The following spells are added:

Cleric Spell List

1st Level

- Fortunate Travel
- Protection from Necrotic-Miasma

2nd Level

- Atherspace Tube

Magic-User Spell List

1st Level

- Chart Destination
- Detect Atmosphere
- Moon Writing
- Spacewalk
- Stasis

2nd Level

- Atherspace Tube

- Stasis
- Mage-Artisan Light Repair

3rd Level

- Draw Magical Force

5th Level

- Mage-Artisan Serious Repair

First Level Cleric Spells

Fortunate Travel

Duration: 1 trip

Range: Space Vessel

With this spell the Cleric grants +1 to a player character's Astro-Navigation check roll.

Protection from Necrotic-Miasma

Duration: 12 turns

Range: The caster or a creature touched

This spell circles the cleric, or another character they touch, with a barrier that protects them from Necrotic-Miasma Damage. This barrier will move with the recipient of the spell. This spell can be used to protect a Sentient Cerebral Urn.

Second Level Cleric Spells

Ætherspace Tube

Duration: 1 trip

Range: Space Vessel

With this spell the spellcaster opens a Ætherspace tube into which the space vessel they are travelling in is instantly drawn. The

space vessel then travels to a destination chosen by the spellcaster within the limitations below. Travel time is 1 turn.

First Level Magic-User And Elf Spells

Chart Destination

Duration: 1 round

Range: personal

With this spell the Magic-User reveals the route number to a visible destination. The Magic-User uses the spell to reveal the RN to the destination from their current location; the referee then assigns a permanent route number. This information is then only known to the Magic-User unless they choose to reveal it.

Note that a Magic-User cannot fully chart the solar system of an uncharted star from a distance. Assuming a character travels to the star they arrive (at the main planet) and must then chart the remainder of the solar system.

Detect Atmosphere

Duration: 2 turns

Range: 60'

With this spell the Magic-User can detect whether or not an atmosphere is suitable for breathing without requiring a saving throw. The Magic-User determines whether the atmosphere is a vacuum, poisonous, Necrotic-Miasma, etc. The hull of a space vessel is not an impediment to the range of the spell.

Ætherspace Tube Ability by Cleric Level

Cleric Level	Limitation	RN Limitation
1-4	Orbital	RN 9 [10] thru RN 8 [11]
5-8	Solar System	RN 9 [10] thru RN 6 [13]
9-12	Sector	RN 9 [10] thru RN 4 [15]
13-14	Adjacent Sectors	RN 9 [10] thru RN 2 [17]

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Moon Writing

Duration: Permanent

Range: touch

With this spell the Magic-User can write a secret hidden message on any surface. The text normally remains hidden to any other except the Magic-user but the text is also revealed with the aid of a moon-torch. Moon Writing can be removed with Dispel Magic.

Spacewalk

Duration: 6 turns +1 turn per level.

Range: The caster or a creature touched

With this spell the Magic-User may, or another character they touch, exit the space vessel without an Atmosphere Suit. They are protected from the effects of vacuum and are able to breathe as long as the spell lasts. They are also tethered to the space vessel by an invisible unbreakable cord 120' long for the duration of the spell.

Stasis

Duration: 6 turns +1 turn per level.

Range: The caster or a creature touched

With this spell the Magic-User may, or another character they touch, temporarily enter a state of stasis, or preservation. While in stasis the character does not age, requires little breath, and the progress of poisons and

even death is deferred until the duration of the spell has elapsed. The character in stasis may take no action until the duration of the spell has elapsed.

Second Level Magic-User And Elf Spells

Ætherspace Tube

Duration: 1 trip

Range: space vessel

With this spell the spellcaster opens a Ætherspace tube into which the space vessel they are travelling in is instantly drawn. The space vessel then travels to a destination chosen by the spellcaster within the limitations below. Travel time is 1 turn.

Mage-Artisan Light Repair

Duration: Instant.

Range: The magi-system or magi-tech touched

With Mage-Artisan Light Repair a Magic-User can elevate a system from inoperative to damaged status, or from damaged to fully repaired status without requiring any parts for the repair. 1 Hull Point is restored for every 5 Hit Points indicated by 1d6+1.

Ætherspace Tube Ability by MU, Elf, and Thief Level

Magic-User Level	Elf Level	Thief Level	Limitation	RN Limitation
1-5	1-3	10 Scroll Only	Orbital	RN 9 [10] thru RN 6 [13]
6-10	4-6	-	Solar System	RN 9 [10] thru RN 4 [15]
11-14	7-9	-	Sector	RN 9 [10] thru RN 2 [17]
-	10	-	Adjacent Sectors	RN 9 [10] thru RN 0 [19]

Third Level Magic-User And Elf Spells

Draw Magical Force

Duration:

Range: touch

With this spell the spellcaster draws the magical energy from a magic item replenishing their own ability to cast one or more spells. The magic item's properties are lost for the period of days equal to the level of spell replenished, 1 day per level. The magic item may not thereafter be used to again draw magical force while its magical properties are suppressed.

Fifth Level Magic-User And Elf Spells

Mage-Artisan Serious Repair

Duration: Instant.

Range: The magi-system or magi-tech touched

With Mage-Artisan Serious Repair a Magic-User can elevate a system from inoperative to fully repaired status without requiring any

parts for the repair. 1 Hull Point is restored for every 5 Hit Points indicated by 2d6+2.

Detailed Encumbrance

Encumbrance is affected by gravity. Asteroids, Moons, and Planets have gravity numbers (GNs) rated from 9 [10] (heavy) through 0 [19] (light). The Gravity affects landing and blast off, character movement, and how much a character may carry. The referee routinely assigns gravity where it is required.

Note - Planets which have unbearable gravity do not fall within this scale. For the effects of gravity on such planets refer to the topic Giant Planet Crushing Gravity.



Detailed Encumbrance by Gravity Number

Gravity Number	Type	Weight in Coins which may be carried		
9[10]-7[12]	Asteroid	Moon	Planet	Deduct the weight of 400 coins from encumbrance.
6[13]-5[14]	-	Moon	Planet	Normal
4[15]-2[17]	-	-	Planet	Add the weight of 400 coins to encumbrance.
1[18]	-	-	Planet	Add the weight of 800 coins to encumbrance.
0[19]	-	-	-	Add the weight of 1200 coins to encumbrance.

Note - Using detailed encumbrance rules the weight of coins has a direct effect on character movement per the core rules.

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Character Saving Throws

The keys D, W, P, B, and S, now also include special Age of Wonders hazards. In the text the normal saving throw categories are always referred to. The table below is a key to the assignment of the additional hazards to the standard saving throw categories:

Damage from No Air

A character without air, assuming they need some form of atmosphere or liquid to breathe, suffers 1d4 damage per round, or at the referee's discretion the unit of time may be increased to turns.

Damage from Vacuum

A vacuum causes 1d4 damage per round. No Air and Vacuum damage are not combined.

Damage from Necrotic-Miasma

Necrotic-Miasma is invisible and causes 1d6 Damage per turn. Stasis does not prevent damage from Necrotic Miasma. Necrotic-Miasma turns 1-in-6 corpses into Undead.

Plagues

Characters may be harmed by a plague. A plague may be spread by air or by contact. Unless cured, a character will suffer the effects of a plague (disease) for a number of hours or days. A plague may:

- Cause d4, d6, or d8 damage. The amount of damage a plague causes and its duration are at the referee's discretion,
- Reduce movement (temporarily),
- Cause a character to attack last in any round while they are under the influence of the plague,
- Cast a spell on the character,
- Modify an attribute (temporarily or permanently),
- Any or all of the above, etc.
- Examples:
 - Caliban Plague: 1-2 days, Temporarily reduces movement by 1/3, causes d6 damage at the beginning of the second day if a character fails their saving throw vs. death..
 - Intellect Plague: This deadly plague kills characters who have an INT greater than 9 when they fail their saving throw vs. death.

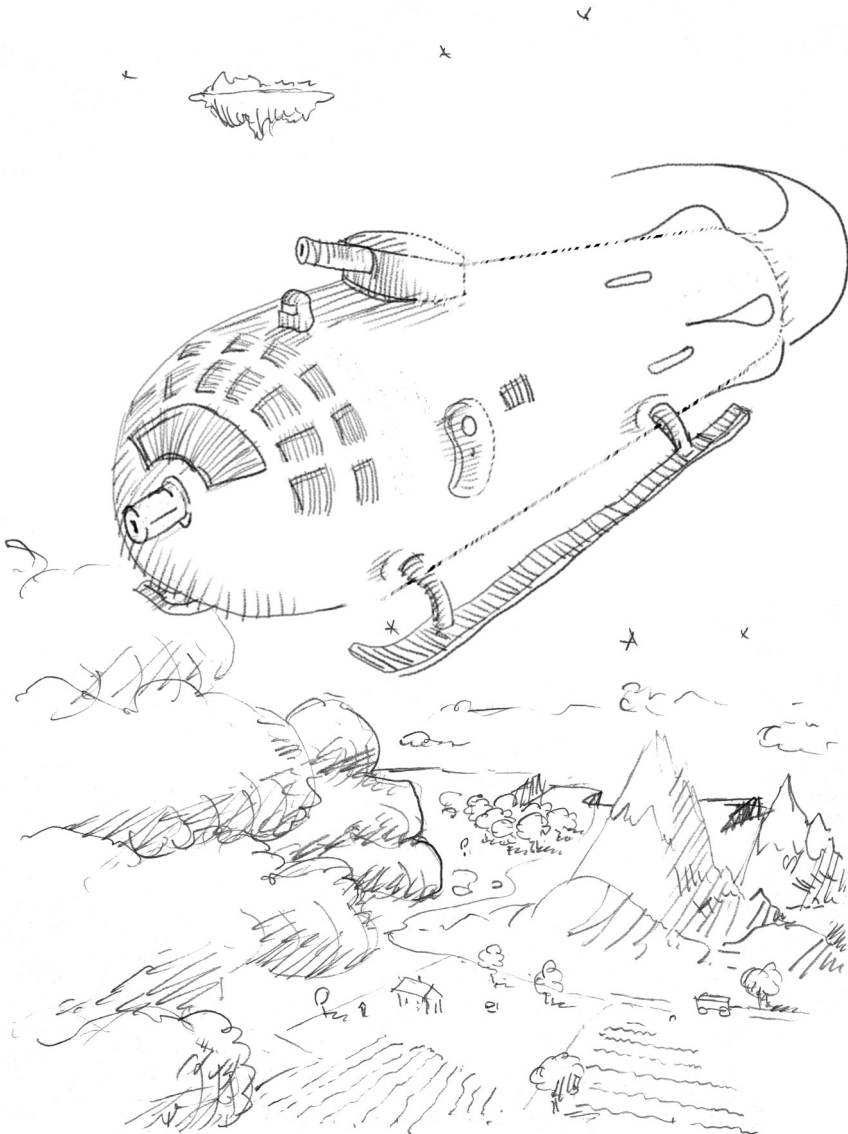
Table of Character Hazards

D Death/Poison	W Wands	P Paralysis/Petrify	B Breath Attacks	S Spells/Rods/ Staves
Atmosphere Suit Puncture	Gadget or System	Vacuum of Space ¹	Necrotic-Miasma	Plague,
Zero-G	Blast		Hostile Atmosphere Voltage	No Air

D: Death / poison; W: Wands; P: Paralysis / petrify; B: Breath attacks; S: Spells / rods / staves.

Note 1. Vacuum of Space does not affect robots.

- Sleeping Plague: 1-3 days, temporarily reduces movement by $\frac{1}{3}$, a sleep spell is cast upon the
- character at the beginning of the second day.



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Space Wilderness

Space and Ætherspace

The fantasy world of the player characters, if not their universe, is called the Prime Plane. Powered by Astro-Drives, space vessels can blast off and land on another world of a Solar system in a matter of hours. However, Astro-Drives do not exceed the speed of light thus making it impractical to travel to distant stars. The vast distances of space cannot be crossed in a single lifetime. Before the advent of Star-Drive Generational Ships or Sleep Ships, were the only means of reaching across the vast distances of space to distant stars because such a journey would take many lifetimes.

Ætherspace

Ætherspace is a plane which touches the Prime Plane. Distance is irrelevant in Ætherspace and cannot be measured. A Star-Drive, or magic, can open a tube from the Prime Plane through Ætherspace allowing a space vessel to enter and traverse Ætherspace. The end of the Ætherspace tube always exits back into the Prime Plane. Ætherspace permits the vast distances between stars to be crossed in a matter of days. A Star-Drive maintains the interior of a space vessel as a pocket of the Prime Plane. Space vessel Combat may not take place in an Ætherspace tube.

Ætherspace is a completely dark starless void, and it is not without its dangers:

- Characters may not exit their space vessel for a spacewalk while a space vessel is within Ætherspace or they are lost the moment they leave their vehicles pocket of the Prime Plane and removed from play.
- The exit points of Ætherspace tubes are influenced by the gravity of

objects in the Prime Plane. A space vessel travelling through a Ætherspace tube will prematurely exit back into the Prime Plane when the predicted course of a tube is influenced by the unexpected gravity of a navigational hazard such as an asteroid. Route Numbers (RN) are meant to express a predictable tube exit but objects in space are always moving so no space route is perpetually free of dangers. A referee may change the value of a route number to reflect the introduction of new hazards.

Forcing a Space Vessel out of Ætherspace

Characters may use a space vessel's helm to cause an Ætherspace tube to exit prematurely before reaching the predicted destination. The referee must then determine the position of the space vessel, remaining travel time, and if the space vessel encounters a hazard, indicated by a roll of 1-in-12.

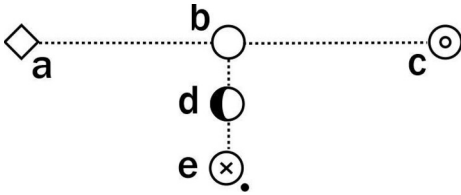
Ætherspace & Star-Gates

Star-Gates permit travel between stars. They may sometimes be found in orbit of planets. Star-Gates open Ætherspace tubes to one or more destinations. Refer to the topic Star-Gate for more information.

Mapping and Charting Solar Systems

Planets are the destinations of space maps, and typically each solar system will have one or more suns and planets. In the following illustration keys a through e represent destinations within a solar system.

Solar System Map Example



they may normally set foot on and breathe the air of strange moons and planets without any issue. This premise is essential to the game!

Asteroids

Asteroids do not typically have an atmosphere, an Atmosphere Suit must be

Solar System Chart Example

Key	Name	Type	Route Number (RN)
a	Sun	Yellow	RN 9 [10]
b	Planet	Dwarf	RN 5 [14]
c	Dwarf Planet	Dwarf Planet	RN 7 [12]
d	Moon	Moon	RN 3 [16]
e	Asteroid	Asteroid	RN 5 [14]

RN – route number.

Keys a through e represent destinations within a solar system; a - Star, b - Planet, c - Dwarf Planet, d - Moon of Planet b, e - Asteroid in orbit of planet b with the dot meaning there is a dungeon.

A Route Number (RN) is assigned to each destination, typically RN9 [10], RN 7 [12], RN5 [14], or RN 3 [16]. The RN to the destination is always the same from any starting point in the solar system. The route number indicates the number of hours a trip takes for an Astro-Drive. An alternative way to map a solar system is to use a chart to record it.

Note that the route numbers, while known to the referee, are always unknown to player characters unless they have obtained the data, or discover it for themselves.

Asteroids, Moons & Planets

Asteroids, Moons and Planets are the places where dungeons and ruins may be found, as well as strange aliens, barbarians, and civilizations. Therefore, rubber science rules apply! Insofar as characters are concerned

worn to protect characters from the vacuum of space.

Moons

Moons will often have a breathable atmosphere. If they do not, or the atmosphere is inhospitable, an Atmosphere Suit must be worn for protection.

Planets

Planets will nearly always have breathable atmospheres. Occasionally there may be an inhospitable planet where the atmosphere cannot be breathed; an Atmosphere Suit must be worn for protection.

Giant Planet Crushing Gravity

Giant planets will have crushing gravity, a toxic atmosphere, or both. Gas giants are examples of planets with unbearable gravity. Players must be warned by the referee that

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to land on a planet with unbearable gravity or toxic atmosphere is to face certain death. Characters who land their space vessels on these planets always perish, they are removed from play and their space vessels are lost and cannot be salvaged.

Planetary Moons

Planets, especially Giant planets, may have one or more moons. Create a chart, and assign route numbers to destinations as required. The travel time is in turns.

Black Holes and Stars

Black holes and stars are dangerous destinations. As a rule they typically do not have Route Numbers. A space vessel may arrive at a black hole or star and yet not close with it. Only space vessels that actually close with a black hole or star are lost, destroyed, and any characters aboard are lost, and removed from play.

- The EN of a Black Hole is -3 [22].
- The EN of a single star is 0 [19].
- The EN of a binary star is -2 [21].

A space vessel's Clockwork-Pilot cannot be set to close with a black hole or star. Black holes and stars are sometimes used to

dispose of unwanted plague space vessels and other space wrecks. These wrecks are towed to a black hole or sun and cast off such that they close with the black hole or star and are destroyed.

The referee must always receive a declaration from players that they are closing with a black hole or sun; otherwise any players space vessels are assumed to be at a safe distance. Incautious players whose space vessel has closed with a black hole or sun may attempt a check roll vs. the EN of the destination to turn back and escape; failure of the check roll means that the space vessel and its occupants are irretrievably lost.

Route Numbers

Route Numbers and Travel Time

The route number indicates:

- Hours. The number of hours a trip takes between destinations in a solar system, or
- Days. The number of days a trip takes when travelling in space between stars.
- Turns. The number of turns a trip takes when travelling through the atmosphere of a planet.

Table of Route Numbers

Route Type	Route Numbers	Notes
Cloaked Destination	n/a	Cloaked Destinations require the RN to be known.
Difficult	4 [15] through 0 [19]	
Uncharted, Astro-Navigation System inoperative	3 [16], 2 [17], 1 [18], 0 [19], -1 [20], -2 [21], -3 [22]	
Normal	9 [10] through 5 [14]	
Special	0 [19]	When the RN is known but the Astro-Navigation System is not functioning

No Trip may take less than 1 unit of any of the above time scales. A route number of 0 [19] or -1 [20] for example still takes 1 hour or 1 day for the trip.

Space Map Symbols

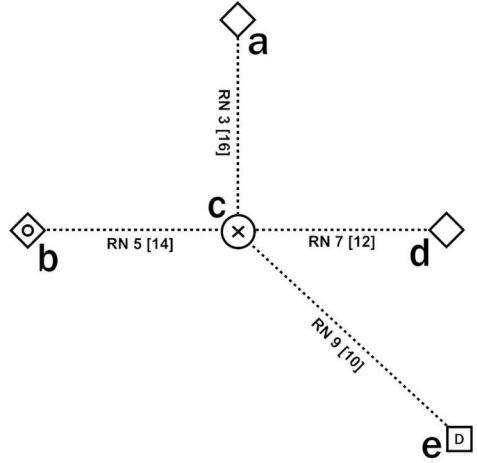
For ease of creating maps on ordinary graph paper the following space map symbols are provided:

	Star		Moon		Hazard
	Black Hole		Asteroid	Meaning of symbols With dots	
	Neutron Star		Satellite		Invisible
	Planet		Beacon		Dungeon
	Giant Planet		Derelict		
	Dwarf Planet		Space Mines		
			Comet		

Mapping Space Sectors

10 x 10 sectors are recommended but any informal drawing illustrating the connections between destinations can be used. The example of Known Space provides an example of a 10 x 10 sector.

The destinations of maps are keyed with letters or numbers. In the following example Routes between the destinations are shown with dashed lines and Route Numbers (RN). There are no routes between keys (a) and (b), (a) and (d), (b) and (e).



The key: (a) star, (b) neutron star, (c) an asteroid, (d) a star, (e) a derelict space vessel.

Note that Route Numbers, while known to the referee, are always unknown to player characters unless they have obtained the data, or discovered it for themselves.

Mapping with Charts

An alternative way to map and record route numbers is to use a chart to plot it out. This kind of chart may also be used to create route number maps between destinations on a planet, between the planets and moons of a solar system, or between solar systems of the known galaxy.

The following example is a chart showing the route numbers between the various destinations of the Space Sector.

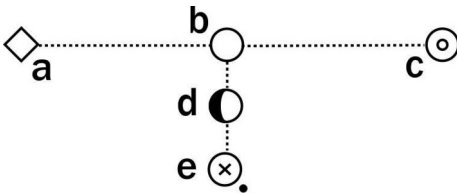
Route Numbers Chart Example

From		To Destination					
Key	Name	Type	a	b	c	d	e
a	Star 1	Single	-	U	RN 3 [16]	U	-
b	Star 2	Binary	U	-	RN 5 [14]	-	U
c	Star 3	Neutron	RN 3 [16]	RN 5 [14]	-	RN 7 [12]	RN 9 [10]
d	Dungeon 1	Derelict	U	-	RN 7 [12]	-	U
e	Dungeon 2	Asteroid	-	U	RN 9 [10]	U	-

U - Uncharted route number.

Solar System Map Example

The example below is illustrated with map symbols. The sequence of planets is indicated linearly and by sequential letters or numbers. Key: (a) is the Star, (b) is a Planet (c) is a Dwarf Planet. Planet (b) has destinations in orbit; a Moon (d) and Asteroid (e) with a Dungeon.



Maps need not be complicated, speed of rendering is often the main consideration, but they may be illustrated to any degree of sophistication desired.

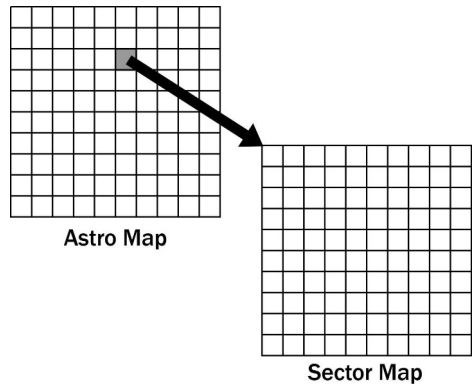
Organizing Space Wilderness

Two tiers of maps can be used to organize space wilderness:

- Astro Map, and
- Sector Map.

The exact scale of each of the space maps need not be defined as scientific accuracy is not required.

Each square of an Astro Map represents a Sector which is subdivided into a 10 x 10 square grid. Row by Column coordinates are used to identify map squares. Destinations and Route Numbers are located within the squares of the Sector Tier.



It may not be immediately obvious but the referee may utilize square grids of other dimensions if they wish; they need only remain consistent in their usage. It is also possible to add additional tiers of maps using the above system of scale.

Although vast regions of space may be defined using the organizational system above, the referee need only create a single sector of space wilderness to begin with. It will be obvious that the 8 sectors surrounding the current sector may soon need to be defined. The topic Random Space Wilderness Generators will aid the referee in the creation of sector maps.

Map Notation

The sector map above is located within Row 3, Column 6, notated 3, 6, of the Astro map. A square within the Sector Map may be located using the notation Astro Map n,n, Sector Map n,n, e.g. 3,6,5,4.

Random Space Wilderness Generators

The referee can make their own space maps, nothing more is needed than ordinary graph paper for star maps; solar systems are represented by straight lines. Although space is three dimensional the complexity of realism is set aside for the ease of rendering space in two dimensions. In no way are the generators meant to portray a realistic simulation of space but they serve admirably to create settings for adventure.

Random Sector Maps

Space as "wilderness" is shown in 10 x10 sectors. How many destinations are in a sector and what they are can be determined using the following tables:

d6	Number of Destinations
1	1d4
2	1d6
3	1d8
4	1d10
5	1d12
6	1d20

Sector Destinations

For each Destination roll on the following table to determine what it is:

d12	Type of Destination
1	Asteroid
2	Beacon
3	Binary Star
4	Black Hole
5	Derelict
6	Hazard
7	Neutron Star
8	Rogue Moon or Planet
9	Satellite
10	Ship Scale Monster
11	Single Star
12	Space Mine ¹

Note 1 – A Space Mine is not a Spacemine. A mining operation will be located on an Asteroid, Moon, Dwarf Planet, or Terrestrial Planet.

Draw each destination on the map, the X and Y coordinates are determined by rolling d10 for each with the intersection indicating the position each.

Route Numbers

The referee should bear in mind that they may assign any RN as necessary to tell the story.

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Sector Maps. Roll 2d4, sum the dice, and draw that number of routes between some of the destinations, use straight lines to indicate a space route. If there are adjoining maps, draw additional lines to destinations in the adjoining maps. To assign each route a Route Number (RN) roll on the following table for each space route.

Route Numbers (RN) can be assigned using the following table.

2d4	RN
2	3 [16]
3	5 [14]
4	7 [12]
5	9 [10]
6	7 [12]
7	5 [14]
8	3 [16]

Solar System Maps. For simplicity the space routes to and from any of the planetary destinations are indicated by a single RN for each planet.

Destinations In Orbit of Planets. A planet may have asteroids, moons, Space Towns, or other destinations in orbit. For convenience the space routes to and from any of a planet's destinations can be indicated by a single RN. Multiple RN can be used if the referee so desires.

Random Star System Maps

Star System maps are drawn as a straight line with each destination a point on the line beginning with the star(s) at the very left and placing destinations to the right.

The following table may be used to determine the colour and size of the star(s), roll once for each column.

Table of Star Size and Colour

2d6	Star Colour	Star Size
2	Black Hole ¹	Super Giant
3	Blue	Giant
4-5	Yellow	Giant
6-8	Red	Dwarf
9-10	Yellow	Giant
11	White ²	Giant
12	Neutron ³	Super Giant

Note 1 – Black Holes are either dwarfs or equal to the size of entire star systems; both can have planets. Note 2 - A White star is always a dwarf. Note 3 – A Neutron Star is a dwarf.

Each Star System contains Destinations. Roll 2d4, sum the dice, and consult the following table to determine how many destinations are in a system, roll and sum the dice again to determine the type of each destination:

Table of Number of Destinations

2d4	Binary Star No. of Destinations	Single Star No. of Destinations	Star Destinations
2	9	5	Dwarf Planet
3	7	7	Gas Giant
4-6	5	9	Terrestrial Planet
7	7	7	Ice Giant
8	9	5	Asteroid Belt

Assign Route Numbers between the destinations using the route number table, the principle is the same. A chart may be created, rather than a linear diagram, showing all the Route Numbers.

Examples of Planets

Type of Planet	Examples from Earth's Solar System
Terrestrial Planets	Mercury, Venus, Earth, and Mars
Gas Giants	Jupiter and Saturn
Ice Giants	Uranus and Neptune
Dwarf Planets	Pluto

Star Details

The focus of these rules is upon stars with planets as these are places player characters can visit.

If a star is to have any magical effect or property due to its size or colour that is left to the referee to decide.

Refer to the topic Black Holes and Stars for details regarding how space vessels interact with them.

Black Holes

Black holes are created by supernovæ. Interacting with these phenomena are discussed in the topic Black Holes and Stars.

Dwarf Stars

Earth's sun is a yellow dwarf star. Dwarf stars such as the Earth's sun are 20 times smaller than a Red Giant.

Giant and Super Giant Stars

When stars become old they grow into Giants and Super Giants. These stars will eventually supernova, consuming planets within their solar systems, and later shrink to white dwarfs.

Neutron Star

A Neutron Star is the collapsed core of a Giant. A Neutron Star can emit deadly Necrotic-Miasma at a 1-in-6 chance per day, which is a hazard to space vessels.

Supernova

A giant star, or a white dwarf, can supernova. The star then becomes a Black Hole, Neutron Star, or it is destroyed. Supernovæ create shockwaves which are a hazard to space vessels.

Blue Stars

Blue stars burn helium rather than hydrogen. These stars are bright.

Red Stars

Red stars are the most common and the oldest. These stars are dim.

White Stars

These faint stars are what remains when a Red Giant shrinks. A White Dwarf may eventually cease to burn and become a Black Dwarf. A White Dwarf can supernova.

Yellow Stars

Earth's sun is a Yellow Dwarf star.

Asteroid Details

Asteroid fields are composed of multiple asteroids. The bulk of them will be uninteresting except as destinations for mining. Therefore, define a more limited number using a single die as destinations of special interest; 1d4, 1d6, 1d8, 1d10, 1d12.

Roll 2d4, sum the dice, and consult the following table to determine the asteroid's atmosphere.

- There is a 1-in-6 chance of a Feature. When a feature is indicated, roll 2d4 for the feature type and location.

Terrestrial Planet Details

Roll 2d4, sum the dice, and consult the following table to determine the details of Terrestrial Planets. Roll 2d4 for Planet Type, Atmosphere, Life, and Technology. When a

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life result is Intelligent Life only then is it necessary to roll on the Technology column.

- There is a 2-in-6 chance of a Feature. When a feature is indicated, roll 2d4 for the feature type and location.
- There is a 2-in-4 chance a Terrestrial Planet will have 1-3 Moons.

Planet Types

Planet Types describe what the planet is like in very broad terms, when planets are

“mixed” the equatorial region, northern hemisphere, and southern hemisphere are described separately. The terrain of a northern polar cap will (1-in-6) match that of the northern hemisphere; (5-in-6) it will be frozen. The terrain of a southern polar cap will (1-in-6) match that of the southern hemisphere; (5-in-6) it will be frozen.

Atmosphere

Atmosphere describes whether there is an atmosphere or a vacuum and when there is an atmosphere it is breathable yet:

Asteroid Detail Table

2d4	Atmosphere	Gravity	Features	Feature Location
2	Breathable	GN 9 [10]	Ruins	North Pole
3	Poisonous	GN 8 [11]	Wreckage	Northern Hemisphere
4-6	Vacuum	GN 7 [12]	Dungeon	Equatorial Region
7	Poisonous	GN 8 [11]	Wreckage	Southern Hemisphere
8	Breathable	GN 9 [10]	Ruins	South Pole

Terrestrial Planet Table

2d4	Planet Type	Atmosphere	Gravity	Life	Technology	Features	Feature Location
2	Ice	Vacuum	GN 9 [10]	Primitive	Better	Shipwreck	North Pole
3	Forest	Poisonous	GN 7 [12]	Insect	Lesser	Ruins	Northern Hemisphere
4	Desert	Breathable	GN 5 [14]	Bestial	Equal	Tomb	Northern Hemisphere
5	Mixed	Breathable	GN 6 [13]	Intelligent	Equal	Dungeon	Equatorial Region
6	Ocean	Breathable	GN 5 [14]	Bestial	Equal	Abandoned	Southern Hemisphere
7	Jungle or Swamp	Necrotic-Miasma	GN 3 [16]	Insect	Lesser	Ruins	Southern Hemisphere
8	Lava	Vacuum	GN 1 [18]	Barren	Better	Heap	South Pole

- **Breathable.** A normal breathable atmosphere.
- **Necrotic-Miasma.** A breathable atmosphere but requiring a saving throw vs. breath every turn a character breathes it. Failure of the saving throw means the character suffers damage per the topic Damage from Necrotic-Miasma.
- **Poisonous.** A breathable atmosphere but poisonous, requiring a saving throw vs. poison every turn a character breathes it. Failure of the saving throw means the character suffers 1d6 damage.

Gravity

Gravity affects blast off and landing as well as detailed encumbrance. Giant planets have unbearable crushing gravity as described elsewhere.

Life

Life is described in very broad terms, each higher class encompasses the previous:

- **Barren.** A planet with no life of any kind.
- **Primitive.** Primitive life, bacteria, oozes and slimes, vegetation
- **Insect.** Insect life, grazing and predatory, e.g. beetles, scorpions, and spiders
- **Bestial.** Animals, grazing and predatory, e.g. Fantasy Wilderness, or Prehistoric/Lost World
- **Intelligent.** Characters and Monsters serve as aliens, their class of technology must be indicated when intelligent life is indicated.

Technology

The technology of intelligent life is broadly classified:

- **Lesser.** Possessing magic or gadgetry which are lesser than that of the characters.
- **Equal.** Possessing magic or gadgetry which is equal to that of the characters.
- **Better.** Possessing magic or gadgets which are better than those of the characters.

Features

The following are features:

- **Abandoned.** The abandoned are ghost towns, forgotten space ports, rusting space vessels, crumbling mining facilities, etc. They are equivalent to a dungeon.
- **Dungeon.** A hole in the ground where treasures may be found.
- **Heap.** Heaps contain the discarded junk of civilizations.
- **Ruin(s).** The ruins of ancient civilizations. Their structures will have fallen into disrepair.
- **Shipwreck.** Wrecks of space vessels can be found in orbit or crashed and broken. They are equivalent to dungeons.
- **Tomb.** Tombs are the ancient resting places of the dead. Often they are the final resting places of Ancient Aliens. They are equivalent to a dungeon.

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Dwarf Planet and Moon Details

Roll 2d4, sum the dice, and consult the following table to determine the details of planets and moons other than giant planets. Roll 2d4 for Planet Type, Atmosphere, Life, and Technology. When a life result is Intelligent Life only then is it necessary to roll on the Technology column.

There is a 1-in-6 chance of a Feature. When a feature is indicated, roll 2d4 for the feature type and location.

There is a 1-in-4 chance a Dwarf Planet will have a Moon.

There is a 1-in-4 chance a Moon will have an Asteroid.

When the result is a Mixed Planet, roll in the "Planet Type" column separately for 3 zones; Equatorial Region, North Hemisphere and,

South Hemisphere ignoring a result of "Mixed Planet".

Note - It is not necessary to fully map a planet using hexes or squares, only the areas pertinent to the features are significant unless the referee so decides otherwise.

Note - The Planet Types broadly tie into the Wilderness Encounter Tables. Encounters may 1-in-6 be of the Lost World or Prehistoric type whenever Bestial Life is present. City or Settled are only used when intelligent life is present. Abandoned, Ruins, Shipwrecks, and Tombs are all "dungeons" for the purpose of encounters underground. Above ground in these areas wilderness monsters may be present by terrain type with dungeon monsters where so required.

Dwarf Planet/Moon Table

2d4	Planet Type	Atmosphere	Gravity	Life	Technology	Features	Feature Location
2	Ice	Vacuum	GN 8 [11]	Primitive	Better	Shipwreck	North Pole
3	Forest	Poisonous	GN 7 [12]	Insect	Equal	Ruins	Northern Hemisphere
4	Desert	Breathable	GN 5 [14]	Bestial	Lesser	Tomb	Northern Hemisphere
5	Mixed	Breathable	GN 6 [13]	Intelligent	Lesser	Dungeon	Equatorial Region
6	Ocean	Breathable	GN 5 [14]	Bestial	Lesser	Abandoned	Southern Hemisphere
7	Jungle or Swamp	Necrotic-Miasma	GN 4 [15]	Insect	Equal	Ruins	Southern Hemisphere
8	Lava	Vacuum	GN 3 [16]	Barren	Better	Heap	South Pole

When the result is a Mixed Planet, roll in the "Planet Type" column separately for 3 zones; Equatorial Region, North Hemisphere and, South Hemisphere ignoring a result of "Mixed Planet".

Giant Planet Details

For each column roll 2d4, sum the dice, and consult the following table to determine the giant planet's details.

- There is a 1-in-4 chance a Giant Planet will have rings.

Note - Determine the details of Asteroids and Moons on the tables above. Satellites, Space Towns, and Derelicts are in orbit. Space Mines are located on Asteroids, Moons, Dwarf Planets, and Terrestrial Planets; they may be in use or abandoned.

Note - The Planet Types broadly tie into the Wilderness Encounter Tables. Encounters may 1-in-6 be of the Lost World or Prehistoric type whenever Bestial Life is present. City or Settled are only used when intelligent life is present. Abandoned, Ruins, Shipwrecks, and Tombs are all "dungeons" for the purpose of encounters underground. Above ground in these areas wilderness monsters may be present by terrain type with dungeon monsters where so required.

Satellites have a 2-in-6 chance of being invisible. 1 in 2 Satellites are of the Killer type with 1-3 Cannon. The remainder are Spy satellites with 1-2 Units of Data, and will have

Cerebral Urns containing the necessary data which potentially may be salvaged.

To determine the type of Derelict, refer to the topic Sub-Table W: Space Vessel Encounter Table and roll on this table to determine the type. When a ship scale monster is indicated it is a carcass.

What is the Space Dungeon?

The theme of the classic game is one of exploration, treasure collection and building experience points for character advancement. Dungeons are where much of this activity occurs and they are now located in the wilderness of space. These may take the form of:

- Abandoned outposts, forts, towns, and cities, overgrown and decaying,
- Asteroid mines crawling with horrors,
- Crashed shipwrecks,
- Derelict ships floating in the wastes of space,
- Ruins of ancient alien civilizations,
- Tombs,
- etc.

Giant Planet Details Table

2d4	Asteroids	Moons	Derelicts	Satellites	Space Towns	Space Mines
2	-	-	-	1	1	3
3	3	1	-	2	-	2
4	4	2	1	-	-	1
5	5	3	2	-	-	-
6	4	2	1	-	-	1
7	3	1	-	2	-	2
8	-	-	-	1	1	3

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The Referee is advised to keep several forms of mini-dungeons ready to hand at all times so they are not found wanting. These need not be more than one level or two at most and should be stocked according to the needs of the wilderness campaign.

The space dungeon will likely be accessorized with wondrous magi-gadgetry although this need not always be so. A dungeon may be keyed for magi-systems. Examples of dungeon magi-systems follow:

Æther-fone- Æther-fones may offer communication with other parts of the dungeon.

- Cables - Seldom hidden, these are often attached to walls and ceilings and carry power.
- Cerebral Urns - Malevolent disembodied brains may control some of the Æther-fones, Eye-Scopes, clockworks, doors, and surveillance in the dungeon. They may even direct Robots.
- Controls and Switches - these may be levers or rotary switches which open and close doors sealing areas or releasing monsters, move blocks, or turn things on or off such as, consoles, lights, robots, stasis pods, the power to specific areas of the dungeon, magi-gadgetry, etc.
- Doors - These may take the form of hatches manually controlled by spoked wheels and sometimes also magically opened and closed by a switch. These split vertically down the middle, in a pattern of interlocking teeth, and retract into the wall. Often they will have a locking mechanism of some kind.
- Eye-Scopes - An Eye-Scope permits areas of the dungeon to be observed by Æther-fone. Some Eye-Scopes can even see in the dark.
- Magi-clockworks - Clockwork devices which perform various labour saving functions, pumping liquids, raising and lowering elevators, pummelling raw materials, etc.
- Magi-Locks - Magi-mechanical locks which open at the touch of a particular character, or character class, by a rotary wheel, or by solving a puzzle (such as pressing symbols in a particular order). These of course can be defeated by Thieves.
- Pipes - containing mysterious liquids and gases.
- Robots - Robots may repair damage in the dungeon, attack intruders, etc.
- Scarab Lights - Areas of the dungeon may be lighted, even intermittently.
- Stasis Pod - Stasis Pods may contain anything from treasure to monsters.
- Stationary-Drives - magical power sources, similar to Star-Drive, which provide the power in the dungeon on levels, multiple levels, or not. Without Stationary-Drive the devices in the dungeon will not operate. Cables connect the Stationary-Drive to all Magi-Systems they power.

Random Dungeon Room Contents – Special

Per the rules of Adventures and Treasures, when composing a dungeon using the provided Random Dungeon Table Contents, and a “Special” is indicated, on a 1d10 roll of 0 a Space Dungeon Magi-System may be included. The following is just a sample and the Referee may wish to create their own list:

1d10	Dungeon Magi-System
1	Æther-fone
3	Cerebral Urn
4	Eye-Scope
5	Magi-Clockwork
6	Magi-Lock
7	Pipe
8	Scarab Light
9	Stasis Pod
0	Switch

Space Travel

Blast Off or Landing Check Rolls

A check roll vs. the gravity number is required to Blast Off or Land a space vessel. A blast off or landing is always successful. For gravity numbers refer to the topic Gravity, Detailed Encumbrance, for a table of gravity numbers. Gravity can be assigned using the tables in the topic Random Space Wilderness Generators.

How to Blast Off

Make a check roll vs. the gravity number of an Asteroid, Moon, or Planet to Blast Off. The space vessel airlock, cargo hatch, and porthole shutters must be closed or a space vessel cannot blast off. Compare the gravity number vs. a character’s Level to determine the check number to meet or beat.

Characters not using the space vessel’s bunks or helm seat must make a saving throw vs. wands to avoid being injured for 1d4 hit points.

Characters standing outside a space vessel (within a radius of 3”) when it blasts off must make a saving throw vs. wands to avoid being injured for 4-24 (4d6) hit points.

How to Land

Make a check roll vs. the gravity number of an asteroid, moon, or planet to land. landing follows essentially the same procedure as a blast off. The space vessel airlock, cargo hatch, and Porthole shutters must be closed or the space vessel cannot land.

Characters not using the space vessel’s bunks or helm seat must make a saving throw vs. wands to avoid being injured for 1d4 hit points.

Blast Off and Landing Check Roll Failures

Failure of the check roll means that the landing or blast off does not go as planned. 1 hull point of damage occurs. 1d2 of the space vessel’s systems are affected, and must make a saving throw vs. wands. The systems malfunction immediately after reaching space or after landing. In other words, something unexpected happens, but never a crash!

Astro-Drive

An Astro-Drive is used to blast off, land, and travel through atmosphere or space at sub-light speed.

Star-Drive

A Star-Drive permits a space vessel to open and enter an Ætherspace tube.

- A Star-Drive cannot be used to open and enter Ætherspace tube while a space vessel is landed on an asteroid, moon, or planet, or while a

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space vessel is docked, it will not activate.

- A Star-Drive cannot be used to open and enter Ætherspace tube and travel between the destinations of a solar system, it will not activate.

Star-Gate

A Star-Gate is a magical machine which opens an Ætherspace tube whose destination is another Star-Gate within the same or adjoining sectors. Remarkably, a Star-Gate can have one or more possible destinations; the GM can record each of these as RNs and they can be retrieved even if the destination gate no longer exists. The Star-Gate will have Cerebral Urns containing the necessary data which potentially may be salvaged. Each destination requires a separate activation code. An Æther-fone is used to transmit to the Star-Gate the Unit-of-Data which is the key that unlocks the Ætherspace tube to a particular destination. There must be a gate at the destination or the data is invalid and nothing will happen. A space vessel only requires Astro-Drive to enter a Star-Gate; it is carried to its destination.

Solar System Travel

Determining the Route Number (RN). Each destination must be assigned a Route Number (RN). Refer to the Solar System Chart Example to see how route numbers are assigned.

To find the route number (RN) to another planet, locate the row containing the key of the destination, e.g. the RN of key c is RN 7 [12]; the journey to destination c takes 7Hours. This RN is always the same from any starting point in the solar system.

A player's character may fly a space vessel to a destination without incident with a successful Astro-Navigation System check roll

vs. the RN. The player may fly slow, normal, or fast along the route.

- Slow, add +1 to the Dice Roll and add ½ the RN travel time to the journey
- Fast subtract -1 from the Dice Roll and deduct ½ the RN travel time from the journey

Note that the route numbers, while known to the referee, are always unknown to player characters unless they have obtained the data, or discovered it for themselves.

Note that a referee may at any time change an RN as things are always moving in space!

Interstellar Travel

To find the route number (RN) to another star, refer to the topic Sector Map Example, the line which joins c and e has a route number of RN 9 [10].

When a chart is used to locate the row containing the key of the current star, e.g. key c, move right in this row until the value under column e is found, the route number is RN 9 [10].

Once the route number is determined a navigation calculation is required before a space vessel may open a portal to Ætherspace:

- per the example, RN 9 [10] indicates 9 days of travel in Ætherspace.

Entering Ætherspace

The Navigation calculation takes 1 round per point of the chosen route number. It takes twice as long if the system is damaged, and it cannot make the calculation if it is inoperative.

On the round after the period of the Astro-Navigation calculation is complete, a player's

character may then fly a space vessel to a destination with a successful Astro-Navigation System check roll vs. the RN. The player may fly slow, normal, or fast along the route.

- Slow, add +1 to the Dice Roll and add ½ the RN travel time to the journey
- Fast subtract -1 from the Dice Roll and deduct ½ the RN travel time from the journey

Note - The Astro-Navigation System trip calculation can be a focus of drama for the game play. Player character's can force the Astro-Navigation System (involving greater risk) per the above if they are trying to escape pursuit for example and they don't think they can endure 9 rounds of combat with another space vessel.

Failure of the player's check roll indicates that the space vessel fails to enter Aetherspace and remains in Space at its current location.

Assuming the check roll is successful, whenever a space vessel arrives at a solar system it does so at the main destination (The referee typically decides what the destination it is, usually the main planet), or another planet of a player's choosing if one is known to a player character, and the player's space vessel may remain in space, or land on the current planet. From its current location a space vessel may also travel to the other planets in the solar system if the RN is known.

Uncharted Destinations, Charting Stars

A space vessel may be flown to an uncharted unconnected planet or star which is visible through the periscope of a space vessel. A temporary RN is assigned by the referee, 3 [16], 2 [17], 1 [18], 0 [19], -1 [20], -2 [21], or -3 [22]. Once successfully navigated the referee

then assigns a permanent route number from 9 [10] through 1 [18].

Also refer to the Magic-user spell Chart Destination.

Revising a Route Number

Players may become dissatisfied with an RN, particularly with the resulting travel time. If the referee allows it a player character may research and refine a known RN which is a process taking 1d6 days to modify the known RN. A functioning navigation console is required.

The easier the RN is the longer the travel time. The RN is a measure of the ease of travel. If the referee allows it, player characters may attempt to decrease RN travel time by one or more steps but the RN is always worse as a result and decreases to match, e.g. RN 9 [10] indicates a 9 hour/day trip; reducing the travel time to 2 hours/days changes the RN to 2 [17]. If the players then fail their check roll vs. the new RN they must begin the process again. Inversely, players may wish to make an RN easier and the travel time longer.

Cloaked Star Systems, Planets, and Moons

When a destination has been cloaked its gravity is a hazard to navigation such that space vessels which attempt to navigate there are wrecked or destroyed by asteroids, it is a graveyard.

Player characters cannot chart a course, that is determine the route number, to a cloaked destination thus making it impossible to travel there without specific units of navigational data. Data Units may be discovered during adventures which give in part or whole the route number.

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Resuming Journey's after Encounters

The time already expended is deducted from a remaining journey but can never be less than 1 unit of time, e.g. 1 day or 1 hour. The RN must be recalculated using the Astro-Navigation magi-system.

Space Encounters

Besides those hazards, space vessels, and monsters which are assigned to asteroids, moons, planets, and space routes, characters may encounter hazards, space vessels, or wandering monsters.

Space Type	Type of Dice to be used	When to Check	Notes
Space, Atherspace	1d6	Each Day	A result of 1-in-6 indicates that the space vessel encounters a Hazard or a ship-scale Monster.

How to Determine Space Encounters

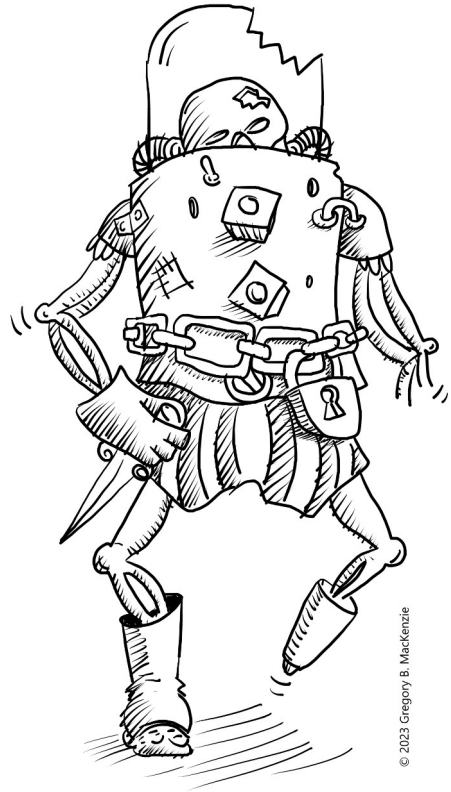
In Space or Atherspace, each day, the referee should make a check roll to determine if there is a space encounter. There is a 1-in-6 chance that the space vessel encounters a hazard, space vessel, or ship-scale wandering monster.

Note - The frequency of the check may be increased or decreased at the discretion of the referee. Space may have areas where the referee checks for wandering monsters every day, or where a monster will appear when a map destination is reached and a space vessel exits Atherspace and enters Space. Conversely there may be areas where

encounters are far less frequent, 3 or more days apart.

Regional Space Wilderness Encounter Tables

The referee will want to create encounter tables for specific sectors of space. These might include defining special encounters, local hazards, ship scale monsters which live in the area, and any Space Vessel traffic which can be found there. If it is useful, each region of space (by sector) may even be designated in the same manner as a dungeon level would be relative to the level of the characters.



Regional Space Encounter Table

The following table weights encounters using a 2d4 bell curve to yield a standardized outcome with outliers occurring less often. Rather than choosing a terrain type the Referee first decides what the predominant encounter is intended to be for the current region of space. For example an inhabited region may be frequented by space vessels (Column B), or perhaps a region of space is dangerous to travel through (Column A). An unexplored region may be frequented by monsters (Column C). Choose column A, B, or C, roll 2d4, then refer to the indicated sub-tables.

2d4	A Weight Hazards	B Weight Space Vessels	C Weight Ship Scale Space Monsters
2	T-Space Vessel	V-Hazard	V-Hazard
3	U-Monster	U-Monster	T-Space Vessel
4	V-Hazard	T-Space Vessel	U-Monster
5	V-Hazard	Space Vessel	U-Monster
6	V-Hazard	T-Space Vessel	U-Monster
7	U-Monster	U-Monster	T-Space Vessel
8	W-Space Vessel	V-Hazard	V-Hazard

Sub-Table U: Ship Scale Space Monster Table

2d6 Dice Roll	Types of Ship Scale Space Monsters
2	Atherspace Worm
3	Blobs
4	Wrecking Moth
5	Syrenfishes
6	Torps
7	System Sucker
8	Space Bats
9	Astro Terror
10	Y'lech
11	Blobs
12	Space Kraken

Note- The 2d6 result distributes Space Monsters by frequency with lower hit dice foes appearing more frequently.

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Sub-Table V: Hazard Encounter Table

1d12 Dice Roll	Space Hazard	Notes
1	Asteroid	There is a 1-in-6 chance of a feature, refer to the topic Asteroids and Asteroid Details
2	Beacon/Satellite	May contain Data Units, and will have Cerebral Urns containing the necessary data which potentially may be salvaged.
3	Comet	Refer to the topic Comets.
4	Derelict Space Vessel	Refer to the Space Vessel Encounters Table to determine type this is a dungeon.
5	Meteoroids	Refer to the topic Meteoroids.
6	Micro Black Hole	Refer to the topic Micro Black Holes
7	Necrotic-Miasma Storm	Refer to the topics Damage from Necrotic-Miasma and Necrotic-Miasma Storms
8	Rogue Moon	There is a 1-in-6 chance of a feature, refer to the topics Dwarf Planet and Moon Details.
9	Rogue Planet	There is a 1-in-6 chance of a feature, refer to the topic Terrestrial Planet Details.
10	Space Junk	Refer to the topic Space Junk.
11	Spacemine ¹	Refer to the topic Spacemines.
12	Space Vessel	Refer to the Space Vessel Encounters Table to determine type

Note 1 – 1-in-6 Spacemines are invisible. The area may 1-in-6 include the derelict wreck of a vessel.

Avoiding Space Vessel Hazards

A character pilots a space vessel through space using the space vessels helm or clockwork and when a hazard is encountered an alarm bell rings. At the helm a character must then make a successful check roll vs. the hazard's EN (0 [19] through 9 [10]) to avoid the hazard. Failure always means the hazard has not been avoided. Additionally, when in Atherspace, the failure of the check roll

means the space vessel exits into space. In order to re-enter Atherspace the RN must be recalculated using the Astro-Navigator but the RN is now one step easier, RN 5[14] becomes RN 6 [15].

Asteroids

EN 5 [14] Asteroids are dangerous objects floating in the void of space. They are dark. If they are not successfully avoided by a pilot a space vessel is required to make a forced

Sub-Table W: Space Vessel Encounter Table

d12 Dice Roll	Types of Space Vessels	Notes
1	Ship of the Line, d8 1-4 Hound Class, 5-7 Falcon Class, 8 Lion Class.	With regard to the humanoid crews of space vessels use the Encounter by Dungeon Level in Classic Fantasy Monsters as a guide. A non humanoid monster result can be used to indicate that the crew is deceased after having been attacked.
2	Sporc Raider, d8 1-4 Hulk Class, 5-7 Hound Class, 8 Falcon Class.	
3	Escape Pod ¹	
4	Hulk (a Merchant Ship)	
5	Ship of the Line - Hound Class	
6	Pirate Ship d8 1-4 Hulk Class, 5-7 Hound Class, 8 Falcon Class.	
7	Plague Ship, d8 1-5 Hulk Class, 6-8 Hound Class	
8	Sleep Ship ²	
9	Smuggler Ship, d8 1-5 Hulk Class, 6-8 Hound Class	
10	Asteroid/Space Ark/Generation Ship	
11	Dart (Space Fighter)	
12	Spacemine ³	

Note 1 – Escape Pod, 1-in-6 Escape Pods will contain a humanoid (character or monster) in stasis (refer to Encounter by Dungeon Level in Classic Fantasy Monsters) and personal treasure. There is a 2-in-6 chance that the character or monster in stasis is still alive. If the content is not a humanoid and the creature is a monster it always awakens when encountered.

Note 2 – Sleep Ship, 1d10 humanoid (refer to Encounter by Dungeon Level in Classic Fantasy Monsters) in stasis (Refer to the Wandering Monster Tables) and personal treasure. These vessels are old and there is only a 1-in-6 chance the characters are still alive. If the content is not a humanoid and the creature is a monster it always awakens when encountered.

Note 3 – 1-in-6 Spacemines are invisible. The area may 1-in-6 include the wreck of a vessel.

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landing; check vs. the Asteroid's GN, 9 [10] through 7 [12].

Asteroids may contain dungeons, the wreckage of space vessels, treasures, or be populated by horrible space monsters, etc.

Asteroid Fields

EN 3 [16] Asteroid Fields are regions of space containing multiple asteroids. They are much harder to avoid than a single asteroid. If they are not successfully avoided by a pilot a space vessel is required to make a forced landing on an asteroid vs. the gravity number GN, 9 [10] through 7 [12].

Asteroids may contain one or more dungeons, the wreckage of space vessels, treasures, or be populated by horrible space monsters, etc.

Beacons

EN 9 [10] A Beacon is a warning buoy placed in space. They typically broadcast a warning about a nearby hazard. Beacons may be recovered using a space vessel's grapple and their data downloaded via the Beacon's Data Coupler.

A Beacon will have one or more Cerebral Urns containing data which potentially may be salvaged. The Cerebral Urns may contain Data Units; a map showing the location of a dungeon, route numbers, etc.

As a Hazard, if not avoided a Beacon smashes against the space vessel causing 1d6 hull points damage and 1 system must make a saving throw vs. wands becoming damaged or inoperative. When the Beacon smashes against the hull it is destroyed and its data cannot be recovered.

Comets

EN 3 [16] Comets have a trail of debris in their wake and it is this debris rather than the comet itself which must typically be avoided.

If not avoided the debris smashes against the space vessel causing 1d6 hull points damage, and 1d4 systems must also make a system saving throw vs. wands becoming damaged or inoperative.

Meteoroids

EN 3 [16] Meteoroids blast the hull of a space vessel causing damage. If not avoided they smash against the space vessel causing 1d6 hull damage and 1 system must make a saving throw vs. wands becoming damaged or inoperative.

Micro Black Holes

EN 0 [19] Micro Black Holes have gravity and weigh the same as an asteroid or moon yet they are as small as the head of a pin. They cause 1d6 hull points damage to a space vessel, and additionally 1d4 systems must make a saving throw vs. wands becoming damaged or inoperative, the crew must each make a saving throw vs. breath attacks which causes 1d6 points of damage.

Necrotic-Miasma Storms

EN 3 [16] Necrotic-Miasma Storms, 1d4 systems must make a saving throw vs. wands becoming damaged or inoperative. The crew must each make a saving throw vs. breath attacks; failure causes 1d6 points of damage.

Rogue Moons

EN 9 [10] A Rogue Moon is one that has been cast into the void of space and is now drifting. If they are not successfully avoided by a pilot a space vessel is required to make a forced landing; check vs. the rogue moon's gravity number GN, 9 [10] through 5 [14].

A Rogue moon may have wrecked space vessels, abandoned moon bases, dungeons, or be populated by terrifying space monsters.

Rogue moons may be captured by the gravity of a planet if the referee wishes it and become a permanent location for continuing

adventures. Otherwise they drift onward and out of the solar system. They are a great means of inserting temporary adventures.

Rogue Planets

EN 9 [10] If they are not successfully avoided by a pilot a space vessel is required to make a forced landing; check vs. the rogue planet's gravity number GN, 9 [10] through 1 [18].

A Rogue planet, similar to a rogue moon, is one which has been cast into the void of space and is now drifting. Now frozen and dead, usually, the rogue planet is without an atmosphere. It may once have borne civilizations etc.

Rogue planets may be captured by the gravity of a sun if the referee wishes it and become a location for continuing adventures. Possibly it will thaw and come back to life. Warmed by a sun it may thaw and regain its atmosphere. Otherwise they drift onward and out of the solar system. They are a great location for temporary adventures.

Satellites

EN 9 [10] A satellite drifting through space. Some Satellites are invisible. Satellites may be recovered using a space vessel's grapple and their data downloaded via the satellite's Data Coupler.

A Satellite will have one or more Cerebral Urns containing data which potentially may be salvaged. The Cerebral Urns may contain Data Units; a map showing the location of a dungeon, route numbers, etc.

When a Satellite appears as a Hazard if not avoided it smashes against the space vessel hull causing 1d6 hull points damage, and 1 system must make a saving throw vs. wands, becoming damaged or inoperative. When a satellite smashes against the hull it is destroyed and its data cannot be recovered.

Shockwaves

EN 0 [19] Shockwaves are a hazard to space vessels. If not avoided they cause hull damage, and systems must make a saving throw vs. wands becoming damaged or inoperative. Shockwaves can be caused by almost anything the Referee can imagine from exploding planets to Supernovæ. The amount of damage sustained can vary and be combined in different ways:

Shockwave Type	Hull Points Lost	Systems Damaged or Inoperative
Minor	1d4	1
Average	1d6	1d4
Major	1d8	1d6

Space Junk

EN 5 [14] Space is filled with bits of cast off materials. If not avoided the space junk smashes against the space vessel hull causing 1d4 hull points damage, and 1 system must make a saving throw vs. wands becoming damaged or inoperative.

Spacemines

EN 0 [19] A product of space wars these deadly mines drift through space. If the Spacemines are not avoided one Spacemine detonates causing 1d8 hull damage, and 1d4 systems must make a saving throw vs. wands becoming damaged or inoperative. The Spacemine may injure the crew causing 1d6 points of damage if they fail their saving throw vs. wands. The really nasty Spacemines are invisible! (5%)

Spacemines are placed in fields surrounding strategically important areas in space. They are guardians that never sleep. A password or key, if known, may be sent via the Aether-fone to grant passage through the Spacemine field following a specific path for a brief span of time.

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A Spacemine may be made inoperative during a space walk with a check roll vs. its test number (TN) as assigned by the referee, 9 [10] through -3 [22]. Failure to disarm the Spacemine means it explodes causing 4d6 blast damage to nearby characters which may be halved with a successful saving throw vs. wands. A deactivated Spacemine may be recovered with a space vessel's grapple.

- Note - The rule is that the Spacemine is a piece of equipment, a gadget, and not a trap thus any character may disarm a Spacemine.

Space Travel in the Magiverse

Any intelligent character may fly a space vessel. Flying on a planet takes turns to reach a destination. Flying in Space takes hours (Planetary) or days in Ætherspace (Stars).

Example of Space Travel

The following narrative explains how a space vessel is flown and it describes the interactions between the GM and players; examples of the check rolls are given. The reader will find referring to the text of Space Wilderness, and Known Space etc. helpful.

Now that we had the missing piece of the star map, the Route Number (RN) to Mederon was complete, B4 uploaded the final part of the RN into our ship's Cerebral Urn. What creature had donated it's brain for this purpose we did not know, perhaps it was best not to know. I took the helm and the others their seats. The first step was Blast Off from this wretched spaceport, cesspool of the Empire. We Terrans cared little for the rock huggers. I reached for the Æther-fone switch and flipped it on.

"Attention Port! The Stirge is about to blast off!" I announced to the Port Officials.

There was a pause, no answer. Someone was asleep at their post.

"Attention Port! The Stirge is about to blast off!" I repeated.

"Hold position Stirge," came the reply. Was that tension in the voice I heard? Annoyance? Or something more?

"Hold position, stand down."

Something more. I shut the portholes. I threw the lever forward and we were pushed into space by our Astro-Drive, hurtling upward into the atmosphere and beyond.

REF: "Make a check roll vs. GN 6 [13]"

Player 1 Fighter (is the Caller): "What's that?"

REF: "The Gravity Number, the Gravity of Jitan. It's a Target Number (TN), which is the same thing as an AC number on the combat table. In this case it expresses how strong the gravity of Jitan is. Your ship has to fight it to lift off so overcoming it is a reflection of your skills as a helmsman. If you do it right you don't damage one of the ship's magi-systems in the process."

Player 1 Fighter: "My character is a level 1 Fighter so I need a 13." Player rolls..."15!"

REF: "The ship hurtles into the sky and into space. The Æther-fone crackles and you hear, Stirge! Return to port!"

"Bzzzt! Sorry Port... bzzzt... malfunction... bzzzt," I said and flipped the Æther-fone switch off. I opened the portholes and saw stars. I figured I had better use the Astro-Navigator quick before they caught up to us. Is this thing wound? It is. I ran the calculation of the RN5 [14] for Mederon and the position of Jitan was shown on the face of the Astro-Navigation clockwork in relation to Mederon.

REF: "It will take you five rounds to make the calculation and the trip will take 5 days in Ætherspace."

Player 1 Fighter: "How hard is that?"

REF: "You need to roll 14 or better."

Player 1 Fighter: "Hey, somebody check the periscope while I make the Astro-Navigation calculation and see if there are any other ships in the area!"

Player 2 Thief: "I take the periscope and look around."

REF: Rolls 1d6, the chance is 2-in-6 of spotting another space vessel, secretly rolls a 3. "You see no other space vessels." Fortunately for the players there are no patrol ships present.

REF: "The Astro-Navigation calculation is complete, engage the Star-Drive. Roll d20 to open the Ætherspace-portal and enter Ætherspace."

Player 1 Fighter: "I push the lever forward to engage the Star-Drive." Rolls the die, 14.

REF: "A strange multi-coloured hole opens in space before The Stirge. Your ship is pulled in. Ætherspace is a starless void."

Player 1 Fighter: "Ok, that's weird."

REF: "Chuckles."

Player 1 Fighter: "Ok, I wind up the clockwork pilot, I'm not sitting here for 5 days. After it's wound I turn it on."

REF: "Ok."

Player 2 Thief: "What would have happened if we had failed the check roll to enter Ætherspace?"

REF: "You would have to have made the Astro-Navigation calculation again, and another check roll."

Player 2 Thief: "What are we going to do now?"

Player: "Get ready for Mederon. We also have some damaged magi-systems to fix from our previous run-in with the Crime Guild."

Player 3 Cleric: "I can use my powers to repair them. So once per day I will elevate a system from damaged to fully repaired."

REF: "What systems?"

Players All: "Discussion regarding priority of repairs."

Player 3 Cleric: "The Barber-Surgeon, Lightning Cannon, and Grapple."

Player 4 Magic-User: "I can't help until I get the Mage-Artisan Light Repair Spell at Level 2?"

REF: "That's correct, you don't get the repair spells until a level after the Cleric."

Player 2 Thief: "Yay, the Barber-Surgeon will work again!"

REF: "During your journey there is a chance of an encounter once per day." Checks for encounters, 1-in-6 chance per day, secretly rolls 5,4, 2, 4, 3, 1. "Aha! On the last day of your journey the Alarm bell at the helm rings!" The GM has to decide what the predominant problem with space travel is in this sector, since this is new exploration the GM chooses to weight the encounter to Hazards. Choosing column A of the encounters table the GM secretly rolls 2d4, the result is 5. Column A shows the result is the sub-table V-Hazards. On table V the GM secretly rolls 1d12, the result is 5 which indicates Meteoroids. "Player 1 Fighter, Meteoroids are hurtling at the ship, the Escape Number is EN 3 [16], so your character needs to roll 16 or better."

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Player 1 Fighter: Rolls the dice 14!

REF: "Your ship is forced out of Ætherspace! Meteoroids batter the hull of The Stirge! The amount of damage is (the GM publicly rolls 1d6) 2 Hull Points of Damage; There is a 1-in-6 chance for every point of hull damage caused that a magi-system is also damaged. The REF rolls 1d6 two times, 1, 6. The REF then has to roll 1d20 to randomly on the Magi-System Damage Location Form to determine which one of the vessels magi-systems is damaged. The REF rolls 1d20, 6. The Lightning-Cannon is hit damaged. Using it means you have a -1 dice roll modifier until it is fully repaired."

Player 1 Fighter: "Again!"

Player 3 Cleric: "Don't worry, I'll fix it."

REF: "The meteoroids pass and now you have to recalculate and re-enter Ætherspace to continue your journey to Mederon. The Route Number is now RN6 [13]."

Player 1 Fighter: "Ok, do we get credit for time already spent travelling?"

REF: "You do, the remaining journey will take a minimum of 1 day but it takes 6 rounds for the Astro-Navigator to make the calculation again and you have to roll d20 to enter Ætherspace."

Player 1 Fighter: "I use the Astro-Navigator to make the calculation and push the lever forward to engage the Star-Drive." Rolls the die, 15.

REF: "The strange multi-coloured hole opens once again in space before The Stirge. Your ship is pulled in."

Player 3 Cleric: "Since this is going to take another day I'll fix the lightning cannon, again."

REF: "The portal opens and The Stirge exits into space. You can see stars once more.. You are at the main planet of the Mederon Star System. You have reached a Terrestrial Planet with three moons.

Player 2 Thief: "I look all around through the periscope, what do I see?"

REF: "There are 8 planets and one asteroid field."

Player 1 Fighter: I want to name the planet and moons!"

REF: "Ok but it has to be something that fits with the theme of the campaign."

Player 1 Fighter: "Maroon, Loon, Toon, ACME."

REF: Chuckles. "How about no. I can give you a list that fits the theme of the campaign to choose from; Maroon almost works, how about Lon, Maron, Naro, Oot."

Player 1 Fighter: "Is naming them in alphabetical sequence part of this?"

REF: "It's a way of organizing things clearly."

Player 2 Thief: "I'll look at the planet and its moons through the periscope."

REF: The planet Lon is frozen but it has an atmosphere. The first moon Maron has no atmosphere and is very strange. It has frozen poles and its hemispheres are divided between land and ocean. It is strange because there is no appreciable atmosphere. The second moon Naro is fiery but it has an atmosphere. There looks to be ruin on the surface. The third moon Oot is entirely ocean and it has an atmosphere.

Player 2 Thief: "Is it a Pandoran Ruin?"

REF: "It is."

Players All: Debate where to land. The GM lets the players sort it out. The Caller will tell him what their decision is.

Player 1 Fighter (is the Caller): "Ok we want to set course for the second moon Naro. We have all agreed to land at the ruined Pandoran site on the second moon Naro. I close the Porthole shutters."

REF: "Ok, you have to work out the RN using the periscope. The RN is unknown so a temporary RN to Naro is RN 3 [16], it takes 3 rounds to calculate the course using the Astro-Navigator; it will take 3 hours to reach Naro using Astro-Drive. You have to roll 16 or better with d20, to set the course.

Player 1 Fighter: Rolls d20, the result is 14.

REF: "The helm console alarm bell rings. The calculation didn't work, the course is set improperly, it takes 3 more rounds to recalculate the course and you remain at your current destination."

Player 1 Fighter: Rolls d20, the result is 17.

REF: "Success! It takes 3 hours to reach Naro. The permanent RN will be RN 5 [14]. The Gravity Number is GN 5 [14], you must roll 14 or better to land without issue."

Player 1 Fighter: Rolls d20, the result is 1.

REF: "There's no special penalty but unfortunately the landing causes 1 point of hull damage and (there is a 1-in-6 chance that a magi-systems is affected, rolling 1d6, the result is 1) a magi-system failure. The GM rolls d20 and the result is 16 Astro-Navigation.

Player 2 Thief: "We have a -1 dice roll modifier when we try to enter Ætherspace."

Player 3 Cleric: "We need Astro-Navigation but I don't want to use up what might be a life-saving miracle on that."

Player 1 Fighter: "I say we use an INT check roll to fix it."

REF: "It takes 5 turns and you have to make an INT ability check roll to fix it; so you roll less than or equal to your INT using d20."

Player 3 Cleric: "I can repair it later with magic."

Player 2 Thief: "We should spend 5 turns getting this operational."

Players All: Who has the highest INT?

Player 1 Fighter (Caller): "The Cleric or Thief will use their INT to repair the Astro-Navigation console, 14. They each roll d20 and the result is 15 and 8 respectively.

REF: "The Cleric Fails. The Thief succeeds, the Astro-Navigator system is repaired."

Player 1 Fighter: "Time to investigate the Pandoran ruins. Maybe we'll get lucky and find some salvage in the ruins."

Player 2 Thief: "Hey, how do we know the atmosphere outside isn't poisonous?"

REF: "A sniff test, mwa ha ha..."

Player 3 Cleric: "That is so wrong."

REF: "One of you has to get into the airlock and crack the hatch, good luck with a saving throw vs. poison, mwa ha ha..."

Players All: Exchange looks. Draw straws.

Player 2 Thief: "mutters... You know, there has to be a better way than this.

REF: "You do need a Magic-User..." (The MU can Detect Atmosphere).

Player 2 Thief: "Ok, it's me. I enter the airlock, shut the inside hatch then crack the outer hatch. (The other players wave goodbye.)

REF: "Fortunately the atmosphere is breathable."

Player 1 Fighter: Ok, let's go investigate that ruin. We'll make sure we shut the hatch of the ship behind us; remember what happened last time..."

Age of Wonders Monsters

Monsters are now aliens. In Age of Wonders Monsters serve in the role of the aliens found in space and on strange worlds. The referee

must upgrade the weapons of intelligent monsters where the situation is appropriate to the campaign. Intelligent monsters will, like player characters, carry weapons, travel in space, etc.

Space/Dungeon Encounter Tables

The following table may be used in the same way as those found in Classic Fantasy Monsters to indicate the monsters encountered.



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Dungeon Encounters by Level 1-3

d12 Dice Roll	Level 1	Level 2	Level 3
1	Cadaverites (2-8)	Cadaverites (2-8)	Blobs (1)
2	Energy Leeches (1-10)	Caliban (2-8)	Caliban (2-8)
3	Gummy Men (1-10)	Creepy Crawlies (2-8)	Creepy Crawlies (2-8)
4	Independents (Humans [1-4])	Independents (Humans [1-4])	Y'lech (1-4+1)
5	Little Green Men (2-8)	Mannequin (1-6)	Giant Brains (1)
6	Mannequin (1-6)	Space Pirates (1d2 x 10)	Scarab (1)
7	Selenites (3-12)	Robots (2-8)	Mannequin (1-6)
8	Smugglers (Humans [1-4])	Shape Shifters (1-8)	Robots (2-8)
9	Space Patrol (Humans [1-4])	Solarians (1-6)	Shape Shifters (1-8)
10	Space Pirates (1d2 x 10)	Space Bugs (1-8)	Solarians (1-6)
11	Synthetic Nebbishes (1-10)	Space Patrol (Humans [1-4])	Space Slime (1)
12	CFM	CFM	CFM

CFM - refer to Encounter by Dungeon Level in Classic Fantasy Monsters

Dungeon Encounters by Level 4+

d6 Dice Roll	Level 4-5	Level 6-7	Level 8+
1	Lashworms (2d6)	Eggmen (1d4)	Mutadreads (1d4)
2	Rayclops (1d4)	Grinders (1d4)	Omnispheres (4d4)
3	Terralisks (1d4)	Jesters From the Nth Dimension (1d3)	Soulstools (1d4)
4	Time Beetles (1d6)	Magnetobeasts (1d4)	Uovians (1d4)
5	Vegellites (1d4)	Shockers (1d4)	Vorbs (1)
6	CFM	CFM	CFM

CFM - refer to Encounter by Dungeon Level in Classic Fantasy Monsters

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Monster Statistics

When variable damage is not used all monster damage is d6. Monster statistics presented in the following format:

Armour Class 7 [12]

Hit Dice ½ (2hp)

Attacks 1 x weapon (1d4 or by weapon -1)

THACO 19 [0]

Movement Rate 60' (20')

Saves D14 W15 P16 B17 S18 (NH)

Morale 6 (8 with chieftain)

Alignment Chaotic

XP for Defeating 5 (bodyguard: 15, chieftain: 20)

Number Appearing 4d4 (6d10)

Treasure Type P (J)

1. Ability 1: Description.
2. Ability 2: Description.

Cadaverites

Cadaverites are undead resuscitated under mysterious circumstances. They are greatly feared because they are semi-intelligent and emit Necrotic-Miasma. Cadaverites will always attack on sight but can be destroyed by normal weapons. They are slow fighters, and always strike last (no initiative roll needed). They are immune to the effects of space since they are already dead. As undead, they may be turned by a Cleric.

Armour Class 8 [11]

Hit Dice 2* (9hp)

Attacks 1 x claw (1d8 or by weapon + Necrotic-Miasma)

THACO 18 [+1]

Movement Rate 120' (40')

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Chaotic

XP for Defeating 40

Number Appearing 2-8 (4-24)

Treasure Type S (0)

1. Necrotic-Miasma: Cadaverites emit Necrotic-Miasma in a 3" radius. Necrotic-Miasma is harmful to characters and damages any space vessel systems falling within the radius.
2. Charm and Sleep Spell Immunity: Cadaverites are not affected by sleep or charm spells.
3. Immunity to Mind Reading: The minds of Cadaverites are impervious to mind reading.
4. Immune to Space: Cadaverites are immune to the cold, heat, and vacuum of space.

Caliban

The Caliban are chimeric amphibian humanoids. Their hands and feet are webbed and they have claws, tails, tentacles, or other chimeric animistic characteristics. Their singularly recognizable facial characteristics are large bulbous eyes, a slit of a mouth that conceals pointed teeth, holes for ears, gills, and sensitive catfish-like whiskers. The Caliban have an organic data link and organic memory capable of holding 30 Data Units.

The Caliban prefer humid watery worlds which are best suited to their physiology and favour their reproduction; they avoid ice covered and desert planets. Their hatchlings are aquatic tadpole-like creatures but mature into amphibious adults.

The Caliban are possessed of a mysterious croaking language which other humanoids find difficult to enunciate. Nor are the Caliban themselves proficient linguists in other languages. This forces either the use of sign language, writing, or the use of magic in order to communicate with others. The Caliban are typically short tempered to start with and easily frustrated by the lengths required to successfully communicate with others. Beyond the mere fact of the variation of their chaotic appearance their minds do not work in ways that other humanoids find easy to understand and mutual misunderstanding is often a source of conflict.

Caliban can attack with claws and bite but as intelligent humanoids they can use weapons.

Armour Class individuals; 6 [13]

Hit Dice 2* (9hp)

Attacks : 2 x claw (1d4), 1 x bite (1d6), [1 x weapon]

THACO 18 [+1]

Movement Rate 120' (40')

Saves D12 W13 P14 B15 S16

Morale 6

Alignment Chaotic

XP for Defeating: 25

Number Appearing 2-8 (4-24)

Treasure Type P (C)

Creepy Crawlies

Creepy Crawlies are the larva of the Wrecking Moth. They emerge from armour hard eggs (AC 2 [17]) which are often laid on asteroids and moons. These creatures grow quickly to nearly 10' in diameter and 30' in length. Their mandibles easily tear into the hulls of space vessels for they consume the Trillium forged metal hull. They are not really interested in humanoids but consume Steel, Platinum, Electrum, Gold, and Trillium. They are able to crawl walls and ceilings, decks and bulkheads. Creepy Crawlies are immune to the effects of space. They sing once every three rounds starting on the third round after they are encountered.

Armour Class 8 [11]

Hit Dice 2+2* (11hp)

Attacks 1 x bite (1d4), [singing paralysis every three rounds]

THACO 17 [+2]

Movement Rate 120' (40')

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Chaotic

XP for Defeating 45

Number Appearing 2-8 (4-24)

Treasure Type 0 (0)

1. Song Paralysis: The song of the Creepy Crawlies is broadcast over Æther-fone; effectively jamming Æther-fone communication. The song causes paralysis (save vs. paralysis) to those able to hear it over the Æther-fone. The paralysis is of the normal type lasting 2d4 turns unless removed by a Cure Light

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Wounds spell. Left undisturbed Creepy Crawlies will happily devour Trillium hull plates until they are sated after which they cocoon (AC 2 [17]) and enter a period of transformation, finally emerging from the cocoon as a Wrecking Moth.

2. Immune to Space: Creepy Crawlies are immune to the cold, heat, and vacuum of space.

Eggmen

Eggmen bear a resemblance to “Humpty Dumpty” with an oversized body and thin ropelike legs and arms. They are Large in size. Their hands are three fingered and opposed by a thumb. They are utterly without a neck. They can rotate their heads and limbs 360 degrees. This ability gives them a strange twirling gait. Eggmen are immune to spells and magic including rays and other special attacks; nor can they use spells or magic of any kind. Magic weapons wielded by or against Eggmen receive no bonus and are treated as normal weapons. Eggmen carry a halberd-like weapon they call a “jik” which causes 1d10 damage when they wield it but only 1d8 in the hands of other creatures. Possessing the jik of an enemy is a considerable item of prestige among Eggmen; the more the better.

The arrogance and quarrelsome nature of the Eggmen is well known for they regard others as beneath them in intelligence and ability. This is of course far from true. Their utter lack of magical ability is a grave weakness balanced only by their own immunity to magic. This means they must force others with magical ability into performing their bidding where required. Maintaining a belief in their own superiority requires them to find fault in others and exploit weakness. Eggmen

play no favourites ruthlessly exploiting weakness not only in others but each other as well.

Eggmen belong to quarrelsome factions which are constantly engaged in intrigues, litigation, and violence against each other. The Eggmen once had a single leader and faction which held supremacy over the others by exploiting their weaknesses but the office of Supreme Dominant is vacant and no single faction has been able to control the remainder for over 100 years. As long as no faction gains the upper hand the Eggmen are less of a threat to others than they would be united.

Armour Class 6 [13]

Hit Dice 6** (27hp)

Attacks 1 x blow (2d4), or by weapon (1d10)

THACO 14 [+5]

Movement Rate 90' (30')

Saves D12 W13 P14 B15 S16

Morale 6 (8 with dominant)

Alignment Chaotic

XP for Defeating 725 (dominant: 2900)

Number Appearing 1d4 (1d8)

Treasure Type M (S)

1. Immunity: Eggmen are immune to spells and magic including rays and other special attacks. Magic weapons receive no bonus and are treated as normal weapons.

Energy Leeches

Energy Leeches attach themselves to Gadgets and space vessels and feed on the energy which powers them. While Energy Leeches

can attack and bite their mouth is purely vestigial, they only consume energy.

Armour Class 7 [12]

Hit Dice 1* (11hp)

Attacks 1 x bite (1d3)

THACO 19 [+0]

Movement Rate 30' (10')

Saves D12 W13 P14 B15 S16

Morale 9

Alignment Neutral

XP for Defeating 13

Number Appearing 1-10 (3-36)

Treasure Type 0 (0)

1. **System Energy Drain:** An Energy Leech attaches itself tightly to an item carrying power with a successful attack. Once attached, it will automatically render one system inoperative for 2d6 turns while it feeds. At the end of the duration of its feeding the Energy Leech will release its grip and depart.

Giant Brains

Giant Brains are the great thinkers of their civilization and are served by Synthetic Nebbishes produced from the vat of goo the brains soak in. A Giant Brain can summon 4 Nebbishes from its vat of goo per turn, for three turns, in an emergency to defend or potentially carry it away to safety. The Giant Brain always has a second secret lair and vat to which it can escape. The Synthetic Nebbishes are not encouraged to think for themselves; after all the Giant Brain knows best. In fact Giant Brains frown on others

doing any thinking on their own. The Giant Brains advance their agendas through elaborate schemes and manipulations.

A Giant Brain communicates with others via mild thought bolts which pass to those within 150'. It can also copy, delete, or transmit Data Units through these bolts of thought without needing a Data Coupler. The Giant Brain is not unlike a Sentient Cerebral Urn which can store virtually unlimited Data Units; it simply grows to accommodate the new data. Giant Brains greedily acquire all Data Units they can, believing that controlling knowledge is power. The power of the Giant Brain's thought bolts can be increased and used to deadly effect when this monster so desires.

Giant brains have magical ability equal to that of a 4th Level Magic-User which grants them the ability to cast two first level and two second level spells per day; the spells Charm Person, and ESP, are the spells favoured by the Giant Brain but the referee can assign other available spells if they so require.

Armour Class 9 [10]

Hit Dice 4* (11hp)

Attacks 3 x Thought Bolts

THACO 15 [+4]

Movement Rate 0 (0)

Saves D13 W14 P13 B16 S15

Morale 9

Alignment Chaotic

XP for Defeating 175

Number Appearing 1 +1-10 (3-36) Synthetic Nebbishes

Treasure Type 0 (0)

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1. Thought Bolt: The Giant Brain may direct 3 Thought Bolts vs. any of its foes, in any direction, within 150'. A successful check roll is required or the Thought Bolt will miss. When it strikes the Thought Bolt causes 2-7 (1d6+1) damage and paralysis for 2d4 turns (save versus paralysis).
2. Synthetic Nebbishes: 1-10 (3-36)
Synthetic Nebbishes accompany the Giant Brain. Giant Brains begin as Medium creatures easily carried by 4 Synthetic Nebbishes but as they grow in size require more.

Grinders

Grinders are horrific creatures that live within stone. They typically appear suddenly out of nearby rock as multi mouthed predators which gnaw and bite at any characters and creatures near walls, ceilings, and floors. Grinders move through most rock as if it were water leaving no trace of their passage, i.e. they do not bore holes. Grinders cannot enter areas of iron rich rock or pass through solid metal.

Armour Class 2 [17]

Hit Dice 6 (27hp)

Attacks 1 x bite (1d20)

THACO 14 [+5]

Movement Rate 60' (20')

Saves D10 W11 P12 B13 S14

Morale 11

Alignment Chaotic

XP for Defeating 275

Number Appearing 1d4 (1d8)

Treasure Type K (0)

Gummy Men

Gummy Men are transparent blob-like creatures with a man-like form. They are similar to slimes and jellies in many respects but are intelligent and sinister. They are able to form ears and mouths (in one round) when they desire to communicate with other humanoids. Gummy Men communicate with each other by touch.

Gummy Men consume bio-matter in the same manner as slimes and jellies and possess a paralyzing touch. When they attack it is with club-like blows of their man-like limbs or with weapons.

Gummy Men can squeeze through impossibly small spaces such as cracks as they have no skeleton to impede their movement. However, anything they carry is left behind when they perform this feat if it cannot pass through the gap with them.

Armour Class 8 [11]

Hit Dice 1* (4hp)

Attacks 1 x club (1d6 + paralysis or by weapon)

THACO 19 [+0]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Chaotic

XP for Defeating 19

Number Appearing 1-10 (3-36)

Treasure Type T (V)

1. Paralysis: A successful attack will paralyse the victim for 2d4 turns (save versus paralysis). Any further

Gummy Man attacks on a paralysed victim will automatically hit (only a damage roll is needed). Paralysed victims will be devoured, if the Gummy Man is left in peace. A Gummy Man moves over a paralysed character to envelope and digest them.

2. Energy Immunity: Unharmd by cold or electrical based attacks.

Jesters From The Nth Dimension

Jesters from the Nth Dimension are manifestations of Evil Entities from an as yet imperceptible dimension akin to Aetherspace. The Evil Entities of the Nth dimension have perceived there is life within the dimension of Normal Space and seek to exploit it. Whenever these entities manifest themselves in Normal Space they all have an identical appearance, that of a Human Jester. Some speculate that this may have been the first person the beings from the Nth dimension encountered. Nothing about the Jesters is real nor are they at all amusing.

Prior to manifesting themselves in Normal Space the entities of the Nth Dimension open an unstable Dimension Door through which they travel to the dimension of Normal Space. The Dimension Door may be opened at any location in Normal Space. In Normal Space it resembles a wooden door around the edges of which an eerie green light shines. When it opens a 30 x 30' area of Normal Space is flooded with the eerie green light from the Nth Dimension.

At the moment of the unstable Dimension Door's creation the entities know exactly how long it will remain open, 6 + 1d6 turns. They then manifest themselves in the form of the Jester and enter Normal Space. These beings may then only remain in Normal Space while the Dimension Door to the Nth Dimension is

open. If they are somehow confined and cannot return to the Nth Dimension through the Dimension Door before it closes, or the Dimension Door is closed via a reversal of the Dimension Door spell, they immediately perish. Therefore, the entities in the form of the Jesters never venture further away from their unstable Dimension Door than they can safely return to it with a margin of error. There is no spell which characters or monsters from Normal Space can use to open a Dimension Door to the Nth Dimension. However, a currently open Dimension Door to the Nth Dimension can be closed by reversing the spell Dimension Door.

The Jester's principal interest currently appears to be in collecting specimens (characters, creatures and items) from Normal Space to take back with them to the Nth dimension for study. Any living thing or item they touch with the baton they carry is polymorphed into a palm sized tetrahedron that can be collected by the Jesters and returned to the Nth dimension. A character touched by the Jester's baton is not converted into a tetrahedron if they pass a saving throw vs. spells. In the round following the successful conversion of a character into a tetrahedron the Jesters will attempt to retrieve the tetrahedron. This is accomplished if the Jester moves into the square formerly occupied by the character. Thereafter the Jesters will attempt to return with their prize to the Nth Dimension.

A living character or creature converted into a tetrahedron is unable to take any action, they are considered to be in stasis, and safe from the effects of the Nth Dimension so long as they remain as a tetrahedron. Living Characters can enter the Nth Dimension via the open Dimension Door. The other side of the Dimension Door is perceived by a character from Normal Space as a cubical room, with only one exit, the door to Normal

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Space. The walls shimmer, there is a bowl with polyhedrons in the middle of the room in the middle of a pedestal. A character may attempt to enter the Nth dimension to retrieve a friend (or treasure) from the polyhedrons in the bowl but the risk is great. There is only a 15% chance of finding a friend's tetrahedron in the currently open Dimension Door, and a 2% chance thereafter in any other open Dimension Door to the Nth dimension. If the Dimension Door to Normal Space closes any characters in the room die.

Each round characters remain in this room there is a 5% cumulative chance each round that a shimmering Dodecahedron (an Evil Entity) will enter the room through one of the walls and attempt to transform the character(s) into a tetrahedron. If this fails the entity from the Nth Dimension will close the Dimension Door thus instantly killing the characters in the room.

The manifested form of the Jesters may be slain with normal weapons or magic. Jesters remaining in the dimension of Normal Space are slain the moment the Dimension Door to the Nth dimension closes. The bodies decay within rounds into a puddle of goo which evaporates within $4 + 1d4$ rounds of the Dimension Door being closed and ultimately leaving no trace. The Jester's baton is not really a "magic item" but a manifestation of the Jester's abilities and cannot be turned against the Jesters. The batons similarly turn into goo with the Jesters bodies soon after the Dimension Door to the Nth Dimension is closed. Any character(s) carried by the deceased Jesters and polymorphed into tetrahedrons will be left behind amid the goo. Characters polymorphed into tetrahedrons may be returned to their normal form by a reversal of the Polymorph Others spell; no saving throw is required.

Once a specimen has been collected the Evil Entities will not release it. However, a Referee may well find that their players will not like it when their characters are permanently removed from the game. Options for continuing adventure are open to an inventive Referee limited only by their imagination, some examples follow:

1. The character can be retired if the Jester's do not release the character; least popular choice.
2. The character might be rescued. Maybe not by friends, maybe at a later date.
3. The character might be tagged and released, tracked, and recovered for study later by the Jesters, and possibly:
 - Given a plague and released to see what happens.
 - The characters mind switched into another body (character class or even a monster) and released to see what happens.
 - The character is released into an inhospitable environment to see what happens.
4. The character might accidentally be released and escape through a Dimension Door back into the Normal Space, maybe just not when and where they left.

What do the Jesters do with the characters they study? A character's possessions are removed, extracted from the tetrahedron, all armour, magic-items, weapons, and belongings. Inanimate objects are added to the polymorphed hoard of the Jesters as objects for study as polyhedrons. Characters cannot use the treasure unless the polymorph

is reversed. The treasure of the Jesters is always found in the Nth dimension and it would be difficult, if not impossible, to remove all of it.

Armour Class 7 [12]

Hit Dice 6 (27hp)

Attacks 1 × baton

THACO 12 [+7]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Chaotic

XP for Defeating 725

Number Appearing 1d3 (1d3)

Treasure Type D (0)

1. Polymorph Others: Any living thing touched with a Jester's baton is polymorphed into a palm sized tetrahedron that can be collected by the Jesters and returned with to the Nth dimension. A character touched by the Jester's baton is not converted into a tetrahedron if they pass a saving throw vs. spells.
2. Wormhole: The Jesters may only open an unstable wormhole to Normal Space from the Nth dimension and once stranded in Normal Space may not open a wormhole to the Nth dimension. It resembles a wooden door around the edges of which an eerie green light shines. When it opens a 30 x 30' area of Normal Space is flooded with the eerie green light from the Nth Dimension. At the moment of

the unstable wormhole's creation the Jesters know exactly how long it will remain open, a span of 6 + 1d6 turns.

Lashworms

Lashworms are creatures which bore holes into stone and then lurk within them only to lash out at passing creatures with hooked whip-like hooked appendages. These, having torn the flesh of their prey are withdrawn into the stone hole to feed. The creatures are a nuisance. If the hole is probed the creatures will defensively spray acid up to 10' (used to bore into the stone). The bodies of these creatures, if hooked and withdrawn from their cavity, are soft and easily attacked but their heads are well armoured.

Lashworms may have gems in their gut which they pass as indigestible when they burrow.

Armour Class Head 3 [16] Body 7 [12]

Hit Dice 4* (18hp)

Attacks 1 × lash (2d4) or spit (acid)

THACO 16 [+3]

Movement Rate 30' (10')

Saves D13 W14 P15 B16 S17

Morale 12

Alignment Chaotic

XP for Defeating 125

Number Appearing 2d6 (0)

Treasure Type L (0)

1. Acid: The acid destroys all common materials including stone but not gems or glass. The acid destroys normal armour immediately and inflicts 2d4 damage per round for

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1d3 rounds. Magical items and armour are unaffected.

Little Green Men

These halfling size man-like creatures have small bodies and large oversized veined heads with bulbous eyes. Little Green Men wear a tight fitting one piece blue-green suit with a bubble-like helmet which provides the gasses they need in order to breathe because they cannot breathe air alone. Without this gas mixture they are incapacitated in 2d4 rounds and suffocate within a few turns thereafter. The gas mixture is held in a triple tank carried on their backs in a horizontal configuration. There is enough gas mixture for three days. Terrans can breathe this mixture.

The Little Green Men visit other worlds in their Hulk or Hound Class Vessels to gather resources and take what they want without asking. They are armed with Klepto-magi-carbines which teleport anything they successfully attack to the cargo hold of their space vessel. When a character is attacked the Klepto-ray removes one item; the most valuable item is removed. The Klepto-magi-carbines are mechanical devices with a horizontally stacked magazine containing 3 Klepto-ray cartridges.

Little Green Men use the spell ESP naturally as a 2nd level Magic-User, twice per day. Their own language however is a babble which is difficult to comprehend. They can speak Terran (common) when they deign to.

Armour Class 6 [13]

Hit Dice 1+1* (5hp)

Attacks 1 x claw (1d6 or by weapon), [project paralysis]

THACO 18 [+1]

Movement Rate 60' (20')

Saves D14 W15 P16 B17 S18

Morale 7

Alignment Chaotic

XP for Defeating 23

Number Appearing 2-8 (6-60)

Treasure Type T (V)

1. Project Paralysis: Once per day a Little Green Man may project paralysis which will paralyse the intended victim for 2d4 turns (save versus paralysis).

Magnetobeasts

Magnetobeasts are Large hound-like predators with three red eyes, a shaggy coat, and rat-like tails. They are able to pass through solid metal at will including, for example, walls of metal, portcullis, and metal doors. Magnetobeasts can, at will, prevent any character bearing non-magical metals from approaching within 10' in the same manner as the spell Protection from Evil 10' Radius. The warding prevents non-magical metal bearing creatures from making melee attacks against the Magnetobeasts though they may still make ranged attacks. The attacking bite of a Magnetobeast is able to pass through any armour, including magical armour, as if the character were not wearing armour at all. Magnetobeasts prefer to make ranged attacks by emitting a death ray from their three eyes.

Armour Class 6 [13]

Hit Dice 6** (27hp)

Attacks 1 x bite (2d6 or death ray)

THACO 14 [+5]

Movement Rate 90' (30')

Saves D10 W11 P12 B13 S14

Morale 9

Alignment Chaotic

XP for Defeating 725

Number Appearing 1d4 (2d4)

Treasure Type I (0)

1. Protection: Magnetobeasts can, at will, prevent any character bearing non-magical metals from approaching within 10' in the same manner as the spell Protection from Evil 10' Radius. The warding prevents non-magical metal bearing creatures from making melee attacks against the Magnetobeasts though they may still make ranged attacks.
2. Bite: The attacking bite of a Magnetobeast is able to pass through any armour, including magical armour, as if the character were not wearing armour at all.

Manniquin

Mannequin are androgynous plainly carved wooden humanoid figures which are typically of medium size. They might be described as featureless. They are not puppets but are kin to Golem. They are made of hardwood, jointed, and animated by a magic glyph carved in their forehead. Mannequin are made of a very hard wood which is reflected in their armour class. Mannequin cannot read and do not speak but they do rap surfaces to communicate with each other in a code. They utterly lack creativity but they can use existing items. Mannequin may only successfully repair a space vessel 7% of the time.

The trouble with Mannequin is that they are creatures of chaos and they have discovered a way to replicate themselves. Mannequin cut timber, carve, and bring other Mannequin to life by carving the intricate magic glyph. This is, fortunately, not always successful, as Mannequin are only successfully animated 7% of the time. Once attempted and failed the entire wood figure must be discarded as the glyph cannot be carved again.

Mannequin are a scourge travelling from planet to planet. Mannequin will arrive and strip a planet of its wood forests in order to replicate their numbers utterly destroying the ecology of the planet in the process.

Armour Class 3 [16]

Hit Dice 1+1 (5hp)

Attacks 2 x fist (1d4), or by weapon

THACO 18 [+1]

Movement Rate 10' (30')

Saves D12 W13 P14 B15 S16

Morale 10

Alignment Chaos

XP for Defeating 35

Number Appearing d6 (4d6)

Treasure Type: T (none)

1. Flammable: -2 to saves against fire attacks; suffers one extra point of damage per die.
2. Immunity: Unharmed by gas; unaffected by charm, hold, and sleep spells.
3. Initiative: -1 penalty due to stiff movement.

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Merchants & Smugglers

Merchants and Smugglers will both operate a Hulk Class space vessel. Merchants are organized, travel, buying and selling trade goods. Smugglers are Merchants with questionable ethics. Smugglers may pose as legitimate merchants but they are really rascals who transport illegal cargo and passengers for profit.

Armour Class 5 [14]

Hit Dice 3 (13hp)

Attacks 1 x weapon (1d6 or by weapon)

THACO 17 [+2]

Movement Rate 90' (30') or by humanoid type

Saves D12 W13 P14 B15 S16

Morale varies

Alignment Neutral

XP for Defeating 35

Number Appearing 1 (1)

Treasure Type:

Merchant T (D)

Smuggler R (E)

1. Merchant Guards: For every merchant, 4 guards are present (1st level fighters). AC 4 [15], with magi-carbines, swords, and daggers.
2. Space Vessel: Hulk or Hound Class.
3. Sidekick: Instead of guards a Smuggler will be accompanied by a loyal 2nd level character of any class.

4. Weapons: Merchants and Smugglers carry a magi-carbine and dagger.

Mutadreads

Mutadreads are semi-intelligent and cunning hunters. They are able to track prey by scent. In their natural form they appear as hyena-like creatures with an oversized head not unlike that of a spider with venomous fangs and multiple eyes. Their venom dissolves flesh (in 10 rounds) which is then ingested.

Mutadreads are terrifying chimeric creatures which have the ability to transform themselves into any creature they have previously touched, dead or alive.

Mutadreads are able to mutate their physical form once per turn into whatever chimeric combination they deem best suited to attack with. While the transformation occurs they may not attack or move. They are able to change size and may be S-M-L size to accommodate their chimeric transformations. They do not gain special abilities from the creatures they have touched, such as Ghoul paralysis, but instead aggregate physical forms of attack including venoms; they favour beasts.

Mutadreads have an uncanny ability to use ESP to draw upon their prey's deepest fears. The Referee may note previous encounters player characters have had with monsters and incorporate some aspect of that into the Mutadreads appearance and form of attack.

Armour Class 4 [15]

Hit Dice 8***** (36hp)

Attacks 1 x bite (2d4 + venom) and roll 1 d8 twice on the following table to determine two additional forms of attack (Note that a Referee may choose the two additional forms of attack from creatures that the Player Character's fear, each Mutadread will have 3 attacks in total:

d8	Attack Form
1	1 x claw (1d4)
2	1 x sting (+ venom)
3	1 x horn (2d6)
4	1 x spit (blindness)
5	1 x spore cloud (1d6 + choking)
6	1 x pincer (2d6)
7	1 x tentacle (2d4)
8	1 x tusk (2d4)

THACO 19 [0]

Movement Rate 120' (40')

Saves D8 W9 P10 B10 S12

Morale 6

Alignment Chaotic

XP for Defeating 3400

Number Appearing 1d4 (2d4)

Treasure Type V (0)

1. ESP: Mutadreads may use ESP at will to determine the form of creature the Player Character's most fear and adopt other creatures forms of attack besides those listed.
2. Blinding spit: Range: 6'. A hit causes permanent blindness (save vs poison).
3. Choking: Save versus death or die within 6 rounds.
4. Spore cloud: 50% chance of attacking if touched (or injured): releases a cloud of spores affecting all within a 10' cube area.

5. Tracking: Without error, favouring wounded prey.
6. Venom: Causes death in 1d10 rounds (save versus poison).

Omnispheres

Omnispheres appear as floating bronzed globes with a radius of 1.5 ft. A visit from the Omnispheres is dreaded by the high and low born alike for these creatures are determined to balance the forces of Law and Chaos in the universe. The Omnispheres are of Neutral alignment and seemingly omniscient. They may place a geas upon those they have chosen to redress what they see as imbalance between the forces of Law and Chaos and wæ to anyone who refuses them.

The Omnispheres are able to teleport throughout the universe in an instant and converse in any language. When they speak, all present understand them regardless of differences in language. The Omnispheres are connected to each other by ESP, sharing thoughts and all that they perceive. They act through others by instruction, bribery, or by Geas if refused, rather than by taking direct action themselves.

They are widely regarded as interfering busybodies; even worshipped by some as demi-gods. Omnispheres can be refused or driven off. In which case 1d4 calamities may be visited upon the character(s) or monster(s) bold enough to stand up to the Omnispheres.

Omnispheres do not carry treasure but possess caches of treasure which they use as required to persuade others to perform their bidding. Greed, the Omnispheres realize, is a powerful motivator.

Omnispheres reduced to 1/3rd or less of their hp teleport away rather than be destroyed. Destruction of an Omnisphere will invoke the

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wrath of the spheres, 1d8 calamities may be visited upon the character(s) or monster(s).

Calamities can be anything from minor inconveniences and setbacks to surprise attacks by monsters to being drawn into an unwanted misadventure. The misfortunes encountered by the character(s) should not be insurmountable.

Armour Class 4 [15]

Hit Dice 10+1**** (46hp)

Attacks 1 × ray (4d6 + energy drain)

THACO 11 [+8]

Movement Rate 60' (20')

Saves D6 W7 P8 B10 S10

Morale 9

Alignment Neutral

XP for Defeating 5 (bodyguard: 15, chieftain: 20)

Number Appearing 4d4 (6d10)

Treasure Type E (0)

1. Spell Ability: At will: Anti-Magic Shell, Clairvoyance, Dispel Magic, ESP, Geas/Remove Geas, Hold Person, Protection from Evil/Good, Telekinesis, Teleport
2. Spell Immunity: Charm Person, ESP, Hold Person, Polymorph Others.
3. Energy Drain: Omnispheres emit a ray causing 4d6 damage which also causes the permanent loss of two experience levels (or Hit Dice). A successful saving throw vs. spells halves damage and halves loss of levels. A character's experience levels (or Hit Dice) are permanently

lost. This incurs a loss of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. The loss of experience levels will not reduce a character below 0 xp at level 1 or cause them to die.

Rayclops

Rayclops are Large creatures which can, once per day, emit 1d3 magical spell-like rays of various kinds from the eye in the middle of their foreheads. The exact number and type of rays may vary from creature to creature but are limited to the Magic User Spell List levels 1-3. These rays are natural abilities and are not learned spells. A Rayclops may not therefore learn a spell.

Rayclops, not unlike their larger cousins, are dimwitted and slow, striking last in any round unless they use their rays. They wear pelts and carry clubs for weapons. They dwell in caves and tend flocks of grazing animals.

Armour Class 8 [11]

Hit Dice 5* (22hp)

Attacks 1 × club (1d10), or ray

THACO 14 [+5]

Movement Rate 90' (30')

Saves D12 W13 P14 B15 S16

Morale 6 (8 with chieftain)

Alignment Neutral

XP for Defeating 5 (bodyguard: 15, chieftain: 20)

Number Appearing 1d4 (1d8)

Treasure Type J (P)

1. Rays: Determine the number of spells 1d3, then their type; roll 1d10:

1d10	Spells
1-7	spells of level 1
8-9	spells of level 2
0	spells of level 3

Robots, Monster

Robots are often used as henchmen or guards by villains. Robots are often placed to guard treasures because they are tireless guards. Robots will attack on sight if that is their instruction. They are slow fighters, and always strike last (no initiative roll needed).

There is another kind of Monster Robot, one controlled by Sentient Cerebral Urns; these are sinister self-willed creatures.

Robots have a 45% chance of detecting intruders within 120'. Monster robots are "destroyed beyond repair" when they are defeated in combat. Robots have value in seeding a monster robot's memory with Data Units.

Armour Class 5 [14]

Hit Dice 2* (9hp)

Attacks 1 x claw (1d6), [death ray (1d8)], [voltage discharge (1d4)]

THACO 18 [+1]

Movement Rate 90' (30')

Saves D8 W9 P10 B13 S12

Morale n/a

Alignment Law, Neutral, Chaotic

XP for Defeating 35

Number Appearing 2-8 (4-24)

Treasure Type 0 (V)

1. Spell immunity: Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

Scarabs

Scarabs are beetle-like robots used for remote surface exploration and are typically manually controlled by Æther-fone. They carry out their instructions, usually to explore sample materials and report by Æther-fone their findings. Scarabs have a Æther-fone, Data Coupler, and a limited Cerebral Urn which can contain 2 Data Units about what they have learned from observation. They regularly transmit this data at the end of each 24 hours and overwrite the previous Data Units the next day.

Armour Class 5 [14]

Hit Dice 2* (9hp)

Attacks 1 x claw (1d6), [death ray (1d8)]

THACO 18 [+1]

Movement Rate 90' (30')

Saves D8 W9 P10 B13 S12

Morale n/a

Alignment Law, Neutral, Chaotic

XP for Defeating 35

Number Appearing 1 (1)

Treasure Type 0 (V)

1. Spell immunity: Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

Selenites

Selenites are skeleton-like creatures which prefer asteroids and moons as their

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habitation. They are feared because they often rush at their foes and explode themselves.

Armour Class 7 [12]

Hit Dice 1* (4hp)

Attacks 1 x claw (1d6 or by weapon), [blast 2d4]

THACO 19 [+0]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Chaotic

XP for Defeating 13

Number Appearing 3-12 (3-30)

Treasure Type Q (U)

1. Blast: 20% of any group of Selenites, on first sighting an enemy, will rush their foes to the limit of their movement and explode themselves with a blast showering their opponents with deadly shards in a 30' radius; causing 2d4 damage to those who fail their saving throw vs. wands.
2. Immunity: Selenites are immune to the effects of Necrotic-Miasma and vacuum.

Shape Shifters

Shape Shifters live in floating cities which are suspended in the clouds of Gas Giants. They do not mind the atmosphere, gravity, or pressure of these worlds. They are the only creatures capable of descending to the surface of a Gas Giant and returning unscathed. They may take the form of

humanoids at will if they so wish in a single round although their true form is that of a 1 x 1 x 1" gas cloud. They seldom leave their own worlds except to travel to another Gas Giant.

Armour Class 7 [12]

Hit Dice 2+2* (11hp)

Attacks 1 x touch (1d6 or by weapon), [gas 2d4]

THACO 19 [+0]

Movement Rate 180' (60') or by humanoid type

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Lawful, Neutral, Chaotic

XP for Defeating 45

Number Appearing 1-8 (1-12)

Treasure Type 0 (V)

1. Poison Gas: The natural form of a Shape Shifter is that of a poisonous gas cloud; those within the cloud must make a saving throw vs. breath attacks to avoid injury.
2. Energy Immunity: While in the form of a gas Shape Shifters are immune to fire and lightning (electricity).

Shockers

Shockers are a paired metallic stalagmite and stalactite which pass a damaging electrical charge between them at seemingly random intervals. These creatures allow their prey to draw close then unleash an attack which drains life energy.

Armour Class 2 [17]

Hit Dice 6* (27hp)

Attacks 1 x electrical shock (2d8)

THAC0 14 [+5]

Movement Rate None

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Chaotic

XP for Defeating 500

Number Appearing 1d4 (0)

Treasure Type V (0)

1. Energy drain: A successfully hit target permanently loses two experience levels (or Hit Dice). This incurs a loss of two Hit Dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a zombie next night.

Solarian Oracles

Solarian Oracles are nearly always solitary beings of liquid gold who reside on the fiery turbulent planets close to stars. These they seldom leave as they would cool and solidify into a gold statue. A solidified Solarian can be restored by reheating.

Characters may seek to consult with the Solarians as they are renowned for their knowledge and predictions. However, Solarians always exact a telling price for their consultations and it is best to make a careful bargain. Some disparage them and call them demons but never to their face.

Armour Class 5 [14]

Hit Dice 3* (13hp)

Attacks 1 x touch (1d8 + energy drain)

THAC0 17 [+2]

Movement Rate 90' (30') or by humanoid type

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Chaotic

XP for Defeating 50

Number Appearing 1-6 (1-8)

Treasure Type T (0)

1. Energy drain: A successfully hit target permanently loses one experience level (or hit dice). This incurs a loss of one hit dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level.
2. ESP: Solarian's may use the spell ESP at will twice per day without any restriction for distance.
3. Spell immunity: Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
4. Treasure: The scrolls of Solarian's are always precious metal plates.

Soulstools

Soulstools are "undead fungi." They are typically between 3 and 30 feet high with thick trunks between 1 and 3 feet in diameter. They are blotchy in appearance and their colours include pale yellows, Vermillion, and purples unified by throbbing dark red veins. When approached they drain life from the living in a 10' radius, which when a

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character's levels are completely drained then turns them into undead Zombies under the control of the Soulstools. The minion zombies of the Soulstools attack and try to subdue the living. A subdued character or monster is unable to resist being dragged into the radius of the Soulstools, thus both feeding the creatures and making more minions. Soulstools are accompanied by their servile Zombie victims. The Zombies are typically infected with spores which grow on their corpses. Periodically Soulstools will release Zombies when the number of their minions exceeds 12 thus spreading Soulstools by their wanderings. When a Soulstool is about to be vanquished it will release all of its surviving Zombies to spawn more Soulstools elsewhere.

Armour Class 4 [17]

Hit Dice 8***** (36hp)

Attacks spores, energy drain

THACO None

Movement Rate None

Saves D10 W11 P12 B13 S14 (F4)

Morale 12, note that the Soulstools morale check affects all of the Soulstool's Zombies

Alignment Chaotic

XP for Defeating 3400

Number Appearing 1d4 (2d4)

Treasure Type F

1. Immunity: Soulstools are immune to the effects of cold, Necrotic-Miasma, space, and vacuum
2. Zombie Minions: 2d4 +4 (6-12) Zombies are under the control of each Soulstool.

3. Mundane weapon immunity: Only harmed by silver weapons or magic.
4. Energy drain: Each round a character or monster is within a radius of 10' of a Soulstool they permanently lose one experience level (or Hit Dice) if they fail a Saving Throw vs. Spells. This incurs a loss of one Hit Dice of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a Zombie next night, under the control of the Soulstool that killed them.
5. Spore cloud: 25% chance of attacking if touched (or injured): releases a cloud of spores affecting all within a 10' cube area.
6. Choking: Save versus death or a Soulstool will grow in 6 turns and begin draining the life from the body of its host.

Space Bugs

Space Bugs are 8' long beetles with iron hard metal bodies. They commonly live in asteroid fields where they usually feed on the metals found in asteroids but space vessels, being pure metal, are hard to resist. Space Bugs easily detect metal in any form up to 150'.

They are attracted to the light emitted from a space vessel's Portholes. Swarms of the creatures may fly through space and descend upon nearby space vessels, tearing them to pieces with their pincers, not from malice, but from hunger. Space Bugs are territorial and will valiantly defend their home asteroid and nest of cannon ball-like eggs from intruders.

Their nests may contain treasure used to attract mates.

Armour Class 3 [16]

Hit Dice 2* (9hp)

Attacks 1 x bite (2d4)

THACO 18 [+1]

Movement Rate 120' (40')

Saves D12 W13 P14 B15 S16

Morale 8

Alignment Neutral

XP for Defeating 20

Number Appearing 1-8 (2-12)

Treasure Type 0 (V)

1. Immunity: Space Bugs are immune to the effects of Necrotic-Miasma and vacuum.

Space Crab Spiders

Space Crab Spiders are metallic 8' diameter giant spiders. They are immune to Necrotic-Miasma and the vacuum of space and are able to fly in zero gravity as well as crawl; clinging to the hulls, decks, and bulkheads of space vessels as well as walls and ceilings. They can cling to the hull of a space vessel and survive blast off and landing.

Armour Class 7 [12]

Hit Dice 2* (9hp)

Attacks 1 x bite (2d4 + poison)

THACO 18 [+1]

Movement Rate 120' (40')

Saves D12 W13 P14 B15 S16

Morale 8

Alignment Neutral

XP for Defeating 20

Number Appearing 1-4 (1-4)

Treasure Type 0 (V)

1. Immunity: Space Crab Spiders are immune to the effects of Necrotic-Miasma and vacuum.
2. Chameleon: Space Crab Spiders can change their color to blend into their surroundings and they surprise on a roll of 1-4 (d6).
3. Poison: A victim bitten by a Space Crab Spider must save vs. poison or become paralysed. A Space Crab Spider will lay 1d8 eggs in a paralysed victim which will hatch into parasitical worms each causing 1d2 Damage. 1d8 days later they emerge as diminutive Space Crab Spiders causing a further 1d4 damage as they leave their host. These diminutive creatures have but ½ hit dice (THACO 19 [+0]) and cause no damage when they bite but their poison is no less effective than that of an adult. They will eventually mature into full size creatures in 8 months time. Only adults may lay eggs.

Space Pirates

Space Pirates are villainous rogues who rob for profit; these characters may be extrapolated from the topic Pirate in Classic Fantasy Monsters. Space Pirates operate various class of captured space vessels. Pirates usually attack if there is something to be gained and will even cooperate with each other briefly.

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Space Slime

Space Slime is insidious stuff able to endure the cold, heat, and vacuum of space. It originates in Aetherspace and is considered an unnatural invasive creature. The more it is attacked the stronger its Armour Class becomes. Space Slime can easily penetrate thin cracks even bypassing closed hatches in 1d4+1 rounds.

Armour Class 8 [11] to 2 [17] (Adaptive)

Hit Dice 2 (9hp)

Attacks 1 × touch (consume X)

THACO 18 [+1]

Movement Rate 30' (10')

Saves D12 W13 P14 B15 S16 (F1)

Morale 12

Alignment Neutral

XP for Defeating 25

Number Appearing 1 (0)

Treasure Type T (T)

1. Adaptive AC: Each round Space Slime is attacked (melee or magic) on the following round it's AC improves by one step, e.g. from 5 [14] to 4 [15]. If it is not attacked in a round its AC decreases by one step, e.g. from 4 [15] to 5 [14]. It's AC cannot be less than 8 [11] or greater than 2 [17].
2. Sticky: When in contact with a surface it sticks on making it difficult to remove.
3. Consumes Magic: Space Slimes consume magical energy. Magical attacks only cause ½ damage.

Space Slimes will attack characters to feed on the magical and magi-clockwork items they carry. After a successful attack the Space Slime is in contact with a magical item.

Thereafter, all its magic is drained in 1d6 rounds rendering any magi-clockwork inoperative. This process transmutes magic or magi-clockwork items into a lump of gold worth 1d10gp.

4. Reproduction. When a Space Slime has consumed 5 magic or magi-clockwork items it then divides into two Space Slimes. Each +1 of a magical item counts as a single magical item.
5. Removing: Once stuck on a victim or object, Space Slime can only be removed by electricity or fire. This inflicts half damage to the victim and half to the Space Slime.

Space Soldiers

The Empire founded the Space Soldiers and allowed beings from any planet in the Empire to join it. Members of the Space Soldiers must follow an ethical code; they protect Empire citizens and Empire interests, and they owe their allegiance to the Empire Bureaucracy and Emperor to whom they swear a feudal oath of loyalty. These characters may be extrapolated from the man-like monsters found in Classic Fantasy: Monsters.

Sporcs

Sporcs are Space Orcs, refer to the topic Orcs in BX Essentials Monsters with the following addition. They are nomadic creatures roaming space and raiding. A tribe will often have more than one space vessel which will be painted with the tribe's markings. Sporcs will have impermanent territories which

overlap those of other tribes and states. Their aggression and raiding is a source of conflict.

Synthetic Nebbishes

Synthetic Nebbishes are the servants of Giant Brains. Synthetic Nebbishes are not human at all but produced from the vat of a Giant Brain. Physically, Synthetic Nebbishes are not otherwise unlike normal humans (refer to core rules) but they are all the same and have limited mental capacity (INT below 9). Nebbishes are not mindless, they follow a principle of not-think so as to facilitate direction from the Giant Brain. They act within the scope of the direction they have received. Left to their own devices, Synthetic Nebbishes are apathetic and take no initiative on their own save to follow the last instruction given to them without which they have no purpose. Synthetic Nebbishes are given a number which is the only thing about them that is unique and they can call their own. The Nebbishes are given a sack-like dress to wear on which appears their number.

Armour Class 9 [10]

Hit Dice 1/2 (2hp)

Attacks 1 x weapon (1d6 or by weapon)

THACO 20 [-1]

Movement Rate 120' (40')

Saves D14 W15 P16 B17 S18

Morale 6

Alignment Neutral

XP for Defeating 5

Number Appearing 1-4 (1-20)

Treasure Type 0 (0)

Terralisk

Terralisk are creatures whose gaze is a magical ray which temporarily transforms solids; e.g. stone is temporarily liquefied. The ray affects a single 10' square up to 60' distant. The Terralisk uses its ray to liquefy ceilings which drips upon unsuspecting victims forming a solid immobilizing shell over their bodies (save versus petrify). Variants of this attack require the victim be in contact with a surface, wall or floor. The principal point of contact liquefies under the victim and they plunge into the morass which then instantly solidifies trapping them. A character attempting to free themselves cannot attack in the same round, TN 4 [15]. The Terralisk attacks (bites) immobilized victims gaining an attack bonus.

Armour Class 7 [12]

Hit Dice 4+4** (22hp)

Attacks Att 1 x bite (1d8), 1 x gaze (petrification)

THACO 15 [+4]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S16

Morale 8

Alignment Chaotic

XP for Defeating 275

Number Appearing 1d4 (1d6)

Treasure Type I (0)

1. Surprise: A Terralisk is only surprised on a 1-in-6.
2. Immunity: Terralisk are immune to cold, electricity, and the vacuum of space and so may even be found within asteroids.

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3. Gaze: The gaze of a Terralisk is a magical ray which temporarily transforms solids; e.g. stone is temporarily liquefied. The ray affects a single 10' square up to 60' distant. The Terralisk uses its ray to liquefy ceilings which drips upon unsuspecting victims forming a solid immobilizing shell over their bodies (save versus petrify). A character attempting to free themselves cannot attack in the same round, TN 4 [15].
4. Mirror: The gaze of a Terralisk may be directed back upon the creature (or another opposite target) with a mirror (a successful ranged attack is required). When a Terralisk's own gaze is reflected back upon it the creature must save versus petrify or be immobilized by the effect of its own gaze.

Terran Human

Humans are called Terrans because they were originally from the planet Terra. Terra is now lost to Humans, abandoned to an ancient enemy, and no one now remembers where it is. The Terrans have not forgotten that an ancient nameless enemy drove them from it and that enemy still undoubtedly remains somewhere behind them. The Terrans have fled across space far away from their own world.

Armour Class 9 [10]

Hit Dice 1/2 (2hp)

Attacks 1 x weapon (1d6 or by weapon)

THACO 20 [-1]

Movement Rate 120' (40')

Saves D14 W15 P16 B17 S18

Morale 6

Alignment Any, usually Lawful

XP for Defeating 5

Number Appearing 1-4 (1-20)

Treasure Type Q (U)

1. Gaining XP: Human Terrans must select a character class after gaining XP on an adventure.

Time Beetles

Time Beetles have a black carapace with an hourglass upon their back. When struck in melee they advance themselves 2d4 rounds into the future to escape attack which also has the unfortunate effect of ageing their attacker by 1 year (saving throw vs. Death). Ranged attacks do not affect an attacker in this way. The beetle temporarily disappears from view only to reappear 2d4 rounds later potentially surprising enemies. These creatures sometimes have coins and gems in their guts.

Armour Class 7 [12]

Hit Dice 4* (18hp)

Attacks 1 x bite (1d6)

THACO 16 [+3]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S16

Morale 5

Alignment Neutral

XP for Defeating 200

Number Appearing 1d6 (2d4)

Treasure Type L (S)

1. **Bite:** The bite of the Time Beetle slows its victim such that they may only attack, cast spells, or use magic items, every second melee round (saving throw vs. Spells).

Uovians

Uovians are beings from gaseous Giant Planets which when they venture off world must contain themselves within an armoured diving suit designed to contain their gaseous bodies under vast pressure. They are Large in size yet despite reduced stature they possess the strength of giants beyond their own worlds. If their armoured suits are breached the pressure within quickly causes the suit to violently vent and they perish instantly from decompression, 2% chance per successful melee attack. They will throw boulders or similar heavy items 25% of the time if such missiles are readily available.

Armour Class 2 [17]

Hit Dice 8* (36hp)

Attacks 1 x weapon (2d8), 1 x thrown boulder/item (3d6)

THACO 12 [+7]

Movement Rate 120' (40')

Saves D10 W11 P12 B13 S14

Morale 8

Alignment Chaotic

XP for Defeating 1200

Number Appearing 1d4 (2d4)

Treasure Type E (U)

1. **Toxic Gas:** The gas venting from a Uovian suit forms a toxic cloud, a 30 x 30 cube. All characters and creatures in contact with the toxic

cloud suffer 1d4 hit points of damage per round of contact. Characters and creatures of less than 4 Hit Dice must also save versus death (also once per round of contact) or die. The cloud dissipates naturally in 2d4 rounds.

Vegellites

Vegellites are intelligent plants which are not unlike man-sized mandrake plants. The man-like root may extract itself and move about in search of a better bed or compost. Vegellites are very offended whenever their leaves and stalks are grazed upon by herbivores and omnivores. This practice is not particularly harmful, but is resented and quite reasonably provokes fear and hostility. Vegellites take in carbon and release oxygen into atmospheres. There are various kinds of Vegellites suited to their predominant terrain type, they favour clear, desert, forest, jungle, lake, river, ocean, sea, or swamp. Ocean and sea types may be found under water. The beds where these plants reside may contain gemstones.

Armour Class 5 [14]

Hit Dice 4* (18hp)

Attacks 2 x blow (1d8)

THACO 16 [+3]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S16

Morale 7

Alignment Neutral

XP for Defeating 200

Number Appearing 1d4 (1d4)

Treasure Type L (0)

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1. Berry Bomb: The purple fruit of the Vegellite may be thrown at attackers in a ranged attack causing 2d6 damage. In season a plant will have 1d6 of these missiles available. Out of season the fruit is green and causes 1d4 damage. The fruit, when ripe, falls from the Vegellite and may lay scattered around the bed. These ripe fruit are very sensitive to adjacent movement and explode causing 2d6 damage to all within 10'.

Vorbs

Vorbs are Vengeance Orbs, terrifying floating balls which hover and emit a deadly searing ray from their single oculus. They are only able to use this ray every other round and strike last in any round. They are created by automated factories which are still running after their creators, and the war they were created to fight, have long been little more than a legend. They are Large in size. They often have a camouflage paint pattern with a glyph indicating a number, or other lettering, in some long forgotten alien language. They were instructed to attack specific targets, when they were the tools of war, but now these semi-intelligent machines will attack any man-like character. They only attack living man-like small, medium, and large characters; they will ignore the undead and robots unless first attacked.

Vorbs are able to clamp themselves to the hulls of space vehicles and hitch-hike through normal space and ætherspace. They never attack space vessels, only man-like crews on the exterior or within a space vehicle.

Armour Class 2 [17]

Hit Dice** 9 (40hp)

Attacks 1 × Ray (3d6)

THACO 12 [7]

Movement Rate 60' (20')

Saves D8 W9 P10 B11 S12

Morale 9

Alignment Chaotic

XP for Defeating 2300

Number Appearing 1 (1d4)

Treasure Type 0 (0)

1. Invisibility: Vorbs are able to cloak themselves with invisibility.
2. Self Destruct: Whenever Vorbs are reduced to 0 or negative hp they explode causing 2d6 damage to targets within a 10' radius.

Y'lech

Y'lech are genderless ambulatory intelligent fungi whose thoughts are calculating and alien. These creatures of chaos only desire is that the universe rot and provide nourishment.

From pores on their bodies the Y'lech excrete dangerous slimes which coat everything they touch, corroding metal rotting organic materials alike. The slimes do not damage stone.

The Y'lech need no space vessels for they can launch themselves into space and there open Ætherspace Tunnels; travelling at RN 9 [10] to any destination they know. It takes five of these creatures joined together to plot their RN to an unknown destination. The Y'lech individually retain up to 30 Data Units which may only be downloaded from a dead Y'lech using a Data Coupler. Y'lech share them by touch.

Y'lech spread themselves from planet to planet by launching into space, landing on planets, and spreading their spores in beds of rotting material. One Y'lech will grow from a bed in 2d6 weeks if conditions are favourable, an event that occurs only 15% of the time. If the bed of rot fails to successfully grow a Y'lech it must be abandoned and a new bed created.

When Y'lech are encountered flying in space the pilots of space vessels may attempt a single escape dice roll. A space vessel which fails the EN check roll has Y'lech upon its hull. The Y'lech will then attempt to open enter the space vessel via a hatch, chance of successfully opening a hatch is 4-in-6, and attack it's crew.

Armour Class 9 [10]

Hit Dice 3 (13hp)

Attacks Att 1 × slime (1d6 + special)

THACO 17 [+2]

Escape Number (EN) 5 [14]

Movement Rate 120' (40'), Space, Aetherspace

Saves D12 W13 P14 B15 S16

Morale 9

Alignment Chaotic

XP for Defeating 65

Number Appearing 1-4+1 (2-5)

Treasure Type none (U)

1. **Weapon Immunity:** Weapons cause ½ damage. Y'lech only suffer full damage from rays, fire, and electricity.
2. **Slimes:** Metals are corroded, armour class is reduced by one step with

each successful attack. Flesh and other organic items in contact with the slimes rot. Stone and glass are unaffected.

Ship Scale Space Monsters

Flying and/or aquatic monsters from Classic Fantasy: Monsters may easily be converted into ship scale space monsters. Minor adaptation is required.

In broad terms ship scale space monsters are adversaries for space vessels. These monsters feed on space junk, meteoroids, the crew of space vessels, etc., so a space vessel may be considered as potential food, a rival, or a predator.

Ship scale space monsters will not have cannon but organic organs which act similarly and cause damage with the same result. Alternatively, some monsters may cause physical damage to a space vessel. Their feeding appendages may penetrate the hull of a space vessel and seek out its crew.

The following statistics are provided as a guide:

Ship Scale Space Monster Example Statistics

Armour Class 5 [14]

Hit Dice 5d6 (5-30 hull points)

Attacks 3 × cannon

THACO 15 [+4]

Escape Number (EN) 5 [14]

Movement Rate Space, Aetherspace

Saves D14 W15 P16 B17 S18 (NH), (crew, also used for ship scale space monsters)

Morale 6 (8 with captain)

Alignment (of Crew or Space Monster) Chaotic

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XP for Defeating 5 (crew: 15, captain: 20)

Number Appearing 1d4 (4d4)

Treasure Type P (J)

1. Cannon 1: Damage 1d4.
2. Cannon 2: Damage 1d6.
3. Cannon 3: Damage 1d8.
4. Required Crew: 12, may refer to crew, passengers, symbiotic monsters or parasites
5. Passengers: 12, may refer to crew, passengers, symbiotic monsters or parasites
6. Cargo Capacity: 20,000 coins.
7. Landing and Blast Off: Capable
8. Escape Pods: none

Space Monsters

Astro Terror

Astro Terrors are gargantuan creatures that have an orb-like gravity sail from which extrude long tentacles. The creature is as dark as a black hole, all the better to catch unsuspecting prey, and their tentacles ensnare space monsters, space vessels, and other space objects. Astro Terrors seemingly drift through space but they actually ride gravity in order to travel and occasionally will fall into the gravity of a planet however they seldom survive entry through an atmosphere. Once they have descended to the surface they are crushed by gravity and harmless although they blight everything their bodies and tentacles touch.

The pilots of space vessels may attempt a single escape dice roll. A space vessel which fails the EN check roll is caught in the tentacles of an Astro Terror and automatically

suffers 1 point of hull damage each round of combat thereafter it fails to escape. Escape may only be accomplished by destroying the Astro Terror. Only when a space vessel is reduced to 0 hull Points is it then drawn to the centre of the orb gravity sail where the Astro Terror then begins the slow process of digesting the hull of the space vessel, a process taking 1d8+1 days. After a space vessel is reduced to 0 hull points its crew may use escape pods to abandon it. These the Astro Terror ignore as they are too small to be of interest. Any crew remaining on board their space vessel are temporarily safe within the hull of their space vessel but are digested with it on the last day of the digestion process, are lost and removed from play. There is a 1-in-6 chance each day of the digestion process a passing space vessel will note the plight of a trapped space vessel, attack, and defeat the Astro Terror. This defeat of the Astro Terror is assumed to take place. The released space vessel may then be boarded with subsequent events resulting in release or capture depending on the nature of the "rescuer".

Armour Class 8 [11]

Hit Dice 3 (3-18 hull points)

Attacks 1

THACO 17 [+2]

Escape Number (EN) 5 [14]

Movement Rate Space

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Neutral

XP for Defeating 125

Number Appearing 1 (n/a)

Treasure Type C (n/a)

1. Spell immunity: Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
2. Energy Immunity: Immune to the effects of Necrotic-Miasma and vacuum.
3. Landing and Blast Off: Incapable

Blobs

Blobs are a primitive life form, a kind of space jellyfish, they only live to eat and make more Blobs. These medium-size space monsters typically drift through space but are able to propel themselves and easily stick to space vessels when they encounter one. The pilots of space vessels may attempt a single escape dice roll. A space vessel which fails the EN check roll has a Blob stuck to it.

When a Blob has stuck to a space vessel it then searches for a point of entry so it can then board a space vessel and attack the crew. Once inside the Blob will move through the interior spaces of a space vessel, sweeping the bulkheads and decks clean of all living and dead material. In the process, they may pick up items they can't dissolve but will discard them regularly to move through narrow cracks. Blobs attack any living creature they encounter, inflicting 2d4 points of damage and consuming all organic matter.

Blobs cannot enter Aetherspace, which is one sure way to be rid of them, nor can they survive a blast off and landing. Blobs aren't really ship scale space monsters and as such cannot be targeted and attacked with cannon although they will suffer the same damage as a space vessel as the result of a successful attack against the space vessel.

Armour Class 8 [11]

Hit Dice 4* (18hp)

Attacks 1 x touch (2d4 + paralysis)

THACO 15 [+4]

Escape Number (EN) 5 [14]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Neutral

XP for Defeating 275

Number Appearing 1 (0)

Treasure Type V (n/a)

1. Paralysis: A successful attack will paralyse the victim for 2d4 turns (save versus paralysis). Any further Blob attacks on a paralysed victim will automatically hit (only a damage roll is needed). Paralysed victims will be devoured, if the Blob is left in peace. A Blob moves over a paralysed character to envelope and digest them.
2. Energy and Fire Immunity: A Blob may not be harmed by fire, cold, and lightning (electricity), after all it lives in the vacuum of space!

Aetherspace Worms

Aetherspace Worms are solitary creatures that live in a tunnel of Aetherspace which they create. They are ambush hunters striking at prey in space which passes nearby their Aetherspace tunnel. The tunnel is always closed until prey approach.

The entrance to the tunnel expresses the limit of their maw and when their maw is opened prey are involuntarily drawn within. The

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creature is so gargantuan that it is capable of swallowing quite enormous prey which unfortunately includes space vessels. The pilots of space vessels may attempt a single escape dice roll.

The **Atherspace Worm** swallows first and digests later thus indigestible things like asteroids and space vessels are quickly routed through the creature's digestive track soon exiting but just not where they entered **Atherspace**. The time spent within the **Atherspace worm** is 1d8+1 days. The destination is chosen by the referee. Should characters be so unwise as to leave the protection of their space vessel they are instantly vaporized and removed from play. The one exception to this rule is the Robot but it suffers the same damage as if it were a space vessel but in hit points.

The worm may be attacked from within by a space vessel to induce the creature to expel it sooner or possibly even destroy the creature. There is a 1-in-6 chance with an attack resulting in damage greater than or equal to 4 hull points that the creature will expel a space vessel at the point in space where it was drawn into the creature. All vehicles and space objects, friend or foe, are expelled at the same time. Each time the interior of the worm is successfully attacked the creature responds in kind automatically causing equal damage. If the creature is destroyed in combat the vehicle exits into space where it first entered the creature as do all foes and space objects. When the creature has lost ½ its hit points the referee may decide to check morale; failure of the check roll means the worm expels all vehicles and space objects per the above rules.

Space vessels which are engaged in combat with each other may continue to do so while within the **Atherspace Worm** if both have

been swallowed. Vehicles whose hull points are reduced to zero may be boarded.

Armour Class -3 [22]

Hit Dice 10 (45 hull points)

Attacks 1, (1d4)

THACO 11 [+8]

Escape Number (EN) 1 [18]

Movement Rate **Atherspace**

Saves D8 W9 P10 B10 S12

Morale 10

Alignment Neutral

XP for Defeating 900

Number Appearing 1 (1)

Treasure Type D

1. **Digestion:** While within the digestive tract of a **Atherspace Worm** a space vessel will suffer 1d8 damage per day of travel. If a character leaves their space vessel while within the **Atherspace Worm** they are instantly digested by the worm, lost, and removed from play.
2. **Landing and Blast Off:** Incapable

Space Bats

Space Bats are ship scale monsters that emit cannon blasts from their eyes.

Armour Class 6 [13]

Hit Dice 2 (2-12 hull points)

Attacks 2, (1d4)

THACO 18 [+1]

Escape Number (EN) 5 [14]

Movement Rate Space, Ætherspace

Saves D12 W13 P14 B15 S16

Morale 8

Alignment Neutral

XP for Defeating 20

Number Appearing 1d4 (1d4)

Treasure Type T (None)

1. Landing and Blast Off: Incapable
2. Radiolocation: Unaffected by effects that impair, modify, or rely on sight. Blinded by magical and Æther-fone jamming.

Space Kraken

Gargantuan, ten-armed space cephalopods. Two of the ten arms are larger, and may be used to attack space vessels. Space Kraken dwell in the depths of gas giants, only surfacing to find prey.

Armour Class 7 [12]

Hit Dice 6 (6-36 hull points)

Attacks 8 × small tentacle (1d4 + constriction), 2 × large tentacle (1d4 + constriction or 1d10 hull damage), 1 × beak (1d10 or 2 hull damage)

THACO 14 [+5]

Escape Number (EN) 5 [14]

Movement Rate Space, Ætherspace

Saves D12 W13 P14 B15 S16

Morale 7

Alignment Neutral

XP for Defeating 275

Number Appearing 0 (1d4)

Treasure Type T V

1. Constriction: Small tentacles grab characters and constrict after a hit. 1d4 automatic damage per round.
2. Crush space vessels: 25% likely to wrap the 2 large tentacles around a space vessel, doing 1d10 hull damage per tentacle. When the large tentacles are grappling a space vessel, in subsequent rounds, the beak inflicts 2 points of hull damage automatically.
3. Grab crew: 75% likely to grab crew, after reducing the hull points to 0, the hull is pried open, venting its atmosphere, and crew are dragged to the beak to be eaten. The small tentacles probe the internal spaces of space vessels and may be fought at a man-to-man scale. At least two small tentacles are required to pry open external and internal hatches. When it cannot retrieve crew the Space Kraken leaves.
4. Immune to Space: Space Moths are immune to the cold, heat, and vacuum of space.
5. Landing and Blast Off: Capable.
6. Necrotic-Miasma cloud: When escaping, can emit a Necrotic-Miasma cloud. Maximum twice a day.
7. Severing tentacles: Requires a hit that inflicts 6 or more damage (8 small tentacles) or 10 or more damage (2 large tentacles).

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Syrenfishes

Syrenfish are metallic creatures which travel in schools. A school is comprised of 3-18 individuals of 1 hp each. They nest on asteroids. They are empowered entirely by sunlight. They are so named due to the eerie moaning sound they make which jams all Aether-fone communication when they are present.

Syrenfish are often the prey of larger space creatures which makes them skittish, they have a low morale to reflect their evasive behaviour. Whenever the school is attacked they turn and flee if they fail their morale check roll. The school as a whole is capable of opening a Aetherspace tunnel and this tactic is used to escape predators.

Syrenfish typically feed on smaller creatures than the school but will nip larger creatures. They will attack space-walking characters outside of a space vessel. They will pick a space vessel clean of Energy Leeches without damaging it. Syrenfish can tolerate low gravity and will visit atmospheric moons with a GN of 2 [17] through 0 [19] to feed on living creatures.

Armour Class 8 [11]

Hit Dice 3 (3-18 hull points)

Attacks 1 (1d4)

THACO 17 [+2]

Escape Number (EN) 7 [12]

Movement Rate Space, Aetherspace

Saves D12 W13 P14 B15 S16

Morale 3

Alignment Neutral

XP for Defeating 65

Number Appearing 1 school (1 school)

Treasure Type P (R)

1. Energy Immunity: Immune to the effects of Necrotic-Miasma and vacuum.
2. Landing and Blast Off: Capable

System Suckers

The pilots of space vessels may attempt a single escape dice roll. A space vessel which fails the EN check roll now has a hull to which cling 1d6 System Suckers. The lair of System Suckers is often a cave in an asteroid.

System Suckers cling to, and draw sustenance from, ship scale space monsters and space vessels. They paralyze ship scale monsters. They are not harmful in the long term as the effects of their feeding last only while they are attached. They cling to the hull of a space vessel, drawing power through its electrical system, temporarily shutting down space vessel systems for 2d4 days.

Note that they have exactly the same effect on NPC Robots.

System Suckers can't survive a blast off and landing of GN 7 [12], GN 8 [11], or GN 9 [10], which is one way to be rid of them.

System Suckers aren't really ship scale space monsters and as such cannot be targeted and attacked with cannon although they will suffer the same damage as a space vessel as the result of a successful attack against the space vessel to which they are attached. System Suckers can be attacked during a space walk.

Armour Class 8 [11]

Hit Dice 1+1 (5 hit points)

Attacks 1, (1d4)

THACO 18 [+1]

Escape Number (EN) 5 [14]

Movement Rate Space, \bar{A} therspace

Saves D12 W13 P14 B15 S16

Morale 6

Alignment Neutral

XP for Defeating 23

Number Appearing 1d6 (4d6)

Treasure Type T (None)

1. **Immunity:** Immune to rays, electricity, and fire. Attacks with rays, electricity, and fire divide System Suckers into creatures of equal size effectively doubling their numbers.
2. **Immune to Space:** Space Moths are immune to the cold, heat, and vacuum of space.
3. **System Paralysis:** Each System Sucker renders one space vessel system inoperative. No saving throw is granted. These the referee determines, the Detailed Space Vessel Damage Location Template may be used to randomly determine which systems are inoperative.
4. **Landing and Blast Off:** Incapable

Torps

Torps are a ship scale swarm of torpedo-like metallic monsters. Each Torp when mature is just under 3' in length. 1d10 of the swarm will embed themselves in a space vessel's hull causing hull damage with their first successful attack. Once embedded in the hull they explode in the following round, firing projectiles into the interior hull spaces, automatically causing damage and creating

an entry for the second phase of their attack, note this does not cause a space vessel to vent atmosphere. The projectiles:

1. Ship scale space monsters: make a saving throw vs. death.
2. Space vessels:
 - 1d4 ship systems must make a system saving throw vs. wands or become inoperative, and
 - Crew are automatically injured; 2hp if wearing armour, 4hp without.

The first 1/3rd of the Torps perish in their attack, on the following round 1d10 of the swarm then penetrate the hull where the first 1/3rd entered to devour internal organs of ship scale space monsters and there they would eventually spawn more Torps. However, when Torps find themselves in a space vessel they fall harmlessly to the deck if the space vessel has gravity. space vessels without gravity enable the swarm to move through the space vessel attacking crew as 1/2 hd monsters. Torps aren't fussy, they will attack and devour the living and the dead making no distinction between them.

Armour Class 7 [12]

Hit Dice Swarm 2 (15 hull points), individually 1/2

Attacks 1, (externally 1d4 hull points), crew (2 or 4hp)

THACO 18 [+1]

Escape Number (EN) 2 [17]

Movement Rate Space, \bar{A} therspace

Saves D14 W15 P16 B17 S18

Morale 11

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Alignment Neutral

XP for Defeating Swarm 15, individuals 1

Number Appearing 3-30 (3d10)

Treasure Type T (None)

1. Immunity: Sleep spells (affect the whole swarm). Torps are immune to fire and cold.
2. Immune to Space: Space Moths are immune to the cold, heat, and vacuum of space.
3. Pursuit: An angry (i.e. injured) swarm of Torps will pursue space vessels or characters at the current destination until they are out of sight or inaccessible.
4. Landing and Blast Off: Incapable

Wrecking Moths

Wrecking Moths are gargantuan creatures which are always accompanied by a GN 7 [12] Asteroid upon which they have laid 2-8 eggs of Creepy Crawlies. They sing a song which disrupts space vessel Astro-Navigation Systems potentially causing them to crash land if their pilots are not able helmsmen.

A Wrecking Moth can attack a space vessel, reduce its hull points to zero, grapple, and return with it to the asteroid where the eggs it has laid will hatch into 2-8 Creepy Crawlies. These creatures then attack and devour the space vessel.

Wrecking Moths lay their eggs in airless metal rich environments, space vessels are ideal food for Creepy Crawlies. Any treasure the Wrecking Moths possess takes the form of gold nuggets lodged in their digestive tract.

Armour Class 8 [11]

Hit Dice 3+1* (14 hull points)

Attacks 1 x bite (1d8) [wrecking song]

THACO 16 [+3]

Escape Number (EN) 2 [17]

Movement Rate space, 6fterspace

Saves D12 W13 P14 B15 S16

Morale 12

Alignment Neutral

XP for Defeating 100

Number Appearing 1-2 (1-6)

Treasure Type S (0)

1. Wrecking Song: The song of the Wrecking Moth interferes with the Astro-Navigation System of a space vessel. A check roll vs. the Escape Number (EN) is required to avoid collision with the asteroid accompanying the Wrecking Moth. Should the check roll fail a forced landing is required. A check roll vs. the GN 7 [12] is then required and should it fail, 2d8 Hull points are lost on landing. When a space vessel's hull points have been reduced to zero it has crash landed. For additional information refer to the topic Space Vessel Space Hazards and Challenges, Asteroids.
2. Immune to Space: Space Moths are immune to the cold, heat, and vacuum of space.

Space Treasure Types

Age of Wonders adds an additional column of Space Treasure Items to the treasure types, refer to the following table:

Additional Treasure Allocation Table

OSE Treasure Type Letter	Allocation of Space Treasure Items
A	25% 3 Space Treasure Items
B	5% 1 Space Treasure Items
C	5% 2 Space Treasure Items
D	10% 2 Space Treasure Items
E	20% 3 Space Treasure Items
F	25% 3 Space Treasure Items
G	30% 4 Space Treasure Items
H	10% 4 Space Treasure Items
I	10% 1 Space Treasure Items
J	-
L	-
N	-
O	-
P or T	-
U	2% 1 Space Treasure Item
V	5% 1 Space Treasure Item

When Space Treasure is indicated roll d100 on the following tables to determine what they are:

Space Treasure Sub-table

d100	Space Treasure Sub-tables
01-20	Roll on a core rules d100 Magic Sub-table
21-40	Weapon
41-60	Armour
61-80	Gadget
81-90	Data
91-00	Ancient Gadget

Weapon Sub-table

d10	Weapon
1-3	Cartridge, Ray, Disintegrating
4	Cartridge, Spell, (limited to levels 1-3)
5	Grenade, clockwork, fragmentation
6	Grenade, clockwork, Fragmentation, +1 vs. Monster Type
7	Magazine, Rotary 5
8	Magi-Carbine, Clockwork, Rotary 5 Magazine
9	Magi-Carbine, Dual Shot
10	Magi-Carbine, Single Shot

Armour Sub-table

d4	Armour
1-2	AC Force Field
3-4	Atmosphere Suit

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Gadget Sub-table

d12	Gadget
1	Åther-fone, Personal
2	Clockwork Timepiece
3	Earworm
4	Stirge Pack
5	Goggles, infravision
6	Jump Harness
7	Moon-Torch
8	Packet, Alchemist's Extinguisher
9	Packet, Alchemist's Firestart
10	Perimeter Ward (I)
11	Sea-Lung
12	X-Ray Goggles

Data Sub-table

d8	Data (Units of Information)
1	Space Spell: Lvl 1 magic-user/elf spell [any] ¹
2	Space Spell: Lvl 2 magic-user/elf spells [any] ¹
3	Space Spell: Lvl 3 magic-user/elf spells [any] ¹
4	Security Code
5	Space Map with route numbers
6	Secret or Unknown Information
7	Bounty
8	Treasure

Note 1 – There is a 25% chance the data is a clerical spell

Ancient Gadget Sub-table

d10	Ancient Gadget
1	Augment
2	Booster
3	Brain Jolt
4	Cerebral Urn (Ancient or Alien)
5	Cloak (Space Vessel System)
6	Goo
7	Perimeter Ward (I)
8	Re-Life
9	Stasis Pod
10	Whatever You See

Ancient Augment Sub-table

d10	Ancient Augment
1	Attribute Switcher
2	Cerebral Stone
3	Data Coupler
4	Gravitas
5	Hasted
6	Impressionist Touch
7	Leech or Lend
8	Metal Skin
9	Slither
10	Unbreakable Skeleton

Explanation of Space Treasure Items

Some items are the same as those found in equipment lists and will not be found hereafter. The following topics cover Space Treasure Items not part of normal equipment.

Booster

A relic of the Ancients, each Booster is a device which grants a one time permanent saving throw +1 bonus to one of:

1. D: Death / poison,
2. W: Wands,
3. P: Paralysis / petrify,
4. B: Breath attacks,
5. S: Spells / rods / staves.

Effects of Boosters are cumulative up to +3. The bonus is never lost as the character progresses in levels. Each use of such relics permanently deducts 1 point of INT or WIS with each use. The player may choose where the saving throw bonus is applied and which attribute is reduced.

The device is single use and has only one charge, that is it may only be used once after which it burns out and may not be repaired.

Brain Jolt

A relic of the Ancients, the Brain Jolt grants a one time permanent +1 increase to the attributes INT or WIS but at the price of deducting an equal point of STR or CON. Effects of Brain Jolts are cumulative up to +3.

The device is single use and has only one charge, that is it may only be used once after which it burns out and may not be repaired.

Cerebral Urn (Ancient or Alien)

A Cerebral Urn, which if not atrophied (1-in-6), contains 20 Ancient or Alien Units of Data, refer to the topic Cerebral Urns.

Cloak - Chameleon (Space Vessel System)

A relic of the Ancients, the cloak is a gadget which connects to a Helm System and permits a space vessel to disguise its appearance

when activated. A space vessel may appear to be an asteroid, satellite, another space vessel, or a ship scale monster. The device must first record an image, this requires 1 turn. Each recorded image requires a unit of data. When the Helm or Astro-Drive are damaged a space vessel's appearance cannot be changed.

When a space vessel is attacked and damaged (it loses hit points), and the Helm System or Astro-Drive are damaged or inoperative the cloak becomes inoperative on a roll of 1-in-6. An inoperative cloak cannot be repaired.

Cloak - Invisibility (Space Vessel System)

A relic of the Ancients, the cloak is a gadget which connects to a Helm System and permits a space vessel to become invisible when activated. When the Helm or Astro-Drive are damaged a space vessel cannot be made invisible.

When a space vessel is attacked and damaged (it loses hit points), and the Helm System or Astro-Drive are damaged or inoperative the cloak becomes inoperative on a roll of 1-in-6. An inoperative cloak cannot be repaired.

Earworms

Earworms are a symbiotic parasite and when allowed to crawl into the ear of a humanoid grant the ability to understand the spoken word of other creatures.

Goo

A relic of the Ancients, Goo comes in a dispenser containing a single drop of this powerful glue. Goo will permanently join two surfaces together regardless of what they are, except that it will of course not stick to its own dispenser. What the dispenser is made of is a mystery. Two surfaces joined together by

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Goo cannot be parted by any means but the items joined in this way may themselves break.

A referee will soon find players gluing themselves, or others, to something. Bear in mind the goo bonds surfaces. A player can extricate themselves by tearing away from the surface layer, causing 1d4 injury. Objects can be broken even though the bonded surface cannot be separated, assign a TN as required.

Re-Life

A relic of the Ancients, Re-Life is a single use device which when applied to the body of a character suspends the countdown to death as well as other deleterious effects for 4 +1d3 Days. 1 point of CON is permanently deducted. The body of the character does not decay, or breathe, or need to eat. The referee secretly makes this dice roll to determine the duration of Re-Life and is under no obligation to inform the character how long the duration of Re-Life will be. Upon the expiry of the duration of Re-Life the suspended progress to death, and any suspended deleterious effects, are resumed.

The character attacks, moves, and saves as a Zombie with their normal capabilities superseded by the following:

- HD 2 (but Re-life does not grant more hit points than a character already possesses),
- Att 1 x weapon (1d8 or by weapon),
- THAC0 18 [+1], the character always attacks last in any round
- MV 60' (20')
- SV D12 W13 P14 B15 S16
- Spell Casting: The spell caster is limited to the capability of a 2 HD

character of their class resulting in a significant loss of capability if the character is currently a high level spell caster.

- Healing and Resurrection: A character may not be healed or raised from the dead while under the influence of Re-Life.
- Re-Life Death: If the character's hit points are reduced to 0 while under the influence of Re-Life they permanently lose 1 point of CON and they are dead.
- Re-Life Limitation: When a character's CON score is reduced to 3, or is already 3, Re-Life turns the player character permanently into a Zombie and the character becomes the property of the referee.
- Stasis Limitation: Stasis has no effect upon Re-Life.

Whatever You See

Relics of The Ancients which are two button sized discs, separated and placed on the craniums of any two living creatures. They grant each character the ability to see whatever the other is viewing at will. If only one character is granted infravision the other character without that capability can still see whatever it is they behold. No sound is conveyed by the relic nor is there any other communication between them. characters may write messages which the other can view but the viewer must be able to understand the writing system and read the language.

- Limitation: The embedded discs attach permanently and may not be removed from a living character by any art currently known

without risk, a saving throw vs death is required. Once removed, either of the discs may be reused.

X-Ray Goggles

X-Ray Goggles perform in the same manner as the ring of X-Ray Vision in Adventures and Treasures.

Augments

In appearance augments resemble black pearls and when they are held in a bare (gloveless) closed hand and squeezed (the character makes a fist around the augment pearl) they are then absorbed into the body of the character. The augment may thereafter be found within the brain of a deceased character.

Augments modify a character's class permanently granting special abilities and as a result the character's base XP is increased. Refer to BX Options: Class Builder by Erin D. Smale for details on how to modify and recalculate the XP required at each level for a character class.

Augments of the same type do not stack; that is they do not improve an augments base effect in any way.

Attribute Switcher

This magi-mechanical augmentation allows a character to switch any two attributes, which cannot be the character's prime attribute, once per day. The character must therefore record their original sequence of attributes and any bonus or penalty deriving from them. An attribute cannot be switched in any round/turn in which it has been used. At the beginning of the following day the character's original sequence of attributes automatically resets. (200xp)

Cerebral Stone

This augmentation allows a character to store 20, 50, or 100 Units of Data, (200xp), (400xp), (800xp).

Data Coupler

This augmentation is a biological tether which allows a character to link their mind to a data source and upload or download Units of Data. A character can store up to 20 Units of Data in addition to their own memories. (200xp)

Gravitas

This augmentation permits a character to change their personal local gravity from 9 [10] through 0 [19]. (200xp)

Hasted

This augmentation permits a character to act as if they were hasted. (800xp).

Impressionist Touch

This augmentation grants a character a 1-in-6 chance to perceive a vision regarding a person, place, or thing. The nature of the vision is as follows: a brief subjective experience from the point of view of the selected person, place, or thing lasting 1d6 rounds. (200xp)

Leech or Lend

This augmentation permits a character to attack and draw 1d4 +1 hit points from, or bestow by touch 1d4 +1 of their own hit points upon, another character or monster. When drawing hit points a physical attack with a melee weapon is required; missiles cannot be used to draw hit points. An attack roll is not required. The subject of the leech's attack makes a Saving Throw vs. Spells to resist the attack which if successful prevents the loss of any HP. HP cannot be gained from the Undead instead points are lost. (200xp)

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Metal Skin

This augmentation binds itself to the entire body of a character and is equivalent to specific armour class 8 [11] through 2 [17]. The AC blocks may be specific to character class. Metal Skin does not affect encumbrance or the ability to cast magical spells. (100 XP per point of AC bonus)

Slither

This augmentation is absorbed by the body of a character which then permits them to deform and slither through narrow cracks in

the same way as if they were an ooze. Anything the character wears or is carrying with them is also transformed and may pass through a crack with them. (200 XP)

Unbreakable Skeleton

This augmentation infuses a character's skeleton with a magical substance which grants the character a 1-in-6 chance of holding open crushing walls, automatically closing doors, etc. (200xp)



Known Space

Known Space is defined as space wilderness which is provided as a place in which dungeon and wilderness adventures take place. The following topics are provided as an example of Known Space.

Conventions of Known Space

The setting is broadly defined as follows, exotic magi-futurism, fast paced personal action set in outer space wilderness, and dungeons. The player story defines itself as a series of adventures in pursuit of treasure, ancient alien artefacts, and the defeat of foes in order to accumulate experience points and raise a character in level and power. The stakes are typically personal per the risks involved in accumulating the experience points. Stakes are seldom world threatening.

The following are suggested as themes specific to this genre:

- Characters and Monsters as Aliens – Characters and Monsters are Aliens originating on distant planets or native to space itself.
- Faith Systems – Multiple planets with their own faiths.
- Faith vs. State Rivalry – Within the Empire the State is supreme. Other planets may exist where the reverse is true or where power between Faith and State are contested.
- Law – There are tiers of laws applying to individuals according to each State, Faith, Caste or Guild. Jurisdictions may be competing or overlapping. Laws typically favour those who hold positions of power rather than specific individuals.
- Magic Replaces Science – Devices which would have been created by

science are never invented or they are replaced by alternative magical devices which provide similar functions. Ancient Aliens have already created, or Mage-Artisans create, the wondrous devices of the genre of the Magiverse.

- Modes of Dress – Dress reflects status, with style, cut, decoration, colour, and quality indicating Status, Caste, and/or Faith.
- Societal Organization – Caste System; Nobility, Clerics/Mages, Guilds of Merchants or Craftsmen, and everyone else.

Player Group Unity

A space wilderness setting, like a dungeon, provides challenges which the player group must band together in order to surmount. There is no reason at all why player character Clerics, Fighters, Thieves, Demihumans and Magic-users cannot cooperate with each other in the best interest of their group. Wilderness adversity can draw the player characters together.



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Known Space Map Key

Key	Description
Asteroid Mine	Asteroid Mine, This mining facility extracts Trillium from the asteroids. A tough Independent mining community on the frontier.
Beacon 55J	An old navigation beacon, pre-war, sends a warning about Hazard 2249, a black hole, stating avoid the area.
Beacon 55K	A Beacon which broadcasts the RN of Outpost Wolf Iron in Caliban and Terran.
Beacon 55L	A Caliban navigation warning stating that Space Vessels must not enter Caliban Space or they will be destroyed.
Bobo Caliban342	This star system is left for the Referee to define. It is named Bobo on Empire Star Charts. This star is claimed by the Caliban and is designated as Caliban 342.
Dul Caliban 339	This star system is the location of a watery Caliban colony.
Caliban 340 - Caliban Asteroid Mine	A Trillium Asteroid Mine run by the Caliban, here alien prisoners are used for the dangerous work with little regard for the preciousness of life.
Covenant Frontier	A territory of space serving as a frontier between the Empire and the Caliban. Permanent settlement and occupation by citizens of the Empire or the Caliban is forbidden by treaty. Commercial endeavours are permitted providing facilities are temporary. Independents have settled this area and are subject to neither Empire or Caliban law. The Caliban do not like members of other Races, Dwarfs, Elves, Halflings, or Humans, settling in this area.
Derelict 11	Derelict 11, a pre-Star-Drive sleep ship bound for some world, holed and damaged; its passengers long deceased remain in their stasis capsules.
Derelict 12	Derelict 12, The Hulk (merchant ship) Colossus, a plague ship, long abandoned, all the crew are deceased and no one dares recover its cargo.
Derelict 13	The Caliban Battleship 6871 a wreck damaged in battle. Caliban ships are organic so this dead vehicle should be the location of a really weird dungeon.
Hazard 2249	A black hole, Beacon 55J, an old navigation beacon, pre-war, sends a warning about Hazard 2249, a black hole, stating avoid the area.
Mederon Caliban 338	This star system is left for the Referee to define. It is named Zol on Empire Star Charts. This star is claimed by the Caliban and is designated as Caliban 338.
Mogollon Caliban341	This star system is left for the Referee to define. It is named Mogollon on Empire Star Charts. This star is claimed by the Caliban and is designated as Caliban 342.

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Key	Description
Nemesis Caliban338	This star system is cloaked; hidden by the Ancient Aliens. Its legendary name is Nemesis. Its gravity betrays its presence and it is designated by the Empire as a hazard to navigation. The Caliban and Empire both suspect there is a cloaked star here but cannot determine the RN. They would like to obtain this navigational data as they would like to lay claim to this part of space.
Outpost Wolf Iron Caliban 337	Outpost Wolf Iron. It is battered and exchanged hands several times during the war between the Caliban and the Empire but it is still usable as a life station. It has been abandoned under the terms of the treaty which ended the war. Under those terms no one is permitted to set foot there unless a crew is forced to abandon their own space vessel or it is necessary to restock the life station with supplies.
Penal Facility	Penal Facility. Conveniently located outside of Empire jurisdiction and run privately, this penal facility serves as an oubliette for prisoners paid to be held here. Rumour has it the prisoners are stored as popsicles, in stasis.
Spacemines Key A	A Spacemine field, planted by the Caliban to deny access through the asteroid field, nasty. They were supposed to be deactivated by the terms of a treaty. The Spacemines are notoriously unreliable and have re-activated themselves. The Spacemines are organic, like other Caliban technology, and the field replaces lost numbers through regeneration.
Zoon Caliban 344	Zoon, The main planet is a proverbial desert backwater on the border of Empire space.
Zulan Caliban 345	Zulan, The main planet is of provincial prominence in this backwater of the galaxy. The Post of the local Governor and guarded by Empire Ships of the Line. The nearby beacons broadcast to all space vessels that they have entered Empire space.



Known Space Gazeteer

The intent of the Gazeteer is to broadly define a space-wilderness location. The current theme is one of an uneasy peace with a region of undeveloped Covenant Frontier between the tips of two regional space states, The Empire and the Caliban. The Caliban have been provided as alien bogeymen and between is a wild lawless region of demilitarized space, a frontier.

The Age of Wonders Aesthetic

In terms of style and appearance, the worlds of the Empire and its devices are ornately decorated. It's clockworks and automata are elaborate in design and function. It's state architecture is one of dominance. No surface, building, item, or cloth will be left unembellished; advertising wealth, power, and status. The Empire's aesthetics extend to armour and clothing. On alien worlds dominated by the Empire the "tech" of the magi-future will be superimposed over the primitive without care for pleasing design. In stark contrast to the preceding is the barren simplicity of the Pandorans whose ruins are entirely without adornment. The Caliban favour organic shapes over euclidean ones.

Ancient Aliens/Pandorans

Ancient Aliens were the magical masters of an interstellar civilization encompassing worlds beyond current Known Space. Their empire connected star to star with Star-Gates. They and their vast star-empire, if that is what it truly was, have long disappeared. The wrecks of their space-ships may be found crashed on planets or drifting in space. They came to the worlds of the known galaxy and built outposts, cities and spaceports. All now lay decaying and abandoned, mysteries waiting to be explored.

The Ancient Aliens vanished without explanation. The reason for the abandonment

of their ruins is unknown. What calamity befell them? Plague, disaster, economic collapse, or war? Did they bring about their own ruin? This is a persistent myth and why the Ancient Aliens are sometimes known as the Pandorans.

All that can really be said is that the ruins left as monuments to their civilization are terribly old. The Ancient Aliens left no writing, and no images of themselves, so one may only guess at their appearance. They were likely humanoid in form but everything they created was not designed for human ergonomics and is slightly uncomfortable to hold and use. Examples of the genius of their civilization have been found in the form of personal force fields and other invaluable artefacts which may be recovered by investigating ancient ruins. Their artefacts are highly sought after. The explorer had best be wary for these ruined piles are often inhabited by terrifying creatures.

The Ancient and Alien

Whether or not the Ancient Aliens are a single or multiple monster type is up to the Referee. Undoubtedly the Referee would like more detail but it is really for them to define. The important thing is that the Ancient Star farers aren't coming back and their relics are there to be plundered. The Mage-Artisans desire the relics of the ancients like rival collectors, and they guard their own secrets jealously. The player characters therefore are seekers and salvors ready to supply the demand for ancient magi-gadgets.

The bodies of the Ancients have been reduced to dust when they are discovered. Their condition is such that they are impossible to resurrect. Such an event should be undesirable as perhaps far from being benefactors the Ancients could well be terrible creatures bent on the subjugation or destruction of creatures lesser than they.

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The Referee must rely on the unknown, that is the Ancients must never be fully knowable and resist even defining every detail for themselves lest they themselves give away too much. The Referee must in effect hint at the edges of the unknowable, revealing little. Even the fate of the Pandorans, as the Mage-Artisans call them, should be a mystery and their magi-gadgets potentially capable of as much harm as aid.

Player Characters may discover the use of a magi-gadget by trial and error or, per Adventures and Treasures topic Identifying Magic Items, or employ a Mage-Artisan to reveal its properties. This requires payment for their service and time for evaluation. Within the scope of this genre a Mage-Artisan may wish to acquire the magi-gadget if it is unknown to them.

The role of the Mage-Artisans is one in which they remove the artefacts of the Ancients to their vaults and laboratories for study. Rarely do they discover how to replicate the artefacts of the Ancients. It is not for player characters to join the ranks of the Mage-Artisans for study and examinations would take up all the time they would otherwise spend adventuring. Such a character would be removed from play by the effort required.

Most of the magi-gadgetry of the Ancients cannot be duplicated; not even by the Mage-Artisans. For example, it is not intended that within the scope of the game the Mage-Artisans should be able to create a Star-Gate.

Asteroids

Locations for dungeons!

Asteroid Mine

The Independents mine Trillium in the asteroid field; it is lucrative but hard work. Many miners have family and homes on Zoon.

Beacon 55J

An old navigation beacon, pre-war, sends a warning about Hazard 2249, a black hole, stating avoid the area.

Beacon 55K

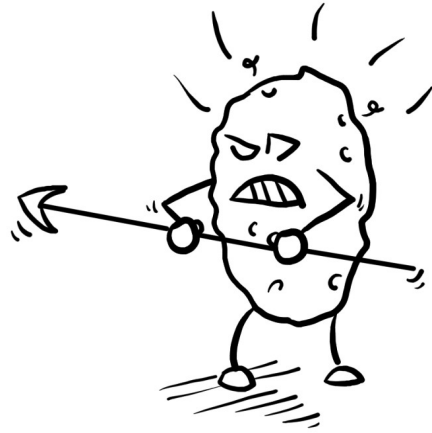
A Beacon which broadcasts the RN of Outpost Wolf Iron in Caliban and Terran.

Beacon 55L

A Caliban navigation warning stating that space vessels must not enter Caliban Space or they will be destroyed. The message is in Terran as spoken by a croaking Caliban.

Bobo (Caliban 342)

This binary star system is named Bobo on Empire Star Charts. This star is claimed by the Caliban and is designated as Caliban 342.



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The Bobo Solar System

Key	Name	Type	Route Number (RN)
0	Binary Sun	Yellow Super Giants	RN 7 [12]
1		Asteroid Belt	RN 3 [16]
2*		Terrestrial Planet	RN 7 [12]
3		Asteroid Belt	RN 3 [16]
4		Ice Giant	RN 5 [14]
5		Ice Giant	RN 5 [14]
6		Terrestrial Planet	RN 5 [14]
7		Ice Giant	RN 3 [16]

* Main planet of the solar system.

The referee will observe that travel to planets comes before travel to moons. The RN indicates the travel time in the appropriate unit of measure.

Key to the Bobo Solar System

Binary Star~Yellow Super Giant, Binary Star~Yellow Super Giant, Destinations~7

1. Asteroid Belt, Destinations~5
 - a) Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~Wreckage~Escape Pod, Units of Data 3, Treasure P, Occupant deceased humanoid (character or monster) in stasis, Feature Location~ Equatorial Region
 - b) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~None
 - c) Asteroid, Atmosphere~Vacuum, GN 7 [12], Feature~Wreckage~Escape Pod, Units of Data 2, Treasure T, Occupant deceased humanoid (character or monster) in stasis, Feature Location~ Northern Hemisphere
 - d) Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~ Wreckage~Hulk, Amount of wreckage 1/2, Salvage-items: Garderobe - Waste Disposal, Helm, Units of Data 2, Salvage Air Supply, Treasure , Feature Location~ Northern Hemisphere
 - e) Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~None
2. Terrestrial Planet, Desert, Atmosphere~Breathable, GN 6 [13], Life~ Bestial, Feature~ Dungeon, Feature location~ Southern Hemisphere, Moons~None
3. Asteroid Belt, Destinations~8
 - a) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~None
 - b) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Wreckage~Ship of the Line Hound Class,

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- Amount of wreckage 1/4,
Salvage-items: Clockwork-Pilot,
Units of Data 1, Salvage Barber-
Surgeon System, Treasure U,
Feature Location~ Southern
Hemisphere
- c) Asteroid, Atmosphere~Vacuum,
GN 7 [12], Feature~None
- d) Asteroid, Atmosphere~Vacuum,
GN 8 [11], Feature~None
- e) Asteroid,
Atmosphere~Poisonous, GN 8
[11], Feature~ Dungeon, Feature
Location~ North Pole
- f) Asteroid,
Atmosphere~Poisonous, GN 7
[12], Feature~None
- g) Asteroid,
Atmosphere~Poisonous, GN 7
[12], Feature~ Wreckage~Hulk,
Amount of wreckage 1/4,
Salvage-items: Air Supply, Units
of Data 1, Salvage Portholes,
Treasure V, Feature Location~
Northern Hemisphere
- h) Asteroid,
Atmosphere~Breathable, GN 9
[10], Feature~None
4. Ice Giant, Asteroids~4, Moons~1,
Shipwrecks~1, Satellites~1,
Spacetowns~None, Mines~7
- a) Asteroid,
Atmosphere~Poisonous, GN 7
[12], Feature~None
- b) Asteroid,
Atmosphere~Poisonous, GN 8
[11], Feature~ Ruins, Feature
Location~ Equatorial Region
- c) Asteroid, Atmosphere~Vacuum,
GN 9 [10], Feature~ Dungeon,
Feature Location~ Northern
Hemisphere
- d) Asteroid,
Atmosphere~Poisonous, GN 9
[10], Feature~None
- e) Moon, Forest,
Atmosphere~Breathable, GN 5
[14], Life~ Intelligent,
Technology~ Lesser, Feature~
Ruins, Feature location~
Southern Hemisphere,
Asteroids~None
- f) Satellite, visible Killer Satellite 2
Cannon
- g) Derelict, Hulk, Amount of
wreckage 3/4, Salvage-items:
Lighting, Clockwork-Pilot,
Grapple, 2 Deceased Crew,
Units of Data 3, Salvage
Lighting, Treasure V
5. Ice Giant, Asteroids~3, Moons~2,
Shipwrecks~1, Satellites~None,
Spacetowns~None, Mines~None
- a) Asteroid,
Atmosphere~Poisonous, GN 7
[12], Feature~None
- b) Asteroid, Atmosphere~Vacuum,
GN 8 [11], Feature~None
- c) Asteroid, Atmosphere~Vacuum,
GN 9 [10], Feature~ Dungeon,
Feature Location~ Equatorial
Region
- d) Moon, Desert,
Atmosphere~Breathable, GN 5
[14], Life~ Intelligent,
Technology~ Lesser,
Feature~None, Asteroids~None

- e) Moon, Mixed, North Pole~Ice
Northern Hemisphere~ Lava,
Equatorial Region~ Ice,
Southern Hemisphere~ Ice,
South Pole~Ice,
Atmosphere~Breathable, GN 7
[12], Life~ Intelligent,
Technology~ Lesser,
Feature~None, Asteroids~None
- 6. Terrestrial Planet, Desert,
Atmosphere~Necrotic-Miasma, GN 5
[14], Life~ Insect, Feature~ Ruins,
Feature location~ Northern
Hemisphere, Moons~1
 - a) Moon, Mixed, North Pole~Ice
Northern Hemisphere~ Desert,
Equatorial Region~ Forest,
Southern Hemisphere~ Jungle
or Swamp, South Pole~Ice,
Atmosphere~Breathable, GN 7
[12], Life~ Bestial, Feature~
Heap, Feature location~
Southern Hemisphere,
Asteroids~None
- 7. Ice Giant, Asteroids~5, Moons~2,
Shipwrecks~None, Satellites~2,
Spacetowns~None, Mines~None
 - a) Asteroid,
Atmosphere~Poisonous, GN 7
[12], Feature~ Wreckage~Ship
of the Line Hound Class,
Amount of wreckage 1/4,
Salvage-items: Portholes, Units
of Data 1, Salvage Lighting,
Treasure U, Feature Location~
Equatorial Region
 - b) Asteroid, Atmosphere~Vacuum,
GN 8 [11], Feature~ Dungeon,
Feature Location~ Northern
Hemisphere
 - c) Asteroid,
Atmosphere~Poisonous, GN 8
[11], Feature~ Dungeon, Feature
Location~ South Pole
 - d) Asteroid, Atmosphere~Vacuum,
GN 7 [12], Feature~ Dungeon,
Feature Location~ Equatorial
Region
 - e) Asteroid,
Atmosphere~Poisonous, GN 8
[11], Feature~None
 - f) Moon, Forest,
Atmosphere~Breathable, GN 6
[13], Life~ Intelligent,
Technology~ Lesser, Feature~
Abandoned, Feature location~
Equatorial Region, Asteroids~2
 - i. Asteroid,
Atmosphere~Poisonous,
GN 8 [11], Feature~
Wreckage~Ship of the Line
Hound Class, Amount of
wreckage 3/4, Salvage-
items: Provision System,
Provision System,
Portholes, Units of Data 3,
Salvage Lighting, Treasure
V, Feature Location~ North
Pole
 - ii. Asteroid,
Atmosphere~Vacuum, GN
8 [11], Feature~None
 - g) Moon, Ocean,
Atmosphere~Breathable, GN 3
[16], Life~ Bestial, Feature~
Dungeon, Feature location~
Northern Hemisphere,
Asteroids~1
 - i. Asteroid,
Atmosphere~Vacuum, GN

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8 [1], Feature~
Wreckage~Escape Pod,
Units of Data 2, Treasure
T, Occupant humanoid
(character or monster) in
stasis, Feature Location~
South Pole

Caliban

The Caliban are skilled space travellers. Unlike the Empire their space vessels are organic living creatures which inhabit a shell. Late in the war the Empire occupied strategically important desert planets within Caliban space which were inhospitable to the Caliban and from these they launched decisive attacks against Caliban worlds. The Caliban found it impossible to retake these desert worlds from the Empire, prevent Empire attacks from these worlds, and their reproductive cycle was threatened. The Caliban retaliated by discovering a way to destroy an Empire star. Realizing that mutual annihilation was the only likely outcome of the war the Empire and Caliban negotiated a peace between them.

Under the terms of the peace treaty the desert planets occupied by the Empire in Caliban Space have been returned. A region of Covenant Frontier which no one may claim or settle permanently now separates both Empire and the Caliban in order to minimize and avoid potential conflicts. No space vessels of any kind are allowed to cross into each other's territory and it is a well known term of the treaty that those that do may be attacked and destroyed. By the terms of the treaty only vehicles with a commercial or scientific purpose are permitted enter the region of Covenant Frontier and their armament is limited to one defensive cannon.

Player characters may not be Caliban; they are referee controlled monsters. Caliban 340 Caliban Asteroid Mine

The Asteroid is the site of a Trillium mine. The Caliban employ other races to mine Trillium as asteroids are hostile environments. There is a rumour that the Caliban mistreat alien labour to extract Trillium. This is not strictly true, the mine is actually run by aliens on behalf of the Caliban, and it is they who use prisoners to extract the Trillium ore.

Citizenship

Player characters may be either Independents or Citizens of the Empire.

Covenant Frontier

The region of the Covenant Frontier is a demilitarized buffer zone between the Caliban and the Empire. The Star Systems within the Covenant Frontier are claimed by the Empire and Caliban but neither are permitted to establish permanent settlements or fortifications. Neither are permitted to enter the Covenant Frontier with space vessels which carry more than two cannon. This has not prevented occasional incursions and skirmishes. Asteroid mining for Trillium and other metals is permitted. Trade and exploratory vessels are allowed free passage within the Covenant Frontier.

Crime Guilds

Membership in a Crime Guild is not limited to the class of Thieves. These nefarious organizations operate on a planetary and/or sector scale. A Crime Guild is made up of rival factions in competition with each other for supremacy, with each having defined regions of operation and areas of conflict.

Thieves and Crime Guilds

The Referee may allow player character Thieves to join a Crime Guild. Beyond the text of the Core, the Thief of the Age of Wonders is a character class whose skills are well suited to the quests of Salvors. There is no requirement such a character need ever belong to a Crime Guild. The character is

assumed to have learned their skills from another Salvor independent of a Crime Guild. However, should the player wish it, they may belong to a Crime Guild from the outset; from which they gained their nefarious skills. A Thief accepted into a Crime Guild thereafter may never leave; membership is for life, or else. The exact benefits and obligations of membership in a Crime Guild are left for the Referee to define. The Referee is free to imagine such things for themselves; for example snitching on other guild members is an unwritten golden rule which may never be broken; the crime guilds always make examples of snitches.

The Seven Systems Guild

The influence of this Crime Guild extends across seven planets of the Empire, including Zulan and Zoon. Each of the seven major "houses" have a territory with a defined scope of operations often spanning multiple star systems. Violence is often used between factions to settle disputes as they struggle with each other for mastery, profit, and a seat at the Council table of the major houses. Two of the Seven Guild houses are presented below:

Wolfshead

(Zoon, Asteroid Mine, Caliban Asteroid Mine), (Chaos), the Wolfshead operates much too publicly for the liking of the Council of the Seven Systems Guild as ready violence attracts unwanted attention. The Wolfshead has criminal contacts in the Covenant Frontier. By reputation Wolfshead activities include:

- robbery,
- fencing stolen goods, and
- strong arm tactics.

Cirrus

(Zulan, other systems within the Empire), (Neutrality, Chaos), among the usual criminal

activities the Cirrus is noted for its involvement in political intrigues. It operates across multiple star systems. Cirrus has secretly wormed its way slowly into the government of the Empire with the purpose of profiting by the attainment of power. It typically operates with finesse and subtlety avoiding overt public violence. It is however no less violent than any of the other houses of the Seven Systems Guild; its enemies vanish without a trace or meet with accident unless a public demonstration of this house's power is required. By reputation Cirrus activities include:

- blackmail,
- buying and selling information,
- political intrigues
- protection, and
- smuggling.

Derelicts

Locations for dungeons!

Derelict 11

Derelict 11, the pre-Star-Drive sleep ship bound for some colony world, holed and damaged; its passengers long deceased remain in their stasis capsules.

Derelict 12

Derelict 12, The Hulk (merchant ship) Colossus, a plague ship, long abandoned, all the crew are deceased and no one dares recover its cargo.

Derelict 13

The Caliban Battleship 6871 a wreck damaged during the war. Caliban ships are organic so this dead vehicle should be the location of a really weird dungeon.

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Dul (Caliban 339)

Caliban 339/Dul is a star system within Caliban space. It falls within the jurisdiction of the Caliban and a Terran embassy is maintained at Dul within an organic Caliban Space Town in order to provide the support services necessary to avert misunderstandings between the Caliban and the Empire. Initially the Caliban were very particular about the number of Empire staff permitted at the Space Town but tensions have relaxed somewhat as areas of mutual interest have been found. The Space Town may one day become an invaluable trading post between the Caliban and the Empire. The Caliban have forbidden Empire access to any of the planets of the Dul Star System.

Key to the Dul Solar System

Single Star~Yellow Super Giant,
Destinations~5

1. Dwarf Planet, Ocean,
Atmosphere~Breathable, GN 6 [13],
Life~ Intelligent, Technology~
Lesser, Feature~ Dungeon, Feature
location~ Southern Hemisphere,
Moons~3. This planet is used by the
Caliban for spawning. Access to the
dwarf planet is forbidden.
 - (a) Moon, Lava,
Atmosphere~Breathable, GN 5
[14], Life~ Intelligent,
Technology~ Lesser,
Feature~None, Asteroids~None
 - (b) Moon, Forest,
Atmosphere~Breathable, GN 5
[14], Life~ Bestial, Feature~
Tomb, Feature location~
Northern Hemisphere,
Asteroids~1
 - (c) Moon, Lava,
Atmosphere~Necrotic-Miasma,
GN 7 [12], Life~ Barren,
Feature~None, Asteroids~None
2. Ice Giant, Asteroids~5, Moons~2,
Derelicts~1, Satellites~None,
Spacetowns~1, Mines~1
 - (a) Asteroid,
Atmosphere~Breathable, GN 8
[11], Feature~None
 - (b) Asteroid, Atmosphere~Vacuum,
GN 7 [12], Feature~ Dungeon,
Feature Location~ Equatorial
Region

The Dul Solar System

Key	Name	Type	Route Number (RN)
0	Sun	Yellow Super Giant	RN 7 [12]
1		Dwarf Planet	RN 5 [14]
2*	Dul	Ice Giant	RN 7 [12]
3		Ice Giant	RN 3 [16]
4		Terrestrial Planet	RN 7 [12]
5		Terrestrial Planet	RN 7 [12]

* Main planet of the solar system.

The referee will observe that travel to planets comes before travel to moons. The RN indicates the travel time in the appropriate unit of measure.

- (c) Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~None
- (d) Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~None
- (e) Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~ Dungeon, Feature Location~ Equatorial Region
- (f) Moon, Lava, Atmosphere~Breathable, GN 6 [13], Life~ Intelligent, Technology~ Lesser, Feature~ Ruins, Feature location~ Equatorial Region, Asteroids~3
 - 1. Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~ Dungeon, Feature Location~ Northern Hemisphere
 - 2. Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~ Wreckage~Hulk, Amount of wreckage 1/4, Salvage-items: Portholes, Units of Data 3, Salvage Grapple, Treasure V, Feature Location~ Equatorial Region
 - 3. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~None
- (g) Moon, Mixed, North Pole~Ice Northern Hemisphere~ Lava, Equatorial Region~ Ice, Southern Hemisphere~ Desert, South Pole~Ice, Atmosphere~Breathable, GN 8 [11], Life~ Intelligent, Technology~ Lesser, Feature~ Ruins, Feature location~ Equatorial Region, Asteroids~3
 - 1. Asteroid, Atmosphere~Vacuum, GN 7 [12], Feature~None
 - 2. Asteroid, Atmosphere~Poisonous, GN 9 [10], Feature~ Wreckage~Sporc Raider Falcon Class, Amount of wreckage 3/4, Salvage-items: Provision System, Lighting, Portholes, Units of Data 2, Salvage Cerebral Urn, Treasure I, Feature Location~ Equatorial Region
 - 3. Asteroid, Atmosphere~Vacuum, GN 7 [12], Feature~ Dungeon, Feature Location~ Southern Hemisphere
- (h) Spacetown, This is the Caliban Space Town. It is located here as the official location of the Empire Embassy and it is the only official port of call for Empire merchants wishing to trade with the Caliban.
- (i) Derelict, Sporc Raider Falcon Class, Amount of wreckage 3/4, Salvage-items: Ather-fone, Air Supply, Hatch, 4 Deceased Crew, Units of Data 3, Salvage Astro-Navigation System, Treasure I
- 3. Ice Giant, Giant Planet, Asteroids~4, Moons~2, Derelicts~1, Satellites~None, Spacetowns~None, Mines~None

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- (a) Asteroid,
Atmosphere~Poisonous, GN 7 [12], Feature~ Wreckage~Ship of the Line Hound Class, Amount of wreckage 1/4, Salvage-items: Lighting, Units of Data 3, Salvage Provision System, Treasure I, Feature Location~ Northern Hemisphere
 - (b) Asteroid,
Atmosphere~Poisonous, GN 8 [11], Feature~ Ruins, Feature Location~ Equatorial Region
 - (c) Asteroid,
Atmosphere~Breathable, GN 9 [10], Feature~None
 - (d) Asteroid,
Atmosphere~Breathable, GN 7 [12], Feature~ Wreckage~Escape Pod, Units of Data 2, Treasure P, Occupant deceased humanoid (character or monster) in stasis, Feature Location~ Equatorial Region
 - (e) Derelict, Hulk, Amount of wreckage 3/4, Salvage-items: Grapple, Astro-Navigation System, Aether-fone, 1 Deceased Crew, Units of Data 1, Salvage Cerebral Urn, Treasure I
4. Terrestrial Planet, Ice,
Atmosphere~Vacuum, GN 7 [12], Life~ Intelligent, Technology~ Equal, Feature~ Tomb, Feature location~ Northern Hemisphere, Moons~3
- (a) Moon, Mixed, North Pole~Ice Northern Hemisphere~ Ocean, Equatorial Region~ Forest, Southern Hemisphere~ Ocean, South Pole~ Ocean,
Atmosphere~Breathable, GN 5 [14], Life~ Primitive, Feature~ Ruins, Feature location~ Equatorial Region, Asteroids~2. The Caliban are interested in this moon because it has water. Access to the moon is forbidden.
 - 1. Asteroid,
Atmosphere~Breathable, GN 8 [11], Feature~ Ruins, Feature Location~ Northern Hemisphere
 - 2. Asteroid,
Atmosphere~Vacuum, GN 7 [12], Feature~None
- (b) Moon, Lava,
Atmosphere~Breathable, GN 8 [11], Life~ Intelligent, Technology~ Lesser, Feature~None, Asteroids~None
- (c) Moon, Mixed, North Pole~Ice Northern Hemisphere~ Ocean, Equatorial Region~ Jungle or Swamp, Southern Hemisphere~ Desert, South Pole~Ice, Atmosphere~Breathable, GN 6 [13], Life~ Bestial, Feature~None, Asteroids~None
5. Terrestrial Planet, Desert,
Atmosphere~Breathable, GN 6 [13], Life~ Barren, Feature~ Ruin of an Abandoned Empire Base, Feature Location~ Equatorial Region, Moons~None. During the war with the Caliban the Empire had a base here, which they abandoned per the terms of the Covenant but not before blowing it to bits. It is a ruin.

Empire

The Empire is a multi-planet feudal state ruled over by its Emperor, administered by its bureaucracy, and guarded by its Space Soldiers. "Common", is the official language of the Empire. Titles of nobility and offices in the bureaucracy of the Empire may be acquired by various means but citizenship is always a requirement. One way to gain citizenship is by serving five years as Space Soldiers.

Citizens of the Empire include Humans, Elves, Dwarves, Halflings, and other intelligent alien beings.

The violent space war between the Empire and the Caliban has finally ended, but it is an uneasy peace because neither side easily trusts the other. The Covenant of Peace marked the end of conflict and established the Covenant Frontier.

The Covenant of Peace

The Covenant of Peace is the foundation upon which diplomatic relations, trade, and disputes between the Caliban and the Empire are conducted. The important tenets are:

1. All Caliban forces and citizens are to withdraw from Empire space. All Empire forces and citizens are to withdraw from Caliban Space.
2. The Caliban have jurisdiction in all matters in Caliban Space. The Empire have jurisdiction in all matters in Empire Space.
3. The Covenant Frontier is established as a demilitarized zone between the Caliban and Empire. No space vessel entering the Covenant Frontier may be equipped with more than two defensive cannon.

4. A space town has been established at the Dull Star System (Caliban 339) for trade and diplomatic relations. This is the only sanctioned port of call for trade vessels.
5. Permanent settlements are not permitted in the Covenant Frontier.

Factions

Empire Orthodoxy

A secular order dedicated to the ideal that Law is essential to a stable Empire. As such, Empire Orthodoxy is far and wide the majority faith within the Empire, though it is not observed on every vassal world. The Orthodox Litany favours Law over Neutrality, and either over Chaos, though a careful study of the doctrine suggests that Chaos is, at times, an effective check against extreme or even draconian systems of order. In practice, then, Empire Orthodoxy is ultimately an instrument to achieve the Emperor's goals, and may require clerics to perform sometimes delicate balancing acts.

The Ethos

Clerics of The Ethos are one faith among a vast coalition of Neutrally aligned creeds, many of which follow its lead. They have the largest following among the assemblage of Neutral faiths found in the Empire and regard themselves as brokers between various factions of Law and Chaos, holding above all else the necessity for fairness, justice, and equity. The Ethos are perfectly willing to set Chaos and Law against each other to further its goals, and Clerics of the faith freely manipulate events and forces such that neither Law nor Chaos grow too strong (whilst building their own following in the process). The Ethos supports the Empire's stability and sees the peace treaty with the Caliban as necessary, yet it deplores the Orthodoxy's secular nature as an oppressive tool by which the Empire maintains its rigid caste system.

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The Hammer of Chaos

Chaos is by definition seldom unified. The Hammer of Chaos is one of many Chaos factions in conflict not only with each other but also with faiths devoted to Law and Neutrality. Adherents of the Hammer view struggle as the fundamental nature of the universe—the driving force behind change and evolution—and regard Law and Neutrality as unnatural constructs that violate that principle by stifling growth. The Hammer is well aware that they're viewed by the Empire as a disruptive force, but that does not preclude shared interests, and the state is not above surreptitiously employing the Hammer's resources when the opportunity for gain presents itself. Clerics of the Hammer promote struggle and chaos within the Empire, the weakening of law, and the rise of the strong over the weak, for they see this as natural. The Caliban (and other monsters) are regarded as an expression of Chaos, and thus fitting foes to test the strength of the Empire. They regard the peace as just temporary.

The Circle of Starlight

The Circle of Starlight are a coalition of Lawful faiths embracing multiple star systems. Clerics within the Circle oppose the spread of Chaos in all its acts, regarding order as paramount to stability and peace. The Circle attempt to persuade Neutrality to support it, appealing to the principle that true justice cannot be objective and must therefore serve order or, by omission, promote anarchy. Of course, Chaos also targets Neutrality, employing a diametrically dissimilar approach. The circle regard the Caliban as chaotic demons; equally as bad as other chaotic foes. They are opposed to the peace treaty.

Empire Mages

Magic-users are considered by Clerics to be meddling with forces they do not understand

and cannot control, whereas Magic-users consider Clerics to be slaves to ideology who suborn themselves to dangerous entities to obtain power. Magic-users find Clerics a bore, particularly those of Law, who regard a Magic-user's abilities as unnatural and chaotic. Even when a Magic-user's actions are guided by Law they are regarded with suspicion. Magic-users of Chaos desire brute force above all else and revel in their power to release Chaos in a controlled manner. They are most unlike Clerics of Chaos who see the release of Chaos itself as a desirable goal. Magic-users of Neutrality are more likely to regard those of other alignments as too focused and unable to see the larger picture. True power, in their estimation, comes from both Law and Chaos.

Magic-users in the Empire

The self serving Emperor regards Magic-users as potentially unreliable subjects but very useful political foils versus Clerics. Clerics will often demand the suppression of Magic-users whom they rightly regard as dangerous secular rivals. This advocacy is the legacy of the loss of their supreme power over the state. Even though Clerics and Magic-users may well band together in common cause when needs must any truce between the Guild of Royal Mages and Clerics is likely a temporary one.

Mage-Artisans

The specialized guild of Mage-Artisans supervise the construction of all kinds of magi-gadgetry. It is they who have discovered the various rays and invented the magical machines. The guild is extremely influential and critical to the success of the Empire.

The Guild of Royal Mages

The Guild is intended by the Emperor to legitimize and harness the powers of Magic-users in support of the causes of the Empire.

A Magic-user is free to continue their work only if it is useful (and not a threat) to the Empire. Most Magic-users are content with this arrangement. Magic-users legitimize themselves within the Empire by first apprenticing and then becoming Masters in the Guild of Royal Mages.

However, Witch Finders, with the blessing of the Emperor and at the urging of Clerics, ferret out and arrest potential threats from Magic-users to the Emperor and Empire. The Witch Finders cannot, and would never dare, arrest a member of the Guild of Royal Mages without a warrant from the Emperor. The members of the Witch Finders guild are required to swear their allegiance to the Emperor and Empire. Many Magic-users join the Guild of Royal Mages simply to escape persecution and reduce the level of scrutiny they are subject to.

The Guild Body and Council of Master Mages

The guild body is composed of Master Mages and their apprentices. The guild body are expected to serve not only the Master Mages, but their guild council and Emperor, and may be given quests to perform which serve interests other than their own personal ones.

Only the Emperor may appoint the Grand Master Mage and his council from among the body of Master Mages. The Master Mages current political goal is to have errant Clerics within the Empire also fall within the purview of the Witch Finders thus turning this hated tool against their rivals. This they believe is the surest way to see the Witch Finders abolished.

The Hand of The Secret

This minority faction within the guild is a secret society which seeks additional freedoms and the liberty to pursue their studies unimpeded by their oath to the

Emperor. Because the guild is the only officially sanctioned Empire organization with the blessing of the Emperor it means that the pursuits of independent wizardry are frowned upon. This faction regards the guild oath as a fundamental compromise which is an impediment to their secular pursuits. The guild's master mages regard this as politically dangerous to the status of the guild itself. While not eager to have a member of the guild arrested by the Witch Finders they have sought to avoid scandal and disciplined, exiled, but rarely ever expelled malcontents. Expelled malcontent Magic-users could be taken by the Witch Finders and charged with oath breaking.

Independent Wizards

In the frontiers beyond the reach of the Empire exist independent Master Mages and their apprentices, some are exiles, others resisted joining the guild from the first.

Witch Finders

The Witch Finders are secular servants of the Empire but formerly they nearly always had ties to Clerics. Some still owe their patronage to Clerics. The best that an untutored natural Magic-user can hope for is that they are arrested and handed over to the Guild of Royal Mages; some are led to join Clerics as what could be better than to deprive the Mages of new apprentices.

Terran Nobility

The Feudal System of ownership means that the Empire is divided into territorial regions held by hereditary nobility. This means that the wealth of the empire flows first into the coffers of the nobility and then to the Emperor who is the largest holder of territory. All who dwell within the holding of a noble are tithed.

Plagues and war with the Caliban have weakened the rigid caste structure and

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created a transitional society at a crossroads. Nobles of the empire embrace the values of their Feudal Class and regard other classes with suspicion. Despite antipathy the Emperor has raised meritorious common folk to the Noble Class.

The newly raised to the Noble Class now form a significant number of the leaders of the empire bureaucracy and are among its most valiant space soldiers. They are vocal, ambitious, and loyal to the Emperor. Resentment against their advancement smoulders among the most ancient dynastic houses. The Emperor is mindful of the succession of his own dynasty and lest resentment flicker into the flame of outright rebellion he is careful in his appointments of each faction to prevent either from getting the upper hand. Those of merit who have pledged their unwavering loyalty to the Emperor are the first to be promoted and appointed.

Fear of a renewed war with the Caliban draw the uncertain together in common cause for unless the Empire is strongly united the Caliban would undoubtedly tear it apart piecemeal.

Independents

The Independents are mainly residents of the Covenant Frontier with a small faction on Zoon. They do not fall within the Empire sphere of influence. Some were hard working Empire citizens, miners and colonists, who chose to remain, or were left behind, after the Empire withdrawal from the frontier. They lost their citizenship and undoubtedly many feel betrayed by their abandonment. The region of the Covenant Frontier now provides a refuge for aliens, bounty hunters, crooks, exiles, mad scientists, monsters, robots, rebels, rogues, smugglers, spies, pirates, etc.

The character of these Independents is now best described by a self sufficient aversion to the yoke of the Emperor's rule. The Independent's do have a code of accepted behaviour, trade practices, and law but these are frequently more a set of guidelines than a fixed set of rules. There is no central government.

Independents are not trusted by either the Empire or the Caliban since they profess no allegiance to either state. Independents are granted none of the protections accorded to Empire citizens under Empire law. To the Caliban they are simply aliens, and to be regarded with suspicion. Independents who can prove previous Empire citizenship can be re-admitted to the Empire if they leave Covenant Frontier but they must endure a lengthy bureaucratic process and swear allegiance to the Empire once more for no Empire citizen may dwell in Covenant Frontier by treaty with the Caliban.

Mederon (Caliban 338)

This star system is named Mederon on Empire Star Charts. This star is claimed by the Caliban and is designated as Caliban 338.

Key to the Mederon Solar System

Binary Star~Yellow Dwarf, Binary Star~ Blue Dwarf, Destinations~9,

1. Terrestrial Planet, Ice, Atmosphere~Breathable, GN 7 [12], Life~ Bestial, Feature~None, Moons~3
 - (a) Moon, Mixed, North Pole~Ice Northern Hemisphere~ Ocean, Equatorial Region~ Ocean, Southern Hemisphere~ Forest, South Pole~Ice, Atmosphere~Vacuum, GN 3 [16], Life~ Bestial, Feature~None, Asteroids~None

- (b) Moon, Lava, Atmosphere~Breathable, GN 5 [14], Life~ Intelligent, Technology~ Lesser, Feature~ Abandoned, Feature location~ Equatorial Region, Asteroids~None
- (c) Moon, Ocean, Atmosphere~Breathable, GN 5 [14], Life~ Intelligent, Technology~ Equal, Feature~None, Asteroids~None
- 2. Terrestrial Planet, Desert, Atmosphere~Vacuum, GN 5 [14], Life~ Insect, Feature~None, Moons~None
- 3. Dwarf Planet, Desert, Atmosphere~Breathable, GN 5 [14], Life~ Insect, Feature~ Tomb, Feature location~ Equatorial Region, Moons~2
 - (a) Moon, Forest, Atmosphere~Breathable, GN 4 [15], Life~ Bestial, Feature~None, Asteroids~1
 - i. Asteroid, Atmosphere~Vacuum, GN8, Feature~ Wreckage, Hulk, Amount of wreckage 1/2, Salvage-items: Clockwork-Pilot, Grapple, Units of Data 3, Salvage Clockwork-Pilot, Treasure V, Feature Location~ North Pole
- (b) Moon, Mixed, North Pole~Ice Northern Hemisphere~ Ice, Equatorial Region~ Ocean, Southern Hemisphere~ Ice, South Pole~Ice, Atmosphere~Breathable, GN 3 [16], Life~ Bestial, Feature~None, Asteroids~3
 - i. Asteroid, Atmosphere~Vacuum, GN7, Feature~ Wreckage,

The Mederon Solar System

Key	Name	Type	Route Number (RN)
0	Sun	Binary Yellow Dwarf Blue Dwarf	RN 7 [12]
1*		Terrestrial Planet	RN 5 [14]
2		Terrestrial Planet	RN 7 [12]
3		Dwarf Planet	RN 7 [12]
4		Dwarf Planet	RN 7 [12]
5		Terrestrial Planet	RN 7 [12]
6		Asteroid Belt	RN 3 [16]
7		Gas Giant	RN 5 [14]
8		Dwarf Planet	RN 7 [12]
9		Ice Giant	RN 3 [16]

* Main planet of the solar system.

The referee will observe that travel to planets comes before travel to moons. The RN indicates the travel time in the appropriate unit of measure.

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- Escape Pod, Units of Data 3, Treasure T, Occupant deceased humanoid (character or monster) in stasis, Feature Location~ Southern Hemisphere
- ii. Asteroid, Atmosphere~Poisonous, GN9, Feature~ Ruins, Feature Location~ South Pole
 - iii. Asteroid, Atmosphere~Vacuum, GN9, Feature~ Dungeon, Feature Location~ Equatorial Region
4. Dwarf Planet, Jungle or Swamp, Atmosphere~Breathable, GN 6 [13], Life~ Bestial, Feature~None, Moons~None
 5. Terrestrial Planet, Mixed, North Pole~Ice Northern Hemisphere~ Desert, Equatorial Region~ Jungle or Swamp, Southern Hemisphere~ Jungle or Swamp, South Pole~Ice, Atmosphere~Breathable, GN 5 [14], Life~ Bestial, Feature~None, Moons~None
 6. Asteroid Belt, Destinations~6
 - (a) Asteroid, Atmosphere~Poisonous, GN 9 [10], Feature~ Wreckage~Escape Pod, Units of Data 1, Treasure T, Occupant deceased humanoid (character or monster) in stasis, Feature Location~ Equatorial Region
 - (b) Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~ Dungeon, Feature Location~ North Pole
 - (c) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~None
 - (d) Asteroid, Atmosphere~Vacuum, GN 9 [10], Feature~None
 - (e) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Ruins, Feature Location~ South Pole
 - (f) Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~ Dungeon, Feature Location~ Southern Hemisphere
 7. Gas Giant, Asteroids~3, Moons~2, Shipwrecks~None, Satellites~None, Spacetowns~None, Mines~2
 - (a) Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~ Wreckage~Ship of the Line Hound Class, Amount of wreckage 1/4, Salvage-items: Cerebral Urn, Units of Data 3, Salvage Astro-Navigation System, Treasure V, Feature Location~ Equatorial Region
 - (b) Asteroid, Atmosphere~Vacuum, GN 7 [12], Feature~ Wreckage~Hulk, Amount of wreckage 1/2, Salvage-items: Garderobe - Waste Disposal, Ether-fone, Units of Data 3, Salvage Astro-Navigation System, Treasure V, Feature Location~ Equatorial Region

- (c) Asteroid,
Atmosphere~Poisonous, GN 7
[12], Feature~None
- (d) Moon, Ice,
Atmosphere~Vacuum, GN 5
[14], Life~ Insect, Feature~None,
Asteroids~1
 - i. Asteroid,
Atmosphere~Vacuum, GN
8 [11], Feature~
Wreckage~Escape Pod,
Units of Data 3, Treasure
P, Occupant deceased
humanoid (character or
monster) in stasis, Feature
Location~ Equatorial
Region
- (e) Moon, Mixed, North Pole~Ice
Northern Hemisphere~ Jungle
or Swamp, Equatorial Region~
Ice, Southern Hemisphere~ Ice,
South Pole~Ice,
Atmosphere~Vacuum, GN 5
[14], Life~ Bestial,
Feature~None, Asteroids~3
 - i. Asteroid,
Atmosphere~Vacuum, GN
7 [12], Feature~ Dungeon,
Feature Location~
Northern Hemisphere
 - ii. Asteroid,
Atmosphere~Poisonous,
GN 7 [12], Feature~
Dungeon, Feature
Location~ Equatorial
Region
 - iii. Asteroid,
Atmosphere~Poisonous,
GN 9 [10], Feature~None
- 8. Dwarf Planet, Ocean,
Atmosphere~Breathable, GN 3 [16],
Life~ Bestial, Feature~ Dungeon,
Feature location~ Equatorial Region,
Moons~None
- 9. Giant Planet, Asteroids~5, Moons~2,
Derelicts~2, Satellites~None,
Spacetowns~None, Mines~None
 - (a) Asteroid,
Atmosphere~Poisonous, GN 8
[11], Feature~None
 - (b) Asteroid,
Atmosphere~Poisonous, GN 8
[11], Feature~ Dungeon, Feature
Location~ Equatorial Region
 - (c) Asteroid, Atmosphere~Vacuum,
GN 9 [10], Feature~ Ruins,
Feature Location~ Northern
Hemisphere
 - (d) Asteroid,
Atmosphere~Poisonous, GN 7
[12], Feature~None
 - (e) Asteroid,
Atmosphere~Poisonous, GN 9
[10], Feature~None
 - (f) Moon, Mixed, North Pole~Ice
Northern Hemisphere~ Ocean,
Equatorial Region~ Ice,
Southern Hemisphere~ Forest,
South Pole~ Forest,
Atmosphere~Breathable, GN 6
[13], Life~ Intelligent,
Technology~ Lesser,
Feature~None, Asteroids~None
 - (g) Moon, Jungle or Swamp,
Atmosphere~Breathable, GN 6
[13], Life~ Insect, Feature~None,
Asteroids~None

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- (h) Derelict, Ship of the Line Hound Class, Amount of wreckage 3/4, Salvage-items: Cerebral Urn, Garderobe - Waste Disposal, Clockwork-Pilot, 1 Deceased Crew, Units of Data 2, Salvage Clockwork-Pilot, Treasure U
- (i) Derelict, Hulk, Amount of wreckage 1/2, Salvage-items: Lighting, Portholes, 6 Deceased Crew, Units of Data 1, Salvage Lighting, Treasure I

Mogollon (Caliban 341)

This star system is named Mogollon on Empire Star Charts. This star is claimed by the Caliban and is designated as Caliban 341.

Key to the Mogollon Solar System

Binary Star~Yellow Dwarf, Binary Star~ White Dwarf, Destinations~7,

1. Ice Giant, Asteroids~3, Moons~1, Derelicts~1, Satellites~None, Spacetowns~None, Mines~None

- (a) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~None
- (b) Asteroid, Atmosphere~Vacuum, GN 7 [12], Feature~Wreckage~Ship of the Line Hound Class, Amount of wreckage 1/4, Salvage-items: Cerebral Urn, Units of Data 2, Salvage Astro-Navigation System, Treasure I, Feature Location~ Equatorial Region
- (c) Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~Wreckage~Escape Pod, Units of Data 1, Treasure P, Occupant humanoid (character or monster) in stasis, Feature Location~ North Pole
- (d) Moon, Ice, Atmosphere~Necrotic-Miasma, GN 6 [13], Life~ Insect, Feature~None, Asteroids~3

The Mogollon Solar System

Key	Name	Type	Route Number (RN)
0	Sun	Binary Yellow Dwarf White Dwarf	RN 7 [12]
1		Ice Giant	RN 3 [16]
2*		Terrestrial Planet	RN 7 [12]
3		Dwarf Planet	RN 7 [12]
4		Ice Giant	RN 3 [16]
5		Terrestrial Planet	RN 7 [12]
6		Terrestrial Planet	RN 7 [12]
7		Terrestrial Planet	RN 5 [14]

* Main planet of the solar system.

The referee will observe that travel to planets comes before travel to moons. The RN indicates the travel time in the appropriate unit of measure.

- i. Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~None
 - ii. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~Dungeon, Feature Location~ South Pole
 - iii. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~Wreckage~Ship of the Line Hound Class, Amount of wreckage 1/2, Salvage-items: Air Supply, Garderobe - Waste Disposal, Units of Data 3, Salvage Hatch, Treasure V, Feature Location~ Equatorial Region
 - (e) Derelict, Ship of the Line Hound Class, Amount of wreckage 1/4, Salvage-items: Aether-fone, 6 Deceased Crew, Units of Data 1, Salvage Barber-Surgeon System, Treasure U
2. Terrestrial Planet, Desert, Atmosphere~Breathable, GN 3 [16], Life~ Bestial, Feature~None, Moons~None
 3. Dwarf Planet, Mixed, North Pole~Ice Northern Hemisphere~ Ocean, Equatorial Region~ Lava, Southern Hemisphere~ Ice, South Pole~ Ice, Atmosphere~Poisonous, GN 6 [13], Life~ Insect, Feature~None, Moons~None
 4. Ice Giant, Rings, Asteroids~4, Moons~2, Derelicts~1, Satellites~None, Spacetowns~None, Mines~2
- (a) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~None
 - (b) Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~ Dungeon, Feature Location~ Northern Hemisphere
 - (c) Asteroid, Atmosphere~Vacuum, GN 7 [12], Feature~ Wreckage, Feature Location~ Equatorial Region
 - (d) Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~ Dungeon, Feature Location~ Equatorial Region
 - (e) Moon, Mixed, North Pole~Ice Northern Hemisphere~ Ocean, Equatorial Region~ Lava, Southern Hemisphere~ Jungle or Swamp, South Pole~Ice, Atmosphere~Breathable, GN 7 [12], Life~ Bestial, Feature~None, Asteroids~1
 - i. Asteroid, Atmosphere~Breathable, GN 7 [12], Feature~ Ruins, Feature Location~ Equatorial Region
 - (f) Moon, Jungle or Swamp, Atmosphere~Poisonous, GN 6 [13], Life~ Bestial, Feature~None, Asteroids~None
 - (g) Derelict, Hulk, Amount of wreckage 3/4, Salvage-items: Cerebral Urn, Cerebral Urn, Air Supply, 4 Deceased Crew, Units of Data 3, Salvage Provision System, Treasure V
5. Terrestrial Planet, Ocean, Atmosphere~Breathable, GN 1 [18],

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Life~ Intelligent, Technology~ Equal,
Feature~ Ruins, Feature location~
Equatorial Region, Moons~1

- (a) Moon, Desert,
Atmosphere~Breathable, GN 6
[13], Life~ Bestial,
Feature~None, Asteroids~2
 - i. Asteroid,
Atmosphere~Vacuum, GN
9 [10], Feature~ Dungeon,
Feature Location~
Southern Hemisphere
 - ii. Asteroid,
Atmosphere~Breathable,
GN 9 [10], Feature~
Dungeon, Feature
Location~ Southern
Hemisphere
6. Terrestrial Planet, Jungle or Swamp,
Atmosphere~Breathable, GN 6 [13],
Life~ Intelligent, Technology~ Equal,
Feature~ Dungeon, Feature
location~ North Pole, Moons~None
7. Terrestrial Planet, Forest,
Atmosphere~Vacuum, GN 6 [13],
Life~ Intelligent, Technology~ Equal,
Feature~ Ruins, Feature location~
South Pole, Moons~None

Nemesis (Caliban 338)

Nemesis is the Empire's designation for this space hazard. Caliban 338 is the Caliban designation. The Empire and Caliban know there is a gravitational anomaly here which destroys space vessels and the Caliban have posted a warning beacon to warn their vessels to avoid the area. Both the Empire and the Caliban suspect there is a cloaked star system here but neither can determine the RN.

The Nemesis Star System has been cloaked by the Ancients and its gravity is a hazard to navigation such that any vessels which attempt to approach this hidden star system without the RN are automatically wrecked or destroyed by asteroids, it is a graveyard.

Because the Nemesis Star System is cloaked, Characters cannot chart a course to Nemesis, that is they cannot determine the route number to this cloaked system, making it impossible to travel there using a Star-Drive without knowing the secret of the RN. The RN from Map Key D Outpost Wolf Iron is RN 4 [15]. However, the secret of the RN is divided up into separate Units of Navigational Data which players must first obtain:

- They may purchase two Units of the data, and
- Obtain two Data Units held in the Cerebral Urns of an old defunct satellite drifting in space somewhere between Zulan and Zoon, or
- Obtain two Data Units from salvaged Cerebral Urns at a junk yard on Zoon, or.
- Obtain two Data Units held in the Cerebral Urns at Map Key D Outpost Wolf Iron.

Key to the Nemesis Solar System

1. Mixed planet, breathable atmosphere, GN 1 [18], primitive life, equatorial region - ocean, northern hemisphere - ice, southern hemisphere - jungle
2. Ice Giant, Giant Planet, Asteroids~2, Moons~1, Derelict Ships~1, Satellites~2, Spacetowns~None, Mines~3.

- (a) Asteroid,
Atmosphere~Poisonous,
GN 8 [11], Feature~None
 - (b) Asteroid,
Atmosphere~Breathable,
GN 8 [11], Feature~
Wreckage, Feature
Location~ Northern
Hemisphere
 - (c) Moon, Lava,
Atmosphere~Breathable,
GN 5 [14], Life~ Insect,
Feature~None,
Asteroids~2.
 - i. Asteroid,
Atmosphere~Poisonous,
GN 8 [11],
Feature~None
 - ii. Asteroid,
Atmosphere~Poisonous,
GN 8 [11],
Feature~None
 - (d) Derelict, Sporc Raider
Hound Class, Amount of
wreckage 3/4, Salvage-
items: Helm, Clockwork-
Pilot, Barber-Surgeon
System, 6 Deceased Crew,
Units of Data 3, Salvage
Garderobe - Waste
Disposal, Treasure I
 - (e) Satellite, Invisible Killer
Satellite 1 Cannon
 - (f) Satellite, Invisible Killer
Satellite 2 Cannon
3. Forest planet, breathable
atmosphere, GN 5 [14], bestial life,
there is an abandoned ancient ruin
(dungeon) in the northern
hemisphere.
 4. Gas Giant, Giant Planet, Rings,
Asteroids~None, Moons~2, Derelict
Ships~None, Satellites~2,

The Nemesis Solar System

Key	Name	Type	Route Number (RN)
0	Sun	Red Dwarf	RN 5 [14]
1		Terrestrial Planet	RN 7 [12]
2		Ice Giant	RN 5 [14]
3		Terrestrial Planet	RN 9 [10]
4*		Gas Giant	RN 5 [14]
5		Asteroid Belt	RN 5 [14]
6		Terrestrial Planet	RN 7 [12]
7		Gas Giant	RN 5 [14]
8		Dwarf Planet	RN 3 [16]

* Main planet of the solar system.

The referee will observe that travel to planets comes before travel to moons. The RN indicates the travel time in hours.

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- Spacetowns~None, Mines~None,
Star-Gate~1
- (a) Mixed moon, Necrotic-Miasma atmosphere, GN 6 [13], barren of life, equatorial region – jungle, northern hemisphere desert, southern hemisphere – forest
 - (b) Mixed moon, poisonous atmosphere, GN 5 [14], bestial life, equatorial region – ice, northern and southern hemispheres – forest. Shipwreck dungeon in the southern hemisphere.
 - (c) Satellite, Invisible Killer
Satellite 2 Cannons
 - (d) Star-Gate, The systems of this Ancient Star-Gate are inoperative. It is protected by Killer Satellites c. and d.
 - (e) Satellite, visible Killer
Satellite 2 Cannons
5. Asteroid Belt many asteroids, possibly mines, possibly dungeons.
6. Forest Planet, breathable atmosphere, GN 6 [13], insect life.
7. Gas Giant, Giant Planet, Asteroids~2, Moons~2, Derelict Ships~2, Satellites~1, Spacetowns~None, Mines~None
- (a) Asteroid,
Atmosphere~Poisonous,
GN 8 [11], Feature~None
 - (b) Asteroid,
Atmosphere~Poisonous,
GN 8 [11], Feature~None
 - (c) Moon, Mixed, North Pole~Ice Northern Hemisphere~ Ocean, Equatorial Region~ Jungle or Swamp, Southern Hemisphere~ Ice, South Pole~ Ice,
Atmosphere~Poisonous,
GN 4 [15], Life~ Bestial, Feature~ Heap, Feature location~ Northern Hemisphere,
Asteroids~None
 - (d) Moon, Ocean,
Atmosphere~Breathable,
GN 5 [14], Life~ Intelligent, Technology~ Lesser, Feature~ Dungeon, Feature location~ Equatorial Region,
Asteroids~None
 - (e) Satellite, Invisible Spy
Satellite 2 Units of Data
8. Desert Planet, breathable atmosphere, GN 7 [12], barren of life.

Outpost Wolf Iron (Caliban 337) (Map Key D)

Outpost Wolf Iron is found within an asteroid with a GN 8 [11]. The asteroid is mainly iron and its rugged surface belies the fact it was attacked and changed hands several times during the war between the Empire and the Caliban. The debris of space battles floats in this region of space, creating additional hazards to navigation.

The entrances to the space station, for there are several, are hidden in clefts of rock, for it was built in a time of war. The main entrance

however is now well known, and a docking station was built over the entrance after hostilities ceased since the station is now no longer a secret. The Terrans removed any armament and secret equipment when they left but the station is stocked with emergency supplies. The station's navigation equipment was left to passively monitor the region for navigational hazards.

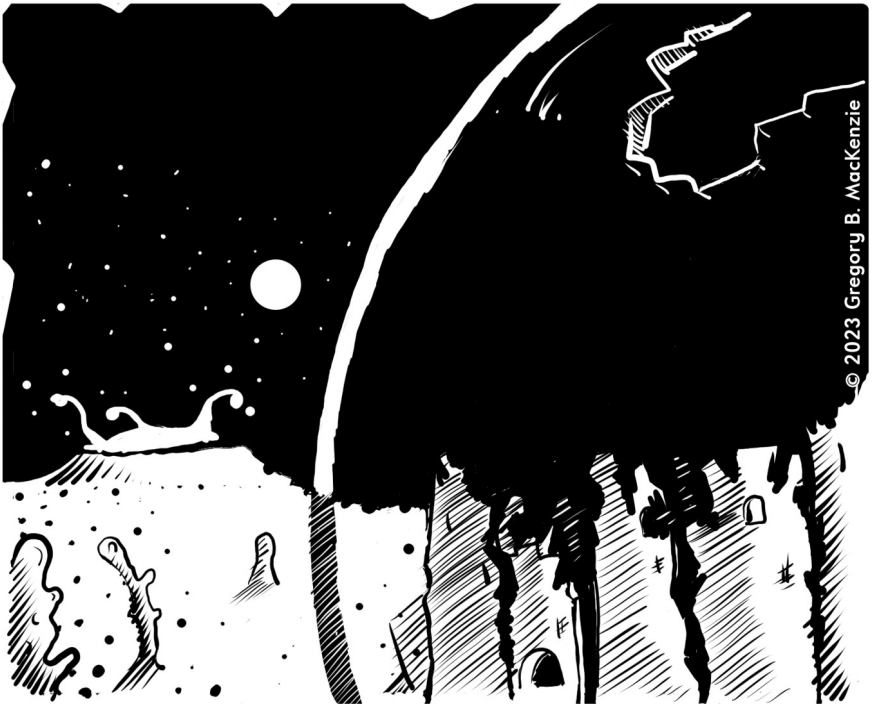
Since the station's role is now that of an Emergency Life Station it has beacon lights,

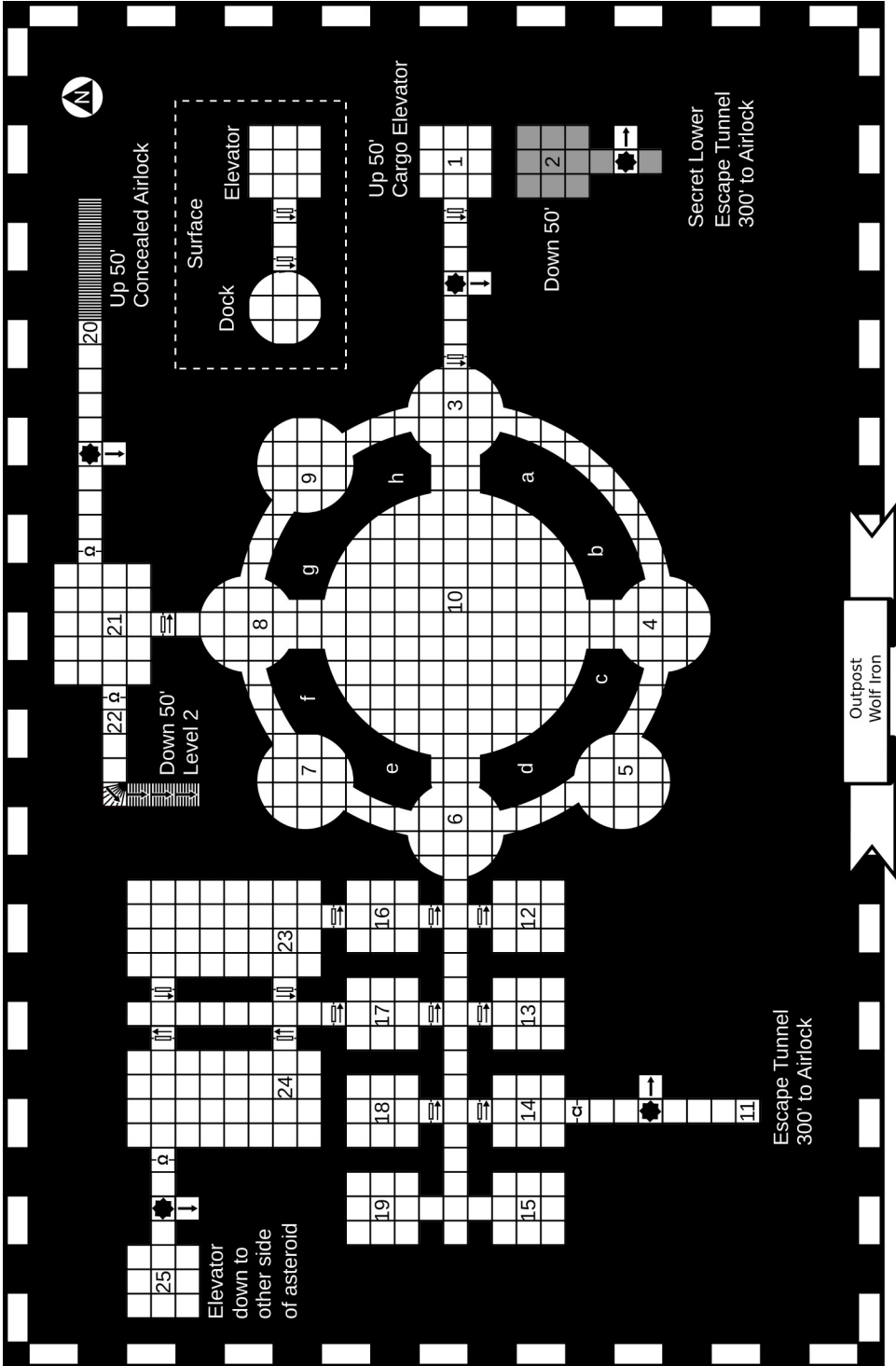
broadcasts its location, and automated docking equipment is installed which accommodates various forms of space vessels. The Outpost has a grapple which automatically secures nearby vehicles and safely draws them to the dock. This grapple

has to be disengaged from within the station, and a clockwork timer set in rounds, before a space vessel can leave.

No one is supposed to be here unless they are required by an emergency to take refuge in the Emergency Life Station. space vessels that call here are obligated by the treaty between the Empire and the Caliban to pick up any persons here and transport them to Zoon. The Caliban and Empire stop here routinely to check for survivors, restock the facility, and download the navigational data.

When the Player Character's arrive the Referee can determine if there are monsters here, survivors of space wrecks, or if the station is empty.





Example Dungeon Outpost Wolf Iron

Surface – There is a docking area at the surface of the asteroid which connects to the hatch of space vessels. There are sliding airlock doors which grant access to the elevator; only one can be opened at a time. The elevator descends 50' through solid iron to the main level of the base below. The entire outpost has been carved out of solid iron. Cables run in channels under the floors to carry power and life support from (23) and (24). The channels are covered with iron plates which can be lifted. The rooms automatically light as they are entered and darken as they are left. There is a 1-in-6 chance of finding something previous occupants have discarded in any given room.

1. The elevator, the doors form an airlock. All of the outpost doors slide open manually and are operated by a wheel in the wall. The elevator has a wheel which sends it, up and down, but if the wheel is turned to the middle and left in position the elevator will descend to (2) where there is a secret exit to the surface of the asteroid.
The west passage is blocked by two sliding doors which form an airlock and a moving block of solid iron. The block will slide into the recess if two hands are placed flat together on the surface of the stone and thumb to thumb. All this dungeon's moving blocks can be made to move aside in this way.
2. The passage is blocked by a moving block of iron.
3. Vestibule, three old battered space suits dating from the era of the outpost hang here. Dusty but serviceable, they are stencilled, numbered, 7, 11, and 13, front and

back. The helmets also have numbers on the side, one is mismatched, it says 23.

4. Alcove, there are bits and pieces of discarded consoles scattered across the floor; there is a 1-in-6 chance of finding something useful.
5. Alcove, someone has marked the wall here indicating the length of their stay, if added up it is 6 months and 8 days. There is a sleeping bag and a lot of other debris from ration cartons strewn across the floor.
6. Alcove, empty. Steel plates in the floor cover cables from (23) which lead to all rooms and (10) to each console. Someone has pried them up and hidden a magi-carbine and 3 disintegrating ray cartridges here.
7. Alcove, graffiti here says "Beware Cooties!" This actually refers to the malevolent Cerebral Urn in (17) "KOTIS".
8. Alcove, graffiti here says "Keep Shut."
9. Alcove, there are a pair of Gecko Space Boots here, with an assortment of coins in them.
10. This domed room carved out of solid iron was once a Centre of Operations, consoles (a) through (d), (f) and (g), have had sensitive equipment stripped out although there may be 1-in-6 something to salvage. Rations for various humanoids are piled in the centre of the room here. Enough to keep those stranded here alive for months. The walls are covered with the graffiti of various humanoids,

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- some counting the days, others saying so-and-so was here, etc.
- (a) A non-working Ather-fone. Refer to the malevolent Cerebral Urn (17).
 - (b) Formerly a console controlling a Lightning Cannon Battery on the surface of the asteroid.
 - (c) Formerly a Helm Console, stripped out.
 - (d) Formerly a console controlling a Lightning Cannon Battery on the surface of the asteroid
 - (e) Console (e) contains a Navigation Computer which may contain Units of Data.
 - (f) Formerly the backup helm
 - (g) Formerly a console controlling a Lightning Cannon Battery on the surface of the asteroid
 - (h) Console (h) has the grapple control to release a docked ship. It may be set to release a ship in any preset number of rounds. Refer to the malevolent Cerebral Urn (17).
11. Corridor leads to a concealed airlock at the surface.
 12. Mess Hall, running water is available but the Provision Magi-System has been removed.
 13. The door is marked Commanding Officer, this room is empty except for a bunk without a mattress.
 14. The secret door to the south can be opened if two hands are placed flat together on the surface of the door and thumb to thumb.
 15. Bunk-room, there are bed frames here without mattresses. Under one frame are some personal items, a toothbrush and comb.
 16. Tool Room, there may be 1-in-6 something to salvage
 17. The door is marked Tech Room. Within a malevolent Cerebral Urn marked "KOTIS" is one among 7, the other 6 being inactive. It is connected to the consoles in 10. It may prevent ships from leaving by interfering with the (h) preset number of turns and prevent console (a) from being used to send out messages. If it is moved to one of the other 6 positions it will gain access to other systems instead one of which is life support (24).
 18. Garderobe, also has a shower unit which appears to have been used by Caliban as there are scales in the bottom.
 19. Bunk-room, there are 6 stasis pods here powered by cables from room (23).
 20. A stair leads up 50 to a concealed airlock at the surface.
 21. Bunk Room for Space Soldiers. The secret doors to the west and east can be opened if two hands are placed flat together on the surface of the door and thumb to thumb. There are pock marks and stains of dried blood all over the walls, ceiling, and floor of this room.

22. Room #22 is a stair to levels below for optional additional development by Referees, or it doesn't exist.
23. The doors are marked Drive Room, there is an Astro-Drive Unit here which keeps the Outpost consoles 10.e. and 10. h working. This also means that at one time the Asteroid could be moved.
24. The doors are marked Life Support; the machine here provides the outpost with breathable atmosphere. The secret door to the west can be opened if two hands are placed flat together on the surface of the door and thumb to thumb.
25. Elevator operated by a wheel which goes to the other side of the Asteroid. Anyone taking this elevator will find themselves upside down at the destination relative to the surface of the Asteroid. The elevator is supposed to rotate automatically as it travels so the floor is level with the asteroid surface but it doesn't do this any more. The exit is concealed in a cave.

Penal Facility

Located outside of Empire jurisdiction and run by privately the Penal Facility asteroid (GN 8 [11]) serves as an oubliette for prisoners paid to be held here. The ethics of the management of this facility are questionable for one does not have to be a criminal to be imprisoned here. They do not care about civil rights.

There is a clause in all Contracts which states that if they are not paid on time in full they can dispose of any prisoner as they wish. There is even an ugly rumour that unpaid for

prisoners have been sold to the Caliban to work in their asteroid mine.

All prisoners are stored as popsicles, in stasis. No one has ever escaped from the Penal Facility.

Seekers, Salvors, and Bounty Hunters - The Player Characters

- Seekers are characters who search the stars for ancient knowledge and treasures some of which they may choose sell.
- Salvors are characters who take contracts from Mage-Artisans, and other NPCs, who being desirous of ancient secrets and the power which may be derived from them, employ others to obtain what they themselves cannot.
- Bounty Hunters are characters who track down characters such as criminals who have escaped the jurisdiction of the Empire by taking refuge in the Covenant Frontier.

These themes are a rich source of adventure limited only by the Referee's imagination for what is being sought may be anything from data or magi-gadgets to NPCs frozen in stasis pods. The terms of any contract must be worked out between the parties involved, what is wanted, when is delivery expected, the reward for the service rendered, consequences of breaking the contract, etc.

Spacemines (Map Key A) EN 2 [17]

Most of the Spacemines were put here by the Caliban during their war with the Empire. The Empire denied the Caliban safe passage through their own minefield by seeding it with their own cloaked (invisible) mines. The area is best avoided as it is notoriously unsafe to risk passage.

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All the Spacemines were supposed to have been deactivated at the end of the war. However, the Caliban Spacemines are self replicating and those destroyed and regenerated are active. As with all Caliban devices they are a mix of the organic and the magi-mechanical. If any are destroyed their neighbours replace the missing Spacemines in 1d8 turns. The Empire's Spacemines were remotely de-activated but there is no guarantee all received the signal. They can be re-activated at any time the Empire wishes.

Deactivating Spacemines isn't terribly hard but someone has to go and deactivate one to get the code, requiring a space walk. A successful check roll vs. TN 9 [10] is used to deactivate the Spacemine and determine the secret pass code (1 unit of data), failure means the mine may explode however there is however only a 1-in-6 chance the mine will actually explode, most old Spacemines simply fizzle and fail to explode at all, from having been in space such a long time. Running into a Spacemine with a space vessel however always causes them to explode.

Once the secret code is obtained the code may be transmitted to the minefield using the Ather-fone (a check roll is required to successfully operate the Ather-fone), and this will temporarily deactivate the minefield until the Spacemines re-activate themselves again.

Alternatively space vessels can risk passage through the minefield without deactivating the Spacemines. Treat this as if the space vessel dropped out of Atherspace because of a hazard. This requires a successful check roll by the space vessel's helmsman vs. EN 2 [17] to avoid the Spacemines. Failure of the check roll means the space vessel strikes a Spacemine on its way through the minefield and it will almost certainly suffer damage.

Space Routes

The commonly known space routes are indicated on the map. Player characters can chart additional space routes during the course of play.

Terrans

Humans are "Terrans" so named after their lost home planet Terra. The descendants of Terran refugees are nomadic wanderers owing their allegiance to no master. The nomadic Terrans are by reputation dealers in, and salvors of, the magi-futuristic technology of Ancient Aliens.

Terrans and the Empire

A faction of the Terrans supported the Empire in its war with the Caliban in return for citizenship and the right to settle on Zoon. This has led to a growing number of additional Terrans also settling in the Empire on Zoon; these Terrans are required to swear fealty to the Empire, thereby becoming citizens, and are bound by their oath to serve it loyally. Terrans are often found in the ranks of the Space Soldiers or Bureaucracy where they can demonstrate their commitment to the Empire.

The Legend of Lost Terra

The home planet of the Terrans is lost to them. The following is the Legend of Lost Terra; familiar to all Terrans:

Our Ancestors enemy had no name they cared to share with others. Our world was regarded with envious eyes by infernal creatures whose own was depleted of natural resources. Across the void of space they came like locusts to conquer and subjugate. They were resisted, but their ways were strange and superior; they prevailed.

Our small insignificant world was not the first. They had laid waste to great civilizations, they had driven all before them. This evil

sought not to subjugate and enslave but to exterminate. The peoples of the world were little more than meat for their table. They hunted our surviving Ancestors for sport as if they were wild game.

Our Ancestors dared not live upon the surface of the world but crept into hiding existing like worms in the dark places, the bowels of the earth their only refuge. There they bided their time; yet gnawed upon the enemy and their works like vermin.

Our Ancestors learned the mysteries of the enemy, their ways, their weapons, and rose up from the darkness into the light. It was not battle they sought, or to reclaim the world, but to escape. They took the rocket ships of their foes and fled into the black void of space. They were as scavengers upon the bones of fallen civilizations.

That is why in the centuries which followed we became the Finders for those unwilling to take the great risks involved in the seeking. Terrans are expendable, a people without a world of their own and a terrible enemy somewhere at their backs.

Zoon (Caliban 344)

The main planet of Zoon is a proverbial desert backwater on the border of Empire space. Although officially recognized as an Empire planet Independents have settled here as well. It falls within the jurisdiction of the Governor of Zulan. It is the job of the governor to make sure the Trillium from the nearby asteroid mine keeps flowing into the Empire, to persuade the Independents on Zoon to join the Empire, and to keep watch on the Covenant Frontier so as to maintain the peace with the Caliban.

Player characters begin the game at Zoon.

Key to the Zoon Solar System

Single Star~Yellow Super Giant,
Destinations~5

1. Gooz, Terrestrial Planet, Desert, Atmosphere~Breathable, GN 5 [14], Life~ Bestial, Feature~None, Moons~None, Gooz is the main planet of the Zoon solar system. There is a large Empire settlement and fortification deliberately constructed on a planet hostile to the Caliban.

The Zoon Solar System

Key	Name	Type	Route Number (RN)
0	Sun	Yellow Super Giant	RN 7 [12]
1*	Gooz	Terrestrial Planet	RN 5 [14]
2	Holax	Ice Giant	RN 7 [12]
3	Ixila	Terrestrial Planet	RN 7 [12]
4	Jitan	Terrestrial Planet	RN 7 [12]
5	Kuzu	Terrestrial Planet	RN 7 [12]

* Main planet of the solar system.

The referee will observe that travel to planets comes before travel to moons. The RN indicates the travel time in the appropriate unit of measure.

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2. Holax, Ice Giant, Giant Planet, Rings, Asteroids~5, Moons~3, Shipwrecks~None, Satellites~None, Spacetowns~None, Mines~3
 - (a) Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~None
 - (b) Asteroid, Atmosphere~Breathable, GN 7 [12], Feature~ Dungeon, Feature Location~ Northern Hemisphere, a mine is located here
 - (c) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~None
 - (d) Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~ Dungeon, Feature Location~ Equatorial Region, a mine is located here
 - (e) Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~None, a mine is located here
 - (f) Halun, Moon, Mixed, North Pole~Ice Northern Hemisphere~ Desert, Equatorial Region~ Ice, Southern Hemisphere~ Jungle or Swamp, South Pole~ Jungle or Swamp, Atmosphere~Breathable, GN 7 [12], Life~ Bestial, Feature~ Abandoned, Feature location~ Equatorial Region, Asteroids~1. There are multiple abandoned mines and a settlement falling into ruin. The bestial life is very hostile.
1. Asteroid, Atmosphere~Vacuum, GN 7 [12], Feature~ Alien Ruins, Feature Location~ Northern Hemisphere
- (g) Hox, Moon, Desert, Atmosphere~Breathable, GN 4 [15], Life~ Bestial, Feature~ Alien Ruins, Feature location~ Northern Hemisphere, Asteroids~3
 1. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Dungeon, Feature Location~ Equatorial Region
 2. Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~None
 3. Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~ Dungeon, Feature Location~ South Pole
- (h) Hoob, Moon, Ice, Atmosphere~Breathable, GN 6 [13], Life~ Bestial, Feature~None, Asteroids~3
 1. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~None
 2. Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~ Dungeon, Feature Location~ North Pole
 3. Asteroid, Atmosphere~Vacuum, GN 7 [12], Feature~ Alien

- Ruins, Feature Location~
Equatorial Region
2. Ixila, Terrestrial Planet, Ocean, Atmosphere~Breathable, GN 9 [10], Life~ Primitive, Feature~ Tomb, Feature location~ Southern Hemisphere, Moons~None. This planet is a favourable environment for the Caliban so the Empire maintains surveillance of the planet.
 3. Jitan, Terrestrial Planet, Mixed, North Pole~ Ice, Northern Hemisphere~ Ice, Equatorial Region~ Desert, Southern Hemisphere~ Jungle or Swamp, South Pole~Ice, Atmosphere~Breathable, GN 6 [13], Life~ Bestial, Feature~None, Moons~None. Jitan has been settled by former Terran Independents who have sworn their allegiance to the Empire.
 4. Kuzu, Terrestrial Planet, Mixed, North Pole~Ice Northern Hemisphere~ Jungle or Swamp, Equatorial Region~ Forest, Southern Hemisphere~ Desert, South Pole~Ice, Atmosphere~Poisonous, GN 1 [18], Life~ Primitive, Feature~None, Moons~1. Kuzu has not been settled by the empire because of its poisonous atmosphere.
 - (a) Kestra, Moon, Ocean, Atmosphere~Necrotic-Miasma, GN 6 [13], Life~ Insect, Feature~None, Asteroids~2
 1. Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~ Wreckage, Feature Location~ Equatorial Region

2. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Wreckage, Feature Location~ Equatorial Region

A Traveller's Guide To Zoon

The following narrative describes one traveller's visit to Zoon:

I arrived at Zoon by Hulk having hitched a ride to the system for a mere handful of coins compared to the exorbitant prices one pays for commercial transport. If one is prepared to forego comforts for rustic accommodation and interesting companions it is a bargain.

The main planet of the system is the desert world of Gooz. The spaceport is surrounded by a sizeable city which serves both the vices and virtues of the asteroid miners. They all come seeking to get rich mining Trillium; which is very hard work. It is hard to say who is making the most profit, the miners or the merchants who profit off of them. Prices are somewhat high if the merchants regard you as a mark. Prepare to haggle. There is a fortification here which is manned by Space Soldiers of the Empire and is the residence of the local Empire plenipotentiary who is reputed to be a rather tough individual.

Gooz City Spaceport is a microcosm of the frontier of the Empire with a wildness that is highly desirable. Be prepared to pay the Empire's tax man on arrival. The Space Soldiers are always on the lookout for smugglers so be prepared to have your belongings turned out by the Empire's customs officials. They will want to know your business.

If you run low on cash you can catch local transport to the moons or asteroids of Holax and work in one of the mines.

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The city is constructed from local stonework and rather than being the usual planned settlement appears to have been built over some ancient ruin whose cisterns provide necessary water. It is egregiously ugly in that infrastructure has been added over it all rather than being buried. No one seems to have wanted to make it beautiful.

The city is cosmopolitan and one can meet citizens and non-citizens of the Empire.

Much of Gooz is given over to undeveloped wilderness which provides some interesting hunting as the wildlife is bestial but it lives underground. The most thrilling and dangerous place to go hunting is the moon Halun of the second and giant planet of the Zoon system.

Terrans have settled on the fourth planet, Jitan, which if one tires of the desert is a much more agreeable destination. The Terrans are surprisingly welcoming, despite their reputation, and this traveller recommends spending little time in Gooz and quickly seeking transport to Jitan. Prices there are far more reasonable and the dreaded Empire tax man is absent.

The main settlement of Jitan is found in the Jungles of the Southern Hemisphere. I must say that the Terrans have taken the complete opposite approach to their settlement in that they have integrated themselves into the jungle without destroying it. Jitan is both beautiful and pleasant. Accommodation and meals are far more reasonable.

The Terrans I met did not display any of their reported unpleasant characteristics. Their reputation precedes them and I am afraid to say I was told some fairly wild tales about Terrans on Gooz. I was not inclined to believe these tales until I actually met Some Terran Salvors. The Salvors are a breed apart from their fellows on Jitan who are essentially farmers. Take care not to make a bargain with a Terran Salvor for they will expect you to hold fast to it. They live by a code. Once they give their word they will stick to a bargain regardless of whether or not they profit by it in the end. The Salvors have no home save space itself; really their ships are their homes.

Zulan (Caliban 345)

The main planet of Zulan is of provincial prominence in this backwater of the galaxy. It

The Zulan Solar System

Key	Name	Type	Route Number (RN)
0	Sun	Blue Super Giant	RN 7 [12]
1	Arax	Ice Giant	RN 3 [16]
2	Bolo	Gas Giant	RN 5 [14]
4	Coda	Gas Giant	RN 5 [14]
5	Durak	Ice Giant	RN 5 [14]
6*	Erex	Terrestrial Planet	RN 7 [12]

* Main planet of the solar system.

The referee will observe that travel to planets comes before travel to moons. The RN indicates the travel time in the appropriate unit of measure.

is ruled over by an appointed Governor, of noble status on behalf of the Emperor whose territory this is, and a squadron of Ships of the Line are stationed here to watch over the border. There is a Space Town and dockyard which orbits the planet to service commercial trade.

This is a lucrative posting for any ambitious noble for they may take a part of the tithe as a reward for their service. The more revenue they collect the greater is their share. The Governor is vigilant and demanding in order to line their own pocket.

The nearby beacons broadcast to all space vessels that they have entered the Empire.

Key to the Zulan Solar System

Single Star~Blue Super Giant, Destinations~5,

1. Arax, Ice Giant, Giant Planet, Asteroids~5, Moons~3, Shipwrecks~1, Satellites~2, Spacetowns~None, Mines~2
 - (a) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Wreckage of an old space vessel pre-Star-Drive, Feature Location~ Southern Hemisphere
 - (b) Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~ Wreckage of a Hound Class space vessel, Feature Location~ Southern Hemisphere
 - (c) Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~None, a Mine here was excavated by Ancient Aliens
 - (d) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Dungeon, Feature Location~ North Pole
 - (e) Asteroid, Atmosphere~Breathable, GN 7 [12], Feature~None
 - (f) Azal, Moon, Mixed, North Pole~Ice Northern Hemisphere~ Ocean, Equatorial Region~ Ice, Southern Hemisphere~ Ocean, South Pole~Ice, Atmosphere~Breathable, GN 5 [14], Life~ Bestial, Feature~ Tomb of an Ancient Alien, Feature location~ Southern Hemisphere, Asteroids~2
 - i. Asteroid, Atmosphere~Breathable, GN 9 [10], Feature~ Wreckage of a Caliban space vessel, Feature Location~ Southern Hemisphere
 - ii. Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~ Ancient Alien Ruins, Feature Location~ Equatorial Region
 - (g) Adak, Moon, Ocean, Atmosphere~Breathable, GN 4 [15], Life~ Bestial, Feature~None, Asteroids~3
 - i. Asteroid, Atmosphere~Breathable, GN 7 [12], Feature~None, a mine here was excavated by Ancient Aliens.
 - ii. Asteroid, Atmosphere~Vacuum, GN

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- 8 [11], Feature~ Ancient Alien Ruins, Feature Location~ Equatorial Region
- iii. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Wreckage of an Ancient Alien Satellite, Feature Location~ South Pole
- (h) Axal, Moon, Mixed, North Pole~Ice Northern Hemisphere~ Ice, Equatorial Region~ Forest, Southern Hemisphere~ Ocean, South Pole~Ice, Atmosphere~Breathable, GN 7 [12], Life~ Barren, Feature~None, Asteroids~2
- i. Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~ Dungeon, Feature Location~ Equatorial Region
- ii. Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~ Ancient Alien Ruins, Feature Location~ South Pole
- (i) Shipwreck, an alien vessel of unknown origin
- (j) Satellite, this satellite has been drawn into the orbit of Arax, perhaps it contains valuable Units of Data
- (k) Satellite, this cloaked (invisible) satellite has been placed here by an enemy of the Empire to passively surveil the Zulan solar system. It's 20 Units of Data are periodically retrieved by spies, perhaps it contains valuable information. Treat it as a Spacemine.
2. Bolo, Gas Giant, Giant Planet, Asteroids~5, Moons~3, Shipwrecks~1, Satellites~None, Spacetowns~None, Mines~2
- (a) Asteroid, Atmosphere~Poisonous, GN 9 [10], Feature~ Wreckage of a Sporc Space Raider, Feature Location~ Equatorial Region
- (b) Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~ Wreckage of a Sporc Space Raider, Feature Location~ Equatorial Region
- (c) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Alien Ruins, Feature Location~ Equatorial Region
- (d) Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~ Dungeon, Feature Location~ Southern Hemisphere
- (e) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Alien Ruins, Feature Location~ Northern Hemisphere
- (f) Bebas, Moon, Desert, Atmosphere~Breathable, GN 5 [14], Life~ Insect, Feature~ Alien Ruins, Feature location~ Northern Hemisphere, Asteroids~None. The spaceport at Bebas is a known hideout for

outlaws. There is a dusty spaceport here and a large scrapyard. There is an Ancient Alien Spacemine here, long abandoned, the locals dare not enter it.

- (g) Bik, Moon, Mixed, North Pole~Ice Northern Hemisphere~ Desert, Equatorial Region~ Ocean, Southern Hemisphere~ Ocean, South Pole~Ice, Atmosphere~Breathable, GN 5 [14], Life~ Primitive, Feature~None, Asteroids~2
 - i. Asteroid, Atmosphere~Poisonous, GN 9 [10], Feature~ Wreckage of a Caliban space vessel, Feature Location~ Southern Hemisphere
 - ii. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Dungeon, Feature Location~ Northern Hemisphere
- (h) Buba, Moon, Lava, Atmosphere~Breathable, GN 5 [14], Life~ Intelligent, Technology~ Lesser, Feature~None, Asteroids~2. Buba is the site of an alien civilization without Star-Drive. They remember the Ancient Aliens who came to mine their moon and left after extracting something. There is an abandoned Ancient Alien Mine. Buba is polluted with industrial waste and they were exploring

their own solar system, establishing a marine colony on the moon Keros, when the Empire arrived and informed them they were now part of the Empire. Buba is a vassal state of the Empire. The Bubans do not have Star-Drive and are petitioning the Court of the Emperor to be granted access to it. They have discovered the wreckage of a Caliban space vessel on the asteroid below but lack the ability to repair it or its Star-Drive.

- i. Asteroid, Atmosphere~Poisonous, GN 9 [10], Feature~ Wreckage of a Caliban space vessel, Feature Location~ South Pole
 - ii. Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~ Dungeon, Feature Location~ South Pole
- (i) Shipwreck of an Empire Ship of the Line, the holed and battered Lion Class Colossus now orbits Bolo as a plague ship. All the crew have perished and become Cadaverites which are incapable of operating the vessel. It broadcasts a hazard warning. The Bubans investigated the Colossus but were all infected, became Cadaverites, and did not return to Buba. Their space vessel is still docked with the Colossus.

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3. Koda, Gas Giant, Asteroids~5, Moons~2, Shipwrecks~2, Satellites~2, Spacetowns~1, Mines~2
 - (a) Asteroid, Atmosphere~Breathable, GN 7 [12], Feature~ Wreckage of a Caliban space vessel, Feature Location~ Southern Hemisphere
 - (b) Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~ Alien Ruins, Feature Location~ Northern Hemisphere
 - (c) Asteroid, Atmosphere~Vacuum, GN 9 [10], Feature~ Dungeon, Feature Location~ Southern Hemisphere
 - (d) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Dungeon, Feature Location~ Southern Hemisphere
 - (e) Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Dungeon, Feature Location~ Northern Hemisphere
 - (f) Kelas, Moon, Ocean, Atmosphere~Poisonous, GN 4 [15], Life~ Bestial, Feature~ Shipwreck of a Caliban space vessel, Feature location~ Northern Hemisphere, Asteroids~3.
 - i. Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~ Dungeon, Feature Location~ Equatorial Region
 - ii. Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~ Wreckage of a Buban space vessel without Star-Drive, Feature Location~ Northern Hemisphere. It has been salvaged by the merchant at h) below; there is nothing of value left.
 - iii. Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~ Wreckage of an Buban space vessel without Star-Drive, Feature Location~ Equatorial Region. It has been salvaged by the merchant at h) below; there is nothing of value left.
 - (g) Keros, Moon, Ocean, Atmosphere~Breathable, GN 6 [13], Life~ Intelligent, Technology~ Lesser, Feature~None, Asteroids~2. Keros is the site of an alien colony from the moon Buba.
 - i. Asteroid, Atmosphere~Vacuum, GN 7 [12], Feature~ Wreckage of an Empire space vessel, Feature Location~ Equatorial Region. It has been salvaged by the merchant at h) below; there is nothing of value left.
 - ii. Asteroid, Atmosphere~Vacuum, GN 7 [12], Feature~ Wreckage of an Empire space vessel,

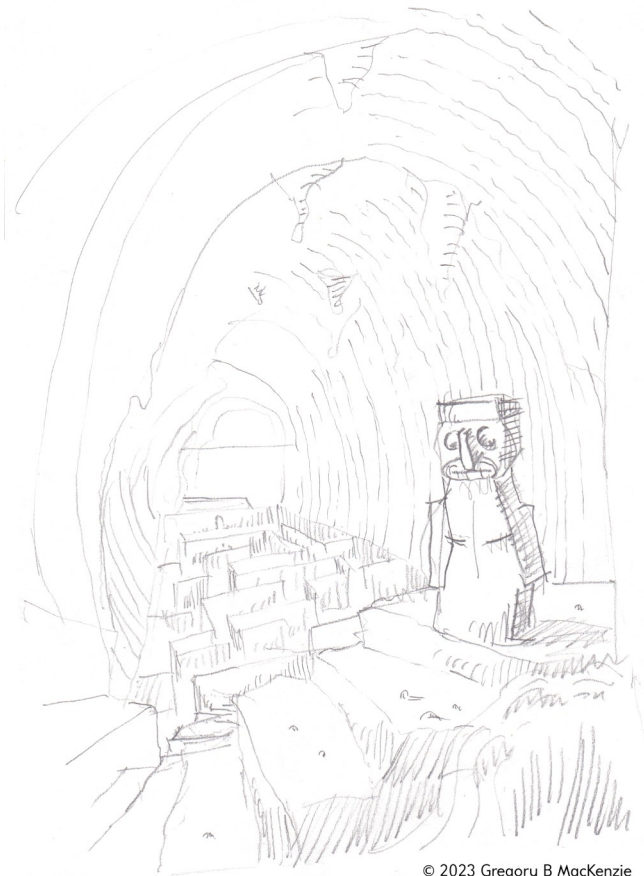
- Feature Location~ Southern Hemisphere It has been salvaged by the merchant at h) below; there is nothing of value left.
- (h) Shipwreck, a floating scrap yard, here a merchant dealing in scrap allows parts to be salvaged from an Alien space vessel. He is prohibited from selling to the Bubans.
- (i) Shipwreck, this vessel is the property of the above merchant who allows parts to be salvaged from an Alien space vessel
- (j) Satellite, this satellite belongs to the merchant and broadcasts advertising
- (k) Satellite, a dead Caliban satellite may contain Units of Data
4. Durak, Ice Giant, Asteroids~3, Moons~2, Shipwrecks~1, Satellites~2, Spacetowns~1, Mines~None
- (a) Asteroid, Atmosphere~Breathable, GN 9 [10], Feature~ Alien Ruins, Feature Location~ Southern Hemisphere
- (b) Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~ Dungeon, Feature Location~ Northern Hemisphere
- (c) Asteroid, Atmosphere~Vacuum, GN 8 [11], Feature~ Wreckage of an Alien vessel, Feature Location~ Equatorial Region
- (d) Dodo, Moon, Jungle or Swamp, Atmosphere~Breathable, GN 4 [15], Life~ Intelligent, Technology~ Equal, Feature~None, Asteroids~1. Elves have settled on this gloomy moon.
- i. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Wreckage of an Alien space vessel, Feature Location~ Southern Hemisphere
- (e) Dini, Moon, Forest, Atmosphere~Breathable, GN 6 [13], Life~ Bestial, Feature~None, Asteroids~2. There is an invisible secret Empire base hidden on this moon.
- i. Asteroid, Atmosphere~Vacuum, GN 7 [12], Feature~ Dungeon, Feature Location~ Equatorial Region
- ii. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Dungeon, Feature Location~ Equatorial Region
- (f) Shipwreck, a holed and dead alien vessel, within are Terrans in stasis, but they are all deceased.
- (g) Satellite, invisible Spy Satellite 1 Units of Data watches over this moon. It is remotely controlled from an Empire base below.

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- (h) Satellite, invisible Killer Satellite
1 Cannon guards this moon. It is remotely controlled from an Empire base below.
5. Erex, Terrestrial Planet, Mixed, North Pole~Ice Northern Hemisphere~Forest, Equatorial Region~ Forest, Southern Hemisphere~ Ice, South Pole~Ice, Atmosphere~Breathable, GN 5 [14], Life~ Bestial, Feature~None, Moons~3. Erex is the seat of the local Governor. It has a significant population of Empire Citizens. The planet has been divided among the hereditary nobility of Erex. In orbit of Erex is a Space Town and a Space Fortress. Also here is stationed part of the Empire's fleet. 2 Elephant Class, 3 Lion Class, 4 Falcon Class, and 5 Hound Class, ships of the line.
- (a) Egil, Moon, Mixed, North Pole~Ice Northern Hemisphere~ Jungle or Swamp, Equatorial Region~ Forest, Southern Hemisphere~ Forest, South Pole~Ice, Atmosphere~Breathable, GN 6 [13], Life~ Insect, Feature~Dungeon, Feature location~ Southern Hemisphere, Asteroids~3. This moon is the private hunting preserve of the nobles of Erex.
- i. Asteroid, Atmosphere~Breathable, GN 9 [10], Feature~ Alien Ruins, Feature Location~ Northern Hemisphere
- ii. Asteroid, Atmosphere~Breathable, GN 8 [11], Feature~
- Wreckage of an Alien space vessel, Feature Location~ Equatorial Region
- iii. Asteroid, Atmosphere~Poisonous, GN 9 [10], Feature~ Wreckage of an Empire space vessel, Feature Location~ South Pole
- (b) Enek, Moon, Ocean, Atmosphere~Breathable, GN 5 [14], Life~ Bestial, Feature~None, Asteroids~3
- i. Asteroid, Atmosphere~Poisonous, GN 7 [12], Feature~ Wreckage of a Caliban space vessel, Feature Location~ Equatorial Region
- ii. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Wreckage of an Empire space vessel, Feature Location~ Equatorial Region
- iii. Asteroid, Atmosphere~Poisonous, GN 8 [11], Feature~ Wreckage of a Caliban space vessel, Feature Location~ North Pole
- (c) Ezor, Moon, Mixed, North Pole~Ice Northern Hemisphere~ Jungle or Swamp, Equatorial Region~ Jungle or Swamp, Southern Hemisphere~ Desert, South Pole~Ice, Atmosphere~Breathable, GN 5

[14], Life~ Bestial,
Feature~None, Asteroids~1.
This moon is the private
hunting preserve of the nobles
of Erex.

- i. Asteroid,
Atmosphere~Poisonous,
GN 8 [1], Feature~
Dungeon, Feature
Location~ Equatorial
Region



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Appendix Introduction

The Appendix covers additional information in which aspects of the previous rules are clarified in anticipation of questions.

Portraying the Magiverse

The rules found within Age of Wonders side-step Science Fiction space adventure in almost every way imaginable; this is a notable conceptual departure from BX Space and a decisive aesthetic choice. The terms used in Age of Wonders which describe the Magiverse are meant to influence the way the players and referee are to think about the game. We are in effect looking at Space Adventure through the tinted lens of magic.

The terms and gadgetry were migrated from their origins in Science Fantasy to the Fantasy Genre of the Magiverse. The term Radiation for example, while undoubtedly descriptive and useful in Science-Fantasy, has been replaced in the Magiverse by *Necrotic-Miasma* because the latter alters the perception of the effect.

Some concepts are less than well served by an alternative even as seen through the lens of magic, a non-scientific view, or the catechism of the worlds most popular role playing game.

Notwithstanding compromises in the text it is the Referee who must describe the look and feel of the Magiverse to the players in such a way that they are not distracted from a portrayal of Magical-Futurism by unintentional Science-Fantasy associations.

Because the Magiverse is something of a paradigm, and not Science-Fantasy, the Referee must put on their imaginary spectacles when describing what it is like.

In terms of look and feel the example of DaVinci may be instructive; who in looking at the natural world, was inspired to invent a clockwork flying bird and other wonders. So too in the Age of Wonders the Artisan-Mages create in imitation of nature with clockworks and magic. This is our lens. Thus the Space Vessels created by the Artisan Mages resemble feathered birds or scaled fish. Magical labour saving clockworks replicate the work of hands, beasts of burden, and nature.

The Referee has the latitude to describe the Magiverse of magical clockworks with as much levity or seriousness as they require; in the manner of Rube Goldberg or with intricate complexity.

Are The Magi-Carbines Usable by All Character Class?

Yes. The idea of the Magi-Carbine is that a character of any class be able to point and shoot, releasing the spell/ray against a target. However, Clerics and Magic-Users are unable to use each other's spell cartridges. Arcane and Divine spell rules divide magical spell use strictly along class lines.

Creation of Magic Items in the Magiverse

The following is intended as a guide. Magic-Users create "normal" magic items as found outside this book. Within the Magiverse, as expressed by the text of this book, it is the non-player Mage Artisans who create magi-systems and other magi-gadgets; they are specialists whose life is spent of such pursuits and researching the works of the Pandorans.

The following rules broaden the creation of specific magic-items in the Magiverse and may not be to the taste of some Referees:

Creation of Spell Cartridges

As written previously in the rules:

Spell cartridges are limited to those spells which may be written to scrolls, Basic - levels 1-3 Expert - levels 1-6; chosen from the following list, at a cost of 500 gp and 1 week per level of the spell.

1st Level - 500gp:

*Detect Magic
Hold Portal
Light (Darkness)
Magic Missile
Sleep*

2nd Level - 1000gp:

*Knock
Web*

3rd Level - 1500gp:

*Dispel Magic
Fire Ball
Hold Person
Lightning Bolt*

4th Level: - 2000gp

*Confusion
Wall of Fire
Wall of Ice*

5th Level: - 2500gp

*Cloudkill
Feeblemind
Hold Monster
Pass-Wall
Transmute Rock to Mud (Mud to Rock)
Wall of Stone*

6th Level - 3000gp:

Death Spell

*Disintegrate
Lower Water
Move Earth
Part Water
Stone to Flesh (Flesh to Stone)*

Spell cartridges are glass vials in an ornate brass frame which contain a spell receptive gas prepared by Mage-Artisans. The spell cartridges are infused by the Mage-Artisans with rays which have magical effects or with spells.

Blank spell cartridges may also be infused with a magical spell by a Cleric, Elf or Magic-User who need not themselves be capable of creating a magic item. Their spell is cast upon a receptive blank, spell cartridge which then absorbs the spell. Blank cartridges require 500 gp and 1 week of manufacture per level of the spell to be infused therein. There is a 15% chance of failure of infusion. Re-infusion of a failed spell cartridge may not be attempted, it is spoiled. Spell cartridges may not be re-used.

Clerics do not create Magi-Carabines but they can take advantage of the blank spell cartridges of the Mage-Artisans to infuse these items with their own spells. The spells of Clerics which may be infused into a blank spell cartridge are as follows:

1st Level - 500gp:

*Cause Lt. Wounds
Cause Fear*

2nd Level - 1000gp:

Hold Person

3rd Level - 1500gp:

Cause Disease

4th Level - 2000gp:

Cause Sr. Wounds

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5th Level – 2500gp:

Finger of Death

Creation of Potions

Within the Magiverse:

Potions are limited to those found in Adventures and Treasures, at a cost of 500 gp and 1 week per level of the spell.

Potions are contained in glass vials which contain a spell receptive syrup prepared by Mage-Artisans. The vials are infused by the Mage-Artisans with spells.

Blank potion vials may be infused with a magical spell by a Cleric, Elf, or Magic-User who need not be capable of creating a magic item. The appropriate spell is cast upon the receptive blank potion vial which then absorbs the spell. There is a 15% chance of failure of infusion. Re-infusion of a failed potion may not be attempted, it is spoiled.

Creation of Scrolls

Within the Magiverse:

Scrolls are limited to spells of, Basic - levels 1-3 Expert - levels 1-6, at a cost of 100 gp and 1 week per level of the spell.

Scrolls are made of a spell receptive vellum prepared by Mage-Artisans. Mage Artisans write scrolls with 1, 2, 3, 5, or 7 magical spells. They also create blank scrolls ready for spells. The greater the number of spells which are to be written on a scroll the greater will be it's cost.

Blank scrolls may be written with magical spells by a Cleric, Elf, or Magic-User who need not themselves be capable of creating a magic item. As the spell is cast it is written upon the receptive blank scroll which then absorbs the spell. 1, 2, 3, 5, or 7 magical spells may be held by the blank scroll. The greater the number of spells which can be written on a blank scroll the greater will be it's cost. There is a 15% chance of failure of transcription. Failed attempts deduct from the capacity of the scroll if it may hold multiple magical spells. Rewriting an entirely failed scroll may not be attempted, it is spoiled.

Magical Detecting

Rather than the atom, electricity, steam, or fuels, the motive force of the Age of Wonders is always Magic. This means that magi-systems and other devices, including Astro-Drive, Star-Drive, and Stationary-Drive are detectable with Detect Magic like any other magic item.

Throwing Stones

The effective range of small stones which may be thrown by hand is equivalent to that of a Dagger (5'-10' / 11'-20' / 21'-30'). Small stones may be thrown by hand beyond 30' but at distances of 31-90' they cause no damage when a target is struck. All stones make noise (except in the vacuum of space) when they land potentially drawing the attention of monsters etc.

When are the spells from the magicarbine executed in the combat sequence?

Spells from magicarbines are released at step d., Spells are Cast, of the Basic Combat Procedure from the Core. This preserves the order of spell casting.

Glossary

Term	Definition
AC	Armour class, used on the combat tables to determine the to-hit number.
Blaster (slang)	A Magi-Carbine
Bounty Hunter	A character of any class who searches for, captures, and returns characters for a reward.
Death Ray (slang)	A magical disintegrating ray as used in a Magi-Carbine cartridge.
EN	Escape Number, used to completely avoid a Hazard, or to escape from another space vessel.
Gadget	The term gadget refers to an individual item. A system is really just a gadget that is a component of a larger item such as a space vessel or robot.
GN	Gravity Number, the gravity number of an object in space, used most often for Planets to blast off and escape the gravity of a planet or land without damaging a space vessel system.
Ætherspace	Ætherspace, a plane which touches the Prime Plane and through which via a Ætherspace tube, shortens the time travelled between stars in the Prime Plane to days instead of hundreds of years.
Magiverse	The Age of Wonders' setting, wherein scientific discovery is replaced by magical pseudo-science originated by the Ancients and (unreliably) recreated by Mage-Artisans.
Popsicle (slang)	A character in stasis
Referee	The person who leads the game play, sometimes also referred to as a Judge or Game Master.
Salvor	A character of any class, often a Terran, which explore space in search of a specific magi-gadget, data, or other item at the behest of a Mage-artisan or other NPC.
Seeker	A character of any class which explores space in search of magi-gadgets and treasure.
Space Vessel	Space vessel, Space Ship, Rocket Ship, etc.
System	A system is really just a gadget that is a component of a larger item such as a space vessel or robot.
TN	Test Number, used for General Purpose, 9 representing the least difficult and 2 representing the most difficult.
Trillium	Trillium is an extremely rare mineral which counters the effect of gravity when agitated by magic.

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Age of Wonders

By G. Bruce MacKenzie

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The Age of Wonders depicts a science-fantasy future that blends magical energies with technical anachronism, space opera with planetary romance, and the traditional treasure-hunting elements of fantasy RPGs with the unlimited variety of outer space exploration.

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