

Random Space Adventures

Follow steps 1 to 4 to create a star system, planets, moons, monsters, and fleets. Star systems are connected to 1d4 other systems.

4

Moon type:

- For main planet, and one barren planet, roll d12.
- 1-6 No moons.
- 7 planetary ring.
- 8 d4 barren moons.
- 9 habitable moon: d6 on Star Color for tech level.
- 10 colony/mine (roll d8+3 on Encounters for owner).
- 11-12 roll d8+2 twice on this table.

3

- 1 hazard. Planetary/space storm; volcano; earthquake; sunflare.

- 2 stone age beasts. Lizardfolk, etc.

- 3 monsters. Alien predators. Stats: choose a random monster. Appearance: combine parts of different monsters. In space, they might be stowaways on an abandoned barge or piloting a warship.

- 4 humanlike.

Similar to humans in all but appearance (they have forehead ridges or fish heads or unicorn horns or they're bipedal rhinos). Roll d6: 1 good, 2-4 neutral, 5-6 evil. Depending on tech level, they live in tribes and fly barges, or rule shining cities and fly metal bug warships.

- 5 godlings.

Superhero descendants of the cosmos's million gods, godlings (8+ HD) swirl capes in space palaces, sail longships, and ride dragons.

2

Planet Type:

Roll d6 for star's main planet terrain.



1 Ice world. Tundra/ice/mountain.



2 Temperate world. Forest/plain/hill mix.

1

Star Color:

Star color dictates tech level. Roll d20.

- 1 Blue star. Primeval plants/beasts.
- 2 White star. Stone age tribes/exotic monsters.
- 3 Yellow star. Civilized. Technology supersedes D&D norm (for instance, laser swords, d10 damage). Powerful machine-aided magic. Fleets and armies.
- 4 Orange star. Declining world. Post-apocalyptic barbarism (like the PCs' home world). Monsters in ancient dungeons.
- 5-6 Red star. Dying planet, littered with forgotten dungeons.
- 7 Exotic system. Asteroid field, planar portal, black hole, supernova, nebula, double or triple star system. No planets.
- 8 Green, purple, or black star. Sentient star with sinister power (for instance, casts Suggestion 1/day on everyone in system, or implants visitors with slaad). Roll d6 on this chart for civilization level of inhabited planet.
- 9-19 Any color star (roll d6 for color only). Barren.
- 20 1d4 habitable planets. Roll d6 for the star's color and d6 for each planet's civilization level (they don't have to match).

5 Exotic world. Gas giant; ring world; asteroid; artificial, hollow, or living planet; fungal forest; mercury sea. High-tech analogs of magic items. Otherwise: hot world. 2x normal treasure in forgotten dungeons.

6 Treasure world. Around a blue star. hot world. 1d10x100 GP of gems/minerals; mining finds 10x more.



3 Hot world. Jungle/desert/mountain/lava mix.

D&D IN SPACE

ONE PAGE RULES

20 space leviathan.

Living creatures larger than a ship, from peaceful space whales to moon-devouring inimical star spawn.

19 space creatures.

Harmless schools of space fish or flumph, lurkers above who threaten boats, or herds of astral pegasi.

18 monsters.

As 3. 17 reptilians. Shape-shifter lizards in silent longships infiltrate enemy crews.

16 dragon. A dragon is a match for a ship. 50% are metallic.

15 undead. Remains of a fallen civilization. Ghoul reavers on galleys, ghostly war galleons, and wraiths phasing through ships.

12-14 humanlike. As 4. Their sailing ships are wooden cogs and caravels.

11 dwarves, halflings, humans, or gnomes. Dwarf flying citadels, human or half-living merchantmen, gnome steam galleys.

10 wolf-spiders. Slaves work the furnaces in wolf-spider star triremes.

9 elves. Warships of the lawful elf navy pursue the sailing ships of the chaotic glam elf pirates.

7 mind flyer. They maintain a slave empire. Their warships catch opponents in tentacles and use Mind Blast.

6 elders. Any spiritually or technically advanced race that consorts with lesser mortals. They might trade, advise, or punish.

Travel

D&D space travel works pretty much like D&D nautical travel. Translate space ships into equivalent sea ships (cog, warship, galley, etc). Astral forces push sailing ships, while galleys are self-powered. For every sea mile a ship can travel, it can move 1 star mile. Systems are 1d20x10 star miles apart and 2d10 wide.

Maps

Space is a dungeon. Just as players venture blindly down dungeon hallways, they must chart astral routes (phlogiston currents between crystal spheres? solar winds? hyperspace lanes?) You can even use an existing dungeon map as your star chart, treating rooms as stars, rubble as asteroid fields, stairs as wormholes, etc.

Space ships use D&D ship combat rules.

Ship types: keelboat/barge, small galley/longship, large galley/trireme, merchant/sailing ship, warship.

Combat

On a 6, there's an encounter. Roll d20 in space; 1d4 on a primitive planet; 1d6+3 on a civilized planet; 1d6+8 on a decadent planet; 1d4+14 on a dying planet.