

## Gonzo Derelict Ship Encounters

Roll 1d20

**[1]** An extremely primitive robot greets you in a very quiet voice. It lacks any form of locomotion; it all appears to have been damaged or removed a long time ago. It now comprises only of a sensor area/"head" and speaker. It asks you for your name. If any character responds with a name, either true or false, the robot will immediately shout "DANGER X YOU ARE IN DANGER!". This makes enough noise to make one roll on the wandering monsters table unless the head is smashed immediately when the noise begins.

**[2]** Within a small housing unit or kitchen. There is a very large vat or pot that contains a strange, squirming blue liquid. It's a gigantic amoeba, though only about the size of a very fat house cat. It is extremely slow but also hungry, and will follow the party in an attempt to digest them.

It cannot digest anything it can't fully encapsulate. Only a little green man, a young child, a pet, or someone in the fetal position could be eaten by the creature. If fed any organic material and led around it may become a pet.

**[3]** Gravity Distortion! The ship's artificial gravity is messed up in this area. Roll 1d8

1. Gravity is normal (down)
2. Gravity is reversed (up)
3. Gravity is off
4. Gravity is localized; all pulling towards one random point in the center of the area. Tiny ball of soot, dust, and small debris float there as a 'core'.
5. Gravity is 3x heavier. All exploration is slower and acrobatics are extremely hard.
6. Moon Gravity- much lighter. Everyone moves faster and can acrobatics with ease.
7. Gravity is set as to whatever is most useful for the highest Charisma character.
8. Gravity is whatever is most debilitating for the lowest Charisma character.

**[4]** Roll on wandering monster table. That group is all here, but dead.. The only injury they all share is two tiny holes in the head. Look peaceful.

**[5]** Armory found! Either the ship's old security station or a private collection from a paranoid crew member; this armory contains several weapons. Roll 1d6 once for each party member.

1. Laser pistol. 2D10 shots on battery
2. Laser rifle. 1D10 shots on battery.
3. Energy Sword. (deals d6 + burns)
4. Personal Force field. (absorbs 8 damage before needing a recharge)
5. Pack of batteries, offering a full charge. (pistol = 20, rifle 10, force field 8)
6. Energy Disk Grenade. (Thrown like frisbee, deals 2d6 damage to all in radius, only used once because explodes)

**[6]** Small bedroom or office. Floating in the center of the room is what appears to be a tiny ball of light, orbited by colorful orbs and tiny stones; it appears as a miniature solar system. If any of the party members touch or block the movement of any of the stellar bodies; several tiny star-destroyers fly from several of the planets and bombard them with tiny lasers and bombs.

*Tiny Cruisers* (2d8 appearing. Successful attack rolls only deal 1 damage, unless AoE attack. Each Cruiser only has 1 HP. The whole fleet deals d4 damage in tiny weapons to each party member. If there are less ships then party members instead it deals d4 to each of the closest party members to the ships.)

*Capital Defense Cannon* (Only one, appears only on the 2<sup>nd</sup> planet from the star in this system. Seems to be homeworld; the dark side is totally glowing with electric lights. If party member gets close to this planet the cannon fires, dealing d6 damage in cataclysmic damage. Can only fire once as a trap.)

**[7]** Gigantic pile of alien pornography and smut. The top layer contains human stuff, but as it goes down the female creatures become more and more alien and exotic. Any type of alien that exists in the setting can be found in the Xenoplayboy pile in 1d6 minutes.

The pile of pornography is probably not worth much except to a huge pervert.

**[8]** Airlock system with 4 functioning space suits still within. Outside the airlock are several astronaut suits, still floating on their taglines. Closer inspection reveals corpses inside each one, perfectly preserved without bacteria or flies to decompose them. They have little of value except the tools they hold and their suits.

10% chance each time you go out here a strange cosmic radiation wave reanimates the dead into vicious astronaut zombies. Maybe be smart enough to try and cut the tag lines or break the oxygen tanks of your characters.

**[9]** You find a hidden storage locker containing 'human suits'. Artificial skin, compression plates, even mechanical muscles in the face and eyes to have the illusion of emotions and facial expressions.

There are spots for 6 of them, but 2 are missing. At least two human survivors or characters on the ship are actually aliens in disguise. Your alien party members could also put these to use as well.

**[10]** You come across a freezer or refrigeration unit. Several chains, police tape lines, duct tape and other binders are trying to keep it closed. It also has the words 'DANGER KEEP CLOSED' written along it hastily in paint.

If opened, a Mollobster jumps out.

*Mollobster* (2HD+1, d4 tentacles, d6 claw, slick froth, AC +4)

This creature appears to be some rare cross between a mollusk and lobster; attacks with tentacles and large claws. It spews a slippery froth from its mouth, causing clumsy party members to fall to the floor.

It attacks hard and fast, and its shell is extremely resistant to damage. It seems very aggressive because it has eaten almost all the food that was in the fridge with it. If killed and eaten it tastes absolutely delicious. The shell can be made into a small piece of armor that grants +1 AC. If captured alive, can be sold to a gourmet chef for several hundred credits.

**[11]** Advanced simulation chair containing a starving human gamer within, still alive and moving, but only in the context of the simulation. He's been trapped inside there for who knows how long, and been getting an IV drip and insulin from his own cruel AI.

The AI is not self aware or disobeying its owner; the owner simply programmed the AI to not allow him to leave without beating the simulation. However whatever caused the ship to get ruined also messed up his game, causing it to become much harder. 1D4+1 remaining mind-jacks allow the party members to enter the simulation if they choose to.

The simulation is a war game. The simulation follows a large medieval kingdom under attack by extremely advanced aliens. The kid has been running through it and failing again and again trying to unite the medieval people to be able to fight their superior enemies.

Combine the intelligence of all party members jacked in + 16 for the kid. If the total >50 you win the simulation in 1d6 hours. If the total is >70 you win in the first round. Party members are trapped if not intelligent enough to succeed the simulation.

If simulation wins; the kid will join you. He starts as a level 1 specialist with good skills in programming and hacking, plus he knows the layout of the derelict.

**[12]** Radiation is leaking from the engine or nuclear weapons in this part of the ship. The area is somewhat dangerous but most space-suits or medkits can make someone immune to radiation.

If more than 2 turns or twenty minutes are spent here, the party will encounter 1d6 Giant Cockroach men, made from the radiation. You will encounter another 1d6 each ten minutes further.

*Cockroach Men* (1HD, 1d4 bite, AC +2, 50% chance to not die when reaching 0 HP) The cockroach men will use any weapons they found, but aren't smart enough to reload or repair them.

**[13]** Robotic police enforcers have been set up in this area. The robots do not have any lethal weapons, but do possess tasers and pepper spray. Their criminal scanning systems have been compromised after the lawlessness on this station for the many years of looting, now even simple acts of aggression or picking up dropped goods count as theft. The police bots will do this to both party members and enemies, but will also follow anyone around that seems the most latent criminal.

*Law Bots* (3HD, nonlethal weapons only, AC +4)  
The law bots will pepper spray and taser anyone who attacks them, but cannot fight back harder than that and could be destroyed by continued assault.

**[14]** Hologram generator. It creates holographic copies of scanned into it, including party members. The holograms last for  $1d8 \times 10$  minutes divided by the number of holograms.

Intelligent enemies can also use this to make themselves appear like there are more of them, or some other clever trick like fake equipment on the ground for a trap.

**[15]** Small group of survivors hiding out in a storage container. They are snacking on a couple of deep-dehydrated rations. The survivors have a 50% chance to be here from when the ship was originally here, or they are another group of scavengers who were trying to raid the ship too but got trapped.

They are neutral in temperament, or make a reaction roll. Add +1 to the roll if the whole party is human.

**[16]** Part of the ship is seemingly in great repair. Artificial gravity and oxygen is perfect, and the walls even appear clean and smooth. The ship is repairing itself here, metal slowly bending back into shape, wires and cords fixing themselves. Anyone that damages the ship here, even indirectly, is subject to the security system's wrath.

There is also a stuck door, that must be forced open to find treasure inside. Will trigger alarm.

**[17]** An insane man growls at your party like an animal. He's defensive, prefers to run instead of fight but is naked and doesn't appear to have any intelligence.

The next encounter you roll, add in a two legged dog that speaks and appears very concerned. He claims he was body-swapped with his dog. This is true, but if he finds out you killed his old body he will be very angry, attacking the person responsible. However even if found alive, it seems unlikely that he knows how to switch.

Regardless, if friendly enough the dog-scientist will join your party.

**[18]** Four men cower in four corners of a large and comfortable living space. The entire room is covered in blood, blast marks, knife cuts, and other symbols of damage. The four men say that they are only allowed to leave if they kill each other.

The men usually argue about trying to work together, but will eventually start fighting regardless of party intervention, end up dying. When all four end up dying, a subtle mist descends on the room and make the corpses shamble back to their starting positions, restores their wounds, and makes it start over again.

Each cycle plays a little differently, but all the men usually end up dying within an hour and a half or so. If their bodies are removed from the room the fog will travel outwards and eventually try to reanimate the corpse. If taken away or blocked somehow, instead the cycle will continue with only three men.

**[19]** Praying mantis like alien being that has developed god-like powers over everything within a single room of the space ship. The entire room hums like a rainforest and the floor is a giant leaf. He is currently engaged in intercourse with several females of his species.

The door will fade away and be nearly impossible to find again without either gaining the mantis-god's favor or killing him.

**[20]** Cryogenic freezing room. There are three kinds of tanks here; ones with a gray or dim light to show the subject with is dead, ones with a blue light to show subject is alive and will return to normal when unfrozen, and finally tanks with red lights indicated that the subject will go berserk when frozen. There is no obvious instruction showing what the colors of the light means, it must be learned by trial and error.

In this room are 1d4 Dim light tanks, 1d4 Blue tanks, and 1d6 Red Tanks. A small button on the far away console is an 'all clear' button; opening and unfreezing all the tanks at once.

There are spots for 1d8 other tanks that appear missing. They are hidden around the ship, but without lights above them there is no way of knowing what their occupants are like without unfreezing them and finding out. When you open a tank, roll 1d20 on the Cryogenic Stasis Tank table.

### Wandering Monsters

Roll 1d6 for a wandering monster

**(1)** 1d8 *Space Pirates* (1HD, +1 To Hit and AC, d6 general laser weaponry. They like to gang up on people and are cowardly.)

There is a 50% chance one of them is carrying a heavy laser gun (d8 damage)

There is a 50% chance one of them is a medic (can heal another pirate 1d6 HP per turn)

There is a 50% chance they have a robot with them (extra enemy, 2HD, +3 AC, fists only)

**(2)** 1d4 *Psychic Wraiths* (1HD, 1d4 psychic lash, takes no damage from physical attacks, takes half damage from energy weapons, cannot hurt robots or psychic 'blanks'.)

The Wraiths are leftovers from when the ship wasn't a derelict. They can be destroyed with enough energy attacks, psychic attacks, or can be put to rest by completing a task the ghost wished to complete when it was alive, but this is difficult if not impossible to determine.

**(3)** *Nanobot Swarm* (1HD total, +3 AC, each attack except for AoE only deals 1 damage to swarm, swarm deals d4 to everyone in it.) Tries to rearrange the molecules in the party's bodies.

**(4)** *Lobotomized Chimpanzees* (1d6 appearing, stats as goblin but can throw disorienting blasts of psychic energy).

**(5)** *Security Turrets* (1d4 appearing, 2HD, cannot move but can swivel 360 degrees. Fires 1d8 heavy laser at -1 To Hit)

Placed at hard points around the ship, you can usually avoid it by just moving around it, or disable its targeting systems by finding security chips off of corpses and implanting them.

**(6)** *Clone-Vat Men* (1d10 appearing, 1HD, no armor or weapons, 1d4 bites and scratches.) These vat men all appear the same, clones that come out of a few large cloning vats at one point in the station. A simple science check will reveal that the clone men come out every 2-4 years as the clone station auto-attempts to repopulate the ship with useful technicians to repair the damage, but without any educational material or people to learn from they become feral instead. If one of them could somehow be trained they would be revealed to be very naturally talented with machines.

### What's in the Cryogenic Stasis Tank?

Roll 1d20

1. Extremely strong human body builder, freakishly flexible along with it.
2. Alien bounty hunter still armed with plasma gun. Very trigger happy.
3. 2d6 Raccoons, all hugging for warmth.
4. 80 year old man identical to the Clones. Has multiple stab wounds from where his DNA was extracted during his cryo-sleep.
5. First appears as a mutant, actually a man with a tremendous amount of body-modifications including horns, claws, eyebrow ridges, scales, etc.
6. Brain on a metal pan. Will jump at anyone with a Wisdom of 7 or less; trying to wiggle into their head to control them.
7. Several thousand cockroaches bust out, the pod was packed to the brim with them.
8. A skeleton. If the cosmic ray from **[8]** has occurred; this skeleton will also animate.
9. Forty bottles of space cola, stored here to keep them icy cold and fresh.
10. A Calico Housecat. Collar reads *Princess*

- 11.** Young, nubile naked blonde women. First thing she says "Do I really need to pose like that?" before she realizes where she is.
- 12.** Three extremely skinny mutants, all pushed inside the same pod. Spots on their skin have been marked with X's as if for later surgery or study.
- 13.** Service droid. Because it is not organic, it has been aware this entire time while frozen. Its memory banks contain the only constant account of what happened on this ship, but only from the perspective of a tiny glass window and the noises outside it.
- 14.** Man with a massive piece of metal stuck in his head. He screams constantly; he was frozen for later surgery. He dies within 1d6 minutes of being unfrozen.
- 15.** Several high quality stakes of a delicious creature that has been eaten to extinction.
- 16.** Violent space alien that lays eggs in dead bodies. Runs and stalks the party instead of fighting directly if it can.
- 17.** Station Sheriff. Armed with a laser revolver (1d6+1 and +1 to Hit) and a security clearance badge that gives whoever wears it clearance + clearance to everyone traveling within 10ft of wearer.
- 18.** A chimpanzee, not yet experimented upon.
- 19.** Appears empty, but releases a faint cloud of reddish smoke. Was actually filled with frozen Neon gas.
- 20.** Fourth dimensional being. One of its 'fingers' was stuck in this tube.