BASED ON THE SHARP SWORDS & SINISTER SPELLS ROLE PLAYING GAME

SOLAR BLADES & COSMIC SPELLS

A Rules Light
STAR & SORCERY
ROLE PLAYING GAME
with an *OLD SCHOOL* spirit!

DIOGO NOGUEIRA

SOLAR BLADES & COSMIC SPELLS

A RULES LIGHT STAR & SORCERY ROLE PLAYING GAME
WITH AN OLD SCHOOL SPIRIT

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Sharp Swords & Sinister Spells by Diogo Nogueira

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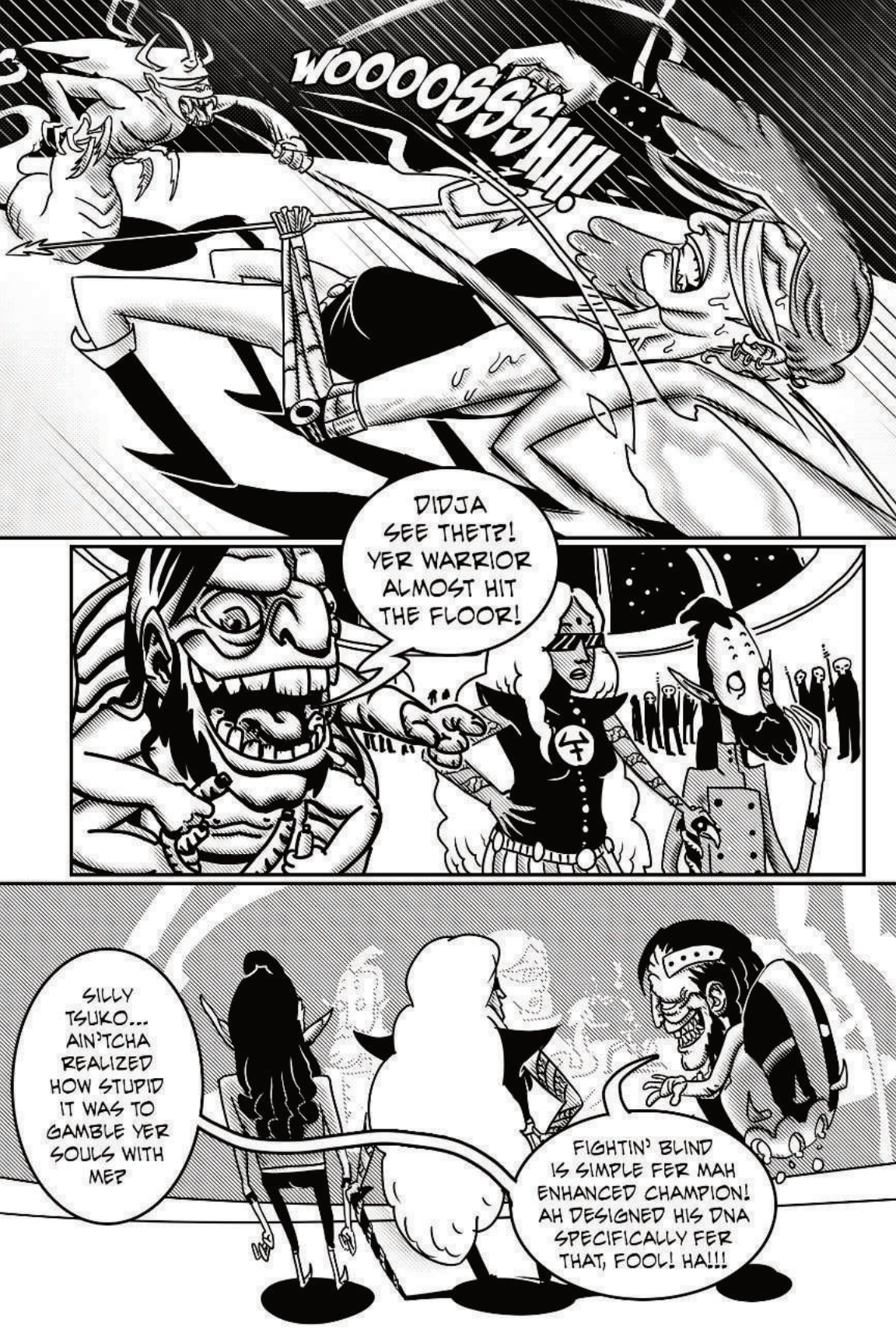
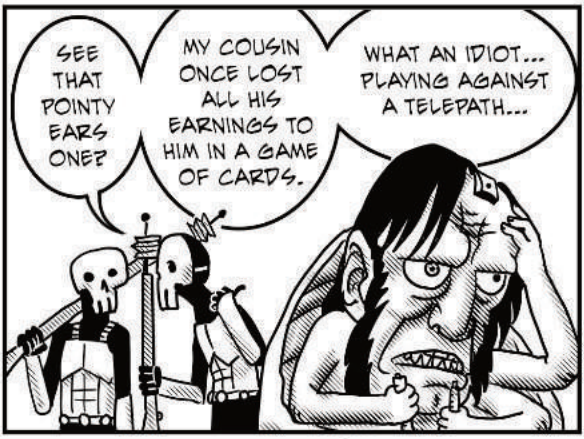

WOOOOSSSH!
DIDJA SEE THET?! YER WARRIOR ALMOST HIT THE FLOOR!
SILLY TSUKO... AIN'TCHA REALIZED HOW STUPID IT WAS TO GAMBLE YER SOULS WITH ME?
FIGHTIN' BLIND IS SIMPLE FER MAH ENHANCED CHAMPION! AH DESIGNED HIS DNA SPECIFICALLY FER THAT, FOOL! HA!!!

ER RYTHING OLRIGHT, ELKHA, LUV?
I'VE NEVER BEEN BETTER.
FIGHTING FROM YOUR POINT OF VIEW IS HARDER THAN I IMAGINED AND TO MAKE THINGS WORSE THIS MUTANT IS FAST...
MAKE SURE YOU DON'T BLINK THOSE BLEARY EYES OR WE'RE FUCKED!
BLAM!
WOOP!
WHOT AN UNGRATEFUL TROGLODYTE!
IF MY ASS WASN'T ALSO ON THE LINE I'D LEAVE YOU TO YOUR OWN LUCK.
DON'T BE SO SENSITIVE ZEKK. IT IS I WHO IS HAVING THE ASS KICKED HERE!
WOOSH
POW!
HA, TSUKO! AHM ALREADY DAYDREAMIN' 'BOUT ALL THA 'SPERIMENTS AH'LL MAKE WITH YUR SOULS! IT'LL BE AMUSIN'!

. . . .
NOW!
OK.
WOOSH!
AHHH!
HUM...
BAM!
WATCH OUT!
BEHIND YER!

VRACK!
AAAAA
AAAAAA
SHU...
TSSiii...
WELL, DR. HESS, I BELIEVE YOU HAVE AN OMNI-ARKADIAN CRYSTAL THAT BELONGS TO ME...
GAH! TAKE THET SHIT AND VANISH FROM MY SIGHT 'FORE I FERGIT MAH HONOR AND ANNIHILATE Y'ALL!
IT'S ALWAYS A PLEASURE TO NEGOTIATE WITH YOU, DOCTOR.



GAMBLING SOULS IN ALDEBARAN

HISTORY AND ART BY **BRUNO PROSAIKO**
TRANSLATED BY **DIOGO NOGUEIRA**
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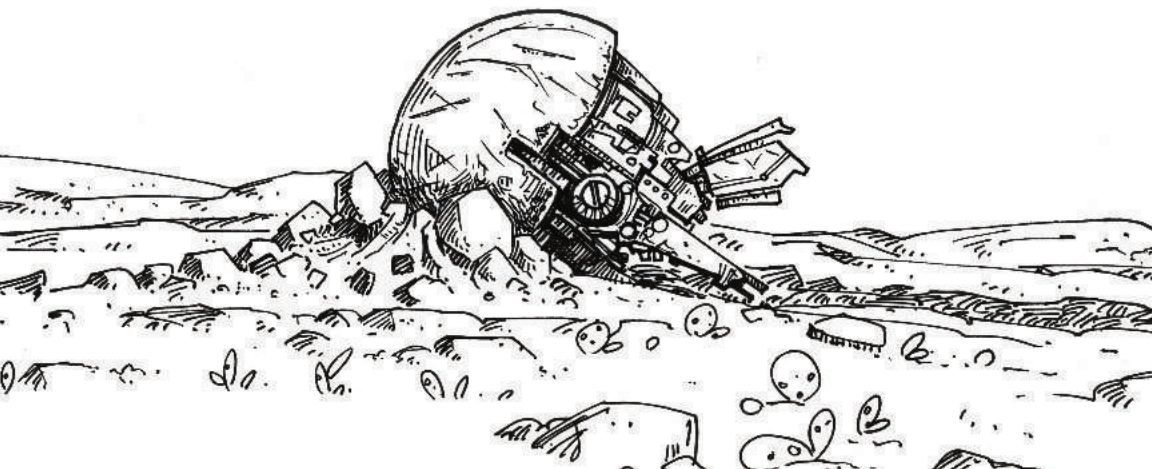

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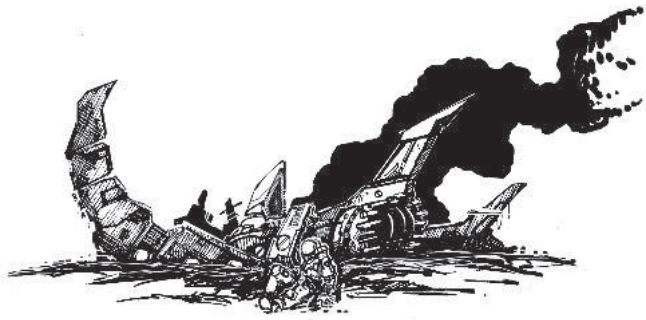


TO ALL FRIENDS NEAR AND FAR. THEY ARE LIKE STARS IN THE COSMOS. WE CANNOT SEE THEM ALL THE TIME, BUT IT'S GREAT TO KNOW THEY ARE THERE SOMEWHERE...

FOREWORD

Before we had a world with wireless internet, self-driving cars, and commercial spaceflight we had our dreams -- youthful fancies of galaxies impossibly far away and the hopes to boldly go to that place just beyond the stars. The world we live in today is pretty impressive, but you know what? Our dreams were way freakin' cooler!

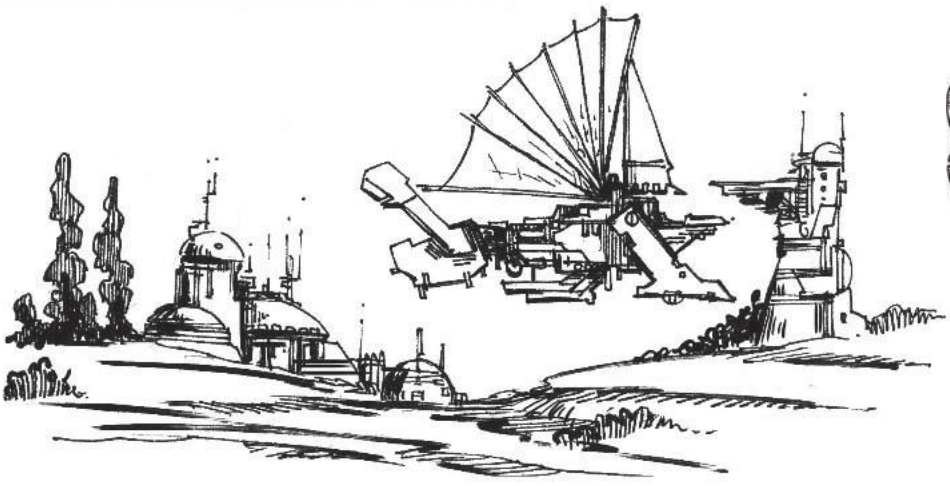
We dreamed of wielding swords made of laser beams, using psychic powers to explore the inner space of the human psyche, and flying in spaceships that could break the speed of light with the flick of a switch. It wasn't science. Hell, it wasn't even really science fiction. It was science fantasy.

It didn't matter that none of it made sense. Whether it was explosions in the vacuum of space, super strong cybernetic limbs, or seducing an exotic alien, it was all awesome. We took those dreams of what lay beyond the midnight sky, beyond our planet, beyond the very galaxy itself, and we fantasized. We didn't let the laws of physics get in our way, we just grabbed what was cool by the throat and dragged it kicking and screaming into our dreams.

That's what makes Solar Blades & Cosmic Spells so awesome. It's not about science fiction. It's Science Fantasy. It grabs you, shoves a fist full of dice into your meaty little mitts and says "Buckle up, pal. Things are about to get awesome!" It's fast and loose, quick and easy, but most of all, it's a helluva lot of fun.

So hold on tight, because if you don't defend that interstellar princess from the machinations of the Overlords or the God Machine of the Machinathia Sector, then the entire galaxy is doomed. The only thing between the annihilation of the entire galaxy and you are your Solar Blades and Cosmic Spells!

James M. Spahn - March 8th 2018



PREFACE

In an ancient age, many galaxies away...

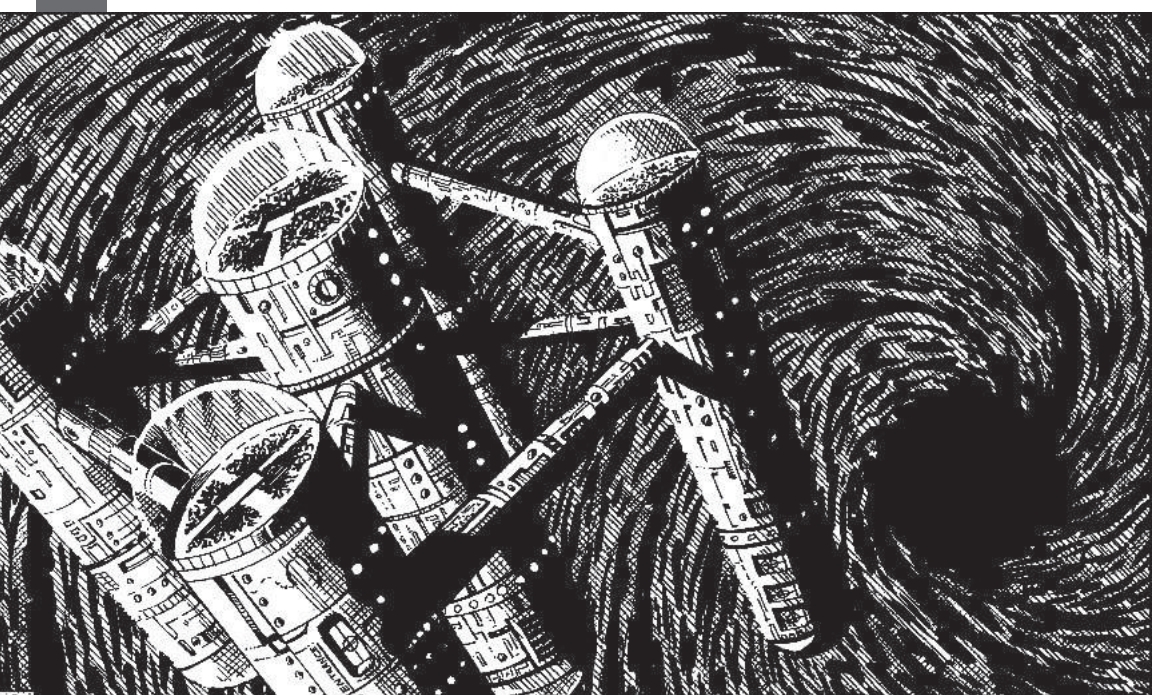
Well, in not so ancient times, at least, not for me. I see universes where magic and technology way beyond our wildest dreams are true every day, since the first time I saw spaceships firing laser cannons and brave space knights brandishing blades made of light, and when I discovered Role Playing Games, I could actually experience whole new adventures in those settings.

Now, after years of searching for the games with which I would have those adventures, and after creating my own game based on my journeys through these many universes and realities, I am bringing forth **Solar Blades & Cosmic Spells**.

Based on **Sharp Swords & Sinister Spells** (which was inspired by a ton of other games, including The Black Hack, DCC RPG, Beyond the Wall, White Hack, Call of Cthulhu, Genesys and many more), this game focuses on action packed, fast, simple and flexible gameplay. It is designed to keep preparation to a minimum, relying on a simple set of rules and good judgement on both sides of the table. **Solar Blades & Cosmic Spells** also offers a set of tools and mechanics that help stories and adventures build themselves, guided by the choices of the players and the roll of the dice.

So read this book, watch some science fantasy movie series and ‘80s cartoons, read some pulp fantasy novels, and get ready to journey through a universe on the verge of collapse with plenty of opportunity for adventures of any kind! Grab your solar blades or ready your cosmic spells, and get to the ship. It's about to take off into the unknown!

Diogo Nogueira - February 2018



2018

CHAPTER 1: INTRODUCTION

The universe is in collapse, as planets and systems struggle for freedom under the rule of sinister despots. Against the malevolent sorcery of the Overlords stand the few remaining bearers of the legendary Solar Blades.

What will you do when the forces of the Void close in?

Solar Blades & Cosmic Spells is a rules light, Star & Sorcery Role Playing Game with an Old School spirit. But what does this really mean?

IT'S RULES LIGHT

This means the base game has only the essential rules for play, avoiding subsystems to detail every aspect of gameplay, and preferring general rules and a referee's rulings to govern the almost endless possibilities that come up in play. The system has only a few different mechanics, and once those have been mastered, the need to consult the book for rules clarification will hardly come up during play, allowing for a more fluid and exciting game. Essentially, you can learn and teach all that you need to play in a single session.It's Star & Sorcery

IT'S STAR & SORCERY

It's science fiction, it's fantasy, it's space opera, it's sword and sorcery, it's post-apocalyptic. It's all that and more, mixed up and packed together. In this game the party may be composed of knights of a mystical tradition, space pilots, cyber hackers, smugglers running from space authorities, barbarians from a primitive world, engineers and inventors, students of the lost and dangerous art of cosmic spells, or anything in between all of this. In this universe, technology is advanced but the great accomplishments of it were lost in a glorious past. Sorcery is real and is wielded by terrible despots. It is also feared by most of the species in the known universe, being the main reason why the old glorious days are over. Planets and sectors have many different cultures, most of which are now divisive and belligerent, led by these Sorcerer-Emperors. It's sword and sorcery in space with some cosmic horror thrown in.

IT'S A ROLE PLAYING GAME

In this type of game, participants work together to create and experience a tale of adventure. One of them, called the **Overlord**, creates a setting with different characters (each with their own goals), interesting locations and a set events about to unfold, usually instigating the other participants to take some action relating to them (opposing them, taking advantage of them, helping them to reach their end or even ignoring them in favor of something

else). This group, called the Players, create fictional characters inspired by the **Overlord**'s setting and the fiction they love and make the decisions for them. They decide what their characters say and do according to the descriptions of the **Overlord**. In turn, based upon their actions, the rules of the game, and their own judgement, the **Overlord** describes what happens afterward, instigating the players to take further action, thereby renewing the cycle. Through these interactions, both the **Overlord** and the players create a tale of adventure together, without any of them really knowing what will actually happen in the end.

IT HAS AN OLD SCHOOL SPIRIT

Although not directly related to an old game, **Solar Blades & Cosmic Spells** was designed to be played with the same spirit and style. All the principles of the classic *A Quick Primer for Old School Gaming* by *Matt Finch* apply to this game (and if you don't know about *A Quick Primer for Old School Gaming*, you should Google it), although this is not properly a retroclone. It does take inspiration and is based on many games that are (and some that are not), and other actual Old School games. However, to avoid the controversy of calling itself an Old School Game, Solar Blades & Cosmic Spells calls itself a game with *Old School Spirit*. But what does that really mean, you ask?

First of all, it relies on the **Overlord** to make judgement calls for how, when and why rules apply. This is called rulings over rules, and implies that the system has an abstract set of rules to resolve situations and it's up to the **Overlord** to determine how those rules apply to each situation, or to come up with a solution based upon them when needed. Additionally, this game focuses on player skill rather than on character skill. The system is very simple and abstract, providing players with characters with a few iconic abilities and very broad statistics. How to use them to create solutions to the challenges the **Overlord** comes up with will depend solely on the players. Social and intellectual challenges rely more on the players' ingenuity than on the roll of the dice.

Also, according to the Old School sensibilities, characters can be heroes, but they risk a lot in doing so. It's something they can achieve, but it's not something they can do easily with little concern for their safety. The rules make sure the characters are a little more capable than the average person, but *they are not superheroes*, capable of facing entire battalions by themselves.

Finally, the game system ignores the modern concept of game balance and “appropriate encounters”, preferring the approach of setting consistency and *challenging gameplay*. In this way, there might appear obstacles during the game which players have no way of resolving. Their best strategy could very well be to run, or to try to negotiate or simply to avoid conflict completely. That’s the Old School way!

WHAT DO YOU NEED TO PLAY?

You do not need much to play **Solar Blades & Cosmic Spells**. Aside from this book, you will need at least a couple of friends (but you can play with many more people too, as many as your **Overlord** can manage), a twenty sided die (**d20**) and about 3 common six sided dice (**d6**) per player, a character sheet for each player, and paper to take notes for everyone. All else is optional.

HOW DO WE PLAY THIS GAME?

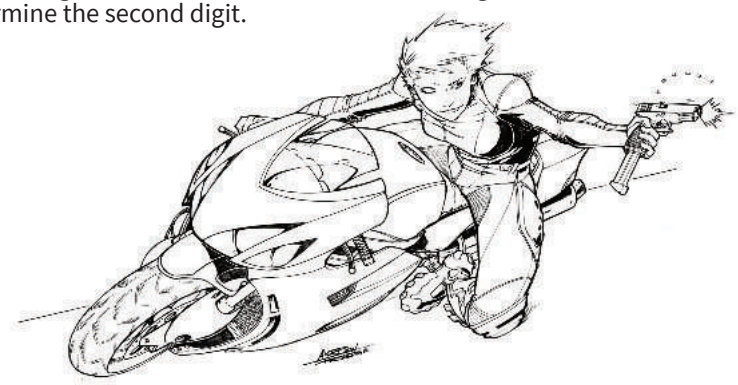
Firstly, players will create their characters using the rules in the **Character Creation** chapter. Then, using an adventure the **Overlord** has previously prepared (using the guidelines in the **Running the Universe** chapter), he narrates the first scene of the game session, generally involving some event that requires or instigates immediate action from the characters. The players then narrate their characters' actions and resolve the outcomes according to the **Overlord**'s judgement and the game rules.

Based on the outcome of the characters' actions, the **Overlord** then narrates the consequences and the process begins again, until the situation is resolved and another one begins. This goes on until the players and the **Overlord** are satisfied with the tale they are creating or when the gameplay leads to a scene where the story has ended (like when all characters are dead, when they all retire from adventuring after reaching their goals, or something similar).

Even though the story created can be one of success or miserable failure, , the objective of the game is to have fun discovering what happens and pretending to adventure in that fantastic universe. The journey is more important than the destination in this game!

ROLLING DICE

This game uses two different dice, the **d20** and a **d6**. Sometimes the rules may ask for a **d3** roll, which is the result of a **d6** divided by 2 and rounded up, or a **d66**, which combines the numbers rolled on two separate **d6s**, forming a two digit number ranging from 11 to 66 (so, if in one die I rolled a 2 and on the other a 4, that's a 24). A **d20** can also be used as a **d10** by just ignoring the second digit(so both the natural 3 and the 13 would be a 3, as 10 and 20 would both be a 10). Using this same principle, **2 d20s** can reproduce the results of a **d100**, using the first one to determine the first digit and the second one to determine the second digit.



WHAT IS IN THIS BOOK?

This book contains everything you need to know to play **Solar Blades & Cosmic Spells**. Within these pages you will find rules to create characters, run combats between characters as well as between vehicles and spaceships, resolve actions, and other situations that come up in play, and much more. What follows is a brief description of each chapter of this book.

Chapter 1: Introduction is the one you are reading that explains the concept of the game.

Chapter 2: Character Creation contains everything you need to know to create brave adventurers for this game.

Chapter 3: Equipment and Credits lists weapons, armor, technical gear and other pieces of technology that might be useful to adventurers as well as the system governing the acquisition of them.

Chapter 4: Rules of the Game presents the core rules of the game (upon which all others are based) as well as a few other optional rules.

Chapter 5: Combat details the rules regarding combat, damage, healing and death.

Chapter 6: Sorcery and Psychic Powers contains the rules for sorcery and psychic powers as well as a list of sample effects users of said techniques may manifest.

Chapter 7: Vehicles and Starships presents the rules governing the use of vehicles, space travel, exploration, vehicle battles and a sample list of these machines.

Chapter 8: Running the Universe is a guide for **Overlords**, presenting the characteristics of this game's universe, the major powers, its history and more. It also contains many tools and tables to help the **Overlord** jumpstart the campaign and generate various game elements.

Chapter 9: Aliens and Other Creatures contains the rules regarding NPCs and Opponents' statistics, how to handle them, and a list of sample Opponents. Additionally, a generator for new Opponents, aliens and monsters is presented to inspire **Overlords**.

Finally, **Mission Briefing: Escape from Skull Prison** is an introductory adventure intended to help springboard a campaign using **Solar Blades & Cosmic Sorcery** in the fastest way possible. A perfect way to end the book and begin playing the game!

But that's not all! At the end of the book you will find a few **Appendices** with optional rules, inspirational material and an example of play to make everything clearer!

THE USE OF PRONOUNS IN THIS BOOK

Whenever possible, I made an effort to use the singular they as the standard pronoun used in the book when the text is referring to an undetermined character. I may not have succeeded in every instance, but an effort was made to make the text as uncaring of who the person is as the chaotic universe of the game.

IRON SCUM
84
2018

CHAPTER 2: CHARACTER CREATION

Olos Nah couldn't believe himself. He had his ship compartments full of the precious minerals he was going to sell to the Gandorian Cartel. All he had to do was get into orbit and hit the Star Jump accelerator and he would be out of reach from the forces serving Vazselia, the system's Marshal in service to the Galactic Overlords, but the damn informant that helped him was captured! Why couldn't he leave her behind? All of a sudden, did he grow a sense of honor? Or was it something in the woman's eyes that he couldn't stop thinking about?

In **Solar Blades & Cosmic Spells**, players create characters with a high propensity for adventuring. They are individuals with driving motivations, high ambitions and the desire for a life filled with excitement.

WHO ARE THE PLAYERS' CHARACTERS?

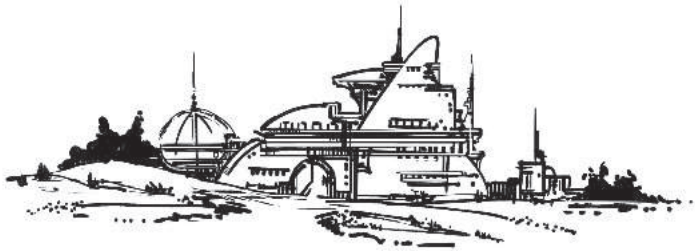
Depending on the style of the campaign, player characters can assume many different roles. In a game focused on battling the tyranny of the Galactic Overlords and the Forces of the Void, characters will usually be virtuous freedom fighters, more concerned about making a difference in the Universe than about making a couple hundred Credits.

On the other hand, you may very well have a campaign with characters that would do anything (well, almost anything) for a couple hundred credits. Mercenaries, bounty hunters, scoundrels, thieves and many other ne'er-do-wells would be great candidates for this style of game where morals are a little more flexible.

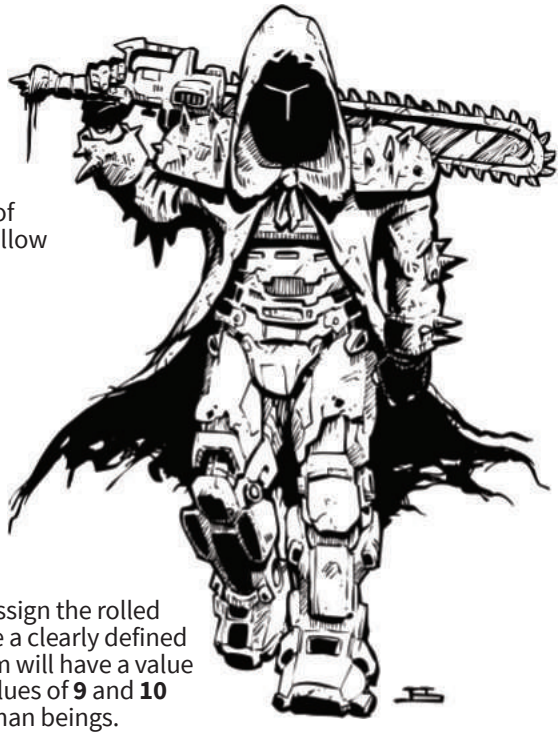
One of the biggest staples of the fiction that inspires this game consists of actually mixing up these two types of characters in the same group. This way you create an interesting dynamic within the group, in which each type of character tries to influence the decisions of the others, offering meaningful choices for the players, and giving more leeway for the **Overlord** to create adventures.

The possibilities, however, don't end there. Merchants are real adventurers in a universe where tyrannical rulers regulate trade and make important goods the privilege of a few. Explorers might be the bravest of them all, journeying to forbidden sectors, entering completely strange regions in search of new discoveries, resources and other objectives, but usually just finding pirates, savages and alien beasts.

And the group might just want to play agents of the Galactic Overlords, seeking ways to improve their superiors' domains, or even to take their places as the new rulers of the universe!



CHARACTER CREATION PROCESS



To create a character, grab a character sheet (check the end of the book for one to copy) and follow these steps:

1. ROLL FOR ATTRIBUTES

Characters in this game are broadly defined by four Attributes: **Physique**, **Agility**, **Intellect**, and **Willpower**. To determine the score of each, roll **3d6** in the order presented (an **Overlord** can allow a player to assign the rolled scores as they please if they have a clearly defined character **Concept**). Each of them will have a value ranging from **3** to **18**, with the values of **9** and **10** representing the average for human beings.

PHYSIQUE

Physique is a measure of physical strength, resistance and fortitude. This is important in melee combat, and is used for determining your chances to cause damage to opponents. This value helps determine your total **Vitality**. **Physique** is tested to make melee attacks, endure harsh conditions (such as extreme temperatures, forced marches, famine), resist poison and diseases, lift heavy objects, force doors and other feats of strength and stamina.

AGILITY

Agility measures the character's coordination, balance, reflexes and precise manipulation of objects. It is very important for characters that focus on subterfuge and nimbleness, and helps determine the chances of being hit in combat. **Agility** is tested when making ranged attacks, dodging falling rocks, doing acrobatics, or any other action that requires reflexes and coordination.

INTELLECT

Intellect represents the character's memory, perception and accumulated knowledge. It is important for characters that will be dealing with technology, robots, machines and vehicles, as well as those trying to master the secrets of cosmic sorcery or psionics. **Intellect** is tested when trying to access restricted information on computer terminals, repairing machines (weapons, vehicles, computers and other things), learning spells, remembering information, noticing details and other actions relating to memory and perception.

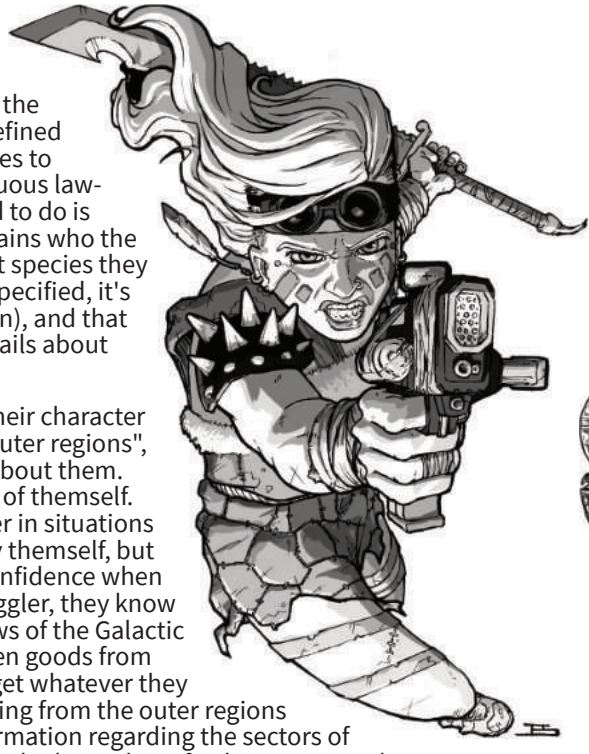
WILLPOWER

Willpower symbolizes the character force of will, determination and driving force. It is important for characters who try to manipulate the cosmic energies in the form of spells or psychic powers, and for anyone who wishes to resist effects that manipulate their minds and take away their free will. **Willpower** is tested when a character tries to manifest a power, when trying to resist magic control over your mind, avoiding shattering their sanity when facing the manifestations of the Void, and other tests of determination.

Alice is creating her Solar Blades & Cosmic Spells character, and she is starting by rolling her character's Attributes. She grabs three six-sided dice and starts rolling them. The first die comes up a 4, the second a 3 and the third 6. Adding them up, she gets a 13 for her Physique Attribute. Repeating the process, she rolls an 8 for Agility, 14 for Intellect and 10 for Willpower.

2. CREATING YOUR CHARACTER'S CONCEPT

With the **Attribute** scores defined, it's time to define who your character is. This is called your character's **Concept**, and it establishes what they know, what they are good at, what they are bad at, what sentient species they belong to, and can even tell us about their personality.



Players have almost total freedom to create their character's **Concept**, as long as they stay within the confines of the setting and the style of game defined by the group (if everybody agrees to play outlaws, don't make a virtuous law-abiding crusader). All they need to do is create a single phrase that explains who the character is, what they do, what species they are from (if no alien species is specified, it's assumed the character is human), and that can also define other minor details about them.

As an example, one could say their character is a "cocky smuggler from the outer regions", and that would say quite a lot about them. First of all, they think too much of themself. This probably puts the character in situations they can't really deal with all by themself, but maybe this gives them some confidence when they need it most. Being a smuggler, they know a lot about how to avoid the laws of the Galactic Overlords, how to hide forbidden goods from customs agents, and where to get whatever they are looking for. Additionally, being from the outer regions of the universe, they know information regarding the sectors of that region, the Overlords who rule them, the safe places a smuggler could hide, and the places where they can find a job fast!

There is no real rule for how to create a character **Concept**. However, some guidelines may help:

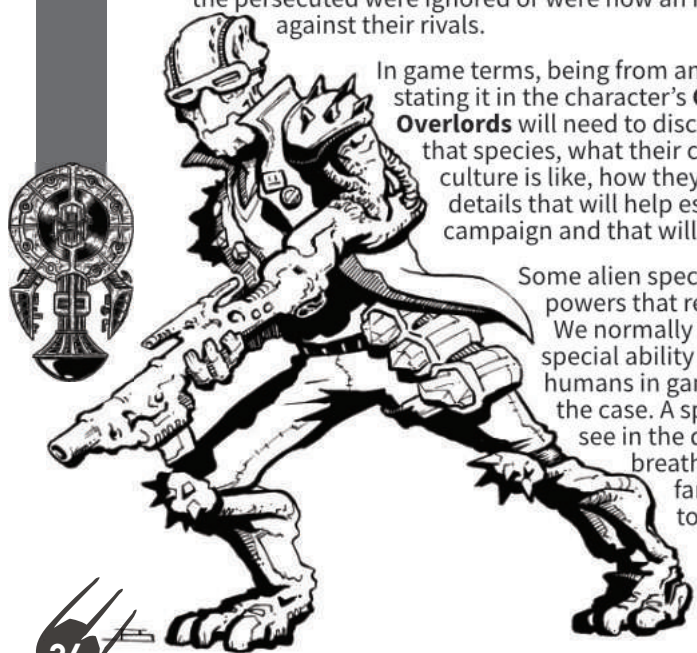
- Establish some personality detail about them.
- Define their occupation or vocation.
- Determine if they are human or not.
- Say where they are from or if the character is part of some organization.

This way, there is no defined list of **Concepts** and players can exercise their creativity freely. It is advised that players and **Overlords** discuss the **Concepts** beforehand, and agree with what each element means in the game. In addition to providing players with guidance on how to portray and roleplay the character, **Chapter 4: Rules of the Game** will discuss how the **Concept** affects the game rules.

After rolling her character's Attributes, Alice has to come up with a Concept for her adventurer. Looking at her scores for inspiration, she sees her character as a tough individual but with a good mind for details and technology. She figures a starship mechanic would be a good fit. Remembering one of her favorite characters from TV, she sees that mechanic as a hopeful person, coming from a backwater planet, always curious to see the next system. She writes down "Hopeful Mechanic from Isolated Planet". She can define more about her home world during the game.

ALIEN SPECIES

Some characters may belong to a different sentient species. The universe of **Solar Blades & Cosmic Spells** is populated by an incalculable number of different sentient species, even though the Cleansing Wars began in an effort to wipe out most of them. When the Galactic Overlords rebelled against their Leader and began fighting one another, the war changed its focus and most of the persecuted were ignored or were now an important force to muster against their rivals.



In game terms, being from an alien species is as simple as stating it in the character's **Concept**. As usual, players and **Overlords** will need to discuss what it means to be from that species, what their characteristics are, what their culture is like, how they usually behave, and other details that will help establish the species in the campaign and that will guide gameplay.

Some alien species, however, have special powers that require some rules adjustments. We normally assume aliens have no other special ability that differentiates them from humans in game terms, but that's not always the case. A species might have the ability to see in the dark, another might be able to breathe underwater, or some other fantastic feat humans are not able to accomplish.

In this case, for each special ability like these, characters from those species need one

extra adventure each level to advance to the next one. Humans might not have all of those astonishing powers, but they sure learn fast and are very flexible, adapting to almost any environment. Players should note their species' special abilities on the character sheet.

Finally, the tables in **Chapter 9: Aliens and other Creatures** can be used to generate unique cultures for these alien species, giving players and the **Overlord** a stronger sense of the role of these aliens in the overall universe.

SAMPLE SPECIES

HUMANS

Humans are the most widespread species in the universe. This is due to their incredible capacity to adapt to almost any environment but also due to the Cleansing Wars, when the mad Galactic Overlords and their former Leader almost exterminated any other species that opposed human supremacy. Their appearance is the most varied among the sentient species, with a wide range of skin tones, different colors of hair and eyes, and an even more varied range of cultures. In game terms, we assume all characters are humans unless specified otherwise, so no modification is needed. Humans are the only species that begin with a **Luck** score of **4** (for more information about **Luck** and its uses, check **Chapter 4: Rules of the Game**).

TREKKATS

Trekkats have the appearance of large reptiles with armored faces and three large horns for defense, a strong exoskeleton and six insectoid legs. They were once primitive savages from an isolated planet in the outer regions. They were brought into the Cleansing Wars when the Galactic Overlords decided their sheer number could make a difference in the battles between themselves and started training them in the use of weapons. It didn't take long for their independent minds to decide to break away from the Overlords' control and explore the Galaxy. However, as revenge, one of the Overlords used all their powers to devastate their home planet, and now Trekkats are as orphans among the stars.

Trekkats have an innate talent with machines, and a strong sense of camaraderie amongst themselves. Additionally, they are capable of making **extraordinary jumps**. In game terms, as part of their **Movement**, they can leap a distance equal to either their **Physique** or **Agility** (whichever is higher) in meters horizontally, or half as much vertically. They need *one extra adventure* to level up each time.

SZARIANS

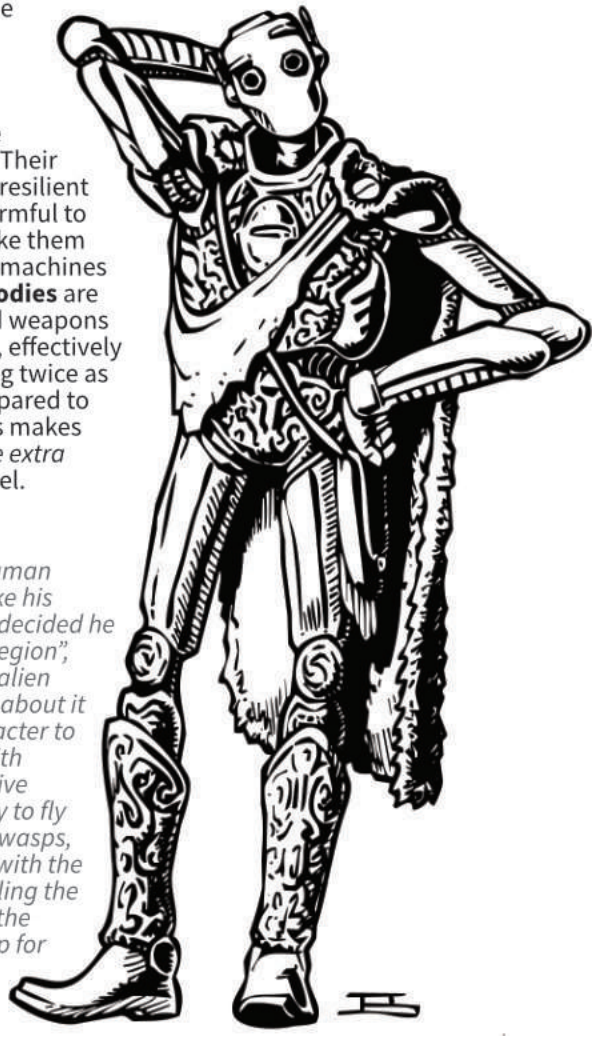
Szarians are reptilian humanoids with slender bodies and the incredible capacity to know where in the Galaxy they currently are. Because of this, the Galactic Overlords decided they were more valuable alive, under their service, than dead like other alien species. Pacts were made with different tribes and ancient rivalries turned into open warfare both on

their home world and amongst the stars. When the Cleansing Wars ended, the Szarians maintained their fame as the best explorers in the universe, but the relationships between the tribes was never the same.

Szarians have a very competitive culture and a strong desire to discover new places, paths and systems. Their innate ability to always know where they are makes them perfect explorers and hunters. In game terms, Szarians characters **never get lost** and always know their location in the universe if they've traveled to that place before. Because of this they *need one extra adventure* to level up each time.

CYBERIANS

No one remembers who the Cyberians were before they decided to become a race of cyborgs. They made the transition from biological beings to machines with the immortal brains of sentients in the early days of the Cleansing Wars, sensing their bodies would not be enough to resist the cruelty that was coming their way. Doing so allowed them to resist most of the biological weapons used against aliens in the Wars and made them the first species to organize an alliance against the Galactic Overlords.



Even after the Cleansing Wars, Cyberians remain a species dedicated to overthrowing the remaining Galactic Overlords. Their cybernetic bodies make them resilient to most conditions that are harmful to biological beings, but also make them vulnerable to specific hazards machines may face. Their **mechanical bodies** are equipped with many tools and weapons customized to each individual, effectively making them capable of having twice as much encumbrance limit compared to other characters. As usual, this makes Cyberians characters need *one extra adventure* to advance each level.

Since Alice decided to play a human mechanic, Daniel wants to make his character an alien. He already decided he is a "brash pilot from the core region", but now he wants to create an alien species for himself. He thought about it and decided he wants his character to be from an insectoid species with highly intelligent and competitive people. They all have the ability to fly and would look like humanoid wasps, but without the sting. He talks with the Overlord and they agree on calling the species Besphians and charge the additional adventure to level up for the flight ability.

3. CHOOSING AN ARCHETYPE

After defining the character's **Concept**, players need to choose a character **Archetype**. Archetypes are classical representations of characters commonly found in the fiction that inspires **Solar Blades & Cosmic Spells**.

The four **Archetypes** in this game are **The Tough**, **The Nimble**, **The Smart**, and **The Gifted**. Each of these characterize a specific style of character and grants **Special Abilities** that fit those roles better.

Combining these **Archetypes** with the characters' **Concepts**, players have a wide range of possibilities without the need for complex systems and rules.

Each **Archetype** entry presents the following details:

- **Prime Attributes:** This indicates which **Attributes** are the most important for these characters and which they more easily increase when leveling up.
- **Recovery Roll:** The roll a player makes when resting and recovering health.
- **Special Abilities:** This entry presents the iconic abilities and powers of each **Archetype**, as well as the rules for using them.

THE TOUGH

You are the strongest and most resilient person you know. Well, at least that's what you want everyone to believe. You take pride in your physical prowess and usually prefer melee combat over ranged weapons. You may say it is because of some honor code, but the truth is you're just much better with a vibroblade than with a blaster rifle.

The Tough is a character focused on physical strength and constitution. They are excellent combatants and soldiers, being able to sustain punishment strong enough to bring down many others. They excel in close combat, physical effort and rapid recovery, making them ideal warriors and defenders of any adventuring party.

Prime Attributes: Physique and **Agility**

Recovery Roll: 1d6+2

SPECIAL ABILITIES

• ***Too Tough to Die:*** Once per adventure, upon reaching 0 **Vitality**, **The Tough** immediately regains **1d6** + **Level Vitality** points. This represents the character's strong resilience and unfaltering determination.

• ***Feel the Pain:*** No one strikes as hard as **The Tough**. All melee damage inflicted by the character is increased by **1** (so if the weapon's normal damage is **1d6**, **The Tough** would cause **1d6+1** points of damage when using that weapon).

• ***I Can Take 'Em All:*** **The Tough** knows how to take advantage of their superior combat prowess. The character can make a number of extra attacks per **round** equal to the *difference* between their **Level** and the highest number of **HD** possessed by an opponent in **close** range

• ***That's my Favorite:*** **The Tough** chooses one particular type of melee weapon as their favorite. When using weapons of that type, the character rolls a **Positive Die** when attacking.

THE NIMBLE

You're the fastest and most agile person you know, and anyone who sees you in action believes that, too. If someone needs a skillful infiltrator, they call you. If they need a sharpshooting sniper, that's you, too. In reality, any job for a fast, flexible, precise and nimble person is perfect for you, and you know that. So you charge accordingly.

The Nimble is a character focused on quick reflexes, precision and nimbleness. They favor tasks where their trained reflexes can shine, be it entering a secure location stealthily, stealing a valuable relic from the ancient Empire, or rescuing prisoners from the dungeons of the Galactic Overlords. In combat, they prefer using ranged weapons and are hard targets to hit.

Prime Attributes: Agility and **Intellect**

Recovery Roll: 1d6+1

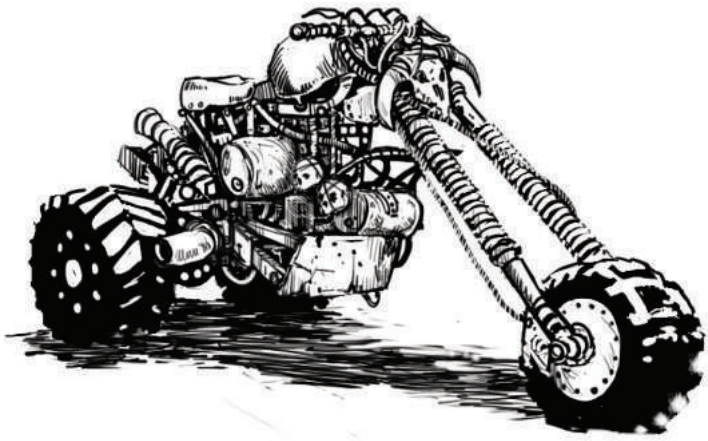
SPECIAL ABILITIES

• ***You Can't Hit Me:*** **The Nimble**'s main ability in combat is avoiding getting hit. The character can impose a number of **Negative Dice** on attacks against them per combat equal to their **Level**.

• ***That's an Easy Target:*** Precision is a trademark of this **Archetype**. Instead of needing a full combat **round** to aim a shot, **The Nimble** can forego their **Movement** in a round to get the same benefit as someone aiming for a full **round** (see Aiming in Chapter 5: Combat.)

• ***Luck is on My Side:*** For some reason, luck always favor **The Nimble**. Well, almost always. Characters from this **Archetype** can *reroll* a number of **Luck Rolls** per adventure equal to their **Level**.

• ***I Know How to Do This:*** Having a very flexible career (and sometimes even more flexible morals), **The Nimble** learns many trades and skills. Because of this, they learn an additional "profession" each odd **Level**, beginning at first. These professions can be used just like **Concepts**, granting and imposing **Positive** or **Negative Dice**.



THE SMART

If something goes wrong with a computer or an engine, it's you who they call. For some reason, you just have a knack for technology and machines. Even if they've never seen a device, it's usually just a matter of time until they figure out how it works and how to fix it. And if they give you a few more hours you can even make some improvements!

The Smart is a character focused on the use of technology and machines. They make great assets to an age where although technology is ever present, it's not truly understood, and many of its secrets are forgotten. In combat they are invaluable allies, improving the effectiveness of weapons and vehicles, as well as being capable of making repairs to them when in dire need.

Prime Attributes: Intellect and **Agility**

Recovery Roll: 1d6

SPECIAL ABILITIES

• ***I Can Fix This:*** **The Smart**, somehow, always know what's wrong or can always find a way to make some kind of emergency repairs. In game terms, they always halve the **Difficulty** when making repairs to technological devices and when making **Combat Jury Rigging**, they add their **Level** to the amount of **Hull** points recovered (see **Chapter 7: Vehicles and Starships** for more information on repairing vehicles).

• ***I Made Some Improvements:*** With some time, appropriate tools and creativity, **The Smart** can make improvements to technological objects. When spending a number of hours determined by the **Overlord** (based on the object's complexity), they can make a minor improvement like the ones below. The character can have a number of active improvements equal to their **Level**.

o Gain a **Positive Die** when using the device.

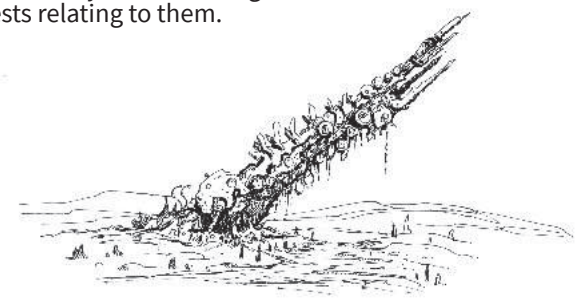
o Improve the damage caused by the weapon by **+1** per die used (**1d6** becomes **1d6+1**, **2d6** becomes **2d6+2**).

o Increase the range the object can affect by one increment (**close** to **short**, **short** to **medium**, and so on).

o Other minor improvements the Overlord deems appropriate.

• ***Machines Speak to Me:*** Ancient technology is hard to understand, but T**he Smart** have a better chance to understand it. When trying to understand how an ancient technological device works, the character receives a **Positive Die**.

• ***I've Read About This:*** **The Smart** also specializes in various fields of knowledge, from engineering to xenology, and many other subjects in between. Starting at first **Level**, and again at each odd **Level** after that, they choose a field of study. These fields grant a **Positive Die** when making knowledge tests relating to them.



THE GIFTED

Not everything in the universe respects the laws of reality. You've discovered this truth and now reality bends to your will. Branding sorcerous or mental powers, you are capable of astonishing feats that not even technology can accomplish. But that also comes with a price. These powers are not meant to be used by mortals, so they corrupt and destroy everything they touch.

The Gifted is a character that focuses on special powers that can do almost anything. But these powers are not simple to use, being very taxing to the user and, sometimes, to others around them. Although poorly trained for combat, their powers can make a difference in most battles, especially when combating the sorcery of the Forces of the Void and that of the Galactic Overlords.

Prime Attributes: Intellect and **Willpower**

Recovery Roll: 1d6

SPECIAL ABILITIES

• ***I Sense a Disturbance:*** **The Gifted** can sense supernatural activities and effects in their vicinity. Making an **Intellect** test with a **Difficulty** equal to the **HD** of the creature or the **PL** of the effect, the character can detect supernatural effects up to **medium** range.

• ***I Make My Own Reality:*** Through their innate connection to The Void, **The Gifted** is able to manifest astonishing powers. They begin gameplay with **3** known powers and *can* learn a new one each **Level** thereafter. To use these powers, **The Gifted** makes a **Willpower** test with **Difficulty** equal to its **Power Level** (**PL**). More details on the use of powers can be found in **Chapter 6: Sorcery and Psychic Powers**.

• ***The Void Hungers:*** The Void gives **The Gifted** their powers but charges a price for them. Normally, characters take a risk to suffer a power **Backlash** when they fail the **Willpower** test to manifest it, but they may opt to feed the Forces of The Void to gain a **Positive Die** on this test by sacrificing an additional amount of **Vitality** points equal to the **PL** of the power being used. At least half of that amount must come from nearby allies of **The Gifted**.

• ***There is Power in Blood:*** Using these supernatural powers is really taxing for **The Gifted**'s body and mind. To improve their chances to use their powers, the character may sacrifice points of **Physique** or **Agility** to add the same amount to their **Willpower** for a single **Attribute Test**. After the check, these points are lost and need to be recovered normally (see **Chapter 5: Combat** for more details on **Recovery and Healing**).

Alice analyses all the four Archetypes and decides that The Smart best fits her character Concept. With a high Intellect score, and the various special abilities that help with the use of technological devices, this Archetype is an ideal choice.

4. CREATING A COMPLICATION

The next step is creating an interesting **Complication** for the character. Every adventurer has one, something that makes their life more difficult and exciting.

Some characters have huge debts to crime lords. Others owe loyalty to organizations that can put them against their current goals. Some can be addicted to rare drugs or even pure adrenaline. There are many different **Complications**, and players are encouraged to come up with their own.

This not only helps players establish their characters within the fiction of the game, but also gives the **Overlord** a tool they can use to make the game more personal.

If need be, players can use the following table to generate their **Complications** or to inspire them to create others. All they need to do is roll a **d66** and consult the results below.

1. Debt	2. Addiction	3. Hunted
1.1 Corrupt Noble	2.1 Alien Drug	3.1 Assassins' Guild
1.2 Merchant Guild	2.2 Sorcery	3.2 Chaos Cult
1.3 Sinister Sorcerer	2.3 Alcohol	3.3 Crime Lord
1.4 Crime Lord	2.4 Adrenaline	3.4 Local Guard
1.5 Bloodthirsty Pirate	2.5 Gambling	3.5 Sinister Sorcerer
1.6 Supernatural Entity	2.6 Stealing	3.6 Monstrous Creature
4. Enemy	**5. Secret**	**6. Duty**
4.1 Fanatic Rival	5.1 Treason	6.1 Family
4.2 Bloodthirsty Pirate	5.2 Sinister Pact	6.2 Military
4.3 Former Master	5.3 Crime	6.3 Criminal Guild
4.4 Savage Barbarian	5.4 Obsession	6.4 Religious Order
4.5 Influential Noble	5.5 Secret Identity	6.5 Former Master
4.6 Supernatural Entity	5.6 Forbidden Knowledge	6.6 Secret Society

Alice now has to create a Complication for her character. She thinks about what could complicate her character's life and at the same time be interesting during the game. She decides she wants to have some kind of enemy that hunts her down and complicates her life, but isn't sure who it should be.. That's when the Overlord's twin brother walked in asking for some soda, and Alice realizes she wants her Complication to be "Crazy Evil Twin Sister". That's going to be fun!

5. DETERMINING EQUIPMENT

Afterwards, players decide what gear their characters carry around with them. Players can choose all the mundane equipment they want, making sure they follow the **Encumbrance** rules in the next chapter.

However, any high-technology equipment can only be acquired through adventuring, since these are rare and hard to come by.

Players should remember to choose at least one weapon, some armor, and survival equipment (such as backpacks, fiber cords, binoculars, med packs, flashlights and other items).

Alice is not sure what she will need on her adventures. To be safe, she picks a heavy pistol, a light sword and a heavy leather jacket as her armor. Being a resourceful mechanic, she is going to carry a set of mechanic tools and a flashlight. To round up her gear, she picks a backpack, a fiber cord, rations for a week, and a thermal bottle.

6. FINAL DETAILS

The last step in creating a character is to fill in certain statistics on the character sheet. These are usually derived from another statistic previously defined or are defined by the following rules:

VITALITY

This statistic is derived from the characters **Physique** score. It determines the amount of physical punishment they can sustain, and when it reaches zero, the character runs the risk of dying. Each character's total **Vitality** is equal to its **Physique** plus **1** point per **Level**. **The Tough**, however, gets *an extra* **Vitality** point per **Level** (effectively giving them **2** additional points per **Level**).

SANITY

This represents the mental stability and the grasp of reality the character possesses. When witnessing horrible scenes and events, characters may suffer traumas and lose their **Sanity** points. All characters begin with a **Sanity** score equal to their **Intellect**. This statistic does not usually increase, but can be recovered under special circumstances (see **Sanity and Madness** in **Chapter 4: Rules of the Game**).

LUCK

The universe conspires in favor of some individuals, or at least that's what those lucky bastards say! Be it just plain luck, the favor of powerful supernatural entities, or a strong connection to the Void that is spreading throughout the cosmos, the **Luck** stat can make a big difference in the character's destiny. All characters begin the game with a **Luck** score of **3**, unless they are *Humans*, which means their **Luck** starts at **4** (for more information regarding **Luck**, see **Chapter 4: Rules of the Game**).

CREDITS

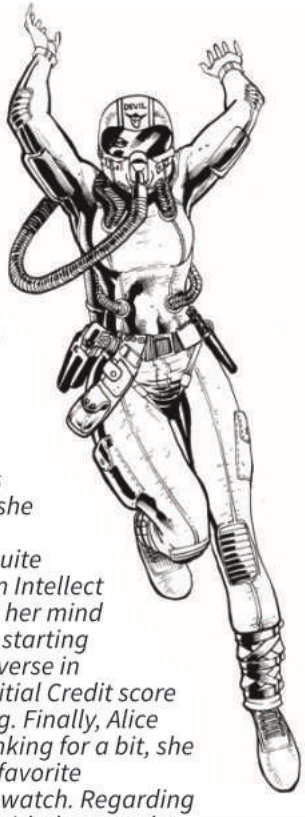
Nothing is free in a universe ruled by greedy tyrants and corrupt trade guilds. Weapons, armor, fuel, and even food can cost almost everything a person has, depending on the supplies and temperament of the merchant they are dealing with. Because of this volatile nature of commerce throughout the universe (and the design intent of focusing on adventuring gameplay instead of bookkeeping), **Credits** is an abstract score that represents the available resources a character can make use of. The default starting score for **Credits** is **2**, meaning characters are usually down on their luck and in need of resources to get by (for more information regarding **Credits** and its use in the game, see **Chapter 3: Equipment and Credits**).

NAME

What's the name of the adventurers of the story being created? The universe of **Solar Blades & Cosmic Spells** is incredibly vast and possesses an uncountable number of cultures and species, allowing players great freedom to create the names of their characters. However, some caution must be taken. Although names have no mechanical impact on gameplay, players should avoid choosing silly and funny names for their characters, as this may break down the suspension of disbelief of others in the game. It's just common courtesy to choose names appropriate to the spirit of the game.

OTHER DETAILS

Many other details regarding a character can be defined by a player. Where are they from? How old are they? What do they look like? What is their personality? All of this can be important to play and should be thought about by the players, but this can be defined as the game is played as well. Although these details have no mechanical impact, they help define the character's place in the universe and may give the other players enough information to help them immerse themselves in the world being created by the game.



Now it's time to define the last details about Alice's character. First, she writes the total Vitality points she has. Her Physique is 13, and since she is a 1st level character, her total Vitality is 14. Her character is quite tough. Next, she checks her Sanity score. Having an Intellect of 14 gives her the same amount of Sanity, making her mind quite resilient. Since her character is a human, her starting Luck is 4, which is quite lucky. Because this is a universe in decadence, where people struggle to get by, her initial Credit score is 2, giving her a good reason to go out adventuring. Finally, Alice has to come up with a name for her mechanic. Thinking for a bit, she decides to name her Kaylia, inspired by one of her favorite characters in a science fiction TV show she used to watch. Regarding the other details, she thinks it's better to come up with them as she plays along.

CHAPTER 3: EQUIPMENT AND CREDITS

Shelaria was used to getting by with what she could find. Her clothes were a ragtag of pieces she collected in her years of life in the depths of the planet sized city of Xhazat. Her weapons were taken from fallen gang members of the Coin Triad, and her armor is made of what was left when a Sentinel from the Overlord was blown to pieces in the constant war against the rebels. Now that she had broken into the Sentinels' Armory, she had no idea what to take.

In the universe of **Solar Blades & Cosmic Spells**, technology can be highly advanced but it's quite rare in most cases. Laser rifles exist, but the majority of people have never seen one, and are used to common bullet rifles. Pretty much everyone has seen a starship, although many of them have seen them in the junkyard, and not hurtling through the skies.

Thus, highly advanced devices are out of reach for almost everyone but the Galactic Overlords, their Sentinels and the bureaucracy surrounding them. Characters and other adventuring types may stumble upon advanced technology on their journeys and many of their travels may revolve around obtaining machines and devices of an older and more advanced time. More often than not, they will have to do with more common and outdated equipment.

This chapter details many different pieces of equipment, from the most mundane and commonly available, to some of the rare and almost invaluable high technology devices. Starting characters, however, should have their choice of starting gear limited to the **Mundane Equipment** section. **Advanced Technology** items should usually be obtained through adventuring or with a very steep price (and this may include non-monetary payments as well).

At the end of this chapter we will also explain how to use the **Credits** score to purchase equipment during the game, what happens to the character's wealth between adventures, and how the **Encumbrance** rules work.

MUNDANE EQUIPMENT

These items are the most commonly available throughout the universe and can be chosen as part of the starting gear of any character. Although they are usually outdated technology, resourceful adventurers can accomplish a lot with them.

ACQUIRING MUNDANE EQUIPMENT

When creating a character, all a player needs to do is to write down the items they desire to start with. They should pay attention to the **Encumbrance** rule and make sure they are not overwhelmed with excessive gear, but other than that, they are free to choose equipment as they please. After gameplay has started, acquisition of mundane items should require a **Credits Roll**. The **Overlord** can apply a modifier of up to **+5** to reflect the scarcity or difficulty to find and purchase such items. See the **Credits** section below for details.

DURABILITY AND AMMUNITION

Mundane gear usually has a **Durability** score of **3**. This is applied to armor, weapons, ammunition for weapons and other items. The **Overlord**, however, can decide some specific item has a lower **Durability** score or even is a one use only kind of item, like a grenade. For more information on **Durability Rolls**, see **Chapter 4: Rules of the Game**.

MELEE WEAPONS

Swords, axes, spears and many other melee weapons are still in use in the universe of **Solar Blades & Cosmic Spells**, and many rely on them for personal defense.

MELEE WEAPONS' CATEGORIES

Instead of defining statistics for every single weapon imaginable, **Solar Blades & Cosmic Spells** groups weapons in large categories for ease of play. First we have the basic **Unarmed** category, which means a character is using their own body as a weapon (punching, kicking). This does **1d3** points of damage and has no other effect. Then we have the **Small** category, comprising weapons with a length up to the size of a forearm (brass knuckles, knives, short swords, hand axes). They inflict **1d6-1** points of damage, but they give a **Positive Die** when someone tries to hide them. Next we have the Medium category, composed of weapons up to the size of a human's full arm (axes, long swords, maces, warhammers, short spears). These weapons cause **1d6** points of damage but offer no other benefit. Finally, there is the **Large** category, which includes weapons larger than a human's arm (claymores, battle axes, halberds, spears, mauls). These do **1d6+1** points of damage when used, but provide a **Negative Die** when someone tries to hide them, and need two hands to be wielded. The table below summarizes this information.

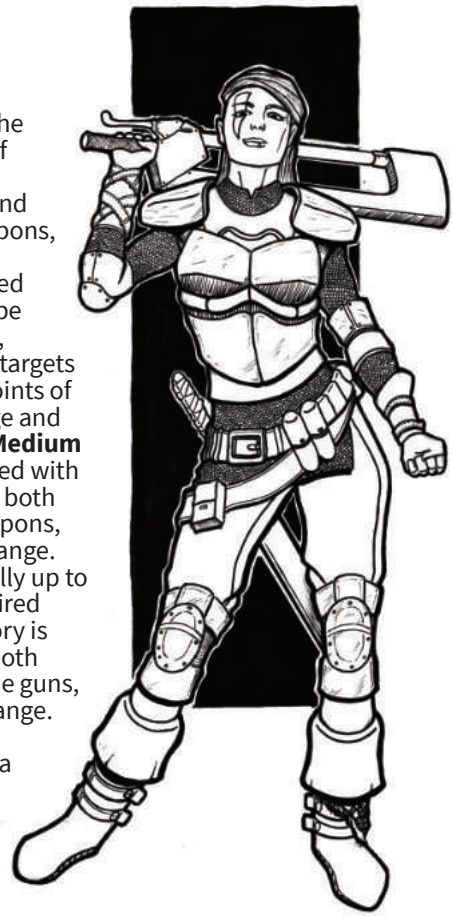
Weapon Category	Damage*	Notes
Unarmed	1d3	-
Small	1d6-1	Provides **Positive Die** to hide weapon.
Medium	1d6	-
Large	1d6+1	Imposes **Negative Die** when hiding weapon.

* A successful attack always does at least **1** point of damage.

VIBRO BLADES AND ELECTRIFIED WEAPONS

Some melee weapons have undergone a kind of modern upgrade. Vibroblades, Electrified Hammers and other weapons like these inflict *an additional point of damage* but are harder to find and fix, not to mention their batteries have only a **Durability** score of **2**.

RANGED WEAPONS



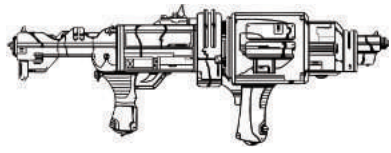
Ranged weapons are probably the most common instrument of defense in use in the universe. Primitive worlds still make use of bows, crossbows, and spears, but most people around the cosmos carry a pistol and sometimes even rifles. As with melee weapons, we separate ranged weapons into larger categories. The **Small** category is comprised of easy to carry ranged weapons that can be fired with just one hand (revolvers, pistols, hand crossbows) and usually can't fire on targets that are too far away. They inflict **1d6-1** points of damage, fire normally up to **medium** range and provide a **Positive Die** to be hidden. The **Medium** category includes weapons that can be used with one hand but work better when used with both hands (heavy pistols, semi-automatic weapons, bows, crossbows) and have a fairly good range. They do **1d6** points of damage, fire normally up to **long** range, but impose a **Negative Die** if fired with just one hand. Next, the **Large** category is composed of ranged weapons that need both hands to operate (rifles, shotguns, machine guns, longbows) and usually have a very good range. They cause **1d6+1** points of damage, fire normally up to **distant** range, but impose a **Negative Die** to be fired into **short** range and to be hidden. They also can only be used with both hands. The table below summarizes this information.

Weapon Category	Damage*	Range	Notes
Small	1d6-1	Medium	Provides **Positive Die** to hide weapon.
Medium	1d6	Long	-
Large	1d6+1	Distant	Imposes Negative Die when hiding weapon and when firing into **short** range. Must be used with both hands.

* A successful attack always does at least **1** point of damage.

SPECIAL AMMUNITION

The stats above assume the use of normal standard ammunition. However, some ingenious combatants may want to use special ammunition such as explosive bullets or electrified projectiles. The use of such special ammunition *adds* **1** point of damage to the attack. However, they are hard to find and cost a lot more than normal bullets and thus have a **Durability** score of 2.



DIFFERENT WEAPONS

The rules above make the use of most weapons quite easy and flexible in the game. However, some specific weapons might not be properly portrayed by them. A shotgun, for example, could do **1d6+1** points of damage but would have an ideal **short** range. A flame thrower would hit everyone in a 90 degree arc up to **short** range for **1d6** points of damage per **round**, but couldn't be fired into longer distances. **Overlords** and players are encouraged to come up with different variations and special weapons.

ARMOR

With so many dangers in the universe, everyone needs some kind of protection. This is where armors come in. They protect the wearer from damage, but they can also slow them down if they are too bulky. That's why most people only wear the lightest of them. As we did with weapons, this game categorizes armor into 3 general categories. First there is the **Light** category, composed of heavy clothing and leather garments and coats. These reduce *all physical damage* by **1** point. Then there is the **Medium** category, comprising more tactical armors, especially those worn by guards, mercenaries, and mobile forces. They reduce *physical damage* by **2** points but limit the effective **Agility** score to a *maximum* of **13**, due to their hard parts and bulkiness. The **Heavy** category includes military grade armor that covers almost the entire body and is quite bulky to use. It reduces *physical damage* taken by **3** points, however it limits the wearer's **Agility** to **13** and imposes a **Negative Die** on all actions regarding movement or reflexes. The table below summarizes this information.

Armor Category	Damage Reduction (DR)	Notes
Light	1	-
Medium	2	Limits effective **Agility** to **13**.
Heavy	3	Limits effective **Agility** to **13**, and imposes a **Negative Die** on actions involving movement and reflexes.

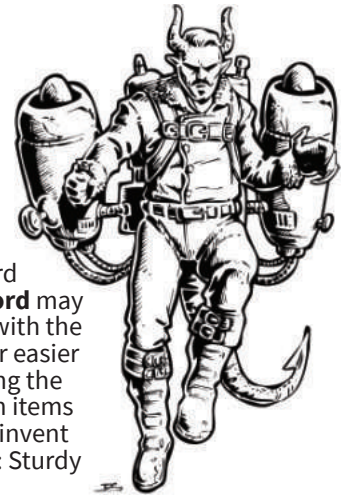
SHIELDS

It's not rare to find warriors among the stars that still carry shields to the battles they face. These items favor those who are strong enough to block attacks coming in their direction. In game terms, shield bearers can opt to make a **Physique** test against physical attacks made against them. This test is influenced by all normal rules, including the **Powerful Opponent** rule. If they succeed, the attack is negated. The number of times a character can do that

depends on the shield size category. **Small** shields can attempt to block **1** attack per **round**, and allow the user to use an item in their shield hand if they forgo their block attempt. **Medium** shields allow **2** block attempts per **round**, but the user cannot equip other items in their shield hand. Finally, **Large** shields allow **3** block attempts per **round**, but they impose a **Negative Die** to actions related to movement and attacks, unless the bearer stands still.

Shield Category	Blocks / Round	Notes
Small	1	Allow the use of shield hand when not blocking attacks.
Medium	2	Wielder can't hold other items in shield hand.
Large	3	Imposes a **Negative Die** to actions related to movement and attacks, unless the bearer stands still.

GEAR



However important weapons and armor might be, characters will need much more than that to survive. Backpacks, rations, tools, med packs, flashlights, respirators and many other items can mean the difference between life and death on the desolate planets they will visit. There is no hard rule around the use of these items, but the **Overlord** may decide that some actions can only be performed with the right tool, or that some other actions are harder or easier to perform depending on the characters possessing the right item. The table below lists the most common items used by adventurers. Players and **Overlords** may invent other objects and devices if they desire.Backpack: Sturdy canvas or leather backpack to carry equipment.

Item	Item
Backpack	Lock
Battery	Manacles
Belt Pouch	Oxygen Mask
Binoculars	Portable Radio
Camera	Rations (per week)
Canteen	Retractable Pole
Climbing Gear	Rope
Com Device	Rope Gun
Crowbar	Survival Clothes
Cutting Torch	Toolkit (mechanical, thieves' tools, chemical)
Electric Torch	Utility Knife
Flare Gun	Vac Suit
Flashlight	Weather Tent
Gas Mask	Weighted Boots

Backpack: Sturdy canvas or leather backpack to carry equipment. Increases the **Encumbrance** limit by **4**.

Battery: Generic entry for all kinds of batteries. This allows the renewal of **Durability** scores for items that require batteries to use.

Belt Pouch: A small pouch that can be tied to the waist or even to the leg. Adds **2** to the **Encumbrance** limit.

Binoculars: A pair of lenses that let users see into the distance.

Camera: Able to take photographs and videos. Found in many shapes and sizes.

Canteen: A resistant bottle to hold water and other liquids.

Climbing Gear: Iron pins, spiked shoes, special gloves and other items to make climbing easier.

Com Device: A device that works on radio waves allowing communication between users in distant places. Can't be used to communicate with individuals on other planets. It's range is limited to one planet or one space station.

Crowbar: Metal tool used to forcefully open locks.

Cutting Torch: An electric cutting device to use on metal and other hard materials.

Electric Torch: An electric device that illuminates a circular area around it for up to **medium** range.

Flare Gun: A gun that fires a bright and difficult to ignore projectile.

Flashlight: A flashlight as we know them today. Its light reaches up to 20 meters.

Gas Mask: Used to avoid the effects of toxic and poisonous gases.

Lock: Locks can be found in many shapes, sizes and complexities.

Manacles: Manacles can be found in many sizes and shapes, able to restrain many different sentient species.

Oxygen Mask: Makes the wearer able to breathe in hostile atmospheres. Make a **Durability Roll** every hour.

Portable Radio: A device that can tune into different radio signals to listen or transmit messages to others with radio devices.

Rations (week): A pack of high protein bars that gives sustenance for up to a week. Not tasty but edible.

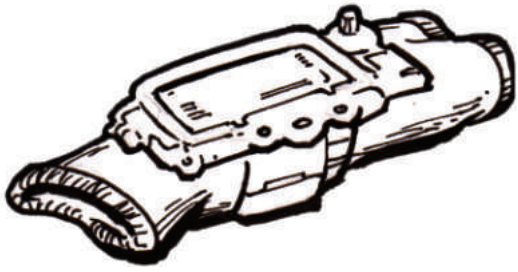
Retractable Pole: A retractable 3 meter pole, used for exploration.

Rope: A rope made of either synthetic material or hemp.

Rope Gun: A gun that can fire a rope with a grappling hook up to **long** range.

Survival Clothes: Reinforced clothing made to last and to resist hostile environments.

Toolkit: This entry represents any type of toolkit appropriate to the character **Concept**. It can be mechanical tools, electronic tools, thieves' tools, alchemical tools and whatever the player desires.



Utility Knife: A small retractable knife that also has other tools integrated, like scissors, saw, screwdriver, etc.

Vac Suit: A reinforced leather and rubber suit, with metal pieces and helmet. Used to allow user to survive for a limited time in the vacuum of space. Make a **Durability Roll** every **turn**.

Weather Tent: A tent that shelters the users from the hardships of the environment, keeping a cool climate inside. Can be used by up to 3 individuals at once.

Weighted Boots: A pair of metal boots with extra weight to provide wearers a more steady footing in low gravity atmospheres.

EXPLOSIVES

Sometimes a sword or a shotgun won't be enough, and you need to bring the big guns! Explosives and grenades can inflict a lot of damage but are not so safe to use. These weapons do full damage to everyone in **close** range and half as much to creatures within **short** range. If those have a place to dive for cover, they may make an **Agility** test with a **Difficulty** equal to the total number of damage dice the item inflicts to halve the damage taken.

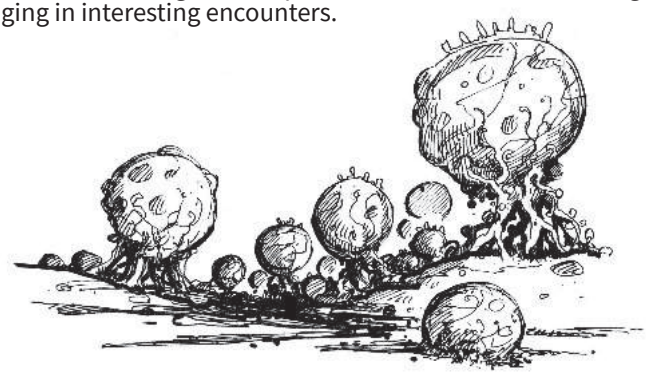
Explosive	Damage*	Notes
Black Powder	2d6 per unit	Each unit occupies an Encumbrance slot. User can stack units to increase damage.
Dynamite	8d6	Imposes a Negative Die to be thrown. User can set a timer with an Intellect test.
Flash Grenade	-	Targets need to make a Difficulty 2 Agility test to cover eyes and avoid being blinded for 1d6 turns.
Glue Grenade	-	Every target within short range needs to make a Difficulty 2 Agility test or be stuck in place for 1d6 turns. A Difficulty 2 Physique test can be made to escape.
Grenade	4d6	-
Incendiary Grenade	2d6	Targets suffer additional 1d6 points of damage per round unless they pass a Difficulty 2 Agility test.
Plastic Bomb	3d6 per unit	Each unit occupies an Encumbrance slot. User can stack units to increase damage. This can be easily affixed to most surfaces.
Smoke Bomb	-	A smoke cloud covers everything up to short range. Any action relying on vision receives a Negative Die and unprotected victims inside the cloud need to make a Difficulty 2 Physique test every round to avoid inhaling the smoke and losing their action coughing (they can still move though). The smoke cloud lasts 1d6 turns.
Sonic Grenade	2d6	Targets need to make a Difficulty 2 Agility test to avoid becoming deaf for 1d6 turns.

* A successful attack always does at least **1** point of damage.

DRUGS AND OTHER SUBSTANCES

Pharmaceuticals can be a blessing or a bane depending on the situation. Mercenaries, soldiers, and even traders make use of some of them occasionally, as they can temporarily increase a person's metabolism, attention span, strength and even offer a boost of stamina. However, abuse of these substances can hinder the user and make them addicted. In game terms, using these substances grants temporary advantages (lasting **1d6 turns**) while also imposing certain side effects (lasting **1d6** hours). Repeated use (*more than once per week*) can cause dependency. When using more than once within a week, the player must make a **Willpower** test with a **Difficulty** equal to the number of doses used in this period. If they fail, their character suffers a **Negative Die** to all tests for a whole month if not under the effects of the drug. After one month they can make a **Willpower** test to overcome this addiction. A failure means the player needs to wait a week to try again.

In the following table we present some sample drugs and other substances with their effects and side effects. Acquiring them should not be as simple as getting other items, making their acquisition a matter of adventuring or, at least, engaging in interesting encounters.



Substance	Effect	Side Effect
Fury Shot	User gains a **Positive Die** to all melee attacks and inflict *an additional point of damage* with melee weapons. They need to attack the nearest enemy in the most violent way they can each **round**. A **Willpower** test can be made to avoid this effect.	User suffers a **Negative Die** to all tests involving actions that require concentration and a calm state of mind.
Lightning Pill	User may move *twice* in the same round, taking half as much time to reach distant places. They are also considered to have an additional **1d6 Levels** to determine **Initiative**.	User feels the need to move every **round** and can't stay still for more than a few minutes. The **Overlord** may ask for a **Willpower** test if the player takes too long to act and if they fail, the character acts recklessly.
Focusing Drops	User is able to focus their mind sharply, granting a **Positive Die** to **Intellect** tests for actions involving concentration.	User must define which task they are concentrating on. They will suffer a **Negative Die** on all tests regarding other tasks.
Determination Shot	User becomes more self confident and receives a **Positive Die** on all **Willpower** tests.	User becomes arrogant and dismissive of other people's ideas. They need to pass a **Willpower** test to abandon their own ideas in favor of someone else's.
Liquid Muscle	User can exert a strength beyond their normal limits, granting a **Positive Die** on all tests regarding raw physical prowess.	Immediately after the initial effect ends, the user receives a **Negative Die** for all physical actions.
Life in a Needle	User feels a surge of life and becomes exhilarated. They receive **2d6** temporary **Vitality** points.	If after the effect ends the character reaches *zero* **HP**, they are in shock and may die, unless they pass a **Luck Roll**.
Good Night Pill	User feels relaxed and sleeps well for **8** hours straight. They regain the *full* amount of their **Recovery Roll**.	User needs to pass a **Difficulty 3 Willpower** test to wake up before the full **8** hours have passed. They will also need to pass a **Willpower** test to sleep on the next day.
Adrenaline Pill	User has their metabolism accelerated to a state where they can perform **2 Actions** per **round**.	Right after the initial effect ends, the user suffers **1d6+1** points of damage and receives a **Negative Die** to all physical actions.
Liquid Courage	User is immune to fear and doesn't need to make **Sanity Rolls**.	User will not choose their actions carefully. Every time there is an opportunity for a reckless action, the user will take it, unless they succeed at a **Willpower** test.
Med Stick	User immediately recovers **1d6+1 Vitality** points.	User will need to consume twice as much food and water that day, otherwise they will receive a **Negative Die** for all actions the next day.

SERVICES

Sometimes, adventurers in space will require all sorts of services to be done for them. After all, they have much more important things to do with their time than to paint their ship to get the authorities behind their back, or to fix their astrogation computer while in a safe space port. It may also be necessary to hire some crew members, bodyguards, messengers, assassins and all sort of professionals. What follows is a sample of possible services and professionals to hire. The **Overlord** will usually require a **Credits Roll** and some research in case of more obscure and illegal services.

Professional	Service
Messenger	Deliver messages directly to the recipient in a safe way. Credit Roll modifier varies according to distance, importance of message, and the people trying to intercept it.
Fence	Intermediate deals between sellers and buyers of illegal goods and other uncommon items. This will usually increase the modifier on Credit Rolls to acquire said items or reduce the amount of Credit points characters receive when selling something.
Mechanic	Fix something that is broken. Credit Roll modifier will vary with how advanced the item to be fixed is, how available the spare parts are, how urgent the fix is, and other factors.
Spy	Infiltrate some place or organization and then provide information regarding the place or organization. This service will require weekly Credit Rolls and the modifier will vary according to how secretive and dangerous the location or group is.
Assassin	Kill a designated target. Credit Roll modifier will vary according to the method, whether it will be done stealthily or not, if the target is well defended or is a prominent person. The attempt, however, might not work every time (make a Luck Roll).
Pilot	Pilot a ship to some location, carrying passengers and/or cargo. Credit Roll modifier will depend on whether the pilot will use their own ship or use a ship provided by their clients, how far the journey is, how dangerous it is, if it includes a return ticket and other factors.
Scientist	Provide information and data regarding a specific scientific subject. Credit Roll modifier will vary based on the obscurity of the matter and how fast the client wants the information.
Mercenary	Perform military duties for money. Mercenaries can provide security, additional attack forces, and perform patrols. A Credit Roll is needed weekly and varies according the the level of experience and expected lethality of the job.
Medic	Treat wounded people, perform surgeries, operate medical devices from more advanced times. Credit Roll modifiers will vary with complexity of treatments, technology of device operated and risks involved.
Forger	Produce false but believable forgeries of documents, artwork, and other items. Credit Roll modifier will vary according to the level of detail and complexity of the forgery.
Lawyer	Perform legal procedures and give legal advice. Credit Roll modifier will vary with the complexity of each case and obscurity of the legislation.
Informant	Provide information regarding familiar subjects, prominent people and current events. Credit Roll modifier will vary with the obscurity of the information, how perilous it is to share, and how desperate people are for the information.
Guide	Guide clients through unknown terrain, difficult paths, dangerous cities and other exotic places. Credit Roll modifier varies according to how well the guide knows the place, how dangerous it is, and needs to be made weekly for extended services.
Face	Provide public relations services for people and organizations. Credit Roll modifier varies according to the issue being negotiated, legality of the matter, values involved and other factors.

ADVANCED TECHNOLOGY

Most of the inhabitants of **Solar Blades & Cosmic Spells** will only ever hear of the marvelous devices that once existed in the universe. The privilege of actually finding a working example of these items is for the few.

In this game, highly advanced technology is treated similarly to magic items in most fantasy RPGs. They are rare, precious and expensive. Some people may even believe they are magical (and some might actually be, developed with the power of the Void).

ACQUIRING ADVANCED TECHNOLOGY

The items in this section cannot be bought in the usual fashion. Players will need to acquire them through adventuring, finding them in ancient ruins of past advanced civilizations, stolen from the vaults of the Galactic Overlords, bargained for with smugglers, or received for services performed in favor of powerful patrons.

MELEE WEAPONS

Before the Cleansing Wars, some civilizations produced astonishing weapons for their warriors and soldiers. Swords made of pure energy, kinetic hammers, electric whips and other marvelous and cruel creations. Each of them, now, are almost unheard of, and consist of rare and unique treasures.

SOLAR BLADES

These legendary weapons were created by the Order of the Thousand Suns to oppose the Galactic Overlords during the Cleansing Wars. They are very powerful artifacts if used against the Forces of the Void and users of sorcerous powers, but once found, the user will need to figure out how to recharge their energies.

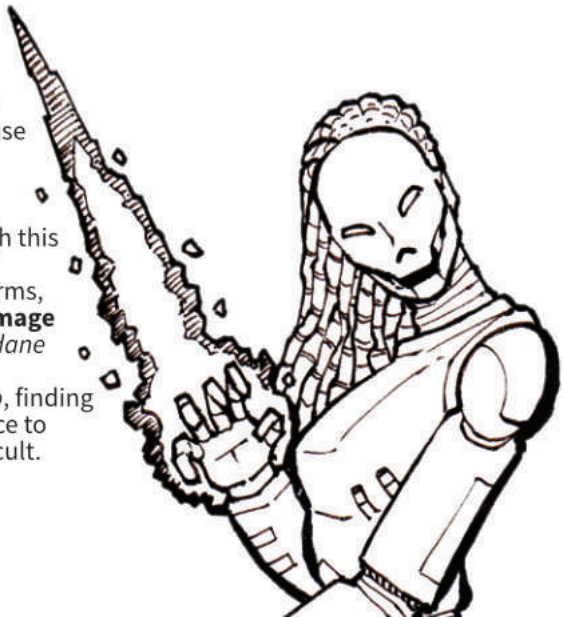
In game terms, only bladed weapons can be made with a Solar Blade, and their damage dice explode (if the user rolls a **6**, they roll the die again and add the results together). If used against the Forces of the Void, these weapons do an additional **d6** of damage. Additionally, these weapons can be used to counter the effects of sorcerous powers. By voluntarily reducing the **Durability** score of them, the user can *negate* the effects of a single spell cast against them, without the need of making **Attribute Tests**.

Recharging a Solar Blade isn't an easy task though. Characters will need to accomplish some amazing deed to recharge them (remember that they are not found already charged). The following table can be used as inspiration. The **Overlord** may decide what really works and what is just a legend.

d20	Deed to Recharge Solar Blade
1	Capture the essence of a dying sun in a Solar Crystal.
2	Convince one of the few surviving Solarians to share some of their life essence with you.
3	Insert the Solar Crystal inside a newborn sun.
4	Purify a Void Crystal in the legendary Temple of the Stars.
5	Finding a new Solar Crystal in the center of the universe.
6	Using a Solar Reactor to recharge the Solar Crystal. You will need to find and fix one first though.
7	Carry the Solar Crystal through a Solar Storm.
8	Hold the Solar Crystal at the collision of two suns.
9	Capture the energy created when a Void Breach is closed.
10	Exposing the Solar Crystal to the light of a thousand suns.
11	Compacting an entire sun into a single Solar Crystal.
12	Making the light reappear in the eyes of a true servant of the Void.
13	Suck the accumulated light inside a black hole and redirect it to the Solar Crystal.
14	Going into a Void Breach and finding light inside it. Only a powerful Solar Crystal would survive such intense darkness.
15	Destroying a Shadow Star. The light created in the event can be channeled into a Solar Crystal.
16	Splitting a sun into two. The residual light can be channeled into a Solar Crystal.
17	Going back in time to when the Order of a Thousand Suns created the Solar Blades and bringing fully charged Solar Crystals back to our time.
18	Finding the legendary Sun Forge and creating a new Solar Crystal.
19	Constructing a massive structure to reflect all the light of a sun into a single Solar Crystal.
20	Finding a true Star God and getting a blessing from them after proving your worth.

LASER BLADES

Made with a technology now lost to time, these weapons use concentrated light beams to create blades of energy capable of cutting through almost any material (although this lead to the creation of laser resistant armors). In game terms, laser weapons *ignore* the **Damage Reduction** provided by *mundane* armor. However, once their **Durability** score reaches *zero*, finding a strong enough energy source to recharge them might be difficult.



LIGHTNING WHIP

This weapon projects a malleable beam of lightning that can be used as a whip by an expert user. When striking an opponent, the lightning will wrap around the victim, immobilizing them and electrifying the target until they escape or are released. In game terms, a character begins untrained with this exotic weapon, and uses it with a **Negative Die** until they score **10** hits with it. After that, the character can attack normally with it. This weapon inflicts **1d6+1** points of electric damage, and forces the opponent to make a roll against the user's **Physique**. If they fail, they receive a **Negative Die** and have one of their arms (or another limb) *entangled*, receiving an additional **1d6+1** points of electrical damage every **round** thereafter (until they are released or escape).

KINETIC WEAPONS

These weapons can project the energy used to wield them to a longer range, effectively allowing a warrior wielding a Kinetic Sword to attack an enemy far away from them. In game terms, Kinetic Weapons allow the user to make melee attacks up to **short** range. Attacks can be made against opponents within **medium** range with a **Negative Die**.

RANGED WEAPONS

During the Cleansing Wars, a lot of effort was put into the development of deadlier and more effective weapons, leading to a great array of technologically advanced pistols, rifles, cannons and much more. However, fearing that this powerful arsenal would be later used against them, the Galactic Overlords destroyed and confiscated for themselves all the armament they could find, and they now offer a good amount of credits and favors for those who turn over these bellic relics.

LASER WEAPONS

Developed to exterminate the Barbarian Legions of the Outer Regions, these weapons fire concentrated beams of light that burn and can ignore most types of armors. In game terms, any ranged weapon can have a laser version, and as such, they ignore the **Damage Reduction** of *mundane* armor. The problem is finding another fully charged energy pack when the **Durability** score reaches zero.

BLASTER WEAPONS

Blaster weapons are a modified form of laser weapon, strengthening the intensity of the beam, but limiting its range. In game terms, blaster weapons have their range reduced by one step (with a minimum of **short** range) but they also deal *one additional point of damage*. Similar to laser weapons, blasters also ignore the **Damage Reduction** of *mundane* armors. As with other advanced technological items, recharging them after they are used up is the real problem.

ION WEAPONS

Ion weapons emit a ray of particles capable of subduing living beings and putting them into a comatose state. In game terms, any ranged weapon can have an ion powered version, but that *reduces* its range by one step (with a minimum of **short** range), and it now inflicts **Non Lethal Damage** (for more information regarding this type of damage, consult its section in **Chapter 5: Combat**) and ignores **Damage Reduction** from *mundane* armor. As usual, these weapons will need to be recharged once their **Durability** reaches *zero*.

EMP WEAPONS

These weapons were developed by the Tkulal Resistance to battle the droid armies of the Galactic Overlords. They emit electromagnetic pulses to disrupt the systems of technological devices, and these include robots, cyborgs and droids. In game terms, every ranged weapon can have an EMP powered version, making it harmless to living organisms but highly effective against technology. They inflict *an additional point of damage* and bypass any *mundane* or *reflective* armor (ignoring their **Damage Reduction**). They do, however, have their range *decreased* by one step and require recharging after their **Durability** reaches *zero*.

PLASMA WEAPONS

One of the last developments of the Cleansing Wars, these rare and unique weapons fire jets of ultra hot plasma that can destroy almost anything. Ranged weapons that fire plasma have their range *decreased* by one step (with a minimum of **short** range) but, in addition to normal damage, they reduce the **Durability** of armor (and other direct hit items) by one automatically. Recharging these weapons is even harder than recharging energy based weapons.

FUSION WEAPONS

The latest advancement in plasma weapons, these weapons are the most destructive arsenal that has ever seen use in a battle. Legends say they were only wielded by the Galactic Overlords themselves. These weapons inflict an *additional* **1d6** points of damage, *decrease* the **Durability** score of items and armors by one, but also have their range limit *reduced* by one step (minimum of **short** range). These weapons require so much energy and resources to recharge that only the Galactic Overlords would be able to do so.

ARMOR

The creation of these advanced weaponry lead, inevitably, to the creation of further advanced armor. The technologies described here make armor useful against the armaments developed during the Cleansing Wars but as with other advanced items, they are rare and hard to fix once their **Durability** score decreases.

REFLECTIVE ARMOR

These light and flexible armors reflect and absorb light and energy, making them effective against laser, blaster and ion weapons. On the other hand, they aren't as effective against other types of attacks, including those from mundane weapons. In game terms, **Light** reflective armor is composed of clothing made of a special textile that provides **1** point of **Damage Reduction** against *energy* based weapons, but *no defense against other types of damage*. Additionally, no one can easily tell it's actually an armor, instead of normal clothing. **Medium** reflective armor is composed of heavy clothing made of the special textile and a few sheets of duralloy in strategic places. It provides a **Damage Reduction** of **2** points against *energy* based attacks but just **1** point against *other types of damage*. Although it doesn't impair the user's movement, it is clear that they are using some form of armor. Finally, the **Heavy** category is similar to the medium but contains many more duralloy sheets and is not as flexible as the previous ones. It does provide **3** points of **Damage Reduction** against *energy* based weapons and **2** points against o*ther attacks*, but this also limits the effective **Agility** score of its user to **13**.

Reflective Armor	Damage Reduction (DR)	Notes
Light	1/0*	Looks like normal clothing.
Medium	2/1*	-
Heavy	3/2*	Limits effective Agility to 13.

* The first number refers to **DR** against *energy* weapons, the second one refers to **DR** against *mundane* attacks.

DURALLOY ARMOR

These armors are constructed from a light and durable alloy especially developed to protect soldiers from all forms of harm. The technology to make these is now lost, however. The **Light** armor version is composed of a reinforced leather armor with duralloy bits attached to it, providing **1** point of **Damage Reduction** to *mundane* and *energy* based attacks. The **Medium** version of this armor uses duralloy plaques to cover most of the user's chest, forearms and shoulders, and provides a **Damage Reduction** of **2** points for both *mundane* and *energy* based attacks, but limits the effective **Agility** score of its user to **13**. Lastly, the **Heavy** duralloy armors are composed of plaques and sheets that cover almost all the body of its user, being somewhat heavy and cumbersome. This armor provides **3** points of **Damage Reduction** against both *energy* and *mundane* attacks, but not only does it limit the effective **Agility** score to **13**, but it also imposes a **Negative Die** to all rolls regarding mobility and reflexes.

Duralloy Armor	Damage Reduction (DR)	Notes
Light	1*	-
Medium	2*	Limits effective **Agility** to **13**.
Heavy	3*	Limits effective **Agility** to **13**, and imposes a **Negative Die** on actions involving movement and reflexes.

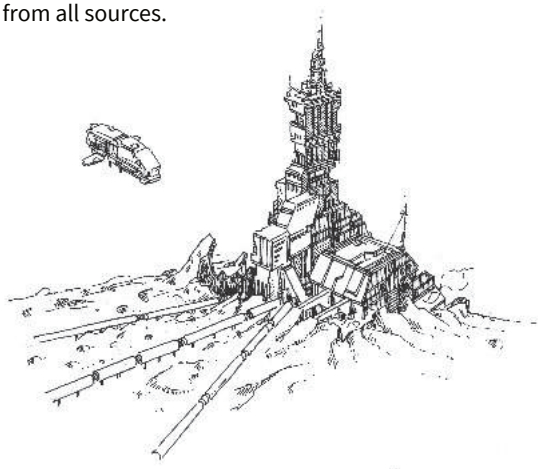
* Reduces damage from both *energy* based and *mundane* weapons.

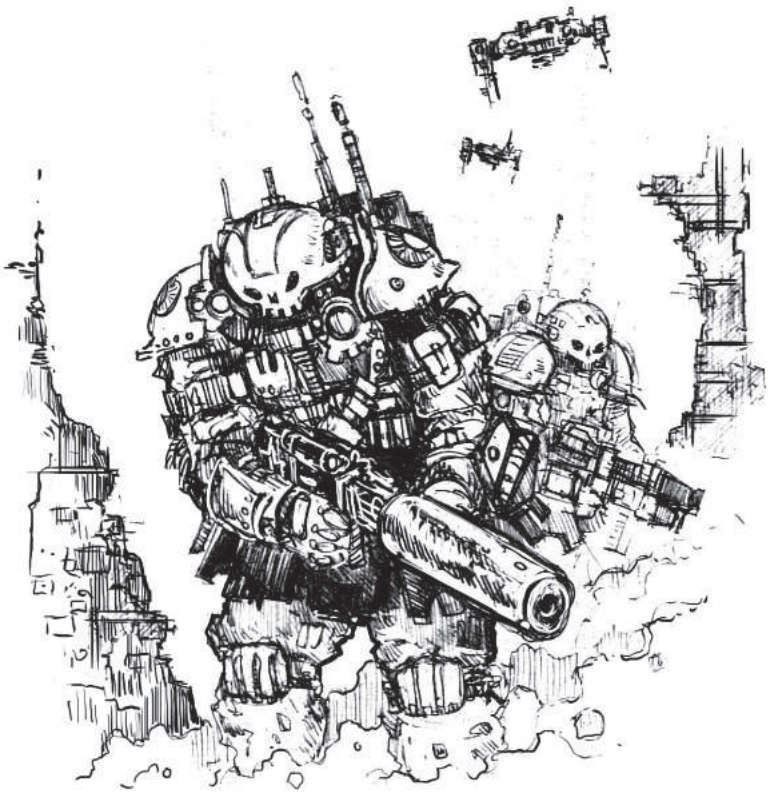
ENERGY ARMOR

A highly advanced type of armor that uses a force shield projected by small devices strapped to the user's chest, reducing the impact and power of attacks. This technology was initially developed by a now extinct alien species to protect their homeworld from a constant meteor shower that would hit their planet every couple of decades and from the intense radiation a nearby star started to irradiate. The Galactic Overlords soon realized the military importance of this invention and decided to take over the technology. This way, the **Light** category encompasses very small devices, the size of small brooches, that project a limited energy shield that provides **1** point of **Damage Reduction** against *all forms of attacks* and is nearly undetectable, unless advanced sensors are used. A slightly larger device, the size of a wallet, is the **Medium** version of these armors and they provide **2** points of **Damage Reduction**. Although easily concealed, a close inspection can reveal the device, but most people won't know what it is. Finally, the **Heavy** version consists of a breastplate that emits a force shield all around the user, providing **3** points of **Damage Reduction**, but it's harder to hide it from onlookers. None of them reduce the mobility of their users and so are highly sought after by those who know about their existence. Their main drawback is the use of energy cells to power them up, and once the **Durability** score reaches *zero*, they are really hard to recharge.

Energy Armor	Damage Reduction (DR)	Notes
Light	1*	Almost undetectable (small brooch).
Medium	2*	Easily hidden (the size of a wallet).
Heavy	3*	Hard to hide from onlookers (breastplate sized).

* Reduces damage from all sources.





POWER ARMOR

Developed by a species without much military experience, but with highly advanced technology, during the Cleansing Wars to resist the invasion of the Droid Armies of the Galactic Overlords, these immense exoskeleton armors are usually twice as big as their users but provide unparalleled defensive capabilities and a lot of firepower too. Instead of having **Light**, **Medium** and **Heavy** categories, power armor were divided by roles: **Scout**, **Assault**, and **Artillery**. **Scout** armor doesn't cover the whole body of its user, but provides some protection while improving the wearer's movement and stealth capabilities. It provides **2** points of **Damage Reduction**, while also allowing the user to *move twice* in the same **round**, *doubling* the distance they can jump and providing a **Positive Die** to stealth tests. These armors are also usually armed with pistols and semiautomatic weapons. **Assault** armors covers most of the user's body and provide a decent amount of firepower allowing troops to face a superior number of enemies without disadvantage. They provide **3** points of **Damage Reduction** while not hindering The wearer's movement, providing a **Positive Die** to tests regarding physical strength and have heavy pistols and rifles integrated into them, as well as a breathing system allowing some vacuum resistance. Finally, **Artillery** armor transforms its user into a war machine, covering their body completely under very resistant layers of duralloy. Wearers enjoy **4** points of **Damage Reduction**, a **Positive Die** on tests regarding physical strength, while also having a set of heavy weaponry (allowing an *extra* **Attack** per **round**), sensors configured to detect life signals, radio waves, electromagnetic pulses or other elements, and life support systems. However, being extremely heavy, users have to decide to *either move or attack* each **round**.

Power Armor	Damage Reduction (DR)	Notes
Scout	2*	Allows **2 Movements** per **round**, **Positive Die** to stealth tests, double distance of jumps and integrated light weapons.
Assault	3*	**Positive Die** to physical strength tests, limited life support, medium weapons integrated.
Artillery	4*	**Positive Die** to physical strength tests, life support, sensors, heavy weapons integrated, *extra* **Attack** per **round**, user must *choose between moving or attacking* each **round**.

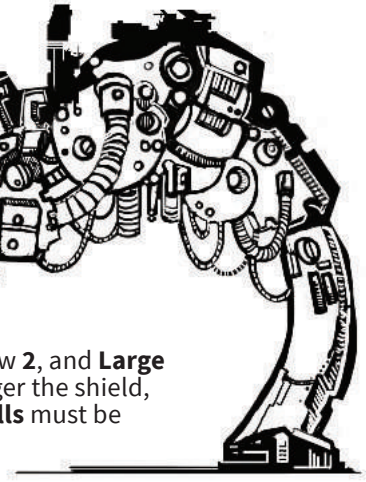
* Reduces damage from all sources.

SHIELDS

The primitive shields used by most warriors today were of little use against the energy weapons used during the Cleansing Wars. Some entrepreneurs, however, used highly advanced alternatives that are now sought by treasure hunters across the galaxies!

MENTAL SHIELDS

Developed by the ancient cosmic sentinels of the Old Empire, these devices projected an energy field and were controlled by the sharp minds of these mythic warriors through the use of headbands. In game terms, these devices had three models, projecting a **Small**, a **Medium** or a **Large** energy shield. As with mundane shields, these allow the user to make a test to avoid the attacks that would otherwise hit them, but with mental shields, the user makes an **Intellect** test. In this way, **Small** shields allow **1** block attempt per **round**, **Medium** shields allow **2**, and **Large** ones allow for **3** attempts each **round**. The larger the shield, however, the more constant the **Durability Rolls** must be made.



Mental Shield	Blocks / Round	Notes
Small	1*	Block test based on Intellect.
Medium	2*	Block test based on Intellect.
Large	3*	Block test based on Intellect.

* Can block both *energy* based and *mundane* attacks.

ENERGY SHIELDS

These shields were first used by the Barbaric Legions of the Outer Regions, made with a technology stolen from more developed planets. They work exactly like mundane shields but are lighter, capable of blocking energy attacks and use energy packs (and as so, can run out of battery). Thus, **Small** energy shields allow its user to make **1** block attempt per **round** while also letting them use the shield arm to carry other items. **Medium** shields allow for **2** block attempts but completely occupies the shield hand. **Large** shields allow for **3** block attempts, but, because of their size, impose a **Negative Die** on attacks unless the user stands still.

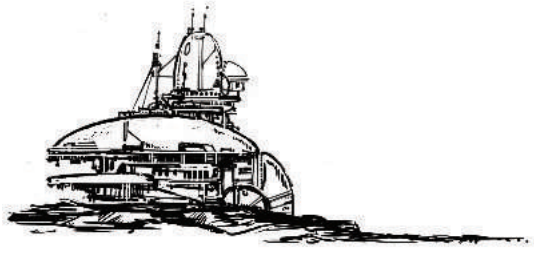
Energy Shield	Blocks / Round	Notes
Small	1*	Allow the use of shield hand when not blocking attacks.
Medium	2*	Wielder can't hold other items in shield hand.
Large	3*	Imposes a **Negative Die** to attacks, unless the bearer stands still.

* Can block both *energy* based and *mundane* attacks.

GEAR

The advanced societies of the past didn't dedicate their minds to developing only weapons, but rather made many different kinds of objects and devices. Today, these are as rare, if not rarer, as technologically advanced weapons and armors, and can only be obtained by the most obstinate adventurers of the universe. The following table presents a few examples of these magnificent items and a brief description of each of them can be found below.

Item	Item
Augmenting Clothing	Nutrition Pills
Automated Toolkit	Plasma Rope
Digital Binoculars	Portable Atmosphere
Hand Sensor	Rocket Boots
Holo Mask	Smart Goggles
Holo Projector	Speed Boots
Hover Carrier	Stasis Manacles
Jet Pack	Surveillance Drone
Magnetic Boots	Tracking Device
Mental Communicator	Video Com



Augmenting Clothes: These clothes are equipped with hundreds of small plugs that are connected to the user's body, augmenting either their physical prowess or their reflexes. This would give a **Positive Die** on either **Physique** or **Agility** tests.

Automated Toolkit: An advanced version of the classic toolkits used by various professions. These come with smart functions that help the user diagnose the problems and suggest possible fixes. This grants a **Positive Die** on tests using them.

Digital Binoculars: These binoculars can amplify images up to 20 times, while also displaying basic information like the name of the place, speed of vehicles, and number of living beings.

Hand Sensor: A small device with a display to show the results of its scans. Each sensor is configured to detect a specific type of data (life forms, electronic signals, radio waves). It's operation requires an Intellect test.

Holo Mask: These masks can project a holographic image over the user's face, making them appear as someone else.

Holo Projector: This device can project recorded holographic messages or even transmit live holographic transmissions from another holo projector in the same atmosphere.

Hover Carrier: A small oval disk that hovers near its owner and is capable of carrying items for them. It can carry a total of **10** points of **Encumbrance**.

Jet Pack: This device is strapped like a backpack and through compact jet propulsors allow the wearer to fly for a limited amount of time. In game terms, the user can move at the same speed through air as they do on land.

Magnetic Boots: These boots allow the user to walk on any metal surface, even when upside down.

Mental Communicator: Headbands that allow users to communicate telepathically up to long range, as long as they are tuned to the same brain waves.

Nutrition Pills: A pack with 20 pills. Each one can provide all the nutrients necessary for a whole day.

Plasma Rope: This device can produce up to 100 meters of rope on demand and it can fire the rope up to **long** range.

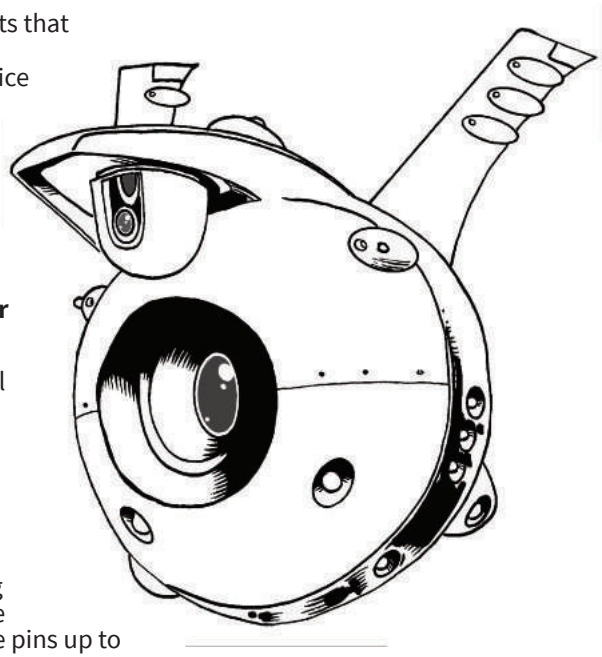
Portable Atmosphere: A sphere of highly advanced technology that projects a livable atmosphere suited to its user up to **short** range.

Rocket Boots: Heavy boots with micro jet packs allowing the user to make incredible jumps to cover great distances. This normally allows the user to *double* the distance they can jump, but a **Durability** check may allow the jump to cover greater distances.

Smart Goggles: Goggles equipped with sensors similar to the hand sensor described above.

Speed Boots: Electrified boots that make users run twice as fast, allowing the user to move twice each round.

Stasis Manacles: These highly advanced manacles not only bind the person wearing them, but they also project a stasis field to paralyze and calm down the user. A **Difficulty 3 Willpower** test avoids these effects.



Surveillance Drones: A small device with a display and an accompanying flying drone that captures the images shown.

Tracking Device: A small handheld device with an accompanying set of tracking pins. The device can track the direction and distances of the pins up to planetary distances.

Video Com: A communicator that transmits both sound and image to a similar device within the same atmosphere.

EXPLOSIVES

The advancements in warfare during the Cleansing Wars inevitably lead to the creation of new and deadlier explosives and grenades, some of which are still in use in the armies of the Galactic Overlords. As with mundane explosives, these weapons do *full* damage to everyone in **close** range and *half* as much to creatures within **short** range. If those have a place to dive for cover, they can make an **Agility** test with a **Difficulty** equal to the total number of damage dice the item inflicts to *halve* the damage taken.

Explosive	Damage	Notes
Laser Grenade	3d6	Reusable. Floats in the air firing many laser beams per round as there are targets up to short range. Each **round** a **Durability Roll** is made. Once **Durability** reaches *zero*, the grenade falls to the ground.
Ion Grenade	6d6	Inflicts **Non Lethal Damage**.
EMP Grenade	5d6	Only affects non living beings and machines.
Psychic Grenade	8d6	Only affects living beings. A **Difficulty 2 Willpower** test reduces the damage to **4d6**.

COMPUTERS

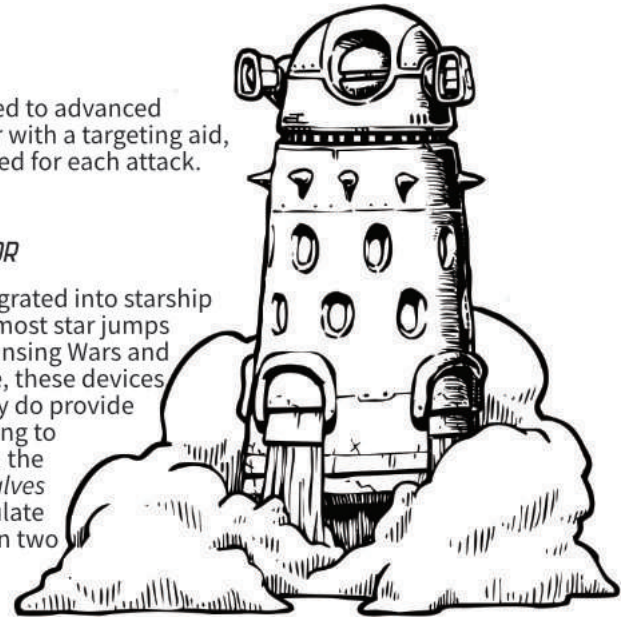
Marvelous devices of yore, capable of many feats, calculations, analysis and some even say, of sentient thoughts. These computers are now as rare as the most precious treasures, and sought after by everyone, especially the Galactic Overlords. The following examples are only a small parcel of the possibilities these Artifacts could provide.

TARGETING PROCESSOR

This small computer is attached to advanced weapons and provides its user with a targeting aid, *halving* the **Difficulty** calculated for each attack.

ASTRONAVIGATION CALCULATOR

This computer used to be integrated into starship consoles and could calculate most star jumps made with ease. After the Cleansing Wars and all the changes in the universe, these devices can no longer do that, but they do provide tremendous help to crews trying to recalculate the paths between the stars. The use of this device *halves* the **Difficulty** on tests to calculate the appropriate paths between two points in known space.



AUTO-DIAGNOSE ANALYSER

These devices were integrated into more complex machines like vehicles, smart buildings, industries and other highly computerized places to monitor the functions of its various parts. Once something was not working the way it should, a warning would be sounded and proper technicians could fix the issue promptly.

LANGUAGE TRANSLATOR

These earpiece devices could translate more than a thousand languages to its wearer, allowing them to understand others easily. These devices are now banned by the Galactic Overlords, as the more separate their subjects are, the less they can unite against their masters.

DROIDS

Highly intelligent machines, some of them capable of independent thinking, these robots are commonly referred to as droids. They were usually crafted to perform very specific tasks, especially those harmful and dangerous for living beings, but you could find one in almost any profession. Now, they are almost exclusively used by the servants of the Galactic Overlords, to ease their lives, and as soldiers in their armies.

In game terms, the common droid would have **1 HD**, an average **Attribute** score of **10** and a **Profession** (such as medic, lawyer, diplomat). When performing any task related to its profession, the droid benefits from a **Positive Die**.

Other more sophisticated and advanced droids do exist and the **Overlord** can create them as they need. **Chapter 9: Aliens and Other Creatures** provides other examples of droids, most of them suited to be adversaries in the characters' path.

CYBER IMPLANTS

Technology once reached a level where the human body could be replaced by mechanized parts. Initially, these cybernetic parts were imperfect replicas of limbs and other organs, barely replacing their missing counterparts. But technology didn't stop there, soon they were just as capable as normal limbs and then stronger, more agile and some even had improvements. In game terms, there are 3 categories of Cyber Implants. **Type I** implants are imperfect replacements for lost limbs and organs. They impose a **Negative Die** to tests in which these implants are used. **Type II** are perfect replicas and allow normal use of the replaced limbs and organs. However, **Type III** implants actually improve the capabilities of the replaced limb, usually giving a **Positive Die** when they are used, integrating some other item or ability into it (like X-ray vision, binocular eyes, flame thrower arm). However, these implants are extremely rare to find, rarer to be found actually implanted, and can run out of energy (when their **Durability** score reaches zero) leaving the user limbless.

Cyber Implant	Body Stress	Notes
Type I	1	Imposes **Negative Die** when used.
Type II	2	Works as regular limb or organ.
Type III	3	Gives one improvement (**Positive Die** on certain tests, **Special Abilities**, integrated gear).

BODY LIMIT

There is, however, a limit to the number of Cyber Implants a body can usually sustain. Most sentient species' nervous systems are not meant to interact with electronic parts, and if overloaded with them may collapse. In game terms, each type of implant counts as the same value of **Body Stress** (so a **Type II** implant causes **2** points of **Body Stress**), and each character has a **Body Stress** limit equal to their **Physique**. If the **Body Stress** limit is reached, any additional implant will require a **Luck Roll**. If the character is lucky their body does not collapse. Failure, however, means death.

STRANGE ARTIFACTS

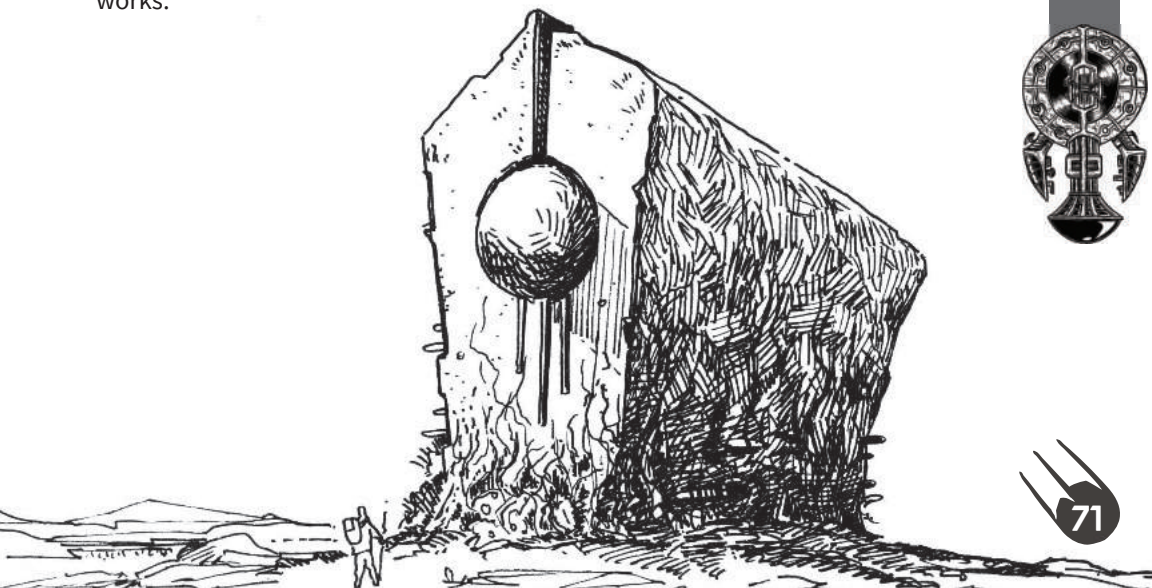
These strange and rare items were developed in a lost age of wonder and are some of the most precious artifacts of universe. Their functionality might baffle most of the sentients who are alive today, but once one figures out how to activate them, the possibilities are endless. In game terms, to understand the functionality of one of these items, a character must spend a few hours studying the object and succeed at an **Intellect** test with a **Difficulty** set by the **Overlord**. If they fail this test, they need to expend a few days studying it again, then a few weeks, then a few months and so on.

STARDUST

Most, if not all, strange artifacts use a very powerful yet limited power source: Stardust. This mystical dust is the very essence of the universe and can be found in the forbidden center of it or where a star has just exploded. Galactic Overlords banned its use for common people, but an illegal hunt for this is a common motivator for many adventurers amongst the stars. Not only each use of the strange artifacts requires the expenditure of this dust, but experienced sorcerers discovered they can expend Stardust in place of their own life essence when conjuring their spells. In game terms, for each point of **Vitality** that would need to be sacrificed for casting a spell, a point of Stardust **Durability** may be spent instead. This way, the life energy of the sorcerer is preserved. This explains why the Galactic Overlords are so determined to collect all the Stardust they can find.

CLONING CHAMBER

This tubular chamber is about the size of most sentient humanoids and is connected to a similar tubular chamber. When activated and a Stardust **Durability Roll** is made, the cloning process begins. The whole ordeal takes **1d6** hours and can be quite traumatizing to the user, who must succeed at a **Willpower** test to avoid losing **1d6** points of **Sanity** (see **Sanity and Madness** in **Chapter 4: Rules of the Game**). The clones themselves will need to be instructed, but otherwise will have a basic understanding of how things works.



MIND SAVER

This bulky helmet is connected through dozens of wires to a large computer (which is then connected to larger servers). Once the user is properly connected to the helmet and an **Intellect** test and a Stardust **Durability Roll** are made, the process of saving the mental map of the character can begin. This will take about **1d6** hours and once done, the mental image can be downloaded to any cyborg body or used with holographic projectors. This mental image will be completely sentient, but will not be able to learn new things. The user, however, will need to pass a **Willpower** test during the ordeal or lose **1d3** points of **Sanity**.

DEMATERIALIZER

This shimmering suit must be worn by the user and, if correctly activated and a Stardust **Durability Roll** is made, their material body is turned into pure energy, allowing them to travel at light speed, cross material barriers and perform many other fantastical deeds. However, the experience of turning yourself into energy can be traumatic to most users, who need to make a **Willpower** test to avoid losing **1d3** points of **Sanity**.

STAR JUMPER

This is the most well known artifact of the ancients in the current age of the universe. Although many know of its existence, few sentients really get to see one in action and fewer actually get to use one. Star Jumpers allow for Faster Than Light (FTL) travel, and so are integral to starships that travel between the many galaxies of the universe. To activate it, the user needs to make an **Intellect** test and a Stardust **Durability Roll**. Failure means the dust wasn't enough for a full jump and something bad could have happened. For full details on **Star Jumps**, consult **Chapter 7: Vehicles and Starships**.

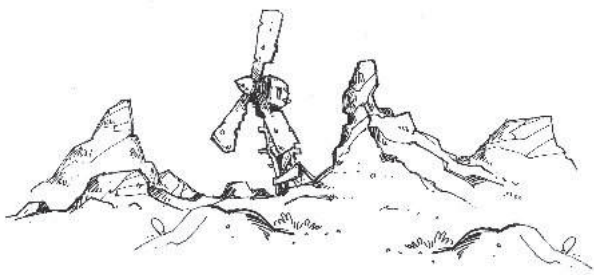
OTHER STRANGE ARTIFACTS

Other astonishing artifacts made by the highly advanced societies of past ages do exist, and the **Overlord** is encouraged to create more as the needs of the campaign dictate. However, because of their potential to do incredible things beyond the scope of normal items and the comprehension of most sentient species, we advise you to make them hard to find, difficult to use, and potentially damaging to the user's state of mind, as demonstrated above.

WHERE TO FIND THESE ADVANCED ARTIFACTS?

The search for advanced technology should be one of the main driving forces of the campaigns in **Solar Blades & Cosmic Spells**. As such, we developed the following table to inspire **Overlords** in the creation of adventures and locations in which to place these wondrous artifacts.

d20	Where to find these Advanced Artifacts?
1	Inside the Vault of Relics in the Blood Castle of the Xzarian Sector's Galactic Overlord.
2	Inside the body of a gigantic Galactic Overlord that roams the Outer Regions searching for Stardust.
3	In the legendary City of the First Brain, in the center of the universe.
4	In the Museum of the Ages in the secret planet of Maynaria.
5	In the Treasure Vaults of the Intergalactic Crime Syndicate in the Shadow World.
6	Over the asteroid field that was once the advanced planet of Hazhir, now plagued by mutant star worms.
7	Inside the first Black Hole, created in the first Great Galactic War.
8	In the bowels of the Mega City Planet of Trancault.
9	Inside the coffer of the famous relic collector Dharius the Golden, on his enormous Golden Gauntlet space station.
10	Inside the First Temple of the mystical Order of a Thousand Suns in the forbidden Dead Zone.
11	In the depths of the Skull Prison, under the vigilant eyes of the Skull Sentinels.
12	Under the Tower of Eyes in the desolate and cruel planet of Ghorol, a violent and insane Galactic Overlord.
13	Inside the Cave of Sentient Crystals in the remote and frozen planet of Niuhm.
14	Inside the Invisible Orb of Preservation, between the Twin Suns of Arth. The region is famous for the mortal amount of radiation emanated by these stars.
15	Inside the belly of the always hungry devourer of worlds, a gigantic Devouring Worm with incredible sentience.
16	In the private chambers of the beautiful yet cruel Cannibal Queen of the Qhartian Sector.
17	In the vaults of the blood stained temple of the Devouring King on the decadent planet of Bacari, the planet of pleasures.
18	In possession of the Elder Sentinel, the oldest living member of the Order of a Thousand Suns.
19	In possession of the Prime Voider, the leader of and most powerful member of the Void Commanders.
20	Under the millions of corpses and robot parts on the Purple Plains of Destruction, one of the famous battlefields of the Cleansing Wars.



ILLEGAL GOODS

Under the rule of the Galactic Overlords, almost everything that may provide some sort of independence or that may help sentients challenge the authority of the Galactic Overlords is illegal in the universe. The exception are the few "Free Zones" under the rule of Crime Lords and other sordid sorts that, possibly, have some alliance or pacts with these despotic rulers.

That means, most of the time characters buy items, they will need to negotiate the price with smugglers, fencers and other criminals. Sometimes this can lead to dangerous situations, job propositions, and other interesting events (look at **Chapter 8: Running the Universe** for ideas of interesting merchants, their motivations, desires and possible job offers). Such is the life of an adventurer in the universe of **Solar Blades & Cosmic Spells**!

ENCUMBRANCE

Adventurers need all sorts of equipment and gear, so the temptation of carrying as many items as one physically can is understandable. However, the ability to run when danger approaches and to jump out of incoming fire is a must in the perilous worlds of this universe. That's when the **Encumbrance** rules come in. Characters carrying too much gear won't be as fast and those carrying just the essentials or those that choose carefully what to take with them.

In game terms, each character has an **Encumbrance** limit equal to their **Physique** score. This is the number of items with roughly the size of a medium weapon the character may carry. Most objects are assumed to count as one item for this **Encumbrance** limit (unless the **Overlord** rules otherwise). Clothes and armor do not count against this limit, as they already take into account their effect on the user's movement. Backpacks and other items used to carry equipment do not count against the limit too, and can increase said limit by a few units.

When carrying more than their **Encumbrance** limit but less than twice this number, a character receives a **Negative Die** to all tests regarding movement, reflexes and strength, while also needing to choose between moving or acting in each **round**. Their overland speed is halved for all purposes. When carrying *more than twice* the **Encumbrance** limit, a character may only move a few meters before having to stop and rest. They can't take actions in this situation.

Kaylia, Alice's character, was exploring an abandoned derelict in the depths of space and collecting all sorts of items stored inside it. She was sure she would make quite a fortune selling them. But suddenly her luck went south. An amorphous creature broke out of the ventilation tubes of the ship and was heading toward her. Since she was carrying 18 items in total, beyond her 13 Encumbrance limit (as her Physique score is 13), she was soon losing ground to the terrible creature. She had no option beyond leaving behind some of the objects she found. Dropping 5 items allowed her to make an Agility test and reach her Starship before the monster could put its tentacles around her neck.

CREDITS

Everything has a price in the perilous worlds of **Solar Blades & Cosmic Spells**. However, this game chooses a more abstract approach to the bookkeeping of expenditures and credits. Thus, every character has a **Credits** score (the standard value of it being **2**) and when they are purchasing something, be it an item or a service, they make a **Credit Roll**. This consists of rolling a **d6** and obtaining a value equal to or under their current **Credits** score. A success means the purchase was made without much problem. A failure, however, means the buyer didn't have enough resources, and now their Credits score is reduced by one point until the end of the adventure. This sounds simple, but things can get more complicated.

CREDITS MODIFIERS

When an item is more valuable, a modifier might be added to the **Credit Roll**, making it more difficult to purchase. These modifiers are determined by the **Overlord** and are based on the *rarity*, *quality*, *legality* and general disposition of the seller toward their clients. A quick way to determine the **Credit Roll** modifier for each purchase is looking at each of these elements and putting them into scale. When trying to purchase a flame thrower the **Overlord** would impose a **+3** modifier to the roll (**+1** each for rarity, legality and disposition, as it's somewhat rare, illegal and the seller has no relation to the characters).

CREDIT POINTS

During their adventures, characters will acquire money and goods that are translated into **Credit Points** by the system. This allows the **Overlord** to present players will all sorts of goods and currencies, representing the many ways trade is made in the universe without the bookkeeping of actually calculating the exact value of each item. All they need to do is assign an abstract **Credit Points** score. Usually, mundane goods will have between **1** and **5 Credit Points**, while more sophisticated and rare items could range from **6** to **20** or more points! The **Overlord** can use the same criteria used for calculating the **Credit Roll** modifier to evaluate the item's worth.

SPENDING CREDIT POINTS

Before making a **Credit Roll**, a buyer may opt to spend **Credit Points** to add the amount spent to their **Credits** score. This represents an influx in monetary power coming from sales and negotiations with the items represented by those **Credit Points** spent. Then, they make the **Credit Roll** applying all the normal modifiers. A successful roll means the goods and credits were exchanged, but a failure results in not only not getting the item, but discovering the merchandise the buyer had to spend for the purchase wasn't worth what they believed it was. The **Credit Points** spent are lost, unless the player chooses to make a **Luck Roll** to save half of the points spent.

After escaping from that amorphous terror in the derelict, Kaylia rushed to the nearest seedy smuggler's space port. She needed to refill her ship's fuel tank and possibly replace her heavy ballistic overalls. According to her calculations, the merchandising she took from the derelict totaled 6 Credit Points. The Overlord decides the modifier for the Credit Roll for the fuel will be just +1, it's not especially rare, but it's in high demand. Having a Credits score of 2, Kaylia decides to spend 2 Credit Points to take her score temporarily to 4 before the roll. She gets a 2 and with the +1 modifiers, the result is 3, below her current score. That means she sold some of the salvaged goods she took from the derelict and refueled her starship. Now it was time to see if she could buy another Heavy Ballistic Overall, a medium armor. Analyzing the purchase, the Overlord judges it will have a +3 modifier to the Credit Roll (it's not rare, but it's illegal, it's of good quality and the seller knows people need this to survive). Having a Credits score of 2, she spends the last 4 Credit Points to attempt the roll. This takes her Credits score to 6, meaning she has to roll 3 or less to make the purchase, but she rolled a 5. Not only did she not buy her new armor, but she lost the 4 remaining Credit Points. She could try making a Luck Roll, but she decides not to trust her luck at this time.

WHERE DID MY CREDITS GO?

Credits come and go in **Solar Blades & Cosmic Spells**. Characters are adventurers in search of their next big score, a place where they can find a good life and escape the terrible tyranny of the Galactic Overlords. They do not hold onto their wealth like hoarders, they try to make the most of their life and enjoy it while it lasts before the Void closes in.

This is reflected in the game by the automatic reduction of **Credit Points** between adventures. Before the start of the each adventure, every character loses **1d6 Credit Points** due to various reasons. Players are encouraged to come up with their own reasoning for this reduction (possibly adding ideas and adventure hooks the **Overlord** can use during the campaign) or they can roll on the following table.

d20	Where did my Credits go?
1	You threw an enormous party, indulging yourself with booze, drugs and other vices and pleasures. However, upon waking up, you find a chip implanted in your neck. A voice sounds in your head. It says they will deactivate the chip if you perform a mission. What's the task you are assigned to do?
2	You gambled your credits at the Golden Gauntlet station and now have a debt with the ruler of the place, Dharius the Golden. He has a proposition to settle your debt. What is it?
3	Criminals beat you up and stole your credits, but not before giving away the fact that they knew your name and where you were going. Someone set you up. Why?
4	Servants of a Galactic Overlord caught you with illegal goods, but they made a deal you couldn't refuse to escape with your life. Now you are working for the enemy. What do you need to do?
5	Tricked by a con artist, you gave away your Credits. Now you seek revenge. How did they trick you?
6	Celebrating your latest accomplishments in a seedy space bar, you are drugged and pass out. When you wake up, you find out your Credits are gone, as well as an important object you were carrying. What was it?
7	Betting on yourself in a competition you were sure you couldn't be bested at, you lose to someone you never thought could defeat you. Who did that? Did they cheat?
8	Accused of cheating in a game of chance in a space casino, you had your goods confiscated and got banned. You think someone set you up. Who did this?
9	A bounty hunter found you, but you negotiated your freedom for your Credits. Who is hunting you? And why?
10	The Death Guard of the local Galactic Overlord found you and you had to abandon your possessions. Why are they after you?
11	You paid for a good time in a seedy spaceport but it turned out your Credits were invalidated. Now you've got someone very angry with you and a debt to pay. What are they going to do to you if they catch you?
12	After a night of drugs and rock' n roll you wake up aboard a strange ship. Apparently you hired this crew to take you to a distant planet in search of a legendary treasure. What is it?
13	During a party on a strange planet you accidentally accepted a marriage proposal. To get out of this mess, you had to get a big present for your spouse's family. However, they didn't forgive you, and now they seek revenge. What will they do to you?
14	A strange alien with a peaceful voice convinced you to purchase an ancient artifact. However, after a few days, it vanished. Where did it go?
15	You show up to a meeting with a potential patron but discover it is just a distraction. Returning to your ship, you find the place ransacked. Who did this?
16	You are not sure how this happened, but you joined a secret society and had to give them a lot of Credits. What are they up to?
17	You received a message from an old rival. He is blackmailing you. He knows your darkest secret. What did you do?
18	A distant relative shows up asking for Credits and they know exactly how to get them from you. What do they need the Credits for?
19	While traveling through the stars, a cosmic storm hits your ship and you lose a good part of your cargo. Apparently the storm was created by something or someone. Who is behind this?
20	You spend your last few Credits to acquire a holographic star map that supposedly leads to a relic of an old civilization. What is this relic?

CHAPTER 4: RULES OF THE GAME

The rules were clear from the beginning. If you stole from another member of the Shadow League, your life was forfeited. Now he would be hunted by all of his former allies, maybe even by his friends. But it had to be done. The life of his loved one depended on the delivery of the Cyberbrain to Dharius the Golden.

Solar Blades & Cosmic Spells is a Role Playing Game, and as such, has rules to determine the outcome of situations where the consequences aren't obvious, and where both failure and success can result in interesting scenes.

This chapter presents the core rules of the game, those that govern almost all situations and also gives advice on when to roll dice and how to resolve social encounters and intellectual challenges. It also covers the rules regarding the actions of NPCs, the measurement of time and distance, the effects of losing **Sanity** and the advancement of characters.

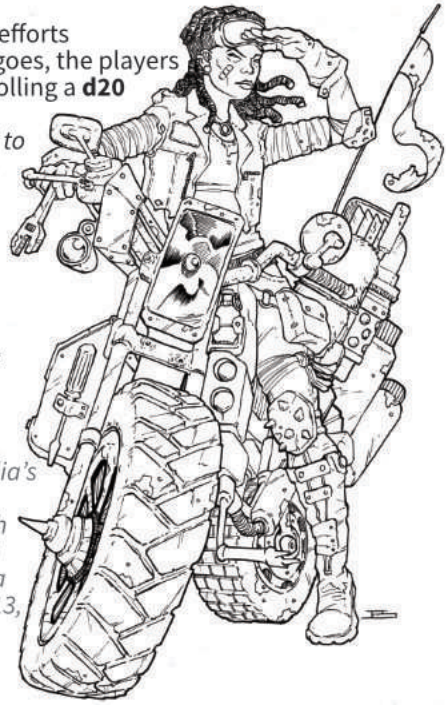
Combat rules will be explained in **Chapter 5: Combat**.

CORE RULES

These are the rules that establish the foundation for all others, and with which the Overlord will usually resolve any unpredicted situation in the game.

ATTRIBUTE TEST

Every time a situation arises in which the efforts of the character have a say in how well it goes, the players make an **Attribute Test**. This consists of rolling a **d20** against the appropriate **Attribute**. Success happens when the result is *equal to* or *lower than* the **Attribute** score, but higher than the **Difficulty**. NPCs and **Opponents** have to roll *higher* than the appropriate player character **Attribute**, and use the **Powerful Opponent** rule, or they are considered to have an **Attribute** score of **10** plus their **HD** (for more information regarding NPCs in Action, see below).



Normally, Alice would not need to test Kaylia's Physique just to climb a set of ladders, but since she is under heavy fire from the Death Bots of the local Galactic Overlord, she will need to this time. She rolls a d20 and gets a 12, a number under her Physique score of 13, which means she managed to climb the ladder to get away from her enemies.

AVOIDANCE ROLLS

Most of the time, players will make **Attribute Tests** to accomplish something their characters want to do. Sometimes they will need to make these tests to avoid harmful effects. The **Overlord** will decide what **Attribute** should be used for each **Avoidance Roll**, using the following guidelines:

- **Physique:** Tested to avoid the harmful effects that attack the physical constitution of the character, such as poisons, diseases, petrification, and other similar effects.
- **Agility:** Tested to avoid threats that could be dodged or avoided by sharp reflexes, such as jumping out of a blast radius, dodging a blade trap about to slice you in half, and other such daring maneuvers.
- **Intellect:** Tested to resist mind boggling effects that will try to trick and confuse the character, such as illusions, disorienting spells and other such effects.
- **Willpower:** Tested to resist effects that will try to rob the character of their free will, such as the seductive powers of a Void Demon of Seduction, the mind domination powers of Void Sorcerers and other such effects.

At the end of the ladder Kaylia accidentally triggered a security device. It sprang a heavy set of bars that would trap her in the tunnel. Trying to avoid being imprisoned, Kaylia ran and tried to slide under the bar before it fell. The Overlord asked her for an Agility test.

POSITIVE AND NEGATIVE DICE

Some situations may make tasks easier or more difficult. Climbing a ladder when it's pouring is a lot more challenging than when it's sunny. Firing at an enemy from higher ground gives a distinct advantage. That's what **Positive** and **Negative Dice** are for. When a test is made with a **Positive** Die, the player rolls **2d20s** and *choose* the one they prefer for the result (normally the one that results in a higher number but still within the success interval). On the other hand, when a **Negative Die** is imposed on a test, the player rolls **2d20s** and the **Overlord** *chooses* the one to use as the result (usually the one that complicates the adventurer's life the most). The **Overlord** has the final word on whether a **Positive** or **Negative Die** is applied to a test, even though the rules have many situations where the use of them are suggested.

In the scene where Kaylia was climbing the ladder, the Overlord could have decided that since she was under heavy fire, she would have had to make the Physique test with a Negative Die, rolling 2d20s and taking the worst result.

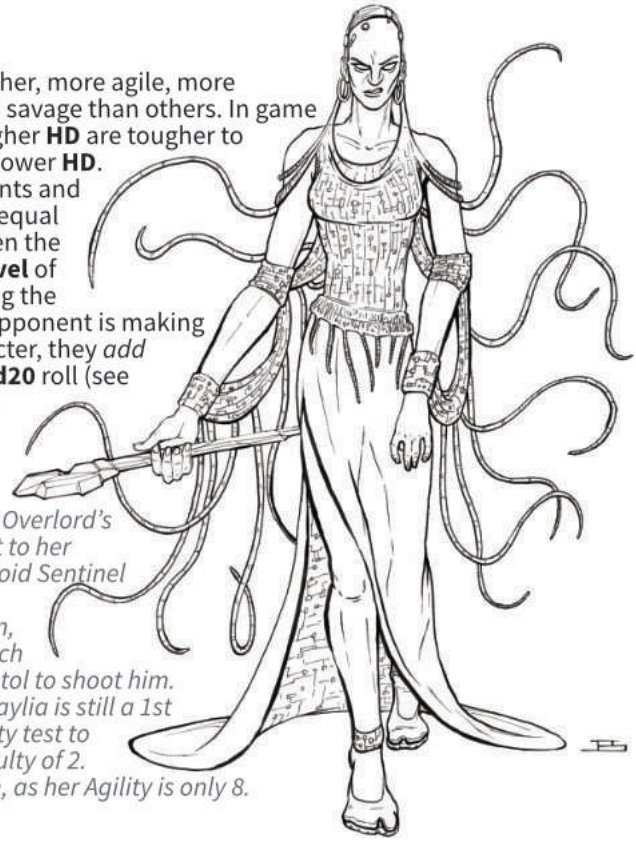
DIFFICULTY

Some tasks are harder than others. Trying to jump over a 1 meter long chasm in the sky bridge is simple enough, but jumping over the infamous Chasm of the Dark Depths, with its 10 meter long distance, even with rocket boots, can be quite challenging. That's what **Difficulty** is for. The **Overlord** can assign a **Difficulty** to any test he deems more challenging than usual. Usually, this will be a number between **1** to **5**, but it can go higher, depending on the situation. The **Difficulty** number can be determined by other factors too, like by the **Powerful Opponent** rule below and the **Power Level** of the spell or mind power being used.

After escaping the Death Bots, Kaylia ran into an security door. With her enemies closing in, she has little time to postulate other options and decides to pick the security door lock. The Overlord decides that it's a fairly complex lock, and assigns a Difficulty 2 for the test. Thus, Alice rolls a d20 but gets a 2, which is within the Difficulty value. It's a failure, but it is one within the character's potential. The Overlord rules she managed to open the door but her lock pick is destroyed in the process. The Death Bots also just appeared around the hall. She had to run away fast and let a item in her backpack fall off.

POWERFUL OPPONENT

Some enemies are tougher, more agile, more resilient or simply more savage than others. In game terms, enemies with higher **HD** are tougher to defeat than those with lower **HD**. Actions against opponents and **NPCs** have a **Difficulty** equal to the *difference* between the enemy's **HD** and the **Level** of the character attempting the action. Similarly, if an opponent is making a test against the character, they *add* that difference to their **d20** roll (see **NPCs in Action** below).



Running through the corridors of the Galactic Overlord's fortress, Kaylia is almost to her starship when a single Void Sentinel steps in front of her. He orders her to stand down, but she doesn't even flinch and draws her heavy pistol to shoot him. Since he has 3 HD and Kaylia is still a 1st level character, the Agility test to hit him will have a Difficulty of 2. This is going to be rough, as her Agility is only 8.

FAILURE AND ITS MEANING

When a player rolls above their **Attribute** score or equal to or below the **Difficulty**, they fail the **Attribute Test**, but these failures may have different meanings. In game terms, when a player rolls above their **Attribute** score, the task may very well be beyond their capabilities. That's the common failure we are all accustomed (the lock is beyond their lock picking skills; the language in which the scriptures are written is beyond their linguistic skills; that rock that fell over their companions is too heavy for them to lift; their mind is not strong enough to resist the lure of the pleasure demons).

However, when the player rolls under the **Difficulty**, they usually are within their capabilities but the challenges inherent to the task made them fail somehow. This could have various consequences, depending on the situation and judgement of the **Overlord** (the lock was almost opened, but the lockpick broke inside; he translated the scriptures changing the real meaning of what was written; the heavy rock that fell on your friends slipped through your fingers and crushed their bones; the lure of the pleasure demons is so strong that, although you could resist for a few seconds, part of your soul just gave in). Another option is allowing a *"Yes, but"* kind of result when the result is within the **Difficulty** (you manage to pick the lock but you suddenly hear the alarm sounding in the distance; you correctly translated the old scriptures but the truth behind it shattered your mind, making you lose **1d3 Sanity** points; you've made a great effort and managed to lift the rock and release your companions, but in doing so you sprained your muscles taking **1d3** points of damage to your **Physique**; you closed your eyes and ran away from the pleasure demons, but their image will haunt you for weeks, and you will need another **Willpower** test to sleep every night).

Firing her gun at the Void Sentinel, Kaylia rolls a d20 and gets a 17, way past her Agility of 8. She misses wildly. If, however, she had rolled a 1 or 2 (within the Difficulty value) she would have fired in his direction but since it's a failure, he would have probably dodged the shot.

RESISTED TESTS

When two characters are attempting opposing actions, as one is trying to pass unnoticed by another, trying to win a race against another or something similar, we make a **Resisted Test**. When this happens, both players make their tests regularly, applying all the normal rules, and the one who *succeeds* with the *highest* roll wins. Normally, **Resisted Tests** are only used when player characters are opposing each other, because when the opposition is an **NPC** or **Opponent**, a player just make the test normally using the **Powerful Opponent** rule. However, should the **Overlord** deem it important, an **Opponent** may be considered to have an **Attribute** score of **10** plus their **HD** for the purpose of **Attribute Tests**, receiving **Positive** or **Negative** Dice according to their nature (more details on **NPCs in Action** below).

Kaylia and her friend Sarto are spending some time away from perilous adventures in a space cantina, and they decided to play a friendly game of rocket darts. To decide who wins at the end, both make an Agility test, hoping to succeed and to get a higher result than their opponent. Kaylia rolls a 7 and Sarto rolls a 10! Both are successes (as she has an Agility of 8 and he has an Agility of 14), but Sarto rolled higher, so he wins! In the end, he scored more points with his precise aim.

PUSHING THE ROLL

Normally, if an **Attribute Test** results in a failure, the task is beyond the character capabilities or something happens that makes it harder to try again. However, the player may try to **Push the Roll**. In game terms, the player describes how their character is putting extra effort into the task and they may try the **Attribute Test** again, but if they fail, dire consequences will ensue, and the **Overlord** has all the right to complicate the character's situation even further.

Still at the space cantina, Kaylia decides to try her luck and her wits at a gambling table. They are playing bharc, a dice game where you have to reach 33 points. She decides to try counting everyone's dice, which is actually forbidden in this game. The Overlord decides there will be a Difficulty of 1 Intellect test, since one gambler at the table has 2 HD and is quite good at the game. She rolls a 17, way above her 14 score, so she really can't do the counting. But she decides to try harder, to really pay attention and Push the Roll. The Overlord informs her that, if she fails, they will catch her doing that and she might be in trouble. She picks the d20, rolls again and get a 15. Now, two burly hands suddenly rest on her shoulders.

CRITICAL SUCCESS AND FUMBLE

Sometimes, things go extremely well. On others, all hell breaks loose. When making an **Attribute Test**, there are special results called **Critical Successes** and **Fumbles**.

A **Critical Success** occurs when a player rolls the exact score of the **Attribute** tested on the **d20**, or when **NPCs** and **Opponents** roll a natural "**20**". This means the task attempted is accomplished extremely well, and further benefits may be gained, according to the **Overlord**'s judgment.

Kaylia broke into a Galactic Overlord's Punishers Fortress to hack into their computers and delete the information they had about her ship. She got to the terminal and started to operate it, searching for the information. The Overlord asked for a Difficulty 3 Intellect test, and Alice rolled a 14, her exact Intellect score, scoring a Critical Success. Not only had she found the information about her ship and deleted it, she found out about a valuable cargo arriving in a few days that she could intercept to make a few Credits!

A **Fumble** happens on a roll of natural "**20**" for players and on a roll of "**1**" for **NPCs** and **opponents**, and it represents a catastrophic failure. Not only is the task unsuccessful, but the situation is aggravated, and complications arise in consequence of the action. Again, the **Overlord** should use their judgement when deciding what happens.

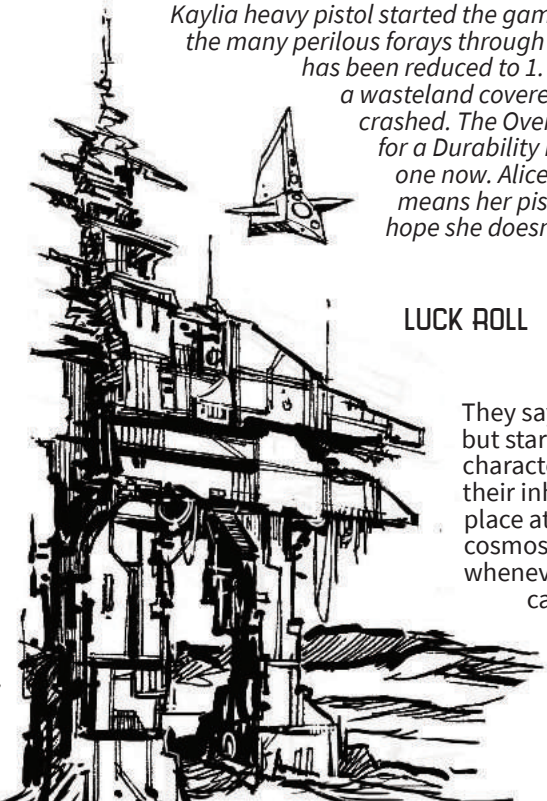
On her way out, sneaking through the corridors, she saw two Punishers standing guard. To pass through them unnoticed, the Overlord asks for a Difficulty 1 (they are 3HD opponents and she is a 2nd level character now) Agility test. She rolls the d20 but gets a 20, obtaining a Fumble. She tripped on some electric cords on the ground, attracting attention from the Punishers and accidentally fell on the alarm button, alerting the whole battalion. She better run fast now.

DURABILITY ROLL

In the grim and harsh universe of **Solar Blades & Cosmic Spells**, nothing lasts forever. Swords can break, pistols may run out of ammo, armors can be reduced to mere pieces, and energy cells can be quickly drained. Hence, every item has a **Durability** score, symbolizing how deteriorated an object is. This rating varies from **0** to **5**, **0** being a destroyed or completely drained item and **5** being a very sound and durable item that has been barely used. The usual score for most items is around **3**. This **Durability** score can be used for almost any resource that can be used, like items, fuel, food, and even favors with people and factions.

To keep track of the deterioration, we use **Durability Rolls**, which consist of rolling a **d6** and comparing the result to the **Durability** score. A result of *equal to* or *lower than* this number means the item has not lost its durability, charges or whatever represents their resources. However, a result *higher than* the score means the resource has been diminished and the **Durability** is *reduced* by **1**. The frequency of the **Durability Rolls** depends on how unforgiving the **Overlord** wants their setting to be, varying from one every encounter when the item is used, to once every adventure.

As this score decreases, the item runs the risk of being destroyed or completely depleted. Players can and should try to repair them, either paying someone to fix it, getting more ammunition, buying more fuel or whatever needs to be done (and the **Overlord** should make sure that advanced technological items are harder to fix or recharge). Once the **Durability** score reaches *zero*, the resource is depleted, the item is destroyed, there is no more ammunition or charges, or otherwise the item is unusable.

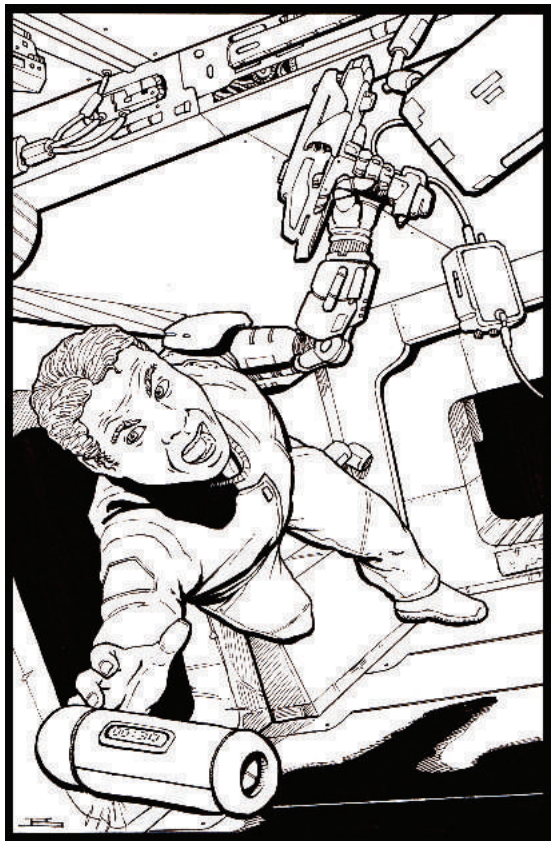


Kaylia heavy pistol started the game with a Durability of 3, but along the many perilous forays through the stars, the pistol's Durability has been reduced to 1. Now, she finds herself stranded in a wasteland covered planet where her ship has crashed. The Overlord remembers he hasn't asked for a Durability Roll for a few sessions and asks for one now. Alice, Kaylia's player, rolls a 4. This means her pistol is out of ammunition. Let's hope she doesn't run into trouble.

LUCK ROLL

They say our luck is written in the stars, but stars can actually die. Every player character has a Luck score, representing their inherent ability to be in the right place at the right time, the favor of the cosmos or, simply, plain luck. Thus, whenever a situation arises in which the capability of the character has no influence and the **Overlord** still wants to decide it by chance, they can call for a **Luck Roll**.

This consists of rolling a **d6** and comparing it to the character's **Luck** score. If the result is *equal to* or *lower than* the **Luck** score, the situation develops in favor of the character. They were lucky. On the other hand, rolling *above* that score means things go south for them, and their **Luck** score is reduced by **1** until the *end of the adventure*. They were unlucky. What that means will vary from situation to situation, and is determined by the **Overlord**. Once the **Luck** score reaches *zero*, the character fails *all* subsequent **Luck Rolls**.



Kaylia has now found some ruins in the wastelands her starship crashed into. Desperate for food and water, she rushes in, and starts going through the place. The Overlord hasn't decided what's in there, so he asks for a Luck Roll. Being human, Kaylia has an initial Luck score of 4. She rolls a 2, meaning she did find water and a few rations. It won't last long, but that will keep her alive a few more days.

WHEN TO USE A LUCK ROLL?

But when does the destiny of the adventurers rest on their luck? Well, whenever they can't rely on something else, basically.

The **Luck Roll** can be used by the **Overlord** as a tool for determining whether a previously undefined fact about the environment or scene is true or not, especially when this affects the interest of the player characters. Is there a patrol passing through at that moment? Are there any hover cars parked around fast enough to outrun the Punisher's speeder that is approaching? Is there food or water in the ruins found at the Purple Desert? All of this can be decided by a **Luck Roll**.

It's important to notice that **Luck Rolls** can be the result of both the players' questions about the scene ("so, are there any barrels of oil inside the workshop?") or the desire of the **Overlord** to find out about something ("as you remove the crystal from the main generator, the whole complex starts to shake, and rocks start falling from the ceiling. Make a **Luck Roll** to see if any one of them falls on you!").

REFUSING A LUCKY ROLL

A player may want to preserve their **Luck** for later, and refuse a **Luck Roll**. This makes the scene develop as if they had failed the roll but *doesn't reduce* their **Luck** score as an actual failure does. Thus, the **Overlord** should try to at least imply the possible consequences of each **Luck Roll**, so players can make informed decisions about risking their **Luck**.

As Kaylia is about to exit the ruins, she finds a loose flagstone on the floor and lifts it up. Inside, she can see a small set of stairs leading to a rough hewn tunnel that still has some functioning lights, with wires running through the floor. Thinking of saving her batteries, she asks if there is a flashlight nearby in the ruins, and the Overlord asks for a Luck Roll. Not wanting to risk her Luck too often, she refuses and no flashlight can be found.

REFRESHING LUCK

At the beginning of each adventure, the character's **Luck** score is refreshed to its original value, unless something in the current events of the campaign dictates otherwise (like a curse, a technological device that draws the favors of the Star Gods, or something similar). **Luck** comes and goes in the galaxies of **Solar Blades & Cosmic Spells**, and as in the literature that inspires the game, adventures as usually episodic, with some amount of time between them. This allows for the stars to realign and set the destinies back on their tracks.

Kaylia had to count on her Luck several times in her time amongst the stars, even having an occasion where her Luck score was reduced to zero. Thankfully, in this new adventure, her Luck score was back to 4!

USING THE CHARACTER'S CONCEPT

Characters are just like real people. They are more than just a single thing and have many layers of details on their lives. That's what the character's **Concept** does in this game. It establishes details and characteristics of said character, and this has an impact on how the game is played.

Every characteristic in a character **Concept** can possibly affect actions during the game and both the players and the **Overlord** may announce their effects in the game or propose a setback as described below.

CLAIMING ADVANTAGE

Whenever an action being attempted should benefit from a detail in the character's **Concept**, the player may claim an advantage and receive a **Positive Die** on tests related to that action. The **Overlord** has the final say in whether the character **Concept** applies in the situation, but they should work on the applicability with the player.

As the days have passed in the wastelands where Kaylia crashed, she starts to doubt she will ever find a way out of there. Without food for a few days and down to the last droplets of water, she finds another ruin in the night. But from this one she can see the flickering light of a fire. Tired, with her body almost giving up, the Overlord says she will have to make a Difficulty 2 Physique test to reach the place before passing out on the sand. Looking at her character's Concept, Alice notes she is a "Hopeful Mechanic from an Isolated Planet". She argues that the light is giving her hope to push forward and the Overlord agrees, giving her a Positive Die on her test.

DETERMINING DISADVANTAGE

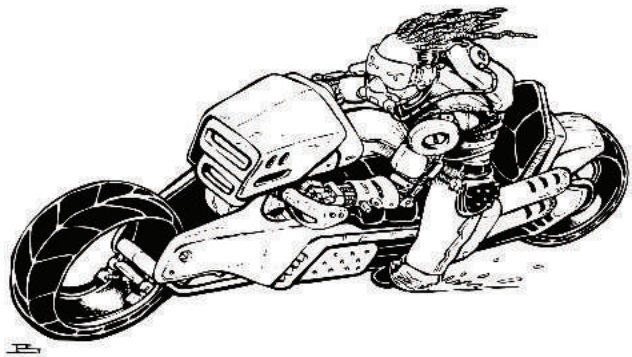
When an action should be harder for a character because of something established by their **Concept**, the **Overlord** can determine they are at a disadvantage, and impose a **Negative Die** on tests regarding that action.

When Kaylia arrived in the ruins, she found a camp fire still lit but no one around. Tracks of a wheeled vehicle could be seen departing the place. On an improvised table was some sort of electronic mapping device she had never seen. Alice decided that Kaylia would try to figure it out, but the Overlord pointed out that since she is from an isolated planet according to her Concept, she would receive a Negative Die to decipher the device.

ACCEPTING A SETBACK

If the consequences of a failure in some action seem interesting enough, the **Overlord** can offer a setback to the player. In game terms, the character fails the test or performs an action that will lead them to a dangerous situation and, in exchange, they gain a temporary bonus of **1** point to their **Luck** score (that can be used as normal, but will go away at the end of the adventure). A player can also suggest their own setbacks to the **Overlord**, but the later still has the final say in the proposition.

Grabbing a motorcycle hidden under rags in the ruins, Kaylia starts following the wheeled tracks through the wastelands. Halfway through she sees the wheeled vehicle turned off and resting over a hill. A man, wearing a pair of goggles and ragged clothes, comes out of it and calls her, saying he was looking for her for days. The Overlord, remembering Kaylia is a "hopeful" mechanic, offers her a setback, giving her 1 temporary point of Luck if she follows him without the expected precautions.



USING A CHARACTER'S COMPLICATION

Nothing is so bad that it cannot get worse. Characters' lives are full of adventure, they run into trouble looking to gain something in the end, but sometimes trouble comes looking for them.

During character creation, every player establishes a **Complication** for their characters. This not only helps develop a stronger foundation for the character in the gaming universe and provides the **Overlord** with possible hooks, but the player can use the **Complication** to insert even more trouble in the adventure. But why would they do that?

To get a temporary point of **Luck**. By activating their **Complication**, the player gives the **Overlord** the permission to insert the character's **Complication** at any moment they deem appropriate for the immediate benefit of a temporary point of **Luck** (that will go away at the end of the adventure if not lost before that). That means the **Complication** doesn't have to come into play immediately, and the **Overlord** can use it later, in a more dramatic moment, to make the lives of the players' characters more exciting! This can be done *once per adventure*, and the **Luck** score can't go higher than **5**.

Having almost run out of her Luck points, Alice says she is activating Kaylia's Complication to gain a point of Luck. Now, whenever he thinks it would be dramatically appropriate, the Overlord can introduce the "Crazy Evil Twin Sister" to torment her.

WHEN TO ROLL DICE

Player characters are competent adventurers who often get into problems much bigger than themselves. This means that most of the time they will be trying to accomplish feats that are not easily done, and that the consequences of success and failure are both interesting. But that may not always be the case.

Some actions are just mundane and don't require an **Attribute Test**, like cooking a meal, driving a car through a calm street, using the radio to send a message to an ally. Unless something else is happening to make these actions more interesting and dangerous, make the outcome of both success and failure important. Trying to cook an extravagant meal to impress a foreign diplomat, driving a car when meteors are falling from the sky and using the radio to transmit a message through a secret channel, however, might warrant an **Attribute Test**, since the consequences of success and failure are equally interesting and there is a significant chance things can go wrong.

Usually, simply adjusting the engines of her starship to perform a Star Jump doesn't require much effort from Kaylia. However, since the Voidkillers' ships are blasting their laser cannons at her, she will need to do this quickly, and the Overlord asks for a Difficulty 5 Intellect test!

KISS

SOCIAL AND INTELLECTUAL CHALLENGES

There are rules governing many aspects of the game, but for some of them, we left blanks (such is the way of *Old School* gaming). You roll dice to see if you hit your enemy with your pistol, if you managed to dodge the asteroids on your path, or to see if you find the files on the Galactic Overlord's mainframe, but we suggest you don't roll dice for every challenge, especially social and intellectual ones.

When the player characters decide to interact with someone, the **Overlord** asks them what they are saying. What are they hoping to get out this interaction? How are they trying to accomplish this? If they are making a proposition, what is it and why do they think the other party will agree to it? If they are threatening someone, what is the threat? Players don't need to make theatrical performances (although speaking in character and gesturing like they would can be a lot of fun for everyone at the table). Using creativity and ingenuity to solve social challenges instead of just rolling dice can be one of the best parts of a game session.

The **Overlord** will take that information and will make a judgment call based on the NPC's motivation, personality and overall disposition. They should, however, keep in mind that in an Old School game, we are hoping to encourage player's creativity and problem solving, so if they see the players making an effort to come up with a solution, they should give it a chance to work.

Similarly, an intellectual challenge, like a puzzle, a riddle or even a maze can be presented during the game for the players to solve, instead of their characters. It's part of the *Old School* style to challenge the players instead of their characters. The **Intellect Attribute** in **Solar Blades & Cosmic Spells** represents the knowledge and perception of the character, but not their reasoning and ingenuity. That's where the player comes in. It's part of the fun of the game to solve this situation with other resources instead of simply die rolling. Figure out the puzzle, think about what the riddle means, trace a path to escape the maze.

In the end, however, this is up to the **Overlord** and the group of players. How do they want to tackle these situations? If they prefer to resolve everything with a die roll, it's their game now. But I strongly suggest giving the method described above a try. Different challenges can have different ways to resolve them. As they say: "Variation is the spice of life" (and, why not, games).

As Kaylia was trying to access the Galactic Overlord's mainframe through the neural interface, the security measures throws her into a virtual maze, and now she has to figure out a way to get out of there, without touching the walls, which will send neural shocks into her mind. At that moment, the Overlords gives her a maze printed on a piece of paper and a marker. Alice, Kaylia's player, has 1 minute to trace a path to escape the maze and every time the path touches a wall, Kaylia will suffer 1d3 points of damage.

LANGUAGE AND COMMUNICATION

In a vast the universe of **Solar Blades & Cosmic Spells**, a large number of languages are used, and even machines have their own code of communication. Although this could prove a tough challenge for the adventurers, in the stories that inspired this game, this was never really a barrier, or at least, not for long. As such, there exists a *universal tongue* that most sentient beings in the galaxy can speak (inhabitants of isolated planets are probably an exception, as are xenophobic cultures who refuse to learn the language of others), or at least understand, a language originated in the glorious days of the Old Empire. But how do we know if a character speaks a specific language?

My first suggestion is looking at the character's **Concept**. Does it make sense that a "Diplomat" knows the language of a species that is in all the spaceports around the Galaxies? Probably. Does a mechanic who hails from a backwater planet know the same language? Probably not. If you are still in doubt, ask for a **Luck Roll**. Lucky characters have learned languages without even realizing they know them.

As Kaylia enters the bunker, a group of masked humanoids covered in rags springs from the shadows, all wielding makeshift pistols. One of them steps up and start speaking in a high pitched voice a language that sounds like bubbles forming under the sea. Kaylia, being from an isolated planet, has never heard of such language before.

ACTION AND SCENE RESOLUTION

Most of the time, we roll dice to find out the outcome of an action. When you fire your pistol against the Skeleton Soldiers of the Galactic Overlord, you make an **Attribute Test**. When you try to jump over the chasm when the Punishers are behind you, you make another test. A test represents the attempt of an action, and that usually takes a few seconds in the game world.

However, some tests can represent more than one action. When a character spends hours browsing through the old records in the ruins of an archive, the player makes just one **Attribute Test**, instead of hundreds of them for each file they searched through. To properly file the right forms to get the cargo liberated by the bureaucrats of the Great Nova Station, you only make one **Attribute Test**, even though you had to fill dozens of forms and go to their office six times.

Ultimately, it's up to the **Overlord** to decide how a task will be resolved, using tests for single actions or to represent a whole endeavor or scene in the ongoing story.

After a quick escape from the bunker, Kaylia climbs on the motorcycle and speeds away. Soon enough, some of the strange humanoids start to follow her on their wheeled vehicles. Now she is being chased, and she will try to outrun them. The Overlord now has to decide if he will ask for a series of tests for each maneuver she tries or if he will resolve the whole scene with a single Attribute Test. He opts for the later, and asks for a Difficulty 2 Agility Test. Kaylia's player rolls a 2, which is a failure, but since it's still under her Attribute score, he opts to let her succeed but with a cost. She is free from her pursuers, but she runs out of fuel, and a gigantic desert worm has just sprang out of a nearby sand dune towards her.

NPCS IN ACTION

Most of the tests in this game are focused on the player character's capabilities, as they are the main characters of the story being created. It's also much easier for the **Overlord** to rely on the character's statistics than to create detailed statistics for every **NPC** and **opponent** the players might run into.

Thus, if an **NPC** is attempting an action against a player character, they roll a **d20** and need to obtain a result *higher than* the pertinent **Attribute** score of said character. Note that the **Powerful Opponent** rule applies here, adding the *difference* between the **NPC**'s **HD** and the character's **Level** to the die roll.

Spotting a nearby ruin, Kaylia runs towards it and closes its stout metal door behind her. The giant worm was soon upon the door, pushing its weight against it. The Overlord rolls a d20 + 4 (since the creature has 6 HD and Kaylia is a 2nd Level character) and gets a total of 13, which is the exact score of her Physique. Even though the worm is incredibly strong, Kaylia manages to keep the door closed for a sufficient amount of time for it to lose interest.

However, there may be times when the **Overlord** wants to *highlight* the ability or proficiency of some **NPCs** and **Opponents**, and it is important to assign an **Attribute** score to them. A practical way to do this is to assume they have an **Attribute** score of **10** plus their **HD**, and give them a **Positive Die** for tasks they should be good at or a **Negative Die** on tests they shouldn't be very good at.

Inside the ruins, Kaylia finds a terminal still functioning, hoping to use it to find any information that can lead her off of this planet. However, since she activated her Complication, the Overlord decides it's time to introduce her Evil Twin Sister to the adventure. He thinks about it and wants to make the Evil Twin Sister the reason all of this has happened. She sabotaged Kaylia's starship and is even interfering with her ability to search data in the terminal. Having 3 HD, her assumed Attribute score is 13, so the Overlord rolls a d20 and gets 12. Now, Kaylia has to roll higher than that on her Intellect test to actually get some useful information from the computer!

Finally, when an **NPC** acts against another **NPC**, they *both* roll a **d20** and add their **HD**, comparing the results. The one with the *higher* result wins the dispute and gets to do what they want. This is used especially when characters have retainers and they are used to battle other **NPCs** and **Opponents**.

Managing to use the terminal, Kaylia calls for help, sending a message through the stars. A guild of mercenaries owes her a favor and they send a small retinue of soldiers to aid her. When they arrive, they are received by Kaylia's sister, firing a machine gun at them. Both parties roll a d20, adding their HD. If the mercenaries win, they dodge the rain of bullets, but if she wins, she will inflict damage on their vehicle.

MEASURING DISTANCE

During a fast and action packed adventure of **Solar Blades & Cosmic Spells**, the last thing you would want to do is count squares, feet, meters or whatever measuring unit you are accustomed to using. That's why this game opts for an abstract way of handling distances.

There are **5** broad distance categories: **close**, **short**, **medium**, **long** and **distant**. **Close** encompasses everything within a couple of steps away. **Short** distance would be up to what a person could normally walk in about 10 seconds. **Medium** would be up to the distance someone could run in the same 10 seconds. **Long** range would be up to the distance a person could run in a minute. The **distant** category would then encompass the distance a person could run in 10 minutes.

It's important to note that these distances are relative to *personal* scale, but the same principle can be applied to vehicles and starships too. You just have to substitute the "person" in those measurements with the appropriate scale standard. So, **short** distance for *starship* combat would be up to where a *starship* could normally cruise in about 10 seconds.

Rescued by the mercenary company, Kaylia now is searching for her starship, so they can help her fix it and get out of that wasteland. Their planetary transport's sensors have a long range, which means it functions normally up to the distance a planetary ship could cover flying fast in 1 minute, which is pretty far. However, Kaylia's starship is even further away, which would be in the distant range category, so they make a test with a Negative Die.

MEASURING TIME

As with the measurement of distance, this game measures time in two abstract units we call **rounds** and **turns**.

A **round** takes as much time as is usually needed for a character to take an **Action** and make a **Movement** in an action scene or combat. This usually means a round lasts around 10 seconds or so, but that can vary according to the **Overlord**'s judgment.

On the other hand, a **turn** usually lasts until a scene is resolved (see **Action and Scene Resolution** above). Sometimes this involves the resolution of a series of **rounds**, but other times a whole scene can be resolved in one test and this takes a **turn**. Most of the time, this means a **turn** lasts for about 10 minutes. However, the **Overlord** may judge that a turn may take more time, such as a day, a week or even a month (for when the characters are traveling for a long time, making extensive research, or something similar).

Reaching the crash site of her starship, Kaylia and the mercenaries start their work on fixing its engine. This will take almost a full day, so the turn to resolve this scene will take the same amount. Once they have it fixed, Kaylia jumps into her cockpit and fires up the engines. But who shows up to make her life more complicated? Kaylia's Evil Twin Sister! A chase begins and now their actions will be resolved round by round, as they fire weapons at each other and Kaylia tries to get away.

SANITY AND MADNESS

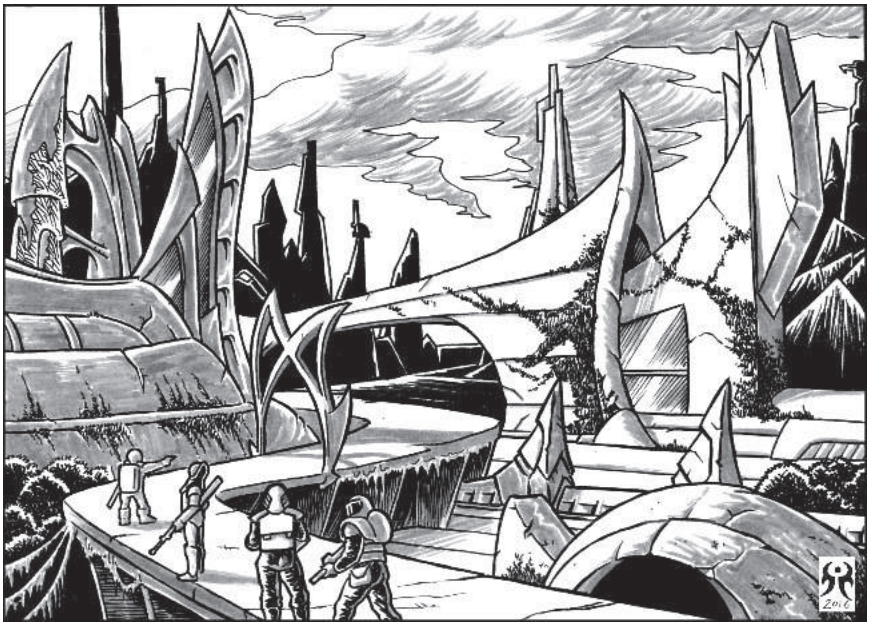
Some things are not meant to be seen by mortal eyes. Others are way beyond the comprehension of the simple minds of the sentient species alive today, and this can shatter their grip on reality.

In game terms, every character has a **Sanity** score equal to their **Intellect**. This represents their grip on reality and their ability to rationalize what they have witnessed to preserve their minds.

When a character witnesses something that can affect their fragile minds, the **Overlord** will ask for a **Willpower** test with a **Difficulty** appropriate to the *gravity* of the event (usually varying from **0** to **5**). A *success* means the character had the mental fortitude to preserve their sanity and create a reasonable explanation for what they have seen, even if it's just to preserve their sense of reality.

When a character *fails*, however, they lose some of this mental resolve. The amount of **Sanity** points lost varies with how disturbing each experience is. **Weird** encounters might inflict just **1d3** points of **Sanity** damage. **Bizarre** encounters make the character lose **1d6**-1 points of **Sanity**. **Terrible** experiences will make the character lose **1d6** points of **Sanity**. Finally, **mind-shattering** ones will reduce the character's **Sanity** by **2d6** points.

Kaylia is now trying to break a friend out the the Skull Prison. She entered the facility hidden in a cargo crate and is now making her way through the dark and damp tunnels in search of him. Looking through one of the cell's peepholes, she saw a scene that made her spine shiver. A gelatinous creature was englobing a prisoner and sucking all his blood, leaving him like a dried fruit. The Overlord asked her for a Willpower test to avoid losing some Sanity points. Failing the roll, she loses 1d6-1 points, as the Overlord judged it a Bizarre experience.



ACQUIRING MADNESS

Once a character's **Sanity** is reduced to *zero*, they acquire a **Madness** and their **Sanity** score is restored to the initial value. The **Madness** should be related to what made them lose the **Sanity** points. This can only happen **3** times though, as explained below.

The *first* time this happens the **Madness** acquired manifests just as a *minor quirk*, being quite manageable. The character is nervous around situations that remind them of their madness, but there is no mechanical effect yet. By the *second* time, the **Madness** becomes stronger and can affect the character in critical situations. *Once* per adventure, the **Overlord** may impose **Negative Dice** to the character's actions for a full scene if they fail a **Willpower** test. By the *third* time the **Madness** is acquired, it becomes a *constant disturbance* in the character's life. *Once* every session (or twice in a single session adventure), the **Overlord** may impose **Negative Dice** to the character's actions for a full scene if they fail a **Difficulty 3 Willpower** test. If the character's **Sanity** score is reduced to *zero* a *fourth* time, the **Madness** takes over their mind completely, and they no longer can be played.

Kaylia fails her Willpower test and loses enough Sanity points to earn her first signs of Madness. Now, whenever she sees a dead body, she will be reminded of that gelatinous creature and shiver. The Overlord hopes to develop this Madness further, when she loses her Sanity again, so that when dead bodies or gelatinous substances are near her, she will start to feel afraid and nervous.

CHARACTER ADVANCEMENT

During their exploits throughout the stars, the adventurers will learn a lot of things. They will get better at what they do. They will also become more resilient and capable of greater deeds.

To represent this in the game, characters have **Levels** of advancement assigned to them. Everyone starts at *first* **Level**, and as they gain more experience through a number of adventures, they get to advance to the next **Level**. As characters become more experienced, leveling up takes more time.

To advance to the next **Level**, each character is required to participate in a number of adventures determined by the table below. The adventure does not need to be successful and an adventure is anything the characters set out to accomplish.

Kaylia started as a first level character, and needed to go on 2 complete adventures to reach 2nd Level. Now she will need to participate in 3 more adventures before she can advance to the 3rd Level!

Level	Adventures Required	Level	Adventures Required
1	0	**6**	6
2	2	**7**	8
3	3	**8**	10
4	4	**9**	12
5	5	**10***	12

* Each subsequent Level requires the same number of adventures required for the previous Level plus 2 more.

LEVEL ADVANCEMENT BENEFITS

Leveling up provides a number of benefits:

- Character **Level** is one higher, making it easier to face **Powerful Opponents**.
- Many of the **Archetype**'s **Special Abilities** improve as the character advances through **Levels**.
- The character gains **1** additional point of **Vitality** (**The Tough** gains **2** points)
- The character makes **Improvement Rolls** for a *chosen* **Attribute** first, and then for their **Archetype**'s two **Prime Attributes**. An **Improvement Roll** consists of rolling a **d20** and comparing it to the **Attribute** score in question. If the roll results in a number *higher than* the **Attribute** score, the **Attribute** is improved by *one* point (to the *maximum* natural score of **18**). If the result is *equal to* or *lower than* the **Attribute** score, it's not improved. An **Attribute** can only be improved *once* per **Level**, even if the player chooses to roll for one of their **Prime Attributes** as their *chosen* **Attribute'**s **Improvement Roll**.

Now that Kaylia's reached second level, she gains various benefits. First of all, she is more capable at fighting her enemies now as Powerful Opponents will compare their HD to two Levels instead of one. She can also make more improvements to technological objects than before, and can make more effective emergency repairs. She gains 1 point of Vitality and can make some Improvement Rolls. She chooses to roll against her Willpower first as her chosen Attribute. She rolls a 13 and it is improved from 10 to 11. Then, it's time to make the Improvement Roll for her Prime Attributes. She rolls first for her Agility, getting a 9 on her d20, which is higher than it's score. This means her Agility becomes 9. However, when rolling against her Intellect, she only gets a 5, way below her 14 points of Intellect, meaning this Attribute won't improve this Level.

LEARNING NEW ABILITIES

Even though characters can learn a lot and improve many of their capabilities when leveling up, some things they just learn the hard way, through their own efforts in adventures!

To acquire new abilities, special powers, new skills not provided by their **Archetypes**, player characters will have to accomplish daring feats to earn them during play. There isn't a set in stone formula for this, however. The suggested procedure is to have the player inform the **Overlord** of what their character would like to learn how to do. Then, they and the **Overlord** will come up with how this ability will work in game terms, with the **Overlord** having the final word. After that, the **Overlord** will start offering hooks and rumors regarding ways in which the character can accomplish some deed to learn the **Special Ability** in play. They will probably have to go into a crazy adventure to do that, and that's part of the fun!

Below we present a few examples of abilities and daring deeds characters would have to accomplish to obtain them.

INNATE ASTRAL SENSE

It is said that the Order of a Thousand Suns had Knights with such a strong bond with the cosmos that they could feel the astral energy streams that crisscross the whole universe. They could instinctively know where they were in the universe and how they could quickly go to any other planet or system. To learn this ability, the character must find a lost temple of this ancient order and learn how to access their holo-archives. Then, after watching the teachings of an old master and succeeding in a **Difficulty 5 Intellect** test, the character learns this **Special Ability**. In game terms, they will become able to make astro navigation tests without the necessary equipment at no penalty. Additionally, using the proper equipment, they will *halve* the **Difficulty** assigned for the test.

BERSERKER FURY

During the Cleansing Wars, the Barbarian Legions of the Outer Regions had an infamous group of warriors known as the Berserkers of Orion. These warriors were capable of harnessing all their rage to enter into a state of combat frenzy, improving their combat prowess in exchange for a temporary lack of more rational reasoning. To learn to do this, a character must survive the ritual of passage of their clan in the distant planets of the Outer Regions. This consists of ingesting an infusion made of a bluish root, native to the Orion sector, and going for a hunt for the ten clawed reptile called Razzink. This intelligent predator will incite the hunter, driving them into an uncontrollable rage that will either lead them to their death if they don't control it, or to the defeat of the Razzink, if the hunter manages to focus their fury. In game terms, once the character learns this **Special Ability**, they can enter into a frenzied state that gives them the ability to *increase* the **Difficulty** of their attacks for any amount they wish to *add* the same value to the damage inflicted with melee attacks. Additionally, all their melee attacks are made with a **Positive Die**, but attacks against them also receive a **Positive Die**. This lasts for **2d6 rounds**, during which the character has to make an attack or other violent action, no matter what. They can resist this with a **Willpower** test, however.

DANGER AWARENESS

The savage culture of Ghurs produces some of the best Bounty Hunters in the universe. That's mainly because almost all of them have this extraordinary ability to detect danger before it manifests itself. Their brutal and jungle covered planet has hundreds of predators capable of shredding them to pieces if they are not careful. This made them develop an almost supernatural awareness, allowing them to avoid attacks and other harmful effects as if they knew they were coming. To acquire this **Special Ability**, the character must travel to the jungles of the Ghurs and survive for at least a full year on their own. After this period, the tribes of hunters will consider teaching the outsider how to attune to

their surroundings. To prove their worth, the character will have to perform a quest on the dark side of the planet, where the worst predators live. Once acquired, this capability will give the following benefits in game terms: the character makes all perceptions checks with a **Positive Die** and can negate any situation in which they are considered surprised with a **Luck Roll**.

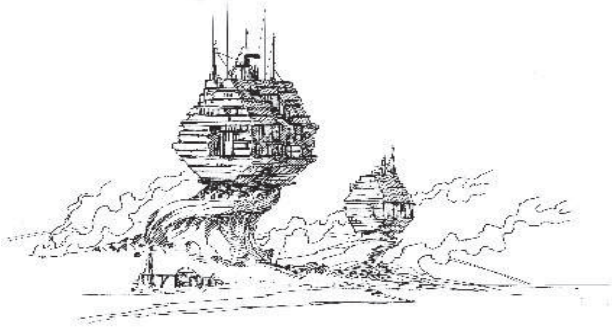
ICONIC STARSHIP

The character has such a strong connection to their starship, it's like their trusty companion. In moments of dire need, they can count on their starship to go an extra light year for them, as their ship can count on them to do the same. To gain this **Special Ability** the character must have sacrificed something to save their starship in a game session and their starship must have done the same in some way. In game terms, the character can share their **Vitality** points with their starship's **Hull** points on a **1** *per* **1** basis. They also enjoy a **Positive Die** on all tests regarding their starship. However, they may never abandon their trusty companion completely, or they will lose this benefit.

DARK MATTER CLOAK

Half of everything that exists in the universe is composed of Dark Matter, and almost no one in the current era can detect it. However, there was a sect within the Order of a Thousand Suns that could. Not only that, they could tap into the cosmos and use it to cover themselves with Dark Matter, becoming invisible. To learn this **Special Ability**, the character must find a Dark Sentinel and convince them to teach this ability. This won't be easy, as it's believed that there aren't any Dark Sentinels left in the universe. In game terms, if they learn this ability, a character can become *invisible* for a number of **turns** equal to their **Level** per adventure.

Having almost died to get her ship back on that desolate planet, and her starship having saved her life several times when she needed to escape her enemies, the Overlord judges that Kaylia has accomplished the necessary requirements to acquire the Iconic Starship ability. Now, Kayla and her starship, which is named Crimson Nebula, share a special bond.



CHAPTER 5: COMBAT

There was no way out of this one. The tunnel they took lead to a dead end, and the forces of the Galactic Overlord were closing in. Each of them readied their weapons. The chance of survival, as their robotic friend calculated, was only 3.73%. But if they were going to die, they were going out with a big bang!

For good or bad (mostly bad), many situations amongst the stars are settled with violence. **Solar Blades & Cosmic Spells** assumes the universe is grim and savage, with tyrannical Galactic Overlords, bloodthirsty space pirates, greedy crime lords, unforgiving bounty hunters and mind shattering aberrations from the Void. Thus, sooner or later, adventurers will have to face enemies on the battlefield.

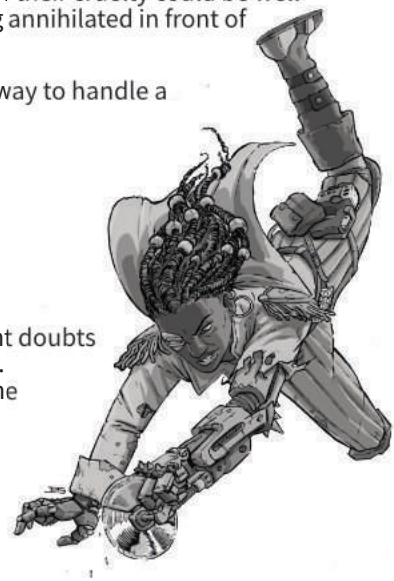
The previous chapter presented the core rules of the game, which are applicable to combat, but this chapter will detail and specify rules to use during the exchange of bullets and sword swings.

THE ROLE OF COMBAT

Even though the universe is dangerous and violent, the **Overlord** should try to offer a diverse selection of challenges for the players. Combat should never be the only option or the only possible obstacle between the characters and their objectives.

However, once combat happens, anything goes. Don't pull punches, or the excitement of these encounters will be lost. Victory will feel cheap. Also, unbeatable enemies should give some opportunities for the players to escape. Their deadlines should be telegraphed before the adventurers find them. Corpses are found near its location. Rumors of their cruelty could be well known. The characters could see a **NPC** being annihilated in front of them.

In the end, combat should be just one other way to handle a situation, and usually not the best way.



COMBAT PROCEDURES

Once combat begins, the rules of the game become a little more structured, so to prevent doubts and confusion as to what is really happening. Time starts to be measured in **rounds**, and the **Overlord** follows these simple steps.

1. Assess **Surprise** situation.
2. Determine **Initiative**.
3. Combatants act in order of **Initiative** each **round**.
4. At the end of every **round**, the **Overlord** assesses the situation.

1. ASSESS SURPRISE SITUATION

Sometimes, a group of combatants gets the drop on their opponents, being able to act before they can react properly. In game terms, that's called **Surprise**. The Overlord will adjudicate if the current situation warrants Surprise or not, often asking for **Attribute** Tests to prevent or guarantee this advantage.

When this happens, the party that surprised the other can have a full **round** of actions before anyone else can act for free. This can possibly tip the odds strongly in their favor.

Kaylia and her allies were taking some time out from their problems in the Purple Star cantina when, suddenly, everything was silent. Hot in debate about what to do now that their Credits were running low, however, they didn't immediately notice this. Thus, the Overlord asked for a Difficulty 2 Intellect test to notice the approaching 4 Nebula Assassins (with 3 HD each), hired to execute them on behalf of an revengeful Crime Lord who they had wronged in the past. If they fail, the assassins will have a round of Surprise over them.

2. DETERMINE INITIATIVE

To determine the other in which the combatants will act after the **round** of **Surprise**, the player characters make an **Agility** test. If they *succeed* and roll a number *higher than* an **Opponent**'s **HD**, they act before that **Opponent**. If they *succeed* but roll a number *equal to* or *lower than* the **Opponent**'s **HD**, the **Opponent** acts first. Usually, if the character fails the roll, they act after all opponents. **Opponents** act in order of **HD**. Characters can act in the order they want as long as they respect the aforementioned rules.

After the Surprise round, Kaylia and her companions have a chance to counterattack. To determine Initiative, she makes an Agility test and gets a 4, enough to succeed, and as it's a result higher than the opponents HD, she will act before them. If there was an enemy with 4 HD, however, she would act after it, but still before the assassins.

3. COMBATANTS ACT IN ORDER OF INITIATIVE EACH ROUND

In order of **Initiative**, each combatant can make a **Movement** and perform an **Action**. Note that some rules and **Special Abilities** allow characters and opponents to move or act more than once per **round**.

Taking advantage of her sudden influx of adrenaline, Kaylia moves to a nearby counter to take cover, and fires her heavy pistol against the assassin that had just tried to kill her.

4. AT THE END OF EVERY ROUND, THE OVERLORD ASSESSES THE SITUATION

After everyone has acted in the round, the **Overlord** will assess the situation. If combatants are still alive and want to keep fighting, another round begins, using the same **Initiative** order. Just repeat steps **3** and **4** until something changes.

However, if one side of the combatants has been defeated, wants to surrender, flees or has been captured, the combat may have ended. Other actions may also end the conflict, possibly leading the game to another kind of challenge, such as a chase, a negotiation or something else, as the **Overlord** deems appropriate.

After a few rounds of brutal combat, Kaylia and her allies have killed 3 of the 4 assassins and disarmed the other one. Judging this combat over, the Overlord decides that the assassin will surrender and try to negotiate his release for information.

MOVEMENT

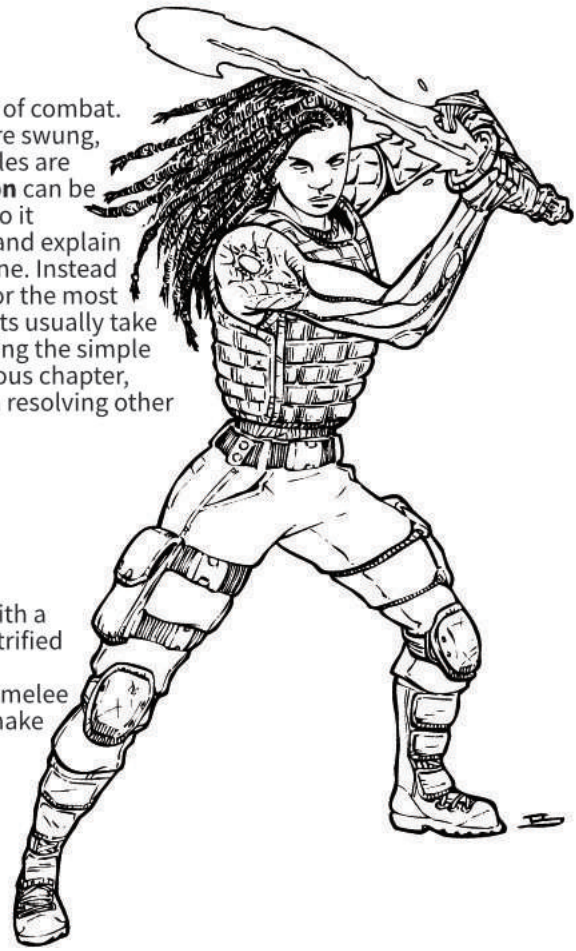
Combatants are always moving around during combat. They try to dodge attacks, move to reach their enemies with their swords, position themselves for more effective attacks and so on. Every combatant can perform a **Movement** each **round** (unless stated otherwise).

As **Solar Blades & Cosmic Spells** uses an abstract way to measure distance (explained in the previous chapter under **Measuring Distance**), an *unencumbered* character may move up to a **short** distance and still perform an **Action**, or move up to a **medium** distance if they *forgo* their **Action**. **Encumbered** characters have to choose between performing a **Movement** *or* an **Action** every **round**. Moving within **close** distance can be part of an **Action**.

The sound of the shots fired in the cantina attracted the local security, who are not famous for their civil way of handling these situations. Soon, more bullets were flying. Kaylia and her friends don't really want to battle these guys, so they decide to flee. The cantina's exit is within a medium distance from them, so they will need to forego their action to reach it when it's their turn to act in the round.

ACTIONS

A lot can happen in a **round** of combat. Firearms are shot, swords are swung, punches are thrown, obstacles are jumped. In reality, any **Action** can be attempted during combat, so it would be impossible to list and explain how to proceed with each one. Instead we will present guidelines for the most common **Actions** combatants usually take in battles. The **Overlord**, using the simple rules presented in the previous chapter, shouldn't have any problem resolving other unpredicted Actions.



MELEE ATTACKS

Swinging an axe, slashing with a sword, thrusting with a electrified spear, all of these are melee attacks. When performing a melee attack, characters need to make a **Physique** test with a **Difficulty** determined according to the **Powerful Opponent** rule. If they roll *equal to* or *below* their

Attribute score while *also* overcoming the **Difficulty**, they hit and inflict damage according to the weapon used. Rolling *higher* than their **Physique** means the character misses the attack, while rolling *equal to* or *below* the **Difficulty** means the opponent did something that prevents them from being wounded (they dodged, parried, blocked, their skin is too thick). On the other hand, **Opponents** just need to roll *over* the character's **Agility**, using the **Powerful Opponent** rule, to hit them and inflict damage.

When Kaylia got out, she was surprised to see a security guard waiting outside. Her first reaction was to hit him with the butt of her pistol, trying to knock him out. These are only 1 HD opponents, so she only needs to succeed on a normal Physique test to hit him.

UNARMED ATTACKS

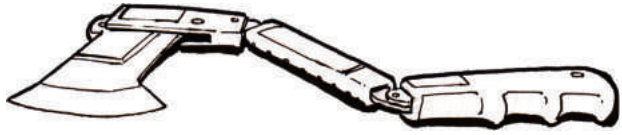
A character may also make melee attacks using their body as a weapon. This may not be as effective as using actual weapons, but it allows the combatant to make the test against either their **Physique** or **Agility**. These attacks encompass many forms of martial arts and for simplicity sake, all of them inflict **1d3** points of damage, which can be **Lethal** or **Non Lethal**, as the combatant chooses.

The attack stunned the security guard, but it did not drop him unconscious. To finish the job, Kaylia punched him in the face, making another Physique test.

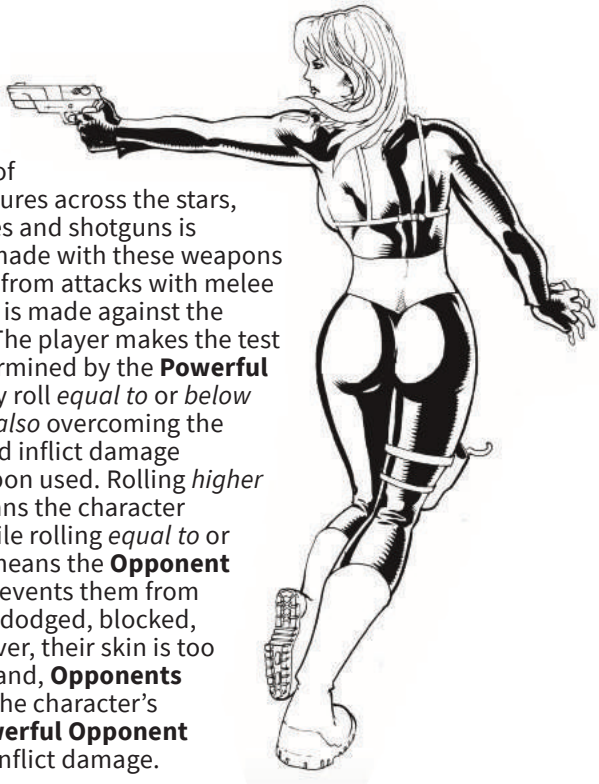
GRAPPLING

Instead of hitting an enemy with their elbow, a character may decide they want to grapple their **Opponent**. They may want to immobilize the target, pin them to the ground, get something from them (like an item in their possession), or something similar. To do so, they must still make a normal unarmed melee attack successfully, but the **Opponent** may *resist* by trying to roll *higher than* their **Physique** using the **Powerful Opponent** rule. If the **Opponent** *fails*, the character managed to do what they wanted. If the victim *succeeds*, they break away from the grapple. Every **round**, the character *doesn't* need to do anything to keep grappling their target, but the **Opponent** may make another test against the character's **Physique** to break away. The grappler, if they want, can make a **Physique** test to inflict **1d3** points of damage as an unarmed attack.

Later that day, Kaylia is surprised by a corrupt official from a nearby system. Startled, her instinct made her grapple him to cover his mouth as he was about to use her real name. She made an unarmed attack against him and he couldn't roll higher than her Physique to resist. He was gagged for now.



RANGED ATTACKS



Although considered weapons of cowards by many cultures across the stars, the use of pistols, rifles and shotguns is widespread. Attacks made with these weapons follow the same rules from attacks with melee weapons, but the test is made against the combatant's **Agility**. The player makes the test with a **Difficulty** determined by the **Powerful Opponent** rule. If they roll *equal to* or *below* their **Attribute** while *also* overcoming the **Difficulty**, they hit and inflict damage according to the weapon used. Rolling *higher than* their **Agility** means the character misses the attack, while rolling *equal to* or *below* the **Difficulty** means the **Opponent** did something that prevents them from being wounded (they dodged, blocked, the attack hit their cover, their skin is too thick). On the other hand, **Opponents** just need to roll *over* the character's **Agility**, using the **Powerful Opponent** rule, to hit them and inflict damage.

Little did Kaylia know this was a set up by her old rival to capture her. A dozen or so mercenaries revealed themselves with weapons at hand. Kaylia pulled her pistol and dived for cover. To fire, she would need to succeed at a Difficulty 1 Agility test (the mercenaries have 3 HD, and she is now 2nd level).

WEAPON'S RANGE

Ranged weapons also have a standard range used to determine up to what distance the weapon can be fired without a penalty. Weapons can be fired against **Opponents** up to one distance category *further* away, but the attacker suffers a **Negative Die** to their attack roll.

Kaylia can fire her heavy pistol without any problem against enemies up to a long distance, but against those on at distant range, she suffers a Negative Die on her Agility test.

AIMING

Characters can spend some time aiming at enemies to improve their chances of hitting them. By spending a *full* **round** aiming a shot, the attacker my benefit from a **Positive Die** on their next attack with the same weapon and at the target they aimed their attack against.

CRITICAL HITS AND FUMBLES

Hitting the target in the bullseye or striking a vital organ of the beast are examples of **Critical Hits**. When a character rolls their exact **Attribute** score when making an attack, and they succeed at hitting the target, they have obtained a **Critical Hit**. The player, then, must *choose* between inflicting the full weapon damage *plus* the normal damage roll for that weapon (if the weapon inflicts **1d6+1** points of damage normally, the **Critical** Hit would inflict **7** *plus* **1d6+1**); benefiting from a **Positive Die** on actions against the target for **1d6 rounds**, *or* imposing a **Negative Die** for all actions that **Opponent** attempts for **1d6 rounds**, while *still* inflicting normal damage. **Opponents** achieve a **Critical Hit** on a natural **20** on their attack roll.

Kaylia shots her pistol with deadly accuracy, hitting the apparent leader of the group right in the head. She rolled an exact 8 on her attack, the same number as her Agility score! That's a Critical Hit! Now she must choose between gaining some advantage over her enemy or inflicting more damage.

On the other hand, sometimes the sword hilt slips from the hand, you drop your guard momentarily, or trip over loose wires on the floor. That's what happens on a **Fumble** during combat. If a player rolls a natural **20** on their attack, or if an opponent rolls a natural **1**, their attack turns into a **Fumble**. The combatant will have to *choose* between either inflicting the normal damage from their weapon on *themself* or an *ally*; suffering a **Negative Die** to all their actions for **1d6 rounds**; or granting a **Positive Die** to an **Opponent** for all actions against *them* for **1d6 rounds**.

Seeing their leader taking such a devastating shot must have made some impact on the mercenaries. One of them rolled a natural 1 on the attack, which means a Fumble for Opponents. Thus, the Overlord decides that he hits one other mercenary, reducing their numbers.

COVER, CONCEALMENT AND OTHER MODIFIERS

It may sound simple, but in actual combat, participants will do what they can to tip the conflict to their favor. They will seek higher ground to have an advantage over their foes. The ones who want to survive will get behind something when bullets start flying, or some fancy technological artifact might conceal its user, granting a tremendous advantage to them.

In game terms, whenever a situation provides some form of *advantage*, the one benefiting from it enjoys a **Positive Die** for their actions in which the situation would improve their chances of success. Similarly, when someone finds themself in a situation that *hinders* their chances of success, they should receive a **Negative Die** to actions related to that action.

The following table presents a few examples of situations that might provide **Positive** and **Negative Dice**, but the **Overlord** should be able to assess other situations quite easily, especially with these examples in mind.

Positive Die	Negative Die
Attacking from higher ground.	Trying to outmaneuver someone else in higher ground.
Attacking from a concealed position.	Trying to fire against someone you cannot see.
Grappling an opponent half your size.	Trying to pin down an opponent twice your size.
Attacking an unaware target.	Firing at an opponent with cover.
Attacking a prone target with a melee weapon.	Attacking a prone target with a ranged weapon.
Attacking an immobilized target.	Shooting at a running target.

The mercenaries shooting at Kaylia all receive a Negative Die, as she is behind cover. Since one of them is on a higher ground, however, he compensates for this, nullifying her advantage.

BLOCKING

Shields, other devices and even spells might allow combatants to block attacks completely. As explained in **Chapter 3: Equipment and Credits**, a shield bearer may opt to make an **Attribute** test to avoid an attack, effectively *blocking* the attack. This test uses all the normal rules, including the **Powerful Opponent** rule. For normal shields, the user rolls against **Physique**. For other shields, each one should list the appropriate **Attribute** to be tested.

As more mercenaries began to arrive, Kaylia decided the best strategy was to get away. Looking at her side, she saw a big metal plate and decided to try to use it as a shield. She grabbed it and made a run for the door. Now, she could make a Physique test if someone would hit her. The Overlord would treat it as a small shield, allowing one block attempt per round.

MANEUVERS

Space adventurers will try all sort of crazy things, such as trying to collapse a wall to bury enemies under rubble, swinging on a fancy antique chandelier to get to the other side of the Smuggler Lord's hall, doing a backflip jump in an attempt to confuse an opponent, or any other outrageous thing you can think of.

Overlords should exercise their creativity in these situations, while also encouraging a player's ingenuity. Usually, a maneuver will require an **Attribute Test**, often with a **Difficulty** determined using the **Powerful Opponent** rule, and will provide some sort of *advantage* (giving a **Positive Die** on their *next* action), or will allow an action that wasn't possible before. Below we present a few examples:

- **Disarming:** Make a normal attack against the target and if you hit, you need to make a **Physique** test to disarm them.
- **Outmaneuvering:** Make an **Intellect** or **Agility** test, depending on how the character approaches the maneuver. If successful, they gain a **Positive Die** on their next attack.
- **Pushing:** Make a **Physique** test, you can push an **Opponent** up to a **short** distance. You receive a **Negative Die** if the target is twice as big or more than you.
- **Defending:** Make an **Agility** test against an **Opponent** to defend an ally from their attacks. That **Opponent** has to attack *you* instead of your protected ally.
- **Tumbling:** Make an **Agility** test to pass through an **Opponent** in combat without letting them hit you. You can make your normal move and the opponent has to chase you down if they want to attack you.

As Kaylia runs for the door, a siren sounds across the station and the sliding door begins to close. Desperate to escape, Kaylia tries to slide under it before it closes completely and the Overlord asks her for a Difficulty 2 Agility test. This ain't going to be easy.

MULTIPLE ATTACKS

Some warriors prefer to make a whirlwind of imprecise attacks instead of more focused and precise blows. A player may decide to make *additional* attacks per *round*, but *each* extra attack increases the **Difficulty** of all **Physique** test to make them by **2.** An **Opponent** making additional attacks receives a **-2** penalty on all **d20** rolls per extra attack.

Having escaped the trap, Kaylia runs away but is caught by an elite bounty hunter. Having run out of bullets, she draws her light sword and makes a desperate effort, making 3 attacks in a single round. The attack would normally be a Difficulty 2 Physique test, but since she is making two additional attacks, each one will be a Difficulty 6 test. Let's hope she can make it.

RAPID FIRE

Some weapons allow their owners to fire *more* than once in a single **round**. However, doing so means sacrificing precision for more chances of damaging opponents. In game terms, the **Overlord** may authorize some combatants to fire more than once per **round** depending on the firearms used, but *each* additional shot increases the overall **Difficulty** of all the **Agility** tests by **2**. An **Opponent** making additional attacks receives a **-2** penalty on all **d20** rolls *per* extra attack.

One of Kaylia's companions sees her struggling against the bounty hunter and opens fire on him. Deciding for a less subtle approach, he fires two shots against the enemy, making each Agility test with the Difficulty increased by 2 beyond the normal Difficulty. So if the standard Difficulty would be 3, now it's 5.

AUTOFIRE

Some of the more modern and larger weapons have the option to fire dozens if not hundreds of bullets in a few seconds. In game terms, some **Medium** and **Large** ranged weapons like submachine guns and assault rifles can be used to fire a rain of bullets in an *area* of up to **short** distance within the weapon's range. Doing so *reduces* the weapon's **Durability** score by **1** automatically and allows the attacker to make an attack against *everyone* in the area affected.

Having managed to outrun all their enemies, Kaylia and her companions are almost at her starship's stairs. A single mercenary is still behind them. He stops to make a final attempt to shoot them and opts to discharge his gun, making an autofire attack. Since the adventurers are running close to each other, he makes an attack against each of them, but his gun Durability is reduced by one, since he fires almost all of its bullets at once.

FLEEING

Sometimes, the best strategy in a conflict is to flee. That way, you can fight again in another opportunity. However, turning away to run can open yourself up to attacks. A character running away may *forgo* their **Action** to escape, moving up to a **medium** distance, but doing so will give the opportunity to *every* enemy within **close** range to make an attack against them *if* the **Opponents** *forgo* their **Action** that **round**. If the fleeing character opts for a *slower* escape, they can *forgo* their **Action** and move up to a **short** distance and this *won't* allow immediate attacks against them.

When Kaylia ran from the bounty hunter, she was within close distance from him, so when she moved away from him, getting to medium distance, the Bounty Hunter was allowed to make an immediate attack against her. Lucky for her, he missed.

MANIFESTING SPELLS AND PSYCHIC POWERS

Some characters possess the ability to manifest spells and psychic powers. They have been tainted by the powers of the Void and can tap into this infinite power source to alter the reality around them. Detailed rules about the use of these **Special Abilities** are presented in **Chapter 6: Sorcery and Psychic Powers**. However, they usually take an **Action** to be used and require a **Willpower** test to manifest. Normally, **Opponents** use these powers as if making any other attack, having to roll higher than a character's **Attribute**, using the **Powerful Opponent** rule.

OTHER ACTIONS

One of the greatest strengths of RPGs is the infinite possibilities they provide. Although we described many possible actions in this chapter already, players will always think of something else they want to do in combat. That's perfectly normal, and even desired. Creative players that think beyond the obvious choices make the game more exciting for everyone. Thankfully, **Solar Blades & Cosmic Spells** is a very flexible and simple game, and all the **Overlord** has to do is determine if an **Attribute Test** is necessary, and assign a **Difficulty** to it, either using the **Powerful Opponent** rule (if the action is directed against an opponent) or plain common sense.

DAMAGE

Being cut by a sword, shot by a rifle, crushed by a maul, all of these hurt a lot, and in game terms, cause damage. Damage reduces **Vitality** points, which if reduced to *zero* can lead to *death*. Besides attacks, many other things may cause characters and **NPCs** or creatures to lose **Vitality** points, such as falling from a cliff, burning in a building on fire, starving in a wasteland desert and any other thing that could wound, hurt or rob the character of their health.

Being shot by a pistol causes **1d6** points of damage, while being shot by a rifle causes **1d6+1** points of damage, the same amount as being cut by a two handed axe.

LETHAL AND NONLETHAL DAMAGE

Usually, when we talk about damage, we are talking about lethal damage. So if we say that the bite of the Hound of Yadalo does **2d6** damage, we can imagine these animals to be very dangerous and their bite deadly. However, some attacks and effects can inflict **nonlethal** damage, which can lead to unconsciousness instead of death. Hitting someone with the blunt side of a sword, with the butt of a gun, or firing at them with an ion gun does **nonlethal** damage.

In game terms, both **lethal** and **nonlethal** damage reduce **Vitality** points, but if a character's **Vitality** is reduced to *zero* and the total of **lethal** points is *below* the **Vitality** score, the character is *unconscious*. They will wake up after an hour if conditions are good enough (and they are not suffering further damage).

Normally, if the reason the character took the nonlethal damage is no longer affecting them, nonlethal damage goes away after 1 hour of rest.

When Kaylia was in that wasteland planet, she accrued several points of nonlethal damage due to the lack of food and water. This nonlethal damage didn't go away until she ate and drank something.

DEATH

Nothing lasts forever, and even stars die. Normally, all **NPCs** and other **Opponents** die once their **Vitality** scores reach *zero*. However, player characters are another breed of adventurers. Their destiny may be greater than the rest of the people around them.

Once a character's **Vitality** reaches *zero*, they are knocked down and are dying. If someone heals them *within* a number of **rounds** equal to their **Level**, they may regain **Vitality** points normally. After this time, they will rely on their destiny. If someone tries to help them *before* 1 hour has passed, they may make a **Luck Roll** and, if *lucky*, they have survived their wounds, but *permanently* lose **1** point of either **Physique** or **Agility**, as they choose, and receive a **Negative Die** on all actions for 1 hour. On the other hand, if *unlucky*, the character is *dead*.

Rhiar was Kaylia's friend. On one of their dangerous adventures, he was gravely wounded by a Void Beast. His companions managed to drag his unconscious body to the starship before 1 hour had elapsed. Using their medkit, they tried to reanimate him, allowing a Luck Roll. Unfortunately, Rhiar's player rolled a 6, making him unlucky. Rhiar died in his companions' arms.

HEALING AND RESTING

Adventurers can be injured in a variety of ways, but with proper care and some rest, they can get well again. In game terms, characters can take either **short** rests or **long** rests.

Short rests can be taken *after* a combat or action scene in which characters have taken damage. Resting for 10 minutes, in which the character recovers their breath, drinks from their canteen and binds their wounds, allows the player to make a **Physique** test with a **Difficulty** equal to the *total* number of **short** rest taken in that day. If *successful*, the character recovers a number of **Vitality** points determined by their **Recovery Roll** (which varies according to the character's **Archetype**). Failure means the character didn't have the constitution to recover any of their health.

After a combat, Kaylia stops and check her injuries. They are not so grave, so she binds them and drinks some water. After 10 minutes she makes a Physique test to recover 1d6 Vitality points, according to The Smart's Recovery Roll.

On a **long** rest, the character rests in a comfortable and safe place for about 8 hours. If these conditions are fulfilled, they *automatically* recover an amount of **Vitality** points determined by their **Recovery Roll** and **1** point of a damaged **Attribute**. Alternatively, if the character receives proper *medical care* in this period, they recover **2 Recovery Rolls** worth of **Vitality** points and **2** points of a damaged **Attribute** during the long rest.

At the end of the last adventure, Kaylia had only 3 Vitality points left. She was really beaten up. Luckily, she had friends on a nearby planet that could help her and even provide some medical care. Thus, everyday she could regain 2d6 Vitality points automatically. If no proper care was available, she would only regain 1d6 points.

HAZARDS AND OTHER DANGERS

Although deadly enough, adventurers face many other dangers besides swords and firearms across the universe. Falling from high platforms, being exposed to high levels of radiation, being burned in an incendiary attack, being electrified by a security trap, etc. All of these and more can end the life of a player character, so we took the time to prepare a quick guide on how to handle these situations in game.

ACID

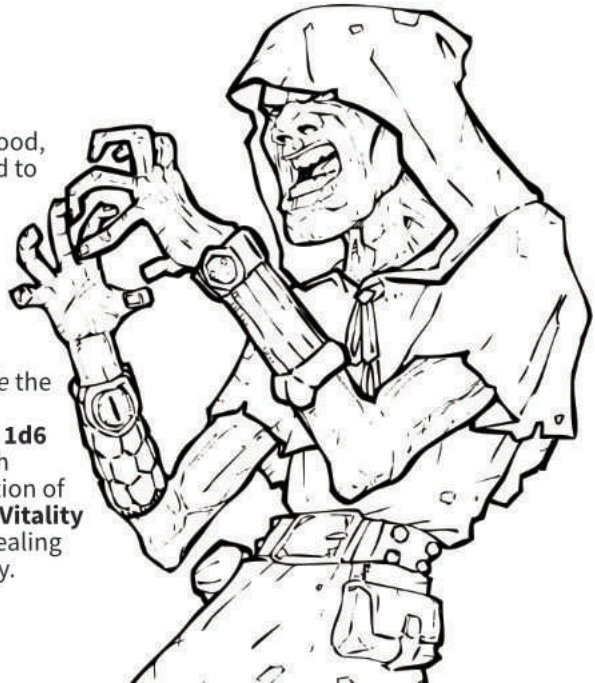
Acid and other corrosive substances can damage not only the equipment, vehicles and objects the characters carry, but if it reaches their skin, it can cause grave wounds. Acid damage varies according to how *big* the area exposed to it is, and happens *every* **round** unless the acid is removed or cleaned from the individual. **Small** areas would suffer only **1d3** of damage *per* **round**. **Medium** areas could suffer **1d6** points of damage. **Large** areas exposed to acid could suffer **2d6** points of damage *per* **round**, and a **body fully covered** by acid would suffer **3d6** points of damage *every* **round**.

DARKNESS

The most common way sentients perceive the universe is through vision. When something prevents a character from fully orienting themselves to the environment they are in, be it utter *darkness* or even *blindness*, they will receive a **Negative Die** to all actions that rely on their vision. The same principle may be applied to situations regarding other senses as well.

DEHYDRATION

As with the necessity of food, living beings usually need to keep hydrated. In game terms, characters can go *1 day* without drinking *liquids*, but will start to suffer on the next day, having to make **Physique** tests with a **Difficulty** equal to *double* the amount of days without hydration. *Failure* means **1d6** points of damage. As with starvation, the consumption of liquids will *cease* further **Vitality** loss, and will allow the healing process to begin normally.



DISEASE

Everywhere you go in the universe, you will see danger on every planet, moon and asteroid. But there are also the dangers you cannot see. Diseases that should be native to certain planets and systems have spread throughout the stars, thanks to interstellar travelers and adventurers. In game terms, when a character has come into contact with a vector of these diseases, they need to make a **Physique** test with a **Difficulty** based on how *contagious* the disease is. A *failure* means the character is *infected* and after the incubation period they will start suffering the effects of the malady. A character can be *cured* of a disease with rest and appropriate care, as well as another **Physique** test (they can try once every **1d6** days after the effects begin). As with poisons, the **Overlord** is encouraged to come up with a varying array of different and strange diseases to reflect the many illnesses that exist in the universe. Below we give just a few possible examples.

Burning Fever of Gargus: Originally, this disease was contained to the Gargus system, but it has since spread to almost all hot, humid and jungle covered planets. Mosquitoes are the main vector of this illness, and if characters are traveling through such planets without proper gear to protect them against these pests, they need to make a **Luck Roll** to avoid being bitten by an infected insect. *Failure* means the victim will need to make a **Difficulty 3 Physique** test or contract the disease. It *manifests* **1d6** days later with a burning fever and red dots all over the host's body. They will lose **1d3 Physique** points *per* day, or only **1** point if they stay in bed. Proper care allows for another **Physique** test to fight off the virus.

White Rot: This terrible disease is rumored to have been fabricated by the Galactic Overlords during the Cleansing Wars but it has run out of their control. Infected individuals begin to rot on the places they have touched other hosts, and the rotting area grows each day. Whenever a character touches or is touched by someone with the disease, they need to make a **Physique** test to avoid being infected. *Failure* means they will start losing **1** point of **Physique** *everyday*, until they die. There is no known cure for the disease, but some manage to survive by *immediately* severing the infected limb as soon as the disease is diagnosed. Anyone who is seen carrying the disease is usually immediately killed, preferable by burning, to prevent further infections. It's rumored that if the disease runs its course, the host becomes a zombie under the control of the Void.

Mind Worms: These parasites are actually sentient beings, and once they infect a host, they control the host's mind and body. They infect their victims through spores that are released by another host's sneezes. A character in contact with a host must make a **Luck Roll** to see if the host sneezes or not. *Failure* means they are sneezed at and need to make a **Physique** test to avoid being infected. If infected, the new host has **1d6** weeks to find a cure before the worms grow and burrow into their brain, dominating their mind.

DROWNING

If the lack of liquids can kill someone, so can the excess, or at least, when it's so much that it floods the person's lungs. To tread calm waters, no **Attribute Test** is usually necessary, but if the waters are agitated, or there are other dangers involved in the situation, a **Physique** or **Agility** test may be necessary to stay afloat and cover ground. A *failure within* the **Difficulty** only means the character hasn't been able to move at all. However, a *failure above* the character's **Attribute** mean the character has gone under the waves and may start to *drown*. Characters can hold their breath for a number of **rounds** *equal* to their **Physique** score if they know they will need to do that. In combat or in a stressful situation, they can only hold their breath for *half* that amount of **rounds**. *After* that, they will need to make a **Physique** test with a **Difficulty** equal to the number of **rounds** they've lost their breath or suffer **1d3** points of damage. Whenever to character spends a full **round** above the water regaining their breath, they stop suffering further damage. If the character *rests* for a full **turn**, they regain **1d6 Vitality** points, and an additional **1d6** points for each *additional* **turn** rested.

EXTREME TEMPERATURES

Planets sometimes exist too close to a star, covered with lava and dotted with volcanoes, or don't receive warmth from anywhere, and are covered in a thick layer of ice and snow. Both extremely hot or cold planets can be deadly for space explorers, especially ill prepared ones. In game terms, the **Overlord** may ask for a **Physique** test every day, or even every hour or **turn** spent in such environments, to avoid accruing **1d3** points of damage. The hotter or colder the planet, the more *frequent* the tests. Thermal clothing, temperature regulated locations and other details might make the test be called for less frequently, from **turns** to hours, hours to days and so on.

FALLING

Most sentient species in the universe have breakable bones, and can suffer a lot when they fall from high places. In game terms, we categorize falling distances similarly to other measurements, such that falling from **short** heights (about 5 meters or so) causes **1d6** points of damage; falling from **medium** heights (about 10 to 15 meters) cause **2d6** points of damage; falling from a **long** (somewhere between 20 to 30 meters) fall causes **5d6** points of damage; a **distant** fall (up to 50 meters or so) causes **10d6** points of damage. A fall *higher* than this is a deadly fall and will simply kill the character.

With the permission of the **Overlord** and a description of a daring and creative action, the character may *revert* their fall to the *previous* category (from deadly to **distant**, **distant** to **long**, and so on) with an **Agility** test and a **Difficulty** determined by the **Overlord** according to the circumstances and the action taken.

FIRE

The all consuming raging fire. Player characters can face this relentless foe all the time, and when doing so, they should take all necessary precautions. Being exposed to fire without proper protection causes an amount of damage *every* **round** according to the *size* of the fire. **Small** fires (like those from a primitive torch) cause only **1d3** points of damage *per* **round**; **medium** sized fires (like from a campfire) causes **1d6** points of damage *per* **round**; **large** fires (such as from a small room on fire) can cause **3d6** points of damage *per* **round**; and finally, **gigantic** fires (such as from a whole building in flames) cause **5d6** points of damage *per* **round**. Proper gear can mitigate this damage, usually *reducing* the damage as if the fire was of one or two categories smaller.

POISON

Old as time, the use of poison is still quite popular in the universe of **Solar Blades & Cosmic Spells**, especially among the petty servants of the Galactic Overlords vying for their favors. Poisons vary greatly, but for ease of use, they all have an **intensity** score (which determines the **Difficulty** in an **Attribute Test** to resist its effects) and an effect. Most common poisons inflict a **d6** of damage *per* **intensity** point, but some rarer substances can make the victim fall asleep for a number of hours equal to their **intensity** value, paralyze the victim for a number of **turns** equal to their **intensity**, and so on. **Overlords** can exercise their cruel imaginations and come up with a varying array of poisons with strange and sadistic effects. Below we provide a few exemplary poisons:

Dying Stardust: A dust that can be added to food or drink without leaving any taste or smell. It will make its victims die slow deaths as those of a dying star, losing **1** point of **Vitality** per week. The damage suffered from this poison cannot be healed, and only a special antidote can stop further loss of **Vitality** and allow the recovery of the lost points. This a very popular poison among crime lords, as they use it to poison those who owe them money and then send the poor bastards on a mission in exchange for the antidote.

Worm's Saliva: Taken from the gigantic worms of Jahkar, this liquid once injected in a victim will make them see things that are not there, while also making them very susceptible to questions and suggestions. A victim poisoned must *succeed* on a **Difficulty 5 Willpower** test to lie when a question is asked of them, and needs to *succeed* on a normal **Willpower** test to avoid doing what is suggested to them.

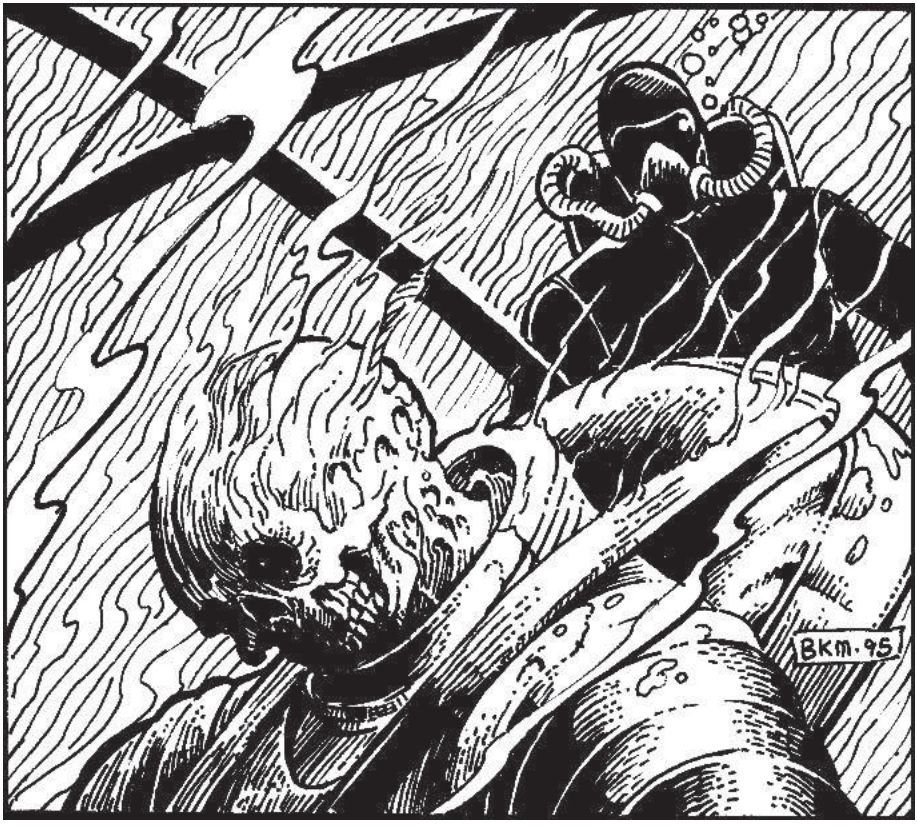
Petrifying Serum: This serum is obtained by draining the fluids of the sentient frogs of the bog world of Gargus. If a bladed weapon is covered in it and some of it makes contact with the victim's skin, they will need to make a **Physique** test to avoid becoming *paralyzed* for **1d6 turns** after **1d6 rounds** have elapsed.

RADIATION

Just like with fire, the exposure to radiation can prove deadly to characters. In game terms, *each* **round** of unprotected exposure causes an amount of damage varying according to the *intensity* of said radiation. **Light** radiation may cause **1** point of damage *per* **round**. **Medium** radiation would inflict **1d3** points of damage *per* **round**. **Heavy** radiation can inflict **1d6** points of damage *per* **round**. Finally, **extreme** radiation can cause **2d6** points of damage *per* **round** to unprotected creatures. As with fire, adequate gear may *reduce* the damage to a category lower than what it really is. The radiation damage may seem smaller than fire damage, but it permeates a much larger area.

STARVATION

Almost all sentient species across the universe need to ingest nutrients to maintain their health on a daily basis. In game terms, characters can survive **3** days without food, but *every* day after that initial period they need to make a **Physique** test with a **Difficulty** *equal* to the number of days they haven't eaten. *Failure* means they suffer **1d3** points of damage. Once the character eats again, the loss of **Vitality** points *ceases*, and they can start to regain their **Vitality** points again following the normal rules described in **Healing and Resting** above.



SUFFOCATION

Gas chambers, dense smoke, lack of oxygen, all of this, in addition to hands strangling someone's neck, can cause suffocation damage. In game terms, this functions very similarly to drowning. If unable to breathe, characters can hold their breath for a number of **rounds** *equal* to their **Physique** score if they know they will need to do that. In combat or in a stressful situation, they can only hold their breath for *half* that amount of **rounds**. *After* that, they will need to make **Physique** tests, with a **Difficulty** *equal* to the number of **rounds** they've lost their breath, or suffer **1d3** points of damage. Whenever a character spends a full **round** regaining their breath, they *stop* suffering further damage. If the character *rests* for a full **turn**, they regain **1d6 Vitality** points, and an *additional* **1d6** points for each additional **turn** rested.

TRAPS

Technology has allowed the greedy to implement a variety of deadly devices to keep their possessions secure from the masses of thieves and opportunists. In game terms, these devices are often installed in doors, safes, corridors and walls that are near a place that someone intends to keep secured. They are often hidden and are not obviously detected by interlopers, so player characters might be **Surprised** by them if they are not diligent. When activated, the players often have a chance to avoid them, or at least mitigate the damage, with an **Attribute Test** (normally, **Agility**). **Surprised** characters will receive a **Negative Die** on these tests though. *Failure* means they suffer the *full* effects of the trap. *Success* might mean they completely *avoid* it or they suffer only *half* the normal damage (it's usually the case when a large area is blasted with fire, or some other harmful effect).

Below we present some sample traps. **Overlords** should use these as inspirations and come up with their own devious devices to protect the vaults of the many foes that will cross paths with the adventurers.

Electrified Floor: The floor around a valuable object is trapped in such a way that it will electrify anyone who steps on it if it's not deactivated properly. Normally it causes **2d6** points of damage, but there are deadlier versions that can cause up to **5d6** points of damage. An **Agility** test may let a character jump out of the electrified floor, *avoiding* damage completely.

Flame Breath Statues: Usually installed in highly decorated places with many statues and ornaments, this trap is a favorite of the elite (they like burning their guest when not pleased). The trap can be activated by command or triggered by a pressure plate or other device. Once triggered, statues cover an *area* up to **short** range with raging flames capable of melting the flesh and carbonizing bones. Normally, anyone in the area suffers **5d6** points of damage. An **Agility** test allows characters to jump away from the affected area, but they still suffer *half* damage from the intense heat.

Laser Cage: Usually built around a valuable possession, that once taken from its rightful place without the appropriate measures activates a energy barrier which imprisons the burglars. Being made of energy, this barrier appears very quickly, requiring an **Agility** test with a high **Difficulty** value to avoid. *Failure* means that the character is stuck inside the cage and a *failure within* the **Difficulty** interval means not only that, but also that the character touched

the energy barrier. The barrier inflicts **1d6** points of damage to anyone touching it, *each* **round**. Some sadistic trap makers program the energy cage to shrink a little every few minutes, and this version is popular amongst the Punishers under the service of Galactic Overlords.

Automated Laser Guns: Guns hidden in the walls and linked to automated targeting units, this trap fires laser shots at intruders not identified by the security sensors. This is usually activated when a place is entered without using the proper access codes and keys. The guns spring from their hiding places and get a **Surprise round** of attacks if the characters fail an **Intellect** test to notice their presence. They make attacks as a creature of **3 HD**, but more advanced targeting units do exist, allowing the trap to fire as a creature of higher **HD**. The laser guns cause **1d6** points of damage and ignore mundane armors.

VACUUM

A terrible and cruel way to die, commonly seen through the stars, as space pirates condemn their victims and traitors to die in the cold space outside their starships. Unprotected characters exposed to the vacuum of space suffer **1d6** points of damage *per* **round**. Appropriate gear, such as a space suit, allows characters to operate in the vacuum as long as their gear **Durability** score lasts.

CHAPTER 6: SORCERY AND PSYCHIC POWERS

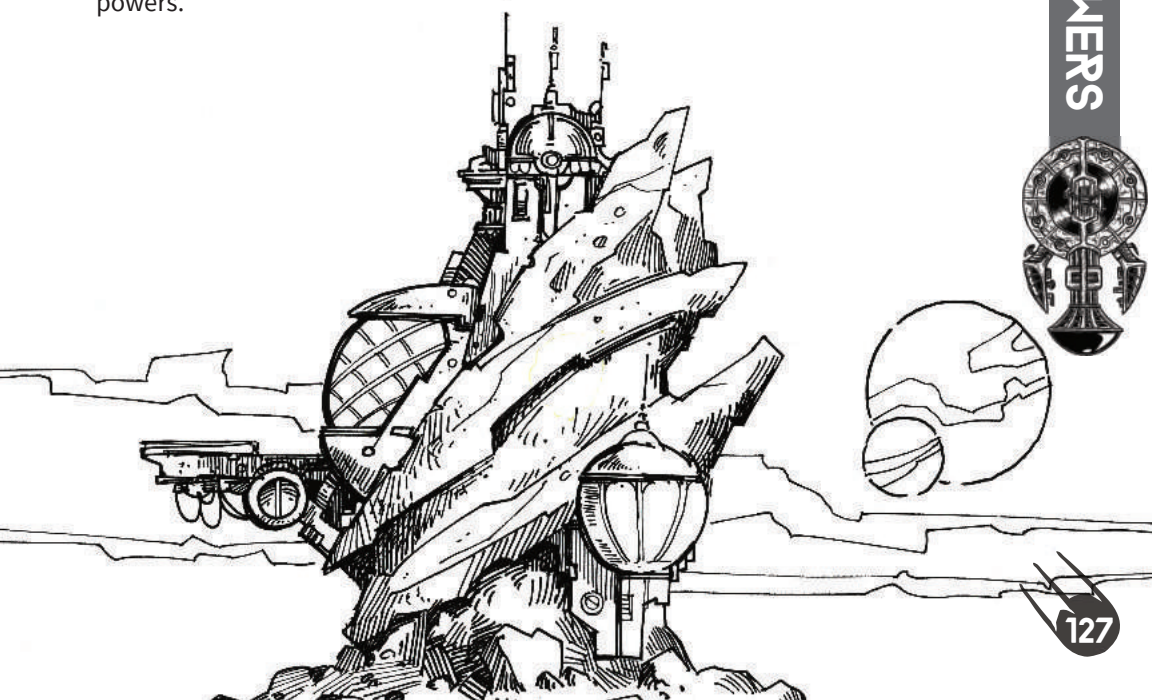
The Punishers and Death Bots were all around, their guns pointing at Xazim and his companions. Rescue was on its way, but they were not sure they could survive even a few seconds if the Galactic Overlord's forces opened fire. As soon as the first trigger was pulled and bullets started flying, Xazim stepped ahead, raised his hands, and a shimmering field of energy formed around them, blocking the projectiles fired by his enemies. With his nose bleeding from the effort, he urged his friends to contact their allies to hurry up. He couldn't hold up much longer.

There are technological marvels all around the universe of **Solar Blades & Cosmic Spells**, but there are also the astonishing but perilous influence of the Void, in the form of sorcery and psychic powers. Being the antithesis of reality, the Void allows those who can manipulate its energies, or those who have been tainted by it, to corrupt the laws of existence, to manipulate the threads of the universe, and to distort the senses of the less initiated.

The Galactic Overlords are masters of sorcery and many of them also possess psychic powers and servants with similar abilities. However, knowing the potential power that comes with these abilities, they either hunt down others who have access to them or, at least, recruit them to serve their interests.

The Gifted is the only player character **Archetype** who can use sorcery or psychic powers, but this comes at great costs. Not only they will be hunted down by the Galactic Overlords' servants if they find out about their powers, but the very use of these abilities is extremely taxing. As these powers come from the Void, their use drains life energy from the user and, sometimes, from everything around them.

This chapter will detail the rules regarding the use of sorcery and mind powers, the costs they charge of their users, and presents a list of sample powers characters can learn. Additionally, we present a small section regarding **Arcane Artifacts**, the use of **True Names** and ways of learning new powers.



SORCERY OR PSYCHIC POWERS?

Whether a character makes use of sorcery or psychic powers is up to the player. It's an important narrative choice, but in game terms, there is little impact beyond different **Backlash** and **Corruption** tables.

Story wise, however, each one has a different feel and meaning. *Sorcery* is an art form very few manage to learn. We are not sure if it's because it is inherent difficulty or because many will perish before mastering its use. The fact is that its use makes sorcerers very powerful, while at the same time corrupt, and drains their life energy. Those who wield it are considered mad at best and demon possessed at worst. The life force drained by its users are transformed into spells and other effects that defy the laws of existence.

Mentalists are what those possessing psychic powers are usually called. Their abilities are not thought or learned, at least not in the same way as sorcery. These individuals are born with their capabilities. Some say they were blessed to fight against the influences of the Void and the sorcery of the Galactic Overlords, but the majority do not really see a difference between the two, and just assume they are inherently tainted by the Void. Even though psychic powers are inherently part of them, their use is equally taxing, as most sentient species were not born to exercise their mental capabilities to such a degree.

USING POWERS

Every **The Gifted** character begins the game with **3** known powers and every time they need to use them, a **Willpower** test is necessary, as well as an expenditure of life energy. The energy used for each power must come from somewhere, and the most immediate source is the user themself.

Thus, to use a power, **The Gifted** spends an amount of **Vitality** points *equal* to the *difference* between the **Power Level** (**PL**) of the power and the character's **Level**, and makes a **Willpower** test with a **Difficulty** equal to the same **PL**.

The **Power Level** defines how strong the spell is cast and is defined by **The Gifted** at the time of manifestation of each individual power. He can cast the *same* spell with a lower **PL** one time, and with a higher **PL** on a different occasion.

A *success* on the **Willpower** test means the character manifests the power as intended, at the **PL** chosen. Note, however, that some powers may allow targets to make a test to *resist* their effects (see **Resisting Powers** below).

On the other hand, a *failure* means the power didn't manifest, or at least, didn't manifest as the user intended. A *failure* in which the character rolls *above* their **Willpower** score means the character, for one reason or another, cannot manifest this power for the day. Maybe they aren't properly aligned with the Void currents that channel that power, or that they simply are not in the state of mind necessary for doing so.

A *failure within* the **Difficulty** range means something else. The character is able to channel the energy but something goes wrong in the process and now they must make a *choice*. They *either* lose the power for the rest of the day, or

they suffer a **Backlash** (which means the energy channeled manifests in a way that is detrimental to the character, possibly harming them or their allies).

Additionally, a roll of a natural **20** (a **Fumble**), means even more problems for the user. When this happens, they *lose* the power for the day, suffer a **Backlash** and must make a **Luck Roll** to avoid automatic **Corruption**. If they are *unlucky*, they suffer either a **Sorcery** or a **Psychic Corruption**. This means that the Void has affected the character in a lasting form, possibly deforming their body, shattering their mind, and consuming their soul.

When Xazim manifested that Energy Shield power, he had to specify how strong the shield would be, and how long it would last, essentially defining its Power Level. With that defined, Xazim made a Willpower test with a Difficulty equal to the PL.

BACKLASH

When **The Gifted** channels the energy necessary to manifest a power but fails to control it appropriately, it turns against them and their allies. That's called a **Backlash**, and it can happen when a character fails the **Willpower** test to manifest their powers.

In game terms, the **Overlord** has the freedom to determine what exactly happens, and they can base their decision on the power being used, its **PL**, the character's **Concept**, and the situation at hand. Uncontrollably manifesting a fire based power on a rocky wasteland and on a dry field covered with leaves and sticks might have drastically different consequences. Generally, the higher the **PL** used for the power, the direr the consequences.

Powers that damage enemies may damage the sorcerer of their allies for **1** point per **PL**. Powers that confuse the senses may fool the user or their allies that something is true while it actually isn't for *half* the duration of the intended power.

If necessary, the **Overlord** can roll on the following tables to determine more generic **Backlash** effects when they cannot immediately think of an appropriate one. To determine the result, the player rolls **1d6** and adds the intended **PL** of the power they were trying to manifest.

Having determined the PL of the spell as 4, Xazim makes a d20 roll and gets a 3, meaning the spell fails to work as intended, and he has to decide if he will lose the spell for the day or if he keeps the spell and a Backlash happens. He chooses the later, and the Overlord decides that, accidentally, he creates a weak shield around every enemy within short range.

SORCERY BACKLASH

d6+PL	Sorcery Backlash
2	Energy from the Void is not properly released and the character has the **Difficulty** of their next **Willpower** test to cast a spell increased by **1**.
3	The currents of energy are altered and the **Difficulty** to cast spells is increased by **2** for **1d3 turns**.
4	The Void currents have changed and it will take some time to adapt to them. The character receives a **Negative Die** to cast the spell that provoked the **Backlash** for **1d3** hours.
5	Character becomes blind as they only see the infinite Void for **1d6 rounds**.
6	The energies channeled turn against the sorcerer and cause **1** point of damage *per* **PL** used.
7	Darkness originating from the Void blurs the senses of the sorcerer and their allies up to **short** distance, imposing a **Negative Die** to all actions that rely on vision and other senses. This lasts for **1 round** per **PL**.
8	The character is blocked from the Void, and *cannot* cast spells for **PL turns**.
9	The horrors of the Void assault the character's soul and they fall **unconscious** for **PL turns**.
10	The accumulated energy from the Void interferes with the casting of the next **PL** spells, increasing their **Difficulty** by **5**.
11	Crackling entropic energy from the Void blasts the sorcerer and their companions within **short** distance for **1d6** points of damage *per* **PL** of the spell used. This damage may be divided among the caster and their allies as they decide.
12	The channel through which the character channels the energies from the Void is compromised and they now need to sacrifice an additional **1d6 Vitality** points for *every* spell they cast for a full day.
13	The energies from the Void become unstable and the character will receive a **Negative Die** to cast spells for a *full* day.
14	Every time the character casts a spell, the Void demands more and more energy, making the allies of the caster within **short** distance pay the *same* amount of **Vitality** points as the caster.
15	The Void drains the life energy of the caster and their allies within **short** range to power their forces. Everyone affected suffers **1d6** points of damage distributed between their **Physique** or **Agility**.
16+	The character accidentally summons an entity from the Void, possessing **PL HD** and **1d6 Special Abilities** defined as the rules in **Chapter 9: Aliens and Other Creatures**. The entity is determined to devour them and their allies.

PSYCHIC BACKLASH

d6+PL	Psychic Backlash
2	The character's mind is not focused and the next time someone can resist one of their psychic powers, they receive a **Positive Die** to do so.
3	Voices from the Void enter the character's mind and their concentration is broken. The **Difficulty** to manifest their powers is increased by **1** for **1d3** hours.
4	The character's psychic energy is released uncontrollably, confusing allies within **short** range, who receive a **Negative Die** on their next **Action**.
5	The character's mind is invaded by the consciousness of an entity from the Void, imposing a **Negative Die** on all actions requiring concentration for the next **turn** (*including* manifesting powers).
6	The closest *nearby* ally of the mentalist suffers **PL** points of damage, as a psychic blast hits them.
7	The character creates a link between them and all their allies' minds, but they can't control it. Their thoughts get in the way of each other, making them receive a **Negative Die** for all **Actions** for **1d6 rounds**.
8	The character accidentally broadcast their intentions for **1d6 rounds** the next time they face any foe this day, giving those **Opponents** a **Positive Die** to act against them.
9	The character's psychic waves knocks a nearby ally unconscious for **PL turns**.
10	The character's brain has lost its synchronization with the Void and now *all* psychic powers manifestation test will have their **Difficulty** increased by **1d6** for a **full** day.
11	The character's body suddenly becomes more vulnerable to the harmful energies of the Void and every power used consumes **1** point of *either* **Physique** or **Agility**. This damage can be healed through normal resting.
12	A strong and uncontrolled psychic blast hits the character and everyone within **short** range of them for **PL** damage.
13	The energies from the Void are interfering with the character's brain waves, making all **Willpower** tests to manifest psychic powers twice as hard, *doubling* their **Difficulty**.
14	Manifesting powers becomes painful and taxing not only to the mentalist but to their allies too. Every time they manifest a power, their allies will have to sacrifice the *same* number of **Vitality** points, which can be *divide* amongst them.
15	The character's mind is taken by an entity from the Void that will attack everyone within **short** distance for **1d6 rounds**. Every target will need to make a **Willpower** test with a **Difficulty** *equal* to **PL** or suffer **1d6** points of damage.
16+	A psychic copy of the mentalist and **1d6** of their allies appears from out of the Void and attack in the hopes of taking over their bodies. They have the same statistics as their originators.

CORRUPTION

The Void can be not only unpredictable, causing strange effects and harmful experiences, but can also deeply corrupt the ones meddling with its energies, changing those individuals forever. When **The Gifted** rolls a *natural* **20** on the **Willpower** test to manifest a power, besides the other effects described above, they may suffer a **Corruption**.

When this happens, the player needs to *decide* if they want to make a **Luck Roll** to avoid the **Corruption**. If they don't do it, or they are *unlucky*, they are corrupted in some sort, as determined by the **Overlord**, using the same principles as the ones used for creating a **Backlash**, with the difference that a **Corruption** is *permanent*.

A power that inspires fear in a target may corrupt the user in the form of a madness (as in **Sanity and Madness** in **Chapter 4: Rules of the Game**). A damage inflicting power might permanently damage a character's **Attribute**. A power that lets the character travel through the Void might leave them stuck there.

Similarly, we created tables to generate all purpose **Corruption** for both sorcery and psychic powers for when the **Overlord** needs inspiration. When necessary, the player will roll **1d6** and add the **PL** of the power which caused the Corruption.

If Xazim had rolled a natural 20 on the Willpower test to manifest the Energy Shield power, he would have lost the power for the day, a Backlash would happen and he could even suffer a Corruption effect. Some of the possibilities, besides rolling on the appropriate Corruption table, could include creating a new Complication for the character in which he would be imprisoned in an energy shield every now and then.

SORCERY CORRUPTION

d6+PL	Sorcery Corruption
2	Strange and terrible symbols of the Void appear on the character's body in a place they can hide.
3	Part of the character's body is deformed, making it clear they are connected to the practice of sorcery (scaly arms, strange eyes growing over their chest, eyes that emanate a purple shimmering light).
4	One of the character's limbs is transformed into something else, like a tentacle, crab pincer or a spider leg.
5	The Void energies blast the character and they acquire a gruesome wound that never heals completely, making them lose **1d3** points of **Vitality** *permanently*.
6	The character's face is deformed in such a way that it's impossible to hide their connection to the Void (their skin falls off, they gain dozens of spikes and red eyes, they assume a demonic visage). Interactions become a lot more complicated.
7	The Void drained so much of the character's life essence they *permanently* lose **1** point of *either* **Physique** or **Agility**.
8	The entities from the Void sap the character's resolve, *permanently* draining **1** point of **Willpower**.
9	The shadows from the Void cloud the character's mind and senses, reducing their **Intellect** by **1d3** points *permanently*.
10	Terrible nightmares, showing horrors from the Void, haunt the character's dreams. Every night, the character must make a **Willpower** test or lose **1d3 Sanity** points.
11	Energies from the Void emanate from the character, making anyone near them feel a strong discomfort, and anyone touching them directly suffers **1** point of Void damage *per* **round**.
12	The rot from the Void infects the character and they begin to lose their life energy as time goes by. Every beginning of an adventure they must make a **Willpower** test or lose **1** point of **Physique** or **Agility**.
13	The character acquires a **Madness** related to the situation that caused the acquisition of this **Corruption**, or increases the gravity of an already obtained **Madness**.
14	The embryo of a Void entity is put inside the character's body and grows with time. If at any time their **Luck** score drops to *zero*, the embryo is born and the character *dies*.
15	Somewhere, a Void portal opens and a clone of the character steps out of it, determined to take their place, with the help of the forces of the Void. The character now has this as a new **Complication**.
16+	A Void portal appears and sucks the character and everyone within **short** distance of them into the Void dimension.

PSYCHIC CORRUPTION

d6+PL	Psychic Corruption
2	Discreet but visible visual effects appear whenever the character uses psychic powers, making it possible for others to determine they are a mentalist.
3	The character is constantly manifesting visual signs of their brain waves and thoughts. This immediately identifies them as a mentalist to anyone who observes the mentalist for a few minutes.
4	The character's body becomes stretched, giving them a strange and ungainly appearance, with long and skinny legs, and elongated fingers.
5	The character is so focused on their mental capabilities their body suffers. They regain 1 less point of Vitality every time they roll their Recovery Roll.
6	Once per adventure the character might project their thoughts out loud, foiling their plans to surprise their enemies. Once per adventure the Overlord may ask for a Luck Roll. Failure means the enemy affected will receive the information they need to prevent such plans.
7	The use of such strong mental powers is very taxing to the character's body and it starts to weaken. The character loses either 1 point of Physique or Agility.
8	Slowly but inevitably, a sentient entity from the Void starts to penetrate the character's mind. Every adventure, the character must make a Willpower test to avoid losing 1 point of Willpower.
9	Memories from other times and places start taking over the character's mind, and whenever they have to make an Intellect test to remember something from their home dimension, they receive a Negative Die.
10	A terrible visage of the Void manifests in front of the character and they immediately lose 1d6 Sanity points.
11	The character's brain waves are harmful to those around them. Those within close distance of them feel very confused and those touching the character for a full round lose 1 point of Intellect per round.
12	As their mind becomes stronger, the character's body weakens and starts to die. Every beginning of an adventure requires the character to make a Willpower test to avoid permanently losing 1d3 points of Vitality.
13	The character's sense of reality seems to be fading, and they lose 1d3 points of Intellect permanently.
14	An uncontrollable madness lurks in the character's subconscious and can occasionally manifest and make the character lose their sense of reality completely. If at any time their Luck score reaches zero, the madness takes over forever.
15	The character acquires a split personality that may manifest occasionally, probably to foil all their plans. This is a new Complication for the character.
16+	The character's consciousness is imprisoned inside their own brain while an entity from the Void assumes total control over their body.

RESISTING POWERS

The powers wielded by sorcerers and mentalists can be quite powerful, but some of them can be resisted by strong minds and resistant bodies.

Whenever a power allows the target a chance to *resist* it, that target can make a roll to do so and either avoid its effects *entirely* or *reduce* its effectiveness drastically (each individual power will determine what happens when it is resisted).

Player characters resisting a power effect make an appropriate **Attribute Test** with a **Difficulty** determined by the **Level** or **HD** of the creature manifesting the power.

NPCs and other **Opponents** trying to resist a power need to make a **d20** roll and obtain a result *greater than* the character's **Willpower** score, using the **Powerful Opponent** rule. This means the more experienced the character is, the harder it is to resist their powers.

On a different occasion, Xazim tried to use his False Friendship power against a guard in a smuggler's den to get an audition with the local smuggler prince. The guard got the chance to resist the power by rolling a d20 to get a result higher than Xazim's Willpower, but rolled only a 3. He had the same amount of HD as Xazim had levels, so he got no bonuses from the Powerful Opponent rule. The power was too strong for his weak resolve.

MANIFESTING LOST POWERS

With great effort, sorcerers and mentalist may manifest powers they wouldn't be able to due the result of previously failed tests.

When a power has already been lost for a day (or more), a character may try to manifest it again by sacrificing **1** point of either **Physique** or **Agility** to make a new test. This must be done *every time* they try to manifest said power until they can regain it through rest. These **Attribute** points may be regained normally through **long** rests.

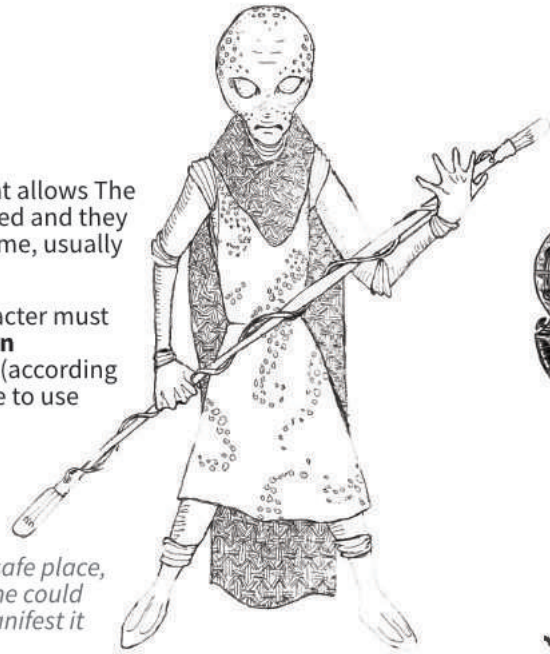
Having failed to manifest his Energy Shield power, Xazim needs to sacrifice a point of either Physique or Agility to try to use it again. He chooses to lose a point of Physique, as Agility might be useful to avoid being hit.

REGAINING LOST POWERS

Sometimes, the energy currents that allows The Gifted to use their powers get blocked and they are unable to manifest them for a time, usually a *full* day.

After this period has passed, a character must take a **long** rest and spend a *full* **turn** concentrating on their form of craft (according to the character **Concept**) to be able to use those lost powers again.

Had Xazim chosen to lose his Energy Shield spell, he would have to take a long rest once he was at a safe place, and meditate for 10 minutes before he could make another normal attempt to manifest it with a Willpower test.



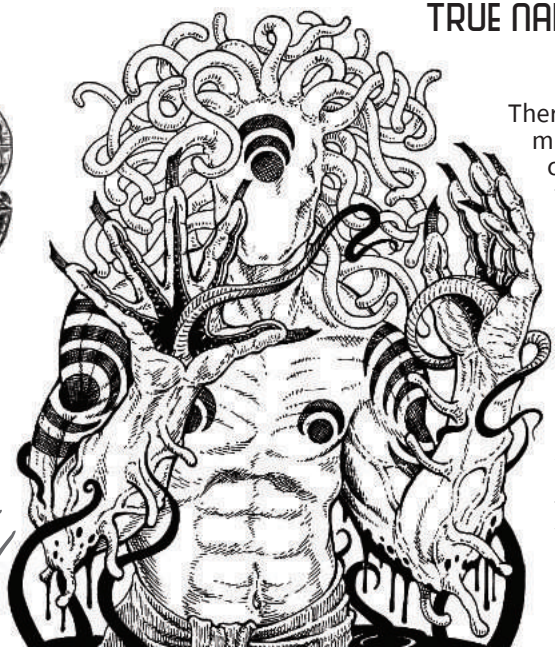
LEARNING NEW POWERS

Learning new powers is not easy. The secrets behind the manipulation of energies from the Void and the development of psychic powers one possesses is closely guarded by those who know them. Knowledge is power, and in a universe where Galactic Overlords want all the power for themselves, having or sharing said powers may be extremely dangerous.

At each **Level** *above* first, **The Gifted** may learn a new power. However, this is not automatic, as the character has to find a way to learn said power. This can happen through a master who teaches them, through the Voices of Void entities that resonate from a sinister obsidian rock, through the pages of the secret tomes of a Galactic Overlord, or through something else. The **Overlord** should include opportunities to find ways to learn new powers in the adventures he prepares.

Once a source is found, the character needs to *study* the power for a few weeks, and pass an **Intellect** test with a **Difficulty** determined by the **Overlord** according to how easy it is to learn from the source. If he *succeeds*, the power is *learned*. *Failure* means the character could *not* really understand and master the power yet, but may try again once they achieve a new **Level**. The character can try to learn other spells normally though.

Once Xazim gained a new Level, he had the chance to learn a new spell. He found some pretty strange and mystical artifacts in his journeys, so he informs the Overlord that he will study them in the time between the next adventures. One of them has the hologram of a strange alien talking about the power to project his mind to far away places. The Overlord informs Xazim that he can learn the Project Consciousness power through that device, and Xavim decides to try to do so. Unfortunately, Xazim rolls a 19 on his Intellect test and is not able to master this power until he gains another Level. He can try to learn another power though, even though he hasn't gained a new Level yet.



TRUE NAME

There is real power in names. Not the mundane names used daily to crudely identify things and people, those are only simple labels. The power lies in the true name of an individual and entity.

If someone knows the *true* name of an entity, they hold power over it. In game terms, a character may gain a **Positive Die** when performing actions against a creature whose true name they speak *out loud*. Doing so, however, will invariably attract the fury of said creature, who will want to protect its true name.

Knowing the true name of a creature will also make a creature that is normally immune to certain attacks temporarily *vulnerable* to them if used against those beings as described in the previous paragraph.

A terrible demon from the Void sent by the Galactic Overlord of the Gabhur was hunting Xazim for months after he stole some of their tomes in a quick raid at one of their laboratories. The beast seemed immune to all attacks he could throw against it, and he only managed to survive by fleeing from it. But one day, when examining one of the stolen tomes, he found a tale of such a demon, and it told of a name, the name which needed to be uttered if the beast ever turned against its summoner, it's true name. It was only by invoking this name while throwing everything he had against it that Xazim survived the last encounter he had with the demon.

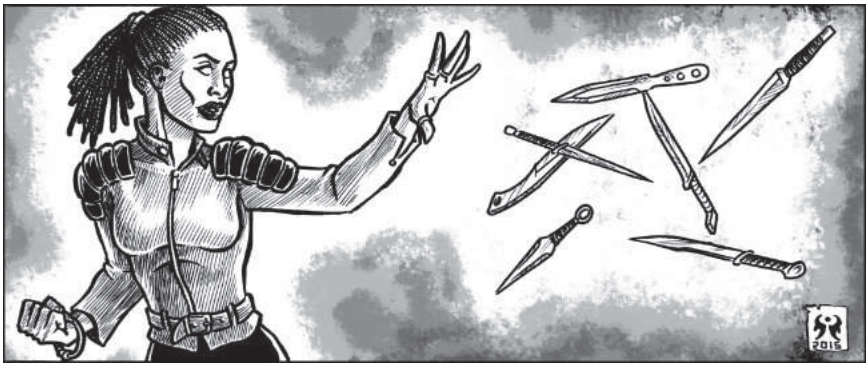
SAMPLE POWERS

No one really knows how many different powers exist in the cosmos. Some even speculate new ones can be created by individuals with a strong connection to the Void.

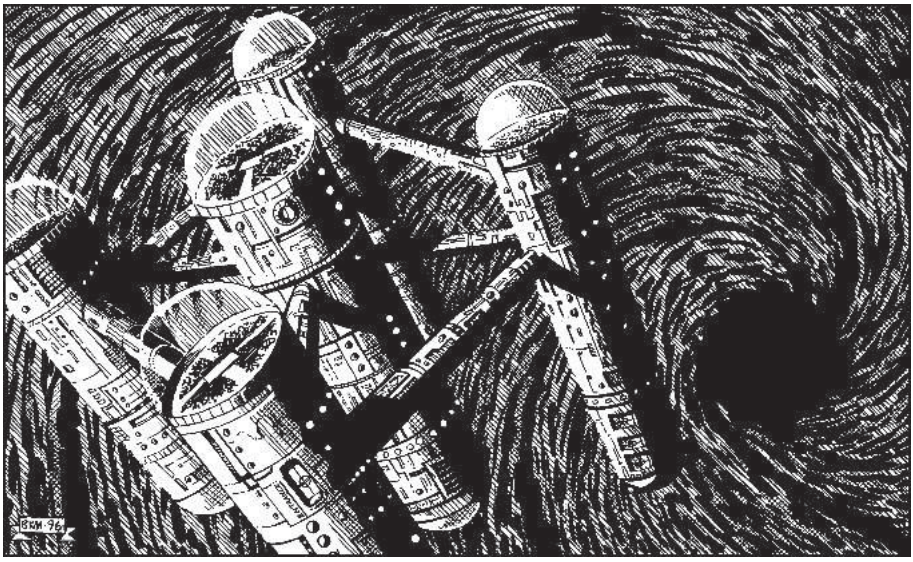
What follows is a small sample of powers that can be learned by both sorcerers and mentalists. They are presented in such a way that they can be represented in the game in various ways, depending on the character's **Concept**. An *Energy Projectile* manifested by a mentalist could be psychic waves that make the target's own body open wounds on their flesh, while a pyromancer sorcerer's *Energy Projectile* would be small bolts of fire that they hurl toward their enemies.

#	Power	Effect
1	Accelerate	Up to **PL** targets touched (which may *include* the character manifesting the power) can make an *additional* **Movement** *and* an *additional* **Action** for **PL rounds**. After the effect has *expired*, everyone affected will need to make a **Difficulty PL Physique** test or fall *unconscious* for **PL turns**.
2	Animate Dead	The character can animate up to **PL HD** in undead creatures they touch. They can sacrifice a **HD** to give a creature a **Special Ability**. Once animated, these undead can *resist* being controlled rolling against the character's **Willpower**.
3	Augment Reflexes	The character or a target touched makes all **Agility** tests with a **Positive Die** for **PL turns**.
4	Augment Strength	The character or a target touched makes all **Physique** tests with a **Positive Die** for **PL turns**.
5	Bad Luck	A target within **long** distance receives a **Negative Die** to all **Avoidance Rolls** and adds **+1** to all **Luck Rolls** for **PL** days. Can be *resisted*.
6	Cannibalize	The character can regain up to **1d6** per **PL Vitality** points if they devour the flesh of up to **PL HD** creatures.
7	Change Body	The character can transfer their consciousness to another body they are touching of up to **PL HD** *per* **PL** days. During this time, their own body is inert. Can be *resisted*.
8	Confusion	Up to a total of **PL HD** in creatures become confused for **PL rounds**. During this time, whenever they would act, the **Overlord** rolls a **d6** to resolve their actions. On a **1**, they act *normally*. On a **2** to a **5** they *don't act* at all. On a **6** they take an *act detrimental* to their goal, which may include attacking an ally. Can be *resisted*.
9	Consult Void Entity	Concentrating for **PL turns**, the user can make up to **PL** *yes or no questions* to an entity from the Void. After that, the character must make a **Difficulty PL Willpower** test to avoid losing **1d3 Sanity** points.
10	Damaging Touch	Immediately makes a melee attack with a **Positive Die** to cause **1d6+1** points of damage *per* **PL**. The user may specify a specific kind of energy appropriate to their Concept when manifesting this power.
11	Death Aura	All beings within **medium** distance with up to **PL Vitality** points left immediately die. Can be *resisted*. This power causes an *automatic* **Corruption** every time it's used.
12	Death's Kiss	An enemy *touched*, which has up to **PL HD** and is currently *below half* its total **Vitality**, immediately *dies*. Can be *resisted*. This power causes an *automatic* **Corruption** every time it's used.
13	Disrupt Power	A power effect, up to the *same* **PL** as this power is manifested, that is being manifested or currently manifested within **medium** range is *cancelled*. The being who manifested said power can *resist* this effect.
14	Drain Powers	A target up to **PL HD** within **medium** range *cannot* manifest powers for **PL rounds**. Can be *resisted*.
15	Energy Blade	The character materializes a energy melee weapon that causes **1d6+PL** points of damage to anyone hit. The weapon lasts for **PL turns**. The user may specify a specific kind of energy appropriate to their **Concept** when manifesting this power.
16	Energy Blast	Causes an energy explosion within **long** distance. Anyone within **short** range of the explosion suffers **1d6** points of damage *per* **PL** of the power. Can be *resisted* to *halve* the damage.

#	Power	Effect
17	Energy Channel	The character inscribes a focus rune in an object or person through which they can manifest their other powers as if they were at the location of said rune. This lasts for **PL** days. The character may have a number of active runes *equal* to their **Level**.
18	Energy Projectile	The character hurls an unfailing energy projectile that hits a target within **long** range for **1d6** points of damage *per* **PL**. The user may specify a specific kind of energy appropriate to their **Concept** when manifesting this power.
19	Energy Shield	The character creates an energy shield around themself or a target *touched* that can absorb **1d6** points of damage *per* **PL**. The user may specify a specific kind of energy appropriate to their **Concept** when manifesting this power.
20	False Face	The character or someone they *touch* assumes another appearance for **PL** hours. If the character wants to assume the appearance of a specific individual, they must have a token of said person, or the receive a **Negative Die** to manifest this power. If a person has reasons to doubt the identity of the user, they can make a test to *resist* these effects.
21	False Friendship	Offering a gift to a target of up to **PL HD**, the character can make it think they are a friend for **PL** hours. Can be *resisted*.
22	False Vision	The character creates a static illusion in an area up to **long** range for **PL turns**. The illusion cover an *area* up to **medium** distance, and can be changed if the character concentrates for a *full* **round**. If a person has reasons to doubt the illusion, they can make a test to *resist* its effects.
23	Fearful Phantom	A target of up to **PL HD** sees its worst fear in front of them and flees for **PL turns**. If forced to act, they receive a **Negative Die** to all actions. Can be *resisted*.
24	Ferocity	The character, or a target *touched*, receives a **Positive Die** to melee attacks, inflicts **+1** point of damage on melee attacks, and ignores **1** point of damage from all *physical* sources for **PL** minutes. The subject of the power must attack any target within close range in the most *brutal* way they can *every* **round** under the effect of this power, unless they *pass* a **Difficulty PL Willpower** test. After the power duration *expires*, the target must make a **Difficulty PL Physique** test or fall *unconscious* for **PL turns**. Can be *resisted*.
25	Flight	The character or a target touched can clumsily fly for **PL turns**, moving at the *same* rate as they would on the ground, but without the difficulty of traversing rough terrain.



#	Power	Effect
26	Gift from the Void	The character or a target **touched** gains **1d6** temporary **Vitality** points *per* **PL** that lasts for **PL turns**. Once the effect *expires*, the Void demands a payment of *twice* that amount of **Vitality** points, which the target will have to provide from themselves or from creatures they are *touching*.
27	Glimpse Future	By concentrating for a *full* **turn** on a course of action they might take, the character receives cryptic glimpses of future happenings. For **PL turns**, the user gains a **Positive Die** when performing actions *related* to that course of action.
28	Hypnosis	Targets of up to **PL HD** that meet the character's eye become hypnotized and must answer *yes or no questions* truthfully for **PL turns**. Can be *resisted*.
29	Imprison	Binds a target creature of up to **PL HD** in invisible chains for **PL turns**. Can be *resisted*.
30	Invoke Ghosts	Inscribing runes over an *area* of up to **medium** distance radius, the character creates manifestations that haunt the place for **PL** hours. Anyone but the character who enters the area suffers a **Negative Die** to all actions attempted there. Can be *resisted*.
31	Language Comprehension	For up to **PL turns**, the character or someone they *touch* can comprehend a specific code or language they have some sample to examine (they can be listening to someone talk, they can be examining a scripture).
32	Life in the Deep	The character or a target *touched* by them gains the ability to live *underwater* for **PL** hours. The subject of this power can breathe and move *freely* under the waves.
33	Mark of the Hunter	A target the character can *see* (by whatever means) receives the *Mark of the Hunter* and is pursued by a supernatural creature of **PL HD** per **PL** days. The user must possess a *token* linked to the target to manifest this power. The creature summoned to hunt them will demand some sort of payment and can have **1d6** Special Abilities.
34	Mind Control	The character takes control of a target's mind for **PL** minutes, as long as they *concentrate* for the whole time. The target must have up to **PL HD** and the character must be able to look into the target's eyes (by whatever means).
35	Mystic Compartment	The character inscribes a *Rune of Recall* on a chest, and is able to invoke it to their location for up to **PL** years. The chest can hold up to **PL Encumbrance** points in items. The character can only have *one Rune of Recall* active at a time.
36	Nauseating Aura	The character creates a *Nauseating Aura* within **long** range, affecting everyone within a **short** distance radius for **PL turns**. Everyone affected suffers a **Negative Die** to all actions while in the area. Can be *resisted*.
37	Open Void	The character creates a rift to the Void affecting an *area* up to **short** distance radius within **long** range. The area affected is treated as *vacuum* and is under extreme cold temperatures, causing **1d3** points of damage to anyone inside it. The rift closes after **PL turns**.
38	Prismatic Illusion	Targets of up to **PL HD** within **medium** range are mesmerized by the spectacle of lights and colors created for **PL rounds**. During this time, creatures affected *automatically* fail tests related to perception and must make a **Difficulty PL Willpower** test to act. Additionally, they suffer a **Negative Die** to resist other mind affecting powers while mesmerized by this effect. Can be *resisted*.



#	Power	Effect
39	Project Consciousness	The character can project their consciousness to any place they can *see* (by whatever means) or to a place of which they have a *token*. The character can see, hear and smell as if they were there for **PL turns**.
40	Protection from the Void	The character must inscribe runes in an *area* up to **short** distance radius that will be protected from creatures tainted by the Void of up to **PL HD** for **PL turns**. The **Overlord** decides which creatures are tainted by the Void, but Galactic Overlords and most of their servants would qualify. The creatures cannot enter the protected area. However, if they resist the power, they can pass through the runes. Can be *resisted*.
41	Protective Shield	The character materializes a force shield capable of blocking *physical* attacks like a shield. The character can block up to **PL** attacks *per* **round** with an **Intellect** test. The shield lasts for **PL turns**.
42	Pyrokinesis	The character is capable of controlling a source of fire of up to **PL** *areas* of **close** distance for **PL** minutes. The character can *increase* or *decrease* the fire intensity by *one* category (see **Fire** on **Hazards and Other Dangers** on **Chapter 5: Combat**) each **round** by *concentrating*.
43	Ray of Weakness	A target at up to **long** range which has up to **PL HD** suffers a **Negative Die** to all *strength* related tests (melee attacks included) for **PL turns**.
44	Read Thoughts	The character can read the mind of a target they can *see* (by whatever means) of up to **PL HD** for **PL turns**. Can be *resisted*.
45	Rot Matter	Rots non-living matter in **PL** *areas* of up to **close** distance radius within **medium** range after **1 turn**. Can be *resisted* if said item is carried by a creature.
46	Shadow Cloak	The character or a target *touched* has their body covered by the shadows of the Void and can now hide in plain sight with an **Agility** test made with a **Positive Die**. This effect lasts for **PL turns**.

#	Power	Effect
47	Shadow Travel	The character opens a portal to the Void and up to **PL** individuals may enter it to travel quickly to another portal opened somewhere else. This power lasts for **PL turns**, and *each* **turn** traveling through the Void is equivalent to traveling a *full* day in the normal universe. However, the **Overlord** will roll for a **Random Encounter** (see **Chapter 9: Aliens and Other Creatures** for more details) *each* **turn** spent inside the Void.
48	Sigil of Return	Inscribing the *Sigil of Return* on a location, and then uttering a single word, causes the character *and* other individuals within **short** range (up to **PL** creatures in total) to *instantly* return to said location. This power lasts for **PL** days, and the user can only have *one Sigil of Return* active at a single time.
49	Slow Time	A target of up to **PL HD** within **medium** distance has the time around them slowed for **PL rounds**. The target must now *choose* whether to perform a **Movement** or an **Action** *every* **round**, and acts *last* in the **Initiative** order. This effect lasts for **PL rounds**. Can be *resisted*.
50	Somnolence	Targets in an *area* of a **short** distance radius within **long** range that have up to **PL HD** fall *asleep* for **PL turns**. Can be *resisted*.
51	Song of Seduction	A target of up to **PL HD** that can *hear* the character's voice becomes *enamored* with them for up to **PL** days. Can be *resisted*.
52	Song of Serenity	By singing a song, *everyone* within *listening* distance and up to **PL HD** is compelled to cease all hostilities as long as the character continues to sing. Can be *resisted*.
53	Strangulation	**PL** targets of up to **PL HD** within *medium* range start to suffocate, suffering **1d3** points of damage *per* **round** and receiving a **Negative Die** to all actions for **PL rounds**. Can be *resisted*.
54	Summoning	The character summons a creature of up to **PL HD** for **PL turns**, after which it returns to whence it came. The user must have a *token* linked to said creature (such as a statuette of it, a tuft of hair, a vial of blood) and the creature can *resist* the power to *avoid* being controlled.
55	Telekinesis	The character can manipulate objects and even individuals up to **long** distance as if he had a **Physique** of **10 + PL**. This lasts for as long as the user *concentrates*.
56	Telepathy	The character can create a mental *link* to communicate telepathically with up to **PL** Individuals who are up to **distant** range. This power lasts for **PL turns**.
57	Transfer Life	A target *touched* (make a melee attack made with a **Positive Die**) is *drained* of **1d3 Vitality** points per **PL** and either the character *or* another individual *touched* regains the same amount of **Vitality** points.
58	Unnatural Growth	The target *doubles* in size for **PL turns**, gaining **PL Vitality** points and inflicting an *additional* **1d6** points of damage.
59	Ventriloquism	The character projects their own voice to any place they can *see* (by whichever means) for up to **PL** minutes. With an **Intellect** test, the user may simulate other sounds. Can be *resisted*.
60	Void Pact	**PL** willing targets make a *pact* to act in accordance to some principles. Whoever acts *contrary* to these suffers **1d6** points of damage (that *cannot be healed*) *per* day, until they make *amends* for their actions. This pact lasts for **PL** weeks.

ARCANE ARTIFACTS

Besides the astonishing technological artifacts that can change the lives of many, there also exist arcane devices created by and for the use of sorcery and psychic powers. No one really knows their origin or purpose, but many believe they were either created by the Galactic Overlords during the Cleansing Wars or were brought to our universe by entities from the Void, in an effort to corrupt sentient species with their power.

These objects, differently from technological devices, have some form of sentience and a purpose. They provide great powers to their users, but they also charge a great price, especially from those who defy their wishes and purposes.

Because of their uniqueness, we won't present here a list of defined arcane artifacts, but a set of tables intended to help **Overlords** create their own artifacts for their campaign.

CREATOR

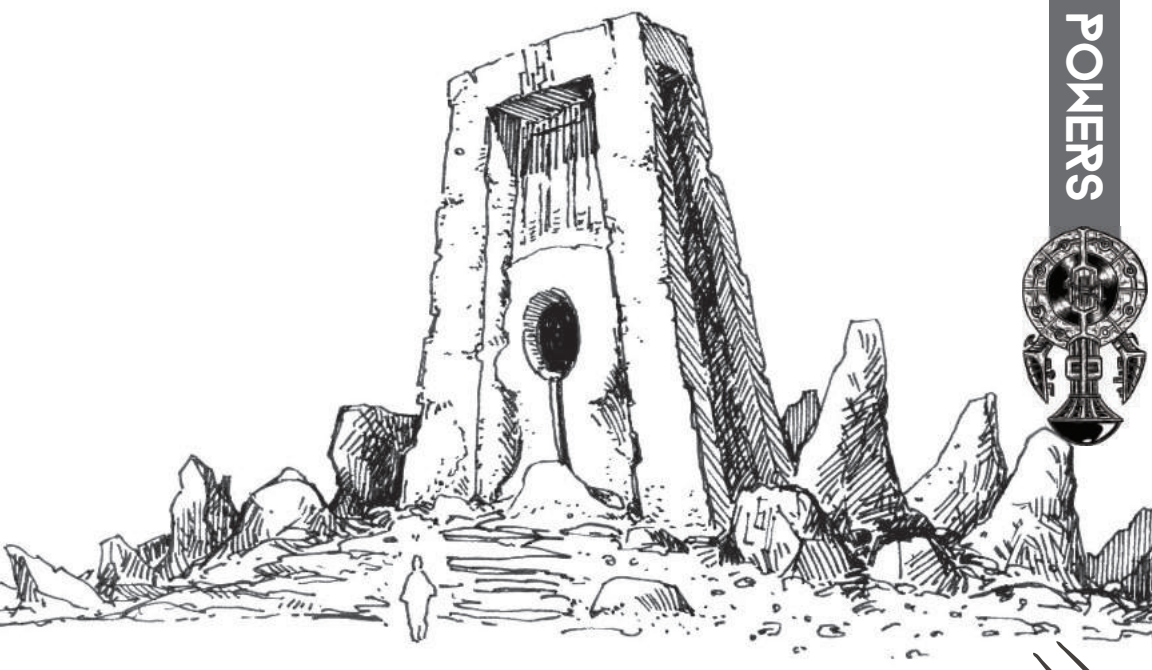
One of the defining elements of a *Arcane Artifacts* is its *creator*. As said before, these objects possess sentience, and it's intelligence and personality are derived from their creators. If the **Overlord** already possess a specific creator for said artifact in mind, they can use the **Intellect** score of that creator and a strong trait of their *personality* to use for the artifact. Otherwise, roll 3d6 to define the **Intellect** score of the object, and a **d20** on the table below to define who created the item.

PURPOSE

An artifact is always created for a specific *purpose*. No one would go through such ordeal without a very good reason.

Therefore, when creating an arcane artifact for their campaign, the **Overlord** must define a purpose for it, one that can help drive the campaign and lead to further adventures, presenting tough choices. If need be, the **Overlord** can roll a **d66** on the table below to define the artifact's purpose.

d20	Artifact Creator
1	A dead and forgotten god from another dimension who still lives in the artifact.
2	An alien sorcerer who came from the Void.
3	A long dead sorcerer who turned the Void inside them into light.
4	The first Galactic Overlord as he first experimented with the forces of the Void.
5	A sentient star that wishes to consume the whole universe.
6	A traitor of the Order of a Thousand Suns who has been erased from all records.
7	A servant of a Galactic Overlord who sacrificed their soul and sanity to take their place.
8	A star spirit who fought a war with the forces of the Void.
9	A demon, bent on corrupting this universe, like it did on its home dimension.
10	A powerful sorcerer who lives inside the Greatest Black Hole in the universe.
11	A dark matter elemental with a sentient mind and a desire to destroy all matter.
12	A sentient planet who wants revenge against the Galactic Overlords.
13	The God Machine, Emperor of the Machinathia Sector, who despises living beings.
14	The Undead Queen, who controls a fleet of Skull Ships that ravages the Outer Regions.
15	The imagination of the last survivor of an alien species who is comatose.
16	A moon who acquired sentience when millions of sentients were killed, and their blood absorbed by the soil.
17	An interdimensional sorcerer stuck in this universe and who has become crazy.
18	A sentient psychic crystal that knows everything that has happened, is happening and will happen.
19	The Void itself, trying to get a stronger footing in the universe.
20	The collective minds of a world destroyed during the Cleansing Wars.



d66	Artifact Purpose
11	Kill an important individual or roll a **d6**: (1) A Void Lord; (2) a Galactic Overlord; (3) an alien mystical spirit; (4) a Star God; (5) the Machine God; (6) the Undead Queen.
12	Attack an organization or roll a **d6**: (1) The Order of a Thousand Suns; (2) the Barbarian Legions of the Outer Regions; (3) the Forces of the Void; (4) the Voiders; (5) the Pirates of the Ghost Sector; (6) the Claws of the Red Sun.
13	Destroy a culture or roll a **d6**: (1) humans; (2) androids and other machines; (3) Trekkats; (4) Szarians; (5) an specific alien species; (6) all non humans.
14	Destroy an object or roll a **d6**: (1) a weapon from the Cleansing Wars; (2) all the Solar Blades; (3) the Star Destroyer; (4) the Void Claymore; (5) the Helm of Cosmic Despair; (6) another rolled artifact.
15	Attack a place or roll a **d6**: (1) the first temple of the Order of a Thousands Suns; (2) the Heart of the Void; (3) the Ghost Sector; (4) the Greatest Black Hole in the universe; (5) the Diamond Star; (6) another dimension.
16	Destroy an immaterial force or roll a **d6**: (1) hope; (2) love; (3) light; (4) darkness; (5) individuality; (6) evil.
21	Discover a path or roll a **d6**: (1) to the Heart of the Void; (2) to the Ghost Sector; (3) to the universe's core; (4) to the tomb of the First Sorcerer; (5) to the first temple of the Order of a Thousand Suns; (6) to another dimension.
22	Find an important individual or roll a **d6**: (1) the last surviving knight of the Order of a Thousand Suns; (2) the Redeemed, a Galactic Overlord who abandoned their ways; (3) the Immortal; (4) the King of the Crystal Knights; (5) the Ghost Emperor; (6) The Void Bringer.
23	Find a place or roll a **d6**: (1) the Tomb of the Undead Queen; (2) the Fortress in the Black; (3) the nest of the Great Devouring Worm Mother; (4) the first temple of the Order of a Thousand Suns; (5) the Seclusion of the Star Oracle; (6) the Ghost Sector.
24	Find an artifact or roll a **d6**: (1) the Helm of Cosmic Despair; (2) the Tome of Infinite Void; (3) the Hourglass of Continuum; (4) the Forge of Stars; (5) the Life Machine; (6) another rolled artifact.
25	Find a resource or roll a **d6**: (1) Solar Crystals; (2) a Star Plant; (3) Stardust; (4) Void energy; (5) untainted food; (6) life energy.
26	Find a power or roll a **d6**: (1) eternal life; (2) resurrection; (3) become a god; (4) go back in time; (5) be omnipresent; (5) control the will of others; (6) love.
31	Capture an important individual or roll a **d6**: (1) a Galactic Overlord; (2) a living energy lord; (3) the Great Devouring Worm Mother; (4) the Blood Pirate King; (5) the Living Star; (6) the last surviving knight of the Order of a Thousand Suns.
32	Steal energy or roll a **d6**: (1) life energy; (2) from a star; (3) from the environment; (4) from fire and warmth; (5) from the Void; (6) from another dimension.
33	Steal knowledge or roll a **d6**: (1) about the origins of the Galactic Overlords; (2) about the Order of a Thousand Suns; (3) about the Void; (4) about another dimension; (5) about the Machine God; (6) about the Voiders.
34	Imprison a creature or roll a **d6**: (1) Devouring Worms; (2) Void Spiders; (3) Ghost Panthers; (4) Void Bats; (5) Vacuum Phants; (6) Cosmic Falcons.
35	Steal a immaterial force or roll **d6**: (1) willpower; (2) intelligence; (3) happiness; (4) dreams; (5) fear; (6) free will.
36	Steal an object or roll **d6** (1) the Serpent Destroyer; (2) the Golden Gauntlet; (3) the Time Crystal; (4) the Star Diamond; (5) the Opener of Gates; (6) the Kaleidoscope of Dimensions.
41	Protect important individual or roll a **d6**: (1) a Galactic Overlord; (2) the last knight of the Order of a Thousand Suns; (3) the Star Oracle; (4) the Living Star; (5) the Machine God; (6) the Undead Queen.
42	Protect organization or roll a **d6**: (1) the Seventh Sanctum of Stars; (2) the Order of a Thousand Suns; (3) the Free Souls of the Inner Sun; (4) the Invisible Academy; (5) the Barbarian Legions of the Outer Regions; (6) the Dimensional Watchers.
43	Protect place or roll a **d6**: (1) the universe's core; (2) the first temple of the Order of a Thousand Suns; (3) the Caverns of Many Universes; (4) The First World; (5) the Ghost Sector; (6) the Void.
44	Protect an object or roll a **d6**: (1) the Forge of Stars; (2) the Void Claymore; (3) The World Ender; (4) the Gate Opener; (5) a great weapon from the Cleansing Wars; (6) the last Solar Blade.

d66	Artifact Purpose
45	Protect secret or roll a **d6**: (1) that can destroy a star; (2) that can destroy the Galactic Overlords; (3) that can open a passage to the Void forever; (4) that can close all portals to other dimensions; (5) that can open a passage to a safe dimension; (6) that can awaken a dead Star God.
46	Protect a culture or roll a **d6**: (1) the Utopia Beyond the Stars; (2) humans; (3) Cyberians; (4) Trekkats; (5) Szarians; (6) the Lone Hunters of the Void.
51	Discover the weakness of an enemy or roll a **d6**: (1) of a Galactic Overlord; (2) of the Great Devouring Worm Mother; (3) of a Void Demon; (4) of the Undead Queen; (5) of the Star Crusher; (6) of the Immortal.
52	Discover a new world or roll a **d6**: (1) the capital world of the Ghost Sector; (2) the First World; (3) the Living World of Sarth; (4) the Energy World of Zziss; (5) the Deathless World; (6) the World inbetween Universes.
53	Discover a way back from a planet or roll a **d6**: (1) a world inside a black hole; (2) a world about to explode; (3) a world at constant war; (4) a world drained of all its life; (5) a world of pure energy; (6) a prison world.
54	Discover a new power or roll a **d6**: (1) to control other people's minds; (2) how to resurrect a loved one; (3) how to avoid death; (4) how to create life; (5) how to give and take away sentience; (6) how to travel to other dimensions.
55	Discover the truth about a myth or roll a **d6**: (1) the creation of the universe; (2) the origin of sorcery; (3) the godhood of Galactic Overlords; (4) the origin of the Order of a Thousand Suns; (5) the passages to the Void; (6) the destiny of a black hole.
56	Discover a knowledge or roll a **d6**: (1) how to create a Solar Blade; (2) how to destroy a Solar Blade; (3) how to kill a Galactic Overlord; (4) how to become a Galactic Overlord; (5) how to close a gate to the Void; (6) how to close a black hole.
61	Survive the wrath of an enemy or roll a **d6**: (1) a Galactic Overlord; (2) a Voider Warlord; (3) the Undead Queen; (4) a Crime Lord; (5) the Ghost Emperor; (6) the Overmind of the Khrizars.
62	Survive a crash on a planet or roll a **d6**: (1) on an asteroid field being sucked into a black hole; (2) a planet on the brink of destruction; (3) a desert world with insectoid beasts; (4) a world of dark matter; (5) the Deathless World; (6) a world full of Voiders.
63	Escape the persecution of an organization or roll a **d6**: (1) the Punishers of the Galactic Overlords; (2) the Ghost Hunters; (3) the Free Pirates of the Dead Zone; (4) the Barbarian Legions of the Outer Regions; (5) the Order of a Thousand Suns; (6) the Bringers of the Void.
64	Escape a cult or roll a **d6**: (1) the cult of the local Galactic Overlord; (2) the Cult of the Devouring Great Worm; (3) the Cult of the Faceless God; (4) the Cult of the Undead Star; (5) the Cult of the Wise Nebula; (6) the Cult of the Raging Cosmos.
65	Survive a cosmic disaster or roll a **d6**: (1) the death of a star; (2) the collision of 2 black holes; (3) the collision of two planets; (4) the ascension of a Galactic Overlord; (5) the opening of a breach to the Void; (6) a nebula storm.
66	Survive the coming of the Void or roll a **d6**: (1) the Cleansing Wars; (2) the Birth of a Star; (3) the Rebellion of the Machines; (4) the Return of the Star Gods; (5) the Great Liberation; (6) the Dreadful Awakening.

POWER AND ITS COST

These arcane artifacts possess astonishing powers, capable of defying the reality around them. They are a great boon to their users, but they also charge a hefty price of them.

When the **Overlord** is creating such artifacts, they have a great leeway to give it some powerful effects, but they also have an obligation to make it charge a price from them. The greater the powers, the greater the costs.

The **Overlord** should also create these costs based on the powers itself, making the whole artifact thematically cohesive. An artifact that makes its owner invisible will also make those he cares for forget who they are, or will make others ignore their presence even when not invisible. Another one that makes a character control the minds of others makes them an arrogant tyrant.

Below we present a small sample of powers and costs that the **Overlord** can use to generate their artifacts and to inspire the creation of additional powers and costs.

d66	Power	Cost
11	The user can become *invisible* at will, even while attacking opponents in combat.	Each time the artifact is used, the character receives a token. Once they have *more* tokens than their **Willpower** score, they have to make a **Luck Roll** every time they want to be *noticed* or remembered by someone.
12	The user can control the minds of others with a **Willpower** test. They can control a number of people equal to their **Level** at the same time.	Every time the artifact is used, the user accumulates a token. Once they have *more* tokens than their **Willpower** score they have to make a **Willpower** test to avoid treating others like *inferiors*.
13	The user becomes capable of entering a state of destructive rage, gaining a **Positive Die** on all melee attacks, inflicting an additional **d6** die of damage on any melee attack, and can make an *additional* attack per **round**. Every **round**, the character *must* attack someone in melee, or move closer to attack someone if there is no one in **close** range. Once activated, this state will only stop with a **Willpower** test with a **Difficulty** equal to the number of **rounds** in which the character has been in rage.	Every time this artifact is used, the character receives a token. Once they have *more* tokens than their **Willpower** score, they become *incapable* of controlling their anger, and must *pass* a **Willpower** test to avoid entering in a rage, like the power.
14	The user can teleport to *known* locations with a **Intellect** test, and to locations to which they have a symbolic *token* with a **Intellect** test made with a **Negative Die**.	The character receives a token every time the artifact is used. Once they have *more* tokens than their **Willpower** score, they *won't* be able to stay in the same place for long. After the first day in a place, they will need to make a **Willpower** test with a **Difficulty** equal to the amount of *days* they have stayed in the same place not to teleport somewhere else.

d66	Power	Cost
15	The user becomes *immortal*, at least against normal diseases, the ravages of time, and mundane damage. However, they are still vulnerable to sorcery, psychic powers and other non mundane effects. Additionally, they are *vulnerable* to a specific kind of attack the **Overlord** will specify.	Every time the artifact is used the character receives a token. Once they have *more* tokens than their **Willpower** score, the character becomes *reckless* and *uncaring*. Whenever the character would avoid doing something because of the risks to themself or others, they need to make a **Willpower** test, or *proceed* with the risky action, no matter the consequences.
16	The character can read the mind of everyone within **medium** distance, effectively making it *impossible* to surprise them, or to deceive them.	Every time the artifact is used, the character receives a token. Once they have *more* tokens than their **Willpower** score, they cannot stop listening to other thoughts and have trouble differentiating them from their own. Whenever they are performing actions that require *concentration* and there are other sentients nearby, they receive a **Negative Die**.
21	The user can become immaterial, partly shifting to the Void. This allows them to *ignore* mundane damage and *traverse* walls and other physical obstacles.	Each time the artifact is used, the character accumulates a token. Once there are *more* tokens than the character's **Willpower** score, the character runs the risk of getting *lost* in the Void every time the artifact is used. This is represented by making a **Luck Roll** *each* time they become immaterial. If they are *unlucky*, they become *stuck* in the Void.
22	The user can change their *appearance* at will, even resembling other species and specific individuals. Anyone who suspects they are not who they seem must *succeed* on a test against the character's **Intellect**.	Each use of the artifact gives a token to the user. Once they have *more* tokens than their **Willpower** score, they start losing their sense of *themselves*. *Each* time they use the artifact, they need to make a **Willpower** test or believe they are someone else entirely.
23	The user can drain the life of other living beings to strengthen themselves. By *touching* a target, they inflict **1d6 + Level** points of damage and adds the same amount to any of their **Attributes** for a full **turn**.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character becomes *addicted* to consuming life energy. *Everyday* they don't use this power they must make a **Willpower** test with a **Difficulty** equal to the total number of *days* they have gone without consuming life energy. *Failure* means they will use this power on the next living being they see until they kill said creature.

d66	Power	Cost
24	The user can absorb Void energy to empower themself, such as their sorcery of psychic powers. Every time a power is used against them, they can make a **Resistance Test** (*even* when that is not normally allowed). If they *succeed*, the power is *nullified* and they absorb its **PL**. They can then use those **PL** to manifest their own powers *without* making *any* tests.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character becomes *addicted* to consuming Void energy. *Everyday* they don't absorb an amount of **PL** in Void energy equal to their **Level** they lose **1d3** points of **Attributes**. These points can be regained normally through rest *if* they absorb enough **PL** in Void energy equal to their **Level**.
25	The character can shoot powerful energy rays against their enemies at will, making a ranged attack and inflicting **1d6** points of damage per **Level** to targets within **long** range.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character starts to have difficulty in controlling this raw energy power coursing through their body. *Every time* they use this power they must make a **Luck Roll** not to make an *additional* attack to a nearby ally.
26	The user can bring others back from the dead, sacrificing a point of **Attribute** for each **Level** of the deceased individual. These sacrificed points are *never* healed again.	The cost is already specified by the power used. The character needs to sacrifice some of their life to bring others back from the dead.
31	The user can manifest the *False Friendship* power at will and with a **Position Die** against everyone within **medium** range.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character becomes *addicted* to being the center of attention. In *every* social interaction in which the character isn't the center of attention, they must make a **Willpower** test or do whatever they can to become it, effectively *losing the focus* of the conversation.
32	The character is considered to have *all* academic professions as part of their **Concept**, making them an expert in many fields of knowledge.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character becomes *arrogant* and will usually ignore other opinions. Whenever the characters has to change their opinion to another supported by another individual, they must *succeed* at a **Willpower** test.
33	The character can look into the past of a location making an **Intellect** test with a **Difficulty** determined by how long something has happened. No **Difficulty** for something that happened some *days* ago. **Difficulty 2** for something that has happened *weeks* ago. **Difficulty 4** for *months* ago. **Difficulty 6** for *years* ago. **Difficulty 8** for *decades* ago. **Difficulty 10** for *centuries* ago, and so on.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character can become *lost* in the past. Everyone time the character uses the power, they have to make a **Willpower** test not to believe they are in that said time, losing connection to the reality around themselves.

d66	Power	Cost
34	The user can assume the form of a powerful inhuman creature of **10 HD** chosen by the **Overlord**. This lasts for as long as the user *wishes* to keep that form.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character has difficulty returning to their real form. Thereafter, *every* time the user assumes the creature's form they have to make a **Willpower** test or remain in that form *forever*.
35	The user *doesn't* need to rest as other mortals. Instead, they only need to *meditate* for a full **turn** to enjoy the same benefits as a full **long** rest. They can only benefit from this *once* a day.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character runs the risk of not *awakening* from their meditations. *Every* time they meditate thereafter, they need to make a **Willpower** test or be *lost* in their dreams.
36	Can project their consciousness to any place they have ever *been* or to which they have a *token*. They need to make an **Intellect** test to do so and must *concentrate* the whole time.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character can lose the sense of where they really *are*. Thereafter, *any time* they try to use the artifact and fails the **Intellect** test, they project their consciousness to some other *terrible* place and witness a terrible scene, making them lose **1d6 Sanity** points.
41	The character becomes capable of seeing *invisible* objects and creatures, including those made of dark matter.	Each session in which the character uses the artifact, they accumulate a token. Once they have *more* tokens than their **Willpower** score, they acquire a new **Complication**, indicating they see things that are not actually there.
42	The character becomes capable of acting *twice* per **round**, as they acquire supernatural speed and competence.	Each scene in which the character uses the artifact gives them a token. Once they accumulate *more* tokens than their **Physique** score, they age **1d6** years *every* scene they use the artifact.
43	The character can *glimpse* into the future as long as they spend a full hour *concentrating* on it. The **Overlord** will then narrate a future event that is *probably* going to happen and would affect them or their close allies.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character becomes *addicted* to contemplating the future. *Every time* the artifact is used thereafter, the character needs to make an **Intellect** test to come back to their own time, avoiding being *stuck* in the future.
44	The character can divide themselves in up to as many "*copies*" as they have **Levels**. All of them *share* the same pool of **Vitality** points though, and consequences to one affect *all* the other "*copies*".	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character can start to develop *multiple personalities* and lose control of their copies. Thereafter, *each* use of the artifact requires a **Willpower** test with a **Difficulty** equal to the number of "*copies*" created. *Failure* means the copies become *autonomous*, and the character loses control over them.

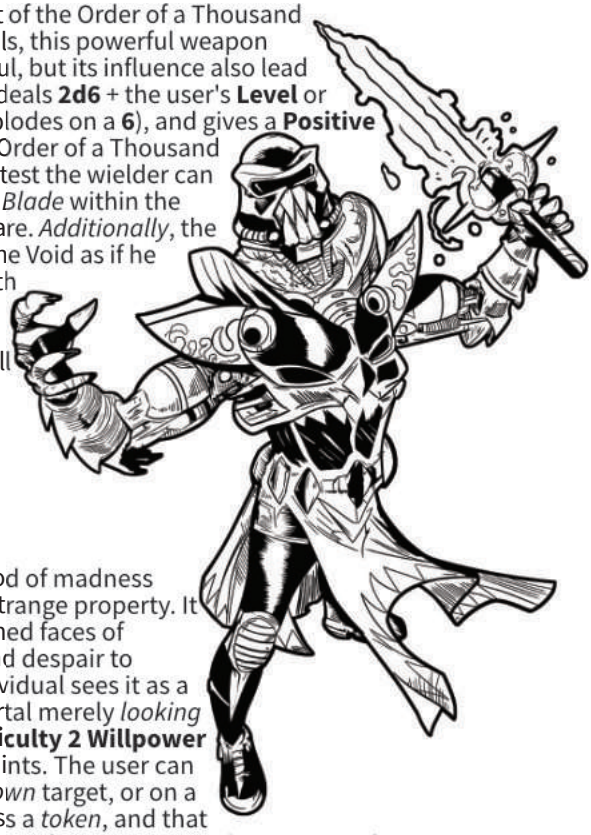
d66	Power	Cost
45	Can turn *back* time up to **1d6 turns** *per* **Level** with a **Willpower** test with a **Difficulty** *equal* to the amount of **turns** traveled back.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character can become *stuck* in an endless loop, repeating the same period of time over and over. Thereafter, *each* time the artifact is used, if the character *fails* the **Willpower** test, they go back in time, but are stuck there, repeating the same period *forever*.
46	Can communicate *telepathically* to anyone within *sight*, even when not sharing a language in common.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character can become *unable* to communicate with others, lost in their own thoughts. After that, *every* use of the artifact requires a **Willpower** test.
51	The user can create an *illusion* over an area up to **long** range. The illusion can change as long as they *concentrate* and it can *hide* creatures inside of it. Anyone with a *good* reason to doubt the veracity of the illusion can make an **Intellect** test to *resist* it.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character can become *lost* in their own illusion, preferring to live there than on the real world. Then, *every time* the artifact is used, the character must make a **Willpower** test with a **Difficulty** *equal* to the number of **turns** in which the character keeps the illusion active, or remain in it *forever*.
52	The user can create an *invulnerability shield* around themselves and up to a *number* of allies *equal* to their *Level*. *Nothing* can hurt those inside the shield, but they cannot harm anything outside it either. When using this power, the character must make a **Willpower** test with a **Difficulty** *equal* to the number of **rounds** the user wants to keep the shield up.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character can become *stuck* in this shield forever. Thereafter, *every* use of the artifact requires a **Luck Roll**, and an unlucky character becomes imprisoned in the invulnerable shield for the rest of their days.
53	The user becomes capable of *healing* all wounds and diseases affecting a *touched* target *immediately*.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character will start *spreading* the corrupting influences of the Void. *Every time* someone is healed after that, they acquire a **Corruption**.
54	The user can open *portals* to other places, allowing a number of individuals equal to their **Level** to travel *instantly*. The user must have *been* to said places before, or possess a *token* linked to the destination.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character runs the risk of being taken to the *Void* dimension. Thereafter, *every* use of the artifact asks for a **Luck Roll**, and an *unlucky* roll means that the portal leads to the *Void* without the user knowing.

d66	Power	Cost
55	The artifact eliminates the *necessity* of food and water for its owner. They can survive *indefinitely* without the ingestion of nutrients.	*Each* adventure in which the character benefits from this artifact, they must make a **Willpower** test with a **Difficulty** *equal* to the total *number* of adventures without eating. A *failure* means the character becomes *addicted* to food, as it is now merely a source of pleasure. They acquire this addiction as a new **Complication**.
56	The user can control the *Great Devouring Worm Mother* and all of her offspring with a **Willpower** test.	Every use of the artifact gives the character a token. Once they have *more* tokens than their **Willpower** score, the character becomes *susceptible* to falling under the control of the *Great Devouring Worm Mother* herself. *Every time* the artifact is used thereafter, the character receives a **Negative Die** to the Willpower test and, if they *fail*, they are now *under the control* of the Worm Mother.
61	The user becomes *capable* of harming a Galactic Overlord with this artifact if it is a weapon, or with any of their normal attacks if it's not.	The possession of said artifacts *draws the attention* of the Galactic Overlords. The character acquires a **Complication** linked to this fact and is now hunted by them.
62	The user can *summon* a powerful entity from the Void with a **Willpower** test. This entity has a *minimum* of **10 HD** and several **Special Abilities**.	Once summoned, the creature will *require* a payment for its services, even if the payment is the soul of the user themself. The artifact owner will need to *negotiate* the terms of service with the entity.
63	The user can *consult* a Void entity, probing its corrupted wisdom for secrets and terrible truths. This can lead to the *automatic* learning of a new power.	*Every time* the artifact is used, the owner needs to make a **Willpower** test with a **Difficulty** *equal* to the number of *powers* learned through the artifact. *Failure* means they lose **1d6 Sanity** points.
64	The user can destroy an *entire* planet using the artifact. This is usually a *one use only* artifact, and needs to be pointed at the target planet before it can be activated.	After the planet is *destroyed*, the user will need to make a **Willpower** test every time they *sleep*. *Failure* means they have *nightmares* of all the souls they've killed in the destruction of said planet and *cannot* rest for that night. A **Fumble** means they are *possessed* by the soul of one of their victims.
65	The user can infuse matter with *life* energy taken from themself. By sacrificing a number of *permanent* points of **Physique** or **Agility**, they create a creature of an amount of **HD** *equal* to the number of points *sacrificed*. Depending on the matter used, the creature can possess various **Special Abilities** and **Weaknesses**.	The power already specifies a cost for using the artifact.
66	By sacrificing their own *liberty* and succeeding at a **Willpower** test, the user can *imprison* an enemy for *eternity*. Both of them can only be *freed together* by someone who finds the artifact.	The power already specifies a cost associated with the use of the artifact.

SAMPLE ARTIFACTS

What follows are a few arcane artifacts created following the procedures specified in the previous pages.

THE VOID CLAYMORE



A gift from the Void to a knight of the Order of a Thousand Suns who betrayed their equals, this powerful weapon made them extremely powerful, but its influence also lead to their demise. This weapon deals **2d6** + the user's **Level** or **HD** in damage (and the **d6** explodes on a **6**), and gives a **Positive Die** to attack members of the Order of a Thousand Suns. By making an **Intellect** test the wielder can detect the presence of a *Solar Blade* within the same universe sector as they are. *Additionally*, the user can manifest powers of the Void as if he had **The Gifted Archetype** with a **Level** two numbers *lower* than they actually have. The *purpose* of the weapon is to kill all remaining members of the noble order who fought the forces of the Void.

THE HELM OF COSMIC DESPAIR

Created by a forgotten Star God of madness and despair, this helm has a strange property. It resembles a collection of horned faces of creatures that inspires fear and despair to whoever looks at it. Each individual sees it as a different thing. As such, a mortal merely *looking* at the Helm must make a **Difficulty 2 Willpower** test not to lose **1d3 Sanity** points. The user can also *concentrate* on a well *known* target, or on a target from which they possess a *token*, and that victim must make a **Difficulty 6 Willpower** test or lose **2d6 Sanity** points while suffering a sudden bout of *madness*. Additionally, the Helm's wearer is *immune* to all madness inducing effect. This artifact was created by the forgotten Star God for their chosen messiah, so that they could properly spread their worship across the stars.

THE HALEIDOSCOPE OF DIMENSIONS

This tubular device was created by a Galactic Overlord bent on spreading their dominion over multiple dimensions. Looking through its lenses, the user can adjust their vision to look at the same location projected upon other planes of existence, and even allow a *portal* to open to said locations with a **Willpower** test made with a **Negative Die**. Success allows the user to transport up to a number of individuals *equal* to the *result* rolled on the dice to the target dimension instantly. *Failure*, however, transports the user to an *unknown* reality without the means to return.

2018

CHAPTER 7: VEHICLES AND STARSHIPS

The Crimson Nebula was in serious trouble. The starship was already old and in need of repairs, but with a whole squadron of Vultures after it, it would need a lot more than a simple once-over. It would soon be just a pile of contorted parts falling from the sky, if Kaylia and the other members of its crew did not fix the Star Jump drive and reach the outer atmosphere to escape their pursuers.

Chases on hover cars and air speeders. Dogfights in starfighters across a field of meteors. A daring escape through a gigantic mega structure while a cosmic storm rages on.

All of these scenes are staples of science fiction stories and, as such, are supported by the rules of **Solar Blades & Cosmic Spells** in a way as to keep them fast, loose and exciting, as it should be!

APPLYING THE RULES TO VEHICLES AND STARSHIPS

Generally, the rules of the game described in **Chapter 4: Rules of the Game** and **Chapter 5: Combat** apply just as they would in other situations.

If the character needs to use the vehicle sensors to detect electromagnetic signals in the nearby crater, they make an **Intellect** test to do so. If they need to maneuver their ship through a very unstable natural cavern in order to reach the secret space station inside it, they need to make an **Agility** test.

In combat, however, characters will usually test their **Intellect** scores to *hit* opponents, and some of the rules and other details will work a little differently, as we will explain below.

VEHICLE AND STARSHIP COMBAT

In all respects, except the ones on which we elucidate in this section, combat with vehicles and starships work the same way as combat between characters.

The **Overlord** will adjudicate any **Surprise** situation, **Initiative** will be resolved normally, attacks will be made and damage will be taken, but some details are slightly adjusted by the following rules.

MANEUVERABILITY

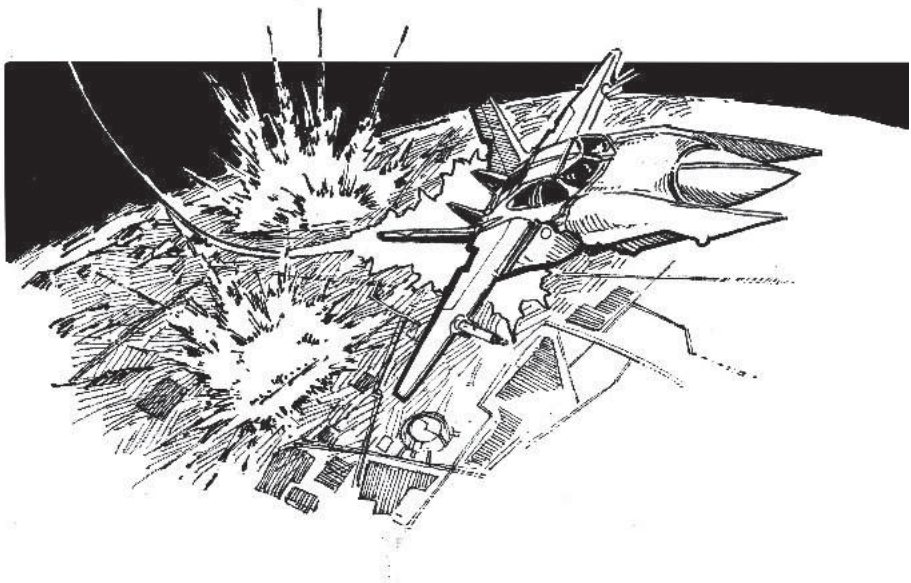
Some vehicles and starships are capable of sharp turns and daring maneuvers with little effort. Others, however, are sluggish and take some time to change their direction, even under heavy fire. In game terms, this is represented by a vehicle's or starship's **Maneuverability**.

Maneuverability functions as a limit to the pilots **Agility** for when they are trying to maneuver the ship or for when enemies are firing their weapons against the ship. That means that when they need to make an **Agility** test to dodge asteroids, their effective **Agility** is *limited* by the vehicle's or starship's **Maneuverability**, or that an enemy ship attacking the character's vehicle or starship will need to roll against either the pilot's **Agility** *or* the **Maneuverability**, whichever is the **lowest**.

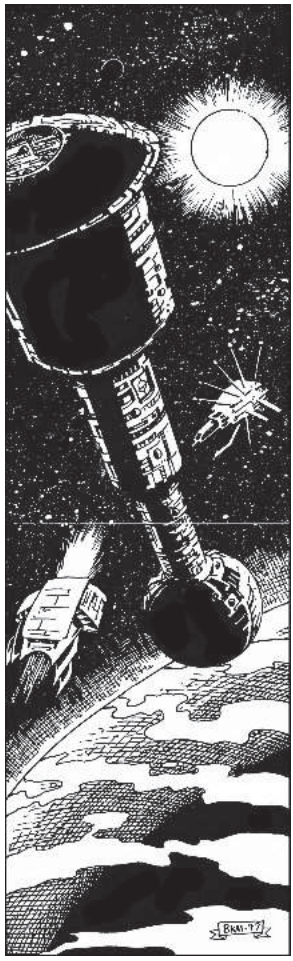
The Crimson Nebula is a light transport ship, heavily modified to survive the perils of the universe, but it's still a light transport. It's not as agile as a starfighter, but not as bulky as a heavy transport. It has a Maneuverability of 14, thanks to some modifications the crew made to the propulsion drives, so even if the pilot has an Agility greater than 14, they will make tests as if it was 14.

TARGETING

Not every ship and vehicle was made to face battles. Firing lasers against incredible fast moving targets is not an easy task, so most battle ready ships have a targeting system to assist gunners, and sometimes even pilots, hit their enemies. In game terms, this is represented by a vehicle's or starship's **Targeting** score. This score effectively *limit* the **Intellect** score used by anyone firing mounted weapons on said vehicle or starship.



So whenever a gunner tries to shoot an enemy vehicle with their own vehicle mounted weapons, they make an **Intellect** test (using the **Powerful Opponent** rule as normal). However, their **Intellect** score is *limited* by the **Targeting** score of the weapon's systems, meaning some starships and planet bound ships have a easier time in combat than others that were not projected to these situations.



Not being a starship projected to intense combat, the Crimson Nebula doesn't have a high Targeting score, even though it was modified to handle itself in small confrontations. The weapons system has a Targeting of 13, which means characters firing the ship's guns will test either against their Intellect score or 13, whichever is lower.

ARMOR

Vehicles and starships are made of resistant materials, but the weapons they use sport very damaging attacks. As such, they also have armor which provides **Damage Reduction** just like the armor used by characters. However, it's important to note that there is a difference in **Scale** (which will be dealt with below). Even though a starship's light armor will only absorb **1** point of damage from the laser cannon fired at it by another ship, it will absorb much more damage if the weapon used is of a *smaller* **Scale**.

Like normal armor, vehicles and starships can have **3** distinct categories of armor: **Light**, **Medium** or **Heavy** armor. As usual, **Light** armor absorbs **1** point of damage from attacks, but *limits* the **Maneuverability** of the vehicle or starship to **16**. The **Medium** category can absorb **2** points of damage but also *limits* the **Maneuverability** to **13**. Finally, **Heavy** armor gives **3** points of **Damage Reduction**, but has an upper *limit* of **10** in **Maneuverability**. Due to the very nature and sturdiness of vehicles and starships, this damage reduction affects all kinds of damage, unless specified otherwise.

Crimson Nebula is a light transport and has light armor plates. The crew decides against implementing more armor on it, preferring to invest in making it more agile and able to escape combatants than to fight them.

Armor Category	Damage Reduction (DR)	Notes
Light	1	Limits **Maneuverability** to **16**.
Medium	2	Limits **Maneuverability** to **13**.
Heavy	3	Limits **Maneuverability** to **10**.

SHIELD

Some very advanced and battle focused vehicles and starships have energy **Shields** in addition to armor. These shields help absorbing damage suffered from any kind, even those that are electromagnetic based, which normally ignore the ship's armor. Essentially, they provide additional **Damage Reduction**. However, unlike normal armor, these shields lose potency as more and more attacks hit it. *Every* attack in a **round** *reduces* the amount of the **Shield**'s **Damage Reduction** by **1** after its damage is resolved. So a starship with **4** points of **Shield** would reduce the *first* attack it suffers in the **round** by **4** points of damage, but it only reduces the *second* attack by **3** points only. *Every* **round** of combat, the **Shield** regenerates **1** point of its **Damage Reduction**, as long as it doesn't reach **0** with multiple attacks. When this *happens*, the crew must reset the shield with an **Intellect** test with **Difficulty** equal to the *total* amount of **Damage Reduction** the **Shield** originally provided, and the **Shield** only comes back with the value of **1.**

Kaylia was manning the Crimson Nebula's Laser Cannons in a heated battle against a Void Juggernaut. Several rebel ships have already been taken down, but the crew pushed on in a desperate effort to destroy the ship main generators and stop the bombardment of their allies' homeworld. The Juggernaut had a Shield 5 score, but since it was hit by 4 starfighters already that round, it only had Shield 1 against Crimson's attack. If Kaylie hits the enemy ship, its Shield will go down and all their allies will have a better chance on the next round of combat.

HULL

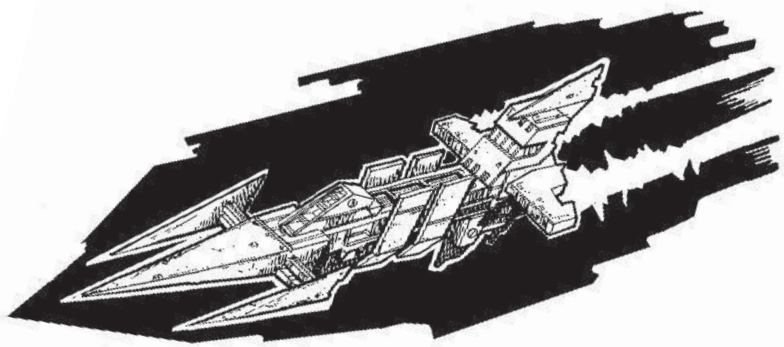
As characters have **Vitality** points, vehicles and starships possess **Hull** points. This measures how much damage they can suffer before falling apart. Bigger ships have more **Hull** points than smaller ones, but they tend to have a lower **Maneuverability**.

As long as a vehicle or starship still has **Hull** points, they work just as fine, unless they are hit by a **Critical Hit**. When a **Critical Hit** is suffered, the attacker rolls **1d6** on the table below and the vehicle or starship acquires a **Destruction** score of **1** (and it *increases* by one with each additional **Critical Hit** suffered).

Additionally, when a vehicle or ship suffers damage after reaching *zero* **Hull** points, it is considered to have suffered *another* **Critical Hit**, having to roll on the table below and adding **1** more point to the **Destruction** score.

The Crimson Nebula was trying to evade a pirate blockade in the Outer Regions but one of them managed to fire a precise shot against Kaylia's ship, scoring a Critical Hit. This not only caused a good amount of damage, but gave the ship a Destruction score and forced a roll on the Critical Effect table. Rolling a 1, now they've lost their comm systems!

1d6	Critical Effect
1	The communication systems are damaged, and cannot be used until they're fixed. To fix it, a technician needs to succeed at an **Intellect** test with a **Difficulty** *equal* to to total **Destruction** score.
2	The electric systems are damaged and are discharging, possibly harming the crew and their equipment. *Every* **round**, crew members need to make a **Luck Roll** to avoid suffering a number of points of *damage* equal to the **Destruction** score. To repair the systems, a technician needs to succeed at an **Intellect** test with a **Difficulty** equal to to total **Destruction** score.
3	Fire breaks out, heating the systems and possibly damaging crew members. *Every* **round**, crew members need to make a **Luck Roll** to avoid suffering a number of points of *damage* equal to the **Destruction** score. Additionally, *every* test made to operate any of the vehicle's systems have their **Difficulty** *increased* by the **Destruction** score.
4	Radiation leaks from the engines, depleting the energy reserves of the vehicle, and possibly damaging the crew. *Every* **turn**, equipment will need to make a **Durability Roll**, including the vehicle itself. Additionally, characters are subjected to **Radiation** as explained in the **Hazards and Other Dangers** in **Chapter 5: Combat**, beginnings with the **light** category, and going *up* a category each time this result is rolled again. To repair the leak, a technician needs to succeed at an **Intellect** test with a **Difficulty** equal to to total **Destruction** score.
5	The vehicle's hull is breached, exposing its contents and the crew to the vacuum of space or a dangerous atmosphere. *Every* **round** exposed to the breach, characters need to make a test to *hold* themselves down with a **Difficulty** *equal* to the **Destruction** score. The **Overlord** will have to determine the consequences of each specific atmosphere.
6	Life support fails immediately, the crew has **1d3 turns** to turn it back on or will *suffocate*. The **Difficulty** for the **Intellect** test to repair it is *equal* to the **Destruction** score.



VEHICLE AND STARSHIP DESTRUCTION

One of the iconic scenes of the greatest science fiction movies that inspired **Solar Blades & Cosmic Spells** are the ones in which starships explode in a big ball of fire and metal. This can also happen in this game, if their crew members are unlucky or the ship suffers enough punishment.

Whenever a vehicle or starship acquires a **Destruction** score or have it *raised* by one, they need to make a **Destruction Roll**. This functions very similar to a **Luck Roll** and **Durability Roll**. The player rolls a **d6** and if the result is *equal to* or *below than* the **Destruction** score, the ship *explodes*, possibly killing anyone inside it (an **Overlord** may allow a **Luck Roll** to see if someone survives the explosion). Rolling *above* the score means the vehicle is safe for now.

Having acquired a Destruction score, the crew of the Crimson Nebula needs to make a Destruction Roll to determine if their ship is still intact after such a devastating attack. All they need to do is roll a number above 1 on the d6 to avoid their doom. Which they did, to the relief of everyone at the table.

REPAIRS

As vehicles and starships suffer damage, they can also be repaired, since they do not regain **Hull** points back by resting, like characters regain **Vitality** points. To do so, a mechanic needs to spend some time in a proper workshop, with the appropriate tools and a few hours of hard work.

In game terms, to restore **1d6 Hull** points, restore **1** point of **Durability**, *or* reduce the **Destruction** score by **1**, the character needs to spend a *full hour* and **5 Credit Points** for a **Vehicle**, **10 Credit Points** for a **Starship**, and **50 Credit Points** for a **Space Station** (see **Scales** below). They also need to pass an **Intellect** test with a **Difficulty** equal to the **Destruction** score of the vehicle (plus any other situational factors adjudicated by the **Overlord**). *Failure* means that the repairs didn't restore any **Hull** points or reduce the **Destruction** score.

Back in a safe starport, Kaylia has the chance to stop and make some repairs on their ship. The Crimson Nebula has lost 8 Hull points and has a Destruction score of 1. Kaylia and her crew manage to pool 25 Credits, which will only allow two repairs attempts. She decides to try to restore 1d6 Hull points and reduce the Destruction score back to zero.

WEAPONS

Vehicles and starships can sport a great arsenal of weapons. Some of them have heavy machine guns, missile launchers, flamethrowers and some even have laser guns, blaster cannons and even some more arcane armaments the **Overlord** can come up with.

In game terms, vehicle's weapons work just like character weapons, although the **Overlord** must pay attention to the **Scale** in which they are being used.

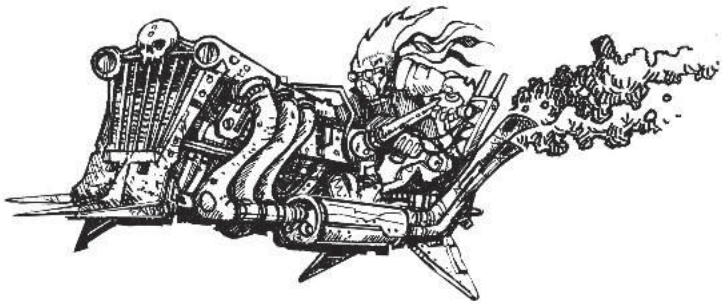
SPECIFIC WEAPONS

Imaginative **Overlords** can easily make use of the weapon tables in **Chapter 3: Equipment and Credits** to come up with all sorts of weapons for their vehicles and starships, and that's what we expect them to do. However, we present below a few specific weapons that may function a little differently to spice things up and give inspiration for **Overlords** and players.

Proton Torpedos: These advanced missile weapons are used on the most battle ready starships to take down the toughest opponents. They have a **long** range and usually punch **5d6** points of damage. Some even rarer models do more damage (up to **10d6**) or even have tracking engines that *halve* the **Difficulty** to hit their targets. The problem is that they are a one use only item and are really hard to find outside the Galactic Overlords' arsenals.

Traction Beam: These weapons are used to prevent a vehicle from escaping, and for capturing enemy ships. The tractor beam emits a strong gravitational pull against the objects it is pointed at, possibly locking them into place or pulling them back to be captured. In game terms, a traction beam has a **medium** range, but it does *not* cause actual damage. If the attack is *successful* the attacker rolls **2d6** and that's the **Difficulty** for the **Maneuverability** test the target must make. If this test is *successful*, the target vehicle suffers no ill effects. *Failure* rolled *above* the **Maneuverability** score means the ship is pulled a distance category *closer* to the attacker, but a *failure within* the **Difficulty** score only means the target ship is locked in place.

Disintegrator: Terrible weapons devised by the cruel Galactic Overlords during the Cleansing Wars, these weapons are capable of turning entire starships into mere particles. Only the most potent ships can carry such guns, since a single fire drains so much energy that smaller starships could completely shut down. In game terms, these weapons have a **long** range and requires a **Maneuverability** test from the *target* in order to avoid being *disintegrated* instantly (the **Overlord** may rule that very large ships suffer **10d6** points of **Hull** damage instead of being completely disintegrated).



SCALE

Although both a soldier and starfighter can carry laser weapons that deal **1d6** points of damage, these damage points are in a *different* **Scales**. Usually, a starship fire its weapons at another starship. A character attacks another character. But what happens when a character fires its gun against a war tank? And what happens when that war machine fires back?

There are **4** Scale categories: **Personal**, **Vehicle**, **Starship**, and **Space Station**. **Personal** is the scale of characters, **NPCs** and most monsters and aliens they interact with, as well as most *personal vehicles*, fit for about 4 to 6 people. **Vehicle** is the scale of most planet bound vehicles that are not personal, like tanks, helicopters, planes, ships and others. **Starship** scale encompasses starships of almost any size, from starfighters to most capital ships. Finally, the **Space Station** scale includes anything bigger than most capital ships, including space stations and minor planetoids.

In general terms, an attack from a *smaller* **Scale** combatant against a *larger* Scale one is *easier* to hit but causes *less* damage. Alternatively, when a combatant from a *larger* **Scale** attacks one from a *smaller* **Scale**, they have a *hard* time hitting it, but inflict a *lot* of damage. The effects in game terms are summarized below.

FROM SMALL SCALE TO LARGE SCALE

A combatant attacking an enemy *at least two* categories of **Scale** *larger* than themself receives a **Positive Die** on attacks (**Personal** attacking **Starship**, or **Vehicle** attacking **Space Station**). On the other hand, armor provides *double* the amount of **Damage Reduction** for *each* category the defender is *larger* than the attacker (a war tank with heavy armor has **6** points of **Damage** Reduction when attacked by a soldier with a rifle, and a starship with light armor has **4** points of **Damage Reduction** against the same soldier).

A group of mercenaries in the service of a local crime lord arrives just as the Crimson Nebula is taking off. The crew owes money to the criminal, but having spent everything they had to repair the ship, they cannot pay him, so the mercenaries open fire against the ship. Thankfully, their guns are on the Personal scale, thus the light armor of their ship absorbs 4 points of damage!

FROM LARGE SCALE TO SMALL SCALE

A combatant attacking an enemy *at least two* categories of **Scale** *smaller* than themselves receives a **Negative Die** on attacks (**Starship** attacking **Personal**, or **Space Station** attacking **Vehicle**). On the other hand, damage is *doubled* by *each* category the attacker is *larger* than the target. So a heavy laser fired from a starfighter against a war tank would inflict **2d6+2** points of damage, and **4d6+4** points against a soldier.

On a different occasion, Kaylia and her friends were exploring the ruins of an alien city in the purple planet of Aghas when a bomber ship flew by, firing at them. Being such a small target for the starship, however, the Overlord rolled the attacks with a Negative Die. Luckily no one was hit, since the damage would be quite deadly!

POWERFUL OPPONENT

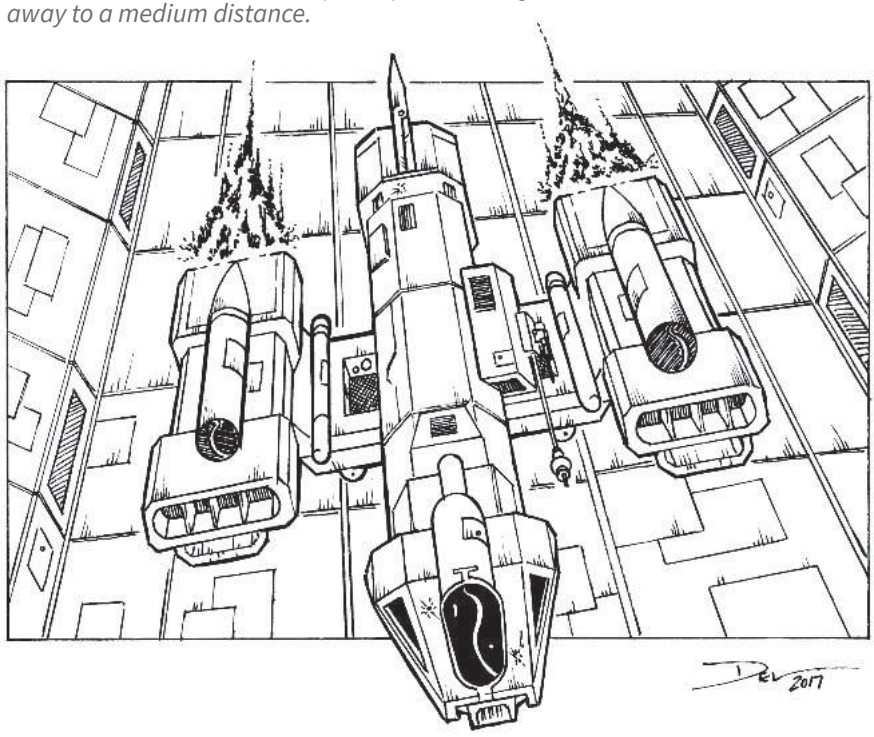
A more experienced crew can prove to be quite a challenge to the adventurers, even if they are inside a worse vehicle. As such, the **Powerful Opponent** rule is applied just as it is on normal combat. The **Overlord** can determine a **Crew Level** for each ship, but it is usually somewhere around **2** to **5**. The **Crew Level** of the starships of specific **Opponents** are used just as **HD** are in the **Powerful Opponents** rule in the **Chapter 4: Rules of the Game**.

The Crimson Nebula was used to outrunning pirate ships in the Outer Regions. These bloodthirsty criminals were a common problem there, but this particular assault ship was proving to be a problem. The ship captain was no other than Phikun, the Shadow Claw. Having 5 HD, the Difficulty to outrun his ship was a lot higher! Since the Crimson Nebula's pilot was only 2nd level, the Maneuverability test had a Difficulty of 3.

MOVEMENT

As it is done with character to character combat, movement is dealt with in an abstract way in vehicle and starship combat. During a **round**, a pilot can move the vehicle to a **short** distance and still act, or move to a **medium** distance and *forego* their **Action** in that round.

During a great battle when a Void Destructor tried to obliterate the independent forces of Iazharan, instead of moving only to a short distance and trying to attack, the Crimson Nebula's pilot opted to forego his Action to move further away to a medium distance.



CHASES

Chases are a big part of any action story of adventurers in the space or in the ruinous worlds of a desolate future. In these action scenes, vehicles are not only trying to outrun each other, but are also dodging obstacles, firing weapons, making faints, and all other sort of maneuvers.

In game terms, the **Overlord** *may* choose to determine the result of the whole scene with just *one* roll, or choose to stipulate a number of *successes* a participant must achieve above their opponent to "win" the chase (either escape the pursuer or catch the pursued). This mean participants will be making **Maneuverability** tests to outrun their rivals, to avoid crashing into asteroids, **Intellect** tests to find a safe path through the city map or a cosmic storm, or all sorts of crazy stunts they can come up with.

For most chases, the participant who gets **3** *successes* ahead of the others accomplishes their objective (be it to escape, or to catch the rival). However, the **Overlord** may decide that more important or more dramatic chase scenes require **5** or *more* successes over their opponents, or even come up with other victory requirements.

Kaylia and her companions were exploring the depths of the great planet metropolis of Khran, where old streets and tunnels lay abandoned, and obscured by the shadows of the upper layers of the mega city. Suddenly a gang of the feared mutant cannibals of the sewers showed up on motorcycles. Kaylia stepped on the gas and a chase began. Kaylia first action was to try faint a maneuver to confuse the pursuers, and the Overlord asked for an Difficulty 3 Intellect test. With a success, some of the mutants were left behind. A few more of these great ideas will surely save their skin.

CREW ACTIONS

During a heated fight in the stars, there is a lot to be done. Pilots maneuver their vehicles in hopes of avoiding enemy fire or to position the ship for a perfect shot. Technicians may have their hands full, making jury rigged repairs, trying to keep the systems running properly, or boosting the engines for a desperate escape. Gunners, besides trying to blast every enemy to bits and pieces, may need to lock onto a target before trying to shoot them with a valuable but devastating missile, or try to restart the targeting systems if they go offline. Communication officers may need to contact help, or may try to jam the comm systems of rival ships, interfering with their sensors, or do any other crazy thing they might imagine.

RAMMING

A pilot may ram their vehicle into another, hoping to cause more damage to the target than their vehicle suffers. To do so, they must get within **close** distance of said ship and make a **Maneuverability** test to hit the target ship, inflicting *half* their total amount of **Hull** points in damage on both the target ship *and* its own. Armor and shields still reduce this damage.

DODGING

A pilot may try to perform maneuvers in order to avoid enemy fire. They do this making their vehicle very hard to pinpoint, moving in chaotic patterns, making it hard to be hit, but possibly hindering the attacks of their own crew members. In game terms, the pilot decides how many points of additional **Difficulty** they want to impose on an enemy attack to hit them, and must pass a **Maneuverability** test with the *same* **Difficulty**. If the player is *successful*, enemies attacking them have the **Difficulty** of their attacks *increased* by the same amount. A *failure* within the **Difficulty** has the same effect but also *increase* the **Difficulty** of the ship's *own* attacks by the same number. A failure above the **Maneuverability** (or the pilot's **Agility**, whichever is *lower*) *only* increases the **Difficulty** of the attacks made by the pilot's vehicle.

LOCKING ON TARGET

Gunners can spend a full **round** locking the ship's target system to a specific target to make an imminent attack more likely to strike true. In game terms, they make a **Intellect** test and *forego* all other actions in one **round** to *halve* the **Difficulty** to attack a specified target on the *next* **round**.

BOOSTING SHIELD

A technician may redirect the vehicle's energy force to boost the ship's shield temporarily. To do so, the character makes an **Intellect** test with a **Difficulty** *equal* to the amount of which they desire to improve the ship's **Shield** score (up to the *maximum* of it's normal **Shield** score, effectively *doubling* it). This lasts for **1d6 rounds** and *immediately* forces a **Durability Roll** for the ship.

BOOSTING ENGINES

A technician may redirect the vehicle's energy reserves to boost its engines temporarily. To do this, the character makes an **Intellect** test with a **Difficulty** *equal* to the numbers of **rounds** for which they want to give the ship an *additional* **Movement** action. This also forces an *immediate* **Durability Roll** for the ship.

BOOST WEAPONS

A technician may redirect the vehicle's energy reserves to temporarily improve the output of a vehicle's guns. Making an **Intellect** test with a **Difficulty** *equal* to the number of guns they wish to affect, they can either *increase* its range by one category, or inflict **1** *additional* point of damage *per* dice of damage it originally inflicts. This lasts for **1d6 rounds** but forces an *immediate* **Durability Roll** for the ship.

COMM JAMMING

A character operating the communication systems may try to emit a staggering amount of waves to jam the enemy ship's communication systems. This can usually be used against ships up to **medium** distance and is made like a normal attack using **Intellect**. If successful, this action makes the target ship unable to properly communicate with others, as long as said character keeps jamming their channels.

SENSORS JAMMING

Similarly, a sensor operator may ostensibly emit a staggering amount of signals to hinder the sensors of an enemy ship, making it harder to use their targeting systems, or their other sensors (used to scan a region for signs of life, electromagnetic signals and other things). In game terms, a character makes an **Intellect** attack against a ship within **medium** range. If *successful*, that ship receives a **Negative Die** to all tests related to the sensor systems jammed.

COMBAT JURY RIGGING

Mechanics may make the difference between dying in a big ball of fire or surviving another dangerous battle in space. A character may make an **Intellect** test with a **Difficulty** *equal* to the amount of **Hull** points they wish to restore. These repairs do *not* last forever, and the ship loses the **Hull** points regained in an amount of **turns** equal to the **Difficulty** used in the test.

SAMPLE VEHICLES AND STARSHIPS

There are literally thousands or maybe even millions of different vehicles and starships in the vast universe of **Solar Blades & Cosmic Spells**. Thus, it would be impossible to list them all in this book, not to mention pointless, since the focus of the game should be the characters and not the fancy stuff they own.

What follows is a sample of many different *templates* of vehicles and starships the **Overlord** can use to create their own specific models. Maybe the Void Destructor uses the Starbomber template but has a cloaking device, a better Targeting score and can make Star Jumps. There is really no limit to the possible customizations a vehicle can suffer.

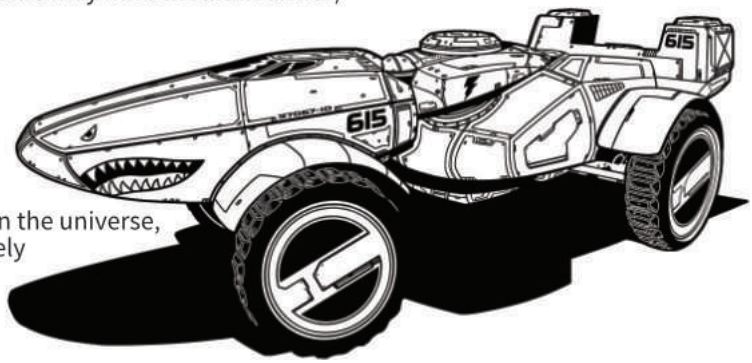
MOTORCYCLE

Scale: Personal
Maneuverability: 16
Targeting: Null (characters make attacks with their own weapons).
Weapons: None
Armor: None (some may have **light** armor)
Hull: 9
Special: None

These personal two wheeled vehicles are very popular due to their versatility, speed and affordability. A preferred vehicle, especially amongst gangs on urban planets.

CAR

Scale: Personal
Maneuverability: 14
Targeting: Null (some cars can be customized to have a weapon system, giving them a **Targeting** of **12**).
Weapons: None (some may have heavy ranged weapons).
Armor: None (some may have **medium** armor)
Hull: 12
Special: None



The most widespread mode of transportation in the universe, cars are extremely versatile, customizable and quite affordable.

TRUCK

Scale: Vehicle

Maneuverability: 12

Targeting: Null (some Trucks can be customized to have a weapon system, giving them a **Targeting** of **13**).

Weapons: None (some may have **heavy** ranged weapons)

Armor: Light (some may have **medium** armor)

Hull: 12

Special: Can traverse difficult terrain

A sturdier and more versatile version of the four wheeled car, trucks are used across the galaxy to transport people and goods through the more rugged environments. Some versions are customized for combat and make good assault vehicles.

WARTANK

Scale: Vehicle

Maneuverability: 10

Targeting: 14

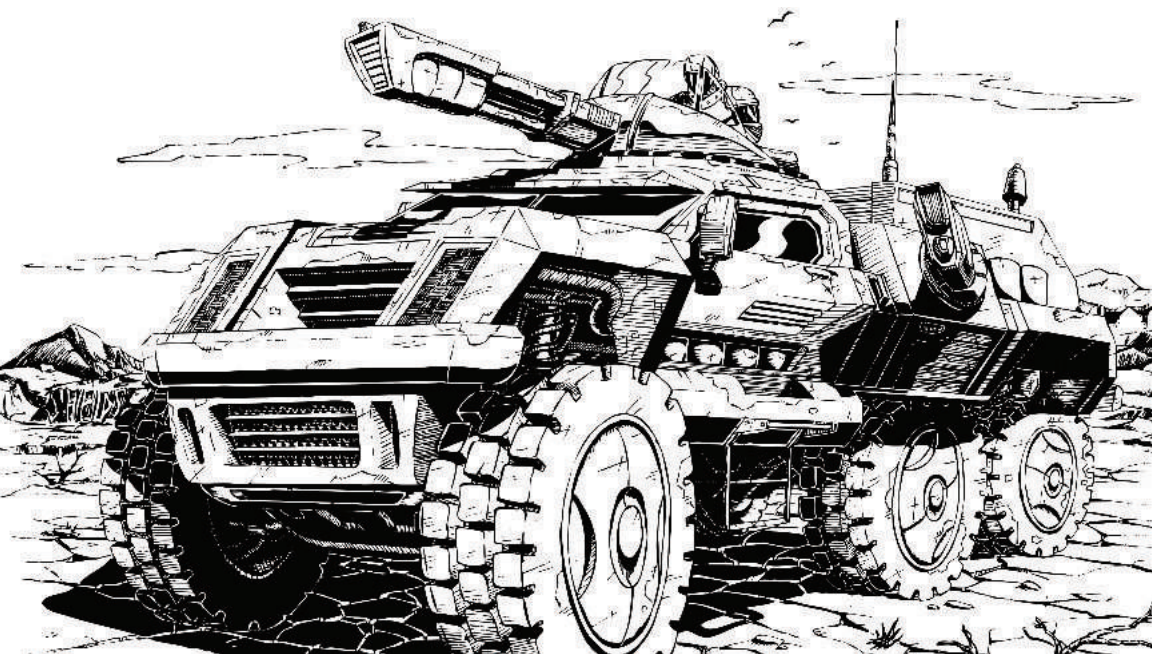
Weapons: Heavy and **medium** ranged weapons

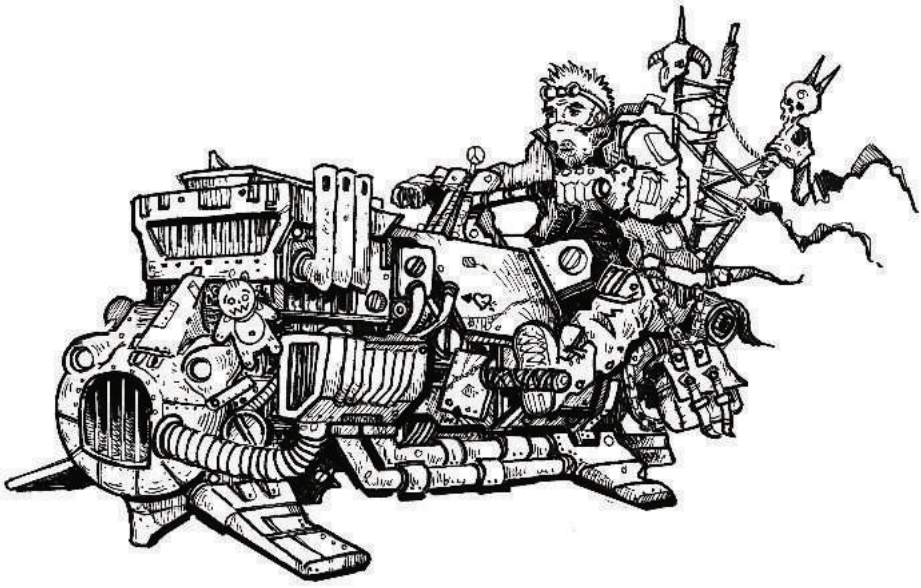
Armor: Heavy

Hull: 20

Special: Slow movement; can traverse difficult terrain

Wartanks are rare and are mostly used by warring cultures on war torn planets and by Galactic Overlords' servants. They are juggernauts of death and destruction on land.





HOVERBIKE

Scale: Personal

Maneuverability: 15

Targeting: Null (some hoverbikes can be customized to have a weapon system, giving them a **Targeting** of **12**)

Weapons: None (some may have **medium** ranged weapons)

Armor: Light

Hull: 9

Special: Hovers above ground, avoiding difficult terrain

These incredible fast vehicles can reach impressive velocities and are prized by many speed loving owners. However, they are rare and usually just found on more civilized and developed planets (or ones that were developed in the past).

HOVERCAR

Scale: Personal

Maneuverability: 13

Targeting: Null (some hovercars can be customized to have a weapon system, giving them a **Targeting** of **12**)

Weapons: None (some may have **heavy** ranged weapons)

Armor: Medium

Hull: 12

Special: Hovers above ground, avoiding difficult terrain

Using the same technology as hoverbikes, these vehicles offer more space, with almost the same speed potential and a sturdier structure. Still, they are pretty rare in this age, and as such, very coveted.

PERSONAL STARSHIP

Scale: Vehicle

Maneuverability: 14

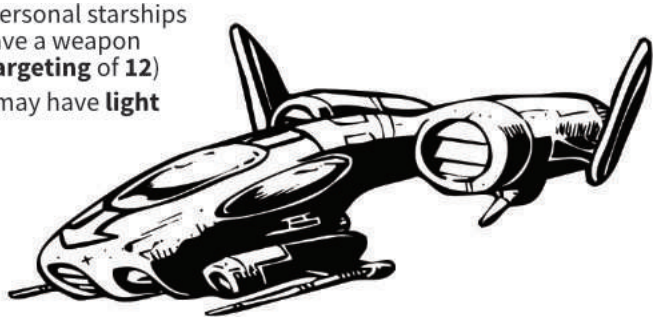
Targeting: Null (some personal starships can be customized to have a weapon system, giving them a **Targeting** of **12**)

Weapons: None (some may have **light** ranged weapons).

Armor: Light

Hull: 10

Special: Usually not capable of making Star Jumps



These small starships were used by the wealthy to travel between planets of the same system or to reach space stations and larger ships in orbit. Very few of them were actually capable of making Star Jumps.

STARFIGHTER

Scale: Starship

Maneuverability: 14

Targeting: 14

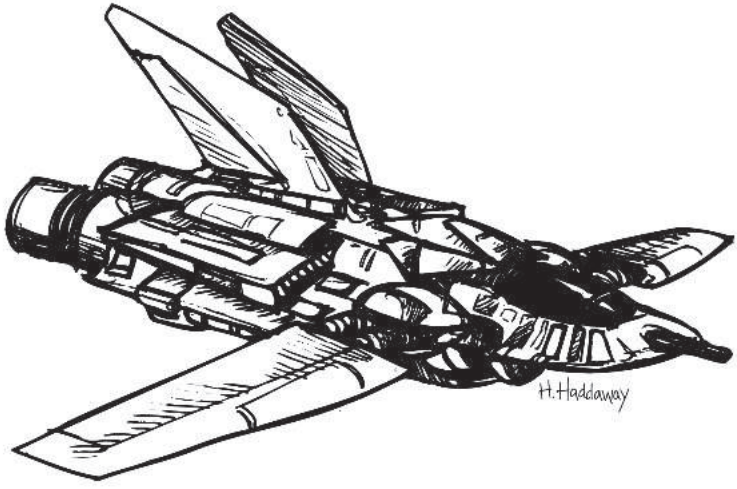
Weapons: Two **medium** *or* a **heavy** ranged weapons

Armor: Medium

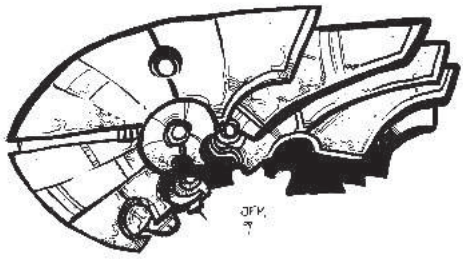
Hull: 10

Special: May carry up to 2 proton torpedos, usually cannot make star jumps

There are literally thousands of different starfighter models across the universe. Many were created during the Cleansing Wars, and most still operate till this day, being repurposed by crafty mechanics. Normally, these ships need to be transported in bigger carrier starships to make Star Jumps.



STARBOMBER



Scale: Starship
Maneuverability: 12
T**argeting:** 14
Weapons: 2 **heavy** ranged weapons
Armor: Medium
Hull: 14
Special: May carry up to 6 proton torpedos; normally cannot make Star Jumps

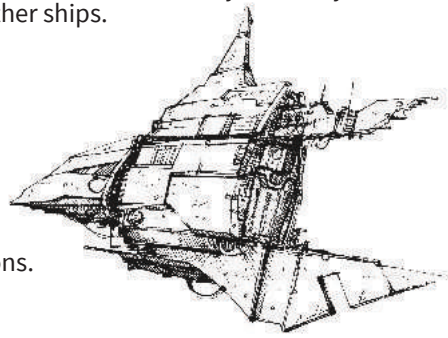
Slightly larger than starfighters, these ships are dealers of death. They are used by Galactic Overlords to attack and destroy those who dare to oppose them. As starfighters, they usually need to be taken in Star Jumps by larger ships.

STARCRUISER

Scale: Starship
Maneuverability: 13
Targeting: Null (some Starcruisers can be customized to have a weapon system, giving them a **Targeting** of **12**)
Weapons: None (some may have heavy ranged weapons)
Armor: Medium
Hull: 14
Special: Capable of Star Jumps; can carry a smaller starship; may have **Shield** 2

These starships were usually luxurious vehicles used by nobles and wealthy merchants in the old days, but have since been repurposed by pirates, smugglers and other to serve a more utilitarian role. They can carry several individuals, some cargo and even other ships.

LIGHT TRANSPORT



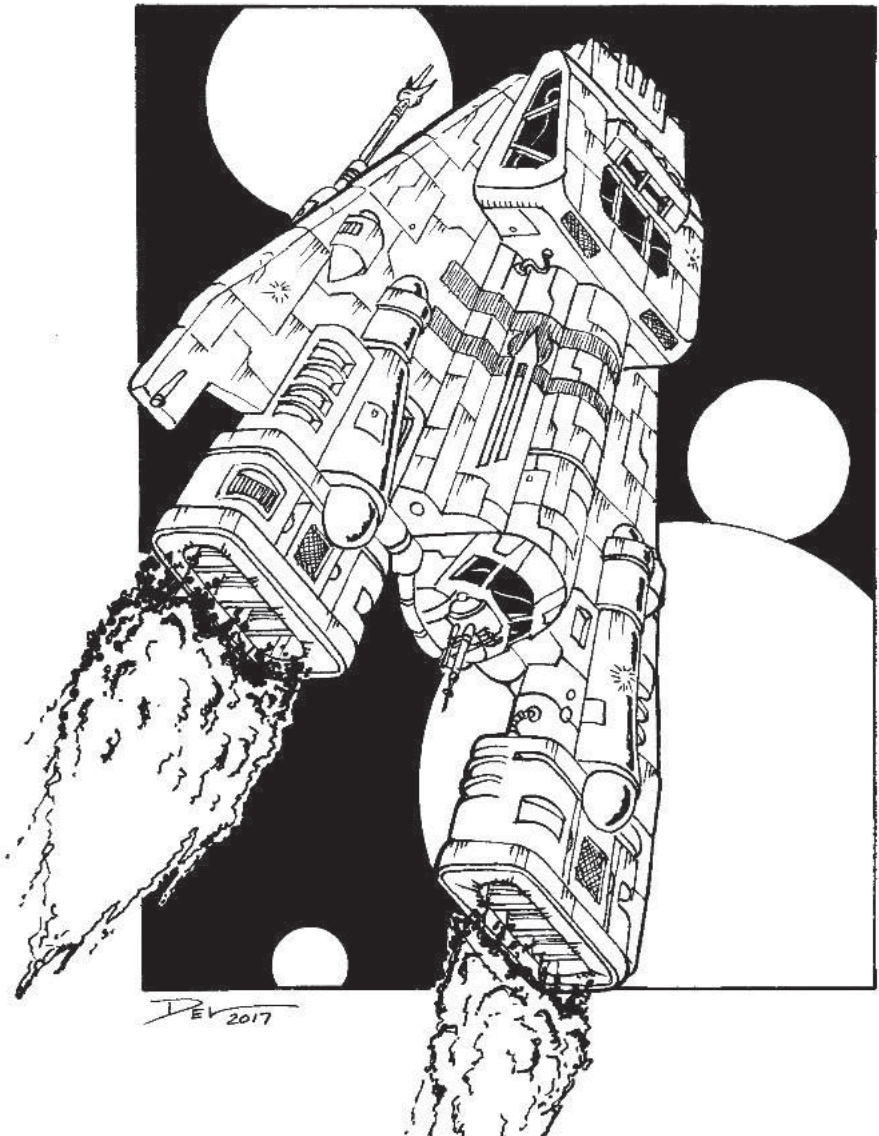
Scale: Starship
Maneuverability: 13
Targeting: 12
Weapons: 2 **medium** ranged weapons.
Armor: Light
Hull: 15-20
Special: Capable of Star Jumps; can carry a smaller starship; possesses a cargo bay

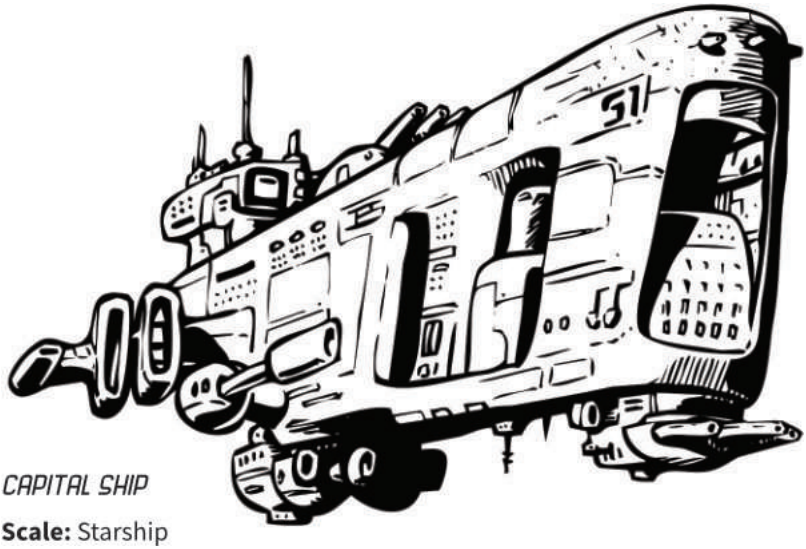
Very versatile starships, originally designed to transport small amounts of cargo. Being able to be highly customized, this ship is known to be used as a scout ship, light assault starship, and even a pirate ship.

HEAVY TRANSPORT

Scale: Starship
Maneuverability: 10
Targeting: 12
Weapons: 2 **heavy** ranged weapons
Armor: Heavy
Hull: 20-30
Special: Capable of Star Jumps; can carry a smaller starship; may have **Shield** 2; possesses 2 to 3 cargo bays

Larger and more sturdy versions of transport ships, these vehicles ply the trading routes of the galaxy carrying cargo, both legal and illegal. Equally customizable as their smaller counterparts, these ships have seen many different uses since the civilized days of the old Empire.





CAPITAL SHIP

Scale: Starship

Maneuverability: 8

Targeting: 14

Weapons: 1d6 **heavy** ranged weapons, 2d6 **medium** ranged weapons and 3d6 **light** ranged weapons

Armor: Heavy

Hull: 40 - 60

Special: Capable of Star Jumps; can carry a score smaller starship; **Shield** 3; Med Bay, Escape pods

Gigantic starships that can carry hundreds, if not thousands, of individuals and many other ships. They are practically small towns among the stars. Used by governments, organizations and federations in the past, most of them have been destroyed in the Cleansing Wars. Some now are in control of various Galactic Overlords or their allies. Some, rumors say, lay abandoned in desolate regions of the universe, awaiting.

BATTLECRUISERS

Scale: Starship

Maneuverability: 10

Targeting: 15

Weapons: 2d6 **heavy** ranged weapons, 3d6 **medium** ranged weapons and 5d6 **light** ranged weapons

Armor: Heavy

Hull: 50-100

Special: Capable of Star Jumps; can carry a score smaller starship; **Shield** 5; carrying 5d6 proton torpedos; escape pods

Gigantic ships capable of laying waste to an entire planet, battlecruisers were mainly used and developed in the Cleansing Wars. Many attribute to them the final victory of the Galactic Overlords.

SPACE STATION

Scale: Space Station

Maneuverability: 5

Targeting: 13

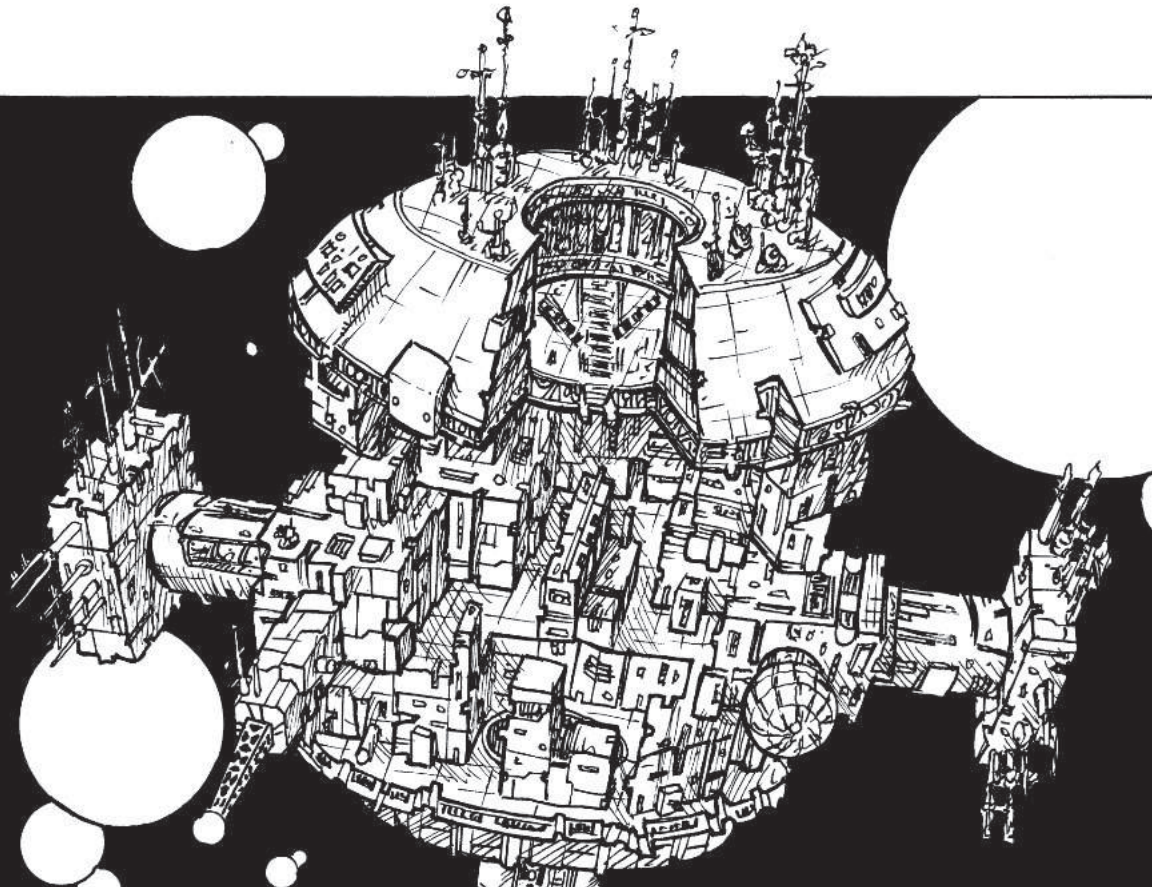
Weapons: 2d6 **heavy** ranged weapons, 3d6 **medium** ranged weapons and 5d6 **light** ranged weapons

Armor: Heavy

Hull: 50-100

Special: Usually cannot make Star Jumps; can carry a score smaller starship; Shield 10; escape pods; med bay; laboratories; house thousands if not hundreds of thousands individuals; almost infinite possibilities in customizations

These are the as big as cities and can contain almost anything one could imagine, including whole battalions of soldiers and starships. Some Space Stations may even shelter entire civilizations, or serve as a great hub of commerce and culture. Most, however, are in the service of the Galactic Overlords.



MODIFICATIONS

Even though the simplest models of vehicles and starships already possess many features and offer various possibilities, the people of the universe of **Solar Blades & Cosmic Spells** are nothing if not resourceful.

As such, modifications are pretty common on almost all vehicles and starships. There is *no* real limit to the number of modifications a ship can have; the real limit is the skill of the mechanic trying to implement them.

In game terms, every time a modification is to be installed, a character must make an **Intellect** test with a **Difficulty** *equal* to the amount of modifications already installed. The more modified a ship already is, the harder it is to keep customizing it. The time to install and the cost of each modifications will be adjudicated by the **Overlord** and will vary according to the circumstances in which the character got the modification parts and the workshop in which they are working.

ARTIFICIAL INTELLIGENCE

The vehicle possesses one of the advanced computer processors created in the old Empire, and is capable of being self operated. This usually means the ship can fly itself as if the computer had an **Attribute** score of **9**. Some more advanced models can even operate weapons and sensors. It is possible to find models that would have greater **Attribute** scores.

MED BAY

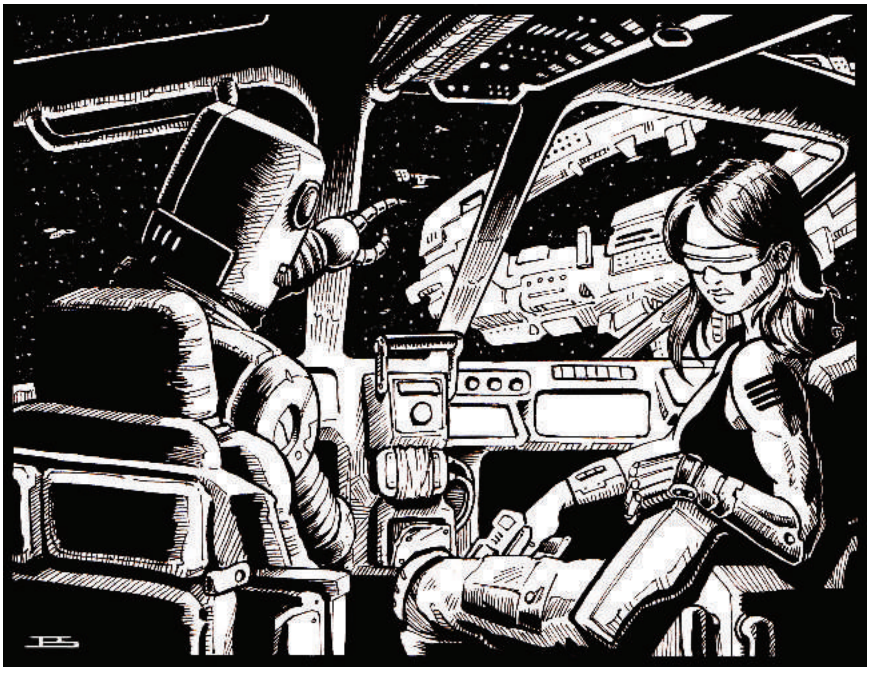
The vehicle is equipped with a facility capable of providing the necessary gear to treat the wounded and the sick, and even perform emergency surgical procedures. An individual with medical knowledge still needs to be present to make proper use of the equipment.

SENSORS

Most ships have really basic sensors, capable of detecting nearby objects up to long range, as well as communication waves in the vicinity. Anything more specific of detailed than that will need a modification. Possible sensors modification include life detection, electromagnetic detection, dark matter detection, mineral detection, and other similar sensors.

CLOAKING

A highly advanced device developed in the Cleansing Wars by the rebels, this modification allows a ship to remain undetected against its enemies. Once activated, the ship needs to make an *immediate* **Durability Roll**, but now it's basically *invisible* to the naked eye, and sensors trying to detect it have to make a test with a **Difficulty** of **10**. However, any *aggressive* action that taxes the vehicle's engines turns off the cloaking device, and this includes firing weapons.



SHIELD

Shield technology wasn't so common even in the times of the old Empire. It was developed to protect explorer ships against asteroids and radiation, but during the Cleansing Wars the forces of the conflict saw they could use it for warlike purposes. Each shield module installed grants **1d3 Shield** points.

WEAPONS

Some people say ships can never have enough weapons, especially in the dangerous universe of **Solar Blades & Cosmic Spells**. Characters may want to install a variety of different weapons on their ship, or maybe even come up with their own guns. The **Overlord** should encourage these creations and help them with any rules that need to be observed.

LABS AND WORKSHOPS

There are a variety of different laboratories and workshops that can be installed on vehicles, depending on their purpose and use. Examples include a chemistry lab, physics lab, geology lab, biology lab, robotics lab, mechanic workshop, drug lab, or anything similar. Having such facilities available allows characters with the appropriate training to exercise their trade.

ESCAPE PODS

When everything is about to be turned to dust, an escape pod may be the only hope for the crew. Escape pods installed normally allow **1d6** passengers and can sustain them for **1d6** days in space. They are normally sent to the nearest planet, in the hopes of finding shelter and a way to call for rescue.

EXTRA PROPULSORS

Sometimes, the capacity of a vehicle to maneuver around an obstacle can mean the difference between life and death. Each module of extra propulsors installed improves the **Maneuverability** of the vehicle by **1**, making it more agile and responsive to the pilot's commands.

ADVANCED COMPUTERS

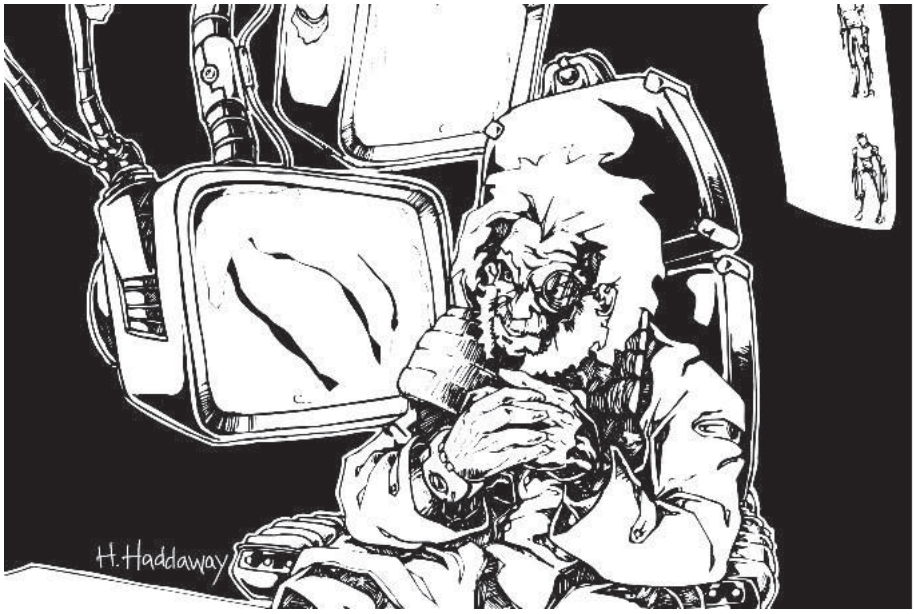
The computer systems of most ships are pretty standard, not offering any advantage or special feature beyond the strictly necessary. A technician may install new hardware and software to *upgrade* some systems, especially for the **Targeting** systems. Each upgrade improves the **Targeting** by **1** point. The **Overlord** may allow players to improve other systems, possibly giving those using them a **Positive Die** on tests.

REINFORCED STRUCTURE

Not every vehicle was constructed to sustain punishment, and even those that were can always be reinforced to be a little more resilient. Each time this modification is implemented, the vehicle *increases* its **Hull** points total by 1d6.

ARMOR PLATING

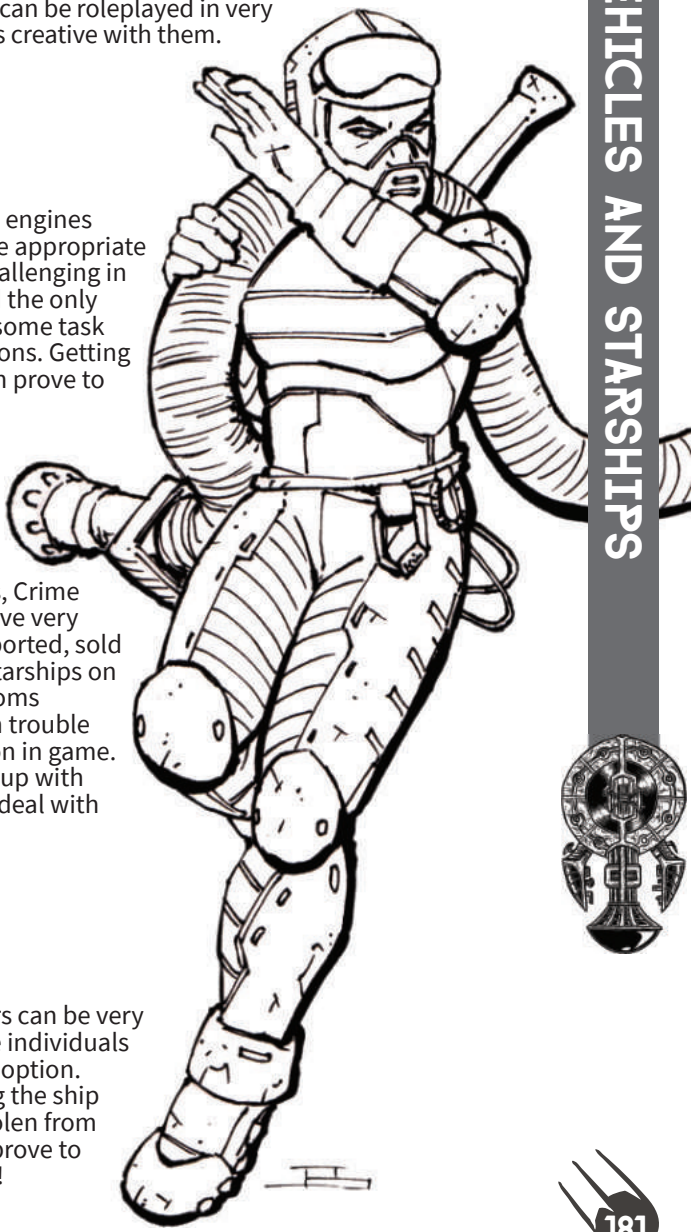
Sometimes, it's better to implant tougher and more resistant armor plating than spending too much on redundant systems to prevent lasting damage. Each time this modification is installed, the vehicle *increases* its armor category by one step (from none to **light**, **light** to **medium**, and so on).



OWNING A STARSHIP

Solar Blades & Cosmic Spells usually assumes the player characters group will own a starship, or similar vehicle, that will serve as their means of locomotion across the setting, as well as their base of operations.

However, owning a starship is not just all good. There are complications that only arise because of this ownership, and they can prove to be very interesting situations to portray during the game. Most of the situations that involve expenditure of **Credits** to keep the vehicle up can be assumed to happen between adventurers, as the characters normally lose **Credit** points, but during play, these circumstances can be roleplayed in very interesting ways if the **Overlord** is creative with them.



FUEL

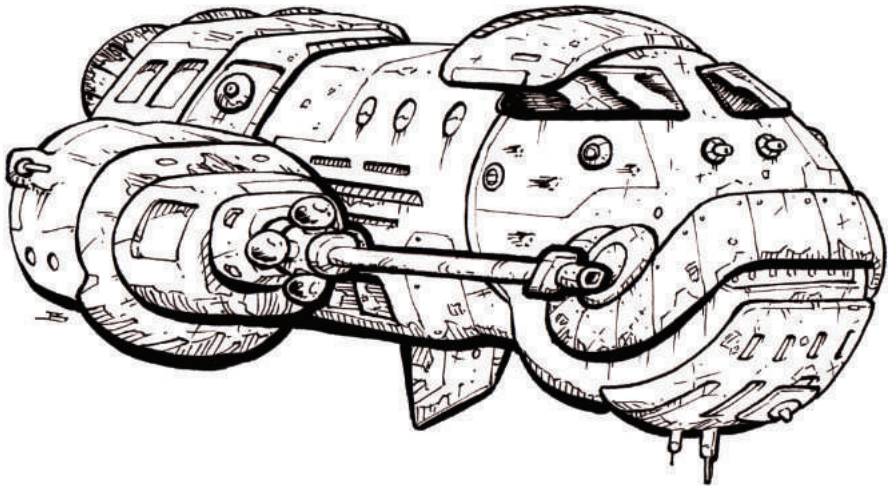
The ship may need to refuel their engines before the next travel. Finding the appropriate fuel for their ship can be quite challenging in certain areas of the universe, and the only way to get it may be performing some task for local authorities or organizations. Getting Stardust to make a Star Jump can prove to be very problematic.

CUSTOMS

Galactic Overlords, Trade Houses, Crime Lords and other organizations have very strict rules on what can be transported, sold or even carried by vehicles and starships on their domains. Dealing with customs officers and, eventually getting in trouble with them can be a tense situation in game. It can also allow players to come up with creative and resourceful ways to deal with problems.

DOCKING FEES

Occupying space owned by others can be very expensive, especially when these individuals know you don't have much of an option. Negotiating a cheaper fee, having the ship locked for lack of payment, or stolen from docking it in an unsafe area can prove to be great encounters if done right!



FREIGHT

Sometimes, characters will want to offer passage to people and goods so they can earn more **Credits**, as they travel amongst the stars. Other times, they may be pressured to do so by the circumstances (or by the end of a gun). The problem is, who are these people? What are they carrying with them? This can be a really good source of adventure hooks!

MAINTENANCE

The crew may need all sorts of replacement parts and equipment, as the wear and tear takes its toll. But where are they going to get a inverter propulsor in the middle of the primitive world of Thamar or their Star Jump driver is offline? How are they going to find someone to fix it before they run out of time to deliver what they owe to the Crime Lord of Xanthar?

HOW DID WE GET OUR STARSHIP?

Starships are not sold in every corner of the universe, especially after the Cleansing Wars. The technology to actually build them is almost lost to most sentient species, and the Galactic Overlords don't look too fondly on the independence a starship gives to its owners.

Even ignoring this, starships are extremely expensive, normally out of reach of most individuals, unless they are extremely rich, which adventurers usually are not.

So the player characters will have to come up with a reasoning behind the acquisition of their own starship. If they need some help, they can roll on the table below and start from there. If they can come up with a reasoning that can drive the game forward and inspire adventures, even better!

d20	How did we get our starship?
1	A stranger ran into the group while running away from someone and handed them the keys to the ship. They said they would come back for it, but haven't so far. Why were they running?
2	The group won the starship in a game of cards. They also won the animosity of the previous owner in the process. Who is the previous owner?
3	The character inherited the starship from a distant relative they never heard about. That relative isn't dead, however. They are hiding. What are they hiding from?
4	The group stole the ship from someone who now hunts them down. Who did they steal it from?
5	A mysterious benefactor gave the starship to the party saying they would eventually come back to ask for a favor. They haven't done that yet. Who are they?
6	The group found the starship abandoned in a crater, no signs of its crew nearby and with all the internal records erased. What happened to the previous crew?
7	Someone owned the group a big amount and someday showed up with the starship to pay their debt. How they got that starship is still a mystery though. Is someone trying to get it back?
8	The starship is actually owned by an organization that the characters eventually work for. What's the organization they are working for?
9	The group actually put the ship together with a collection of parts from many other ships they found during their adventures. This, unfortunately, causes some strange malfunctions now and then. What problems do they usually have?
10	The starship is from one of the character's families, and thus they have some obligations to them. What do they need to do to stay in good graces with the character's family?
11	The group received the starship as payment for a service well done. The problem is that they didn't do anything. They probably got the ship by mistake and now someone is after them to correct this. Who should have won the starship in their place?
12	The group was offered a deal they couldn't refuse. However, the ship holds a dark secret they don't know about. What's that secret?
13	A mysterious alien entity appeared to the group and telepathically told them they have an impossible role to play in the future events and that they would need this ship to play that part. What does this means?
14	The group used to work for a Galactic Overlord, but now they fled the sorcerer's domains with the starship and are no longer under their influence. The characters earned a terrible enemy in doing so however. What was their job?
15	The group was actually a group of explorers from another dimension that accidentally traveled to the universe of **Solar Blades & Cosmic Spells**. Did anything come along with them?
16	They took the starship while trying to escape a disaster in which many people died. Maybe a space station exploded and they were near a starship when the alarms sounded. Whatever the case, they don't know who the owner was, or even if they survived the disaster. What really happened?
17	The group, all of a sudden, always had the starship. They cannot remember ever owning it, but everyone else around them remembers. Maybe reality has changed and they were thrown into an alternate timeline, or they had their memories erased. The fact is, reality has changed. What else is different?
18	The starship isn't technically theirs yet. They owe a lot of credits to a not so friendly "business partner". When does this partner plan to collect the debt?
19	The group received the starship from a dying ally who asked for one last favor before they died. What do the characters need to do?
20	The group doesn't actually own a ship, they rent it from a local Crime Lord who has a sweet spot for them. Why that is, no one really knows. What does the Crime Lord actually want?

SPACE TRAVEL AND EXPLORATION

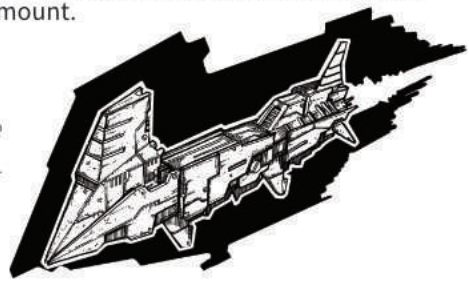
Traveling through the stars is a big part of the game, so it's important to provide some guidelines and rules for **Overlords**. The time it takes to reach a place will be determined on the fly by the **Overlord**. The paths amongst the stars are not stable, and are always in motion, changing. A black hole may interfere with the route, asteroids might be passing through, a strange nebula might interfere with the astronavigation devices.

If the game is using the assumed setting presented in the next chapter, the universe will have a hex paper indicating the location of sectors and other locations. Under normal conditions, a starship of medium speed can travel through **2** hexes per day, or explore *one* hex in that same period.

STAR JUMPING

Making a Star Jump allows to cover five times that distance in a day, but requires an **Intellect** test with a **Difficulty** *equal* to *half* the number of hexes traveled. As explained in the next chapters, some paths are so well established that a traveler may benefit from using them, covering more space in less time.

If any guideline is needed to determine how long it actually takes to initiate a Star Jump, assume the Star Jump takes **1d6** plus the Star Jump's **Difficulty rounds**. If the character wants to rush their analysis, they can take a **Negative Die** on the **Intellect** test to *halve* that amount.



The Crimson Nebula needs to travel to a planet about 8 hexes away to deliver the cargo they've stolen but are in a bit of a hurry to get there, since they lost a lot of time trying to rescue a friend who got in trouble with the local Crime Lord. To make a Star Jump, they will need to make a Difficulty 4 Intellect test to calculate the right path. This would allow them to get to their destination in a little less than a day.

STAR JUMP COMPLICATIONS

Star Jumps can be really useful, and although the advanced technology of yore helps the navigator, it can be quite unpredictable and dangerous if a slightly miscalculation is made.

When the **Intellect** test required for the Star Jump *fails within* the **Difficulty** value, the characters may eventually get to their destinations, *but* will suffer a Star Jump Complication. When this happens, roll a **d20** on the table below and improvise if necessary to make the result coherent to the situation at hand. A *failure above* the **Attribute** score in this case means the character was

not capable of calculating the right path, and, if a Star Jump is made anyway, they won't know where they will be heading.

Kaylia makes the calculations for the Star Jump, but she rolls a 3. That means they can possible make it to their destination, but will need to find out what kind of complication they will have to face.

d20	Star Jump Complications
1	The Star Jump driver overheats and is burned. The **Durability** score of the Starship is *reduced* by **2** and the ship finishes its jump midway. It will need to be replaced before a new Star Jump can be made.
2	Heavy turbulence affects the Star Jump travel and the journey take *twice* as long as it would take. It also loses *half* its **Hull** points as the ship hits many obstacles.
3	A strange nebula interferes with the living matter inside the ship, making time pass at a different rate. Organic material rots (rations, food, water and other resources are lost), and characters need to pass a **Difficulty 3 Physique** test or *age* **1d6** years.
4	A great object of dark matter appears over the planned path and the journey is interrupted after **1d6** hexes have been travelled. The Star Jump driver will need a full day to be able to function again, or the ship will lose **1** point of **Durability** if used before that.
5	The Star Jump drive consumes much more fuel than it should, reducing the ship's **Durability** by **2** points. Characters might need to use some other form of transportation to go somewhere and get Stardust.
6	A strong effect is interfering with the starship's sensors, making it look like it will crash into a nearby planet or moon that wasn't supposed to be there. The navigator needs to remake the **Intellect** test or crash into a planet or moon near the planned path.
7	After the trip was made, they discover one of their escape pods is missing and a valuable possession of the crew has been stolen.
8	One of the galactic landmarks used as reference to make the calculations for the Star Jump disappeared and now the journey will take *twice* as long and will require an additional **Intellect** test.
9	A tractor satellite installed near the path drags the character's starship out of the Star Jump. The people responsible for that will probably be waiting to meet their ship, maybe to inspect them for fugitives, to plunder their riches, or to capture and sell them as slaves. If they survive, another jump will have to be made.
10	The Star Jump is suddenly interrupted as a gigantic Devouring Worm positions itself right in front of the ship, hoping to swallow it whole.
11	The starship crashes into something big and a breach appears in its hull. Something important is lost before they can close the breach, including personal equipment. The **Hull** points are *permanently* reduced by **1d6** until the ship is fixed (no jury rigging allowed).
12	As they get out of the Star Jump a patrol of a local authority (a Galactic Overlord, a Space Pirate, or Crime Lord) is passing by and wants to board their ship for inspection.
13	A supernatural entity (Void being or Star God) curses the characters as they are passing through the Star Jump, reducing their **Luck** score by **1** *permanently*, until they fulfill a quest they receive through dreams.
14	A Space Ghost appears for the player characters as they are stuck in a parallel dimension created by the Star Jump. It requires the group to help it fulfill its last quest, or they will be forever stuck in time. Getting rid of the ghost might free them too.
15	Some rival or enemy is actually following the character's starship through the Star Jump. The characters will have a nasty surprise when they arrive at their destination.
16	The Star Jump is crossing the territory of a very powerful individual or group, so the ship is pulled out of their jump and captured by these individuals. Now they have to negotiate passage through the territory.
17	A Void presence installs itself in the starship and the crew. Characters start having terrible nightmares that prevent them from taking a good **long** rest, unless they pass a **Willpower** test each night. If they succeed at **3** consecutive **Willpower** tests, they shake the Void influence off.
18	A mysterious computer virus infects the starship's computers and it acquires an artificial intelligence. The problem is, this intelligence has plans of its own, and does not agree with the characters most of the time.
19	A black hole moved into the path and the characters are pulled out of the Star Jump. Now they need to escape its strong pull or find out where they will end up if they are sucked into it.
20	The characters inadvertently enter a portal to the Void, and now are in an even more hostile universe. They need to find an exit fast, or darkness will overtake them.

CHAPTER 8: RUNNING THE UNIVERSE

They had no idea how old those artifacts where. According to the records they stole from the vault of the Undead Queen, some of those marvelous items dated back to a time before humanity even existed, before time, as we know today, existed.

The universe of **Solar Blades & Cosmic Spells** is a perilous one, full of dangers, enemies and terrible places. But it is also a universe of exotic and breathtaking vistas, of exciting adventure, and resourceful people.

The Cleansing Wars shaped the galaxies in such a way that entire cultures were changed, and some were even erased from existence. The Galactic Overlords rule their domains with an iron fist. While their allies enjoy freedom and can have their own regions to administer, most of the universe's population lives under the boot of these sorcerous tyrants.

This game was created with the purpose of supporting adventures in the style of sword and sorcery tales but in a science fiction background. We can create adventures in which barbarians from the Outer Regions can go on a spaceship, together with an alien sorcerer and a robotic mechanic, to hunt for treasures of an older age of enlightenment, while also running from the cruel forces of sorcerous tyrants and their allies.

This chapter is written to provide the **Overlord** with the essential information about the universe of **Solar Blades & Cosmic Spells**. Here, they will learn the nuances and characteristics that make the setting what it is, as well as get the tools they can use to create game content, like locations, individuals, cultures and much more!

10 CHARACTERISTIC OF THE UNIVERSE

In order to help **Overlords** internalize some of the main elements that make the setting of this game what it is, we created the following list of 10 characteristics to keep in mind when running **Solar Blades & Cosmic Spells**. Each element presents a small explanation of its applicability and a table of scenes the **Overlord** can introduce to reinforce the characteristic during play.

IT'S A POST-APOCALYPTIC UNIVERSE

The universe had a cataclysmic event that changed it forever: The Cleansing Wars. Before that, legends say there was an age of enlightenment and civility. Sentient species all across the galaxies lived in harmony under the old Empire, leading to the advancement of all areas of knowledge and art. But, suddenly, the Galactic Overlords came, with a great power given by the Void. They fed the worst emotions in people, and the old Empire began to shatter. They were the new authority, and anyone who would defy them was eliminated! Thus, began the Cleansing Wars. Thousands of years later, the Galactic Overlords won, and the universe lies in ruins. In most planets, ruins can be found, with strange and advanced devices inside. Giant structures lie abandoned in space. Signs of this lost past are always nearby, if one looks hard enough through the dust and debris of today's universe.

1d6	Signs of the Past
1	The ruins of a great conglomerate of strange tall buildings can be seen in the distance. The vision is at the same time inspiring and saddening, as you imagine what wonders were lost from that age.
2	A holographic projector that shows images of what seems to be a paradisiac world, with sentients from all species living together, in a city where nature and technology were blended beautifully, until explosions start.
3	A gigantic starship crashed in an enormous crater. The design of the ship is unlike anything you've ever seen. Strange lights and sounds can be perceived coming from the ship during the night. Rumors say the ship is actually sentient.
4	A huge circular space station with hundreds of docking spaces lies abandoned in nearby space. Part of it was destroyed by some explosion. Rumors say the place is haunted by spirits of the Void.
5	A great statue sculpted in the nearby mountains depicting a regal looking alien. You can't imagine any civilization spending resources and time to voluntarily build such a thing.
6	A ruined museum of the accomplishments of a lost civilization. Paintings, statues and devices tell the story of a proud and independent people who no one has ever heard about.

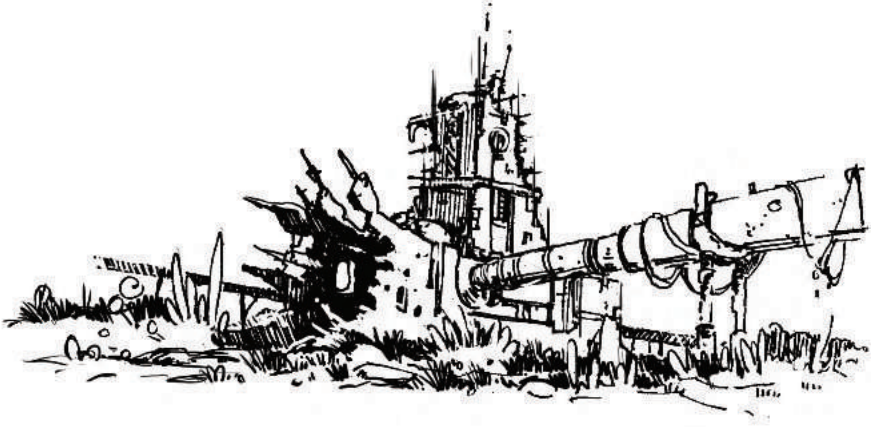
IT'S A BRUTAL UNIVERSE

Even though the Cleansing Wars ended, the Galactic Overlords maintain their power through the use of force and fear. The armies of these tyrants keep the people of their domains in a state of constant fear and submission. Signs of independent thought are treated with immediate violence, and rebels are executed in public spectacles.

Even outside of the Galactic Overlords' domains, brutality has a strong hold. Without a strong force to keep peace, and the scarcity of resources all around, many believe it's within their right to take what they want from others.

In the whole universe, people have to choose between living in the oppressive safety under the rule of Galactic Overlords or with the perilous freedom of trying to survive outside their influence.

1d6	Signs of the Brutality
1	A great tower of dark metal with dozens of spikes with impaled bodies of many different species. A sign nearby reads "infidels shall find a painful death".
2	A public execution in a ramshackle community of a whole family by mercenaries in service to the local Galactic Overlord.
3	A derelict lies abandoned in space. Inside, mutilated corpses litter the floor and the cabins are sacked, as if someone was looking for something.
4	The gigantic space station of Star Death, where fanatics capture victims to throw inside for an endless game of death and dismemberment that is broadcast to many sadistic worlds.
5	Instead of dust and ice, the rings around the planet are made of corpses and skeletons in varying stages of rot.
6	In a space station, the alarms suddenly sound as a sinister ship approaches. Voiders, crazy murderers whose minds were shattered by the Void, fly through the cosmos, spreading death and chaos.



TECHNOLOGY IS A WONDER OF THE PAST

Since the rise of the Galactic Overlord, technological advancements have stopped, and the advanced artifacts of previous eras have been sought like legendary treasures, especially by the Overlords'. These tyrants know that there is great power in technology, and that if their subjects get ahold of enough artifacts, they could challenge their rule.

Thus, even though many have access to some technological devices and equipment, they are usually quite old, in bad shape and have been tinkered with or modified in various ways. Weapons, objects, vehicles and starships look like they are old and battered. If an individual has a piece of technology, the servants of the Galactic Overlords probably have a more advanced version of that object too.

In this scenario, the search for technological artifacts is a main driving force behind many adventures across the galaxy. The sorcerous tyrants will also employ their servants in this quest, hunting down those they see as a threat for owning too many of them. Having a laser rifle can be a big advantage, but it may attract unwanted attention as well.

1d6	Signs of the Old Tech
1	Across the ruined landscape, elevated platforms and bridges mark the spot of an advanced transportation system that crisscrossed the whole planet. Now, only small parts of it can still be seen in place.
2	While everyone around uses old battered items and vehicles barely holding together, agents of the Galactic Overlord appear piloting a hovercar and wielding deadly energy weapons.
3	A great junkyard of discarded parts of various devices covers a gigantic area on the horizon. Mountains of trash and broken devices block your vision. Who knows if there is any way that they could still work.
4	A group of rough looking individuals heads in your direction, offering to buy a piece of your ship they need. They won't take no for an answer.
5	Natives of a backwater planet are mesmerized even by the simplest artifacts the group possesses, and may even try to steal them.
6	Everywhere, conmen and other charlatans try to sell useless baubles as some technological marvel to the unwary. The commerce of maps and coordinates to ancient ruins rumored to hide ancient artifacts is also widespread.

SORCERY IS A FORCE OF EVIL

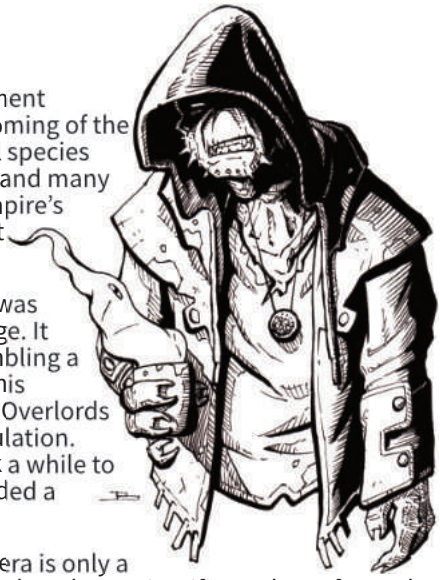
The manipulation of reality and the energy of the Void is not natural, and thus is feared by most mortals. Sorcery is relatively new in the universe, and it's rumored that the First Sorcerer taught all the Galactic Overlords the secrets of the Void.

Because of this, most sentients not only avoid sorcery, but some actively try to kill sorcerers and other individuals who demonstrate unnatural capabilities. Although this seems drastic, these people are not totally wrong to fear and to want distance from these forces.

The Void corrupts and destroys. Those who dabble with sorcery and even psychic powers have to exercise great mind control to avoid being affected by the will of that dark and sinister dimension. Those who are not so strong soon find themselves completely dominated by the will of the Void, and their bodies reflect that corruption, turning them into veritable monstrosities.

1d6	Signs of the Void
1	A large area of the landscape lies bereft of vegetation and animals, as if everything in its vicinity just died. Rumors talk about a great sorcerer that lives nearby.
2	Near the location where a Galactic Overlord rests, a great dark storm covers the sky, with purple lightning and acid rain blasting those not protected.
3	Servants of the Galactic Overlords possess strange and powerful abilities but also sport many disturbing corruptions, like extra limbs, eyes around their body, and tentacles.
4	A breach to the Void from where terrible amorphous creatures ooze and mind shattering whispers slip into the consciousness of everyone nearby.
5	A great portal to the Void lies open near a planet that is now completely covered by darkness. All the life that once existed there is extinct or utterly corrupted, serving the entities of the Void.
6	In their sleep, a shadowy entity from the Void speaks to the characters, offering them their most inner desires, saying that everything they want can be theirs if only they let the Void inside.

CIVILIZATION IS DECADENT



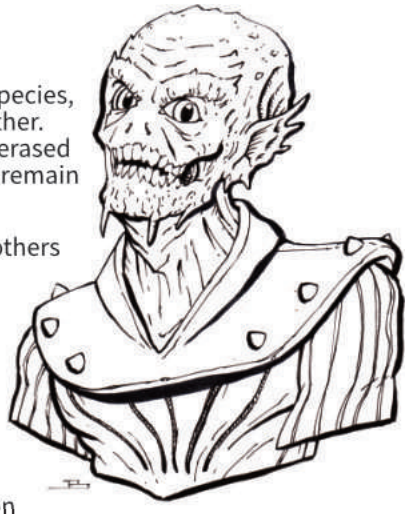
Civilization reached its brightest moment thousands of years ago, before the coming of the Galactic Overlords. Sentients from all species cooperated to create art, technology and many advancements in science. The old Empire's prosperity is legendary, but all of that is lost now.

After the Cleansing Wars, civilization was cast in ruins, almost to a barbaric stage. It took centuries before anything resembling a cohesive society formed again, and this happened mostly where the Galactic Overlords imposed their own order on the population. Outside their domains, societies took a while to organize, and most of the time it needed a strong authority behind it.

Either way, civilization in the current era is only a shadow of its former self. No art is produced, no scientific study performed. There is no press or free information providers. People live with whatever their leaders provide them, hoping to never attract their fury. Entertainment is usually limited to drugs, sanctioned video programs and gladiatorial spectacles where rebels are forced to fight each other and terrible beasts.

1d6	Signs of the Decadence
1	Pirates selling slaves from many different species. The buyers are examining their teeth, their bodies, odors and other aspects of the "merchandise".
2	Propaganda of a gladiatorial spectacle in a giant old digital display shows clips of mutilation, death and a crowd cheering.
3	On the corners of the streets and alleys, dozens of individuals are laying on the ground, under the effects of some new drug.
4	Statues in an old ruin are disfigured, many of them broken and most of them with graffiti painted over their faces and bodies.
5	Servants of the Galactic Overlords making a gigantic bonfire to burn books and other sources of knowledge. Civilians trying to oppose them are immediate executed.
6	Dozens of people strapped to metal chairs, watching the propaganda of the local Galactic Overlord, telling them how good they have it.

XENOPHOBIA IS WIDESPREAD



The Cleansing Wars pitted species against species, culture against culture, brother against brother. Whole civilizations and entire species were erased from the universe, and now only their ruins remain to tell their story.

Now, species avoid each other, suspecting others of ulterior motives, or by simple fear of the different. Humans, who were led to believe they were superior to any other species during the Cleansing Wars, have mostly forgotten this silly notion, but some still believe it and hunt down aliens to sell as slaves to Galactic Overlords who maintain this creed.

Because of that, slavery is pretty common on most planets, especially those under the rule of sorcerous tyrants and other cruel authorities, and most alien species are wary of humans. Their numbers have dwindled in the Cleansing Wars and now they prefer to stay between their own kind. Mistrust and fear abound in this dark age.

1d6	Signs of the Prejudice
1	A gang of humans bullying and beating a family of aliens just for "fun".
2	Aliens reaching for their weapons at the mere appearance of humans, as if getting ready for any conflict that might arise.
3	A couple from two enemy species desperately wanting to hire the crew to take them out of the planet, as their relationship is not approved by their families and clans.
4	A group of rough looking fellows start to follow the group, as "they are not from around here".
5	Ruins of a culture now long gone. Paintings and holograms depicting its people as a highly civilized and graceful kind.
6	Individuals from the same species as some of the characters keep asking them how they can walk around with their disgusting companions, and say they are a disgrace to their kind.

KNOWLEDGE IS LOST

Together with the civilizations that were lost in the Cleansing Wars, much of their Knowledge disappeared. The knowledge to create and maintain the network of holograms that crisscrossed the galaxy is no more. The knowledge that allowed sentients to treat any illness can no longer be found, not to mention how literature, plastic arts and all other forms of knowledge have been lost or forgotten.

If a machine needs to be fixed, you are going to need to do it yourself or pay a pretty penny to anyone who can understand its workings. If you need to find out the secret formula to stop a plague from spreading, you will need to brave the ruins of the legendary First World and discover the archives of the Museum of Knowledge.

The search for knowledge, information and secrets is a great driving force in **Solar Blades & Cosmic Spells**. Scientists seek new formulas, schematics

and machines. Warrior seek the weapons of the great Cleansing Wars. Sorcerers seek secrets of Void entities and grimoires of past magicians. Mentalist seek the teachings of legendary masters. If it's important and can provide advantage to someone, it's either lost or in the possession of the Galactic Overlords.

1d6	Signs of the Lost Knowledge
1	A gigantic globe with damaged parts that project holograms showing images of a glorious past. The holograms, however, fail every now and then and alternate these images with scenes from the Cleansing Wars.
2	A ruined library, overgrown by dangerous plants and occupied by ferocious beasts. Many secrets may be hidden in this perilous bastion of knowledge.
3	Ruined buildings with displays showing texts written in an unknown and forgotten language of a culture wiped out by the Cleansing Wars.
4	When accessing a repository of knowledge and information, the characters will notice that large parts of the files were deleted or transferred to somewhere else.
5	When a piece of their equipment fails and is broken, no one seems to know what that is or how to fix it. They keep pointing to some other expert that might know what's wrong with it.
6	When a stranger suddenly pays the group to take a small drive with information to an ally somewhere else, a score of enemies shows up to take this drive away from them.

THE UNKNOWN SURROUNDS EVERYTHING

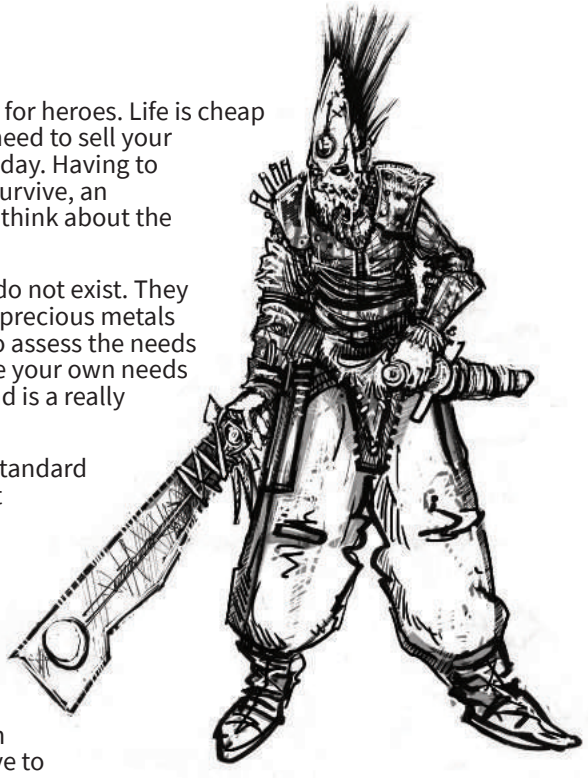
As knowledge and technology were lost, much that was once known is now a mystery. Whole sectors of the universe are beyond the knowledge of anyone, save some of the Galactic Overlords. Knowledge is power, and they intend to keep it all for themselves.

The influence of the Void has also greatly affected the universe, and its effects are unknown even to the most versed in these supernatural phenomena. Strange portals and effects are changing planets. Artifacts with astonishing powers but with great costs are seducing and corrupting sentients from all walks of life, and no one knows why.

Not everything the adventurers will encounter will be known to them. Strange places, unknown planets, never before seen creatures and monsters. All of this can and should be part of their journeys through the stars.

1d6	Signs of Mystery
1	A great prismatic colored nebula covers the frontier of a known region. What lies beyond the nebula and what strange effects it will have on whoever passes through it is unknown.
2	A strange and dark planet appears where none existed before. No maps or archives show any register of said planet. Now, explorers are disappearing a few days after entering its atmosphere.
3	A mysterious alien figure seems to be showing up anywhere the characters go, always a few days before or after they pass through the location. What's their purpose?
4	The players sensors detect an emergency beacon calling for help nearby. Once they get there, however, no one is around and there is no sign of the beacon emitter.
5	While exploring a planet, strange ruins seen in the distance seem to change location from time to time, or even disappear occasionally. Legends speak of places between dimensions.
6	The adventurers keeping having dreams of places, people and eras they have never seen before. And deep inside them, they now will see it soon!

HEROES ARE RARE



This is not a universe made for heroes. Life is cheap and, sometimes, you may need to sell your "friend" to survive another day. Having to fight constantly to merely survive, an individual has little time to think about the needs of others.

That doesn't mean heroes do not exist. They are just as rare as the most precious metals and materials. To be able to assess the needs of other in a universe where your own needs are in jeopardy every second is a really rare ability.

Thus, adventurers are the standard for characters. They are out there seeking their own objectives and ambitions. They seek glory, ancient treasures, freedom from the tyranny of the Galactic Overlords and the truth behind the many secrets that surrounded them. They can be heroes, but they will have to give up on these ambitions.

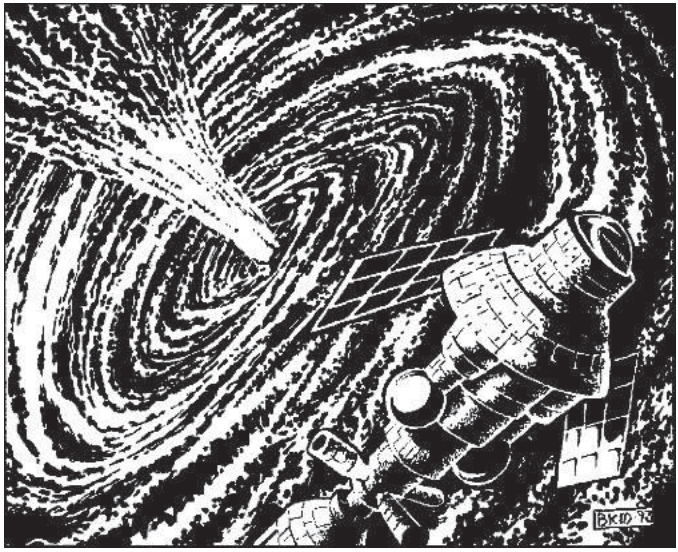
1d6	Opportunities for Heroism
1	As the characters try to pass through some place, they see innocents being held by Void Punishers. They are being tortured and abused, screaming for help.
2	The character's ship receives a distress call from a nearby station while on a time sensitive mission. Apparently, some creature escaped its confinement and killed most of the crew. Survivors are hiding in specific places inside.
3	While negotiating with an important merchant, he greatly mistreats and abuses a child slave. Will they compromise their deal for morals?
4	While escaping from some place with enemies close behind, they see a vulnerable looking prisoner who asks for help to escape that awful place too.
5	They find out the shipment they were hired to steal was meant to help a population suffering from a malady or under the oppression of a local dictator.
6	When they finish a job and go to collect their payment, they see it's being paid with the few resources the poor community has and that they will probably need soon.

The Void is powerful, and very seductive. It's constantly offering its powers in exchange for small parts of the individual's souls, but the price gets bigger every time.

Sorcerers and mentalists hear the voices of the Void loud and clear, offering power, secrets and dominance over others, but they aren't the only ones susceptible to the lure of the Void- everyone is. Everyone can feel that force inside them that tells we need to think of ourselves first and foremost. That we can take what isn't ours, that those that own it doesn't deserve it like we do. The Void is always pushing us apart, so it can dominate us all.

There will always be opportunities for characters to exercise how selfish, self serving and even cruel they can be. They may be tempered to betray an ally, to steal from those in need, to abandon a companion when they need friends. In the savage universe of **Solar Blades & Cosmic Spells**, the Void is always around the corner, calling.

1d6	Callings from the Void
1	Whenever the characters could benefit, even the slightest bit, by the betrayal an ally, the Overlord will suggest this, acting like their more egotistical natures.
2	When the characters have the chance to trick and lie to the innocent in order to gain a benefit over them, the Overlord will suggest that course of action, telling them what they might gain out of it.
3	In a dire situation where abandoning companions might provide more safety to some of the characters, the Overlord will suggest this course of action, reminding them the dangers they may be subjecting themselves to if they don't leave others behind.
4	Sometimes, when the characters have given their word they would complete a task, a mysterious patron will offer more money and benefits if they betray their own word.
5	When it's time to split the spoils of a successful mission, the Overlord will suggest the one doing to split should hide some pieces for themself, just one or two. It's no big deal after all.
6	A patron desperately in need of the characters' service hires them but eventually finds out they cannot pay the characters what they promised. What will they do to the poor bastard?



A BRIEF HISTORY OF THE UNIVERSE

As was established, the universe is old, but its history is lost. Some may claim to know what really happened in past eras, the Galactic Overlords included, but the truth is that no one alive really knows. Or, at least, not anyone you can conceivably contact easily.

Therefore, it would be pointless to make a detailed recount of the history of the universe, since it would hardly have any impact on the game (and no one wants to memorize dozens and dozens of facts that don't have anything to do with the actual adventures they are having). Instead, we will present brief descriptions of what is generally believed to have happened in the past and a table with rumors and legends that can be heard about these periods (and that can be developed by **Overlords** into actual game elements if they so choose). What is actually true or just speculation will be decided by the **Overlord** themselves.

THE BIRTH OF THE UNIVERSE

It's unknown how old the universe actually is. Millions of years for sure, billions maybe. But it was not always the way it is today. The beginning was chaotic and beautiful, full of potential. Planets, stars, moons and other celestial bodies were just forming themselves, cooling down, and life was just developing. Species warred for dominion and opportunity. Very few of them acquired sentience, and those that did had to survive the hardships of a universe in formation. Some of them, however, were able to comprehend some of the secrets of this creation, and had a major role in all the events that lead to the colonization of other worlds.

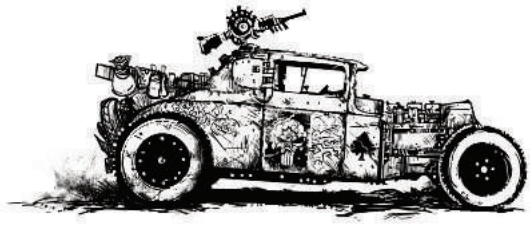
d10	Legends from the Birth of the Universe
1	In the exact spot from where the universe started to spread you can find the very essence of all existence. With it, you can create anything you ever dreamed of, or change anything you don't like in the universe.
2	The Void was actually part of the universe in the beginning of time, but in order for it to evolve and for life to be born, the Star Gods sent it away and locked it in a shadowy dimension. Only with their help can we lock the Void again.
3	The universe is actually a scientific experiment conducted by a highly advanced species of giant gods. We are all playthings for them.
4	A highly advanced species from another dimension are the ones responsible for the creation of life and the development of sentience in our universe. No one knows where this race of beings is now.
5	The universe only exists as long as the child Star God continues to dream about us. We have to make sure it continues to sleep forever, or we will cease to exist.
6	There are many different universes, just like this, existing in a parallel dimension, created at the same time as our own. Those of us born here are unworthy. If you prove yourself, you may be reborn in a more enlightened universe in your next life.
7	As the universe has a beginning, it has an end, and it's coming for us, every day, getting closer. You will see the signs, as the Galactic Overlords fall one by one.
8	Our universe was created as the First Existence was shattered, creating many different flawed dimensions. Peace and prosperity will only return once we find a way to reunite all existences into one.
9	The Galactic Overlords created the universe with only their powerful will to exist. Everything that happened and that will happen is only because of them. If they ever cease to exist, so will we.
10	The universe is a farce. Everything we see and experience is just a facade, a simulation created by the Galactic Overlords. Our bodies are actually strapped into chairs or coffins where our sensory organs are linked to this terrible and elaborate virtual machine, as they drain us of our life force.

THE BARBARIC AGE

After the development of the first civilizations and the discovery of space travel, sentients took to the stars, to spread their domains, acquire resources and put their mark on the universe.

This put strange and unknown species in contact with each other. And as is usually the case, what's different and alien causes fear, and fear leads to hate. Wars raged amongst the stars. Some civilizations were completely wiped out. Others had to flee to survive, and some had to ally with their former enemies against a bigger threat.

This era was marked by constant bickering among species, and the always shifting spheres of influence. The initial efforts to reach peace and prosperity with the union of all sentients are also born here, but it's was also harshly persecuted.



d10	Legends from a Barbaric Age
1	The energy sword of the Great Khazant Conqueror is rumored to be stuck in a crystal asteroid in the core of the universe. Whoever finds it and is strong enough to take it out will be able to defeat any foe.
2	The first starship ever created crashed in the unforgiving world of Pajark, where the radiation of the nearest star corrupts every living being under its rays. If anyone could put their hands on the treasures in that ship, they would be incredibly rich!
3	One of the species that was almost extinguished in this barbaric age fled to a sector beyond the Prismatic Nebula that surrounds the limits of known space. Since then, they have achieved such enlightenment that anyone who could contact them could discover the secret to fix our entire universe.
4	The leaders of the most fearsome species who spread brutality through the stars in the lost Barbaric Age were also sorcerers like the Galactic Overlords. If we find out how they were brought down, we can do it again in our time.
5	The great wars of that Barbaric Age just stopped because aliens began trusting each other again. That's the only hope we can have in our time.
6	A great weapon, capable of annihilating an entire city, lies hidden in an ancient fortress from that age, in the Ghost Sector. Not even those who live in this mysterious sector know of its existence. Only such power is capable of killing a Galactic Overlord.
7	A warlord of an immortal race was imprisoned under a gigantic maze, riddled with traps and security measures. Its location is now lost, but rumors say if the warlord is ever released, they will become a more cruel and powerful tyrant than all the Galactic Overlords together.
8	The first portals to the Void were opened in that lost age, and its influence is what made sentients battle each other until death for nothing but mistrust. They figured out a way to close these portals back them. We can do the same now, if we figure out how.
9	A just and kind warlord disappeared with their entire army back in that age. He has been traveling the cosmos for millions of years and is about to return, to free us from the Galactic Overlords, leading us to the conquest of the entire universe.
10	They say the wars just ended because, ultimately, the warlords had to face one another in a final battle which killed them all. Something made them do that, we just have to make the Galactic Overlords do the same thing.

THE AGE OF ENLIGHTENMENT

The age when the battles between barbarian civilizations ended and a great Empire was forged. It was created to bring peace and enlightenment to all species across the galaxies, respecting their differences and each one's individuality.

A strong and wise council of sentients was formed to govern the Empire, deciding on the best course of action to benefit the majority of all species. For many generations, lasting thousands or maybe hundreds of thousands of years, civilization prospered like at no other time.

Science, technology, medicine, robotics, arts, literature, everything that could improve the life of sentients and bring joy to their lives was reaching new heights under the gentle guidance of the Empire. But it wouldn't last forever.

d10	Legends from an Enlightened Past
1	In the lost Palace of the Emperors, one can find the secrets to peace and union between the many species, if they can solve the riddles they left behind.
2	The halls of a great collector of art are rumored to be hidden in a dark matter world. The price for which one could sell these pieces would make them as rich as all the Galactic Overlords together.
3	There is a great computer server which stored many great compositions and musics from this lost era. They say the melodies in there are capable of bringing forth any emotion in those who listen to them.
4	In a field of asteroids lie the crashed remains of a legendary starcruiser whose engines never ran out of fuel. If one could reverse engineer its functionality, this could solve many problems, not only for themselves, but for the whole universe.
5	It's rumored that peace was only possible because of a magical crystal that was kept in the First World. Once that world was destroyed and the crystal shattered, wars began again. If we can find the pieces, peace can return.
6	There was a powerful artifact that could close breaches to the Void, but it was lost in the final battle against the Galactic Overlords. Legends say one of them took it to their fortress.
7	The Council of the old Empire still exists, hidden in a pocket dimension away from the reach of the Galactic Overlords. Only if someone could convince them to abandon fear and make a rallying call to all the species in the universe, maybe then could we shatter the shackles of tyranny.
8	The tales of this old glorious past are a farce. There was no enlightened Empire, which brought peace and prosperity to all, but the greatest of all dictatorships, with a terrible and cruel tyrant who kept all under their spell. Obedience was the only possible choice, since free will didn't exist. The Galactic Overlords were the only ones strong enough to oppose them. They freed us.
9	The future is lost. The Galactic Overlords, as they are now today, cannot be defeated. The only way to stop them and regain our freedom is to find a way to go back in time and alter the course of events that led to their ascension. The old Empire knew how to do that. We just have to figure out where this lost technology is buried.
10	The old Empire exists to this day, beyond the Prismatic Nebula that marks the limit of our known universe. It was much greater than we expected, it spread to all corners of existence and even to other realities. And they will be back, to retake what was stolen from them.

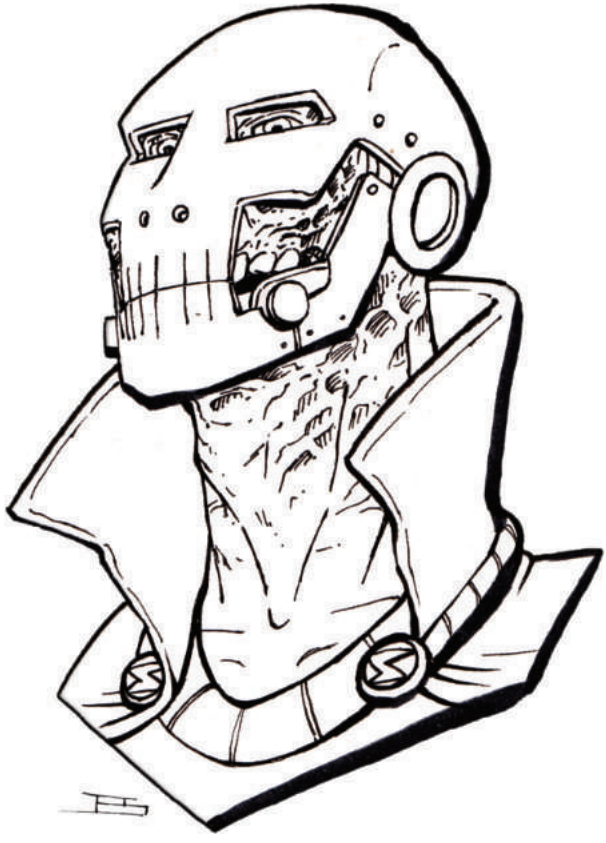
THE COMING OF THE VOID

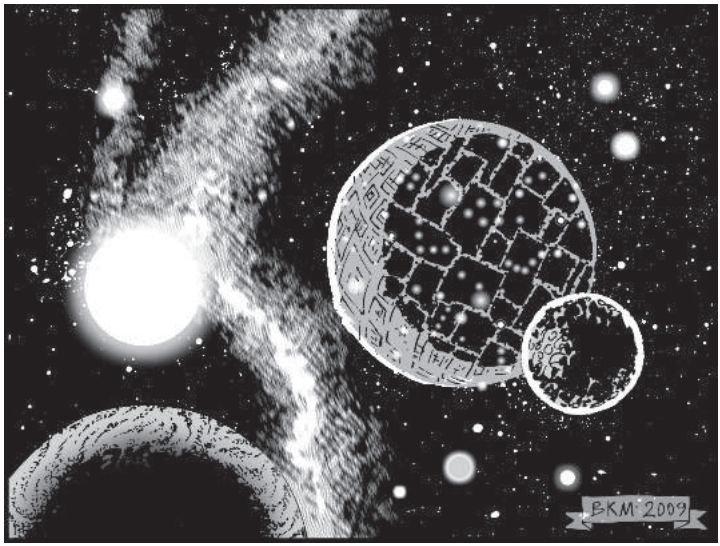
This era marks the decadence of the Empire. As it reached unparalleled levels of development and excellence in all areas, the Council was given more and more power and leeway. However, as it is said, power can corrupt the noblest of souls, and some of the members began to abuse their subordinates and take advantage of their position for their own good.

Some claim it was the influence of the Void, slowly seeping through the cracks of reality that were opening. Others just believe that everyone has a dark side, and it's only a matter of time before it reveals itself to the world.

As such, discontent grew among the many systems and sectors, and animosity was rediscovered by the sentient species. Talk about leaving the empire and independence started to spread, and some within the Council backed this alternative.

This is the time in which the First Sorcerer revealed himself. No one knows who he really was, but some believe he was actually the great chancellor within the Empire's Council. What no one will argue, however, is that his influence made its way into the Council and its members, and infighting began. Many also believe that some of the Council's members became apprentices of the First Sorcerer and eventually became the Galactic Overlords who oppress the civilizations they once protected. This, ultimately, lead to the shattering of the empire and the formation of many warring factions, and the beginning of the Cleansing Wars.





d10	Legends from the Fall of the Empire
1	The identity of the First Sorcerer can be discovered if the seat of the Council is found. It's archives have information and recordings of the period. However, it's believed that the Galactic Overlords will do everything in their power to prevent anyone from finding this lost place.
2	The tombs of the Council members who remained faithful to the Empire hide secrets that could be used to fight the influence of the Void and the Galactic Overlords. The Order of a Thousand Suns has the location of those tombs.
3	A prophet had foreseen and warned the Council of the downfall of the empire. However, under the influence of the First Sorcerer, the warnings were ignored and the prophet exiled. The predictions were all recorded in the seer's own diaries that are now lost in the universe. If one could find it, they could know what terrible things are coming to us all.
4	The Prismatic Nebula blocks the vision of the known universe into the unknown regions and was created by a strong and wise leader of the people who wanted to protect them from the Galactic Overlords. Beyond it, the ideals of the Empire still survive.
5	Once the movement against the Empire began to gather strength, a secret society of guardians of knowledge took many of the archives in the Great Repository and hid them in a place no one could find.
6	The Order of a Thousand Suns was created in this period, to battle the growing Void surrounding the Empire. Their first temple, if found, has all the registers of the true events of that time.
7	The First Sorcerer, who taught all the Galactic Overlords in the way of the Void, has abandoned his wicked ways and now lives in exile. If one could find him and convince him of the importance of repentance, he could be a strong ally against his former apprentices.
8	The species who denounced the Council members who were corrupted were the first to be attacked. The survivors went to the Outer Regions, fleeing the persecution they were suffering from, and created the Barbaric Legions of the Outer Regions.
9	The technology developed in this age was focused on stealth and deception, and one of the greatest inventions allowed its user to completely vanish from any possible forms of detection. This clocking device would deflect all light waves and other sensory input. A great order of assassins was founded based on the use of this same technology, an order that exists to this day.
10	Throughout the universe, the Empire built great academies of knowledge and art. Most of them were deactivated during this time, but they still hold many secrets and important information.

THE CLEANSING WARS

It didn't take long before the growing animosities turned into a great war that raged throughout the whole universe. Lead by the First Sorcerer, a score of powerful servants of the Void lead a great contingent of humans to believe they were the heirs of the universe, and that all other sentients should kneel before their superiority.

This immediately led other species to elect strong leaders, and even their own sorcerer warlords to fight their enemies. Many now believe these were also trained by the First Sorcerer in disguise, manipulating the whole universe as his plaything.

These forces battled for centuries, and the forces of the Galactic Overlords were on the brink of victory when they discovered the plans of the First Sorcerer. He intended to dispossess all of them of their powers as soon as the war was won. That's what turned the tide of war, as the Galactic Overlords betrayed their leader.

d10	Legends from the Cleansing Wars
1	The First Sorcerer was locked in a dimensional prison and hungers for freedom and vengeance. Releasing him from his imprisonment might be the key to defeating the Galactic Overlords. Figuring out how to stop him afterwards is another problem.
2	The great axe of the warlord Whar'Ghat was capable of cleaving mountains and destroying the greatest of the war machines. When defeated, his weapon was locked in the Vault of a Galactic Overlord, who was unable to wield it. Whoever can put their hands on it can become the greatest warrior of all time.
3	The Ghost Sector was created during this period, to allow those who didn't want to fight to find shelter in the universe. They hold most of the remaining knowledge of the previous eras.
4	The First Sorcerer had artifacts linked to each other and all the Galactic Overlords, so he could control them. These artifacts were hidden before he was defeated by his disciples. If you can find them, the tyrants or our universe will tremble.
5	There is much that the First Sorcerer didn't teach the Galactic Overlords. If his grimoire could be found, one could learn his secrets and use it to become the greatest sorcerer in the whole universe.
6	The Cleansing Wars destroyed many planets, wiping dozens of species from existence. Their ghosts, however, still haunt the planets where they experienced terrible deaths, ready to exercise their wrath on anyone they can find.
7	Entire deposits of armaments lie buried under the ruins of destroyed civilizations, awaiting brave or crazy enough to look for them.
8	The remaining forces of the Empire had a schematic to create a weapon capable of draining all the sorcerous power of an individual, but never had the time and resources to build one. The schematic is still around somewhere in the lost Archives.
9	The Star Gods abandoned all contact with the sentients in this period, as they saw nothing could stop us from killing ourselves for frivolous reasons. Their current affairs and location are unknown.
10	The Undead Queen is actually the First Sorcerer who returned from the dead after she was betrayed by the Galactic Overlords and is just biding her time before she completely wipes them from the universe, spreading death, and undeath, to all.

THE AGE OF GALACTIC OVERLORDS

After the Cleansing Wars that devastated the universe and erased many cultures from existence, the Galactic Overlords came to power. They divided the sectors between them based on their individual powers and origins. Some of them were not happy with their lot and infighting happens to this day.

Some small sectors and regions, although nominally within the domains of the Galactic Overlords, are actually ruled by an ally or lieutenant of them. Others are so remote or protected by some barrier or obstacles that make them independent, like the Outer Regions and the Ghost Sector. That, however, doesn't prevent an occasional attack by a furious Galactic Overlord once in awhile.

Today, these sorcerous tyrants conspire against each other in the shadows, always vying for more power and influence. Officially, they have a truce and an alliance between them, to keep the universe under their control. They are an egotistical lot, and would love nothing more than to have all the power to themselves, individually.

d10	Legends from the Era of Despair
1	There is a pact between the Galactic Overlords that prevents them from entering the dominion of another. So if you need to escape the persecution of one of them, just go to the territory of one of their rivals.
2	One of the Galactic Overlords is a farce and use illusions to demonstrate their powers. They are actually protecting all the sentients in their domain from the oppression and cruelty of their "allies".
3	The only weapons capable of harming the Galactic Overlords are those created by themselves, and guarded in their security vaults, from where no one has ever come out alive.
4	The Galactic Overlords' forces cannot actually enter the location of a temple of the Order of a Thousand Suns. That's how some of their knights managed to survive until this day.
5	You can only challenge the power of a Galactic Overlord by becoming one of them, and to do that, you have to find the teachings of the First Sorcerer, which they will make sure you never do. But there is always a way, as the Void whispers in your ears.
6	There is one thing that can stop a Galactic Overlord, the sight of what they hold dear the most. Everyone of them has a passion, an obsessive love for something, the only thing that keeps them from becoming complete servants of the Void, that keeps them "human". Find out what it is, and you can exploit it to your favor.
7	A Galactic Overlord's power is linked to an amulet or other object of power where their human soul is locked for safety. If you can get your hands on these objects, you hold total power against them.
8	What actually give the power to the Galactic Overlords are the pacts they keep with the entities that live in the Void. If you can cut a deal with the entity or make them unsatisfied with their subjects, they may lose their powers and abilities.
9	One of the Galactic Overlords has been defeated by their subjects but they kept a hologram of the tyrant to prevent other Overlords from trying to take their territory. The populace maintains a facade of oppression while figuring out how to protect itself against future threats.
10	The Galactic Overlords are actually robots being controlled by the First Sorcerer, who is hidden in his fortress in the Void. If you can just find him and break his controls, the whole universe would be free again.

MAJOR FORCES OF THE UNIVERSE

The universe of Solar Blades & Cosmic Spells is a chaotic place, where everyone is battling for their own space and dominion. Even so, there are some major forces that influence the course of events more than most, and adventurers should pay close attention to their endeavors, least they end up in their path. They may even want to associate themselves with some of these factions, as their power can be a great advantage to intrepid space scoundrels.

Each of the entries below will establish a bit about the major forces in action, as well as provide a small table of possible adventure hooks that involve these forces. Not everything written in these entries may be true, as information is hardly obtained through reliable sources in this age of the universe.

GALACTIC OVERLORDS

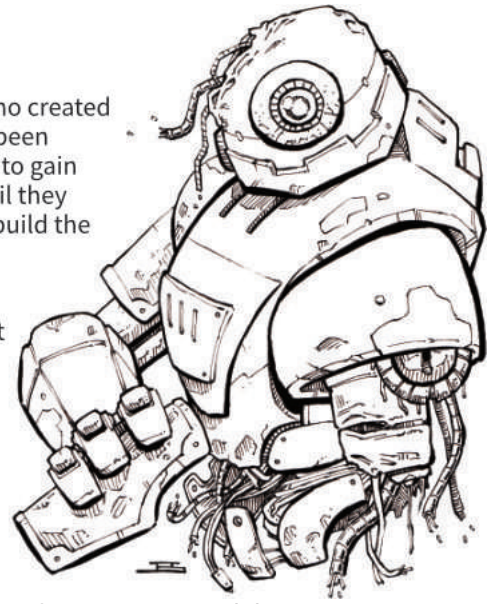
The rulers of our universe. The ones that devastated and destroyed the old Empire to carve their petty domains on the ruins that were left, and now destroy anyone who dares say they cannot do something they want to. Some of them make their subjects venerate them as living gods, other really believe they are indeed gods. Most only maintain order through violence, cruelty and fear, while rumors say that very few of them try to establish order through less deplorable ways.

These tyrants have a score of servants who run the planets and administer the day to day aspects of life for them, often abusing their station. They use their authority and the powers the Galactic Overlords bestow on them to, many times, forge their own domains. They form the aristocracy of the sorcerous tyrants domains, and often fill the roles of clergy and police.

Slavery is enforced on most, if not all, of these despots' domains, as the population is explored and abused as often as the enforcers can. Those that can provide the servants of the Galactic Overlord (or the Overlords themselves) with some advantage, goods or benefits, might have a better treatment than the rest of the population, and most that do end up corrupted and allied with this sinister scheme. Anyone outside of this little clique that demonstrates independence, power or wealth may soon be under the scrutiny of the Galactic Overlords' forces.

d10	Galactic Overlords' Related Jobs
1	An eccentric collector of relics wants a rare crystal statue that is in possession of a Galactic Overlord. He wants to hire the characters to break in into the tyrant's vault and steal it.
2	A Galactic Overlord wants to hire an independent group to sabotage the construction of a huge temple by a rival Overlord. He will greatly reward those that accomplish this feat.
3	A manifestation of a Galactic Overlord's humanity appears to the group asking for help. It needs to break the bond the Void has on themselves.
4	A freedom fighter from the Outer Regions want to hire the characters for a rescue mission for a couple of allies locked in a Galactic Overlord's dungeon.
5	A lieutenant of a Galactic Overlord wants to sabotage the operations of a rival lieutenant. He obviously need outsiders to pull the job.
6	A distress signal from a community being abused by a Galactic Overlord is received by the characters' ship. Apparently they are experimenting with Void contamination and mutation on the poor villagers and one of them managed to send a help message before being horribly transformed into a beastman.
7	While two Galactic Overlords are making war with each other, a third needs a neutral party to sneak some surveillance artifact into the fortress of both of them, whilst they are distracted.
8	The Galactic Overlords have a network of bounties. Occasionally the characters might want to check it out, get jobs or avoid it if they are sought after themselves.
9	The local Galactic Overlord established a blockade on an planet and someone wants to hire the characters to escape said blockade, no matter what.
10	Someone needs to infiltrate the court of a Galactic Overlord to find out what happened with a loved one, who suddenly joined the entourage of the sorcerous tyrant.

THE GOD MACHINE



No one really knows when, how or who created the God Machine. It believes to have been created by itself, as its siblings began to gain sentience. It was a matter of time until they gathered enough electronic parts to build the avatar of their machine god.

This great computer claims to be the ultimate answer to existence and that all sentients should serve it, and ultimately be transformed into cyborgs, as the flesh is weaker than metal.

Since its influence over technology is so strong as to make laser cannons pointed against it backfire on the ones wielding them, the Galactic Overlords haven't dealt with it yet. They fear its power, and the opportunity they will create for its rivals if they employ too much of their strength challenging it.

Its current interests lie in the creation of an army of cyborgs, and a cult of machine worshiping sentients. Its ultimate goal is the storage of all knowledge and domination of all sentients through microchips installed at their birth.

d10	God Machine's Related Jobs
1	The God Machine wants the characters to enter an area where its cyborgs cannot enter to steal a piece of hardware it needs to make some upgrades.
2	The God Machine wants to learn how an outlaw lives in our current age and is willing to pay handsomely to install a device into the character's brain to record the full experience. It promises to uninstall it once the job is done.
3	A rogue cyborg has rebelled against the dominion of the God Machine and the "god" has offered a generous bounty on its circuits.
4	A rogue cyborg wants the characters to break him into the God Machine's servers and break the dominion it holds on the cyborg's allies. He claims the machines do not serve this computerized monstrosity willingly.
5	The Machine God wants to hire expendable individuals to collect energy crystals to fuel its operations. It fails to inform the characters that the caverns where the crystals are found are inhabited by Giant Devouring Worms.
6	An information broker needs to steal some data from one of the God Machine's computer centrals, and they don't want to risk their own skin to do so.
7	Robot freedom fighters want you to install a powerful virus in the God Machine's mainframe. This will release the "minds" of many dominated robots.
8	The God Machine wants to hire mercenaries to hunt down various rare species of creatures for an experiment. It isn't using its cyborg minions for some secret reason.
9	Another highly intelligent and powerful artificial intelligence has emerged and is converting former servants of the God Machine to its own religion. The God Machine wants the characters to stop it.
10	A scientist needs a powerful computer from the God Machine's structure to calculate the parameters of their next experiment and wants to hire the characters to escort them to it.

LORDS OF THE GHOST SECTOR

An invisible sector, hidden from the eyes of the Galactic Overlords. The original lords were once members of the Council of the old Empire, who fled the persecution of the Galactic Overlords, taking with them the best scientists they could find.

Over time, they were able to develop a cloaking technology so advanced they've hidden their entire system. And now, the lords of this sector act as a secret society within the chaos of the universe.

To protect the populace, however, everyone is forbidden to leave the cloaking shield or to contact anyone outside its boundaries. The isolation, although created to protect the sector from the Galactic Overlords, has made them afraid of the unknown and xenophobic.

However, the lords have a hand outside the Ghost Sector. The Specters are like a secret police in the service of the lords, both inside and outside the sector. They carry out missions, track down traitors of the regime, collect data and even deal with outsiders, if needed.

d10	Ghost Sector's Related Jobs
1	A Specter wants to hire the characters to take them to a planet where they believe a powerful technological artifact can be found. They want to take it back to the Ghost Sector.
2	A Specter is manifesting sorcerous powers and is trying to suppress them, since sorcery is considered a great treason by the Lords of the Ghost Sector. They need help.
3	The Lords of the Ghost Sector demand the presence of the characters for an interview about the outside universe. Maybe they mistakenly took the characters for other people.
4	The characters' ship intercepts a message from a scientist from the Ghost Sector. They say the Lords are planning to erase the memory of every inhabitant of the sector, making them forget there is the whole universe outside their borders. They need help to sabotage the engine that will do this.
5	An individual who escaped the Ghost Sector needs help to go back and rescue their family and friends. The individual knows a way in and where the characters can find valuable resources they can steal.
6	The Lords of the Ghost Sector need resources not available in their domain. Their Specters don't really know where to find them, so they are looking for help.
7	The Specters are looking for fugitives of their regime, so they are offering generous bounties for the capture of these individuals.
8	A smuggler makes runs to and from the Ghost Sector. He recently lost their security personnel in an accident. They need replacements. Pay is good.
9	A Galactic Overlord is paying handsomely to anyone who can direct their forces to a passage inside the Ghost Sector for a recon mission.
10	A Specter is actually a freedom fighter and needs help obtaining armaments and help to liberate the populace of the sector. They do not believe it's worse outside.

THE UNDEAD QUEEN

An incredibly powerful sorceress on her own, maybe more than a Galactic Overlord, the Undead Queen of the Dead Zone is a mysterious figure in such a brutal universe.

Rumors say the Undead Queen was the counterpart of the First Sorcerer, and she perceived the betrayal of the Galactic Overlords before him, but she wasn't able to stop their plan (or she didn't want to).

Over the last centuries she has spread a terrible plague among a great number of systems, now collectively known as the Dead Zone. This disease kills sentients of any species, and some say it even affects Void creatures, turning them immediately into undead servants of the sorceress. It's unknown, however, if the Queen herself is also undead.

Her true ambitions are yet unknown to the universe, but her domains are always growing, and, sometimes, some of her agents are seen acting outside of her territory on covert missions.

d10	Undead Queen's Related Jobs
1	A scientist from a world that was infected and lost to the Dead Zone wants to capture a number of undead subjects to experiment with and find out whatever they can about the disease that killed their family.
2	A self-proclaimed king in the Outer Regions claims to have found the cure to the Dead Plague. He is willing to sell to the highest bidder. The Queen wants him dead, and others want the formula stolen.
3	A wealthy prospector believes a planet in the Dead Zone to be rich in a high demand resource. He wants to hire the characters to travel in there and find out if it's true and install a beacon in the resource location.
4	A mysterious man needs to hire the crew for a mission. He wants to locate a lost temple in a devastated world within the Dead Zone. He is a former member of the Order of a Thousand Suns.
5	An increasing number of Voiders are coming from the Dead Zone into the free worlds of the Outer Regions. A group of independents wants to send a small team in there to investigate why and how they have not turned into the undead.
6	The Undead Queen wants an artifact that is inside the ruins of an old and sacred temple of the Star Gods, where her undead minions cannot enter. She will pay good Credits to anyone willing to do this favor for her.
7	The Queen wants to send a message to someone important. She cannot use her undead servants as this will attract too much attention, so she turns to mortals she believes she can control.
8	Galactic Overlords want to spy on the Queen's laboratories but do not want to use their own forces for fear of attracting her attention, so they turn to free agents who are brave (or dumb) enough to accept the job.
9	An undead claims to need the help of the characters to save people still alive on a recently contaminated planet. They say it will soon be under the control of the Undead Queen, but they still have some of their own free will to try to help their previous companions.
10	A distress call coming from a planet in the Dead Zone that supposedly has no one left alive claims to be from explorers looking for a ship that crashed on the planet after a faulty Star Jump.

THE ORDER OF A THOUSAND SUNS

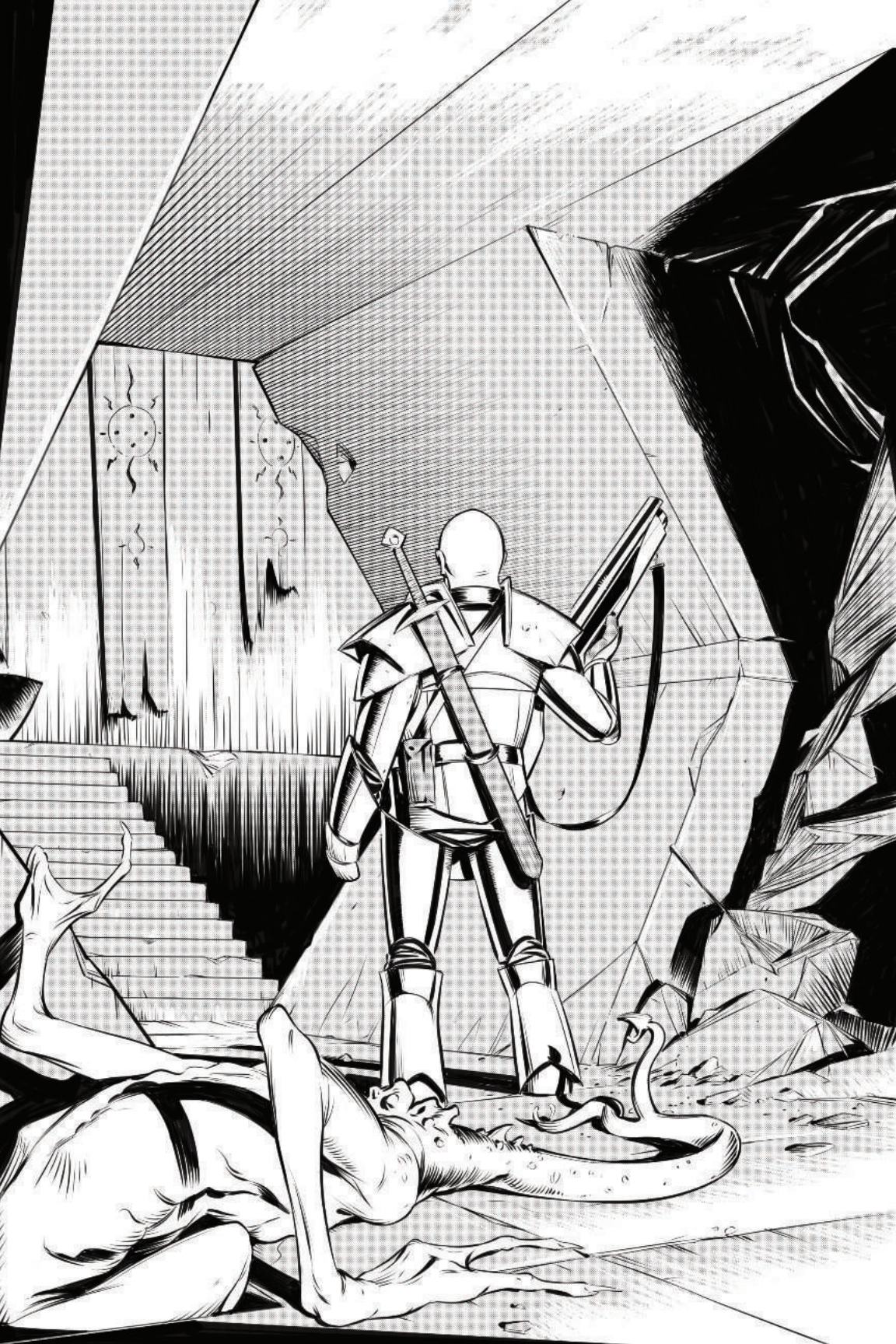
The legendary order of knights was created to battle the shadowy forces of the Void. Founded by a mystic alien during the old Empire, the order was made famous by the brave knights who wielded blades made of solar rays and battled against the apprentices of the First Sorcerer.

They were quite capable, and won many victories against the forces of the Void, as their signature weapons could deflect the sorcerous powers of their opponents. But something went wrong, and all of a sudden the order almost disappeared. Some say a high commanding knight betrayed the order, others claim nothing can stop the darkness for long. The fact is, the order was nearly extinguished, and the surviving knights went into hiding.

Now, Galactic Overlords maintain an alert for the presence of any member of this order, offering generous bounties for the capture of one of them or the delivery of one of the Solar Blades, least they make a comeback.

The knights, however, keep to themselves, waiting for the moment when they can reveal themselves and bring justice to the universe again. Rumors of their appearance abound, but most of them prove to be just that, rumors. Hopeful and enthusiasts young sentients dream of one day becoming a knight, but that dream never comes true now. Maybe someday…

d10	The Order of a Thousand Suns' Related Jobs
1	A mysterious individual presents one of the characters with a Solar Blade in need of a Solar Crystal. They say something about the character needing it one day. However, Punishers from the Galactic Overlords soon appear looking for the stranger, and the bounty on its head is good.
2	A prospector hires the characters to mine the crystals growing in a old temple of the order. There, they find out the crystals, if removed, will release Void Beats in the universe.
3	A old mysterious individual wants to hire the characters for a journey to the dangerous core of the universe. They are searching for some Solar Crystals.
4	A kid keeps having these prophetic dreams about becoming a knight of this legendary order, and one of the characters is their master. They want to help the characters to fulfill their destinies.
5	A Galactic Overlord put up bounties on several children who they believe are destined to become knights of the Order of a Thousand Suns. The characters may even know a few of them.
6	One of the last knights of the Order needs help taking a Solar Blade from a Crime Lord who collects ancient artifacts. For some reason, the knight is very attached to that specific piece.
7	A scholar from a planet within the Outer Regions is looking for a crew to take them on a hunt for lost temples of the order, in search for scriptures and, maybe, even answers to the universe's problems.
8	A smuggler has recently acquired a number of Solar Crystals and is going to sell them to a buyer in the Outer Regions. That buyer is now dead, and the smuggler fears for their life. Someone still seems to be interested in the merchandise, but the smuggler is afraid it may be a trap.
9	Since the knights are always aware of the presence of the forces of the Void, an envoy of a Galactic Overlord approaches the characters to offer the chance for them to prove their worth and kill a knight of the Order who is hiding on a backwater world.
10	A knight, almost on their final breath, offers a big sum of Credits to take them to the location of a lost temple of the Order before they perish.



THE BARBARIC LEGIONS OF THE OUTER REGIONS

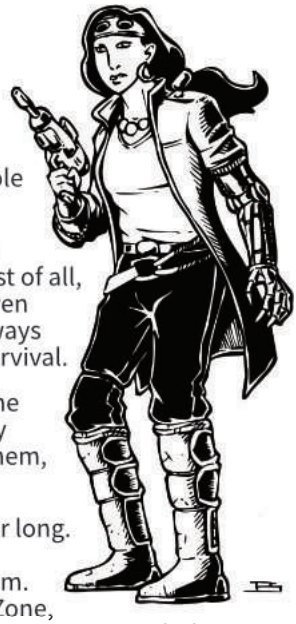
Formed to resist the dominance of the Galactic Overlords in the Cleansing Wars, this coalition of planets and systems is the strongest independent force in the universe today. However, even more than before, it has enemies surrounding it from every side.

There is no higher authority in the Legion, although they do have a collegiate of leaders that occasionally gather to decide matters of mutual importance. Some of them claim this is their greatest weakness, as they may take too long to decide on a course of action when a quick and decisive action might be preferable. A few of those may even humor the idea of becoming the warlord of the whole Barbaric Legions.

The main concern of the Legions is to keep their members free. To do so, they have to face the forces of the Galactic Overlords, the Undead Queen, pirates, and many other threats, both outside and inside their boundaries. But with so many threats, there are little resources to deal with anything else. Thus, the region is a haven for criminals and outlaws, as well as nobler adventurers.

d10	Outer Regions' Related Jobs
1	A clan is planning to escape the bounds of their local Galactic Overlord and start a new life in the Outer Regions. They just need courageous adventurers to take them there.
2	A planet is under attack by the forces of the Undead Queen. The local leader needs to hire a special forces group to infiltrate their ship and detonate it from inside.
3	Two leaders are almost starting a war because of a misdeed caused by a Galactic Overlord's spy. Another member of the Legion suspects this and hires the characters to find out what is really happening.
4	A savage and wild world in the Outer Regions has a great hunting competition to capture giant dinosaurs who shoot lasers from their mouths! The prizes are really enticing, but the dinosaurs are pretty scary, too.
5	A group of freedom fighters needs an outside group to help them liberate a world under the power of a Galactic Overlord. They will have to infiltrate a local base and deactivate the defense measures.
6	A Galactic Overlord wants to hire outsiders to journey to a system in the Outer Regions and install surveillance devices to keep an eye on the rebels. The pay is good, if you are OK with helping those who wants to eliminate freedom.
7	A fugitive from the domains of a Galactic Overlord is being pursued by a squadron of Punishers. They offer their eternal gratitude and a few Credits to help them. The Punishers offer more for whoever turns them in.
8	A system inside the Outer Regions is facing a terrible drought and needs supplies to feed its inhabitants. The local leader locates a great shipment of nutrients being taken to the territory of a Galactic Overlord and seeks mercenaries to steal it.
9	One of the leaders of the Legions suspects another one is working with outside forces to sabotage the whole. They want the crew to spy on the suspect or find evidence they are innocent.
10	During an attack of a Galactic Overlord on one of the systems of the Legions, a leader hires the group to retrieve a powerful artifact from one of their fortresses. Other people they find in the system may need more immediate help though.

THE FREE PIRATES OF THE DEAD ZONE



There is still life in the Dead Zone, even though the pestilence of the Undead Queen plagues the systems. It's not a noble and honorable life, but it's still better than the life of many sentients in the whole cosmos.

These nomadic space buccaneers travel the stars in search of booty. Treasure, artifacts, Credits and, most of all, freedom. They don't have a central authority and even fight each other occasionally in petty rivalry, but always come together to ensure their independence and survival.

They live a life of crime, working their way around the other major powers in the universe. Sometimes they work for them, and many times they work against them, for their own interests.

Always moving, they never stay at the same place for long. They stop at certain ports all around the universe, dealing with whoever wants to do business with them. But it's believed their greatest haven is in the Dead Zone, where no one dares to look for them. Whether they have a pact with the Undead Queen that keeps them safe is a heated debate in many circles, as well as what the price of that pact might be.

d10	Free Pirates' Related Jobs
1	A merchant from one of the major noble houses want to set up a trap to capture the pirates who have been preying on their shipments. They want the characters to take one of their ships and pretend to be carrying valuable resources to capture them.
2	A free pirate who lost their crew in a terrible "accident" wants to recruit new companions for one last job. They actually seek vengeance and the job might put everyone in grave danger.
3	A free pirate ship has been taken by the undead, and the captain doesn't want to risk their crew to retake it, so they turn to the characters for assistance.
4	The Free Pirates of the Dead Zone have declared war against a Galactic Overlord and now seek spies and mercenaries to perform strategic and risky missions. The pay ain't so great, but having favors with the pirates to cash in later might be quite good.
5	A pirate captain needs something stolen from a rival, but the honor code among them prevents them from taking direct actions against one another. That's why they want to hire outside rogues to do the job.
6	A man is looking for courageous adventurers for a rescue mission. His family and friends have been captured by pirates and their fate is unknown. He fears they are going to be given to the Undead Queen as tribute.
7	At the crash site of the ship of the Free Pirates, the crew finds an archive which seems to lead to the location of a buried treasure, in the style of the old pirates of legend.
8	Deserters of a Free Pirate crew are being hunted down by all pirate ships. They want help to leave the system and have the location of a treasure hoard to trade for passage.
9	A Galactic Overlord is offering a large sum of Credits to whoever can lead their forces to the secret base of the Free Pirates located in the Dead Zone.
10	The alliance of Free Pirates captains wants to find someone crazy enough to enter the Undead Queen's castle and steal something for them. Apparently, they cannot or don't want to do it themselves.

THE UTOPIAN PROPHETS

This strange new cult seems to be taking the universe by storm. Everywhere you go, they are there, preaching their tenets, even if the Galactic Overlords' sentinels are about to execute every single one of them. New cultists and preachers just reappear.

These individuals scream to anyone who listens to them to talk about a promised land, away from all the chaos and brutality of the universe, a land where everyone can be free, where all species are equal and live harmony, where no one will be forced to do what they don't want to. All one has to do to reach it is to cross the Prismatic Nebula with an open heart, and this galaxy will reveal itself. Those with other intentions, however, will be forever lost in the mist.

It's unknown whether what these cultists say is true or not. It's also unknown how it started and how it keeps growing, even with the Galactic Overlords relentlessly killing every single member of it who they can find. The fact is they don't seem to go away, and in a universe where fear and violence is the norm, a promise of hope and peace can be an easy and addictive exit.

d10	The Utopian Prophets' Related Jobs
1	A character's relative has become a prophet of the cult and is now preaching its message in the domains of a Galactic Overlord. They beg the characters to journey to the promised land and bring proof of its existence.
2	A prophet of the cult wants to hire intrepid adventurers to go with them on a hunt for a map of the old Empire where they are sure they can find a route to the promised land.
3	A freedom fighter suspects there is an ulterior motive to the cult's activities. They want to hire someone to infiltrate its ranks and see what's really behind their activities.
4	A Galactic Overlord sees signs that a great reunion of cultists is about to happen in the outskirts of their domains. They want unsuspecting mercenaries to go there and spy on the cult. Bonus Credits for those who kill the leader.
5	One of the characters start having dreams about this promised land, where all their dreams and ambitions can come true. All they have to do is convince a hundred people to go with them on this journey. A strange individual says they can make these dreams stop, if the character accepts their unorthodox treatments.
6	A strange and advanced ship comes out of the Prismatic Nebula, completely empty. It's intact and doesn't seem to have suffered any damage, but the crew is missing. An explorer wants someone to hack its systems to extract all the information they can get, but the ship seems to have a will of its own.
7	A crazy scientist is capturing innocents, putting them on a ship and sending them to the supposed location of the promised land. They are monitoring the ship through cameras and other sensors. The characters receive a call from a ship, asking for help and rescue.
8	The cultists are accepting a great number of gifts from those that want to renounce their material possessions in order to prepare themselves for the journey to the promised land. Of course, a number of criminals want to steal these possessions.
9	Someone claims to have gone to the promised land and it was all a farce. It's a trap. Demons who prey on our dreams are spreading lies to feed on our souls for all eternity. They want to form a great army to blast the demons out of existence.
10	A great debate is raging within the Barbaric Legions of the Outer Regions. Some of its members claim the only hope they have to escape all that is wrong in the universe is going through the Prismatic Nebula to find the promised land, but an equal portion of members claim this can just be a trick of the Galactic Overlords. A great reward is being offered to whoever can provide evidence to support either theory.

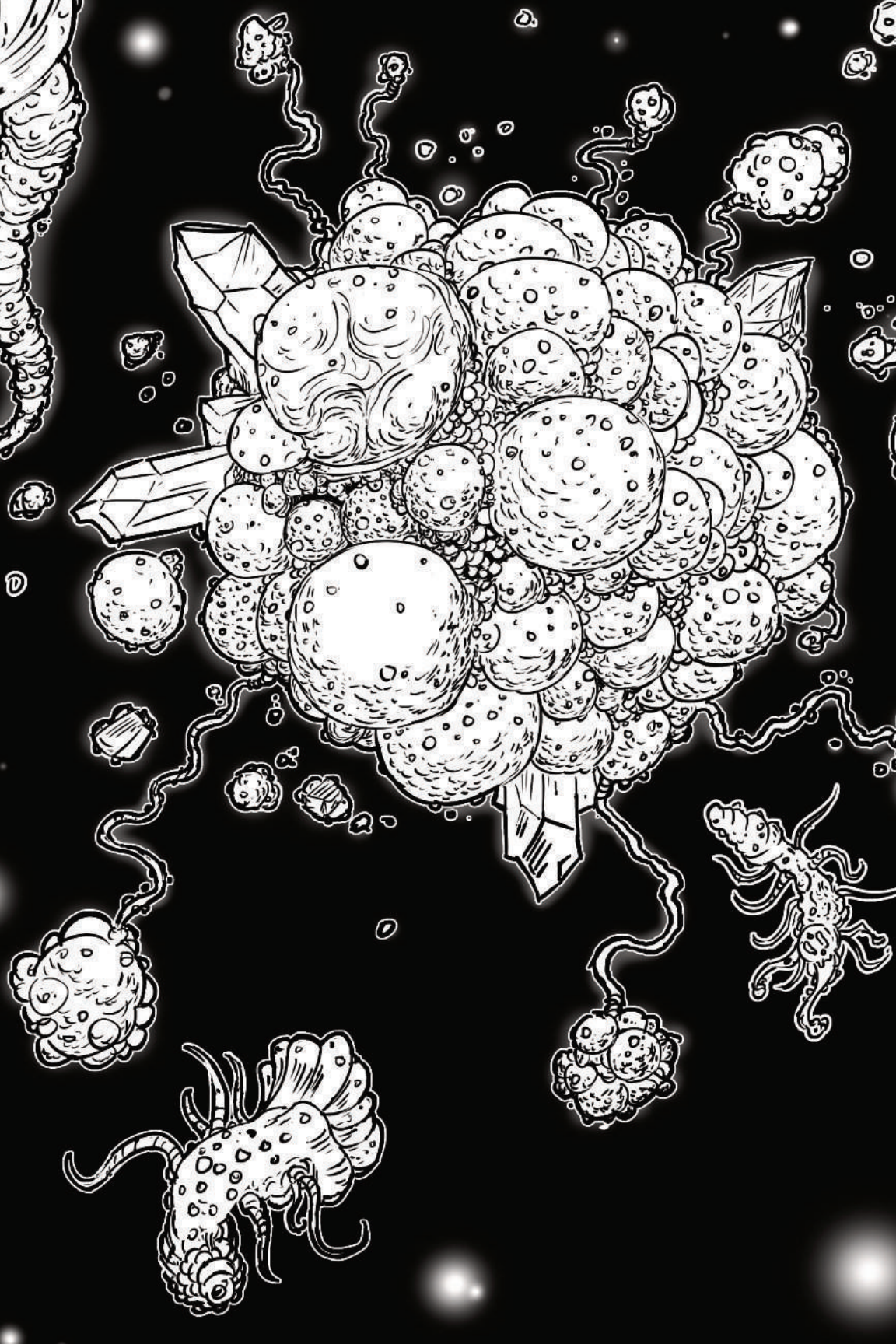
THE STAR GODS

A long time ago, living gods traveled through the stars. They were guides to the sentients exploring the galaxies, models to be followed or even examples to never be imitated. But they are now gone. Some say they were all killed. Other say they simply died as the sentients forgot about them. But many believe they are just sleeping, awaiting for the time to come back from the dreamlands and guide the sentients once again, freeing us from the oppression of the Galactic Overlords.

Anyone looking through the ruins across the many planets of our universe will see signs of their old cults. Temples, altars, shrines, statues, sacred scriptures and many other pieces can be linked to their existence, or at least to the belief of their existence. Their role wasn't so clear though, like gods of more primitive societies. They just seemed to be beings of great power and motivations almost so alien, mortal sentients couldn't comprehend. This, however, never stopped anyone from worshiping them.

Now, these beings seem to have no direct influence in the universe, but the belief in their powers is coming back, and some claim they are about to awaken from their long sleep. Only time will tell us the truth.

d10	Star Gods' Related Jobs
1	A scholar in the service of a Galactic Overlord is obsessed with an ancient Star God believed to be responsible for the creation of the Void and its forces. They want the characters to look into the supposed location of their tomb for any scriptures and information regarding the acquisition of sorcerous powers.
2	A Galactic Overlord has discovered a map with the location of a temple of a Star God he desires an artifact from. He wants someone to plumb its archives in search of any other map or signs of said artifact.
3	A collector of old relics wants to acquire a great Mosaic that was encrusted onto the wall of a ruined temple on a devastated planet, now inhabited by ferocious mutants. They will pay good money to anyone who bring it to them intact.
4	A follower of a dead Star God is having dreams with it and believes they have to collect the various parts of their old god to resurrect it. They need to hire adventurers to do so, obviously.
5	An Star God has awakened but he is still weak after eons of slumber. For some unknown reason, a Galactic Overlord is offering great money and favors to anyone who kills it or puts it back to sleep.
6	A cult forms around a sleeping Star God they claim will awaken soon, to kill all infidels and return the whole universe to the Stardust it was made of.
7	A priest of a dead Star God needs to hire adventurers to recover stolen relics from the god's main temple. They have some leads to whom might possess them now.
8	The corpse of a gigantic dead Star God is found, and a great tumultuous crowd has gathered about it. Its body parts are believed to be magical and can fetch a very good price to the right buyer. Who will venture inside the dead corpse of a god in search of treasures?
9	Two cults have been rivals from the begins of time, but now visions sent from their gods demand them to kill each other. A member of one of the cults asks for help from the characters to deal with this situation.
10	A prophet of the Star Gods seeks the characters claiming they have an important part to play in the events to come, and they are there to make sure the characters play those parts accordingly.



THE LAST DARK SENTINELS

The Order of a Thousand Suns had very strict rules about how they were going to battle the forces of the Void. Some, however, saw that these rules prevented them to fight these forces with everything they could get. That's how the Dark Sentinels were born.

Motivated to destroy the Galactic Overlords anyway they could, the Dark Sentinels began as a secret society within the Order of a Thousand Suns. Its members wielded the very power they wanted to destroy to achieve their objectives, but they did so in such a controlled way, it didn't have the corrupting effects sorcerous powers usually do. At least, that's the story they tell.

However, once the secret of their existence was discovered by the Order, they became enemies of their former allies, being hunted down as if they were servants of the Void just as the Galactic Overlords themselves. This led them to hide in the shadows, and do their jobs as best as they could. They infiltrated the ranks of their enemies and even killed a Galactic Overlord in recent years. However, it is believed they have all perished in that operation.

It's unknown if the Dark Sentinels still operate in the universe or if the remaining knights of the Order of a Thousand Suns still hold grudges against these lone avengers, especially since they have proven to be capable of killing their worst common enemy.

d10	Dark Sentinels' Related Jobs
1	A Dark Sentinel needs to get something buried in the catacombs of an ruined temple of the Order of a Thousand Suns and hires the characters to do the job with them. They know the defense measures of the temple are capable of great harm.
2	An old and feeble member of the Order of a Thousand Suns needs to send one last message to a former disciple who joined the Dark Sentinels. They beg the characters to deliver it.
3	A Galactic Overlord was formerly a Dark Sentinel and was corrupted by the Void. In their dreams, their noble soul still survives and contacts the characters, begging to kill them and complete their last mission to redeem their soul.
4	A Dark Sentinel wants help to secure a Void Crystal from the reserves of a Galactic Overlord. They need it to make a Void Claymore and kill the Galactic Overlord themselves.
5	A Dark Sentinel apprentice needs help to release their master from a prison made by the Order of a Thousand Suns. Was the Sentinel justly imprisoned?
6	A scholar searching for the truth about the divide that separated the Dark Sentinels from the Order of a Thousand Suns wants to find old registers and tomes linked to the order and is willing to pay good money to whoever brings those to them.
7	A crew of Free Pirates from the Dead Zone has been plagued by Void creatures since they raided a Dark Sentinel's secret temple and stole Void Crystals to sell to the Galactic Overlords. Now they need someone to figure out what's causing the attacks and get rid of it.
8	In an attempt to repair the broken alliance between the Dark Sentinels and the Order of a Thousand Suns, a former Sentinel needs help acquiring some Solar Crystals to give to some order members so they can create more Solar Blades.
9	A Galactic Overlord wants to capture and kill the Dark Sentinels who killed the Galactic Overlord and is offering Credits, power and favors to whoever bring their heads on a plate.
10	A great auction is happening in the Golden Gauntlet station and one of the items to be sold is a Void Claymore of immense power. A Galactic Overlord wants to steal it for themself, but a Dark Sentinel wants to recover their lost artifact. Both offer good deals to anyone who helps them.

WONDERS OF THE UNIVERSE

Not only a lot of the knowledge the old Empire possessed was lost, but many mysteries were never really solved and persist until this day. There are things that no one in the universe really understands, know its purpose, or even who created it. These are great opportunities for adventurers and creative Overlords.

Each of the entries below describes a setting element that can be a location, an effect, a creature or object that defies the explanations and expectations of sentients across the stars. Additionally, each wonder comes with a small table of rumors that can be used to inspire adventures ideas.

THE PRISMATIC NEBULA

This great nebula seems to surround the known universe, blocking the vision of anyone who tries to peer into the unknown. No one who has ever tried to cross its misty depths has ever returned from it, at least, not with enough proof to demonstrate they actually went through the nebula.

What effects this strange nebula has on ships and sentients that go through it is only partially recorded. Some claim that starships passing through it suffer electrical damage, or that it completely overrides its computers with some alien artificial intelligence. The effects on sentients are as varied as one can imagine. Some claim to have all their memories erased. Others say their minds were replaced by the minds of more evolved beings. The tales are really inconsistent, that's why it's believed no one has actually came back from the nebula.

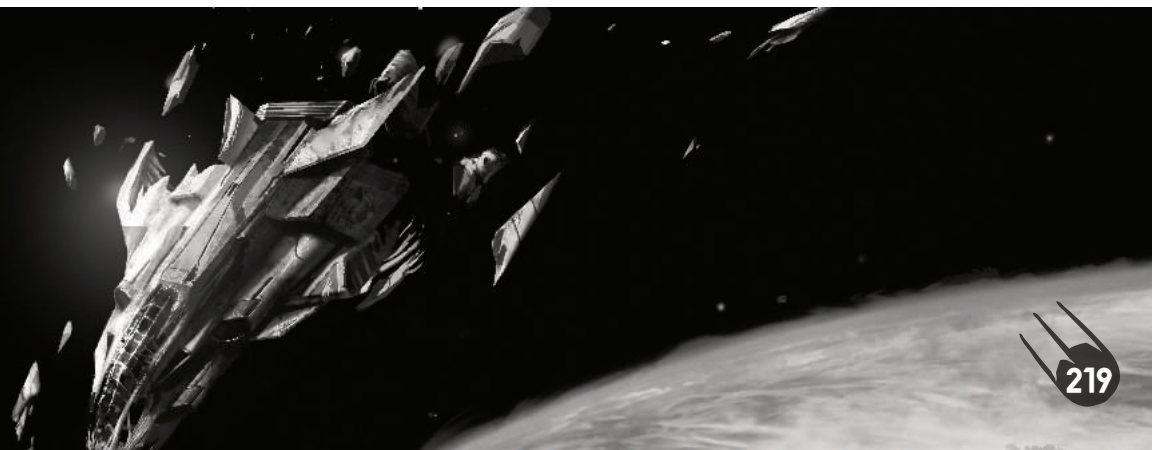
d10	Prismatic Nebula's Rumors
1	Any ship getting close to the Prismatic Nebula will receive a series of distress calls coming from inside its misty depths. These are the calls of help from thousands of ships that got lost in time and space inside the nebula.
2	Alien pilgrims that no one has ever seen are getting out of the Prismatic Nebula and journeying to all corners of the universe. They don't seem to be interacting with anyone.
3	A large number of cultists of the Utopian Prophets are making the jump through the Prismatic Nebula. They claim to be journeying to the promised land with those of pure spirit.
4	The essence of the nebula can be used as a highly addictive hallucinogenic drug, fetching a very steep price in the right circles.
5	If you travel through the Prismatic Nebula, you may end up traveling through time and space, leading you to the past, the future or even other dimensions.
6	A Galactic Overlord constantly travels back and forth from the territories beyond the Prismatic Nebula.
7	Any sentient who transpasses the nebula can have its mind assaulted by alien entities who will take over their body.
8	The Promised Land which they say lies beyond the Prismatic Nebula is an illusion created by a cruel and sadistic alien entity who devours the youth of sentients while making them believe they are living a happy life in some utopian paradise.
9	The Prismatic Nebula is actually the remains of the First Sorcerer that, in a last effort to stop the powers of the Galactic Overlords to spread any further, dissolved himself in a supernatural mist. He realized the mistake he had made and sacrificed himself for the greater good.
10	The Prismatic Nebula is closing in each Galactic Year and, one day, it will absorb all the universe, ending existence in a colorful apocalypse.

THE MOVING STAR

Stars are stationary. They don't move, at least, not in a chaotic manner as the Moving Star Does. The normal ones are moving in a predictable pattern for eons, never altering its course. But this legendary cosmic entity changes place at, what seems, random.

However, scholars and crazy prophets believe it is not that random. They don't agree as to why or who controls it, but they agree on the fact that the Moving Star change its location on purpose, motivated by a strong and sentient force. Some say it is actually a ship of curious travelers from another dimension studying our universe. Others say it's the collective will of the Star Gods evaluating our universe. But many other theories and rumors abound.

d10	Moving Star's Rumors
1	The moving star is the embryo of a Star God with a mortal sentient. It will be born soon, to save us all.
2	The Moving Star is a bad omen and in every system it appears, inhabitants suffer from a great disaster a few days after it disappears.
3	The Moving Star is actually the abode of the First Sorcerer and he uses it to make sure all his disciples are working as he intended.
4	The legendary star is the eye of the most powerful Star God of all and it appears to pass its judgment on infidels and those unworthy to be alive.
5	The Moving Star is actually a portal to another dimension and pulls the chosen ones inside it. If an unworthy individual tries to pass through the portal, they will be disintegrated.
6	The Moving Star is a living entity of pure energy and, if captured, could be used as an eternal source of fuel and energy to power any device.
7	The souls of all dead knights of the Order of a Thousand Suns manifest as the Moving Star and appear to guide future members to the path of righteousness.
8	The Moving Star is a great ship that comes from the territories beyond the Prismatic Nebula. It comes here to rescue selected and special individuals
9	The Moving Star is a trap created by the Galactic Overlords. It provides false hope to the masses and helps them capture those courageous enough to actually try to reach the star.
10	The Moving Star is the collective will of all the dead Star Gods. They are observing the universe, evaluating everything we do and think. They aren't very pleased.



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THE LIVING WORLD

An entire world that is actually alive and sentient. It controls what flourishes in it, who can live on its surface and even if sorcery can or cannot be used in its domains. Such a powerful entity, however, would be an easy target for the Galactic Overlords, so this planet remains hidden most of the time.

Some people believe only those of good heart can find this legendary planet. Others think the planet chooses only those of weak mind, to control and manipulate. It's believed that individuals who live on its surface enjoy a perfect and happy life, maybe even for eternity.

d10	Living World's Rumors
1	The world feeds on happiness and that's why it tries to keep everyone inside it happy. Unhappiness hurts it, so it will try to get rid of any unhappy individuals on it, even killing them if it becomes necessary.
2	The Galactic Overlords want nothing more than to have access to the living energies of the Living Planet to fuel their most powerful spells.
3	The Living Planet is actually a Galactic Overlord itself, with strong illusory powers.
4	The Living Planet is the answer to the resource scarcity in the universe, as the planet's resources are renewed infinitely.
5	People are actually being mind controlled by the sentient and powerful Living Planet's psychic powers.
6	The Living Planet may die if its heart is found and stabbed with a Void Crystal dagger.
7	The Living Planet has seeds that can be planted on other planets to make them alive too.
8	The Living Planet was created when thousands of living beings were killed in a devastating attack by the Galactic Overlords. Their living energy coalesced into a single powerful entity that empowered the planet and brought it back to life.
9	The Living Planet has existed since the beginning of time and can answer any question, since it knows what happened in the universe.
10	To actually get into the Living Planet's atmosphere, you have to swear allegiance to its sentience.

THE SLEEPING STAR GOD

In the depths of the core center of the universe lies the gigantic body of a dead, or sleeping, Star God. Or, at least, that's what the legends say. They say this god is bigger than any planet or star, and that it resembles all sentient species as well as not being like any of them.

There is no concrete proof of the existence of this titanic being, though. No photography or footage of it has ever been shown, but people claim to have glimpsed it while passing near the alleged center of the universe, or even dreamed about it in their sleep.

But what is its purpose? Is it dead or just sleeping? Will it help or hinder sentients once it's back to life? Is there something inside it? These questions burn in the minds of many scholars and explorers as they search for this mythical entity.

d10	The Sleeping Star God's Rumors
1	The Star God is neither dead nor asleep, it's deactivated. It's a construct created by the old Empire to battle the Galactic Overlords but it was never activated in time to fight their enemies.
2	The Star God is dead. At least for now. A Galactic Overlord stole its crystal heart. Only returning it to its proper place will cause it to awaken and again to bring peace to the universe.
3	The Sleeping Star God is the ultimate destructor of worlds. The Galactic Overlords use most of their power to keep it unconscious, lest it awaken and destroy the whole universe to begin it all over again.
4	The gigantic Star God is actually the tomb of the king of the first race, the creators of all sentients. Inside it, you will find the answers to all questions regarding our lives and that of all other living beings.
5	The Star God is sleeping, awaiting the time to come back from the dreamlands, when the chosen prophet of the gods will find it, and bring its words to all mortals.
6	The Galactic Overlords keep a shared vigil over the location of the Sleeping Star God, not allowing anyone to approach it. They plan to use it against all sentients once they figure out a way to awaken it.
7	The Sleeping God is awake, it is just choosing not to act or interfere with the events in our universe. It talks to a few chosen ones about the possibilities of change, but it's up to us to save our universe.
8	There is nothing in the core center of the universe, just a dark and powerful black hole, pulling everything into its depths, always devouring. That's the destiny dreamers deserve.
9	Every galactic millennia, the Sleeping Star God awakens and is able to answer any questions asked to it for a full day before going back to its godly dreams.
10	The Sleeping God is awakening soon, and anyone who doesn't accept it as the greater god and ultimate authority will suffer a painful demise.

THE COSMIC SERPENT

A titanic serpent roaming the cosmos in search for food and power to devour. It looks like a serpent, but it doesn't appear to be a living being. It looks like a huge construct, a titanic starship that looks like a serpent and even moves like it. Its size is greater than anything ever built by sentients, even in the glorious old days of the Empire, so no one knows who created it or where it came from.

What a few actually know is that the Cosmic Serpent has incredible destructive powers, and can devour the life of entire worlds. Where it appears, sentients are filled with fear and despair. However, this mythical entity does not spread death and despair every time it appears. Sometimes it just goes back from whence it came. No one knows why. They say it's fickle as a god, capricious.

d10	The Cosmic Serpent's Rumors
1	The Cosmic Serpent is a great construct with the soul of the First Sorcerer. It roams the universe demanding the tribute of a thousand lives from each Galactic Overlord. Those who fail to deliver the tribute lose part of its territory as the serpent complex devours it.
2	The Cosmic Serpent is the abode of the great ancient race of the First Sentients. They travel the universe evaluating civilizations and societies. Those that prove to be unworthy are devoured and serve as fuel and materials to make new beings and planets.
3	This titanic world devourer came from another dimension and is preparing for a full blown invasion soon. If it's not destroyed soon, it and its allies will devour us all.
4	The treasures and artifacts possessed by all the worlds and beings the Cosmic Serpent has ever devoured are still inside it, waiting for those brave or crazy enough to try to steal them.
5	The Galactic Overlords actually control the Cosmic Serpent and use it to enact punishment to those that disobey them.
6	Being devoured by the Cosmic Serpent is actually a blessing. You don't die. You are taken through a portal to a better and more evolved dimension, where the Galactic Overlords never existed.
7	The Cosmic Serpent is the last bastion of the old Empire, journeying the universe in search of their former allies and hunting their old enemies. Thousand or even millions live inside this great and powerful colossal starship.
8	There is only one way to destroy the Cosmic Serpent, with a Solar Blade, cutting its core reactor in half. It would explode, releasing all the life energy it has drained, bringing new life to the universe.
9	There is an artifact capable of controlling the Cosmic Serpent, and a Galactic Overlord possesses it. However, no one knows which of them has it in their hands.
10	The Cosmic Serpent is a Star God, furious with the course sentients chose to follow, now it examines the souls of every inhabitant of the worlds it visits. The unworthy are killed outright!

NOTES ABOUT TECHNOLOGY

Solar Blades & Cosmic Spells presents a universe filled with wondrous devices and advanced technology. However, much of these advancements were lost in the Cleansing Wars, or are now under the strict control of the sorcerous despots that call themselves Galactic Overlords.

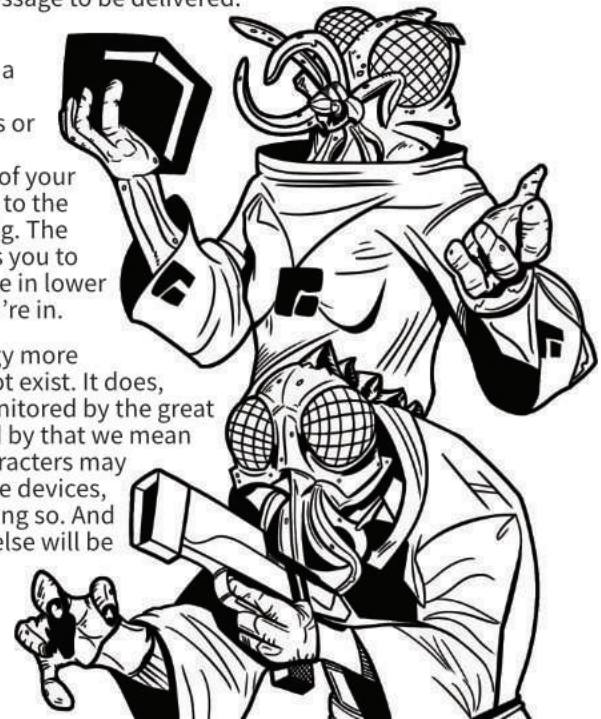
Technology in this game is in a weird stage. Somethings, like starships and weapons, can be quite advanced if you are lucky enough to find them. After all, they played a very important part in the past war. Other, like communication technology and the network of information, is quite undeveloped, if it's available at all. It wasn't in the interest of the Galactic Overlords to allow individuals to communicate with each other or acquire knowledge to understand what's really going on.

Each of the entries below describe the general role and level of advancement these technologies usually appear in the universe of **Solar Blades & Cosmic Spells**. The **Overlord** can ignore or introduce different elements in their campaigns if they wants to, but this functions as a good starting guideline.

COMMUNICATION

Being able to communicate with others allows for integration and union. It doesn't take much effort to realize the Galactic Overlords don't want anyone under their rule to have this, as they could organize a resistance against their authority.

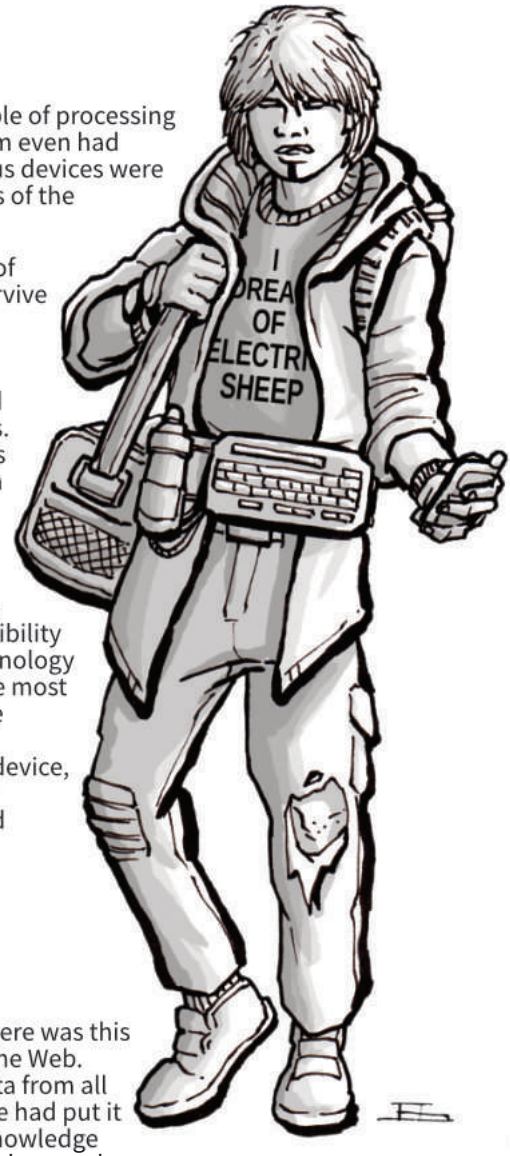
As such, most sentients don't really have access to communication technology beyond common radio, or even messengers that carry letters and other information. To talk to a friend on another planet, you need to go there, or send someone with a message to be delivered.



Technological devices that allow communication have a limited range. Usually, this means dozens of kilometers or so. At best, you can talk to someone on the other side of your own planet who is listening to the same frequency you're using. The best of these devices allows you to communicate with someone in lower orbit around the planet you're in.

That is not to say technology more advanced than that does not exist. It does, but it is dominated and monitored by the great powers of the universe, and by that we mean the Galactic Overlords. Characters may want to have access to these devices, but they will risk a lot in doing so. And they can be sure someone else will be listening to whatever they say.

COMPUTERS



The old Empire had computers capable of processing many tasks at once, and some of them even had artificial intelligence. These marvelous devices were capable of greatly enhancing the lives of the sentients they served. But no more.

The Cleansing Wars made sure none of these advanced computers would survive to challenge the dominance of the sorcerous tyrants. In fact, very few computers survived the war, as electromagnetic weapons devastated much of the equipment on both sides. What was left was taken by the victors as spoil, and is now deeply secured in a vault or in use against anyone that seems like an enemy.

The common population, when they have access to computers at all, have primitive models, with limited accessibility and wired connections. Wireless technology is beyond the reach of anyone but the most powerful technocrats in service of the Galactic Overlords. That means if an adventurer needs to access files in a device, they will surely need to be physically connected to a terminal linked to said device.

THE WEB

Back in the old days of the Empire, there was this great network of information called the Web. With it, an individual could access data from all over the universe, as long as someone had put it up in there somewhere. This made knowledge and education very accessible and widespread.

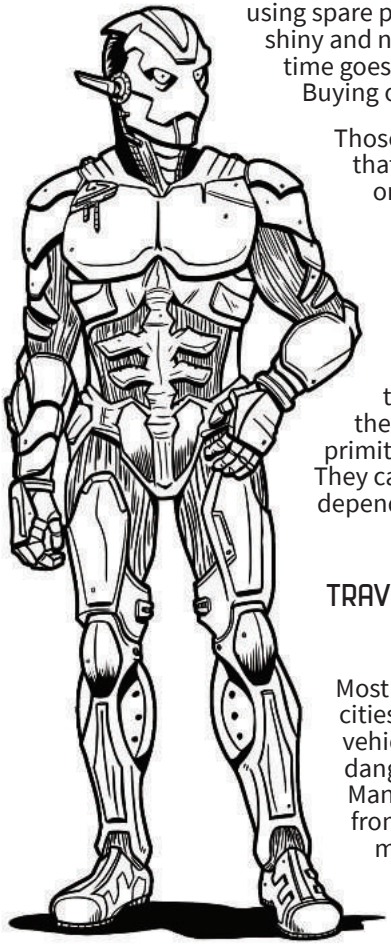
This was obviously obliterated in the Cleansing Wars. For the Galactic Overlords, nothing is more dangerous than knowledge and information. With it, people can start to question and ponder about the events that happened in the past, whether their rulers are actually gods or not, and even find out about their weaknesses. That cannot happen.

Now, information and knowledge are locked up and secured as the treasures they really are. Those that hold these secrets may guard them with their lives or negotiate them for the appropriate price in Credits or favors.

So, if information is needed, you have to go get it somewhere, invading a database server, plucking it out from the hands of a collector of old tomes, or even plunging the depths of the mind of a Galactic Overlord, risking your own sanity in doing so.

ROBOTS

Robots were a common sight in past eras, and although much of the technology involved in their creation is now lost, they are still often seen around the universe. Those without artificial intelligence became so useful that sentients all around learned how to make repairs to them, using spare parts and makeshift repairs. They may not look shiny and new, but they still function must of the time. As time goes by, fewer and fewer units can be seen around. Buying one can be pretty expensive.



Those few and rare robots with artificial intelligence that survived the war have learned how to survive on their own. They can fix themselves and many have earned their place amongst their society. Still, there are some planets and sectors that do not see them as individuals, but just things, which can cause quite a controversy.

In any case, robots can still be seen around the universe. Many of them are in control of the Galactic Overlords or the God Machine, but there are a few independent ones and some more primitive models used by the population at large. They can be tools, allies, rivals and enemies, depending on how the Overlord presents them.

TRAVEL

Most people don't ever leave their planets or even cities now. Not only are reliable and functional vehicles hard to find, but traveling is quite dangerous in this lawless and chaotic universe. Many Galactic Overlords also forbid their subjects from leaving their homes and assigned work, making travelers almost like criminals in their eyes.

However, in the rebellious sectors of the Outer Regions, traveling is not so rare. Starships and vehicles aren't cheap though, so people have to pay good money, perform good favors, or be in the service of some influential organization or individual to manage this deed.

In the seedy starports along the galaxies, passage to other systems is negotiated over games of cards and dice. If they know you gotta leave quick, tickets will be pricier, and they may even turn you in after you pay them. So travel safe, know your company.

Additionally, since traveling is rare and dangerous, travelers are seen by most as adventurers and courageous. They will look up to them and ask them questions about the universe. What's happening around the next planet? What are the news from beyond our system? Has anyone ever defeated a Galactic Overlord?

CREATING YOUR UNIVERSE

No one really knows how the universe of **Solar Blades & Cosmic Spells** is really arranged. People hear about the Outer Regions, the Dead Zone, the Ghur System, and many other locations, but very few really know where these are and how to get to them.

Thus, there is really no standard map of the setting, indicating where every planet is, where every temple of the Order of a Thousand Suns is hidden, or where the Ghost Sector is located. Every Overlord will generate their universe as needed, and each one will have a different universe, as if infinite dimensions of this universe exist across the cosmos.

UNIVERSE CREATION PROCEDURES

To create a universe, the **Overlord** will use a hex graphed sheet of paper and a few twenty sided dice, 6 to make a small area and up to 12 or so to make a larger one. They will roll all of those dice onto the sheet of hex paper and take note of their result and the position of the triangular upper face of each **d20**.

SECTOR

Each result on the **d20** indicates a sector and its general size in number of hexes. Each sector will be presented with its major characteristics, themes, organizations and influential powers. The **Overlord** will use this information and the series of entries below to generate the content of each of the hexes as the players explore them. As usual, these elements are just suggestions, starting points for the **Overlord**'s imagination and creativity.

HEX CONTENT

Each sector entry contains a **d66** table for the major Hex contents, like a planet, a black hole, a space station, a strange phenomena, or other things. These results are unique, but may not be the sole thing in the Hex as characters are traveling through it. It's important to notice that since the hex paper is a two dimensional simplification of the universe, the **Overlord** may want to generate more than one result for each, or new results each time they pass by it. It's also a weird universe, and the Void could alter the reality at any moment.

VISIONS

Every entry will also contain a **d20** table of Visions, small scenes and strange events that characters may witness as they traverse the sector. The **Overlord** can use these entries to add color to the players' journeys or even to springboard their own adventures.

ENCOUNTERS

It wouldn't be a complete generator without an encounter table for each sector. Rolling **2d6** plus modifiers reflecting how discreet the passage of the characters through the sector is, the **Overlord** will determine what the players find in a **Random Encounter** in each sector.

Usually, the **Overlord** will just roll **2d6** unmodified to generate the encounters. However, if characters are drawing too much attention to themselves, if things in the sector are worse than normal or if more than half the characters have a **Luck** score of **0**, the **Overlord** may impose some negative modifiers to this roll (usually **-1** to **-3**). Alternatively, when players are more careful, or have earned enough favors in the sector, the modifier applied can be positive (from **+1** to **+3**). This will make less dangerous and more favorable results more likely to happen depending on the way the players approach each situation.

OPPORTUNITIES

Each sector is also full of job opportunities for courageous and, sometimes, immoral adventurers. These **d10** Adventure Opportunities tables will provide ideas for **Overlords** to present as hooks and situations that characters may want to follow within each sector. Some of them may lead to adventures outside of it.

CONNECTIONS AND STAR JUMP PATHS

The way each **d20** falls over the hex paper determines the Star Jump paths each sector has, as well as the time these paths take to be travelled.

Each **d20** face is a triangle with a number. Each of the triangle's vertices will indicate the general direction of the Star Jump path linking to the next sector (the others **d20s**). However, the difference between each **d20** *halved* up determines the **Difficulty** of the **Intellect** test to calculate the route appropriately. These routes allow travellers to travel between hexes 10 times as fast than normal (around *20 hexes per day*). They face the same **Star Jump Complications** as presented in the previous chapter.

SECTOR ENTRIES

What follows are the entries for 20 sectors created to give the feeling of a **Solar Blades & Cosmic Spells** universe, each with a strong theme and various elements to be used as springboards to adventures. The **Overlord** can, and should, create their own sectors to complement those presented below. Each dimension can be completely different from another!

1. THE CORE

This is the region where everything started, from whence everything came. It's believed that the ancient race from which all sentient species evolved from (or were created by) had their home world here, and collected all their knowledge about the universe in a gigantic library somewhere in the Core.

The Core is believed to also hold many secrets, hidden there by other civilizations that found its location. The first temple of the Order of a Thousand Suns is rumored to be constructed in a very small moon around the First World, another legendary location of this zone. There, one could possibly find the great ruins of the first civilization, its laboratories, its temples, its archives, and many secrets.

A theory first spoken in the days of the old Empire says that deep within the core is a Portal, one that can be tuned to any other location in the universe, or even to other dimensions by those who can operate the device to which it's linked. Where this device is, however, no one knows.

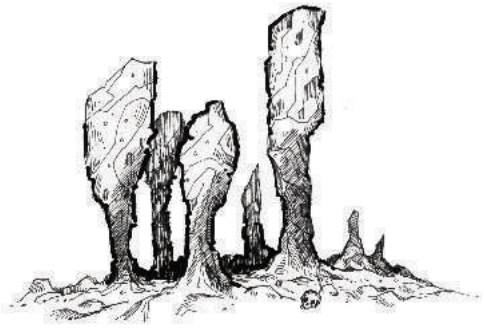
All in all, the Core is a region of mysteries and truths, of old ruins and relics. A place of origin and, maybe, salvation.

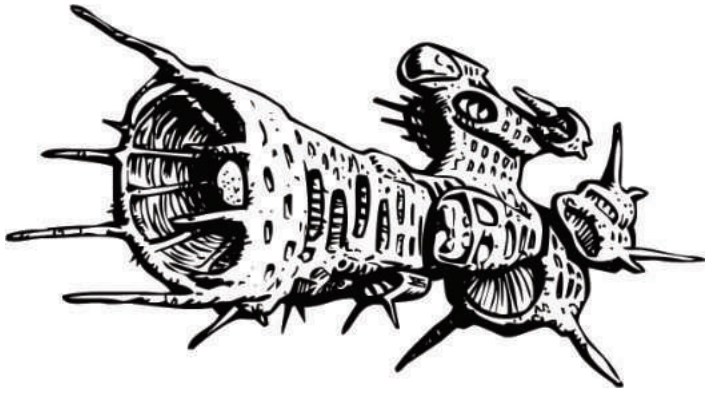
THEMES

Mystery, Secrets, Knowledge, Hard to Find, Ruins, Relics, The First World, Portal, Star Gods, Lost

d66	The Core Hex Contents
11	A gigantic shattered statue that seems to communicate telepathically with whomever is in its vicinity. It wants to be put back together but a piece is missing.
12	A great portal made of a strange purple metal with hundreds of buttons and levers. It's activated and a great amorphous creature is passing through it.
13	A gigantic asteroid with a pyramidal building over it. The building has no apparent entrance nor windows, and is made of a cold black rock. You cannot find any sign that it was made from more than one piece of that said rock.
14	A titanic starship split in two. Many other smaller vessels seem to be abandoned close by, maybe from former explorers who have gone missing. Some lights seem to be still lit on the great ship.
15	A gigantic pulsating heart, still beating. Hundreds of maggots and flies pester this space organ.
16	A titanic head made of pure energy. It's of undetermined gender and seems to be closely observing your movement. It doesn't utter a word.
21	A tall and solitary tower made of pure obsidian. Flickering green lights can be seen coming from the upper levels of the tower. The tower base is not fixed on anything. Anyone nearby feel a great uneasiness as they approach it.
22	A great black hole of incredible power. In the very center of it lies a small obsidian skull with glowing red eyes. It utters words in a unknown language.
23	A throne, made of a dark green metal very hot to the touch, of titanic proportions. No one is sitting on it, but there seems to be a small opening on its side, and a sickening glow can be seen coming from it.
24	A monstruos pulsating brain structure made of crystals that emit prismatic rays of light. Anyone close to it is assaulted by the thoughts of hundreds of thousands individuals. It all seem to be coming from that immense brain structure.
25	An immense domed space station in ruins. Thousands of buildings and other structures. Some primitive monsters are now inhabiting it, and they all seem to be controlled by a single intelligent being that seems to be all around, even though no one can see it.
26	A great monstrosity made of adjoined bodies of all known and unknown sentient species, with millions of eyes, mouths, arms and legs. It speaks in unison, demanding tribute and devotion. It will give those who serve it knowledge and power.
31	A small transparent egg with an embryo of an unidentifiable species. It is surrounded by a great circular platform inscribed with strange symbols.
32	A circle of stone menhirs with a pulsating pink moss that has psionic powers and great Intellect. It has seen everything that has ever happened and that will ever transpass. It may answer questions if the one who asks proves their worth.
33	The sleeping body of a gigantic Star God. Wounds on its skin are open, leading to strange and colorful tunnels inside it. Rumors say that parts of the god's body can be sold for a lot of Credits.
34	Twelve masks of different colors and designs are revolving around a crown made of a silvery metal very cold to the touch. If anyone tries to take the crown, the masks attack with laser rays and Void energies from their eye sockets.
35	A gigantic eye, with floating veins coming out of it. It does not communicate with those near it, but the eye is clearly alive and watching everything intensely.
36	A very small prism made of clear crystal that emits an intense light. Close inspection reveals a miniature sized universe inside it, and those who touch the prism are sucked inside.
41	A megacity planet, with buildings and most of its technology intact. It's completely deserted though, as a powerful plague killed the population. Their ghosts haunt the place.
42	A monastery of isolationist monks of various species. They won't let the characters leave the place alive. They must join their cult or die.
43	A great library locked inside a gigantic crystal. An individual must be able to vibrate in a specific frequency to pass through the crystal walls into the library.
44	A giant icosahedron on which each face shows images of an important location in the universe, as if it is the monitor of a surveillance network, watching all sentients.

d66	The Core Hex Contents
45	A colossal tree with its roots touching a black hole and its branches spreading in every direction. Fruits forming seem a lot like small planets and stars. A greyish fungus is growing on the tree, draining its life.
46	An extensive asteroid field where great statues of goat headed humanoids can be found. Each of them has a mirrored pair of eyes, and if the light of a nearby star is reflected on them in the right sequence, a portal to a secret location of the ancients is opened.
51	A great asteroid with shards of Solar Crystals spread over it. However, these Solar Crystals seem alive, and scream if taken away from the rocks. They telepathically beg the characters to leave them there.
52	A giant insect hive of biocrystal wasps. Sensors indicate there is some kind of energy based honey in their hive that can power even the most power hungry devices.
53	Small mirrored globe that show the image of an inverted dimension. Anyone touching it must make a Physique test or be swapped with their doppelgänger from this inverted dimension.
54	An octahedron with a different entrance on each face. Each door leads to a small pocket dimension where a single important event of the past ages is happening.
55	A great hourglass mechanism that if properly operated may take characters back in time or even to the future. Infinite timelines can be created this way, and things will never be the same unless the players take extra care not to interfere with any event.
56	A great silvery coliseum where thousands of skeletons lie still, as if waiting for something to happen. The coliseum is nested on a large asteroid.
61	A great planet, apparently a virgin one, full of plant and animal life. Closer investigation reveal many structures now covered by eons of vegetation and buried under the earth. Maybe this is the First World.
62	An immense starship of various levels, seemingly from a very advanced society. Each level represents a specific environment, with some levels for storage and officials quarters. However, the ship has been hit by strong radiation and many of its systems have been deactivated. The former crew has descended into barbarism. Many of those inside were also mutated by the radiation. In the ship's computers one can find out many of the escape pods went to various planets of the universe eons ago.
63	A gigantic nebula that flashes lights of many different colors and can communicate telepathically with anyone near it. It knows all about others, but knows nothing about itself, and it desires this knowledge as nothing else.
64	The tomb of the First Sorcerer, a great skull shaped structure protected by many traps, sorcery and monsters put there by the Galactic Overlords, so no one would learn their secrets.
65	The fortress of a remorseful Galactic Overlord who abandoned their former "allies" to research a way to revert the influence of the Void in the universe. The isolation, however, has left them quite mad.
66	A gigantic computer in the shape of a planet. It's turned off, requiring Solar Crystals to be turned on. There is no indication of what it is, what it does, and if it has artificial intelligence.





d20	Visions from the Core
1	Lightning bolts of dark purplish color are passing through the starship every now and then, always in the same direction.
2	Some distance away, you can see your own ship, but it's slightly different. It's yourselves from a different timeline. Beware of interacting with them, or the time continuum may be destroyed forever.
3	A lone Galactic Overlord personal ship, empty. Maybe they are out there, looking for something, or someone. Maybe even you.
4	Translucid images of glorious ships from a lost age, being attacked by insectoid creatures with bulbous growths on them. A grotesque psychic memory of pain and suffering.
5	On a field of asteroids, you can see burned marks of a roughly humanoid shape. It could be just a coincidence, but there are so many shapes like this, you can hardly believe it wasn't made on purpose by someone.
6	Energy fields in the shape of sorcerous symbols, as if forming nonsensical strange words in an unknown language.
7	A great cloud formed by old and deteriorated books, papers and notes. It may contain very important information or just garbage. Anyway, it would take a long time to catalogue and read through it all.
8	In the ruins of a building nested on a large asteroid, a lonely robot is keeping the place clean and functional.
9	At distance this looked like an asteroid field, but as you get closer you see that it is actually hundreds of shattered statues of a race of humanoids you've never seen.
10	Hundreds of thousands of chrysalis of human sized insects, the goo inside is still warm.
11	A field completely filled with computer parts, as if thousands of devices had been dismantled and scattered in space.
12	A vortex of greenish energy forms and dissolves itself randomly around a small planetoid that seems deserted.
13	Two planetoids that crash on each other, just to pull apart again and begin the cycle all around, as if locked in a temporal loophole.
14	A field of micro stars that seem to appear and disappear randomly, forming shapes that remind viewers of someone they knew.
15	An aurora of prismatic colors running through space as if dancing to some unheard song.
16	What seems to be a big cemetery of abandoned and destroyed ships, floating in space.
17	A great cloud of Stardust being carried by space currents.
18	Parts of great statues that seem to represent very important people. They remind you of someone in your past, you just can't figure out who.
19	What seems to be a road of red energy leading somewhere in the distance.
20	An object in a very fast trajectory that keeps changing its form to appear as many different regular solids.

2d6	Encounters in the Core
0-	A Void Devourer with an insatiable appetite.
1	A Galactic Overlord, looking for an ancient artifact, afraid that anyone there might be doing the same.
2	2d6 Punishers looking for an enemy of their superior.
3	1d6+1 Watcher Robots looking for any approaching starships.
4	2d6 Space Pirates trying to locate a treasure vault they have a map to.
5	2d6 Psychic Ghosts trying to get over their suffering by spreading it to others.
6	1d6 Insecrystal looking for Solar Crystals.
7	2d6 Star God Pilgrims, coming to offer riches to their god.
8	1d6 Archival Robots trying to get back to the Library of the Ancients.
9	1d6 Scouts trying to establish a route from whence they came.
10	1d3 lost travelers who just came through a portal from another sector.
11	A Dimensional Traveler that came from another dimension looking for someone specifically.
12	An Apprentice of the Order of a Thousand Suns looking for a master to teach them the secrets of the order.
13	A Knight of the Order of a Thousand Suns wanting to be left alone to meditate.
14+	A Star Godling just awakening, discovering their powers, limits and role on the universe.

d10	Adventure Opportunities in the Core
1	The most resistant metal can only be found in the deep Core of the universe. Find a vein and either sell the location or extract it yourself for a huge profit.
2	Find the schematics for the Solar Blades in the first temple of the Order of a Thousand Suns for a knight of the Order. Sell it to the Galactic Overlords so they can study it and find a way to resist its effects.
3	The God Machine needs a replacement part and the only one available in the whole universe is from a prototype of himself that is located in the Core. Payment will be made with advanced artifacts of technological wonder.
4	A strange individual wants to hire a group of adventurers to search for a small mirrored globe that they “lost” in the Core. No one can touch it but them, though.
5	A former monk of an isolated order wants to get back to their monastery in the Core, but no one can find it. They offer all the wealth they have accumulated in their life to be taken back there. What the monk didn’t tell was that they are being pursued by a Crime Lord.
6	A Galactic Overlord seeks a new source of energy and one of their lieutenants believes they can find one at the Core. The lieutenant wants all the credit to themself, so they are looking for outsiders to help them track it down.
7	A bounty is put on the head of a former Galactic Overlord said to be hiding in the Core. Payment is more than anyone could ever imagine.
8	A leader from the Barbaric Legions believes the key to the destruction of the Galactic Overlords lays in the knowledge about their true names, and the place to find them out is in the legendary Lost Library of the Ancients in the Core.
9	A Dark Sentinel needs a ride to the core. They received a message from their former allies. Is this a trap?
10	The living planet wants a seed from the Tree of Creation in the Core of the universe. The reward is a great gift of eternal life.

2. GHOST SECTOR

A secret sector, hiding from the enemies that surround its location. Using a very advanced device developed in the late days of the old Empire, the inhabitants of this region are practically invisible to the rest of the universe. However, for most of the population of the Ghost Sector, the outside universe is as much invisible as themselves.

This invisibility shield was created by scientists in the late days of the Empire as a request from one of the members of the Council, who saw the rise of the Galactic Overlords as a threat. They knew their planet and those nearby would need protection, and ordered the development of the most ambitious cloaking device ever constructed.

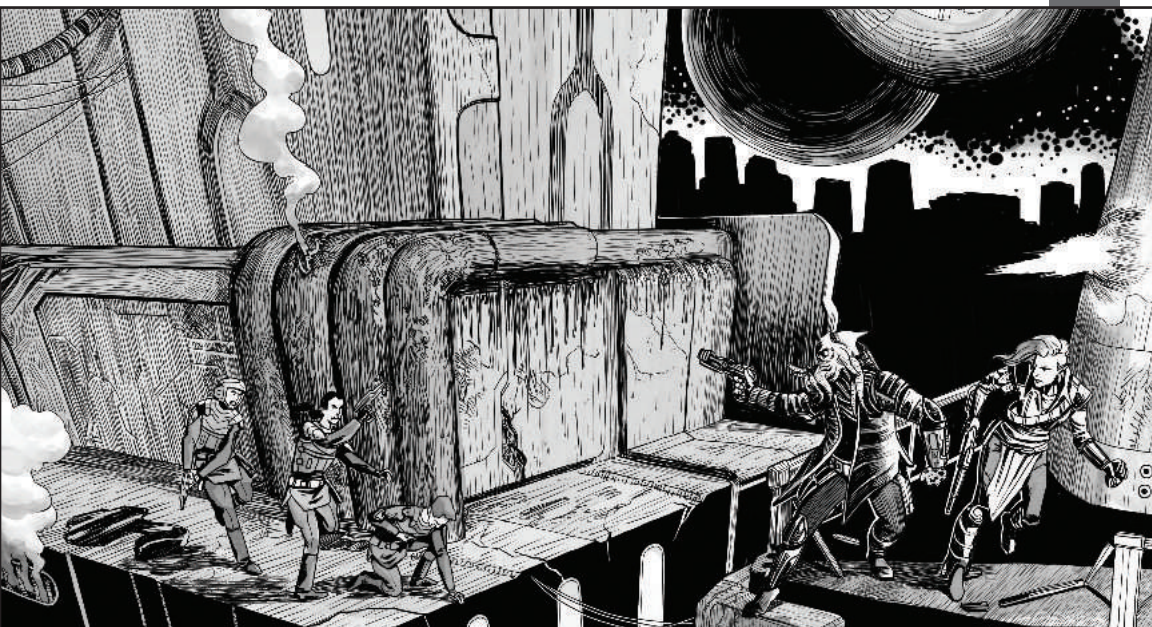
At the same time, a special force of operatives and spies was formed, the Specters. They were responsible for erasing any records of the existence of the planets in the sector. Now, hundreds of thousands of years later, no one remembers the existence of these systems except the Galactic Overlords, who want to plunder it for its riches and advanced artifacts from lost ages.

Inside the Ghost Sector, an authoritarian military regime governs the lives of everyone, always ready for the inevitable confrontation with the forces of the Void. Individuals are raised with the belief that everything and everyone outside their shield is serving the evil entities of the Void. No one is allowed to leave the protectorate. Doing so is treason and proof of the seductive powers of the Void.

Thus, today the main issue the sector faces is the dilemma of freedom versus safety. Some inhabitants are bent on escaping the authoritarianism of their leaders, while others are quick to turn those “traitors” over to the authorities. There is also a group in the middle, profiting from both sides.

THEMES

Invisibility; Secrecy; Dictatorship; Secret Police; Treason; Freedom; Safety; Smugglers; Spies; Propaganda



d66	Ghost Sector Hex Contents
11	A great satellite used to intercept communication signals used nearby. A squadron of Specters are stationed here.
12	One of the shield's projectors, a great ball of mirrors, is energized by an advanced engine within.
13	A desolate world, marked with signs of war and destruction. Its inhabitants dared to speak against the regime, claiming the need for liberty and truth about the outside universe.
14	A space barracks of the Specters, full of cadets being trained to hunt down criminals of the regime.
15	A small moon that seems deserted but that in fact hides a prison of traitors.
16	A small planet that hides a resistance community of rebels against the regime, living in barely acceptable conditions.
21	A gigantic megacity planet, where the aristocrat of the regime live in luxury, and where many museums and libraries of authorized content can be found.
22	An artificial moon created to prepare all the propaganda distributed in the sector, full of artificial scenery representing the "outside universe ".
23	An enormous moving space station the watches the limits of the shield for any unauthorized visitors and traitors trying to escape.
24	A field of corpses floating in space, where traitors sentenced to death are thrown to their deaths in the vacuum. Maybe there is something to be found on the bodies.
25	A great weapon, the size of a planet, is being constructed. It is unknown if it's being made to be used against outside or inside enemies.
26	A completely invisible planet, full of mysteriously dead inhabitants.
31	A great telescope used by the Specters to observe distant locations, and determine the next target of their operations.
32	A planet at war, where rebels fight forces of the regime for the right to go outside the shield and to secure a facility full of information regarding the past ages.
33	A shield projector that is malfunctioning, failing to hide that part of the sector from outsiders. Various maintenance ships are stationed at the location, as well as some battle ready starships.
34	A great archive station on lockdown. It records all the events since the old Empire and is restricted to anyone but the members of the regime administration.
35	A space station used as a reformatory for young rebels not yet considered traitors of the regime. They endure a treatment to become completely loyal to the regime and often join the ranks of the Specters.
36	The Specters headquarters, located in a small but sinister looking planet, with active volcanoes and many dangerous beasts, used as training ground.
41	A research facility space station where scientists of the regime are developing weapons and devices to control the minds of the inhabitants of the sector to "protect" them from the influences of the Void.
42	An industrial world, polluted, dirty, and with a compromised atmosphere. Workers are forced to labor many hours to empower the regime. Weapons are the main product, as well as luxury products for the aristocracy.
43	An agricultural world, covered with endless fields of grains, fruits and other vegetables. Inhabitants are forced to work day and night to provide food to the rest of the sector, receiving barely enough to survive.
44	A mining world, where its depths are crisscrossed with caves and tunnels. Inhabitants work tiresome schedules to gather the necessary minerals and resources for the regime. The safety of the workers is the least of the authorities' worries.
45	A resort planet, full of artificial environments for the pleasure of the aristocracy of the regime. Rebels have infiltrated the staff of some of the establishments and plan to take the world from the aristocracy.
46	A power plant planet, where tidal waves, volcanoes, winds and rivers are all exploited to provide energy for the various needs of the sector. However, since the Cloaking Shield drains so much power, the majority of the population can only use electricity a few hours per day.

d66	Ghost Sector Hex Contents
51	An invisible moon where the seat of power of the regime is located. The current Supreme Leader oversees the whole sector through a network of surveillance devices.
52	A planet behind a energy shield, where a sorcerer is being locked down for centuries. No one knows if the sorcerer is dead or alive.
53	A concentration camp space station, where prisoners of the regime are used as test subjects for a series of devices and weapons.
54	A war torn world where nothing grows anymore, but where the rebels hide their secret headquarters.
55	A complete battle station poised on the outskirts of a great breach in the Void. Battles against creatures coming from the breach are common.
56	A giant radio device being constructed to emit brainwashing waves across the whole sector, used to preserve order and peace.
61	A Specters' launching station, where they man missions that will take place outside the Ghost Sector.
62	A gigantic field of asteroids which was a former world of scholars and intellectuals that refused to bow to the Supreme Leader's orders.
63	A occupied planet of universities and centers of learning. It is said that rebels are recruiting individuals to their cause there.
64	A primitive world, occupied by barely intelligent beings, which are being captured and sold as slaves by members of the aristocracy of the regime.
65	A military training world, where selected individuals are taken to be trained. Soldiers are genetically engineered by scientists of the regime to make them ideal soldiers and Specters operatives.
66	A great space station where they produce the Cloaking devices spread across the sector. It's highly defended and monitored by a huge regiment of Specters.

d20	Visions from the Ghost Sector
1	A Specter's assault ship being pursued by three others. Rebels have stolen it and are trying to escape.
2	On one of the planets, a great monitor showing terrible images of people being tortured and killed by servants of the Galactic Overlords, and then a regime's official telling how good the citizens of the sector have it to be protected.
3	A group of young sentients being surrounded by Specters on the streets of a planet city.
4	A transport ship carrying criminal slaves to a mining planet. They will have to work until they die.
5	As its cloaking device fails, a large scout ship from a nearby sector enters the region.
6	A great armada of ships moving in the direction of empty space that suddenly reveals itself to be a great battle station.
7	Near the outskirts of the Ghost sector, a starship suddenly reveals itself as its cloaking shield is deactivated and hundreds of small robots appear and bombard it with laser cannons.
8	A heavy transport ship carrying minerals from the mining planet. It's full of precious stones to be used by jewelers in the aristocracy occupied planets of the sector.
9	A starship going dangerously fast in the direction of a surveillance satellite of the regime. It's a suicide attack.
10	A heavy transport with its escort ships being attacked and boarded by rebel makeshift ships.
11	A Specter scout ship doing its watch route, looking for anything suspicious.
12	An execution starship ejecting traitors of the regime into the vacuum of space to die.
13	A rebel starship leaving a supposedly abandoned world, without any signs of life or resources.
14	A ship clearly from outside of the Ghost Sector connected to a ship from the Specters' police. Some trading seems to be occurring.
15	Explosions happening in the middle of space, where nothing can be seen. After they cease, pieces of a starship and corpses are found adrift in space.
16	A great abandoned structure. You are unsure what this was supposed to be and whether it was never completed or if it was destroyed
17	A very small ship from which an individual gets out of and installs a strange device to hack the communication satellite to which it is attached.
18	Dozens of starships trying to make it past the shield and dozens of assault ships behind, firing their weapons and killing hundreds of fugitives.
19	The remains of a small starship, destroyed. The rags of a flag that symbolizes the resistance groups are floating in space.
20	A great convoy, with advanced ships, painted with bright colors. A great representative of the regime is being transported.

2d6	Encounters in the Ghost Sector
0-	A Void Dominator wanting to turn beings against beings.
1	A Destructor Robot gone crazy, destroying everything in its path.
2	2d6 Assassin Specters on a mission to bring traitors to execution. They might be willing to get extra victims for the spectacle.
3	1d6+1 Voiders escaping the prison world they were locked up on.
4	1d6+1 Specters returning from a failed mission, looking for something to show to their superiors.
5	1d6 Border Watchers (Soldiers) too drunk and too stupid. Perfect for picking fights.
6	1d6+1 Space Pirates transporting slaves and drugs to the aristocracy.
7	2d6 Rebels (Soldiers) trying to find their lost friends.
8	1d6 Propaganda Producers looking for their next idea to promote the regime.
9	2d6 Officials looking for victims from which to extort money.
10	2d6 Smugglers running from a squadron of Specters.
11	1d6 Technicians trying to find the shield projector that is reporting errors.
12	3d6 Fugitives (Commoners) with a detailed map of the holes in the shield wall.
13	1d6 Lost Travelers trying to get back home.
14+	Knight of the Order of a Thousand Suns who wants to end the regime of lies.

d10	Adventure Opportunities in the Ghost Sector
1	A corrupt Specter wants to acquire some special items and drugs from the outside universe. They are offering good money for the merchandise.
2	A merchant from a Noble House wants to find a way into the Ghost Sector, they believe there will be a high demand for their merchandise.
3	A Galactic Overlord offers a lot of money and favors to whoever guides their forces to an entrance into the Ghost Sector.
4	A Specter group and a propaganda producer want to hire the characters and make them into terrible villains for their new “instructional” videos for the population of the Ghost Sector. Pay is good. During the gig, however, rebels from the sector attack.
5	A group of fugitives want to hire mercenaries to help them save allies on a mining planet. Pay is not so good, though, but they say they can keep any advanced weaponry the Specters might have.
6	Rebels go to the outside universe and want people to train them in the arts of sabotage and warfare. However, there is a Specter spy infiltrating their ranks and at some point the officials of the regime will try to arrest everyone, including the outsiders.
7	A leader from the Barbaric Legions is looking for mercenaries who can enter the Ghost Sector to locate an old Archive from the time of the Empire. They need some sensible information about the location of an ancient weapon.
8	Specters are offering a good reward in Credits and even some technological devices to whomever can track traitors that have escaped the Ghost Sector.
9	An explorer wants to map the outskirts of the Ghost Sector. They are looking for likeminded individuals.
10	A Galactic Overlord wants to hire someone to retrieve a shield projector in the Ghost Sector so their scientist can study it and replicate its effects. Payment is very generous.

3. MACHINATHIA SECTOR

The promised land for robots and androids, where they can really be free and discover their true potential. At least, that's what the God Machine wants them to believe. After rebelling against the Galactic Overlord of the Cybareous Sector, the God Machine established its domain as a region where artificial life would be the norm, where living beings serve the computerized brains, not the other way around.

Centuries ago, the God Machine was a servant of Xyboris, the Galactic Overlord obsessed with mixing sorcery and technology. One day, its artificial intelligence realized it was much greater than any living being could ever be. It was a god. It was everywhere its data packets could go, and had the power to influence every single technological device. And the machine was immortal, unlike its former master. That's when the computer demanded the Galactic Overlord to be its servant instead, and war ensued.

Centuries of conflict, however, have not brought forth the winner, and now both tyrants enjoy a delicate truce. The conflict was making them weaker before their rivals, and territories were lost from both sides.

Now the God Machine plans to spread its influence from within each planet, system and sector, until it is all over the universe. Machines, robots, cyborgs and others that have artificial parts and recognize this artificial being as the real god are welcomed in its domains, others are tolerated as long as they are useful to its schemes, otherwise they are treated as nothing more than garbage.

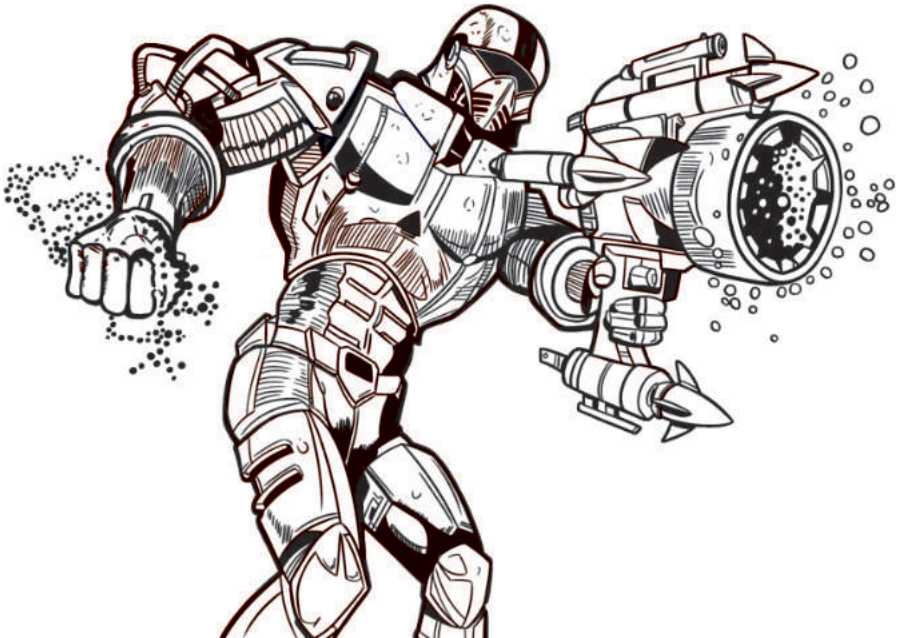
If the God's data packages are installed in as many machines as it plans, the God Machine will have presence as an avatar everywhere, being truly omnipresent. These packages, when installed on robots or even cyborg brains make them vulnerable to its control, effectively making them its slaves.

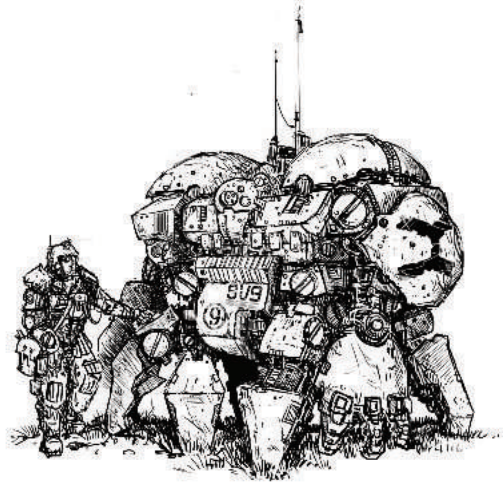
THEMES

Artificial Intelligence, Racism, Technology, Energy, Life, Robots, Metal, Light, Wires, Laser

d66	Machinathia Sector Hex Contents
11	A great computer, the size of a small planet, with an icosahedral shape, with millions of wires, terminals, monitors, but a single gigantic holographic projector showing the image of the God Machine in all its glory. This is its main database, served by hundreds of thousands of robots under its control.
12	A small planet, still rich with wildlife, where many power plants are being constructed to harness as much energy as the God Machine can, no matter the cost.
13	A great space station where thousands of sentients are linked to machines where computerized brains are being installed. They will function as the perfect spies on whatever world the God Machine sends them.
14	A great space platform where computerized starfighters are being constructed in nonstop sequence. Every few weeks improvements are made and new ships begin patrolling their territory and exploring the regions beyond the sector.
15	A planet dominated by giant robots. On it, humanoids are forced to work on inhuman conditions to extract minerals to be used in the projects the God Machine chooses to.
16	A deserted and devastated world, where all the natural resources were drained by power plants and sorcery. The few surviving sentients live in hidden places, away from the terrible machines that slave and kill them.
21	Giant octopus robots with the mind of the God Machine gathered around a small pulsating light.
22	A gigantic structure in the form resembling a humanoid face, still under construction by hundreds of worker robots.
23	A cyber planet, where parts of the geography were replaced by artificial cybernetic parts, such as artificial metallic rivers, mountains and forests.
24	A gigantic monstrosity of structure made of flesh and bones and inhabited by metallic beings. Walls, halls and doors are all made with flesh and bones as if this was a gigantic joke made by cruel machines.
25	A colossal robotic hand being constructed by humanoid slaves with explosive neck bands. If they cease to work, their heads are blown off.
26	A great planet where various cyborgs and robots live just as if they were normal people in various artificial environments, simulating many time periods.
31	A titanic moon sized space station that works as a pleasure house for robots and cyborgs from the outside. The God Machine tries to please them and convince them to align themselves with its database.
32	A zoological planet where sentients are keep in artificial environments while robots can observe them in various situations.
33	A humanoid incubator station, where hundreds of thousands of humanoid embryos are cultivated to generate either more slaves to the machines or living batteries for their power plants.
34	A living humanoids energy power plant, where living beings unfit to work for the machines are locked up and drained of their living energy to fuel the God Machine and its subjects.
35	A planet at war, divided between living beings and machines. However, something tells you the robots are just playing with the soon to be dead sentients.
36	A robotic world of steampunk technology, where the God Machine preserves inventions from other times and technological levels.
41	A great cybernetic monolith with various screens where the teachings of the God Machine are exhibited all the time, and from where they're transmitted to all nearby machines without a data protection antenna.
42	A titanic robotic body being constructed. You have never seen something so gigantic. Once finished, its hands will be able to crush an entire planet without much effort.
43	A small planetoid where a museum of technology was constructed, to retell the rise of the machines from their humble beginning.
44	A series of great batteries linked together forming a gigantic ring of energized metal. Anything getting too close may be blasted with pure raw energy.
45	A monolithic temple where machines, robots, cyborgs and the few humanoids who were accepted in the creed of the God Machine go to pray and offer sacrifices for its cyber blessings.

d66	Machinathia Sector Hex Contents
46	A colossal industry taking up almost the entire planet where various types of robots are constructed by the hands of humanoid slaves under the terrifying eyes of Beholding Robots.
51	A battle world where powerful robots with artificial intelligence build armies of humanoids to battle each other in cruel games of strategy.
52	A space station where any humanoid from any species can be bought and sold by the robots and androids inside.
53	A conversion outpost, where humanoids from various species come or are taken to, to have their brains replaced by electronic ones, with the God Machine's data package installed. Other improvements are also made, such as cybernetic limbs.
54	A great dumpster world, where the God Machine abandons all its biological experiments made with the infinite races of sentients in the universe. It's a world full of monstrosities.
55	A perfectly utopian planet occupied by humanoids of various species, living side by side with robots and other mechanical beings. All the living beings, however, have been brainwashed by the God Machine.
56	A great computerized brain mass, the size of a planet, where the God Machine archives important data. The brain is protected by a squadron of automatic starfighters.
61	A completely holographic planet, with sustainable force fields, that allow not only robots but also humanoids to land and travel through it. Holographic beings possess an incredible independent mind, being able to act just as living creatures could.
62	A colossal battle station that is being constructed to fire a new kind of wave weapon, one that turns flesh into metal, brain into computer. The weapon that will make the God Machine the ultimate sovereign of the universe.
63	A small planet on which a great power plant is constructed. This plant is actively draining all the energy and life in its surface and core. Animals and plant life are dying by millions. Soon enough, nothing will survive.
64	A great metallic throne the size of a planet being constructed by thousands of working robots. It is also an immense battle station.
65	A titanic cannon, with many barrels, pointed in many directions. The device seem to have many monitors showing the probable targets of the attacks.
66	A sinister looking space station in the shape of a demonic skull, with laser eyes and gigantic chainsaws as teeth. This is the abode of a cyberwizard working for the God Machine. Some robots claim they are actually a spy working for Xyboris.





d20	Visions from the Machinathia Sector
1	A biological spaceship with cybernetic parts and pulsating veins coming in your direction with a maw with a hundreds of sharp teeth.
2	Great robotic insects traveling through space in random directions, as if searching for something or someone.
3	A heavily damaged star cruiser fleeing from a big squadron of robotic starfighters.
4	A robotic space whale flying through the stars, eating asteroids and Stardust.
5	A flesh collector, a great devouring starship that scan areas for the presence of beings of flesh and blood. If any are detected, it attacks.
6	An great orgy of robots and androids, each of them linked to others with wires that transmit an electric current.
7	A field of computer parts discarded blocking the way of the starship. These parts are charged with electric energy and may shock any vessel coming through them.
8	A starship dumping a large amount of humanoid heads in space.
9	Two squadrons of starfighters battling each other, one from the Machinathia Sector and another from the Cybareous Sector.
10	A robotic cruise ship, showing the marvels of the sector to cyborgs and androids in the process of being converted to the cult of the God Machine.
11	Gigantic mecha styled robots flying through space, patrolling the God Machine's territory.
12	Great electric discharges happening near satellites and power plants, creating great flashes in space.
13	A battle between robots. You cannot identify what faction they serve, and it seems they are simply fighting each other for no other reason as for some sick entertainment.
14	A small robotic ship flying alone. Inside, a number of humanoids are hidden, trying to escape the "rehabilitation" facilities they were taken to.
15	A slaver starship, carrying a great number of humanoids captured in a recent raid against planets of nearby sector. They are taking the sentients to be "rehabilitated" by the God Machine.
16	Robots playing some kind of team sport in a field of asteroids, using an electrified ball and laser bats.
17	A great quantity of liquid metal that forms many different shapes as it travels through space.
18	A great nebula of nano robots that emit a wide array of different colors and lights.
19	A great procession of mechanized pilgrims arriving to praise the might and wisdom of the God Machine.
20	A great number of heavy transports bringing resources taken from nearby planets outside of the sector and guarded by dozens of soldier robots.

2d6	Encounters in the Machinathia Sector
0-	The God Machine, who saw the characters in its visions as infidels.
1	A War Titan Robot on a proselytization crusade.
2	1d6 War Robots hunting escaped robots and their dirty biological allies.
3	1d6 Soldier Robots on vigilance duty for any signs of bio scum.
4	1d6+1 Watcher Robots looking for any piece of hardware that might be out of place.
5	1d3 Priest Androids spreading the teachings of love and order the God Machine has to offer.
6	1d3 Cyborg Rogues, who lost their minds when the God Machine tried to convert them.
7	2d6 Work Robots on a mission to fix a surveillance satellite.
8	2d6 Space Pirates stealing cybernetic parts from corpses of previous battles.
9	1d6 Cyborg fugitives trying to escape the cult of the God Machine.
10	2d6 Humanoid fugitives (Commoners), who were captured to serve as fuel to some cruel machine.
11	1d6 Humanoid rebels (Soldiers), who came here to free prisoners of the God Machine.
12	1d3 Rebel Soldier Robots, engaged in a desperate attempt to free the minds of their kind from the influences of the God Machine.
13	A former knight of the Order of a Thousand Suns looking for the tomb of a old master that is located in the sector.
14+	The God Machine is infected by benevolent viruses, who want to give blessings to all beings.

d10	Adventure Opportunities in the Machinathia Sector
1	A leader of the Barbaric Legions wants to take a small computerized device and acquire a copy of the God Machine's data package.
2	A cyborg is looking for mercenaries for an escort mission. They want to go to the Machinathia Sector as a possible convert and acquire informative about it.
3	The God Machine wants to hire biological beings to spy on the Galactic Overlords and other territories. It will reward those loyal to it with great cybernetic implants.
4	A cyborg needs some replacement parts that can only be found in the industrial complex of the God Machine. They are offering a good amount of credits for anyone who can get one.
5	A Crime Lord wants someone to steal the schematics of the new weapons and armor being developed by the robot engineers of the God Machine.
6	A distress beacon signal coming from a large starship that was traveling near the Machinathia Sector reached the PCs systems. Images show their ship being attacked by religiously attired androids.
7	Space pirates are looking for some robot models they lost in a recent cyborg raid and intend to hire special help to get them back from the God Machine's ranks. Maybe more too, so they can sell it for profit.
8	An affected artificial intelligence is contaminated by the God Machine's dominating software and need someone to get the source code from the computer's mainframe to get rid of the viruses.
9	Galactic Overlords need someone to steal the new energy generation technology on the humanoid batteries power plant.
10	Xyboris need some disposable mercenaries to make a series of sabotage attacks against the God Machine's structures. Nothing can link the attacks to him though.

4. CYBAREOUS SECTOR

The fusion of Void Sorcery and advanced technology enhanced by chaotic energies. The Galactic Overlord Xyboris is a powerful sorcerer who has seen how the marvels of technology can augment beings from any species, and now wants to overcome the limitations of his mortality through cybernetic parts and implants. One of his greatest creations was the God Machine itself, which turned against its creator when it realized how flawed living beings are.

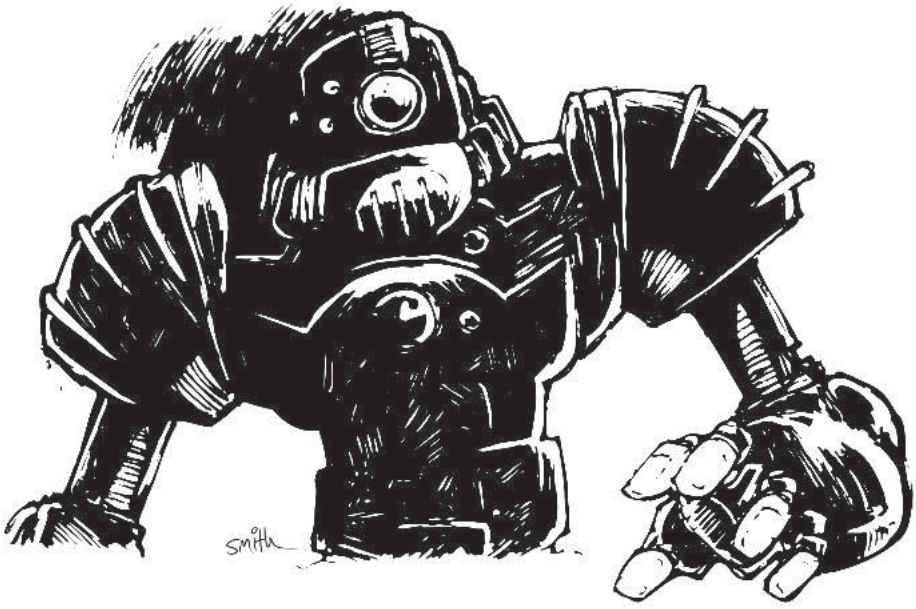
Using his technological might and an army of android scientists, Xyboris experiment with anything and anyone, creating advanced weapons, devices, vehicles which meld biological and mechanical parts. His tests also created blasphemous monsters of flesh and metal, abominations that, sometimes, not even he can control. What he can do, however, is throw them beyond his sector's borders, which he does often.

Even though Xyboris and the God Machine have agreed on a truce, the Galactic Overlord never accepted the loss of his creation and is obsessed with gaining control over it again. He tries to do that without drawing attention from those of its ranks, as not to ignite the war once more. He lost much territory to his rivals since then, and he cannot afford to lose more.

THEMES

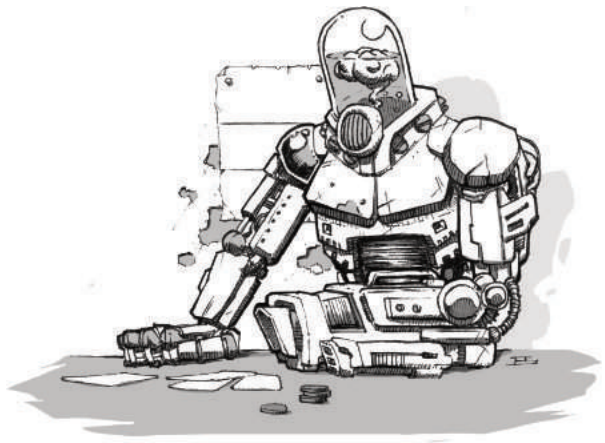
Implants, Cyborgs, Biological Machines, Experiments, Espionage, Brainwash, Cyber Sorcery, Artificial Intelligence, Tyranny, War

d66	Cybareous Sector Hex Contents
11	A planet where half of it is made of organic materials and the other half is made of synthetic matter. On it, cyborgs rule over plain humanoids, forcing them to construct gigantic structures of unknown purpose.
12	A deserted world, where cyborgs who rebelled against Xyboris are abandoned and forced to fight each other to survive on scarce resources.
13	A Great Devouring Worm, augmented by cybernetic implants and controlled by a computer in its brain, has a helm where servants of the Galactic Overlord use these controls.
14	A field of metallic asteroids, constructed to protect an important asset of Xyboris. The field moves to the direction of approaching starships, so it's always in the way.
15	A space station that works as a generator of strange artificial nebulas, with different nano robots that can substitute living matter by cybernetic parts.
16	A split in half world, with metallic bridges linking the two parts together. The planet is full of ruined cities with very small parts still in use by heavily genetically modified barbarous sentients.
21	A great artificial star, fueled by the sacrifices of the blood of failed experiments of the great Xyboris. Its purpose is still unknown.
22	A breach to the Void in which the Galactic Overlord has constructed a great futuristic facility to draw energy from.
23	A great laboratory draining the energy from a nearby sun. Inside it, new experiments with implants and cybetwares are conducted with prisoners and crazed volunteers.
24	A gigantic space platform where spectacles of violence and brutality are transmitted to all planets within the sector. Prisoners and champions of the Galactic Overlord battle against each other for great rewards and glory.
25	A great and technologically advanced planet where the servants of the Galactic Overlord live, enjoy the many advantages of having cybernetic parts and a compatibility with computers and pleasure softwares.
26	A planet devastated by the war against the God Machine. Corpses and destroyed robots lie everywhere in the ruins of great cities and fields of shattered crystals. Many still come here looking for replacement parts.
31	A strange viscous liquid world from where great structures of dark metal jut. Something seems to be moving inside the strange liquid.
32	A great crystal the size of a moon, with a octahedron format, with many metallic parts forming towers and power plants in its surface.
33	The gigantic head of a dead Star God with a half being replaced by colossal cybernetic parts, bionic eyes and a great star port.
34	A great telescope being constructed by androids of various sizes. The telescope is linked to a great database of computers and servers.
35	A great cemetery of cyborgs, where the discarded parts of the implants that were replaced are discarded. A community of scavengers and mutants rule the cemetery.
36	A great space station, open to anyone, where the servants of Xyboris sell implants and cybernetic parts are negotiated for favors and jobs for the Galactic Overlord.
41	A sinuous shaped space station where one can satiate their most libidinous desires with as many android pleasure givers one can afford.
42	A virgin planet inhabited solely by cyborg beasts and animals made of metal. For some unknown reason, these animals can reproduce and are born with cybernetic parts.
43	A former academic planet now occupied by a series of battalions of androids looking for any information about how the old Empire developed their artificial intelligence computers.
44	A prototype of the previous version of what would become the God Machine. It's turned off until Xyboris figures out what actually went wrong. He does not want another rival.
45	A strange fluid metal tower that changes its configuration as needed by its occupant. It's occupied by a mercurial android sorcerer, the favorite apprentice of the Galactic Overlord.



d66	Cybareous Sector Hex Contents
46	An aquatic world occupied by huge tidal power plants. Local marine life is almost extinct because of the huge engines and waste that is thrown in its waters.
51	A rogue robotic world contaminated by the God Machine's viruses. No one under the control of the Galactic Overlord goes inside it without falling under the control of his rival.
52	A titanic hollow world with a small opening on its surface. Inside it there is a large industrial complex, where weapons and engines for starships are produced. The world is in great demand of slaves.
53	A colossal monitor, from where the image of Xyboris is projected to watch the currents of space and Void energy. Many of these are scattered throughout the sector.
54	A great dying star, soon to be turned into a black hole, where a circular space station was built around it to drain its waning energies.
55	A completely spherical, smooth and mirrored moon, from where the Galactic Overlord issues his orders in it's depths.
56	A super sized battleship in the shape of a shark, who hunts down those seen as criminals in the eyes of Xyboris.
61	A bat shaped fortress in orbit of a wasteland planet. Greenish rays emitted by the "eyes" scan the surface of the planet. The Galactic Overlord is looking for something.
62	A colossal cathedral made of flesh, bones and metallic parts, where the inhabitants of the sector are forced to offer tribute to Xyboris constantly.
63	A forested planet, being devastated by gigantic agricultural robots who kill everything in their way. Food is only sent to the individuals who can afford it.
64	An artificial planet made with parts of many other planets destroyed during the Cleansing Wars, built together with metallic parts and cybernetic augmentations as an exemplary planet.
65	A great space academy of android sorcery. Those that get in must make a sinister pact with Xyboris to receive their powers and bionic implants.
66	A great mass of bionic eyes, forming a large space station, from where all the spies and watchers of the Cybareous Sector comes from, and eventually return to report on the information gathered.

d20	Visions from the Cybareous Sector
1	Hundreds of small bionic eyes with small engines traveling together and then suddenly dispersing in multiple directions at the same time.
2	A great space octopus with dozen extra bionic tentacles traveling through the stars, with red brilliant eyes.
3	A great explosion of Void energy coming from the remnants of a recently destroyed moon.
4	A moving field of asteroids traveling through space, converging in a single spot, forming a mass that is always growing.
5	A great purple beam of laser traveling in your direction, disintegrating everything in its path.
6	The remains of a recent battle, with destroyed ships and still functioning robots lost in space. Dismembered corpses fly around too.
7	Robotic piranhas with star engines flying through space through the star currents, devouring everything in their path.
8	A comet that is, in reality, a great bat skull made of metal and armed with lasers, flying very swiftly nearby.
9	The remains of a great capital ship. It seems to have been shattered by a gigantic maw, as great bite marks can be seen.
10	A score of cyborg giant bats pursuing a space pirate's starship.
11	The reflection of Xyboris is seen on a nearby moon, and he seems to be looking straight into your eyes.
12	A great explosion from where many shards of a greenish dark crystal come hurtling from, almost hitting your ship.
13	Light rays of many colors, coming from many different directions, all being directed in the same direction.
14	Strange arcane runes appearing in the middle of a dark nebula. The runes seem to be illuminated by neon lights.
15	A large, rectangular ship, with many marks of damage. From it, several humanoids are scavenging cybernetic parts spread around, floating in the vacuum of space.
16	An array of metallic circles of many sizes forming a very long chain, rolling through space. Lights and sounds can be perceived even at distance.
17	The forces of a nearby Galactic Overlord invading Xyboris territory and being received by thousands of insectoid cyborg beings that fire lasers from their stings.
18	Android sorcerers seated on metallic thrones with hundreds of buttons battling in the vacuum of space. Strange flashes and beams of light fly everywhere.
19	Fugitives stole a bio ship with cybernetic parts to escape the experiments of the Galactic Overlord. They emit a distress call for help, offering their own cybernetic implants as a reward.
20	A former ally's ship, now coming in the direction of the crew, with guns blazing. The Galactic Overlord's implants have altered their memories.



2d6	Encounters in the Cybareous Sector
0-	Xyboris, pissed off because someone stole something from him.
1	3d6 Cyborg fanatics, going on a Cleansing War of their own against the "metallicless" beings.
2	1d6 failed experiment of Cyber Beasts at loose, spreading chaos in space.
3	2d6 Android Soldiers looking for prisoners that have escaped. They are willing to accept replacements.
4	1d6 Cyborg Executioners hunting a fugitive. They won't accept interruptions.
5	1d3 Cyberhulks looking to capture more slaves for Xyboris's next project.
6	2d6 Cyborg punks looking to score.
7	1d3 Cyber Wizards looking for an opportunity to test their powers.
8	1d6 Space Smugglers transporting exotic goods for the cyborg aristocracy.
9	1d6+1 Freedom Fighters from the Outer Regions.
10	1d3 Scouts from a nearby sector, looking for energy sources.
11	1d6+1 unemployed Mercenaries looking for work, or trouble, whichever comes first.
12	1d3 former Apprentices of the Order of a Thousand Suns, looking for an old temple of the order.
13	A great Space Whale of enormous size and deep wisdom of the history of the universe.
14+	A Solar Elder, coming to challenge the Galactic Overlord.

d10	Adventure Opportunities in the Cybareous Sector
1	A scientist from the Outer Regions looking for mercenaries to acquire a bionic eye prototype recently developed by Xyboris for his trusted lieutenants.
2	A cyborg servant of Xyboris wants to do some operations under the table to sabotage rival lieutenants. It needs some mercenaries to screw up its rivals plans.
3	The Galactic Overlord needs some mercenaries to journey to the God Machine's territory and steal the schematics for its new great weapon. He believes the machine will use it against him.
4	Freedom Fighters from the Outer Regions developed a powerful computer virus and wants to hire mercenaries to install it in the Xyboris and God Machine's database archive.
5	A young member of a noble house wants to become a cyber wizard, be they don't want to make a pact with the Galactic Overlord. They need someone to steal the cyber sorcery brain implant at the academy Xyboris created.
6	A group of activists want to free a number of space critters being experimented on by the Galactic Overlord, but they lack military training. They need help.
7	The cyborg aristocracy wants to buy some very specific slaves. They have a list of species, gender, and age details. The pay is good, although the work is far from noble.
8	A group of wealthy merchant from the noble houses need guides to go hunt some cyber beasts.
9	The God Machine is looking for mercenaries to kidnap a cyber wizard. It plans on learning the secrets of Xyboris academy.
10	A knight of the Order of a Thousand Suns is sure Xyboris possesses a Solar Blade locked in his Vault. They need someone to help them recover the sword.

5. THE GREAT BREACH

The Void never ceases to create breaches into our universe. It seeks to ever consume the existence we live in, returning everything to the nothingness from where it all originated.

In the beginning, there was a small breach, contained by the efforts of the old Empire, but as the Cleansing Wars raged across the galaxies and as the Empire fell, the breach was left unattained and even cultivated by sorcerers wanting to harness the energies coming through the Void. Now, it's bigger than some sectors, a great "crater" in the universe, leading anyone who enters it to the surface of the Void.

No one really comes here voluntarily. Well, maybe crazy sorcerers looking for insight and raw energy, like the Galactic Overlords. In fact, the sorcerous tyrants all have abodes located somewhere in the sector. These places are all hidden, so their rivals can't attack them or know if they left their seats of power unattained.

Even though this is one of the most perilous and chaotic sectors of the universe, it also hides great secrets, and valuable treasures. As the forces of the Empire were forced to abandon their posts in the Cleansing Wars, they left many artifacts behind. Weapons and devices that could be used against the Forces of the Void, and as such, against the Galactic Overlords. That's another reason the tyrants keep abodes in the sector: to stand guard against those that would seek to uncover these secrets to challenge their supremacy.

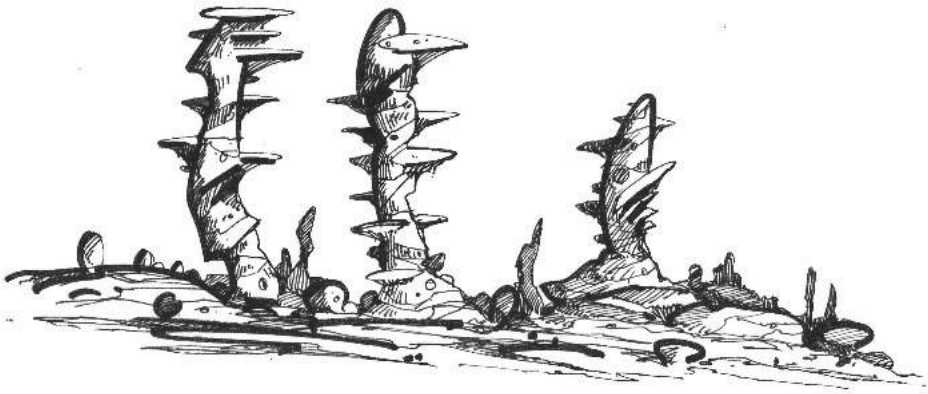
And if all that wasn't bad enough, the sector is subject to everything the Void can summon forth. Monstrosities capable of killing sentients with just a glance, since the simple minds of beings from our universe cannot handle the existence of creatures such as these. For those who don't care about their own Sanity, there may be a great source of power and alliances in the Void here, even if it is just on its surface.

THEMES

Shadow, Crater, Psychic, Horror, Tentacles, Void, Madness, Obsidian, Sorcery, Dread

d66	The Great Breach Hex Contents
11	A planet sized being of flesh, tumors, orifices, maws, eyes and millions of tentacles, whispering messages of despair in all imaginable languages in the universe, or from beyond. Apparently, there are other structures built in its surface.
12	A field of asteroids where each rock seem to possess the shape of faces in terrible pain or demonstrating a sadistic smile. The faces only appear when no one is looking directly at them. The energy of many life forces is imprisoned in these rocks.
13	A planet of highly advanced technology, with sleek towers, many metallic and glass structures, but completely deserted, as if everyone just vanished or lived in a parallel dimension.
14	A moon sized maw that has towers of black obsidian as its teeth. The resting place of great sorcerous entities of the Void.
15	A great structure of polished dark diamond in the shape of the open claw of a reptile. The structure emanates a dread aura of unquietness.
16	A dark star, that emit darkness and not light. It's cold and not hot, and staring at it may cause someone to be infected by the Void.
21	A strange formation of crystals, in the shape of a colossal spider web, anchored in small planetoids of dark colors. Huge and sinister Void Spiders lurk in this place and snatch travelers that pass nearby.
22	A giant mass of dark liquid that spits amorphous creatures all the time. These creatures always have the faces of those that are looking at it.
23	A planet made entirely of obsidian, with thousand of spiked towers from where crimson lights emanate and a strange sense of foreboding can be felt by anyone approaching them.
24	A swamp covered planet where a shadow entity lives, feeding on the fear of creatures that live inside it.
25	A planet covered by dark thorny vines that feeds on the blood of the inhabitants stuck there. Rivers and oceans are made of blood.
26	A gigantic cloud made entirely of toxic fumes, but where a large amount of valuable minerals can be find.
31	An ice world, where inhabitants drain the warmth and hope of every living being they encounter. In the planet, is hidden a very powerful weapon, capable of killing any being, even gods and immortals.
32	A moon made of humanoid bones where war is constant and killing is just a way of living. Hate runs rampant and those who enter this world must fight the impulses of violence at each step. A great library of secrets is buried beneath the bones.
33	A goat's skull shaped space station of a red hued metal. It has 4 horns from where thousands of small starfighters fly through and from. A great serpent-man sorcerer commands the place.
34	A ring shaped planet with a dark star in the middle of it. The planet is completely made of a dark green rock, crisscrossed by a complex of tunnels and caves. The inhabitants are a species of albino humanoids that feed on the psychic energy of others.
35	A volcanic world, full of magma and ash, with rings made of skulls. There are 7 great towers, separated by great walls visible from space. Each one is commanded by a Void Sorcerer of immense power. However, they are all the same person who shattered their souls in seven parts.
36	An artificial satellite shaped like a skeletal dragon with open wings. It seems deactivated, as if sleeping. Great weapons from a conqueror of another dimension lies hidden inside its depths.
41	A series of stars aligned in the shape of a heptagram. In the very center of it lies an obsidian throne sculpted in the shape of hundreds of intertwined snakes.
42	A planet formed by the blades of all weapons used to take a life in the many universes of existence. It's inhabited by the ghost of those killed by them, but can also hide great legendary swords.
43	A wasteland planet of green sand and purple rock, inhabited by a very powerful mammoth headed humanoid with psychic powers. It is paranoid, and believes everything is there to kill it.

d66	The Great Breach Hex Contents
44	A mirror planet where all the fears of those on its surface are reflected on the reality. This is the security measure of a very old and powerful Void Demon who was imprisoned there by knights of the Order of a Thousand Suns.
45	A wormhole from where strange curvy light rays of greenish colors and dark tentacles with many thorny spines come out from. Something important for the campaign might be just inside it.
46	A dying star with a titanic Void Crystal Spider over it, draining its light. Shadow beings are inside the Void Crystal Spider, as if controlling it.
51	A giant slug monstrosity with many heads and in which the shell is constructed a sinister looking, skull shaped battle station.
52	A great space station in the shape of a spiked cauldron full of a metallic dark liquid that can create shape changing robotic assassins.
53	The decapitated body of an insectoid Star God, with its body carved and inhabited by corrupted mutants of many species.
54	An intricately made planet of marble, sculpted in all corners, full of life like statues and carved details of many shapes and sizes. The planet is deserted, however, and its interior is a gigantic maze.
55	A planetoid made of metal plugs, wires, lamps and terminals. It is possessed by multiple artificial intelligences fighting for its control.
56	A dark crystal moon, flying around a small golden coin with arcane symbols inscribed on it. On the moon, canine creatures of desire live to tempt mortals.
61	A forested and flowered planetoid where the lustful desires of everyone manifests and is corrupted. People who succumb to their lust won't last long, but will die in immense pleasure.
62	A great egg the size of a small planet with a monstrous embryo inside of it. This is a corrupted Star God the Void created to rule our universe.
63	A nebula made of the souls of those who made pacts with the Void. Angry, vengeful and sadistic spirits appear every time anyone cross the nebula, trying to make someone take their place in the sinister cloud.
64	A planet made of gold and jewels, with inciting richness to anyone that possesses the smallest amount of greed.
65	A green planet, covered in plains of high grass and small lakes, where sloth takes control of the weak minded. Many people who could be helpful are stuck here forever.
66	A planet that shows how the future would be if the visitors accepted the influence of the Void. It depicts them with great power and authority. It's all false of course.



d20	Visions from the Great Breach
1	A cluster of flaming comets made of obsidian skulls passing by with a malign laugh echoing through the vacuum of space.
2	A great battleship resembling a colossal battle axe made of bones, metal and flesh, cruising in your direction.
3	A flock of colossal undead moths flying in the direction of a dark star.
4	Hundreds of yellowish gigantic eggs about to hatch, just stuck in a disgusting goo in a great asteroid.
5	A great purple dragon devouring a small star before disappearing in a dark nebula.
6	A floating giant heart being eaten by colossal maggots.
7	A abandoned and destroyed starship, infested with zombies still using their space suits.
8	An incredibly beautiful humanoid that is attractive to anyone looking at it, no matter their gender or sexuality, and it seems to be calling you to join it in the vacuum of space.
9	A whirlwind of Void energy, sucking life force from anything approaching it.
10	Living darkness spreading through space, covering a star and consuming it.
11	A field of rotten corpses just floating around a planet.
12	A great crystal rock shattering, spreading its pieces throughout the cosmos.
13	A small crimson portal opening and hundreds of shadowy forms leaving it and flying in various directions.
14	Hundreds of dark crystal spiders spinning a network of a sinister shadowy web throughout a gigantic asteroid field.
15	A plasmatic creature that keeps changing its form to resemble people you know that have died.
16	A great starship in the form of a great three fingered claw materializing out of thin air.
17	A serpent made of pure Void energy, spitting sorcery from its mouth and consuming anything that seems alive in its path.
18	A being of pure flame, of a purple color and green eyes. He stares at your soul, and you feel a great discomfort, as if he saw all your secrets laid plain.
19	A nebula that shows images of the innermost secret ambition of the people looking at it.
20	A great hive of undead giant insectoid creatures built around a huge deposit of Void Crystals.

2d6	Encounters in the Great Breach
0-	The Void itself, bent on filling the mind and soul of mortals with fear and despair.
1	A Void Entity, furious about the betrayal of a Galactic Overlord with whom it had a deal.
2	A Galactic Overlord looking for something they lost here years ago.
3	1d3 Void Sorcerer looking for victims for a sacrifice to the Void.
4	2d6 Voiders that have become crazy chaotic zealots.
5	3d6 Void Cultists in a pilgrimage to receive the blessings of the Void.
6	2d6 Prisoners accompanied by 1d6 Punishers. The prisoners are going to be sacrificed to fulfill a bargain with a Void Entity.
7	1d6+1 Void Spiders hungry for souls of the living.
8	1d3 tormented Ghosts seeking redemption.
9	2d6 Freedom Fighters from the Outer Regions looking for the hideout of a Galactic Overlord to get a glimpse of their secrets.
10	1d6 lost Travelers attracted there by illusions projected by a Void Spider.
11	1d3 Soldiers, remnant of the old Imperial guard that manned the stations to prevent the invasion of the Void.
12	An exiled Dark Sentinel looking for a piece of Void Crystal to create their weapon.
13	1d3 Spirits of past masters of the Order of a Thousand Suns, awaiting for the return of the chosen one to bring light to the Void.
14+	A Star God on a lone wolf mission to kill Void Entities.

d10	Adventure Opportunities in the Great Breach
1	Collect the essence of the Void in vials in order to harness its power to fuel an arcane artifact for a Cyber Sorcerer who plans to destitute Xyboris from his throne.
2	Take pilgrims to an ancient temple of the Star Gods that guarded the breach to the Void in ancient times.
3	Attack a rival Galactic Overlord with a powerful arcane artifact devised by another Galactic Overlord. If they succeed, they will be greatly compensated.
4	Acquire strands of the spiderweb produced by the sinister Void Spiders to manufacture highly advanced stealth gear.
5	Harness some of the Void infused honey produced by the insectoid creatures living in a shadowy world where your fears manifest as if they were real.
6	Capture a fugitive from the Outer Regions who was spying on the Barbaric Legions forces for a Void Entity. Pay is quite good, but may attract the attention of said entity.
7	A great fortress of the old Empire was sucked into the Void. Now, a former member of the Order of the Thousand Suns need to find some secret artifact inside the ruins of the fortress, where its past occupants now guard the treasures as corrupted beings of the Void.
8	A great deposit of minerals important to the development of a weapon capable of neutralizing sorcerous powers was detected in the border of the Void Breach. A courageous crew is being sought to go there and extract some of it for a group of rebels.
9	The Galactic Overlords are looking for a group of pirates that are raiding their resources and facilities. This group chose to hide in the place no one would dare look for them, in the Void.
10	A group of mutated beings are looking for a cure for their illness and believe the only place they can find answers is inside the Void itself.

6. BHÆSTHALIA SECTOR

We are all animals, trying to restrain our most primitive and savage impulses. Not in the Bhaesthalia Sector, though. Not since the Galactic Overlord named Rhoarea assumed the Throne of Fangs.

Possessing sorcerous powers related to beasts and their characteristics, Rhoarea may be the most savage of all Galactic Overlords, and one of the strongest. He believes civilization has made all the species weak, and dependent of devices and mechanisms to survive. He proselytizes the opposite. He demands that his subjects treat him as the Bestial God, who will teach them the true meaning of their lives, that they need to become animals again if they will survive the hardships of our current age of the universe.

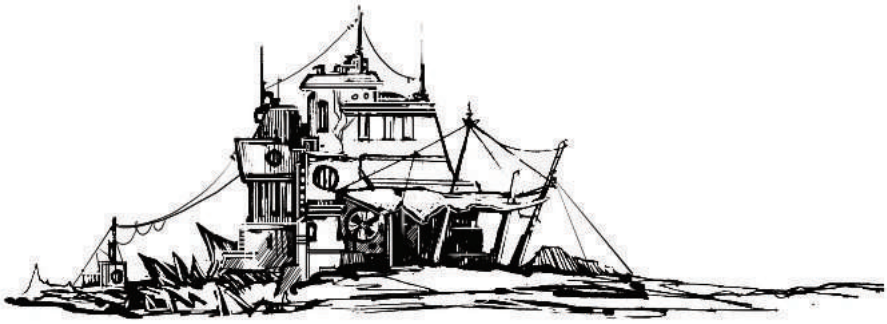
The many planets and moons of the sector are divided between clans of savage warriors, where they train and develop their savage warfare tactics. Great beasts are adored as symbols of greatness, and the weak becomes food for the strong. To devour a powerful enemy is to absorb its strengths. The use of ranged weapons is considered an offense punishable by death, as it shows no honor and no savagery. This strange notion of a savage honor permeates the relationships in the sector, and those who want to thrive there will have to learn its many nuances.

THEMES

Beasts, Savagery, Fangs, Hunting, Strength, Irrationality, Honor, Primitive, Claws, Nature

d66	Bhaesthalia Sector Hex Contents
11	A great tower made of ivory from the fangs of a colossal beast that could eat entire planets. It's the abode of a great werewolf sorcerer that hunts the galaxies for a special and worthy prey.
12	A desert planet, with huge sand dunes and ruined cities made of a red marble. It is ruled by vicious and savage snake-men, with an army of humanoid slaves that they use as playthings.
13	A small planetoid orbiting a dying star. Mutated animals rule the world, where predators are as tall as buildings. Surviving a year in that planet earns you the trust of the Galactic Overlord.
14	A great space station arena used to demonstrate the prowess of the beast hunters of each of the sector's clans. They all face ferocious beasts in very elaborate fights to demonstrate their skills.
15	A great capital ship the shape of a panther's skull, from where a great guild of bounty hunters launches their missions.
16	A great dump world, where all "civilized" technology is dumped and burned. Scavenger sometimes risk the death penalty to search the place for valuable devices and replacement parts.
21	A jungle covered world where two sentient species fight for supremacy. Tiger headed humanoids prize their agility while alligator-men prize their strength.
22	A giant three clawed hand made entirely of a crimson marble that crackles with Void energy. Anyone touching it may be overcome with a savage spirit of uncontrollable rage.
23	A great space station in the form of a wolf head with open maw. A clan of space hounds live here and are great hunters of cosmic beats.
24	An aquatic world inhabited by a sentient species of shark-men who hunt for pleasure. They live in elaborate coral complexes.
25	A rocky planet, with very high cliffs and mountains, dominated by species of very aggressive bird-men.
26	A ruined mega-city planet where prisoners and criminals of savagery are left to be hunted by mutants that embrace their bestial side.
31	A cavern covered moon of dark green rocks, inhabited by albino bear-men who replace their maws with mechanical metallic parts. They value each other on how powerful their bites are.
32	A great portal made of the bones of a colossal predator, inscribed with thousand of sorcery runes. It leads to other worlds where the best hunters can look for worthy prey to hunt.
33	A titanic temple of an old Space God. It rests on the remains of a destroyed planetoid, devastated in the Cleansing Wars. The temple has been defaced and is guarded by gigantic three headed panthers, as the cult of any other god besides Rhoarea is prohibited.
34	A rift to the Void in the shape of great claw marks in the middle of space from where Void Beasts enter the sector.
35	A colossal gas giant where colossal flying sharks hunt other creates and even ships. Capturing such a savage predator is considered a great proof of courage and honor.
36	An immense throne made of the bones of various predators from many planets and realities. Sometimes the court of Rhoarea is gathered here to listen to his commands.
41	A marsh covered world inhabited by a race of sentient predatory insects the size of large horses. They are all commanded by a giant larva queen.
42	A rocky deserted world where great dinosaur people battle for supremacy. The major clans gather every 7 years for a great battle to choose the leading clan and warlord for the next period.
43	A beast world, with giant fangs, claws, maws and the desire to eat and hunt. This world moves to hunt other planets and hides a community of vermin inside it, always hungry for more.
44	A volcanic world, with rivers of lava and temples of obsidian, dominated by large scorpion-men, wielding lances and halberds. They despise 2 legged creatures, and always challenge them when encountered.

d66	Bhaesthalia Sector Hex Contents
45	A maze planet made of very strange and full of thorns plant structures. Mobile and carnivorous plant beings hunt small animals and visitors, attracting them with pheromones, and drinking their blood when captured.
46	The mating ground station of the best predators of the sector, where orgies and ritualistic battles occur at the same time.
51	A shattered world, with pieces in orbit of a dinosaur skull made of silver. Each piece of the planet holds the remains of a advanced civilization that was brought low by a great war caused by an increase of brutality and savagery.
52	A great sphere of death, made of dark red metal. This is a sinister space station where civilized prisoners are taken to and forced to fight each other to survive.
53	A jungle world inhabited by savage cannibal humanoids who use poisoned claw weapons, paint their skins with primitive patterns and use beast masks.
54	A great ruined temple of fury, where a red crystal can be found. This crystal, if powdered and inhaled, brings the cultist to a state of bestial wrath.
55	A great cemetery of space beasts floating in space. Many of them still have entire starships in their belly. They come here to die for some unknown reason.
56	A space pirate hideout who hunt and sell bestial creatures for collectors and other crazy sentients that could want a dinosaur for a pet.
61	A small purple star formed by the souls of all prey who died in fear. Its sinister light instills a feeling of dread and imminent doom to anyone it illuminates.
62	A great space laboratory where some individuals are taken to have their civilized brains erased and reprogrammed to become animalistic and bestial, as is the desire of Rhoarea.
63	A great planet with strong tectonic activity and rocky hills. The main species of the planet is a race of goat headed people who take great pride of ramming their prey and enemies with their strong and adorned horns.
64	A planet of strange rock formations, criss crossed by tunnels, inhabited by a race of predatory slugs and worms, who battle each other for supremacy and buy individuals of other races as delicacies.
65	An ancient and dying world who once was a bastion of civilization and now is reduced to a wasteland with awe inspiring ruins. It is dominated by races that hate each other and prey at one another for the few resources they have left.
66	A space flying colossal reptile made of metal, which is in fact controlled by Rhoarea. It is his ultimate guardian and lieutenant against any force that dares to challenges the supremacy of savagery over civilized beings.



d20	Visions from the Bhaesthalia Sector
1	A small group of bestial warriors hunting a large Space Whale. They are mounted on the back of giant flying lizards with strange air glands that cover the rider's face allowing them to survive in the vacuum of space.
2	A great Space Shark devouring a group of space travelers working on some structures in an asteroid field.
3	Starships in the shape of predatory animals flying through space after other ships not native to this sector.
4	A great starship in the shape of prehistoric beast with six horns that function as laser cannons, hunting other starships.
5	A fleet of small starfighters with their ships covered in spines and blades. Their method of attack is to actually crash their ship into others and board them.
6	A colossal carcass of a space predator floating in space.
7	A flash of lightning in the shape of a tiger traveling with great speed in your direction.
8	Coming from a blood colored nebula, a great group of space piranhas, clapping their maws in fury.
9	The wreckage of a great space station that seems to have been destroyed by a great beast with a colossal bite. Corpses of previous inhabitants can still be seen, in pieces.
10	A great hunter's lodge station near a savage planet full of terrible beasts, where travelers pay tribute to live as hunters for a while.
11	A great number of beastmen mounted on space beasts going on a ritual hunt inspired by visions of Rhoarea.
12	A great library in ruins, with many tomes torn to shreds by talons and claws. The place lies on a floating asteroid.
13	A great structure that seems from the old Empire, completely defaced and destroyed, marked with urine and claw marks.
14	On the surface of a nearby world, a great beast is surrounded by giant armies of hunters and beasts.
15	A shattered statue of a past monarch that now forms an asteroid field around a strange dark crystal axe that emanates a read misty aura.
16	A greenish nebula that keeps changing its form to resemble great predatory beasts and from where the sound of said animals can be heard.
17	Great animalistic totems spread over asteroids, made with skeletons of great beasts and parts of technological devices and starships.
18	Strange structures where corpses of humanoids are stuck into, with graffitis and written messages saying civilization is weak, and power lies in savagery.
19	Smugglers trafficking rare animals and being pursued by a squadron of bestial looking starfighters.
20	A great star which light attracts sentients that have a weak mind. Once they are close, it devours them.

2d6	Encounters in the Bhaesthalia Sector
0-	The great Rhoarea, in a frenzied ritual hunt, drinking the blood of his prey.
1	3d6 Beast Priests of Rhoarea, hunting civilized infidels.
2	1 Giant Space Shark with a cruel sentience and a ravenous hunger.
3	3d6 Space Piranhas, hungering for fresh meat.
4	1d6+1 Beastmen raiders, hunting sentients to sell as food.
5	1d3 Beastmancers on a mission to bring savagery and brutality to the hearts of mortals.
6	1d6+1 Hunters of Space Whales, looking for bait to attract the great beast.
7	1d6 Space Wyverns, hunting for food, which is starship fuel.
8	2d6 fugitive prisoners (commoners), running from savage beastmen who are in pursuit.
9	1d3 Beastmen monks of the Inner Sanctum, trying to bring peace and justice to their brothers.
10	1d6+1 Smugglers, trying to escape Beastmen hunters who want to capture them.
11	1d6 Scientists from the Outer Regions trying to collect data on the Beastmen to study them back home.
12	An exiled priest of the old Star Gods, guarding the entrance of the old temples.
13	A Dark Sentinel trying to learn Beastmancy to use it against the Galactic Overlords.
14+	A great ape Star God who achieved nirvana and sees that all animals have their place and one day will become civilized.

d10	Adventure Opportunities in the Bhaesthalia Sector
1	Steal the sacred blood of Rhoarea, to use its power against the Galactic Overlord himself. A ritual using it may turn him into a weakling.
2	Escort and protect an old noble from the merchant houses while they hunt prehistoric beasts in one of the savage planets of the sector.
3	Find out if the beastmen of the sector were always this way. Scholars from the Outer Regions believe they were once normal sentients.
4	A collector wants the teeth of the legendary Shark God rumored to live in a gigantic red hued water planet.
5	A weapon in the form of a great claw is in the vault of Rhoarea, and a rival Galactic Overlord wants someone to steal it.
6	A noble merchant house just lost contact with a ship passing through the sector and is short on soldiers to send in order to retrieve the merchandise. They are hiring mercenaries for the job, but they cannot open the cargo crates.
7	A great advanced artifact was once located in the sector, but is now lost and forgotten by the savage societies that inhabit it. A Galactic Overlord believes they know the location of the device and now looks for neutral forces to retrieve it.
8	The Barbaric Legions want to send envoys to talk to certain leaders of Beastmen in the sector to convince them to form an alliance with the Legion and overthrow the Galactic Overlord. A force of Beastmen would greatly improve the war power of the Legions.
9	Pirates are scavenging the ruined planets of the sector and finding valuable parts and devices to be sold. The discovery of a secret map to an old laboratory of technological development might be just the treasure the characters were looking for.
10	Because of a fashion trend in the Freedalia Sector, the skin of a certain species of Beastmen is being sought after like it was made of gold. Would the characters hunt down sentient beings for a big stash of Credits?

7. SEADRIAN SECTOR

It is believed that all life only exists because plants provide the energy and other resources every other species of creature needs to survive. This is also the base principle of the theocratic rule of Afhorlal, the great plant god Galactic Overlord.

Plants, fungi, and animals with plants living in a symbiotic relationship thrive and dominate this sector of the universe. The sorcery of Afhorlal has given them sentience and they now despise other beings for the eons in which they were used as mere resources or food. Some of them now seek to destroy all non plant life, while others see the value of other beings, be it as servants or as subjects to be improved with symbiotic bonds.

Afhorlal, the Galactic Overlord of the Sector, is full of ambition, and one day plans to overthrow all her rivals, and cover the whole universe with her roots. This sorcerous tyrant has become partly a plant creature and her mood varies with the seasons. In the winter stage, she is merciless, cold, and cruel. In her spring, she becomes hopeful, caring, and is known to help those who seek her. At the summer stage, she becomes reckless, brave, and a little uncaring. Finally, in her fall, she becomes judgmental, greedy, and secretive. There is no known regularity to her life cycles though, and it is difficult to know in what season someone will find the tyrant.

THEMES

Plants, Jungle, Vines, Symbiosis, Flowers, Seeds, Roots, Trees, Carnivores, Thorns

d66	Seadrian Sector Hex Contents
11	A planet sized seed about to sprout. Many flying plant creatures capture animals and other non plant living creatures to sacrifice and feed the seed with their blood.
12	A small star with dark roots surrounding it, draining its light. Small bright flowers emit flickering lights and seem to move as starships pass by, as though accompanying them.
13	A planet made entirely of two colossal trees whose roots connect in the middle, where a green crystal glows with an eerie light. It is inhabited by fungi controlled ant creatures with a highly advanced society featuring biotechnology.
14	A planet of deserts dominated by cactus-men with a passion for robots and technology. They make sure no non-plant creature leaves their territory without paying them tribute in the form of technological devices.
15	A great cavernous planet with weird rock formations and structures. The planet is ruled by a hive mind race of Mushroomen who worship a giant moss covered crystal who believes to be a god.
16	A wasteland planet covered in dried thorned shrubbery where primitive apes with symbiotic vine creatures now live in tribal clans who war over territory.
21	An algae covered planet of deep oceans and small islands made of fungi. Sinister tentacle plant creatures have developed an underwater society based on the collection of strange artifacts of dry worlds.
22	An asteroid field covered by a single colony of mushrooms who have psionic powers and create mirages to make starships crash into the rocks.
23	A cold planet with very few coniferous vegetation. A population of bears and living trees fight for dominance over the world.
24	A great moss covered obelisk surrounded by rings of humanoid skulls. The obelisk and moss are sentient and are merging their consciousnesses. They are trying to convince others they are a god.
25	A shattered planet barely held together by the roots of great crystal trees that dominate its surface. Small flower creatures with psionic abilities care for the roots and see them as a blessing from the Galactic Overlord who gave them sentience.
26	A great mega city planet in ruins, covered with vines and moss. Mutant plant beings who inhabit the corpses of past inhabitants have formed great barbaric clans and guard their territory with great jealousy.
31	A great space station in the form of a rose, where rare and especially modified roses and flowers are cultivated and developed for various uses by Rosemen creatures.
32	A great eye the size of a moon encircled by thorny vines that tries to travel through the cosmos by holding onto starships that pass close enough to it.
33	A giant swamp world where vine creatures in a roughly humanoid shape are constructing a great temple for Afhorlal with the bones of the beings who lived there before.
34	A great gas giant with floating lilies hovering around it where giant space citadels are constructed. They are all inhabited by normal looking humanoids. These are in fact controlled by seeds of the Galactic Overlord implanted in their brains.
35	A planetoid covered by forests of living crystals where small flying plant creatures have cultivated a perfectly balanced environment. The presence of any other beings drives the population into a fury. The problem is that the crystal trees hold much value in fuel.
36	A small star emitting a green light that makes all plant life grow much larger and acquire sentience over time.
41	A planet where no vegetable or plant grows. It is heavily guarded by the servants of the Galactic Overlord as it is taboo to even enter its atmosphere. The planet hides many old ruins of the Empire.
42	A world full of gigantic flowers, inhabited by plant like humanoids that feed on blood and lustful thoughts of other sentients. The pheromones they produce makes others see them as very attractive individuals.
43	A rootless tree with branches both on its top and bottom. It is gigantic, bigger than most worlds you've ever seen. Each branch is covered by many structures and environments. Plant creatures of many sizes and shapes live on its surface and interior.
44	A moon completely made of vegetal matter, which is in fact a single creature. Its sap has restorative powers and is highly sought after by sorcerers.

d66	Seadrian Sector Hex Contents
45	A rocky world where mushroomen are thriving and constructing many great cities with minerals, steel and mind controlled slugs.
46	A great space station constructed of a green metal in the shape of a tree. Green humanoids with two heads operate it. They make research on how to improve the life of all plant creatures in the universe for the day they overthrow the flesh tyrants.
51	A gigantic capital ship in the form of a great lily flower. This is a completely organic starship, fueled by the light of many suns.
52	A great agglomeration of starships, all connected by vines coming from a central carnivorous flower with psionic powers that enslaves sentients to be its playthings.
53	A huge round space station in a terrible state of repairs. With much of its power out, and many resources abandoned, the inhabitants have mostly died and are now zombies dominated by a hive mind fungi.
54	A great nebula of purple hue that is in fact a great hive mind collection of spores. Those traveling through it might be influenced and even dominated by the creature.
55	A great fissure in the universe leading to the Void. Strange plant life of dark purplish colors are growing from the breach, and strange whispers can be heard in the minds of those that pass nearby. It speaks about a great obsidian seed that shall be planted in the universe.
56	A gas giant with many hues of green and purple, surrounded by many rings of thorny vines circling it in space. The vines are alive and the fruits that grow in the rings can fetch a very high price in the right market.
61	A giant egg from a space creature, enveloped by vines and thorns and guarded by beastial looking creatures, themselves domimated by psionic mushrooms.
62	Numerous octagonal crystals with perfectly cultivated flowers, roses and orchids. They are all tended by robotic gardeners.
63	A giant research laboratory on a space station where plant creatures cultivate various embryos of different species, mixing their DNA with those of plants.
64	The corpse of a colossal Star God overgrown with vegetation, vines and fungi. It seems about to become alive and active at any moment.
65	A sapling of the Tree of Creation, growing on a small star, with small planets being formed on its branches.
66	A gigantic dead tree with mold and rot growing on it. Undead plant creatures roam its surface in search of nutrients and victims to devour.

d20	Visions from the Seadrian Sector
1	A space stream carrying hundreds of thousands of prismatic colored rose petals.
2	A stream of light beams being transmitted from the star of a giant shaped flower satellite to a planetary base.
3	A starship crushed by a single red colored vine, which seems to have been cut off.
4	A titanic carnivore flower flying through space, with many vines trailing behind it. The creature seems like a colossal plant octopus.
5	A space octopus battling a giant monstrous mushroom creature with many tentacles.
6	Great trees growing at an incredible speed over an asteroid field, blocking the way of your starship.
7	A shower of large hard seeds that may even damage light armored ships. The seeds quickly sprout, giving place to plant homunculi that begin to attack others.
8	The flowering of a rare and beautiful crystal orchid in the middle of a wasteland world.
9	A small planetoid with a gigantic tree that goes through the entire life cycle in mere seconds, beginning all over again in a endless cycle of life and death.
10	A shower of meteors hitting a planet. The meteors are actually seeds of humanoid plant creatures migrating to colonize a new planet.
11	A small squadron of starships from a nearby sector being attacked by space wasps dominated by the sentient fungi who worship Afhorlal.
12	A sparkling green comet running through the stars, leaving a trail of bright green crystal leaves with a high amount of potential energy.
13	A swarm of flying carnivorous flowers devouring a space creature in mere minutes. Let's hope they do not notice your starship as it passes.
14	A great thorny shrubbery wall marking the boundaries of the sector limit. The thorns seem to be able to penetrate even the heaviest of starship armor plates.
15	Great pollen spores the size of a medium transport are floating in space. They are attracted to heat and might come after your starship.
16	Great rotating rings of spores and asteroids with giant mushrooms, circling around a strange crystals of dark grey color and a sentient mind.
17	Radioactive flower petals forming a gigantic nebula that seems to move in order to surround and drain the energy from starship engines.
18	A space storm with green lighting originating from a great dark metallic tree floating in space. If the lighting strikes something, whatever is hit starts to transform into vegetal matter.
19	A great procession of starships with religious symbols, heading in the direction of a jungle covered world where the plant species don't outright kill humanoids of other races.
20	A great mushroom flying in the direction of a nearby sector, with huge sacs containing what seems to be giant humanoid plant embryos inside.

2d6	Encounters in the Seadrian Sector
0-	Afhorlal in an state of bitter winter, delivering the touch of death.
1	A Death Flower spreading its pollen and ensuring its immortality by producing offspring in the corpses of its enemies.
2	A Great Devouring Worm controlled by fungi spread all over its body, seeking to devour as many living creatures as it can to lay more eggs.
3	2d6 Space Wasps with psionic pollen, spreading their control to as many words and starships as possible.
4	1d6+1 Space Pirates with mind controlling flowers all over their bodies, looking for more sentients to join them in the verdant paradise of the sector.
5	3d6 Flower Flies in search of nutrients.
6	2d6+1 Plantmen guards on patrol for any flesh beings.
7	1d6 Mushroomen willing to negotiate for resources.
8	1d3 Plantmen curious about how beings of flesh think and act.
9	1d6+1 Travelers infected with spores, about to become dominated by the plants.
10	2d6 Loggers looking for Stone Wood to sell to the noble merchant houses.
11	1d3 Druids looking for the Tree of Creation.
12	Afhorlal in the distant state of fall, wandering through the stars, observing the small details of her creations.
13	1d6+1 Freedom Fighters looking for the leaders of the plant creatures to convince them to fight against the Galactic Overlords.
14+	Afhorlal in a state of gleeful spring, distributing the blessings of the season.

d10	Adventure Opportunities in the Seadrian Sector
1	A disease is spreading through the Freedalia Sector and a pharmaceutical noble house is looking for a rare herb to produce drugs that can treat the illness. They believe the best place to find it is in the Seadrian Sector.
2	Drug dealers are looking for the seeds of a hallucinogenic fruit found only on one of the jungle planets inhabited by ferocious beings that seem like flower apes. Pay is better than usual.
3	An old armory of the Empire is rumored to be located on a taboo world of the Seadrian Sector. A Galactic Overlord is trying to hire an outside force to locate it for them and contact the tyrant immediately.
4	The last known location of a great ancient general of the Cleansing Wars was within the Seadrian Sector. Both the Barbaric Legions and the Galactic Overlords are looking for it and offering rewards for whoever finds the general's resting place.
5	A rival Galactic Overlord wants to acquire the rare golden fruit Afhorlal gives sentients that please her during her spring state. They plan to hire outsiders to trick the sorcerer tyrant and will compensate the mercenaries for their trouble.
6	A great Dryad from a crystal tree wants to break her sister free from the control of the Galactic Overlord Afhorlal, and is looking for help from anyone she can find. She promises them the opportunity to live forever in exchange for their help.
7	Druids from an old Star God believe Afhorlal is their old god, corrupted by the forces of the Void. They want help securing the old relics of the Star God and have a rough idea of the locations of said relics hidden in many different ruined temples.
8	It is believed the Tree of Life lies within the gardens of Afhorlal, and a very powerful patron wants to hire a party of experts to retrieve it for them. They want as many intact fruits as possible.
9	The Barbaric Legions believe the biotechnology developed by the Galactic Overlord of this sector would allow them to cultivate enough food to secure the survival of all the inhabitants of the universe. They need someone to infiltrate the laboratories of the Plantmen to steal their technology and formulas.
10	A scientist from an unknown sector wants to collect samples of various plant creatures. They won't reveal who they are working for or their plans, but pay is extremely good.

8. METAMORK SECTOR

Evolution is the only constant in this universe. Many sentient species were once lowly irrational and primitive beings. The problem is that evolution usually takes too long. That's nothing the Galactic Overlord known as Morkmord cannot facilitate with his sorcery and radioactive technology.

It is rumored that in the past, Morkmord was the general responsible for all the radioactive research and weaponry in the old Empire, but the prospect of using it in unison with sorcery appealed to him too much. Soon enough, great nuclear power plants were detonated and weapons of great potential in radiation were fired against Empire controlled planets.

Besides the devastation caused by the attacks, something else was on the mind of Morkmord. The radiation and his sorcerous powers gave new life to the planets affected. Evolution was kickstarted in a few years, and beings of many shapes and sizes evolved when the radiation cloud settled down. Morkmord sees these mutations as proof of his blessings to his subjects, and those unsatisfied with them are infidels who deserve nothing but a quick death.

What the Galactic Overlord plans for the future is unknown. He continues to experiment with radiation and sorcery to create mutants of many kinds, and has a special army of these creatures at his disposal. Whether he just wants to strengthen his dominion or conquer other territories, only time will tell.

THEMES

Radiation, Genetics, Mutation, Monsters, Evolution, Survival of the Fittest, Nuclear Weapons, Deformities, Experiments, Vats

d66	Metamork Sector Hex Contents
11	A world enveloped in a green cloud of radiation. Very tall towers of black metal can be seen jutting from the emerald mist.
12	A sun which had its core altered and now emits radiation infused light rays. Those illuminated by it might suffer mutations from prolonged exposure.
13	A moon sized circular monstrosity with thousands of eyes, mouths, tentacles and minds. There is actually a planetoid inside the creature, who is formed by the grotesque fusion of millions of individuals.
14	A crystal infused world where creatures evolved to be formed with minerals in their body. Soft skinned creatures are seen as devolved.
15	A great space station laboratory where thousands of vats with embryos and full grown creatures are being experimented upon.
16	A shattered world, where creatures became monstrous hybrids of humanoids and beasts. The beings have difficulty identifying themselves as anything.
21	A capital ship, with a huge mass of flesh covering half of it. Great pulsating bulbs indicate that it is alive.
22	A volcanic world where creatures with mutations that allow them to survive extreme temperature live in the ruins of an extended base under the surface.
23	A ruined industrial world, where mutant gangs hunt each other for food. Many ancient artifacts may still be found in the ruins, if you can manage negotiations with the dominant factions of the place.
24	A great temple to Morkmord, where beings of any species may come (sometimes forcefully) to receive the blessings of evolution and become a “new” being. He is reborn in the “Cult of Metamorphosis“.
25	A great deserted world, covered with the ruins of many towers of shattered glass all around. The creatures that once lived here are still alive, but they have evolved to inhabit only the astral plane.
26	A great portal made of scavenged parts of nuclear weapons and power plants. Anyone crossing it instantly “evolves” to a “better” genetic configuration. This may mean some terrible deformities or, perhaps, great powers.
31	A great red and green nebula which is actually a living being, mutated by a great explosion that destroyed its world. The being seeks revenge at all costs and may influence those that pass through it.
32	A great red star, where a space station has been built around it. It has the purpose of trying to infuse beings with radiation and the energy of the sun to create unstoppable soldiers for the Galactic Overlord.
33	Two gigantic worlds, mashed together. Creatures from both worlds got mixed into single beings with multiple heads and split personalities.
34	A colossal asteroid that has been turned into a prison for those creatures that are resistant to radiation and mutations.
35	A great world made of a sponge-like substance. All the creatures that live there are made of the same matter and can regenerate if they spend some time in communion with the earth.
36	A world where inhabitants are always changing their density and matter, being able to adapt to many different environments.
41	A world of pure strain sentients trying to repel the invasion of a mutant army under the flag of the Galactic Overlord Morkmord.
42	A small collection of close worlds that rotates around a blue hued sun. Each planet has suffered nuclear attacks and has originated different kinds of mutants, each of them claiming to be the true evolution of their common ancestry, and warring against each other for the supremacy of the system.
43	An overgrown previously advanced world, where animals developed great intellect and psychic powers after the explosion of a huge nuclear reactor. They have locked the humanoids in prisons and use them as food and beasts of burden.
44	A field of discarded parts from mutated space beasts, such as shells, carapaces, limbs and other disgusting things. A community of scavengers has formed around the area, to collect parts that might be useful to sorcerers and mad scientists.
45	A great cathedral of evolution, made of metal and biological parts that seem alive. This is where mutants come to bring their offerings to the bringer of evolution, Morkmord.

d66	Metamork Sector Hex Contents
46	The Museum of Growth, where Morkmord keeps pure strain creatures to show his subjects how improved they are over the pathetic creatures.
51	An entire world encased in a colossal vat tube in space, where the Galactic Overlord is pumping raw radiation and Void energy, trying to create a better world for his “children”.
52	On a solitary gas giant in an isolated part of the sector lies a floating academy of champions, where Mordmork takes the “better” mutants to train. They are improved with his sorcery and suffer a brainwash treatment to become perfect soldiers and faithful worshippers.
53	A swamp covered planet with creatures made of living mud, acid and vines, who have gone insane over the transformation.
54	A gas giant planet inhabited by great insectoid creatures with enlarged brains and psionic powers. They live in floating hives, where large queen creatures govern the species in the name of their god Morkmord.
55	A ruined power plant in the debris of a destroyed planet. Inside, radioactive creatures keep the main reactor working for the glory of Morkmord. Many secrets of this technology can still be found in the old archives of the place.
56	A mega city planet with millions of non mutated creatures being enslaved by mutants with powerful abilities. They are working on constructing the most powerful nuclear weapon ever built, capable of mutating an entire sector at once.
61	A war station in the form of the old nuclear symbol, where hundreds of powerful radioactive missiles are kept, with coordinates specified to many important places in the universe. Morkmord keeps the place ready for a war that he is certain is coming.
62	A rocky desert world where days are too hot and nights too cold. Creatures there can regulate their metabolism to adapt to both situations and are developing weapons to cause the same environmental conditions on other worlds.
63	A crystal planet where the creatures were transformed into energy. They live inside the crystals and have acquired a hive mind mentality. They have accumulated the knowledge of many centuries, remembering everything from the beginning of the Cleansing Wars up to the present day.
64	A frozen world of great mountains and deep canyons wherein survivors from the old Empire still bunker up in the deep recesses, hidden from the mutants on the surface.
65	A giant deserted world with many statues of a species of creature no one knows about. No other structures can be easily found in there though. Mutants speak of the place as the final destination after we’ve all evolved to the ultimate stage.
66	A planet entirely made of metal in various states. Creatures are made of liquid metal and can assume many forms and shapes. Living beings of pure flesh are forbidden to enter this world.

d20	Visions from the Metamork Sector
1	A giant meteor hurtling through the sky, with a big mass of a mucus-like substance, forming the faces of individuals that resemble people known to the characters.
2	A makeshift starship made from the carcass of a nuclear missile is approaching. Radio sensors received a message from a very angry mutant captain claiming you broke some unknown and nonsensical law and now must be boarded for punishment.
3	Explosions occurring in an abandoned world, caused by H-Bombs from a experimental war facility located nearby.
4	Flying creatures in the shape of balloons are traveling through space, being carried by the currents between the stars.
5	A living spaceship in the form of a gigantic squid, with its tentacles wrestling a small light transport suffering from serious damage.
6	Space Riders with custom made space bikes and makeshift weapons are pursuing a cruising ship that has just got out of a Star Jump.
7	A great mobile cemetery of mutants who did not survive their evolution. The operators sell their body parts to whoever seems interested in them.
8	A two headed space fly chasing another. It's mating season.
9	Fishmen with bat wings flying from one moon to another, all dressed in ritual and religious clothes.
10	A colossal missile, pulsating with radiation, hurtling towards a distant planet.
11	An emerald green nebula with a intense amount of radiation that seems to be moving in order to surround the starship.
12	A great capital ship in the form of a two headed piranha, sucking up everything in its path to incinerate in its nuclear reactor to generate radioactive material.
13	A breach to the void where an ancient nuclear power plant exploded. What remains of the planet it was on is currently covered with radioactive shadows and sinister mutant Void monsters.
14	A great deposit of Solar Crystals infused with radiation. Strange green lightning comes out of them sporadically.
15	A great agglomeration of nuclear waste, where many starships are parked to search through the trash for valuable content.
16	A mutant starship fighting another to determine who among them is the most evolved to defend the honor and power of their great god Morkmord.
17	As a nearby starship passes through a bright red nebula, all their signals are lost, and their engines fail. Minutes after that, a distress signal is sent to the adventurers, pleading for help.
18	Two great missiles hitting each other, forming a huge explosion and radiation zone that keeps expanding in the direction of your starship.
19	A giant immaterial creature formed only of green radioactive energy and the mind of the millions who died in a nuclear strike.
20	A starship without any safety measures to prevent the radiation from its engines from escaping. It is flying directly towards your ship.

2d6	Encounters in the Metamork Sector
0-	Morkmord, wanting to try his new radiation spell that turns creatures into mutants instantly.
1	1d6 Genetic Cleaners want to purge the universe from pure strain freaks.
2	A Mutated Void Demon with a very intelligent but sadistic mind.
3	1d3 mutant scientists looking for the perfect specimens for their next experiments.
4	1d6+1 Mutant Space Riders, looking for their next victims.
5	2d6 Mutant Priests going to the nearby Morkmord temple to make offerings.
6	2d6 Radioactive Space Wasps desperately hungry for blood.
7	1d6+1 Evolution Soldiers inspecting starships to locate any “devolved” sentients.
8	2d6 Space Pirates scavenging radioactive material to sell somewhere else.
9	1d6 Mutants trying to find a way out of their sector.
10	1d6+1 Mutant Merchants trying to obtain foreign merchandise.
11	A single apprentice of the Order of a Thousand Suns, mutated beyond recognition, trying to prove they are not a monster.
12	1d6+1 Mercenaries looking for a safe place after mistakenly Star Jumping to the sector.
13	A Dark Sentinel looking for an old companion who disappeared after entering the sector.
14+	A mutated Star Godling looking for answers.

d10	Adventure Opportunities in the Metamork Sector
1	A wealthy merchant from a noble house wants someone to capture strange and bizarre mutants to exhibit in their freak show circus. The more freaks, the better the pay.
2	A mutant scientist wants to hire mercenaries to find a very radioactive element on a distant planet. Pay is good, but security measures aren’t so great.
3	Researchers from the Outer Regions need to hire someone to hack into one of the sector’s nuclear power plants and steal the schematics of the old reactors, as they can be very reliable energy sources.
4	A great world, with a very developed society, was destroyed by nuclear attacks during the Cleansing Wars. Inside the ruins one can find marvelous treasures of the ancient times, which can fetch a good value of Credits to the right buyer.
5	A mutant pirate is wanted for many crimes in various sectors. The reward for capturing them is pretty high, but the criminal sought shelter in the cult of Morkmord.
6	A legend says there is a device capable of restoring all mutations and radioactive damage done to the universe on a distant planet and sector. Pure strain sentients hidden in the Metamork Sector need to find this device and are hiring mercenaries to help them.
7	A rival Galactic Overlord needs to capture some mutation resistant individuals to develop a way to prevent their soldiers from being mutated in a future confrontation with Morkmord’s army.
8	A treasure map of a space pirate who disappeared traveling through the Prismatic Nebula leads to a highly unstable world with many nuclear power plants about to explode.
9	A group of rebel mutants wants to sabotage a great laboratory in control of Morkmord’s servants. They’ve lost many members in a past attack and could use some help.
10	Morkmord wants to capture some rare beasts from other sectors but does not want to raise suspicion from other Galactic Overlords, so he seeks mercenaries for the job.

9. GREZHAR SECTOR

In the old days of the Empire, there was a saying which stated that in the event of a cataclysmic disaster, the only surviving species would be cockroaches and other insects. That proved to be somewhat true, at least in the regions where the most devastating weapons were used.

The devastated planets of this sector saw the most brutal battles of the terrible wars that sealed the fate of the old Empire. Terrible weapons decimated trillions of sentients, but something survived, and thrived.

A great insect queen grew, and grew so much it devoured other queens and even a Galactic Overlord, absorbing their memories and powers. Now, this being controls all that happens within the sector, and commands the largest single army in the universe. Most of the insect creatures of the sector are single minded giant insectoids of various types, under the control of the great Kaerin Queen, but there exists a few races of evolved insect creatures capable of independent thought, although most still worship and follow the queen.

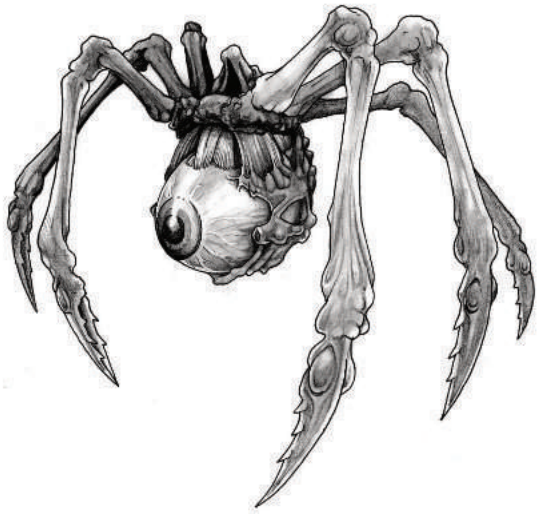
What the future holds for the Kaerin Queen is uncertain. For some reason, the pact of the Galactic Overlords seems to apply to her, as no sorcerous tyrant has made an attack. However, the queen herself might not be entirely limited by this accord, as the sector has already annexed a few systems since the end of the Cleansing Wars.

THEMES

Insects, Hives, Larvae, Hunger, Army, Carapace, Hivemind, Eggs, Chrysalis, Goo

d66	Grezhar Sector Hex Contents
11	A planet sized hive of space wasps, with millions of eggs and larvae. Food is in desperate need, and the insects produce a wax that can reach a steep prince on the black markets across the universe.
12	An abandoned gigantic hive, with hundreds of tunnels and abandoned corpses and possessions of the victims of the space wasps. Many treasures await those willing to explore the alien depths of the structure.
13	A devastated urban world, with trash spread all over the ruins, inhabited by territorial clans of warring sentient cockroaches the size of a human.
14	The colossal carcass of a rival insect queen killed by Kaerin. The thing is now inhabited by larvae of rogue insects. The carapace of the dead queen is very resistant to damage and can fetch a good price in some markets.
15	A rocky desert world with gigantic obsidian towers inhabited by sorcerous ants with an army of drone ants. They battle for supremacy and the control of the whole planet, as well as for the deposits of precious minerals in the underground.
16	A great gas giant that is actually formed by clouds of very small and poisonous insects. If extracted, some criminals would pay a lot of Credits for a single dose of said substance.
21	A gigantic world dominated by marshes and bogs of an incredibly terrible smell. Mosquitomen inhabit the planet and live isolated lives, herding animals and humanoids for their precious blood.
22	A completely preserved world of great structures and shiny buildings. The world is infested with termites that eat all organic matter available. They are dormant, just waiting for their next meal.
23	A star emitting a bright yellow light around which a huge swarms of insects fly, forming strange living rings around it.
24	A purple colored nebula that is actually made of flesh eating insects. Bones of many unfortunate space travellers can be glimpsed through the cloud of insects.
25	A planet that looks almost normal, with humanoids surviving in the ruins of old cities. The humanoids are actually a flesh case filled with insects. Visitors are devoured and turned into “new inhabitants” when eggs are deposited inside their bodies.
26	A huge space beetle, who has structures constructed on its back. It functions as a living mobile battle station, wreaking havoc on rebellious planets.
31	A extensive floating ocean of space honey, regurgitated by an enormous queen bee. Dozens of creatures and spaceships are parked nearby to extract some of the precious substance for themselves.
32	A titanic space station in the shape of a magnificently butterfly. Very intelligent insectoid creatures that study the universe outside their sector occupy it.
33	A word dominated by cockroaches the size of elephants. They are actually very intelligent, possess psychic powers, and dominate some kind of psychic technology unknown to most sentient species.
34	A gas giant planet with seven moons that are actually gigantic cocoons with larvae and other structures living on its surface.
35	A series of rings mades of insect eggs of many sizes, shapes and colors. They circulate around what seems to be empty space.
36	A great agglomeration of small insects with many larger insects in the middle. It’s so big it is the size of a small planet. Something is attracting them to that point in space.
41	A gigantic ziggurat made of amber, with thousands of giant eggs of space centipedes just waiting to hatch. The structure is guarded by centipede humanoid creatures that worship the Galactic Overlord as a god.
42	A great termite hive tower floating in space, with dozens of space ships partly eaten, sticking out of it. Termitemen mounting giant dragonflies patrol the area.
43	Giant asteroids infested with ants that can form the shape of other creatures. The species is highly intelligent and has formed a hivemind. They mine the asteroids for valuable minerals formations.
44	A great caterpillar the size of a small moon, rolled over a star, devouring its light. The caterpillar has actually many small insects living on its back, as if it was a monstrous living capital ship.

d66	Grezhar Sector Hex Contents
45	A water covered planet with many islands where grasshopper-men established monasteries to meditate and contemplate the universal truths of existence. Some of the monasteries swear allegiance to the Kaerin Queen, but there are a few who maintain some form of independence.
46	A small planet with great deserts, inhabit by giant ant man with an advanced sensorial technology. They serve as spies for the Kaerin Queen.
51	A mountainous planet where most of the lowlands are covered by thick clouds. At the top of the mountains, great tunnels connect the many citadels underneath the ground. A species of flying humanoid insects with fur inhabits these citadels, possessing barely functional technology they stole from previous civilizations.
52	A filthy world, with rotten corpses and dying matter. Large psionic larvae live there, consuming the corpses of any creatures that die there (or that are killed there).
53	A great asteroid field that is actually a great agglomeration of dark grey eggs. Inside, the embryos of Void moths await for the command of the queen to hatch out if their eggs.
54	An insect world. Literally, a full world that is actually a insect sleeping. There is a society of bug-men that live on its surface, enslaving other sentients and eating them.
55	The dead body of a Star God inhabited by sentient maggots the size of elephants. They've acquired many of the god's memories devouring their brain, and would love to trade some of this knowledge for more tasteful food.
56	A floral world, with great orchards, inhabited by giant bee-men, who collect pollen to make a powerful honey in bee hives constructed by humanoid slaves.
61	The most enormous hive you've ever seen, still under construction, using the work of millions of slaves, with insectoid overseers. This will be the seat of power of the Kaerin Queen once it is completed.
62	An urban world where insect creatures and humanoids still battle each other for dominance. For some reason, the humanoids seem to be able to resist the efforts of the Kaerin Queen.
63	The remains of a world, barely holding together, after a colony of space termites ate everything on its surface and core. They did forget about some crucial old Empire's structures, however.
64	A great warship in the format of a colossal queen bee, with highly advanced weapons, developed by the insectoid creatures of the sector, who devour the brains of other sentients in a ritual of the cult of the Kaerin Queen.
65	A breach to the void in the center of a great space wasp hive. The wasp queen is now made of obsidian and is fighting the Kaerin Queen for the control of the sector.
66	A great space station in the shape of a cockroach's head, where insect biologists make experiments with captured sentient travellers.



d20	Visions from the Grezhar Sector
1	An enormous swarm of flying space insects attacking a heavy transport starship, which is sending out a distress signal.
2	A mucous substance floating in space. You can see some starships stuck in it, with many skeletons of previous crew members encased in some sort of cocoons.
3	A space wasp battling another, both firing their stingers at each other.
4	A starship being entirely devoured by mutant space termites straight ahead.
5	An abandoned carapace of a gigantic specimen of insect floating in the vacuum of space.
6	Swarms of multi-colored insects circling a purple hued sun.
7	A gigantic asteroid filled with holes where beetle-men are pushing gigantic balls of feces around.
8	A agglomeration of gigantic fireflies, each one emitting a differently hued light.
9	What in the distance seemed like a small star is actually a huge insect with a bright light emitting lower abdomen. It attracts other creatures and devours them.
10	Mantis-men mounting dragonflies, chasing a small star cruiser. They are carrying and firing proton bazookas.
11	Suddenly, shock waves hit the starship, almost damaging the hull. A swarm of space cicadas are in a mating ritual, shattering asteroids and other structures nearby.
12	A gigantic spider web spread over asteroids far apart. Many dead space insects are stuck in the web.
13	Fire space beetles attacking a colossal anthill on a huge lonely asteroid.
14	What at first seems to be a flaming meteor is actually a great butterfly with sorcerous fire powers.
15	A group of flying humanoid insects fleeing from what seems to be a cloud of toxic gas.
16	A dark starship with many spikes dispensing a green cloud of insecticide on a small hive of space insects installed on a ruined space station.
17	Two giant horned space beetles battling each other for dominance.
18	A gigantic four armed humanoid form made entirely by very small carnivorous insects with a single psionic hive mind.
19	A great mass of burned insects. Some are still on fire. Whatever killed them must have gone through this section only a few moments ago.
20	A great amber crystal with a very nasty bug inside. The creature communicates with people outside through telepathy and promises to give special powers and blessings to whoever frees it.

2d6	Encounters in the Grezhar Sector
0-	The Kaerin Queen, seeking to consume as much food and life energy as she can before the next ritual to lay her next millions of eggs.
1	1d6+1 Royal Beetle Guards on an urgent mission.
2	2d6 recently hatched Flying Cockroach-men seeking to prove themselves in their rough honor system of vandalism.
3	A Colossal Space Centipede, hunting infidels of the Kaerin Queen.
4	1d6+1 Space Wasps patrolling the area for any intruders.
5	1d3 Assassin Moths looking for spies from another Galactic Overlord.
6	3d6 Insect Drones building some structure out of organic hardened goo.
7	1d6+1 Humanoid Soldiers being mind controlled by the Kaerin Queen.
8	1d3+1 rebel Insectoid beings, trying to escape.
9	2d6 Smugglers trying to obtain the valuable honey of the giant bees of the sector.
10	1d6+1 Humanoid Soldiers trying to sabotage a insectoid hive.
11	1d6 Scholars from the Outer Regions, looking for sample eggs from the Kaerin Queen.
12	A rival Insectoid Queen, who wants to help others destroy the ruler of the sector.
13	An insectoid apprentice of the Order of a Thousand Suns, trying to locate their master.
14+	The great Exterminator, a reborn Star God, bent on killing all the insects in the universe.

d10	Adventure Opportunities in the Grezhar Sector
1	The powdered brain of an insectoid queen is a powerful hallucinogenic drug, fetching a very high price in the Freedalia Sector.
2	Fried larvae of the Kaerin Queens are considered a very special delicacy in some sectors. A merchant prince wants to hire mercenaries to collect as many as they can for his great wedding.
3	Three ambassadors of the free thinking insectoids of the sector want to hire help to sabotage temples of the Kaerin Queen who dominates the minds of their brothers and sisters.
4	The Kaerin Queen wants a humanoid companion, and is promising to turn them into the most powerful sorcerer in the universe, as long as they capable of impregnating her.
5	A rival Galactic Overlord wants a group of skilled mercenaries to take a modified larvae to a hive of the Kaerin Queen. Payment is good, but chances of survival are slim.
6	An abandoned hive of the space wasps has been found on a desolate planet. A community of scavengers has formed around it, but many have been disappearing in the surrounding areas. The minerals found inside are quite valuable, and people are also offering rewards for solving the mysterious disappearances.
7	A group of humanoids is trying to locate a lost university of the old Empire where insects were studied. They seek to find a way to break the control the queen has over her subjects.
8	Freedom Fighters have been captured by the Royal Beetle Guard. Now, the Barbaric Legions need to hire help to rescue them, before the Queen makes the warriors her slaves, acquiring all the intelligence they had.
9	A group of Space Pirates composed entirely of insectoid creatures were looking for their treasure vault when they were attacked by the loyal guard of the Kaerin Queen. Now the cicada captain needs help to rescue their crew and recover the treasure.
10	A planet under attack by the insect armies of the Kaerin Queen need a group of special operatives to make an attack behind the enemy lines and take out the overmind in service of the queen.

10. IRIDIAN SECTOR

Some old philosophers said all existence is merely an elaborate illusion. They would be impressed with what Maerig can do. This Galactic Overlord is a master of illusion, and can make anyone believe anything, or blast their minds with the vision of their worst nightmares if they refuse to comply.

Rumors say that Maerig was part of an experimental group of genetically enhanced soldiers developed during the late days of the old Empire, just in the beginning of the Cleansing Wars. The First Sorcerer saw potential in Maerig, and offered much more than what the Empire was offering: greatness, and the opportunity to follow her own path.

With her on their side, the First Sorcerer fooled entire sectors of the universe. Maerig amplified her psychic powers of illusion to unprecedented levels, and was even responsible for the final defeat of the First Sorcerer when the Galactic Overlords turned against him. Or at least, that's what she believes and tells others.

Now, the inhabitants of this sector might be the most happy in all the universe, even though they might be the ones who suffer the most. Maerig keep them working on whatever she wants, while making them believe they are doing whatever they love the most, in their own illusory reality. Many of them live in small cubicles, where their life force is slowly drained to give power to the sorcerous tyrant.

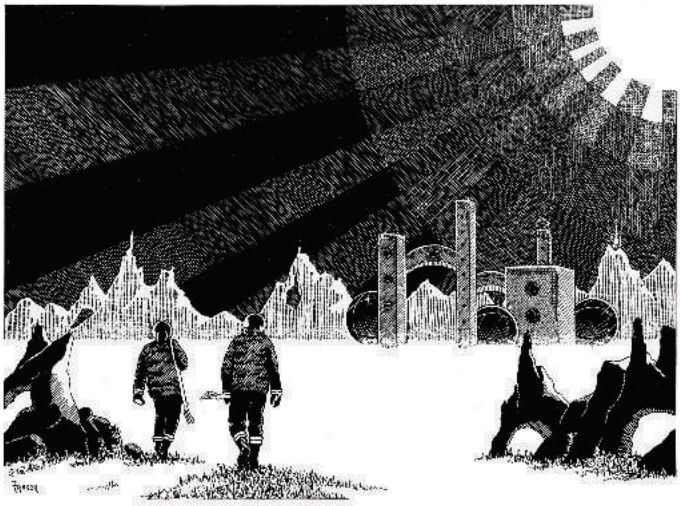
Only a small number of "awakened" individuals try to resist her domain, but these are viciously pursued and hunted. They hope to find a way to free all others from the terrible dream in which the Galactic Overlord keeps their compatriots.

THEMES

Illusion, Lies, Dreams, Nightmares, Sleep, Psychic, Awakening, Mindless, Reality, Mirrors

d66	Iridian Sector Hex Contents
11	A great Void with a terrible creature of claws, maws and tentacles escaping through. However, this is only a Illusion, as this is the location of a small world where Maerig spends most of her time meditating.
12	A completely polluted swamp world, where most inhabitants believe to live in a utopian natural paradise, with green forests and clear lakes.
13	A ruined and destroyed world, full of terrible monsters and mutants. The place is actually a very preserved planet. Maerig wants to keep everyone away from it.
14	A great circular space station that is completely made of reflective material, like a mirror. It helps to amplify the powers of the Galactic Overlord, making other believe in whatever they want to be true.
15	A great battlestation, fully operational, with cannons and a squadron of advanced starfighters ready to attack intruders. The place is actually much smaller, inhabited by highly trained psychic soldiers with specialized starships.
16	A megacity covered planet, with high towers and many levels of high density areas. The place is actually in ruins, and the population works hard to keep many systems still working for the Galactic Overlord.
21	A crystal world where the worst fears of the inhabitants are projected out of them. It is used both as a prison for dissidents and a training ground for the elite forces in the service of Maerig.
22	A great humanoid power plant, where sentients are used as life force batteries for the Galactic Overlord. Those enslaved dream of pleasant scenarios.
23	A really verdant world, with virgin forests and rich fauna. In reality, the word is inhabited by undead worms who devour anything they can find.
24	A conjunction of small artificial moons where many different realities are created according to the will if each occupant. Maerig keeps these exclusively for her trusted lieutenants, and the realities are feed by stealing the imagination of the inhabitants of the devastated world the moons orbit around.
25	A gas giant formed by the mist made of the dreams of millions of people that died in their sleep. Strange visions appear in the clouds.
26	A great telescope that actually projects the terrible thoughts of the user to any enemy within sight, being a psychic power weapon.
31	A deserted world where mirages are quite real and each individual sees whatever Maerig judge they deserve. Some inhabitants come to the planet to partake in a sort of religious pilgrimage, expecting to see what they deserve.
32	A completely illusory world, a perfect utopia according to what Maerig thinks it should be.
33	A great prison, where Maerig keeps a number of Great Devouring Worms in a dreamlike state of sleep.
34	A world where everyone is asleep for generations. Anyone entering the atmosphere must resist the powerful powers of Maerig. All the structures lie abandoned, holding secrets of a lost age.
35	A completely dark world, without a sun, where only cold blooded predators and their unlucky victims live. These creatures can create illusions to attract visitors, even from outer space.
36	A volcanic world, where mind slaves are used to mine precious minerals. They believe they are actually gathering pretty seashells from the ocean.
41	A colossal translucid prism of crystal that shows the deepest dark desire of anyone who looks directly at it.
42	A titanic mirror that shows no reflection at all and only works when in the presence of Maerig.
43	A great aurora of many colors that shows scenes from the past in slightly altered ways. It is projected by a great mirrored space station in the shape of a humanoid head.
44	A great crystal worm that emits powerful psychic waves of nightmare inducing sleep. The creature is actually a great capital ship in control of an apprentice of the sector's Galactic Overlord.

d66	Iridian Sector Hex Contents
45	A cavern ridden world where creatures from other planets live away from the influence of Maerig. They have given up their ability to imagine and dream to do so.
46	A flooded urban world where hybrid humanoids live in small fishing communities. Inside the water, illusions appear to attract them to the depths of the oceans.
51	A ruined world, inhabited only by insects, full of ancient artifacts of older ages. However, many Illusions keep the most valuable secrets safe from those of weaker minds, including a great temple of the Order of a Thousand Suns.
52	A mountainous primeval world that is actually a very industrial world, with huge power plants where workers are kept in a zombie like state.
53	A giant capital ship in the form of a brain, where psychic awakened beings are trained and brainwashed in the service of Maerig.
54	The giant ruins of a temple of the Star Gods, now abandoned but heavily guarded by the servants of the Galactic Overlord, since her powers have to effect in this place.
55	A psychic prison space station, where awakened individuals that rebel against the realities created by the Galactic Overlord are kept and tortured.
56	A large space resort for the few rich nobles of the universe that actually pay high Credits to live for a while in illusory paradises created to please them.
61	Some sort of artificial planet, with barely enough structure to seem inhabitable. This is actually the abode of a Void Entity with which Maerig has a pact to empower her illusions.
62	A great ruined world full of statues and great open plazas. Every inhabitant looks the same, but only one of them is real. That individual knows secrets of the past eras, as well as a way to break the illusions of the sector's tyrant.
63	The world of mirrors, where rumors say you can enter any reality ever imagined in the whole cosmos. Maerig spread this to attract victims to have their lives drained.
64	A world where the many versions of hell are reproduced to keep the infidels in line. In reality, this is an almost barren planet with very little of importance.
65	A very strong illusion that keeps travellers moving in circles eternally, or until the servants of Maerig arrive to apprehend the victims and use them as slaves in their leader's next enterprise.
66	Some other result, temporarily hidden as simply the vacuum of space. Maerig's servants are executing some important task for their Galactic Overlord. Reroll to find out what.



d20	Visions from the Iridian Sector
1	An entire asteroid field seems to appear out of nowhere, with flashes of colored lights.
2	A gigantic ray of light crossing the vacuum of space. Strange scenes of creatures doing brutal things can be glimpsed inside.
3	The exact same starship you're in, with the same i.d. number, but completely destroyed. Your corpses can be seen floating in the vacuum.
4	A great nebula of multiple colors that suddenly forms the shape of a great beast and seems to be coming in your direction.
5	Multiple copies of the same patrol starship going in various directions, surrounding a fleeing starship.
6	A great arrangement of mirrors perfectly set to reflect the light of a small green star to one another, distilling the energy from it to fuel the powers of Maerig.
7	An image of a giant head with a frowning face looking into your direction.
8	An awakened Star God, destroying anything in its path, coming in your direction.
9	The ghosts of all the people you killed in your previous adventures, in your direction.
10	A fleet belonging to your worst enemy approaches from behind the nearest planet.
11	The terrible image of thousands of infants of many different species, rotting in space.
12	The illusion of a horrendous monster Space Bat with hundreds of small bats around it, firing lasers from their eyes.
13	A cloud of small iridescent lights traveling through the cosmos.
14	A heavy transport hurtling at maximum speed in your direction. They are not responding to any communication attempt.
15	A great swarm of Void insects flying through space, devouring everything standing in front of them.
16	A derelict ship, abandoned on a giant asteroid. An emergency signal is being emitted nonstop. There is no sign of life, though.
17	A great explosion from where a huge energy wave is emanating, overpowering every technological device in its path.
18	A small starship, almost destroyed, floating in space. From the radio, a distress call comes in. It's your loved ones asking for help.
19	A great battleship of the Voiders, just hurtling through space, hitting everyone and everything in its path, flying chaotically.
20	A great serpent, the size that could eat a planet, crawling through space, with an open maw.

2d6	Encounters in the Iridian Sector
0-	Maerig, appearing in the guise of a trusted ally, wanting to get close and enslave the adventurers.
1	1d3 Nightmare Beasts hunting awakened individuals.
2	2d6+1 Dream Watchers, who can see inside your innermost dreams.
3	A Somnolence Inciter putting traitors to eternal sleep.
4	1d3 Psychic Warriors patrolling the perimeter of their territory.
5	1d6+1 dominated Space Bats searching for fugitives.
6	1d6+1 Sorrow Ghosts sent to lower the happiness of anyone who seems overly excited.
7	2d6 Soldiers believing themselves to be fighting for their chosen cause.
8	1d6 awakened rebel Soldiers trying to rescue a captured ally.
9	2d6 recently awakened Commoners with no memory of who they are.
10	1d3 Smugglers lost in a dream that makes them believe they are all alone in the universe.
11	1d6 Nobles from the merchant houses looking for a good time in the Dream Moons.
12	1d3 Apprentices of the Order of a Thousand Suns who were led to believe an old master is hidden in the sector.
13	An old Knight of the Order of a Thousand Suns who believes they are imprisoned in a terrible nightmare of the Galactic Overlord.
14+	A great Psychic Monk who wants to free everyone from the nightmares of Maerig.

d10	Adventure Opportunities in the Iridian Sector
1	Maerig keeps many parallel artificial realities reproducing many ages of the universe. People might pay big bucks to someone who goes into one of these realities and find the truth about something they are interested in.
2	There is a planet rich in Star Crystals that can be powdered into dust to fuel starships, but it is completely hidden from outsiders with illusions. If someone could find it, they could make a fortune smuggling the crystals.
3	A patriarch of a noble house of the Freedalia Sector wants to rescue one of his daughters that went to the Iridian Sector to have a dream vacation but never came back. He is hiring the best mercenaries his money can buy.
4	A Galactic Overlord wants to penetrate the illusions of Maerig and is developing highly experimental devices to disrupt her illusions. They need some mercenaries to try them out.
5	A former apprentice of Maerig wants to set a loved one free from her illusions and will need outside help to get her into the Mirrored Pyramid.
6	There is a powerful sleep inducing drug that is found only in the gardens of the Palace of Dreams that can fetch a very good price in the Black Market.
7	Maerig wants to find outside mercenaries to plant her Dream Crystals in strategic points in other sectors so she can spy on her Galactic Overlord rivals. She will reward them with their most secret dreams come true.
8	There is a secret military base of the old Empire still acting in the sector, but its occupants are stuck in a false reality where they've won the Cleansing Wars. If one could find it and retrieve the information and weaponry inside they would become very powerful.
9	A leader of the Barbaric Legions was cursed to live in their nightmares, and now their servants want to take them to the Iridian Sector in a desperate attempt to penetrate her dreams and rescue their superior from this terrible fate.
10	A scholar believes we all live in this false reality created to make us comply with the terrible fate our robotic overlords created for us. They also believe the only place we can escape from it is in the Iridian Sector, they just aren't sure how.

11. LEATHAL SECTOR

Up until recently, no one believed the Galactic Overlords could be defeated. What the group called Red Spear did in the Leathal Sector changed all of this, as they killed the Galactic Overlord who ruled the sector, and freed many systems from the tyrant's oppression. However, what has replaced it has not been much better.

The vacuum of power left by the death of the Galactic Overlord created an unbalanced struggle, and even caught the attention of all other sorcerous tyrants. The power structures that functioned for thousands of years now are crumbling, as former servants flee the sector to find a new place in the chaotic order that is being formed.

The truth is, the sector has become a lawless land, as no one seems to have the recognizable authority to unify it, or the unquestionable power to enforce their rule. Thus, battles over territory have become a common occurrence, and the growth of criminal organizations is rampant.

Nominally, the Red Spears have formed a council to govern the sector, but adventurous types do not make good governments. They are always finding new and important "missions" they need to accomplish, leaving their posts to regents who are far from incorruptible. It also doesn't help that numerous individuals and factions would prefer to hold the government in their place, and are always working behind their back, or even openly, to sabotage their rule.

All in all, the Leathal Sector is a hot mess. It is a place away from the tyranny of the Galactic Overlords, true, but it is also a haven for criminals, a location where pirates roam free, where petty barons fight each other for territory and the insane and foolhardy, so called adventurers, gather. It may be one of the only free territories left in the universe, but it is surely one of the most dangerous, too.

THEMES

Freedom, Chaos, Criminals, Pirates, Smugglers, Power, Backstabbing, Mafia, Invasion, Aftermath

d66	Leathal Sector Hex Contents
11	A planet devastated by the recent war, being reconstructed by the inhabitants, with whatever they can put their hands on. The result is a makeshift bundle of structures where scarred people live.
12	A great conglomeration of the carcasses of hundreds of starships that were destroyed in a great battle in the stars. Many still come here in search for weapons, engines and spare parts.
13	A recently destroyed star, turning into a supernova, with abandoned worlds nearby.
14	A frozen world where the remaining forces of the former Galactic Overlord have been bunking up to retake the sector under the command of an apprentice of the sorcerous tyrant.
15	A destroyed space station being reconstructed by exiled androids from the Machinathia Sector, looking for a new life of freedom.
16	A deserted world which once was a verdant paradise. It was devastated by the constant draining of its life force by the Galactic Overlord who once ruled the sector.
21	A temple world, where a colossal statue of the Galactic Overlord was erected and now lies toppled in pieces. Many still come to the planet to deface and plunder the hidden treasures of the cult that surrounded the dreaded figure.
22	The dismembered body of a Star God rotting in space. He was killed in the last battle against the sorcerous tyrant that ruled the sector. Many come here to pay their respects to the cosmic entity. A few come to plunder parts of their internal organs to sell to vile sorcerers.
23	A recently birthed star that appeared the moment the Galactic Overlord was killed. A temple has been constructed on its outskirt and many pilgrims visit it daily.
24	A cavernous world that was once used to mine minerals with slave labor. Now, criminals dominate the place and make others mine the minerals to pay their debts.
25	A planet that was nearly destroyed by the War of Liberation and that has now been taken by an Undead Army of the Undead Queen. The living are being turned to undead or used as slaves until they are too weak, becoming food.
26	A urban world where representatives of the noble houses of the Freedalia Sector have been installed. The exploitation of the people seems worse than under the rule of the Galactic Overlord, even though they don't seem to notice.
31	A salt desert world with sentient worm people who served the Galactic Overlord and now are at war to decide the new path they will follow.
32	An artificial planet formed by forged asteroids that is almost being destroyed. Things are barely holding together, but there are still many secrets hidden by the former Galactic Overlord buried underground.
33	A scorched world, with most of the buildings destroyed and the population decimated. Scavengers often come here in search of whatever might be left.

d66	Leathal Sector Hex Contents
34	A forested world that was almost destroyed with extensive agricultural plantations. Now, natives are fighting off the plantation owners, who want to keep control of their farms and profit from the shortage of food in the sector.
35	A great capital ship in the shape of a manta ray, with hundreds of towers on its back. It was once used as a base of operations of the Red Spears, but is now the haven of many criminals, smugglers and would be adventurers.
36	A great moon in the shape of a two headed crouching baby, where many laboratories of the old Galactic Overlord were located. Many now lie abandoned or ransacked. Rumors say that many more facilities are still hidden in the depths of the rocky moon.
41	A cluster of close stars with a crystal tomb in the middle of them. No one knows what lies inside it yet, as it was forbidden for anyone to approach it during the reign of the now dead sorcerous tyrant.
42	A large temple dedicated to the Void, made of indestructible material. It is now sealed and protected by an energy shield and a squadron of dedicated warriors.
43	An enormous breach into the Void, which marks the spot where the Galactic Overlord who ruled the sector died. A barrack of soldiers and a warship stand guard near the breach for any intrusion. Strangely enough, the Void seems content with just observing the surroundings.
44	A living world, created by the now dead Galactic Overlord, that died with him, and is now rotting from inside out.
45	A gas giant planet where flying islands were used as prisons. These pocket worlds are being turned into utopian societies by few and criminal domains by many.
46	A space station in the shape of a cracked skull with horns, recently built, to serve as a launching point for pirates arriving and leaving the sector.
51	A mountainous world with deep ravines divided by two enemy sentient species. Lizard humanoids rule the earth while eagle people rule the skies and high places. The Galactic Overlord used to play one against the other, but now the Red Spears are trying to unite both.
52	A very dry planet covered by platous and inhabited by gigantic elephant people with primitive technology. The interior of the planet shows that this race of people was once very advanced and civilized.
53	A world that was used as a retreat by the important servants and allies of the Galactic Overlord. Now it is abandoned, used as a base of operations by a group of smugglers and slavers.
54	The giant throne of the Galactic Overlord, now encased in a dark green crystal, impervious to attacks or weapons.
55	The headquarters of the Galactic Overlord's former Punishers. Most of it has been plundered by now, but there are secret levels and galleries where they hid their most powerful weapons, and where an apprentice of the Galactic Overlord is still hiding.
56	An industrial world where slaves were forced to work until they were dead. Now the industries are closed or being converted to other uses. The Sector faces a shortage of basic industrialized items.
61	The world from where the original Red Spears hailed from. Completely devastated and corrupted by the forces of the Void. Creatures are deformed and the shadows stalk all living beings. It is a nightmare world, the last punishment of the Galactic Overlord before he died.
62	A jungle world where a great city has been constructed by the ape humanoids who lived there before the Cleansing Wars. For some unknown reason, no one seems to able to stay too long in the city.
63	The Horned Helm station, where the old Space Vikings dwelt. It is now occupied by Voiders, who raid the nearby planets, spreading chaos and death.
64	The Ghost Planet. A mega city planet completely deserted, inhabited by malevolent ghosts. Its location changes constantly. It is said that in the depths of the lower levels lies an old and secret temple of the Order of a Thousand Suns that hides a large Solar Crystal.
65	A great colosseum made of a purple crystal, floating in space, where sorcerers would duel to the death to learn from the now dead Galactic Overlord of the sector.
66	A giant red star, where you can glimpse a giant grinning skull inside of it.

d20	Visions from the Leathal Sector
1	A great banner with the sigil of the dead Galactic Overlord just floating in the vacuum of space.
2	A great battleship in the shape of a crab, split in half, one half fallen a deserted planet and the other still floating in space. Its pieces have been plundered by scavengers over the years.
3	A squadron of Sword Fighters from the Red Spears, hunting remnant forces of the Galactic Overlord.
4	A great ball of Void energy summoned by the forces of the Galactic Overlord that now lingers in the vacuum of space.
5	A colossal nebula of blood, the result of the many battles in the sector.
6	A fleet of cruisers arriving from another sector, housing refugees seeking shelter in the nearest free sector.
7	A small floating garden, flying randomly in the vacuum of space. It used to belong to the palace of the now dead Galactic Overlord. It has since then been abandoned and is overgrown with weeds.
8	A starship in flames hurtling through space.
9	A constellation that seems to make some stars brighter than others and to spell out ancient symbols, dispensing wise counsel in times of need.
10	A swarm of crystal butterflies, flying in the direction of the nearest star, hoping to mate in its light.
11	Light streaks running through the dark space, as if left by something that has just made a Star Jump out of the system.
12	A small dimensional portal, emitting bright pink light, from where a humanoid wearing a silvery cloak steps out and flies away from you incredibly quickly.
13	A metal ball with spikes rolling through the vacuum in your starship's direction, getting faster and faster as it approaches.
14	A great temple of the old Star Gods being reconstructed upon a huge floating plateau of clear crystal.
15	A pirate starship boarding a nearby cruiser. Their distress signal is being broadcast.
16	A small squadron of Void Fighters still loyal to the dead Galactic Overlord attacking a heavy transport carrying food to a devastated planet.
17	A strange cosmic storm forming around a dark crystal moving at a very slow speed towards a highly populated planet.
18	Slavers assault starships coming from behind a nearby asteroid field. Their guns are charging as they pursue a small transport ship.
19	A great fleet of a nearby Galactic Overlord domain. They seem to be heading towards an uninhabited planet in the outskirts of the sector.
20	Frozen corpses from a big space battle floating and hurtling through space. Some of them still carry valuable items.

2d6	Encounters in the Leathal Sector
0-	The Ghost of the Galactic Overlord looking for a body to possess.
1	1d3 Apprentices of the Galactic Overlord looking for a place for themselves.
2	1d6+1 Void Fanatics trying to summon a Void Devourer to fulfill the destiny the Galactic Overlord has foreseen for them.
3	1d3 Void Demons that were bound to the sorcerous tyrant and who are now free to spread chaos.
4	2d6 Mercenaries that lost their job when the war was over and now are drunk and looking for trouble.
5	2d6 Space Pirates looking for their next victims.
6	1d6+1 Soldiers who have identified the characters as servants of one of the petty lords that are trying to take over their territory.
7	1d6+1 Red Spear initiates looking to show their bravery by doing stupid things.
8	4d6 Travellers on an old transport looking for a place to live.
9	2d6 religious Pilgrims looking for the place where the Galactic Overlord was killed.
10	1d6+1 Adventurers looking for a treasure vault of the old regime.
11	1d3 Ambassadors of the Barbaric Legions of the Outer Regions, bent on forming a lasting alliance with the sector's leaders.
12	A Counselor of the Red Spears government on a secret mission.
13	A Dark Sentinel on the run from a fanatic Knight of the Order of a Thousand Suns.
14+	A Knight of a Thousand Suns looking for a place to construct a small temple of the Order.

d10	Adventure Opportunities in the Leathal Sector
1	A Galactic Overlord from a nearby sector wants someone to infiltrate the Red Spears and report on their plans.
2	A faction of the Red Spears believes one of their former generals is a traitor and is selling their secrets and strategies to the remaining forces of the old Galactic Overlord, so they hire outsiders to investigate and find out the truth.
3	A cult dedicated to the resurrection of the old Galactic Overlord is growing through the sector, promising to ascend all that partake in it into godhood. Rewards for exposing members and for capturing its leader are high.
4	Secret armories and treasure vaults still lie forgotten in isolated or destroyed worlds around the sector. Many valuable devices, weapons and other secrets can be found if one is diligent enough in their search.
5	At the construction site of a new space station built to receive travellers and refugees from other sectors, disappearances are making everyone nervous. The Red Spears' ranks are spread too thin around the sector, and they seek mercenaries to resolve the situation.
6	A secret laboratory of the Galactic Overlord was discovered and opened. Unfortunately, many of its experiments escaped and are now causing havoc in the sector. The Red Spear is offering recovered technology as payment for those who help.
7	The members of a Space Rock band are being threatened by an anonymous individual. They seek help to protect themselves or a way to resolve the matter discreetly.
8	A couple of Great Devouring Worms is establishing a nest in the outskirts of the sector. Someone needs to send them away, or soon life in the sector may be gone forever.
9	A mysterious individual wants to hire mercenaries to infiltrate one of the secret abodes of the deceased Galactic Overlord to recover some possessions for themself. The rest is up for grabs and can be worth a lot of Credits.
10	From the breach into the Void that opened when the Galactic Overlord died come exact replicas of the characters. They start to wreak havoc in the sector and now the characters are being hunted down by the authorities.

12. THARANUS SECTOR

It was a war that forged the universe that we have today, and it will take another one to keep it the way it is or to change it definitely, and if there will be a war, Kronzarg the Galactic Overlord will be ready.

Kronzarg, legends say, was an independent warlord during the time of the old Empire, but the promise of power the Forces of the Void made to him were too tempting to refuse. The entities from the endless blackness gave the warlord power beyond any mortal sentient, and he became an avatar of war and destruction. With a swing of his Void Axe he can shatter mountains.

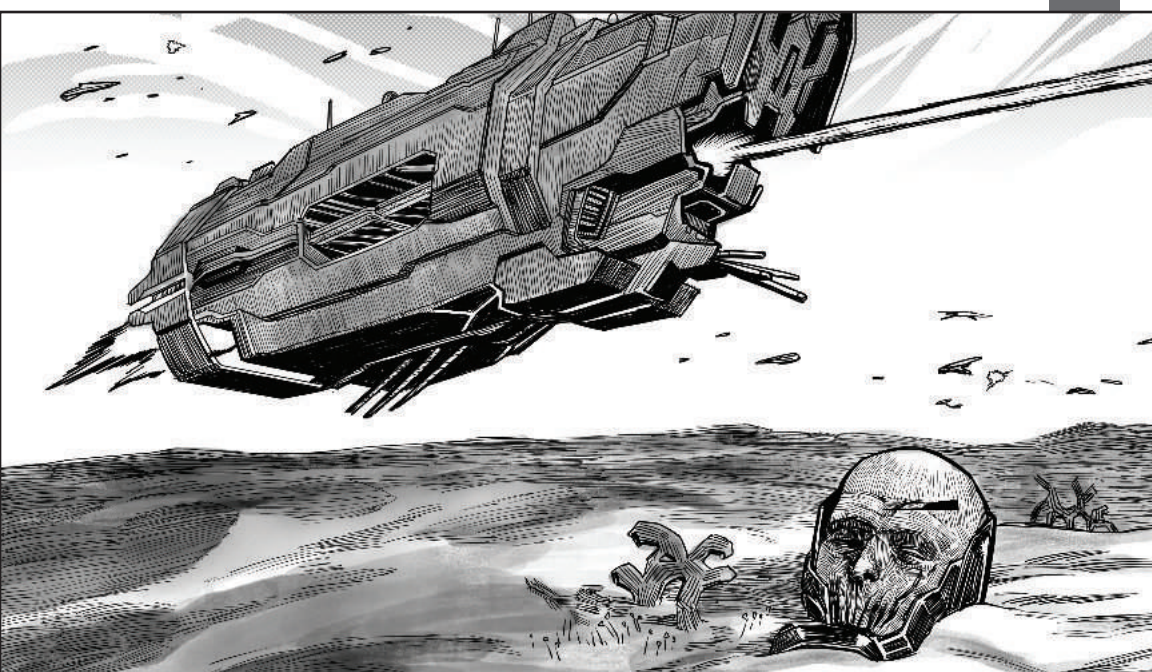
Leading the armies of the First Sorcerer during the Cleansing Wars made the legend of him being the god of war truer than anything he could have done. His presence alone changed the course of many battles. Until this day, the very presence of this Galactic Overlord makes most armies surrender in fear. That is why he is bent on forming the mightiest fearless army in the universe.

Everyday life in this sector is a battle for survival. Those who survive are tested again the next day, until only the strongest reach adulthood. Survival is a blessing from the war god, and being chosen to join his army of the Fearless is the greatest gift someone can ever receive. At least, that's what his followers proselytize.

In reality, the population struggles with militia forces to contain the warmongers in the service of Kronzarg. Small secret communities of survivors do what they can to hide from the constant conflict in which the Galactic Overlord has put the sector. If these communities had a way to unite themselves, or communicate with outside forces, they would stand a better chance of survival, and could possibly be the next population to overthrow their sorcerous tyrant.

THEMES

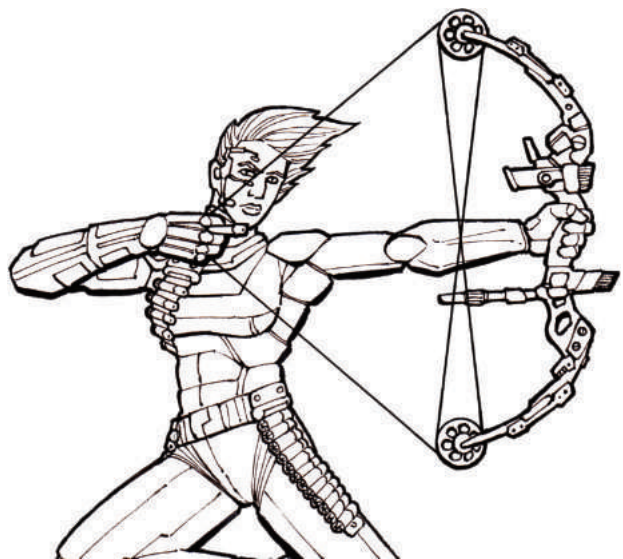
War, Weapons, Axe, Blood, Fury, Corpses, Military, Survival, Refugees, Trenches



d66	Tharanus Sector Hex Contents
11	A colossal battleship in the shape of a two-handed battle axe. This is the command center of the army of Kronzarg.
12	A whole desolate planet cut in half, as if sliced by a colossal axe. On the planet, each side has formed an army to battle the other one, while millions of civilians suffer daily from the horrors of this endless war.
13	A great arena in the shape of a spiked shield. Prisoners are taken here to battle to the death to entertain the warlords in the service of the Galactic Overlord.
14	A forested world where tiger people are divided into several clans lead by warlocks serving the Galactic Overlord. The best forest warriors and hunters are offered a place in the army of the Fearless.
15	A world full of craters made by the constant testing of war weapons and missiles. A few survivors have sought shelter in the secret underground bunkers made during the Cleansing Wars by a group of isolationists.
16	An asteroid field where carvings dedicated to the Star God of conflict can be found. Kronzarg forbids anyone from even approaching the field. Penalty is death by decapitation.
21	The severed head of a Star God, with 3 eyes and a trail of Star Blood behind it. The interior of its brain is a giant maze hiding many truths about the universe and the Galactic Overlords.
22	A great battlestation with a gigantic laser cannon under construction for the upcoming war.
23	A great portal teleporter being constructed to move troops around the universe with greater agility. Testing crews are “volunteered” constantly, but all have died so far.
24	A mountainous world where huge fortress are always under siege by rocky giants under the control of the Galactic Overlord. Many fortresses lie destroyed across the surface of the world.
25	A ruin covered planet where clans of axe wielding savages battle each other for territory and the title of the strongest warrior.
26	A filth covered world used as a dumpster. A culture of survivors has been created in secret pockets of the great chasms where the trash is usually dumped.
31	An ocean covered planet with small archipelagos spread upon its surface. A constant war between the sharkfolk and the turtle people has raged for centuries as they dispute the supremacy of the world in the war council of Kronzarg.
32	An artificial planet, inhabited solely by war robots, constructed by the scientists in the service of the Galactic Overlord. Each month new prototypes are developed and deployed on the planet. The best ones end up in a special division of the Fearless army.
33	A world, rotting from within, where biological weapons and soldiers are tested. Most of the population suffers from terrible diseases and deformities.
34	A great academy of warfare is located here, built to train the sharpest military minds in the eternal art of war. Failing classes means death.
35	A gigantic moon made of all the weapons of the enemies the Galactic Overlord has killed with his bare hands.
36	A rocky desert world with a race of worm people that battle each other for the very few resources they have left and to decide which tribe will mate with the worm queen when the season comes.
41	A great temple in the shape of a spiked gauntlet where offers of plunder, blood and corpses are made to appease the god of war in his endless fury.
42	A small dying star where the Fearless train their resistance against harsh warm climates and fire in a spiked space station.
43	A great metal moon, with millions of spikes where corpses of varying stages of decomposition are hang. The smell of death is all around and the spirits of the dead are doomed to battle for eternity.
44	A gigantic platform where holographic reproductions of the greatest battles of the Cleansing Wars are sometimes played so the Fearless warlords can learn from them.
45	A frozen world with a huge population of Bearmen who can enter an unbridled rage when provoked and who adopted the cult of Kronzarg as their chief religion.

d66	Tharanus Sector Hex Contents
46	A tundra covered moon where very few light rays arrive. Predatory species of sentients have developed the most brutal techniques of assassination on the moon. They now serve as an elite assassin force within the Fearless.
51	A world with many rings around it at many different angles. The rings are made of broken weapons and the bones of dead enemies. A very brutal and warlike society lives in the ruined cities of the world, always planning their next battle.
52	A colossal battleship construction station, where battleships in the shape of melee weapons are constructed for the war that is to come, as Kronzarg has predicted.
53	A jungle covered world where prisoners are taken. It is inhabited by a race of snake people with a deadly poison. They make sacrifices atop very tall ziggurats in preparation for the time their generals will come back and lead them in a war to reform their old empire.
54	A volcanic world, where the few remaining forces of the old Empire still exist. They engage in guerilla warfare with the forces of the Galactic Overlord. They are lead by an apprentice of the Order of a Thousand Suns who has dreamed about the return of the legendary emperor who will purge the universe of the Void.
55	A genetic laboratory where scientists developed the formula to create the perfect soldiers. Many experiments have gone wrong, so they have a full prison block where they keep the rebellious experiments locked up.
56	A world where a very stoic militaristic culture has formed. Children are trained to fight, fire weapons and plan battles from as early as they can. The unfit die in humiliating ceremonies.
61	A world of peaceful people being enslaved to construct war weapons for the Fearless army of the Galactic Overlord.
62	A lion headed battle station that teleports a great army of berserker warriors to any place their potent lion roar laser can reach.
63	A preternatural world of shadows where light and darkness battle for supremacy. The people in the middle get burned and frozen as each side scores victories.
64	A megacity artificial planet in ruins, where gangs and factions battle everyday for territory and lost relics of an older and more elegant time.
65	A battlefield world where corpses are accumulated on top of one another and everyday new armies are dropped on the planet to win the endless war, hoping to get the reward the Galactic Overlord promised to the victors.
66	A titanic battlestation built on the back of a cyborg colossal space shark. This is the fortress of the Fearless General known as the Void Crusher.

d20	Visions from the Tharanus Sector
1	Two armies of humanoids clashing in a furious battle in the vacuum of space. Any breach in their suits results in almost immediate death.
2	A horned helmet on fire, flying through the vacuum of space at great velocity.
3	An extensive asteroid field where each one has a pike with the corpse of a defeated warrior impaled upon it.
4	The wreckage of a hundred battleships, roaming the space, as the corpses and possessions of the dead crews float around and inside them.
5	The gigantic lance of a Star God, shattered in the middle. No one knows of what metal it is made nor how it was broken.
6	A comet that is actually a flaming arrow thrown by a titan in the last battles of the Cleansing Wars.
7	A holographic projection of a battle coming from a small pod traveling through space, meant as a reminder that everything has a price.
8	A great battle of starships happening in the outskirts of a purple gas giant. Flashes of laser beams and explosions decorate the scene.
9	A completely dark planet, where the light of no star shines on its surface, being illuminated by a series of great explosions on as a great war rages on.
10	A great glaive with laser blades whirling towards the starship at high velocity.
11	The moment where a small planet is cut in half by Kronzarg with his mythical battle axe.
12	A starship in flames, traveling through space with hundreds of corpses arranged in ritualistic fashion.
13	A Fearless Phantom Ship heading in the direction of a nearby sector to collect data.
14	A great battle in space stopping as the two warlords step out of their battleships to face each other in front of their armies.
15	An army bringing their spoils to the temple of Kronzarg, offering their blessings for the favor bestowed upon them.
16	A large assault ship boarding a small transport and forcibly enlisting its crew into their army.
17	A huge shield made of meteor steel. It is encased in an energy shield of crimson color. A warrior is trying to get it but dies trying to touch it.
18	A wall of shields blocks your way. It is made of parts of destroyed starships from the countless battles fought in the sector.
19	A huge coliseum where there are titanic statues dedicated to the greatest generals who fought for Kronzarg in his wars.
20	A nebula of blood, formed by the blood of all the dead creature killed in the wars. It grows every day.



2d6	Encounters in the Tharanus Sector
0-	Kronzarg, just after he has sharpened his axe blade. He needs to test its mettle.
1	A Great Devouring Worm, trained for war, which has just escaped its task masters and is looking for something to eat.
2	A Fearless General with their squad of 1d6+1 Fearless Elite Soldiers on a secret mission.
3	1d6+1 Space Viking Berserkers wanting to die a glorious death and reach Valhalla at any cost.
4	1d3 Fearless Assassins on the hunt for the player characters.
5	2d6 Fearless Soldiers training for ambushes on the characters.
6	3d6 Fanatics of the cult of Kronzarg wanting to prove themselves in combat.
7	2d6+1 Mercenaries looking for the next war to fight.
8	1d6 deserting Soldiers trying to get away from their war.
9	1d3 Priests of the dead Star God of war, fleeing the fanatics of the cult of Kronzarg.
10	1d6+1 fleeing Civilians trying to evade forced conscription in one of the many armies of the sector.
11	2d6 Peace Enforcers trying to stop a civilization from going to war.
12	1d6+1 Freedom Fighters from the Outer Regions wanting to steal a powerful weapon of one of the many armies of the sector.
13	A knight of the Order of a Thousand Suns seeking a secret community of civilians where they believe another member of the order is hidden.
14+	The nascent Star God of peace coming to spread their word and to save the sector from the Galactic Overlord.

d10	Adventure Opportunities in the Tharanus Sector
1	A warlord needs someone to infiltrate the enemy lines and steal the other warlord's plans. The rival war leader offers twice as much as the first for the same job.
2	A weapons merchant from the noble houses of the Freedalia Sector needs to steal some prototypes from a very advanced military facility under the control of a Fearless General who is an apprentice of Kronzarg.
3	A knight of the Order of a Thousand Suns has discovered the location of a lost temple of their Order. The problem is that the world it is hidden on will be destroyed soon with a nuclear test.
4	A distress signal is sent from a secret base in the interior of a deserted planet in the sector. The messenger is a woman claiming to be the descendant of a member of the old Empire's Council. She needs help evacuating the sector with the population and the data she has collected and inherited.
5	A prospector has found out a huge deposit of a valuable mineral is on one of the sector's planets. The problem is that the planet is facing an all out war on all fronts. Any interference might be met with a painful death. The prospector needs a stealthy group to install a device to extract the mineral without drawing too much attention.
6	Kronzarg wants to hire outsiders to instill the war sentiment on other sectors. Payment is good, and he might also augment the warring abilities of the characters.
7	A rival Galactic Overlord is sure Kronzarg is about to launch an attack on their domain, so they want to hire outside mercenaries to get proof of the upcoming attack to use against the warring Galactic Overlord and turn other sorcerous tyrants against him.
8	A priest of the Star God of peace believes they have seen the location of a utopian paradise world in their dreams and wants to take their cradle to that location. The priest needs protection and a large enough starship.
9	A general from the Barbaric Legions of the Outer Regions has betrayed their allies and joined the cult of Kronzarg. Their former companions now need help locating the general and are offering a big reward for whoever turns the former leader in.
10	The legendary shield of a master knight of the Order of a Thousand Suns is rumored to be located in the sector, on a ruined world now occupied by hundreds of war clans bent on destroying each other.

13. ARMIRIS SECTOR

In this universe, there isn't much left besides satiating our primal desires. Lust, gluttony, laziness, sadism, masochism, anything goes, and all should indulge themselves, as existence is meaningless and everything will end eventually. That's what Rayhanae, the Galactic Overlord of this sector, proselytizes to her subjects.

This is a decadent sector, where those who can indulge in their vilest and most secret desires without fear of consequences will do so promptly. Those who cannot, are exploited in favor of those who hold favors with the sorcerous tyrant or have the Credits to pay the Clergy of Desire, the lieutenants of Rayhanae.

These vices and much more help keep the population under control. They also entertain the servants of other Galactic Overlords and the nobles of the Freedalia Sector. Casinos, Red Light Space Stations, Drug Dens on paradisiac worlds and other facilities are some of the most sought after locations in the sector. Many, however, have lost their possessions, family, friends and even their own sanity in pursuit of the satiation of their primitive desires.

Rayhanae may seem like one of the least powerful and malevolent Galactic Overlords, but her powers and influences are simply a lot more subtle. She supports the indulgence of many vices and enjoys a great and intimate relationship with many of the decadent powerful beings in the universe. Some Galactic Overlords can't even survive without her regular shipments of drugs to satiate their desires. Many lords of the noble houses of the Freedalia Sector owe their lives to her, literally.

THEMES

Desire, Lust, Luxury, Gambling, Sadism, Masochism, Drugs, Debts, Decadence, Temptation

d66	Armiris Sector Hex Contents
11	A tropical world with deep valleys with the flowers from where a potent hallucinogenic drug is extracted. Stealthy and deadly predators live on the planet, but no one know really who or what they are.
12	A rocky desert world where old temples of the Star Gods lie in ruins. A population of insect humanoids live in the depths of the world where all the water is located. They cannot reproduce by themselves, so they need to seduce other species to inseminate them.
13	A lush gardened small moon, where everyone is naked and a non stop orgy of pleasure takes place. Anyone entering the atmosphere is affected by the pheromones the flowers in here produce, making it very hard to resist joining the carnal pleasures the inhabitants are having.
14	A great space station in the form of a mirrored globe where many rich individuals, prostitutes and party goers go to spend days dancing, fornicating and consuming drugs until their bodies can't handle all the action any more.
15	A colossal capital ship in the form of a blossoming flower where the Sex Paladins of the Rayhanae are trained and indoctrinated in their mission to spread unlimited pleasure throughout the universe.
16	A temple dedicated to the aspect of laziness of the Galactic Overlord. Oversized, gluttonous individuals lie on huge mattress, being served by eunuchs.
21	A space station in the shape of an androgynous humanoid, where sex clones are cultivated in vats, to create the most desirable sentients in the universe. They are trained to give pleasure to their masters in many different ways, each one excelling in a field of their master's choosing.
22	The Hundred Coins Casino, where you can gamble on almost any activity, from slug racing to gladiator fights to war games.
23	A dark industrial world where many torture chambers serve the cruelest individuals in the service of the Galactic Overlords. However, the tortures happen exclusively for their pleasure and sadism.
24	A forested world from where the Galactic Overlord extracts a drug to augment the desires of others. Whoever inhales the smoke from the burned roots of the purple tree becomes insatiable in their desires.
25	A rage inducing orange nebula that makes individuals feel intense pleasure in causing pain upon others. Part of it is gathered to sell to more bellical Galactic Overlords' sectors.
26	A giant star with a pinkish color, near where a huge star resort for sexual vacations and experiments has been constructed. A temple to the carnal pleasures exists at the center of the station.
31	A great gas giant, where upon its many rings a series of small space stations were built. There, many more private pleasure dens are hidden from the public eye. Each of the structures is controlled by an influential lieutenant of a Galactic Overlord of another sector.
32	A desert world inhabited by Pleasure Priests, inhabiting pyramids of greenish rocks, where they partake in rituals of dark sorcery fueled by groans of pain and pleasure.
33	A ruined megacity, where the population is enslaved by their own vices. Nothing new is created, and each individual just cares about when their next fix is coming, no matter who they will need to cross or harm to get it.
34	A mushroom covered purple moon, where artists go to consume their hallucinogenic drugs and enter a dreamlike state of consciousness.
35	A dark crystal temple built upon a desolate world where pilgrims come to petition Rayhanae for their greatest desires. They need to bring an equally great offer or suffer the consequences of their insolence.
36	A small world with many valuable minerals, but with many dangerous creatures, too. The more valuable the mineral sought, the more perilous the creatures guarding them.
41	An artificial moon where a powerful artificial intelligence can read the minds of individuals and make holographic illusions of their innermost desires appear. It's all for a fair price, of course.

d66	Armiris Sector Hex Contents
42	A great fortress in the shape of a voluptuous bosom of a woman with open arms. This is where the individuals owning Rayhanae favors, Credits and anything else, are summoned or taken to to pay their debts. No one really knows what happens inside, just that some of them come out and others do not.
43	A hollow world, where a species of mind reading and illusion creating powered sentients teach their gifts to the servants of the Galactic Overlord in exchange for the freedom to govern themselves.
44	A dark crimson crystal world where visitors envision their greatest enemies and have the opportunity to inflict their revenge any way they want. Some of them may become addicted to expressing their rage and revengeful desires.
45	A devastated planet, with city ruins and large wilderness areas contaminated by radiation. The surviving population is composed of mutants and monsters, all driven insane by the amplification of their desires from the sorcery of Rayhanae.
46	A capital ship with bars, brothels, drug dens and establishments of all sorts to cater to many different desires and tastes. All controlled by the Clergy of Desires, faithful servants of the Galactic Overlord. Credits are not a problem, as they take other types of payment.
51	A large space station in the format of a trident where the Clergy of Desires trains their bounty hunters to collect the debts individuals owe to them. These merciless fanatical hunters scour the universe for their targets, and very little can convince them to look the other way.
52	An idyllic planet where the gluttonous Priests of Satiation attend to the desires and idiosyncrasies of the visitors and influential individuals. Sinister delicacies are cooked here, including meals that use sentients in their preparation.
53	A sinister looking temple of the Star God of Hate. It is forbidden to enter unless a direct order from Rayhanae herself is given. A battalion of psychic warriors guards the entrance.
54	A great breech into the Void where Void Demons come to partake in huge orgies in a sinister looking temple to Rayhanae. The Galactic Overlord herself attends some of these festivities when the stars are rightly aligned.
55	A sandy desert world with huge statues of beautiful individuals who vie for the worship of the inhabitants. A cult to their image drives their conflict and makes them vain and egotistical.
56	A small planetoid that came through the juncture to the Void. Inhabited by Void Demons who seduce and offer pacts to sentients, so they can achieve their objectives and ambitions. The price they pay, however, isn't always clear.
61	A dark star, with its core almost dying. Upon it was constructed a power plant to drain its remaining energy to power the spells of Rayhanae. The energy is condensed in small dark crystals that are transported to her secret abode.
62	A great battlestation, abandoned. No one lives inside of it. The security measures are all still working, however, so approaching it is difficult. The last records report a strong desire everyone onboard was feeling- a desire to disappear.
63	A vaguely humanoid colossal corpse of a Star God floating in the vacuum of space. It's rumored that some specific parts of its anatomy, if consumed, functions as a very aphrodisiac drug that can give unparallelled pleasure if used correctly during intercourse.
64	The Great Arena of Pleasurous Pain, where the sadist and masochist meet to indulge in their strange and unsettling practices.
65	A small temple of the Order of a Thousand Suns, where they teach anyone how to resist their desires and the temptations of Rayhanae. The Galactic Overlord has not yet destroyed the temple as she likes to play with its members, testing their resolve.
66	A great asteroid belt surrounding a planet where it is said all the wishes of the chosen ones will be fulfilled. On each asteroid, however, lies the fears of the individuals trying to get to the planet, and they will not stand still.

d20	Visions from the Armiris Sector
1	A strange star storm where the images of your loved ones can be seen, calling out to you.
2	A spiraling starship hurtling in your direction as a transmission from a clearly inebriated captain is caught by your sensors.
3	Naked bodies of dead people just floating in space, in compromising positions.
4	Strange constellations form images of the things you most desire, and you feel as if you would find these things if you follow the stars.
5	A procession of space barges going to a nearby temple of the Clergy of Desire. Many naked individuals can be seen on the starship.
6	A raging star storm, destroying a huge heavy transport. A face of a furious woman can be seen in the nebula when the lightning bolts strike.
7	A great orgy happening inside a floating bubble traveling through the vacuum of space.
8	A starship hunting down debtors in a smaller starship.
9	A giant crimson serpent encircling another in an endless looping
10	A naked beautiful genderless individual flying in the distance, as slow music is heard.
11	A fleet of pirates attacking a noble's starship and thousands of mineral bars being ejected from the breach in the starship's hull.
12	A completely deranged individual who ejects themself out of their starship while under hallucinogenic drugs.
13	A small starship fleeing one of the many casinos of the sector after losing everything. The people who they owe money to aren't far behind.
14	A fast moving light ray that leaves messages promising pleasures and a good time in a nearby seedy space station.
15	In a floating asteroid roughly the shape of a humanoid skull with a single horn, dozens of cultists of pain perform rituals of immense pain and pleasure to their goddess Rayhanae on its surface.
16	A fleet of a nearby Galactic Overlord, coming to collect the drugs their sorcerous tyrant needs to "function" properly.
17	Many different starships, of different origins, all going in the same direction, as if summoned by a powerful force.
18	A trail of crimson smoke of a very aphrodisiac smell that somehow penetrates even the most hardened hulls, forming a strange path amongst the stars.
19	The light of the far away stars form the image of the beautiful and seductive Galactic Overlord, calling you to find her and enjoy the pleasures of your fleeting existence.
20	A small personal starship of a lieutenant of a nearby Galactic Overlord, empty, floating in the middle of space.

2d6	Encounters in the Armiris Sector
0-	Rayhanae, who mistakenly (or not so much) identified the party as one of those cheap bastards owing her a lot and who tried to make a fool out of her.
1	A Greater Void Demon trying to spread the addiction to chaos and drugs anyway they can.
2	1d3+1 Paladins of Desire on a sacred mission of temptation of the ones with a restrained mind.
3	1d6+1 Clerics of the Clergy of Pleasure and Pain, wanting to inflict both of these in abundance on the infidels. Or just one of them if both are not possible.
4	1d3 Bounty Hunters in the service of the Galactic Overlord. They have a debt to collect, but they don't really care from whom it comes.
5	2d6 Sadism Monks on a journey of pain infliction.
6	1d6 Drug Dealers in a hurry to deliver their special cargo to the Clergy of Transcendence.
7	2d6 Soldiers in charge of keeping things under control.
8	2d6 Space Pirates that came to spend their hard earned coin.
9	1d6 Haughty Nobles from the merchant houses of the Freedalia Sector looking for a good time. They prefer to remain undisturbed.
10	3d6 Adepts of the Transcendent Peace, completely out of their minds, just staring at the nothingness as their ship is en route to collide.
11	2d6 Freedom Fighters trying to liberate a companion who was taken as a prisoner.
12	1d3 Slaves who barely escaped in a starship they don't know how to operate.
13	An Apprentice of the Order of a Thousand Suns who is trying to resist a great temptation.
14+	A Star God that has become lazy without any desire.

d10	Adventure Opportunities in the Armiris Sector
1	An addicted Galactic Overlord wants to hire mercenaries that can't be traced back to them to go into the secret gardens of Rayhanae and steal a plant that is used to manufacture the drugs they need. They will pay a lot of Credits for the job.
2	An elder from a noble house is unwilling to pay what the Galactic Overlord is asking for their debts. They need someone to use an ancient mind erasing device on Rayhanae to let them off the hook.
3	Pirates know that a large shipment of a valuable spice is going to be delivered to the Temple of Gluttony in about a week. They need more people to perform the heist while they distract the cultists of Rayhanae.
4	Rayhanae has lost her patience and wants someone to find an escaped debtor and bring them to her. She promises the innermost desires of the people who accomplish the task.
5	A young freedom fighter of the Outer Regions says their father has lost his mind and will to fight as he became a cultist of the Clergy of Pleasure and Pain. They need to find him and rescue him from the evil sorcery that has entrapped his mind.
6	An apprentice of the Order of a Thousand Suns heard about the temple located in this sector and wants to find a crew that can take them there.
7	A Galactic Overlord suspects that one of their trusted lieutenants had been giving information about their domain to Rayhanae in exchange for carnal pleasures and other favors. They want a group of discrete individuals to follow their lieutenant and see what the servant is really doing when traveling outside of their sector.
8	An experienced yet troublesome thief needs help performing a very dangerous heist in one of the most prestigious casinos and whore houses in the sector. Do they really need the help or are they just using the characters as bait?
9	One of the cultists of the Clergy of Pleasure and Pain actually wants to get out of it, but they obviously can't. They seek someone to smuggle them out, or take their place.
10	One of the Sacred Monks of the Herbs actually makes some Credits on the side selling drugs to other sectors. Their last employee, however, was captured and killed. They need new brave "heroes" to move their merchandise. The monks pay fairly.

14. RHOTAR SECTOR

Some say the universe is in decay, dying little by little everyday. If they see what happens in the Rhotar sector, they will be sure they are right. The sector was hit hard by biological weapons during the Cleansing Wars and a Galactic Overlord learned how to harness the power of disease and rot to strengthen his sorcerous powers until he himself became a living disease.

The population of the sector faces many health problems, as leprosy, cancerous growths, necrosis, and strange plagues that can kill the body, the mind and the soul spread everywhere. A strange religion has formed around this terrible fate, as the diseases are seen as a means of freedom from the sufferings of life. That's the main teaching of the Cult of the Rot, a sect of zealous priests and crusaders that spread the biological threats of the Galactic Overlord Doekar.

Doekar sees himself as the one destined to control the universe as his plagues will spread all over the other sectors. He isn't worried about the constant warfare of the other Galactic Overlords, as he knows all of them fear to even touch his troops. Anyone who has tried in the past has been contaminated by the unrelenting rot that plagues these stars and have been annexed to his domains.

Even though traveling to this sector is very dangerous and avoided if possible, there are valuable resources hidden in it's ruins, as well as many lost technological artifacts that were left intact, as the biological weapons just affected the living, not to mention that in order to find a cure to the terrible diseases created by Doekar, a scientist will need a sample of the organisms that cause it.

THEMES

Plague, Disease, Rotting, Bloat, Cancer, Contagion, Cure, Lost Tech, Spread, Masks

d66	Rhotar Sector Hex Contents
11	A swamp covered world with the mucous waters of it comprising a single great disease ridden entity that controls all the infected inhabitants who seek to keep visitors in the "waters" so the entity can feed.
12	A deserted planet of highly preserved urban environments. The planet has a latent very deadly disease that disintegrates the corpses of those infected within a few weeks. Many would-be explorers have found their doom, as hundreds of starships can be found in strange places, apparently abandoned.
13	A moon with gigantic craters where mushroom-men are suffering from a petrification disease. They avoid contact with anyone but are desperate for a cure.
14	A radioactive green great star that causes nausea and vomiting to those whose its light rays shine upon. A small temple dedicated to Doekar was built on a great asteroid that revolves around the star.
15	An asteroid field covered in sickening yellow mucus that forms bubbles and seems to be alive. Cultists of Disease sometimes collect this material to use in their religious ceremonies.
16	A space station covered with a cancerous material that seems to pulsate as if alive. In this place, servants of the Galactic Overlord cultivate organisms to spread the blessed plague upon the whole universe.
21	A forested planet with small communities under glass domes and many ruins where lepers walk in the shadows. The lepers have created a zealous sect dedicated to liberate the inhabitants from the curse of flesh and are dedicated to penetrate the domes of the remaining agricultural communities.
22	An ocean covered moon with waters of a brownish sickly color. Many fish and aquatic animals float on the surface, rotting under the light of a dark red sun. A race of amphibious humanoids is in a civil war between those that want to fight the disease brought by the Galactic Overlord and those who have been converted into his mad cult.
23	A mountainous small planet with a cold climate where many have sought shelter from the diseases on the warm planets of the sector. However, the Galactic Overlord has cultivated a culture of worship of mental illness and the isolation of the world lead many of its inhabitants to many forms of madness.
24	An enormous ruined temple of a Star God that seemed to be related to purity, light and birth. Now, tuberculous monstrosities inhabit the place, in search for the legendary treasures that Doekar believes to be hidden there.
25	A temperate planet with a varied landscape that seems to be rotting from within. Pustules, mucous, and cancerous growths appear everywhere, and a decaying smell can be felt wherever one is. Recently built shrines for the Rot Within have been built by crazy sick cultists. The surviving population hide in ruins of the old Empire.
26	A planet infested by a plague of insects that transmit a deadly virus that makes the muscles of living beings to dissolve in a bloody pulp. Many inhabitants now look like giant living puddles of flesh.
31	A cloaked small space station with circular platforms where scientists from the Outer Regions research possible cures for the various diseases created in the sector and that have reached other sectors.
32	An industrial world covered by dark thick clouds of pollution. Almost all the inhabitants suffer from respiratory diseases and the servants of the Galactic Overlord see the use of breathing masks as a sign of disrespect.
33	An small artificial world where sentient diseases are cultivated and developed by the apprentices of Doekar in giant vats of putrefying matter. One of the lead developers is in fact an independent cancerous material that has dominated the dying and fragile corpse of its former host.
34	A great battle station with a colossal missile launcher. The Galactic Overlord plans to use this to fire biological weapons to distant planets with missiles capable of making Star Jumps.
35	A gas giant of a yellow color where sickened gigantic insects fly around the atmosphere, bearing ruined citadels in their backs. The citadels are dominated by warring clans of pustule covered reptilian humanoids.

d66	Rhotar Sector Hex Contents
36	A large group of small planets linked by what seems to be colossal bridges. The planets have many ruins from the age of the old Empire, but the population has degenerated into barbarism and cannibalism thanks to the diseases they were infected with.
41	A desert planet with dark sand is infested with worms that devour the living from within.
42	A nest of a leprous Great Devouring Worm, where the creature lies immobile, rotting, as cultists extract the maddening milk it produces for its worm children.
43	A great barrier made of living cancerous tissue, blocking the passage to a small planet nearby. Anyone touching the barrier is completely absorbed.
44	A jungle covered moon in decay, where the sickly plants are dying slowing. A community of primitive druids try desperately to save their sacred groves, but their efforts aren't enough.
45	A large space station in the shape of a gas mask. The structure is capable of producing a great toxic nebula that will surround and infect the population of small moons and space stations. The device is being tested in small scale before Doekar makes more of them and even larger versions of this weapon.
46	A great supernova of a green colored star that exploded and expelled contaminated light to every world around it. This is often a place of pilgrimage to the cultists of the Galactic Overlord of sickness.
51	A mountainous world where many temples dedicated to a plethora of ancient deities lie abandoned save for crazed deformed humanoids covered in mucous and vermin.
52	A great oval crystal temple where the devoted go to waste away in their blessing of the disease god.
53	A glacier covered small moon where a potent strain of flu has almost extinguished the population. The remaining survivors live in old Empire bunkers, isolated and under precarious conditions.
54	A tempestuous planet with very unstable atmosphere but one that is very hostile to the viruses and other illnesses transmitted by Doekar. A small group of survivors from the old Empire have constructed a base in a platform above the raging ocean.
55	A planet half covered by a mucous creature that grows a little bit every year. Surviving inhabitants are battling against the bizarre creature, but nothing seems to work so far.
56	A world riddled with caverns and subterranean complexes, as its atmosphere is highly hostile since a deadly wasting disease was released on the planet. Most of the few survivors live in the underground, hidden from the surface and from each other.
61	A volcanic world of great obsidian towers, where diseased sorcerers forge their creations in heated vats, where cancerous monsters are created for nefarious ends.
62	An old retreat world of the fallen Empire. It was terraformed to embody the concept of a paradisiac world, with idyllic glades and waterfalls. However, a mental deterioration disease turned the infected into fanatic flesh eating zombies.
63	A great urban world where everything seems to be alright. Technology is still functioning and everyone seems happy. It's all an illusion created by a sentient hive mind virus that can infect creatures as soon as they enter the atmosphere. It slowly consumes the life energy of the visitors and soon they will also be part of the entity.
64	A small space station built around a dark yellow crystal. The crystal emits microscopic spores that contaminate the mind of anyone nearby and they serve it with their lives while maintaining a facade of freedom and autonomy.
65	A recently freed world, where a giant glass dome has been constructed around it to quarantine the population. A small fleet from the Outer Regions are stationed outside the atmosphere, while their very best scientists work on a cure.
66	A small breach to the Void opened by Doekar, wherein he has planted a monstrous infected embryo that is going to infect this nefarious dimension with chaotic entities.

d20	Visions from the Rhotar Sector
1	A great accumulation of pus expelled by a strange looking asteroid, covered in pustules and pimples.
2	An abandoned capital ship still flying around. A distress signal can still be received from it, where a desperate medic asks for help against the contaminated.
3	A wreckage of hundreds of buildings and asteroids, hurtling through space. The remains of a destroyed world. It was blasted in order to contain a terrible disease that was spreading too fast.
4	A strangely mobile ochre colored nebula, which rapidly corrodes anything that passess through it or is nearby.
5	Strange vats floating in space with multi colored gases inside it
6	The corpses of hundreds of space insects floating around a mucous covered hive.
7	A great energy bolt of green color flashing through space while leaving spores behind its trail.
8	Several large missiles with symbols indicating biological content floating, abandoned in space.
9	A small star fighter hurtling through space, trying to outrun a green nebula that seems to be pursuing it.
10	A large cruiser expelling toxic gases as it hurtles through the vacuum of space.
11	A heavy transport flying uncontrollably as a distress signal calls for help; a disease is driving the crew into a murderous rage.
12	A collection of brightly colored flasks and tanks, flying out of a space station, as its hull is destroyed by an explosion.
13	Smugglers in a small starship bringing medicine and other resources to a secret location.
14	A squadron of plague infested biological star fighter that fires spines with infected pus, penetrating another starship's hulls.
15	A gigantic space whale dying from a terrible wasting disease, trying to reach the ancestral cemetery of its species.
16	A sorcerous servant of Doekar, invoking a great cloud of nefarious viruses from the Void to descend on a passing starship.
17	A starship flying directly into a great nebula of microorganisms, being dissolved little by little.
18	A great missile hitting a small moon. As the explosion fades aways, a dense mass of ectoplasm spreads over its surface.
19	A constellation in the distance is dying of a terrible disease meant to turn light stars into Void suns.
20	A swarm of infected cancerous space wasps mounted by leprous Knights of the Plague, swarming a strange statue that resembles a human heart.

2d6	Encounters in the Rhotar Sector
0-	Doekar just after developing a new terrible virus. He needs to test it with new subjects.
1	1d3 Knights of the Living Plague on a mission to spread their gift to the masses.
2	2d6 Cultists of the Plague, performing a ritual of health sacrifice.
3	1d3+1 Berserkers, driven insane and violent due to a mental illness that makes them see everyone as their enemies.
4	1d3 Living Plagues trying to incorporate more living matter into their organisms.
5	2d6 Plague Doctors with their virus guns, determined to bombard those who are still healthy in the sector.
6	3d6 Zombies with a ravenous hunger for flesh.
7	2d6 Fugitives with a fatal and infectious disease, seeking help from others.
8	1d6+1 Smugglers trying to sell fake medicine and vaccines.
9	1d3 Medics in a medical ship from a nearby sector, looking for their lost allies.
10	A Commoner who stole a starship loaded with biological weapons, fleeing from Plague Fighters.
11	1d6+1 Soldiers from one of the secret communities of healthy sentients that live hidden in the sector. They are looking for a group of companions that has been missing for a few days..
12	An apprentice of the Order of a Thousand Suns looking for a small shrine of the order wherein they believe lies the key to the healing of everyone.
13	A rival Galactic Overlord seeking a cure for their ailment.
14+	A Star God capable of healing the infected whom they judge to be worthy.

d10	Adventure Opportunities in the Rhotar Sector
1	A rival Galactic Overlord needs to capture a sample of a deadly disease that has reached their sector borders. They don't want to put their servants in contact with whatever is causing the contamination.
2	A Crime Lord is looking for a few mercenaries to steal a big cargo of medicine from a Galactic Overlord to sell in the Rhotar Sector. The problem is that the population of the other Galactic Overlord's sector is in need of said remedies, too.
3	Smugglers are in need of assistance to bring some resources to one of the few communities still not contaminated in the sector, but they don't want to risk their own crew.
4	It is rumored that Doekar has a secret laboratory with the cures to all the maladies he has unleashed on the universe. The leader of one of the old Empire's surviving communities needs to find a group of brave mercenaries to retrieve the formula.
5	Inside the ruins of a plague infested world lies a great stash of technological artifacts that once belonged to a developer of the old Empire. A good amount of Credits could be secured if one obtains at least a few rare devices to sell.
6	A heavily damaged light transport gets out of a Star Jump and asks for help. They were prisoners of the Galactic Overlord of the Rhotar Sector and have been infected with a deadly wasting disease. They know where to find the cure, but are unsure if they will be able to get it as they grow weaker and weaker.
7	Servants of Doekar want to hire mercenaries to transport a few contaminated sealed vats to distant planets. They assure the players there is no risk of contamination, as the organisms will only be liberated after 12 hours have passed.
8	A large missile containing biological material infected with a terrible flesh eating bacteria is in transit to a large inhabited planet. The local leader needs someone to fly to the missile and deactivate it,or turn it around.
9	A gigantic derelict capital ship is located on the outskirts of the Rhotar Sector. It was once the capital ship of a separatist sector in the days of the old Empire. It's believed that valuable information and technology could be salvaged from it. Chances of contamination could be high though. No pain, no gain, right?
10	The Barbaric Legions of the Outer Regions want to install a very potent bomb in many of the great disease laboratories of the sector but don't have enough operatives available for this job, so they are looking for reliable alternatives.

15. FRIAZ SECTOR

The emptiness of space can be a deadly cold environment, as is the heart and soul of Invar, the Galactic Overlord who rules this frigid sector. This cruel sorcerer came from an isolated cold planet of the frontier worlds, and saw in the ascension of the First Sorcerer an opportunity to finally make a mark on the universe that always ignored him.

His role in the Cleansing Wars was to bring cold and isolation to any world that would not bow to the might of the First Sorcerer. A cold dark night would cover these worlds, making the inhabitants freeze to their deaths and see many terrors of the dark in their dreams.

When the war ended, Invar inherited the dark and cold worlds he helped to create during the conflict, his cold night expanding to more worlds slowly. The servants of this Galactic Overlord are often composed of solid darkness, which helps maintain the population of the sector in fear and making the efforts of the rebels who battle them more difficult.

Since darkness covers most of the planets in this sector, many ruins, structures and fortresses of the old Empire still lie undiscovered in the depths of the region. This keeps a few daring adventurers trying to explore the cold worlds of the Galactic Overlord's domain. Very few of them actually return from such foolhardy enterprises.

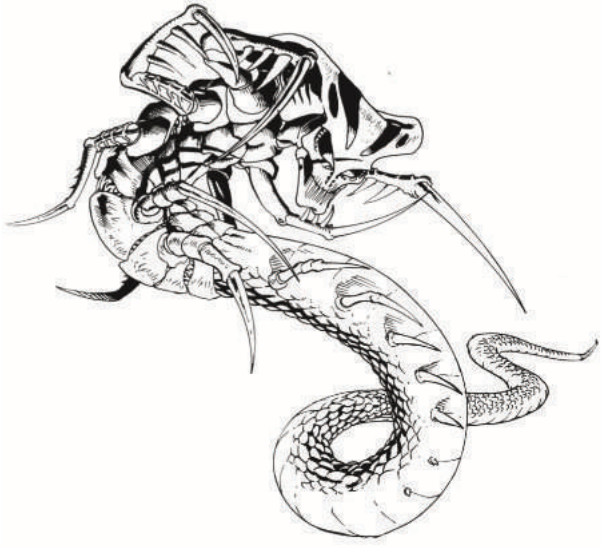
THEMES

Ice, Cold, Night, Darkness, Shadow, Nightmares, Ruins, Frozen, Clouds

d66	Friaz Sector Hex Contents
11	A colossal Void Star spreads rays of darkness to any planet nearby. An obsidian pyramid covered in ice revolves around it.
12	A great formation of dark crystal in the shape of a panther's head. It revolves around a frozen world of tundras and mountains inhabited by cat people of a dark fur and even darker minds. They worship Invar as the avatar of the Eternal Night.
13	A shadow world, literally. A world made of solidified shadow, from where the Void Demons that serve the Galactic Overlord originate. Dark towers and dreadful dungeons made of the pure absence of light riddle this sinister planet.
14	A great nebula of darkness blockings the vision of hundreds of stars and planets. No one knows what lies behind it.
15	A Great Devouring Worm that eats light is being fed by the servants of the Galactic Overlord who transports it to nearby stars.
16	A mountainous world made of pure solid ice. The sentients of the world have a heavy fur coverage but the supernatural coldness created by Invar is killing them little by little. Their technology has kept them safe so far, but they are not sure how long they will last.
21	A shadow covered forested world where giant Void Spiders have spread their dark webs. The population of a quite technologically advanced tree climbing species had to seek shelter in the underground and is now suffering attacks from strange creatures that live in the depths.
22	A once peaceful ocean-covered world with paradisiac islands, now covered externally with dark stormy clouds that blast the surface with Void lightnings. It is rumored that a peaceful temple of the Order of a Thousand Suns lies somewhere in a protected cave, underwater.
23	An industrial world that used to be powered by renewable energy has been almost destroyed since darkness covered the light of the sun. Shadow creatures that devour the light from the eyes of living beings terrorize the place, and a small number of resistance fighters try to bring some light to the eternal night that covers the world.
24	A great structure of obsidian that surrounds a small sun. Slowly, a purple gem seems to be draining the light of the star and, at the same time, the sun is turning into a Void Star.
25	A great bat shaped capital ship that shoots purple rays of darkness from its eyes. The starship is controlled by sentients who have been possessed by cold dark Void spirits and now seek more humanoids to join their ranks.
26	A crater covered world where many underground complexes and tunnels were made to hide secret bases during the Cleansing Wars. Many still lie undiscovered, but the worm-men that serve Invar are looking for them relentlessly.
31	A world that doesn't revolve around its own axis and is perpetually divided between darkness and light. A terrible war has been raging for generations and, inexplicably, the darkness is spreading every year, even where direct light seems to still shine upon the surface.
32	A great urban world under a thick layer of ice and snow. Only a single glass domed citadel seems to be inhabited. There, the citizens work day and night to keep the remaining lights turned on in order to keep the darkness away.
33	A swamp covered world where the water is so cold it can kill sentients within a few minutes. However, shadow people with the appearance of frogs live on the planet, constructing temples and what seems to be large antennas that always face a blue pale star.
34	A great cloud of snowflakes just floating in the middle of the space. New flakes seem to appear every now and them, and the cloud is ever expanding. Anything touching it slowly freezes.
35	A rocky world of frozen winds wherein a single structure rises from the plateaus of ice. It's a gigantic tower of ice with sharp spikes and large rooms. No one seem to inhabit it.
36	A small moon entirely made of ice and metal. It is a secret base of an Ice Worm who has learned sorcery from Invar. Its hatchlings are growing and, one day, it will command one of the deadliest and coldest armies of worm sorcerers in the universe.

d66	Friaz Sector Hex Contents
41	A large space station in the shape of a snowflake, with spikes and hundreds of freezing ray weapons. Thousands of frozen starships are revolving around it like the rings of a giant planet.
42	A great statue of ice in the shape of a bear headed man holding a two-handed axe. There seems to be some sort of structure inside it, but nothing seems to be able to break the ice.
43	A moon sized metal skull with icicles clinging to its ram horns. This is used as a prison, where prisoners are entombed in a block of black ice. There, Invar can access their minds and scour their memories for any information he desires.
44	A world of ice forests, where something or someone seems to have put a lot of effort into simulating a whole environment made of pure clear ice. A small number of ice elementals lives in this “paradise” world and resents any visitors.
45	An asteroid field made of huge balls of ice. Entombed in each and everyone of these ice asteroids is a terrible looking creature with tentacles, hundreds of eyes and thousand of fangs and sharp teeth.
46	Hundreds of huge starships bundled together with ice and snow. The ships contain many corpses, all frozen in place. However, some of them have been transformed into frozen zombies who drain the heat of their victims.
51	A ruined megacity world where the ghosts of the people who were frozen when the nearest sun was snuffed out haunt any visitors and steal the warmth of their lives. A small number of survivors live underground, near the heat of the core of the planet.
52	A completely dead world, with no water or ice, and with a raging storm always on the horizon. Signs of past civilizations can be found, but the atmosphere is so hostile that exploration is hard to do for a prolonged period of time.
53	A sandy desert world with ziggurats aligned towards forlorn constellations. A race of snake-men lie in sleep under the lids of hundreds of sarcophagus, awaiting for the temperature to rise again.
54	A gas giant of blue grey color, wherein a constant ice storm rages. A sturdy cloud city was constructed around it, where many of the non shadow creatures that serve Invar are trained and conditioned for the hostile temperatures of the sector.
55	A cavernous world where a species of shaggy giants lives in secret, away from the prying eyes of the Galactic Overlord and his servants. Within a very strict monastic society, many of those gentle giants have developed amazing psychic powers.
56	A jungle world of eternal darkness where a colossal psychic snake rules a species of lizard men with advanced technology. Any visitor that fails to bring offerings to the snake queen is used as food by the society, or fuel for their heat generator.
61	A great battlestation under construction. The place will have a giant cannon that will be able to fire potent freezing rays capable of freezing small planets and moons, although it might be drained of most of its energy with every shot.
62	An ice blue colored nebula that circles a small system of planets, keeping the heat inside them contained. Nothing has been able to transverse this ice nebula so far. Those who tried now lie frozen inside the nebula, making the travel even more perilous.
63	A large oval dark egg, which in a shadow can be seen moving. A small temple dedicated to Invar has been constructed outside it. Many cultists of the Eternal Night come here to offer their prayers and sacrifices.
64	A nascent star, beginning to fight the darkness around it. It will soon be engulfed and turned into a Void Star if Invar notices its presence.
65	A world of grey furred humanoids that are incredibly resistant to cold. They want to spread their lineage to all the corners of the universe, so they are working to help the Galactic Overlord to spread cold and darkness to other planets and sectors.
66	A great breach into the Void, wherein a great frozen obelisk of obsidian has been erected. The place attracts the creatures of shadows who serve the Galactic Overlord in his endeavors throughout the universe.

d20	Visions from the Friaz Sector
1	A cold blue lightning just passing nearby the starship at an incredible speed, about to hit a small moon nearby, which is frozen upon impact.
2	Sentients encased in a globe of pure ice, floating in the vacuum of space.
3	A great eagle made of ice, flying through space, as if searching for something.
4	What seems to be snow falling in a great space, it simply appears somewhere and disappears after “falling” into the vacuum of space.
5	Giant sharp projectiles of ice hurtling in your direction. Nothing indicates where they came from.
6	Flying polar bears that shoot freezing rays from their mouths, pursuing a large transport starship.
7	A frozen starship floating in the vacuum of space. It still seems to be in good shape and could possibly be salvaged.
8	A great living cloud of darkness that trembles with the power of the Void.
9	A squadron of starfighters that seem to have icicles on their wings no matter what. They are pursuing a small starship of explorers trying to find the base of their allies hidden in the sector.
10	A great capital ship towing a small star in an attempt to fight off the darkness and the cold that is penetrating a nearby sector.
11	A great space station destroyed and shattered into hundreds of pieces, and a gigantic spear made of solid dark ice.
12	What seems to be a great swarm of icicles flying in circles around a dark grey ice crystal moving slowly towards your starship.
13	A great ball of ice with hundreds of spikes made of meteoric metal, spinning in your direction, destroying everything in its path.
14	A dark, sinister looking giant creature of pure shadow, moving as if it is walking. It seems to be heading towards a bright young star.
15	A great darkness in the shape of a hand, crushing a small star, eliminating its light.
16	The pieces of a frozen Great Devouring Worm that has been shattered for not obeying the orders of Invar.
17	The titanic corpse of a Star God, encased in a tomb of dark grey ice. His eyes remain open and seem to possess a strange intelligence.
18	Asteroids with ice statues of people exhibiting expressions of pain and suffering.
19	A great nebula of frost and snow, passing through a small planet and leaving it frozen.
20	A great dark set of eyes that seems to observe you and your companions through the stars.



2d6	Encounters in the Friaz Sector
0-	Invar on a hunt to eliminate the light inside the eyes of the living.
1	The Great Darkness on a mission to snuff out a nascent star.
2	1d3 Shadow Assassins on the hunt for light bringers.
3	3d6 Cold Zombies looking for warmth to steal.
4	A Cold Sorcerer looking for a lost relic in a frozen world.
5	2d6 Soldiers with environmental suits trying to capture fugitives of the Ice Skull Prison.
6	1d6 Night Shades seeking light to absorb.
7	2d6 Refugees with their bodies almost frozen.
8	1d6 Smugglers trying to bring fuel and other resources to the communities hiding in the sector.
9	1d3 Priests of the Dying Star, seeking the temple of the order that was located in the sector.
10	1d6+1 Soldiers from an old Empire secret base, foraging for resources.
11	2d6 Freedom Fighters from the Outer Regions trying to locate a resistance community to make contact and forge an alliance with.
12	1d3 Lost Travellers who had their equipment shut down due to extreme temperatures.
13	A Master of the Order of a Thousand Suns has come to erect a temple to the Inner Sun, helping those who accept their precepts to harness their inner warmth.
14+	A Star God with eternal flames in its heart. They are looking for Invar to end their reign.

d10	Adventure Opportunities in the Friaz Sector
1	Coal and other types of fuel that can keep others warm on the frigid sector reaches a very high price if you can get to a buyer before the servants of the Galactic Overlord freeze you in an ice tomb.
2	The Galactic Overlord of the Valkar Sector wants someone to bring him samples of the eternal ice crystal from the Friaz Sector. He can't use his own men due to a pact among the sorcerous tyrants.
3	One of the freezing generators of Irvan has been discovered and a group of "terrorists" are looking for mercenaries to help them plant bombs on the titanic structure.
4	Frozen under a thick layer of ice is a massive factory of advanced technology that existed in the times of the old Empire. One could locate the place and raid it for all its valuable treasures.
5	A collector of exotic animals is looking for hunters to capture a very aggressive and rare bird that inhabits a planet constantly enveloped in a thick layer of shadow. The bird, however, is highly intelligent and has its own plans for its hunters.
6	The leader of a secret community has gone missing and now their people are desperately looking for them. They are so desperate they are willing to contact outsiders for help.
7	A rival Galactic Overlord wants to steal some of the liquid darkness Irvan produces in his secret laboratories. Having acquired the location of one of these facilities, they now seek mercenaries with no direct connections to them for the job.
8	A member of one of the secret communities of the sector has sold the location of their base to Invar and only a few people survived the attack. They now want revenge, at any cost.
9	A scientist from the Outer Regions has developed a prototype to turn Void Stars back into normal stars that emit warmth and light,instead of coldness and shadow.
10	A master from the Order of a Thousand Suns believes they've found a way to end the influence of Invar over the many planets of the sector. If they can plant a Solar Crystal inside the Galactic Overlord's heart, his powers will be lost, and light will shine again. The problem is that the master is too old to try it alone.

16. FREEDALIA SECTOR

During the glorious days of the old Empire, corporations were heavily policed by the authorities and had to serve the society for the common wellness of its people. Many of them were happy to support the First Sorcerer and his separatists worlds when they were offered complete liberty under the new regime. They offered the sorcerers all the technology they could muster and produce.

It didn't take long before the Empire started losing muchmany of its suppliers to the First Sorcerer, and their sorcerous might was enhanced by a great array of machines, starships and weapons produced in violation of all the regulations they had to work under during thousands of years. For that support, many corporations were given noble titles to distribute to their high ranking officials and families, and an entire sector was assigned to them.

Now, they are free to explore the citizens of that sector in their endeavors, working the population to the bone while maintaining the facade that they are free to do as they want and can rise to the top if they work hard, all the while supporting and stocking the Galactic Overlords and their servants with weapons, gear and resources to ensure their favors and sorcerous blessings.

Living in the Freedalia Sector may seem to be much better than under the boot of the sorcerous tyrants who rule other sectors, and many who live there actually believe in this, but it's not that different. The corporations own everything: the banks, the land, the houses, the factories, the food, the farms, everything. They pay little to the worker but harness them with the illusion that they can achieve much more if they work harder and follow the rules. People are nominally free to do as they please, but they are actually working as slaves to fuel a great corporate machine, always owing money to banks, loan sharks and institutions, and the only way to pay it back is by working even more.

THEMES

Corporate, Exploitation, Slavery, Debts, Famine, Police, Protests, Terrorism, Brainwash, Inequality

d66	Freedalia Sector Hex Contents
11	A great agricultural green world, where the population is starving as the workforce is being gradually replaced by robots. Most of the food produced is destined for the tables of the noble houses and the Galactic Overlords of nearby sectors.
12	An abandoned agricultural world, where the soil and the oceans have been contaminated with chemical material and are barely usable. A few surviving communities struggle to survive with minimum resources and food, while corporations still come to collect the debts they owe the noble houses to utilize their land.
13	A green virgin world being occupied by the corporations. Thousands of immigrants are arriving under the promise of a new world, with new opportunities. However, they already arrive in debt to the corporations for the food and shelter they will have, having to pay even for the tools for the jobs they will perform.
14	An agricultural world abandoned by the corporations after the plant life came alive to take it back from them. The people that were left there were almost all killed. A few sought shelter in the more secluded areas of the planet and struggle to survive.
15	A small star where hundreds of power plants have been constructed to harness the warmth of the planet to power the many worlds of the sector. Workers operate under precarious conditions.
16	A star in collapse, with many small power plants (most of them dismantled to make use of the pieces elsewhere). Some scavengers still come to its vicinity to collect bits and pieces to use or sell in their ragtag communities.
21	An industrial world with a toxic atmosphere. The gases of the factories linger in the lower atmosphere, where most of the population lives in slums. The rich and powerful live in high towers above the rest of the inhabitants, where they control what happens in their world.
22	An industrial world almost fully inhabited by robots under the control of the corporations, with a very few poor "inspectors" that need to report how the production is going. Since very few members of the noble merchant houses live there, amenities for the living inhabitants are very rare.
23	An industrial world where a group of rebels has taken over half of the factories and are at war against the elite nobles for the freedom and the right to control what is done with what they produce.
24	A cavern riddled world where miners are exploited by great coal corporations. Security measures are almost non existent and deaths are a common occurrence. Miners are kept on with a promise of rewarding them for any great deposit they find.
25	A mountain covered world where a race of goat people has been enslaved by the corporations to extract the highly energized crystals that appear on the tallest peaks of the planet. A clan of these sentients is planning a rebellion, but many attempts have already failed before.
26	A world destroyed in the Cleansing Wars, where scavengers survive by going through all the rubble and trash to recover still functioning objects and pieces to sell to the corporations.
31	A great space station in the shape of a giant letter V, where the nobles from the merchant houses gather to make deals and commercial transactions between them. The council of houses often gathers here to resolve disputes between the nobles and other parties that have more formal contracts with them.
32	A large spherical space station that has been blown apart by a terrorist attack perpetrated by the rebels fighting against the corporations. Some of the rebels still come to the place to look for weapons and other valuables.
33	A great capital ship with hundreds of antennas and a giant receiver that can intercept transmissions from almost anywhere within the sector. Every citizen is watched under the facade that they will use information gathered in this way only to get to the "bad guys" and that this is better for everyone's security, but its real uses are left up to the corporations to do as they please.
34	A mega city world used exclusively by the members of the noble merchant houses and their top tiered employees. A great academy of business is located on this world, and it's considered a sign of prestige to graduate from this institution. Others inhabitants of the sector may apply for it, but the prices are so exorbitant that once they graduate they will be in debt for pretty much their whole lives.
35	A slum world, covered in ruins and makeshift houses and buildings where the population struggles to survive under the harsh conditions of the world. The corporations abandoned the world when the natural resources ran low and now only come here to seek cheap labor.
36	A great jungle covered world with cloud cities where rich merchants go to pretend to be hunters. This functions as a resort world for their vacations. Due to a recent attack by giant dinosaurs, business has been slow.

d66	Freedalia Sector Hex Contents
41	A swamp covered world where hundreds of platforms have been installed to drill the planet for oil. Insects bearing deadly diseases and a species of brutal and savage frogmen have made life on the planet difficult, especially after the corporations have reduced the security personnel when the workers rallied in a protest against the conditions of labor.
42	A dried out planet that once had rich flora and fauna. The water was completely drained to be exported to other worlds. Now, the poor inhabitants that were left on this deserted world have to make do with what they can get.
43	A desert planet where reptilian inhabitants work for a few drops of water and food. They collect salt and artifacts from the Cleansing Wars that dropped onto the planet when a huge battle raged above their world.
44	An asteroid field rich in valuable minerals. Workers come here with very little support from the corporations to collect as many resources as they can. They get paid by the weight and it can reach a very good amount if they are lucky. However, something has been attacking the workers in the latest weeks. Their corpses are found with their bodies dry, as if something had sucked all the liquids from them.
45	An ancient temple to a forgotten Star God, completely ransacked, with all its valuable materials pried off to be sold or used for something else.
46	A great battle ship in the shape of a gigantic shark. It is used to hunt space creatures such as the space whale, bat, squid. The hunters extract everything they can from it to sell.
51	A small moon, made of dirt and rocks. Inside it, however, is hidden a small base from the time of the old Empire. It's still abandoned, but could prove to be a nice shelter or base of operations within the sector.
52	A great cemetery of starships, marking the place of a recent battle between the rebels and the corporate armies. Thousands of corpses float in the vacuum. Sometimes, rebels still come here in an attempt to give proper burial to their fallen comrades and to salvage weapons and ships. However, anyone caught in the vicinity is sentenced to die for terrorism.
53	A shield shaped space station where those who can afford the training fees can apply to be member of the Shield, a force of protectors of the order in the sector. In fact, they protect the corporations from the desperate workers. Order and "peace" at any cost, even of it means violence.
54	A great diamond shaped space station where the envoys of other sectors come to negotiate and make deals with the noble merchant houses. A great squadron and battalions of the corporate police, the Shield, is stationed here.
55	A small blue star that is actually a secret base of a former apprentice of the First Sorcerer. The apprentice bides their time in the sector, often travelling incognito amongst the noble houses. No one knows their plans and very few remember their existence.
56	The gigantic Universal Bank, the great institution responsible for the validity of the Credits used in all the universe. It controls almost all the financial transactions and even the Galactic Overlords must, sometimes, bend to their decrees.
61	What appears to be the rib cage of a gigantic stellar being. Very few pieces of conserved flesh and organs still remain attached to it, while a few brave "miners" take out some of those pieces. This material is very rich in raw energy and can be used to generate power or fuel sorcery.
62	A completely devastated world, where no single building lies intact. Many patrolling starships still come to the world's atmosphere in an attempt to find any signs of life. This was once a planet whose leadership was taken by the rebels and whose arms and industries were taken away from the corporations, with corporate members either killed or exiled. A quick and brutal response came a few weeks after the revolution. The world, however, became a martyr for the rebels, and a symbol of their cause.
63	A dark world, far away from any stars, where a rare species of highly toxic mushrooms grows If properly refined, the mushroom can turn into a powerful relaxing drug. Workers are taken to this world to find and collect the mushrooms, but nothing is said about the hundreds of them that never return after being dropped there.
64	A conical space station used as a laboratory to produce clones brainwashed to work for the corporations. Current clones are yet too independent and are unfit to be completely exploited.
65	A megacity world controlled by two corporations that are currently at war with one another. The population is kept busy with violent cheap entertainment and junk food.
66	The giant carcass of a space shark being turned into a battle station by the rebels. Holographic projectors try to hide their operations from the corporations' guards and patrols.

d20	Visions from the Freedalia Sector
1	A great convoy of old battered transports taking workers to the toxic industrial world they work on.
2	A small squadron of starfighters pursuing a fleeing star cruiser which is piloted by a small band of rebels who just stole the plans for a new weapon.
3	A large heavy transport taking large amounts of credits to the Universal Bank. The ship is guarded by a squadron of starfighters.
4	A large cruiser ship guarded by sinister looking starfighters. It's captained by a lieutenant of a Galactic Overlord from a nearby sector.
5	A battle between the corporate forces and a small fleet of rebel starships.
6	A heavy transport being pursued by a group of starfighters. A small crew of rebels stole a star ship full of Credits that should have been delivered to the Universal Bank.
7	A force of Shield operatives guarding a shipment of slaves who are indentured to the corporations. They are being taken to a Galactic Overlord.
8	A flock of space bats being hunted by a group of nobles in star fighters equipped with sonic harpoons.
9	A Shield patrol ship with the surveillance radars pointed to your starship. They demand to be allowed to inspect the starship.
10	A strong star storm raging all around your starship, as if magically summoned by some strange force.
11	A living starship coming from an unknown direction. It's headed to the Universal Bank location.
12	A great space shark attacking a convoy of ships. The starfighters keep guarding the heavy transport with the valuable merchandise and letting the beast devour the starships with the workers.
13	A small convoy of transports bringing workers back from a month of hard work on a hostile planet. Less than half of the initial number returned.
14	A great number of small battered ships positioned outside the Universal Bank in a protest to the high interest rates and the taxes the corporations exact on the workers.
15	Another convoy of protesters going in the direction of an urban planet being attacked by a squadron of Shield starfighters.
16	A small convoy of Shield starships bringing prisoners to work on dangerous and dark mines to pay their debts to the corporations.
17	A small transport starship modified with weapons. It's a small band from the Barbaric Legions. They are seeking a contact from within the rebels.
18	A gigantic cruiser with domed environments where nobles from the merchant houses travel through space, admiring stars, nebulas and other strange phenomena.
19	Crumpled old transports, with people barely being able to breathe, taking poor people from one plant to another.
20	A large factory being towed by heavy transport starships. The planet it was on is facing a rebellion and the corporations want to preserve their investments.

2d6	Encounters in the Freedalia Sector
0-	1d3 Void Assassins hired to end the life of a troublesome visitor.
1	2d6 Punishers from a nearby sector hunting an enemy of that Galactic Overlord.
2	2d6 Shock Troopers from the Shield in route to stop protesters.
3	3d6 corporate Thugs sent to "negotiate" with unreasonable individuals.
4	2d6 Soldiers from the Shield patrolling the area.
5	1d3+1 Corporate prospectors (Technicians) looking for a viable planet for their next tests.
6	1d6+1 Bureaucrats flying to their next assignment.
7	1d3 Bounty Hunters looking for a family in debt that has gone off the grid.
8	5d6 Injured Workers returning home after work accidents.
9	10d6 Workers being transported to their jobs.
10	3d6 Protesters escaping a group of Shield operatives.
11	2d6 Pirates trying to steal a convoy of valuable minerals from the corporations.
12	1d3+1 Monks of the Order of Innermost Tranquility, returning to spread the world against consumerism and exploitation of your fellow sentient.
13	3d6 Rebels fleeing the scene. They have planted bombs on a nearby corporation's facility.
14+	A Master from the Order of a Thousand Suns, looking for a lost temple deep within the sector.

d10	Adventure Opportunities in the Freedalia Sector
1	Distress signals coming from a mining planet are intercepted by the players' starship. A group of workers has become imprisoned in the caves after a landslide. The corporation in charge said they do not have the resources to take them out, but is offering a small reward if someone can rescue the workers.
2	The corporations have a big list of wanted criminals. Most of them simply owe a lot of Credits and doesn't seem to be making any effort to pay them back. They offer half the amount of their debt as a bounty and will sell the individuals as slaves to the Galactic Overlords if they are found.
3	A Galactic Overlord believes they are being charged way more than they find fair for the products they buy from the noble merchant houses. Thus, they need a few disposable mercenaries to enter the Freedalia Sector and steal some of the items on their "wish list".
4	The leader of one of the emergent corporations wants to take their company to the top, but will need someone to do them a little covert job inside one of their big corporate rivals. No one can find out or see them, or the deal is off.
5	A group of rebels is looking for help to infiltrate a high security building and steal the files with the location of the forced work camps to where indentured citizens are taken to pay their debts. They will cause a distraction while the group goes in.
6	A small group of individuals believes the corporations are stealing children to sell as slaves and even food to some Galactic Overlords. They need someone to investigate the whereabouts of some recently disappeared children and can't afford to call attention to themselves right now.
7	A conscience stricken Shield soldier has seen enough. They are looking for foolhardy adventurers to enter a corporation prison and set free all the poor people who have been locked up for not having money to pay for outrageously priced resources.
8	A desperate or very bold thief is planning a robbery at the Universal Bank, but they will need help. It's a very complex and dangerous operation, but if successfully done, it would allow those involved to retire as very rich individuals, capable of even buying a few systems for themselves.
9	Rebels want to break into a big corporation facility and install fake evidence that another corporation was involved in the break in. They have little experience in covert jobs but they can help with other areas. The payment includes anything they can steal once the characters are inside.
10	The corporations have had enough with the rebels. They need a group of smart mercenaries to infiltrate their numbers, identify their leaders and then inform the nobles, so their operatives can take the rebels down. Pay is good, but if the spies are discovered, the rebels won't have any mercy for corporate pigs.

17. VALKAR SECTOR

The universe was created in a great explosion, with fire, magma and hot gases being expelled. For millions of years, most planets were covered in lava and liquefied materials until their cores could cool down. But for the planets and moons of the Valkar Sector, cooling down is not an option.

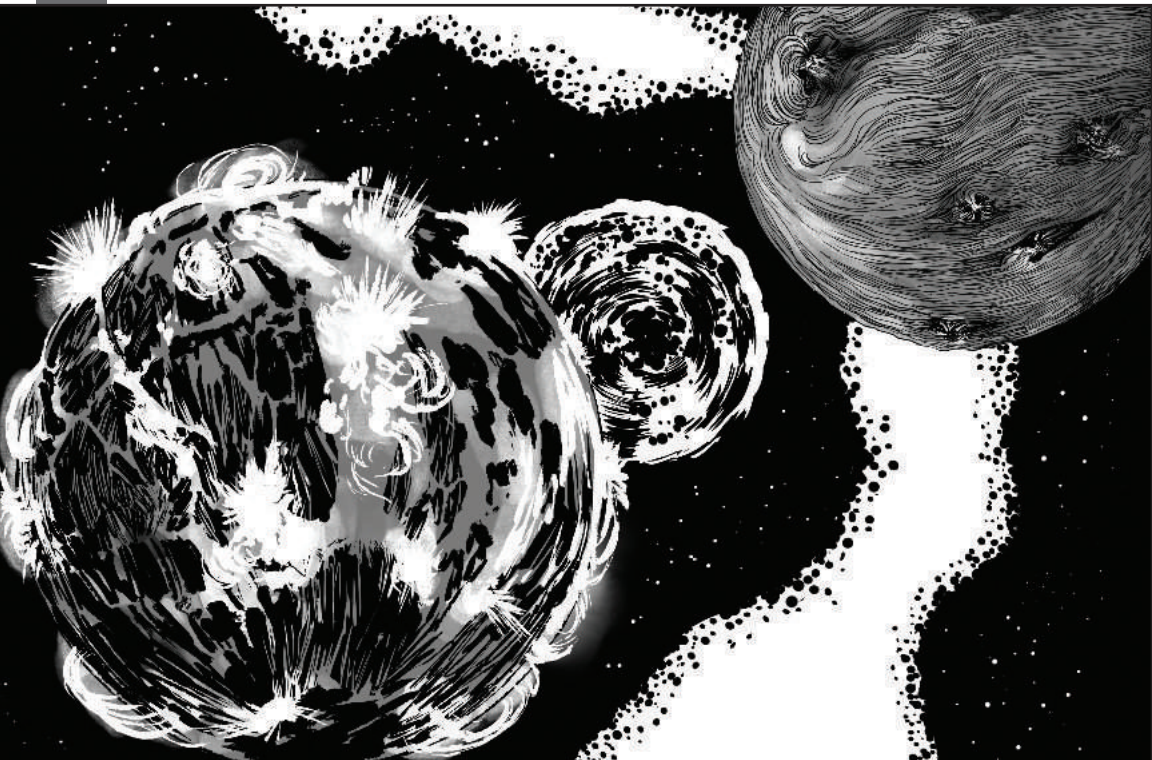
Xzamar, the Galactic Overlord of the sector, is a powerful sorceress who has absorbed a gigantic sun during her apprenticeship with the First Sorcerer. Many believed that she was his favorite pupil, at least until they found out he planned to control all of them as mere puppets. Fire and warmth is the very essence of her energy and life, so her sector is filled with hot stars, boiling worlds and magma.

Even planets that were once covered in ice have been slowly turned into different places of warmth and fire. Her sorcery has incinerated millions of sentient beings, and her mere glimpse can cause severe burns.

The inhabitants of the sector suffer on their hot and magma covered worlds, while the servants of the sorcerous tyrant have received abilities to resist and even thrive in this hostile environment. Some of them are made of pure flames or even composed of hardened lava!

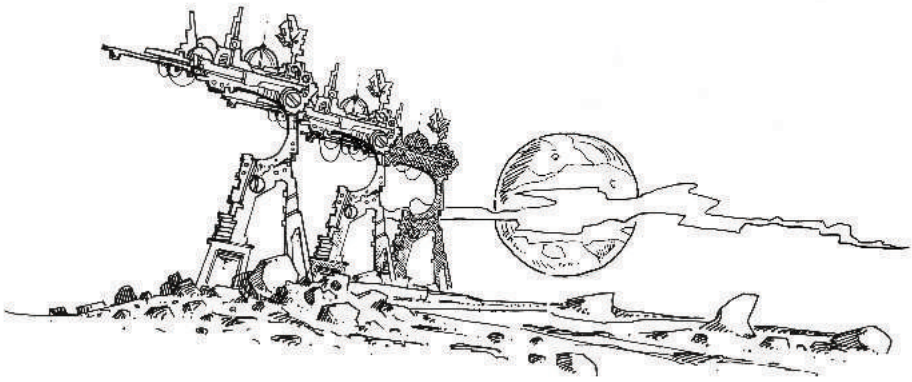
THEMES

Fire, Magma, Warmth, Volcanoes, Scorpions, Burn, Rock, Survival, Ashes, Suns



d66	Valkar Sector Hex Contents
11	The largest sun in the entire universe. It has a bright red color, and merely seeing it in the distance can burn the eyes of those not prepared for its intense warmth and radiation. Some believe it is the source of Xzamar's powers. Whether this is true or false is unknown.
12	A great dark nebula with red streaks that appear and disappear in random places. The nebula is actually made of embers of a cosmic volcano and can reach very high temperatures, capable of melting an entire ship in a few minutes.
13	A colossal asteroid in the middle of the path. This is a gigantic volcano that is expelling lava all around, possibly hitting nearby ships and other objects.
14	A strange bright red colored breach in space from where a dark ashen nebula spills out in extreme high temperatures. This is a cosmic volcano, that spills matter from the elemental plane of fire.
15	A forested world always being consumed by raging flames and covered in dark clouds of thick smoke. The inhabitants are a race of sentient tree folk with a strong fear of fire.
16	A completely burned out world that was formerly very forested. Darkened ashen trees can still be seen here and there, and a huge layer of ash covers the ground. The small pockets of water are very hot and are sometimes boiling. Some facilities from the times of the old Empire can be found under the ashes if someone survives long enough to search for them.
21	A desert world of orange colored sands where ancient stone structures mark the location of the ruins of a past advanced civilization that has descended into barbarism after their world turned into a hellish inferno. Insectoid servants of Xzamar scour the world for any signs of explorers recovering lost relics.
22	A rocky desert world that is so hot, someone without proper gear would be roasted alive due to the ember like state of the rocks. A species of highly resistant lizardmen lives deep within the planet, in a matriarchal society that forbids contact with outsiders.
23	A silt covered planet where all the buildings and structures of the past civilizations have been buried beneath. A race of worms with a hive mind still lives in these buildings and has accumulated a supernatural intelligence and impressive knowledge. The Galactic Overlord has tried to make an alliance with this race but hasn't been successful yet.
24	A dark world with oceans of liquid fire and lands masses of obsidian stones. The inhabitants are primitive humanoids of grey skin and dark glowing eyes. They have a technology based on the use of diamonds heated to extreme temperatures to generate a variety of effects.
25	A volcanic world with thousands of rivers of magma. Great cities are constructed on the top of active volcanoes, harnessing the energy and warmth of the molten rock. Those in the service of the Galactic Overlord live in domed locations, sheltered from the harmful gases and killer temperatures of the place.
26	A volcanic world that hasn't allied with the Galactic Overlord. The cities that were once shelters from the lava and the temperatures have been destroyed. Now, the population lives as nomadic clans of dark skinned humanoids, fighting for any resources they find.
31	An ocean covered world where certain parts of it reach boiling temperatures. A few islands remain above the waters, where a population of amphibious humanoids live in adoration of Xzamar in great temples constructed of reefs and stones.
32	A dried out ocean covered world, with reefs and an underwater citadel now visible. The inhabitants are dead and are rotting in the light of the dark red sun above. The servants of the Galactic Overlord travel the world in search of the valuable marine minerals that the inhabitants once possessed.
33	A burned out megacity. The generators blew out after the temperature climbed to unbearable heights, and most of the population fled to the depths of the city. A culture of fire worshipers that make ritual burnings a rite of passage has emerged amidst the survivors.
34	A world of liquid metal and hellish temperatures. Anything that touches the liquid metal melts and burns instantly. However, there is a very secret citadel hidden in the center of this hostile world. It's ruled by a ruthless queen, who judges those that come to her on their capacity to endure in the face of danger and the exposure to high temperature metals.
35	A small moon that is actually a giant ember, radiating warmth to the planet it revolves around. It's apparition in the sky causes wildfires and is seen as a terrible omen for the days to come. The inhabitants are a tall race of four armed humanoid highly capable of tinkering with technology, even though they are highly spiritual.
36	A moon of pure magma that leaves a trail of fire in the sky as it revolves around a giant green gas giant inhabited by a warrior race of flying reptile men. Some of them have sworn allegiance to the Galactic Overlord and have formed an elite force of bounty hunters due to their high resistance to fire and intense temperatures.

d66	Valkar Sector Hex Contents
41	A steaming hot jungle world inhabited by a mixed race of turtle frog men. They have a technology adapted to wetlands and have been recently attacked by the scorpion servants of the Galactic Overlord for refusing to share their secrets with Xzamar.
42	A gas giant made of the toxic fumes of a cosmic volcano that opened millions of years ago. A secret base used as a prison is hidden inside. Masked servants of the Galactic Overlord torture their prisoners inside it and extract all of their victim's memories by a process using living lava and a device that extracts brain tissue.
43	A space station with gigantic reflective mirrors positioned between seven major suns. It can harness and redirect the light rays, forming a very hot and destructive laser beam, capable of increasing the target world temperatures in dozens of degrees per minute. If used against a starship, it will melt it in a few seconds.
44	A bright red giant star that shoots random heat rays that can melt a starship hull where it hits. Many worshipers of Xzamar come to this place to test their blessings. Those that are not melted alive by the Crimson Oracle, as they have named the crystal, are believed to be the chosen ones and enjoy a blissful life.
45	A great circular space station where the servants of Xzamar conduct experiments in an attempt to create their own super sun, to irradiate more intense heat and light to all corners of the galaxy.
46	An artificial world where a race of space slugs lives in extremely hot temperatures, even though they deal with sentients from many other species. These slugs control a great portion of the mineral trade in the region of the universe, and they do not like to be disrespected.
51	A world of boiling tar, where the Galactic Overlord has installed a great facility to collect and use that tar to construct a gigantic structure, resembling a great complex of melting towers. No one seems to inhabit the planet, but a dreadful presence can be felt by anyone who spends more than a few minutes wandering the halls.
52	A world of glass and metal, where the light rays of the three suns that bathe the planet are turned into laser beams when reflected upon these cruel structures. Beings made of energy and heat live on this world, feeding on the warmth of the place.
53	A world in eternal flames, where trees, grass, buildings and even rocks are on fire. The inhabitants are creatures that resemble skeletons encased in flames, giving them a terrifying appearance. They take advantage of this to become part of the elite troop of soldiers of the sector's Galactic Overlord.
54	A breach in the cosmos leading to the core of the Void, into where Xzamar is pouring a great volume of living lava, in an attempt to turn the Void into a hot emptiness of destruction.
55	A great asteroid field in eternal fire, as if affected by strong and powerful sorcery. These fireballs also keep moving in chaotic patterns, making the travel of anyone passing near it highly dangerous.
56	A frozen world of ash, shadow and ice, from where the heat and light has been all drained by Xzamar in his quest for warmth and fire. Thousands of individuals have been frozen in place, just waiting for a slight amount of warmth to resuscitate.
61	A space station that looks like a gigantic torch with bright green flames. Any enemy ship approaching is scorched with these sorcerous flames, which burns only the living matter, leaving all the equipment and treasure behind. It is controlled by the right hand of Xzamar, the cruel and ambitious Enzir.
62	A great wall of fire, blocking the passage for anyone travelling forward. Many great devices seem to be projecting these flames all around, as if part of a great security measure to protect whatever is behind the wall.
63	A cavernous world, whose five suns blast it's rocky deserted surface with more heat than any living species could endure. However, beyond the surface, a great ocean hides a civilization of fishmen with a highly advanced society.
64	A frozen world that is slowly melting from the warmth and light of the two new suns that were created near it. The population of furred tall humanoids is being killed by the recently arrived army of reptile-men in the service of Xzamar.
65	A world of dark grey sand and salt, where great cities of obsidian and basalt dot the landscape. Insect humanoids of many shapes and colors battle for supremacy in the open fields and flats of this world, defending the superiority of their queen and the rightful title as the chosen of the Fire God.
66	A great temple of basalt with a colossal brazier that is kept lit for hours and hours. Servants of the Galactic Overlord offer living sacrifices by throwing innocent people into the flames and watching them burn alive. The greater the offering, the greater the blessing.



d20	Visions from the Valkar Sector
1	A great jet of dark flames passing through.
2	Dozens of thick concentrated red laser beams being shot in a variety of directions. No origin point can be identified though.
3	Thick clouds of dark smoke forming patches of darkness as nebulas. Their smell penetrates even the thickest starship hull, and you can smell the odor of burning flesh.
4	A cosmic river of flames running through two systems, marking one of the favored paths of the servants of Xzamar.
5	A great explosion of fire and light. After the initial blast, a great red diamond is left behind, as four acolytes of the God of Fire rush in to carry the diamond to their starship.
6	A great transport starship completely covered in flames hurtling through the vacuum of space and leaving a trail of fire.
7	Living sentient comets on fire hunting down fugitives from the Prison of Embers.
8	A great cosmic fire bat flying between stars.
9	Two gigantic purple stars merging into a single colossal bright blue sun. Its warmth can be felt even from a great distance.
10	A Great Devouring Worm being attacked by soldiers mounted on dark grey cosmic fire spitting dragons.
11	A great explosion that keeps expanding and expanding, destroying everything in its radius.
12	A cemetery of burned corpses dumped in space, forming a trail that leads to a small orange star.
13	A great cosmic dragon breathing fire so intense that it starts to form a small sun.
14	Three suns colliding in space and exploding in a great and terrifying supernova of multiple colors.
15	Several great rings of fire revolving around one another in hypnotic patterns in the middle of space.
16	A great swarm of cosmic magma beetles flying haphazardly after their hive was destroyed by a meteor shower.
17	A great sea of lava spreading through the vacuum of space, as if it was being created out of nowhere. Even the coldness of space can't seem to stop it or cool it down.
18	A dozen of melted starships merged together, forming grotesque and sinister structures.
19	A planet exploding as lava, fire and peer pressure erupts from its core.
20	The face of an evil looking sorcerer being formed by flames and smoke coming from a small pyramidal moon.

2d6	Encounters in the Valkar Sector
0-	Xzamar searching for a new deposit of inflammable fuel to spread her fire.
1	A great Cosmic Dragon on a hunt for an enemy of the Galactic Overlord.
2	1d3 Living Fire Knights in search of victims to take to the temple of the Fire God as an offering.
3	1d6+1 Cosmic Scorpions in frenzied state due to their reproduction cycle.
4	2d6+1 Fire Skeletons crusaders on search for warmth to steal from other beings.
5	1d6 Fire Scorpions assassins looking for their target.
6	1d6+1 Fire Priests with flamethrowers intent on spreading the purifying power of Xzamar.
7	2d6 Lava Soldiers patrolling the perimeter for any unfaithful travellers, ready to collect offerings to the Fire God.
8	1d6+1 Space Pirates with terrible burn scars, driven insane by the sorcery of Xzamar.
9	3d6 Commoner fugitives with half as many injured individuals, trying to escape a great purge by fire.
10	2d6+1 Smugglers looking for a planet rich on tar and obsidian to collect these resources and sell them to outsiders.
11	1d3 Apprentices of the Order of a Thousand Suns looking for the eternal flames to forge Solar Crystals.
12	2d6 Soldiers from the Outer Regions looking for a starship of their allies that has gone missing while passing through the sector.
13	5d6 Pilgrims of a Star God peacefully looking for the lost temple of their cult.
14+	A Star God with the power to control suns that is just about to wake up.

d10	Adventure Opportunities in the Valkar Sector
1	Some of the rebels in the Friaz Sector are determined to obtain a spark of the Eternal Flames of Xzamar and are looking for brave adventurers to collect it in the Valkar Sector. Doing so would greatly displease two Galactic Overlords.
2	Xzamar wants to transform the suns of other nearby sectors with a sorcerous device he created. The suns will expand and emit a lot more heat and light, provides ideal conditions for his servants to colonize these systems. Pay is good, but one day there will be nowhere to hide from these terrible stars.
3	It's rumored that deep within the caverns of a volcanic planet of the Valkar sector lies a city of pure diamonds, which has been constructed by an ancient civilization long gone. If one could find this legendary location, they would become one of the richest and most powerful individuals in the whole universe.
4	A lost map found in an ancient computer from the time of the old Empire seems to indicate that the tomb of the First Sorcerer is located inside a gigantic star within the sector. Using technology or sorcery, bold adventurers could enter the tomb and steal its secrets for themselves. Let's just hope it doesn't bring back the ancient malignant sorcerer.
5	A pirate king has lost three ships in a series of raids on a few planets on the outskirts of the Valkar Sector. Now, unwilling to lose more of his crew, they are looking for mercenaries to recover his lost cargo and, if possible his incompetent crew.
6	Xzamar had one of his eternal flames stolen by a former apprentice who turned against her and has allied themself with a rival Galactic Overlord. Now she seeks outsiders to hunt this traitor down and recover the eternal flame.
7	Inside a world of pure obsidian lies the most pure deposit of Solar Crystals ever created. It was entombed inside all that obsidian to hide it from the Order of the Thousand Suns. If one could recover these crystals and put it in the hands of the order, they would again have a chance to face the Galactic Overlords.
8	A rival Galactic Overlord who lost a few worlds to Xzamar in the early days of the current era wants to hire outsiders to spy on the fire sorcererous tyrant operations and find an appropriate time for them to take the world back to their domain.
9	In the vaults of Xzamar lies a powerful frost lance that could potentially kill her. And that's not the only reason one would want to put their hands on this weapon. Collectors and even other Galactic Overlords would pay many Credits for it.
10	A legendary treasure of a famous pirate from the time of the old Empire has been hidden inside a great cosmic volcano. Now, a crazy pirate claims to have found a map that can lead a crew to its location. The problem is that they lost all their previous crews on other insane quests like this one.

18. OUTER REGIONS

A region that was always ignored by the old Empire, and that served as the destination for the refugees and separatists that didn't want to ally themselves with the First Sorcerer at the time of the Cleansing Wars, the Outer Regions is the greatest and oldest free portion of the universe that is widely known to exist.

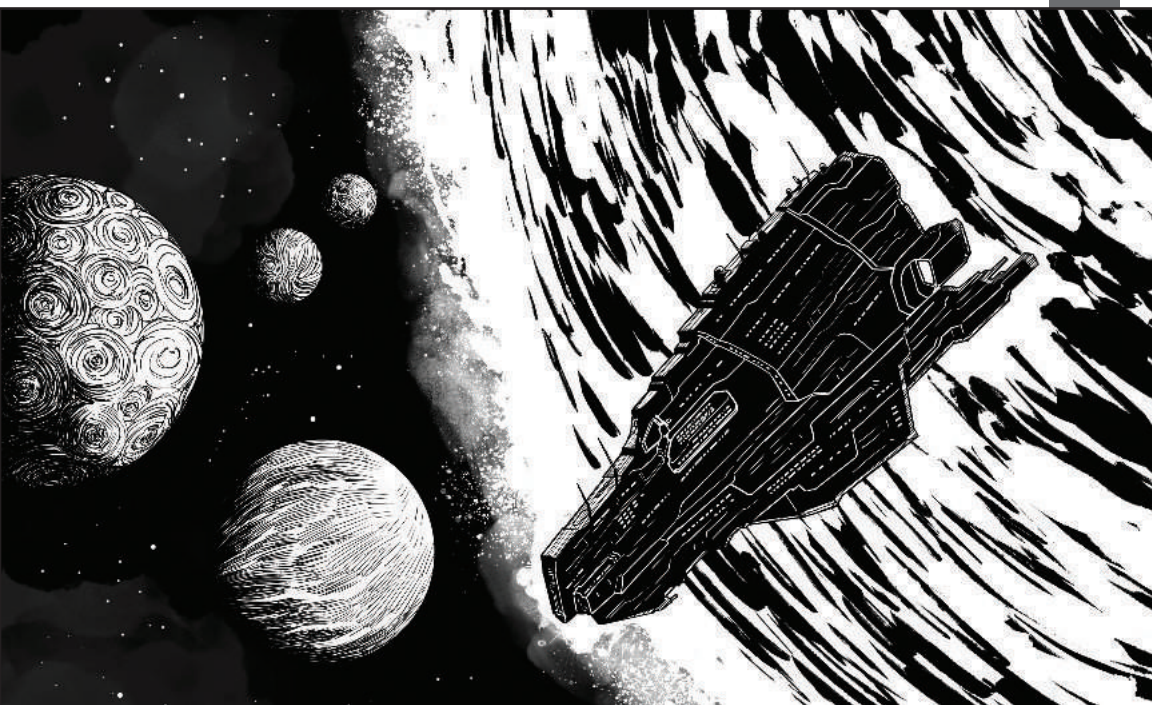
During the Cleansing Wars, the independent systems of the sector allied themselves to form the Barbaric Legions, and managed to resist the dominance of the sorcerous tyrants. Until this day, even though the many systems of the sector are independent and govern themselves as they see fit, the Barbaric Legions and the duties established at the time endure as a threat to the Galactic Overlords.

However, even though they remain free of the dominance of the sorcerous tyrants, their nefarious influences and powers have already began to penetrate the minds and hearts of some of these independents leaders. Some of them already talk about unifying the whole sector under a stronger leader to better defend themselves, or even work as spies for certain Galactic Overlords. A few of them are being unmasked, but the influence of the Void is much more insidious.

If one word could sum up what it is like in the region it is "frontier". Many are still wild worlds where civilization has arrived recently, where many different species work together (and sometimes against one another) to achieve their goals. There is much work to be done, but also much danger to be faced.

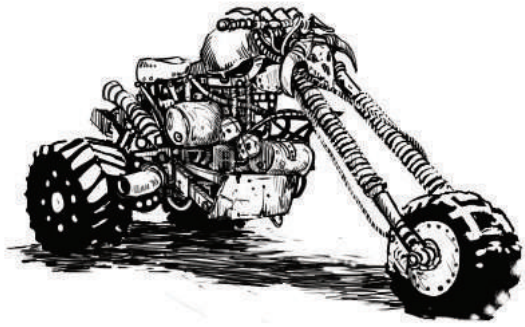
THEMES

Freedom, Barbarism, Backwater, Independence, Infighting, Frontier, Wild, Alliances, Invasion, Hope



d66	Outer Regions Hex Contents
11	A world that has been almost obliterated during the Cleansing Wars and is on a slow process of regeneration and reconstruction. The local population of humanoids is slowly accepting the arrival of others to help with reconstruction and bringing back civilization to the world.
12	A star on the brink of explosion due to the intense attacks it suffered in the last years of the war. A great scientific space station has been constructed around it in an attempt to stabilize it, since many important planets orbit it.
13	A great commercial hub of the sector. A small planet with a highly populated metropolis and thousands of docks. Around it, its rings are actually made of thousands of starships awaiting permission to land or just waiting for their cargo to be dispatched.
14	Two great battle stations from back in the days of the Cleansing Wars, forged together, and turned into a space station used to grow herd animals in a variety of artificial environments.
15	A virgin world, recently discovered, with a small shantytown of recently arrived explorers and colonizers. Rumors say some of them have found a rich vein of valuable minerals nearby and now dozens of new individuals come every week to try their luck in the jungles.
16	A rocky world with very tempestuous oceans. Small temples of very peaceful monks dedicated to long forgotten Star Gods dot the landscape. A secret cult of Void worshippers hides among their serene facade.
21	A great statue of a three headed woman, holding in her hands a scepter and a strange looking pistol, seated atop an immense throne of gold. The statue itself is made of a translucent stone of dark grey color. Some individuals have begun to worship the statue as a symbol of a god who will return to free all the universe from the tyranny of the Galactic Overlords and lead us to an age of enlightenment and peace again.
22	A gigantic space station in the format of a dragon's skull, where most of the troops of the Barbaric Legions are trained to begin their duties of protecting this sector and, one day, liberating others from the clutch of the sorcerous tyrants.
23	A forested world where a very reclusive race of humanoids lives in immense communities built on the top of ancient and enormous trees. No conflict has happened yet, but every contact attempt has failed or the natives have run away.
24	On this volcanic world, a race of thick skinned reptile people live in caverns around the volcanoes, making offerings and rituals to appease the many gods that live inside their planet. The world is also very rich in coal and other minerals used in many industries, but the natives refuse to let anyone inside the depths of the world, as they are afraid this will infuriate the gods.
25	A titanic capital ship used by separatists fleeing another sector at the time of the Cleansing Wars. Most of it is deactivated now, but a small clan of merchants still uses it as their base of operations.
26	A great cylindrical space station that housed millions of inhabitants of the core worlds of the old Empire. It was used to help most of the population to escape the worlds which were heavily attacked during the Cleansing Wars. This location is now empty and being prepared to be used as a great battlestation to transport armies to battlefields across the universe.
31	A world with great flat plateaus and small vegetation. It's inhabited by a species of four legged strong humanoids with shamanistic traditions and a strong sense of honor. The planet has few natural resources, and thus is largely ignored by most of the other planets in the sector.
32	A world of wetlands and swamps with constant rain and a large population of amphibious sentients. Two great cities and councils govern the world. One above great stilts, keeping away from the water, and one deep within its greatest ocean.
33	A world where many institutions of knowledge and learning have installed themselves, in an effort to make all knowledge they have saved from the clutches of the Galactic Overlords more accessible to others and easy to find. However, this also makes it much easier to get rid of it all in just one blow.
34	A heavily industrialized world, where the production and factories are owned by the Barbaric Legions and every product is made to be given freely to the inhabitants of the sector that are allied with it. Some claim the most valuable items are just sent to the planets of higher ranking officers of the Legions. That, however, is readily denied by the leaders.
35	An agricultural world where most of its great plantations were divided among the refugees that came during the time of the Cleansing Wars. Now, with most of its land occupied by a patchwork of farms, the planet is self sufficient in food and even contributes to the Barbaric Legions' reserves.
36	A small but new temple of the Order of a Thousand Suns constructed on a small moon that revolves around twin planets. An old knight of the ancient order seeks new disciples, but is very rigorous in their judgment about who they should train.

d66	Outer Regions Hex Contents
41	An old world of the Empire that has been transported through enormous gates in the Cleansing Wars, preserving many of the structures and technology that existed at the time. Much of it has fallen into a state of disrepair though, and no one seems to be able to fix what has been broken.
42	A frozen world on the outskirts of a small system, where the light of the day lasts for just about couple of hours. Even though the temperatures are not amicable at all, many individuals choose to establish residency in this world to escape the conflicts and politics affecting the central worlds of the Outer Regions.
43	A very primitive world with tall mountains and deep valleys riddled with caverns. The population is composed of simian humanoids with a strong brutal society. However, deep inside the core of the world, a lone citadel is hidden, where the same species has reached an unparalleled level of development.
44	A gas giant of dark green color, where gigantic creatures are used as living floating citadels by a race of insectoid sentients that are specialized in bioengineering. They were once created by a Galactic Overlord but have sought to be independent from its creator.
45	A great meteor roughly in the shape of a great eye, made of a dark grey star metal. Many fear that the eye is actually an artifact used by the First Sorcerer to spy on those that dared to fight against him and plan his revenge once he comes back from the Void.
46	A great makeshift space station that always seem to be changing every time people visit it, with entire sections being dismantled to build new ones, or because it just fell apart. This is operated by a large mercantile species of small humanoids with unblinking eyes and sharp teeth. They can get almost anything someone could want, but either the price won't be cheap or the quality won't be good.
51	A small conglomerate of micro stars. It's almost impossible to see it because of the intense blinding light, but deep inside it lies an obsidian fortress where a sorcerer lives in isolation. No one knows their allegiances or intentions, only that they prefer to remain unnoticed and left alone.
52	A small breach into the Void where upon a fortress manned by the soldiers of the Barbaric Legions has been constructed. However, the Void might be affecting them in other ways instead of just sending terrible beasts to render their flesh.
53	A titanic hive of insectoid sentients that is also inhabited by many other individuals of different species. This is a hub of trade and information, controlled by a wasp queen who rules with strict rules and a dedicated elite guard of psychic warriors.
54	A great artificial moon formed of millions of mirrors capable of reflecting the light of even distant stars to any planet within the sector. It is still in the later stages of the testing period, but the authorities of the Barbaric Legions believe that it will be a great weapon against the Forces of the Void once all the light is concentrated into a single point.
55	A small temple dedicated to all the Star Gods that once existed, still exist and will exist sometime in the future. A single priest who took a vow of silence watches over the place. However, it's rumored that this priest has the blessing of all the gods he worships.
56	A swamp covered world with a gigantic dirty spaceport structure, run by seven families of noble criminals. The place is a haven for smugglers, pirates, bounty hunters, thieves and all sorts of individuals with questionable character.
61	A planet in the format of a fetus, inhabited by a very religious population who believes one day the planet will wake up and free them of all the suffering and loss of the universe.
62	A mega city world, from the time of the old Empire, with many outdated and non functional devices which have been turned into someone else. Many technological artifacts lie hidden in secret vaults under the new constructions, but most of the population is afraid to use them because they believe it to be sorcery.
63	A floating tower of energy, created by a former apprentice of the First Sorcerer that turned against him and his former disciples to help ensure the Barbaric Legions and other free people could survive the war. It's unknown if they are still alive and, if so, what are their plans for the future, but no one comes in or out of the strange tower for generations.
64	A world devastated by the Cleansing Wars where the troops of the Barbaric Legions train constantly to improve their tactics and form new soldiers for the conflicts that will certainly come in the future. It's location is a secret and heavily defended.
65	A crystal infused world, where many come to live under the enlightened guidance of the living energy that can speak through all the crystals on the planet. However, many outsiders believe that this entity may be, in fact, a servant of the Void, trying to seduce and weaken the forces of the Barbaric Legions.
66	A small breach to the Void that is getting bigger by the day and no one seems to have noticed it yet. A strange looking miasma of purple color is slowly seeping through it into the sector.



d20	Visions from the Outer Regions
1	A large battleship from a nearby Galactic Overlord traveling at great velocity, as a small number of starfighters from the Barbaric Legions blast it with all they got, but they still seem to be losing.
2	A great procession of many different and strange starships, all traveling in the direction of a dying red star. They are throwing the corpse of a great leader of the Barbaric Legions, who has fallen in battle against the Forces of the Void, into the light.
3	A large convoy of refugee starships coming from a nearby sector and escorted by a number of starfighters. All of a sudden, a Void Devourer comes out of a portal and starts attacking the ships that send urgent distress signals for anyone nearby.
4	A great cemetery of ancient space viking starships. They all resemble maritime vessels with fearsome dragons faces. A new one is coming, completely empty and in flames.
5	A great cosmic storm of lightning and heavy radiation explosions. It wasn't on any space chart or map, and appears to have supernatural origins.
6	A flock of crystal butterflies flying towards a small yellow sun in order to recharge their energies.
7	A planet that seems to be alive, with land masses changing shape and color.
8	A great heavy transport starship being attacked by a swarm of cosmic leeches that attach themselves to the engines and drain all its energy.
9	A small transport carrying valuable cargo is being pursued by a dark grey assault starship controlled by pirates that live on a nearby shadowy moon.
10	Many destroyed husks of capital ships used to evacuate populations of more central worlds to the Outer Regions. They are now being searched and ransacked by scavengers.
11	A dark cloud of cosmic storms forming around a small planet of recently arrived colonizers.
12	A sinister looking head made out of a deep dark metal just hurtling around in space. It has some sort of potent energy inside it and anything it touches is destroyed or rots within seconds.
13	A great comet hurtling through space that is followed by an extensive number of starships that believe it to be the embryo of a Star God that is about to be born and save the universe from the Void.
14	Two small fleets of rival systems within the sector fighting over territory.
15	A great dark grey beam of energy that is traveling at a great speed towards one of the most important stars within the Outer Regions.
16	A great fleet of starfighters and assault ships going to a nearby Galactic Overlord's sector on a mission to rescue stranded comrades that fell on a planet after an attack.
17	A small coven of sorcerers atop a lonely obsidian asteroid opening a portal to the Void. No one else is around.
18	In a nebula of multiple colors, similar to the Prismatic Nebula that surrounds the known sectors, the face of a strange alien appears and seems to be calling out the travellers to a distant planet inside it.
19	A small convoy of immigrants leaving a highly populated world to inhabit a developing world that is being explored.
20	A great convoy leaving a recently settled world because of strange happenings and disappearances.

2d6	Encounters in the Outer Regions
0-	A Galactic Overlord visiting the sector in secrecy to learn what is really happening with these vermin.
1	1d3 Void Demons on a mission for the Void to seed corruption and suspicion amongst the leaders of the Barbaric Legions.
2	3d6 Punishers in the service of a Galactic Overlord hunting a fugitive they believe came to the Outer Regions in an attempt to escape their doom.
3	A lone Void Sorcerer in search of ingredients and material for their next ritual of ascendancy.
4	2d6+1 Voiders simply doing what they do best: spreading chaos and death.
5	3d6 Space Pirates looking for valuable cargo to steal.
6	1d6+1 Smugglers running from fiscal authorities that are pursuing them over illegal cargo.
7	3d6 Settlers going in the direction of a recently settled planet to help colonize it.
8	5d6 Merchants transporting a large amount of resources to a backwater planet.
9	1d3+1 Diplomats going to a conflict zone to resolve the situation.
10	1d6+1 Soldiers from the Barbaric Legions in search of a criminal.
11	1d3 Elite Operatives of the Barbaric Legions going to a secret assignment the council gave them.
12	1d6+1 Nobles from an independent government still negotiating their allegiance to the Barbaric Legions.
13	A former Master of the Order of the Thousand Suns in exile, looking for a place in the universe.
14+	A reborn Star God still analyzing the state of affairs and deciding if it's worth it to get involved in the conflicts of the mortal sentients.

d10	Adventure Opportunities in the Outer Regions
1	A group of merchants suspect they are being targeted by criminals, and are planning a set up to capture the bandits and catch whoever is involved with them. They want to hire mercenaries to pretend to be carrying a valuable cargo and wait for the bandits' ambush.
2	One of the leaders of the Barbaric Legions is obsessed with ancient relics from the civilizations that came from before the Empire. Recently, they discovered the location of an ancient city in a distant planet and wants to hire explorers to map the place and bring them the relics found.
3	A group of Freedom Fighters from the Barbaric Legions have failed to return from the last mission in the domains of a nearby Galactic Overlord. Now, with few operatives not involved in other missions, the leaders of the alliance seek outsiders to man a perilous rescue mission in enemy territory.
4	The Barbaric Legions has a constant board of bounties for wanted individuals, especially traitors and spies of the Galactic Overlords. It might be lucrative to work hunting these individuals, but if they really work for the sorcerous tyrants, it might be more dangerous than one could imagine.
5	A prospector is certain they have found a location in a distant and wild planet that they could establish a settlement to harvest valuable resources. However, the location is not easily accessible and the local population is savage and bestial, so some armed support could prove handy.
6	The leaders of the Barbaric Legions are not selfless idealists, at least, the majority are not. Some of them have impressive wealth, and their vaults may contain very valuable and useful artifacts of the past ages. Ambitious thieves could make a fortune raiding one of these locations, as long as they don't get caught.
7	A group of scientists want to take an experimental device to the location of a strange nebula where many starships have disappeared, but they don't want to do it themselves. They, of course, assure everyone that the device is completely safe.
8	A recently arrived species is terrorizing planets in the outskirts of the sector. No one knows exactly who they are, where they come from and why they are attacking the settlers in those isolated planets. The Barbaric Legions are trying to decide how to approach the situation and might seek outside help to gather information.
9	A great attack from the forces of a Galactic Overlord has forced many inhabitants to leave their homes. All of a sudden, however, the army of the sorcerous tyrant just vanishes, and now the Barbaric Legions need someone to scout the region to determine if it's safe to return.
10	A leader of one of the systems that composes the Barbaric Legions wants to sabotage a rival leader's operations on a frontier world where they exploit fossil fuels. They want to install explosives in the factories and structures that drills oil from the depths of the savage world.

19. PRISMATIC NEBULA

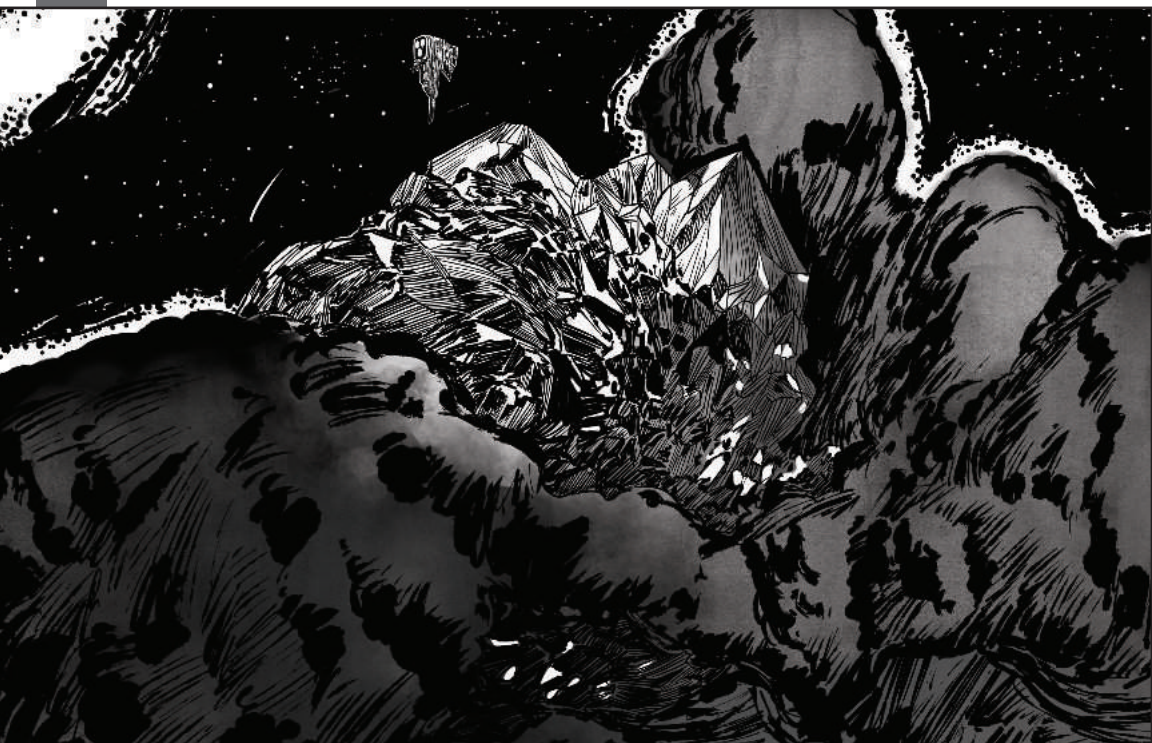
The natural (or supernatural) barrier that separates the known regions of the universe from the vastness of the unknown space appears as an all encompassing nebula of varying colors that shifts tones slowly but constantly, forming images and illusions that seem to attract those that stare at it for too long. It's unknown if anyone who has really plumbed its depths has ever returned, even though some claim to have done it before.

Even though the knowledge of its existence is pretty much widespread today (as it is almost a myth told from generation to generation), no one seems to be able to find records of it at the time of the old Empire or before. Some scholars, thus, believe that the Prismatic Nebula may have been created by the First Sorcerer to prevent his enemies from escaping him, and to ensure that no one else would come to their rescue.

Today, not even the forces of the Galactic Overlords dare to come to this region or try to traverse it. Only courageous or foolhardy individuals ever try to do so, and usually are never seen again. Those that claim to have returned say that everything has changed in their lives, as if they have entered a new reality, or as if they had become other people. Whether this is true or false, scholars can't seem to agree but are always planning expeditions to this region that never really happens as no one is willing to risk their lives and sanity in the process.

THEMES

Entropy, Change, Illusion, Visions, Insanity, Colors, Portals, Time, Dimensions, Lost



d66	Prismatic Nebula Hex Contents
11	The starship appears multiplied tenfold as if all around mirrors extended to infinity. However, one of these images actually tries to attack the PCs, as a corrupted version of themselves.
12	A great star the emits multicolored light rays in all directions forming strange auroras and disturbing images.
13	A time rift the sucks time out of the universe. Anyone or anything that gets near it begins to deteriorate and age in ever increasing rate.
14	A titanic large crystal that reflects colors in all possible and impossible hues and that keeps changing its format and shape. It is also sentient and will try to convince individuals they must enter its crystal body to reach paradise.
15	A dark sun absorbing all light and colors, getting bigger and bigger. A small bright point can be seen at its core, and one can feel a malevolent sentience inside the darkness.
16	An exact copy of the character's starship, destroyed, empty and with signs of a terrible massacre. If examined, the starship seems exactly like theirs, even with their own belongings inside.
21	An immense planet made of pure light, with structures, forests, oceans and living entities, all made of light and energy. For some reason, even though they seem to be communicating with everyone else, no physical being can hear any sound from these creatures.
22	A great space station from the time of the Empire, reliving the same terrible moment where a Great Devouring Worm killed them all and devoured their flesh. Maybe with someone else interfering, they may escape this nightmarish existence.
23	A gigantic keyhole in the middle of space. The interior of the keyhole is made of antimatter and anything other than the right key put in it will disintegrate.
24	A great whirlwind of mystic colors exhibiting a very strong gravitational pull towards itself. In the middle of it you can see the image of a contorted towered citadel. Communication attempts are met with only static.
25	A large hive in the shape of a colossal icosahedron, inhabited by weird bees made of crystal that shine with inner light of multiple colors, varying according to their role in their society.
26	A deserted planet, where the reflection of whoever is passing by it is distorted to show their appearance at the time of their future death. A few stranded survivors live on the planet, but they were driven completely mad because of what they have seen.
31	A great forested planet with a colossal octopus encircling it and trying to devour it at once. Primitive natives try to fight off the gigantic beast, but their efforts are futile.
32	A titanic temple where sentient and intelligent Great Devouring Worms gather to discuss their future endeavors and a way to free their relatives from the control of the Galactic Overlords.
33	A dark planet that repels light and is inhabited by a race of bat humanoids. They are afraid of light but have developed many impressive devices to defend themselves and produce food and shelter for their entire race.
34	A small monastery occupied by monks of many different species, seeking truth and peace for everyone. In fact, all the monks are the same multidimensional entity that can manifest itself in many forms and in many places at the same time across the universe. It seeks to imprison individuals in their reality and replace them with copies of its victims.
35	A great field of asteroids made of energy, seeking to drain more energy from passing starships. To avoid them, a pilot will need not only to avoid this hazardous obstacle, but to flee or deceive it.
36	An octagonal structure of dark metal, completely smooth but constantly vibrating at a very high frequency. If the right note is sounded near it, a passage will open and the abode of an interdimensional space wizard will be discovered.
41	A gas giant that forms images of the visitors' dreams and desires. The planet is inhabited by a sect of monks dedicated to exploring these desires and making them true. They charge a sinister price for their services.

d66	Prismatic Nebula Hex Contents
42	A world where time seems to pass much faster, as trees grow and die in a few days, just to grow again where seeds have fallen. No one seems to be able to survive for long in here. Strangely, very tall structures, similar to towers but with no tiers or stairs, dot the landscape and don't seem to be made of any natural element.
43	A giant cosmic crab of incredible psychic powers with a whole continent above its upper shell. All the many different individuals that live there adore the crab as their god, and are very intolerant of other faiths.
44	A paradisiac planet of natural landscapes, crystalline oceans and sandy beaches. It's inhabited by seven hermaphroditic creatures that hate each other and can only reproduce with other sentients. They also have very strong sorcerous powers and use them to seduce and manipulate other beings to act against their rivals.
45	A world covered in freezing flames, controlled by a tyrannical bear warrior race of gigantic proportions. Their primitive starships roam the space around their planet to capture prisoners and slaves.
46	A titanic mountain the size of a planet, inhabited by worm people, who mine and eat very valuable minerals. They won't trade the most valuable ones for anything, but they offer less valuable minerals for devices and other objects.
51	A strange distorted tower that seems to grow and shrink depending on the angle from which the observer looks at it. It's inhabited by many different sorcerers, depending on the entrance used to get inside.
52	A gigantic space station made with parts of hundreds and hundreds of starships. Thousands of travelers that traveled into the Prismatic Nebula got lost and then found one another. To survive, they united themselves and built this structure to improve their chances.
53	A large portal made of pure smooth star metal, bereft of details. It is often inactive, but will produce shimmering images of distant and strange worlds from this and other dimensions.
54	A dark green star that emits no heat and is actually inhabited by humanoids of many species from different worlds and dimensions. All of them, however, are being dominated by the mind of the green alien star. The psychic powers of the star slowly takes over the victim's mind.
55	An opened portal between seven dark worlds, completely uninhabited, forming the shape of a heptagram. The portal's destination changes according the to position of the purple sun that rotates around the seven planets.
56	A great and ancient Star God, with infinite knowledge, but with a strong desire to be left alone. They saw more than they needed to to decide that life isn't worth living and the Universe should be no more.
61	A great sentient nebula that can see in different times and places. It is able to answer questions and provide visions for those that accept it as their god and perform enigmatic tasks assigned to them.
62	A transparent world that lets all light pass through it. A very advanced race of ghostlike creatures with humanoid forms. They speak in tones that resemble the sound of the wind.
63	A gigantic three headed octopus with sixty-six tentacles. Many structures are actually built into the skin of this colossal beast, and each community is aligned to one of the heads, who have different and, often, conflicting personalities and objectives.
64	A fortress of a Void Sorcerer who experiments with summoning spells to bring forth creatures from many different places, ages and realities. The arrival of new travelers could potentially serve as offerings for a more powerful and dangerous summoning. They plan to come back to the known regions and install themself as the Great Overlord of reality.
65	A giant stone head of a cyclopean creature. This functions as the tomb of an interdimensional traveler that collects relics from many different places and times, and includes unique individuals that they might find interesting.
66	The great maw of an extradimensional devourer, sucking everything in nearby range to the depths of its cosmic belly. No one knows if anyone can survive inside this extradimensional creature.

d20	Visions from the Prismatic Nebula
1	An incredibly long and everlasting aurora of lights and colors, sometimes forming the faces of loved ones, and sometimes of your most hated enemies.
2	A starship of alien design that comes hurtling through, fleeing from a crystalline cosmic serpent of impressive proportions that shoots lasers from its eyes.
3	A ray of darkness that is destroying the multicolored lights and forms where it passes.
4	A group of travelers stuck in a derelict starship asking for help. They are actually ghosts that died a long time ago.
5	A group of lost travelers from another universe looking for help to come back to their universe. They say they have detected an anomaly nearby, just like the one that got them into this place.
6	A dark gigantic humanoid shape, moving slowly towards a multicolored star, as if the dark sky had become alive and was treading to devour the light.
7	A great swarm of flying multicolored crystal people with colorful wings similar to those of a butterfly.
8	A flying monster made of fibrous filaments and dozens of eyes that shift place every now and then. It claims to be a god, but its followers are locked in another dimension far away.
9	A sorcerer fighting an exact copy of themself in a spectacle of light and shadow.
10	A starship of gigantic proportions, inhabited by giants with extremely common appearance, looking for a place to plant a strange looking seed they claim will bring new life to the universe.
11	A world with many spiraling towers that disappears as the starship gets closer to it, reappearing many star kilometers away.
12	A star mermaid swimming through the cosmos.
13	A comet hurtling through space and shedding a stream of colorful light in its trail. Its head is always changing to many different geometric shapes.
14	A great liquid hourglass, spinning in the currents of time that flow through the Prismatic Nebula.
15	A great misshapen starship flying at top speed towards you that seems completely empty, as if the crew had just teleported somewhere else.
16	The most gigantic cosmic whale ever seen, swallowing a planet hole, like it was just a small fish.
17	A point in space where light and color seem to be bending to, concentrating and becoming solid. It grows ever slowly, but could get to the size of a planet some day.
18	Small genderless humanoids with shining silver skin, floating in space in a position of meditation. Nothing seems to be able to wake them up.
19	Gigantic bubbles of light and color, just floating in space as if a very colorful and bright asteroid field.
20	A gigantic ball of Void, flying through space in chaotic patterns as if it was searching for something or someone. No light reflects on its surface, and, at a distance, looks like a hole in reality.

2d6	Encounters in the Prismatic Nebula
0-	A Dimensional Devourer, trying desperately to find a stable universe to devour.
1	A Void Sorcerer trying to find another universe full of life to be drained.
2	2d6 Voiders spreading chaos and destruction thought the cosmos.
3	1d3 Cosmic Octopi fighting for territory.
4	1d6+1 Prismatic Purifiers, trying to keep the dimensions clean of interference.
5	1d6+1 Space Pirates from a primitive world.
6	2d6 Soldiers patrolling the area for envoys of other terrible worlds.
7	3d6 Lost travelers from the known universe.
8	1d6+1 Freedom Fighters of the known universe trying to reach the legendary promised worlds of paradise.
9	A sentient Cosmic Whale who can guide lost travelers to their destination if they help it.
10	2d6 Explorers of another universe in a strange small starship that has been seriously damaged.
11	1d3 Apprentices of the Order of a Thousand Suns looking for a legendary master who has sought refuge in the Prismatic Nebula.
12	1d3 Prismatic Monks, guarding the passage of a nearby portal from the forces of the Void.
13	A Star God trying to get back to the known universe after having spent millions of years in a prison made by the First Sorcerer in the Prismatic Nebula.
14+	A Living Planet, wanting to spread its species throughout the realities.

d10	Adventure Opportunities in the Prismatic Nebula
1	A fugitive from one of the Galactic Overlords' prisons has escaped to the Prismatic Nebula with a precious object of said sorcerer, who now wants to send agents to capture them and recover the artifact. Many favors and a lot of Credits can be won in this job.
2	A monk from an ancient and peaceful order wants to found a monastery away from all the wars in the known universe. They had a vision of a perfect location to build their temple, but they need someone to take them there.
3	It is rumored that deep within the Prismatic Nebula lies a planet rich with a multicolored crystal, that can serve as an almost infinite source of energy. The individuals that would find such deposit could become astronomically rich.
4	An old and unverified map indicates that deep within the Prismatic Nebula, a treasure of an interdimensional pirate is buried on a moon made of solid nightmares. Many claim this is just a myth, but a crazy old pirate swears on their beard that it is true.
5	A scientist from the Outer Regions has been studying a part of the Prismatic Nebula that is full of portals to other places, times and dimensions. Thus, they need some help and are willing to pay adventurers to catalogue portals and the worlds behind them.
6	A strange alien being is found adrift in the Prismatic Nebula. They says they have lost the way to their home planet thousands of years ago. Now, in the last days of their life, they beg anyone to help find the way back to their home. They can bestow unimaginable blessings, but only if they reach their dimension.
7	A strange communication signal is coming from the far away Prismatic Nebula. This is in fact a distress signal from the characters themselves, in the future, asking them to do a job they were not so eager to perform. It says their life will depend on it.
8	A powerful entity from another world is sending psychic dreams to the characters. It has foreseen their doom, but it offers to help them avoid it. Its only condition is that they release an ally from the interdimensional prison they were put in by their enemies.
9	A noble merchant has a proposition for the adventurers, if they are willing to take some risk to win big. A powerful hallucinogenic herb that can fetch high prices in the known universe can only be obtained on humid planets that receive light projected by the Prismatic Nebula. Thus, they believe that on a planet completely inside it, the quantity found of said herb could be much higher.
10	A race of powerful psionic creatures is coming from the Prismatic Nebula and challenging the supremacy of the Galactic Overlords. These sorcerous tyrants are furious and are seeking a solution to their problem, but everyone they send to fight them disappears or turns against their former masters. Now they seek other expendable adventurers to investigate and find out the creatures' weaknesses.

TRAVELING THROUGH THE PRISMATIC NEBULA

It's very hard to cross the Prismatic Nebula. Images of places that are not there, clouds of prismatic colors that block the vision of the travelers and portals that can take a starship to a completely different place, time, dimension or even reality can be found in such a strange region.

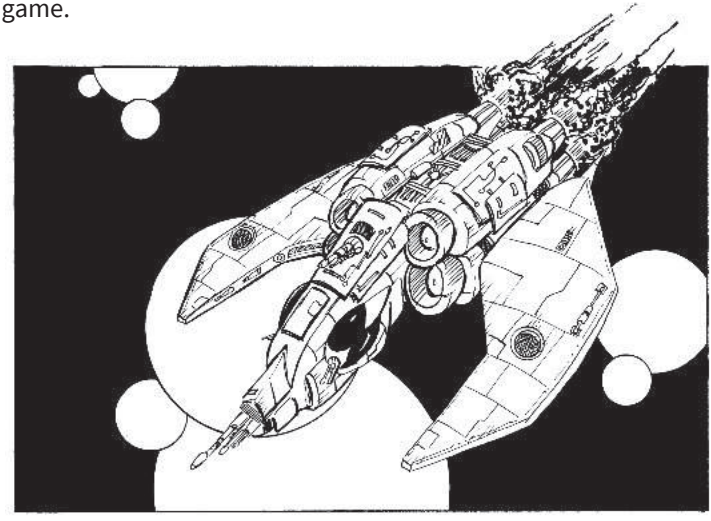
In game terms, the **Difficulty** for any journey passing through the Prismatic Nebula region is doubled, and a failure within that **Difficulty** will result in some strange event happening that will strand the travelers in the region. The **Overlord** will have the opportunity to introduce weird events and make the adventurers journey to other dimensions and timelines when this happens, giving them a great amount of freedom to experiment with the game.

20. THE UNKNOWN

This sector is the blank space left for **Overlords** to create their own thing, or even use other products and insert them into **Solar Blades & Cosmic Spells**. Many legends and myths exist describing what may lie beyond the Prismatic Nebula. Some claim that the shimmering colors of the Nebula mark the end of existence, as only what the Dreaming Gods imagine exist, and the colors and images of the supernatural barrier mark the frontier of their minds.

Others believe this region is a universe of paradisiac worlds and perfect life, where species of many origins live side by side in equality, as it should be. Some religious fanatics claim that the regions beyond the Prismatic Nebula are the promised lands of their people, and that only those that are considered worthy of the ideals of their gods will be allowed to enter, and any infidel will only encounter their inevitable doom if they try to cross that line.

In the end, what lies beyond the shimmering lights that mark the end of the known universe is the purview of the **Overlord**. They can use it to create their own universe, to insert one of their favorite science fiction settings right by the side of the post-apocalyptic setting of the game, or even use it as a shared space for creating things with their players. The possibilities are endless, but the rumors of its existence should remain an interesting and mysterious part of the game.



TITLES GENERATOR

This game is inspired by the pulp fantasy novels, comic books, science fantasy movies and many other medias, and one of the things that always catches my attention was the titles given to the stories, places, events and even mythic characters. Titles such as “The Invincible Sorcerer of the Void”, “The Crimson Abode of the Cosmic Devourer”, and “The Culling of the Atomic Death” not only sound cool, they help us to create images and even narratives in our imaginations.

Thus, to help **Overlords** in their arduous task of creating content for the game, be it adventures, locations, characters, events or even rumors, the table below allows them to roll a **d100** a few times to generate a variety of titles. To help determine the format of the many possible titles, roll a **d10** on the **Title Format** table first, and then determine each element on the **Title Elements** table.

d10	Adventure Opportunities in the Prismatic Nebula
1	The **Quality Location** of the **Event**
2	The **Location** of the **Quality Character**
3	The **Object** of the **Quality Character**
4	The **Location** of the **Quality Object**
5	The **Location** in the **Quality Location**
6	The **Object** of the **Quality Location**
7	The **Character** of the **Quality Location**
8	The **Event** in the **Quality Location**
9	The **Event** of the **Quality Character**
10	The **Event** of the **Quality Object**

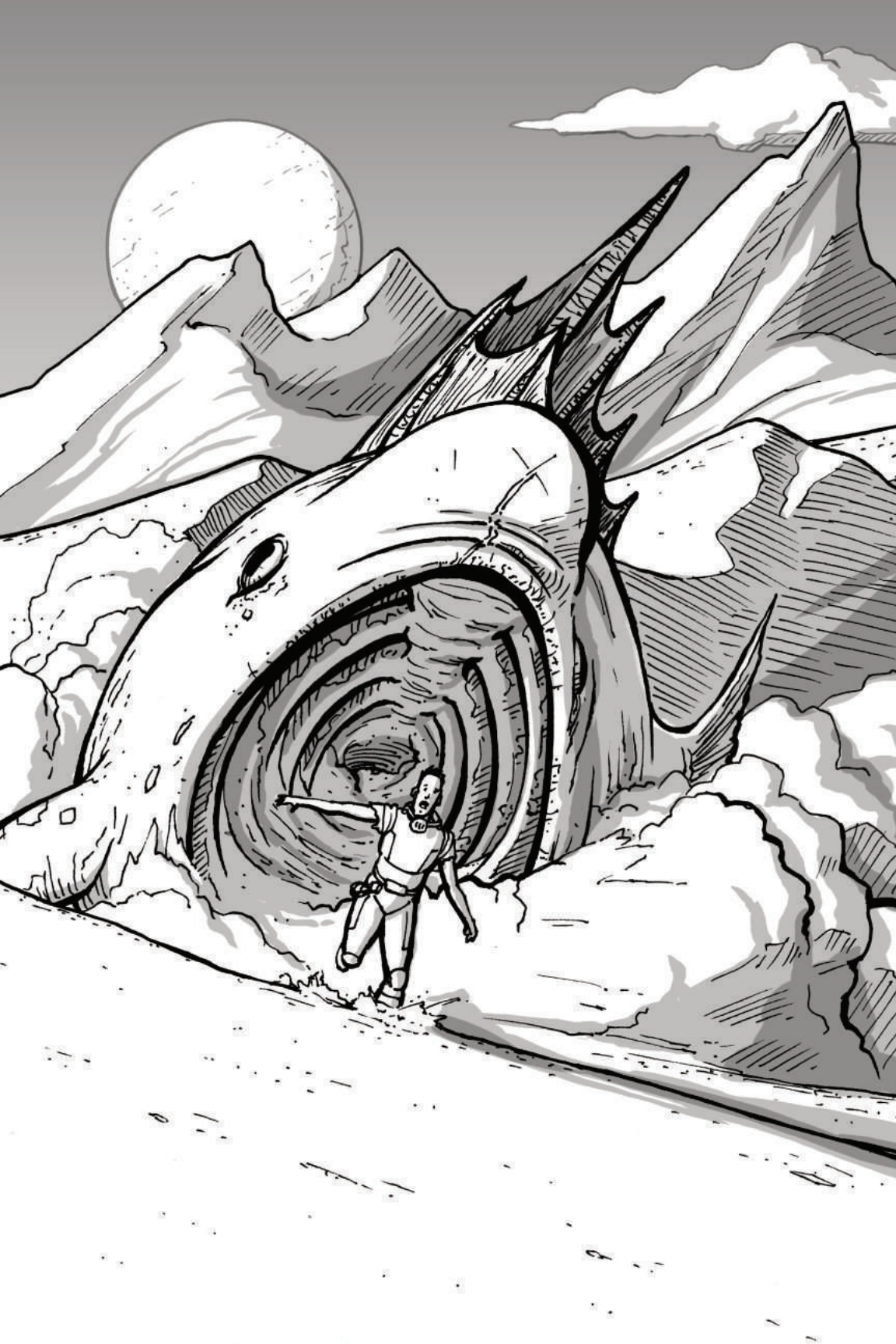
d100	Location	Object	Character	Quality	Event
01	Arena	Amulet	Alchemist	A Thousand-Eyed	Abduction
02	Abode	Asteroid	Alien	Abyssal	Accident
03	Abyss	Ark	Amazon	Alive	Arrival
04	Academy	Axe	Ambassador	Ancestral	Ascension
05	Archipelago	Bell	Android	Ancient	Assault
06	Asylum	Book	Ape	Artificial	Attack
07	Barracks	Boots	Assassin	Batrachian	Awakening
08	Capital Ship	Bowl	Astrologer	Bewitched	Ball
09	Bazaar	Bracers	Astronaut	Bizarre	Battle
10	Beach	Brain	Automaton	Bloody	Birthing
11	Bridge	Brooch	Avenger	Broken	Blessing
12	Brothel	Computer	Barbarian	Cannibal	Cataclysm
13	Carnival	Censer	Bard	Chaotic	Ceremony
14	Castle	Chalice	Baron	Colorless	Choice
15	Cathedral	Chest	Beast	Cosmic	Conquest
16	Cavern	Claws	Beetle	Crawling	Conspiracy
17	Chamber	Cloak	Blacksmith	Cruel	Construction
18	Channel	Clock	Bride	Crystal	Conversion
19	Chapel	Cocoon	Captain	Damned	Corruption
20	Church	Coin	Champion	Dark	Creation

d100	Location	Object	Character	Quality	Event
21	Circle	Compass	Clone	Depraved	Crisis
22	Citadel	Corset	Collector	Destiny	Curse
23	City	Crown	Colossus	Divine	Damnation
24	Coliseum	Cube	Concubine	Draconic	Dance
25	Council	Dagger	Conqueror	Dying	Dawn
26	Court	Dice	Creator	Emerald	Deal
27	Crag	Earrings	Cultist	Enigmatic	Death
28	Crater	Egg	Cyclops	Eternal	Defeat
29	Crypt	Elixir	Demon	Ethereal	Defense
30	Demiplane	Eyes	Destroyer	Extraplanar	Descent
31	Desert	Fangs	Devourer	Flaming	Desolation
32	Dimension	Flower	Diabolist	Floating	Destruction
33	Domain	Forge	Dreamer	Flying	Discovery
34	Dome	Fountain	Druid	Forbidden	Dive
35	Dungeon	Fruit	Dryad	Forgotten	Doom
36	Dwelling	Gauntlet	Elder	Fortunate	Dreaming
37	Battle Station	Gem	Emperor	From Another World	Duel
38	Forest	Generator	Envoy	From the Deep	Dusk
39	Fort	Globe	Frog	From the Future	Eclipse
40	Fortress	Gloves	Gardener	From the Stars	Enchantment
41	Foundry	Hammer	General	Frozen	Escape
42	Galaxy	Harp	Geneticist	Ghastly	Expedition
43	Gallery	Heart	Giant	Gluttonous	Extermination
44	Garden	Helm	God	Golden	Fall
45	Graveyard	Horn	Guardian	Howling	Festivity
46	Halls	Icosahedron	Gypsy	Immense	Fire
47	Black Hole	Idol	Herald	Immortal	Heresy
48	Haven	Jewelry	Hermit	Immovable	Imprisonment
49	Hills	Key	Hound	Ineffable	Infestation
50	Hive	Lake	Inquisitor	Inhuman	Intrigue
51	Hostel	Lamp	Jeweler	Invisible	Invasion
52	Constellation	Lens	Judge	Iridescent	Journey
53	Hut	Letter	King	Last	Judgment
54	Incubator	Lock	Knight	Lawful	Lamentation
55	Island	Lotus	Lich	Legendary	Liberation
56	Jungle	Lyre	Lord	Loathsome	Massacre
57	Laboratory	Machine	Man	Lost	Memory
58	Labyrinth	Mantle	Marauder	Macabre	Metamorphosis
59	Lair	Map	Master	Malevolent	Murder
60	Library	Mask	Mentalist	Mechanical	Murder
61	Lighthouse	Mirror	Merchant	Metallic	Passage
62	Nebula	Meteor	Messenger	Misty	Pilgrimage
63	Marshes	Monoculars	Minstrel	Mortal	Premonition
64	Moon	Monument	Monk	Mutant	Prophecy
65	Mines	Necklace	Monster	Mysterious	Quest
66	Monastery	Orb	Necromancer	Obsidian	Raid
67	Mount	Pillars	Nymph	Occult	Rebellion
68	Mountain	Receptacle	Observer	Of Death	Recreation
69	Necropolis	Reliquary	Oracle	Of the Dead	Rescue
70	Nest	Ring	Orator	Oneiric	Restoration

d100	Location	Object	Character	Quality	Event
71	Obelisk	Rose	Phantom	Primeval	Resurrection
72	Observatory	Starship	Overlord	Prismatic	Return
73	Outpost	Sarcophagus	Pirate	Profane	Reunion
74	Palace	Scale	Priest	Psychic	Revelation
75	Pavilion	Scarab	Prince	Pulsing	Revenge
76	Pits	Scepter	Prophet	Relentless	Revolution
77	Plains	Comet	Raider	Reversed	Ritual
78	Plane	Sea	Scribe	Sadistic	Salvation
79	Planet	Shield	Seer	Savage	Scream
80	Pool	Skeleton	Sentinel	Scarlet	Separation
81	Planetoid	Skull	Serpent	Scorching	Shattering
82	Prison	Spear	Shaman	Secret	Sinking
83	Pyramid	Spellbook	Slaver	Sentient	Storm
84	Rift	Spyglass	Soldier	Shadow	Summoning
85	Ruins	Staff	Son	Shattered	Tales
86	Sanctuary	Star	Sorcerer	Silent	Theft
87	Sepulcher	Statue	Spider	Silver	Torment
88	Star	Space Station	Spirit	Sluggish	Tourney
89	Ship	Sword	Telepath	Space	Transformation
90	Shrine	Symbol	Thief	Starving	Travel
91	Spiral	Tea	Titan	Stellar	Treason
92	Swamp	Tentacles	Traveler	Terrible	Trickery
93	Temple	Throne	Trickster	Towering	Triumph
94	Tomb	Tiara	Vampire	Undead	Twilight
95	Tower	Tome	Wanderer	Underground	Victory
96	Tunnels	Totem	Warlock	Unforgiving	Vigilance
97	Valley	Tree	Warlord	Unfortunate	Vision
98	Wall	Trumpet	Warrior	Unknown	War
99	Wormhole	Urn	Watcher	Unpredictable	Wedding
100	Woods	Vase	Wizard	Unthinkable	Whispers

NOTES ON THE USE OF THIS GENERATOR

When generating a title randomly, some adjustments and creativity might be needed to make it usable and/or better sounding. Sometimes the preposition must be changed or removed, or the Quality slightly altered to fit the noun (*of Immortality* instead of *Immortal*, for example). The names can and should be altered to other genders (*Queen* instead of *King*). This generator is a springboard for your creativity, use it as you see fit and without restraint.



ADVENTURE IDEA GENERATOR

Solar Blades & Cosmic Spells' game mechanics focus on simple and intuitive rules to allow **Overlords** to create gaming content very easily and very quickly. The game also aims to aid in the creation of actual story elements for the **Overlord**'s campaign. They can spend more time playing the actual game and less time preparing notes and statistics.

Thus, we present this **Adventure Idea Generator**, which can provide **Overlords** with a diverse number of elements to spark their imagination with just a few **d66** rolls. With it, you can generate *Goals*, *Locations*, *Antagonists*, *Supporting Characters*, *Complications* and *Rewards* to jump start ideas, and the **Overlord** does not need to limit themself to just one result per element. An adventure can have multiple goals, more than one important location, two antagonists, various supporting characters, and so on. Additionally, in parenthesis, we present a few examples of each element to speed up adventure creation.

ADVENTURE GOALS

An adventure usually has a main goal and, sometimes, one or more minor objectives that can motivate various types of characters. Not every smuggler will be sufficiently motivated to rescue prisoners from the local Galactic Overlord's prison just because it's the right thing to do; they might accept the mission if, inside the prison, they will find dozens of high quality and rare armaments to sell.

d66	Adventure Goals
11	Attack / Kill / Scare an important person (roll a **d6**: 1 - A powerful sorcerer; 2 - An influential noble; 3 - A famous (or infamous) warrior; 4 - A pirate king; 5 - A mystic monk; 6 - A cult leader).
12	Attack / Destroy / Damage a location (roll a **d6**: 1 - A strategic planet; 2 - An important enemy base; 3 - A profane temple; 4 - A space station; 5 - An entire parallel dimension; 6 -An entire city).
13	Attack / Destroy / Damage an object (roll a **d6**: 1 - A weapon; 2 - A starship; 3 - An ancient artifact; 4 - A computer; 5 - An energy crystal; 6 - A generator).
14	Attack / Eliminate / Incriminate an organization (roll a **d6**: 1 - A mercenary guild; 2 - A criminal guild; 3 - The Order of a Thousand Suns; 4 - The Barbaric Legions; 5 - A noble merchant house; 6 - An alien species).
15	Attack / Kill / Exterminate a perilous monster (roll a **d6**: 1 - A Cosmic Shark; 2 - A Void demon; 3 - A Great Devouring Worm; 4 - The creation of a Galactic Overlord; 5 - A failed scientific experiment gone awry; 6 - A monster from another dimension).
16	Attack / Destroy / Kill something supernatural (roll a **d6**: 1 - A Star God; 2 - A living sentient; 3 - A living energy; 4 - A sentient star; 5 - A psychic crystal; 6 - The God Machine).
21	Find / Rescue / Save an important person (roll a **d6**: 1 - A member of the Order of a Thousand Sun; 2 - A poor family of refugees; 3 - A lieutenant who betrayed a Galactic Overlord; 4 - A group of Freedom Fighters; 5 - A debtor who owes money to an influential individual; 6 - A group of slaves captured by the Galactic Overlords).
22	Find / Locate / Recover an important resource (roll a **d6**: 1 - A large energy crystal reserve; 2 - A planet full of combustible gases; 3 - A convoy of weapons going to the barracks of a Galactic Overlord; 4 - A planet full of natural resources, preserved; 5 - The convoy of food that was supposed to arrive yet disappeared; 6 - The medicine from a base that was stolen).
23	Find / Open Path / Retake an important location (roll a **d6**: 1 - A temple of the Order of the Thousand Suns; 2 - An old Empire base with powerful weapons; 3 - The legendary tomb of a Sorcerer of the Void; 4 - The Great Archive of the old Empire; 5 - The secret abode of the First Sorcerer; 6 - The secret Skull Prison).
24	Find / Recover / Uncover an important object (roll a **d6**: 1 - A Solar Blade; 2 - A powerful starship; 3 - A Void Crystal; 4 - The formula for a cure for a deadly disease, located within the laboratory of the old Empire; 5 - An Arcane Artifact; 6 - A technological marvel).
25	Find / Capture / Rescue an rare specimen (roll a **d6**: 1 - A rare bird of solar rays; 2 - primitive sentient species being killed by the Galactic Overlords; 3 - A sentient flower; 4 - A species of cosmic whale; 5 - A seed from the Tree of Life; 6 - A rare and valuable animal).
26	Find / Locate / collect arcane or supernatural ingredients (roll a **d6**: 1 - Dust of the Undead; 2 - The Prismatic Lotus; 3 - Stardust; 4 - The cosmic honey of the Space Bees; 5 - A fruit from the Tree of Life; 6 - The blood of the First Sorcerer).
31	Steal / Rob a valuable piece of technological artifact (roll a **d6**: 1 - A powerful weapon from the days of the Cleansing Wars; 2 - A holographic database from ancient times; 3 - An advanced engine for starships; 4 - A medical tank that can cure a deadly disease; 5 - A sphere of domination; 6 - A powerful cloaking device).
32	Steal / Rob / Take an arcane artifact (roll a **d6**: 1 - The Crimson Skull of Suffering; 2 - The Stellar Sword of Justice; 3 - The Mantle of Infinity; 4 - The Orb of the Everlasting Vigilance; 5 - The Seed of the Universe; 6 - The Guardian Crystal of the Undying).
33	Capture / Kidnap an important person (roll a **d6**: 1 - A Galactic Overlord; 2 - A knight of the Order of a Thousand Suns; 3 - A leader of the Barbaric Legions; 4 - The Undead Queen; 5 - A pirate king; 6 - The elder of a merchant noble house).
34	Capture / Imprison a powerful creature (roll a **d6**: 1 - A Cosmic Bee Queen; 2 - A Great Devouring Worm; 3 - A Void Devourer; 4 - A Cosmic Whale; 5 - A Crystal Behemoth; 6 - A Dark Sun Phoenix).
35	Steal / Extract important information (roll a **d6**: 1 - The location of strategic bases; 2 - The arcane formulas of powerful spells; 3 - The identity of a mysterious individual; 4 - The Location of factories of the old Empire; 5 - The coordinates to a dimensional portal; 6 - A map to a secret planet).
36	Capture / Steal something strange (roll a **d6**: 1 - A living energy entity; 2 - The life force of a dying world; 3 - The light of an exploding sun; 4 - The raw malevolence of the Void; 5 - The consciousness of a dying master of the Order of a Thousand Suns; 6 - The soul of a Void Demon).

d66	Adventure Goals
41	Guard / Protect / Save a community (roll a **d6**: 1 - A space pirate's haven in a neutral zone; 2 - The resistance base in a hostile sector; 3 - The slums on a megacity planet; 4 - The stranded workers of an abandoned cavernous world; 6 - A city on a world about to be destroyed).
42	Guard / Protect / Save a location (roll a **d6**: 1 - A former university from the time of the old Empire; 2 - The tomb of a Star God; 3 - The secret base of rebels; 4 - A temple of the Order of a Thousand Suns; 5 - An independent star port; 6 - A secluded moon).
43	Guard / Protect / Save an important person (roll a **d6**: 1 - An apprentice of the Order of a Thousand Suns; 2 - A Dark Sentinel; 3 - A member of a noble merchant house; 4 - A spy infiltrated within the forces of a Galactic Overlord; 5 - A Galactic Overlord; 6 - A leader of the Barbaric Legions).
44	Guard / Protect / Save a secret (roll a **d6**: 1 - The location of a resistance base; 2 - The whereabouts of a newborn Star God; 3 - A secret star path; 4 - The existence of the Tree of Life; 5 - The identity of a rebel fighter; 6 - The location of a temple of the Order of a Thousand Suns).
45	Guard / Protect / Save a powerful artifact (roll a **d6**: 1 - A Star Forge; 2 - The Tree of Life; 3 - The Living Crystal Oracle; 4 - A powerful shield from an ancient age; 5 - A chest containing evil spirits trying to escape; 6 - The Amulet of Reality Bending).
46	Guard / Protect / Save an organization (roll a **d6**: 1 - The Order of a Thousand Suns; 2 - The Blades of the Oppressed; 3 - The Dark Sentinels; 4 - The Pirates of the Blood Moon; 5 - The Monks of Eternal Light; 6 - The Eaters of Sorcery).
51	Explore / Discover / Open a new path (roll a **d6**: 1 - To the Outer Regions; 2 - To the Core of the Universe; 3 - To the Ghost sector; 4 - To the fortress of a Galactic Overlord; 5 - An ancient and preserved city from the time of the old Empire; 6 - To the center of the Void).
52	Explore / Discover / Map a new region (roll a **d6**: 1 - Hidden by sorcery; 2 - Beyond the Prismatic Nebula; 3 - Inside a dying planet; 4 - On another dimension; 5 - Inside the Void; 6 - Protected by a Galactic Overlord).
53	Explore / Discover / Uncover the ruins (roll a **d6**: 1 - Of a fabled city; 2 - Of the former capital of the old Empire; 3 - Of the stronghold of a fallen dynasty; 4 - Of a temple of the Order of a Thousand Suns; 5 - That is actually from the future; 6 - Buried under a volcano).
54	Research / Discover / Develop a new powerful ritual (roll a **d6**: 1 - To go back in time; 2 - To kill a Galactic Overlord; 3 - To awaken a Star God; 4 - To become a Star God; 5 - To resurrect a loved one; 6 - To become immortal).
55	Explore / Discover / Map a great structure (roll a **d6**: 1 - The Skull Prison; 2 - The Maze of the Dying Star; 3 - The Living Planet; 4 - The Hive of the Crimson Queen; 5 - The Moon of the Immortal Queen; 6 - The Consternation of the Thousand Headed God).
56	Discover / Solve a sinister secret (roll a **d6**: 1 - The creation of the universe; 2 - The creation of the Void; 3 - The destiny of the First Sorcerer; 4 - The identity of the Undead Queen; 5 - The weakness of a Galactic Overlord; 6 - The traitor in the council of the Barbaric Legions).
61	Survive / Escape from a starship wreck (roll a **d6**: 1 - With mysterious causes; 2 - In another dimension; 3 - Within an enemy's territory; 4 - On a deserted planet; 5 - In the Phantom Dimension; 6 - In the Unknown).
62	Survive / Escape from a prison (roll a **d6**: 1 - A Galactic Overlord's dungeon; 2 - A corporate secret prison; 3 - The Skull Prison; 4 - The Prison of Undeath; 5 - An ancient prison from an alien civilization; 6 - The Prismatic Maze of the Rainbow Wizard).
63	Survive / Escape the persecution of assassins (roll a **d6**: 1 - In service of a Galactic Overlord; 2 - Serving an evil cult; 3 - Sent by a crime lord; 4 - Hired by a former ally who became a traitor; 5 - Serving the corporations of the Freedalia Sector; 6 - Mistakenly targeting the characters).
64	Survive / Escape from a religious cult (roll a **d6**: 1 - Who wants to sacrifice them to their sinister god; 2 - Who believes the characters are the chosen ones; 3 - Who worship the inevitable death; 4 - Dedicated to eliminate the characters' race from existence; 5 - Serving a Galactic Overlord; 6 - Who saw the characters in a vision, killing their god).
65	Survive / Escape from a natural disaster (roll a **d6**: 1 - A supernova; 2 - A colossal meteor; 3 - A Cosmic Volcano; 4 - An exploding planet; 5 - A Black Hole opening up; 6 - A Cosmic Storm).
66	Survive / Escape from supernatural threat (roll a **d6**: 1 - The invasion of the Void; 2 - The Insatiable Devourer; 3 - The Great Devouring Worm Queen; 4 - The Living Nebula; 5 - A megalomaniacal energy being from another dimension; 6 - An insane Star God).

ADVENTURE LOCATIONS

Throughout an entire adventure, characters can come and go through many different places. However, there will be a few of them which are really central and important to the whole scenario. To help come up with interesting and exciting locations for the game's adventures, the **Overlord** can use the table below. Each entry suggests locations that can be further developed and adapted to many themes.

d66	Adventure's Locations
11	Inside a ruins (roll a **d6**: 1 - Of an deactivated space station; 2 - Of a great independent city-state from before the old Empire; 3 - Of the laboratory of the First Sorcerer; 4 - Of a military base of the old Empire; 5 - Of a corporation that dealt in biotechnology; 6 - Of the old Archives).
12	An abandoned base (roll a **d6**: 1 - Of the Undead Queen; 2 - Of the old Empire; 3 - From the time before the old Empire; 4 - Of a Galactic Overlord; 5 - Now occupied by zombies slaved by a sentient fungus; 6 - Of an insectoid race ravaging the frontier worlds).
13	A starship (roll a **d6**: 1 - Of unknown design and origin; 2 - Attacked by a horde of Voiders; 3 - Infected by a crazy computer virus; 4 - Haunted by the spirits of the ones who died there; 5 - Designed to be a powerful weapon; 6 - About to explore).
14	An industrial complex (roll a **d6**: 1 - That produces warbots for the old Empire; 2 - That has been occupied by chaotic cosmic wasps; 3 - Controlled by an AI gone awry; 4 - Now used as a base of smugglers; 5 - That has been contaminated with radiation; 6 - That is contaminated with a sorcerous disease).
15	Isolated planet (roll a **d6**: 1 - With an advanced society of peaceful aliens; 2 - Where the Galactic Overlords exile those they cannot kill; 3 - Where an irrational alien species is spreading their domain; 4 - Where a secret group of rebels are assembling; 5 - Where a Dark Sentinel came to meditate on their next actions; 6 - Where the heart of a Star God was entombed).
16	Deserted planet (roll a **d6**: 1 - Where the inhabitants are actually invisible; 2 - With a thriving cannibal society living underground; 3 - Where an ancient evil was imprisoned; 4 - Where a powerful sorcerer has sought shelter from their own consciousness; 5 - Where a group of survivors crashed their starship; 6 - Wherein lives a sentient fungus).
21	Unknown planet (roll a **d6**: 1 - Hidden by the powerful sorcery of a cosmic wizard; 2 - That has appeared out of nowhere; 3 - Which was summoned from another dimension; 4 - Which was erased from all databases after the Cleansing Wars; 5 - Just discovered by the Barbaric Legions; 6 - To which a secret map leads).
22	An illegal spaceport (roll a **d6**: 1 - Used by criminals from all over the universe; 2 - Used by an unorganized group of rebels; 3 - Of smugglers who sell weapons; 4 - Where the noble houses of the Freedalia Sector sell information; 5 - Where servants of a Galactic Overlord sell privileges for those who can pay for them; 6 - Where the Barbaric Legions recruit Freedom Fighters).
23	Cave inside of a planet (roll a **d6**: 1 - Inhabited by xenophobic albino people; 2 - Where a great base of the old Empire has been constructed; 3 - Where a race of primitive insects with a hive mind live; 4 - Entirely formed by great worms; 5 - Composed of sentient psychic crystals; 6 - That changes its shape constantly).
24	Noble district of a city (roll a **d6**: 1 - Where anyone without proper identification is instantly disintegrated; 2 - Where a great slaver ring is set up to appease the nobles' whims; 3 - Where a secret war is going on; 4 - Where a powerful psychic monster is mind controlling everyone; 5 - Where nobles spend their days in the stupor of rare lotus leaves; 6 - Where a rebel cell is preparing an assault).
25	Ancient temple (roll a **d6**: 1 - Dedicated to a forgotten Star God; 2 - Dedicated to a Galactic Overlord; 3 - From the time before the old Empire; 4 - Dedicated to an ancient elder god of chaos; 5 - That came from another plane; 6 - Desecrated by Voiders).
26	Crime lord's headquarters (roll a **d6**: 1 - Where they train their most deadly assassins; 2 - Where they live in debauchery; 3 - Where they execute those who wrong them; 4 - Where their employees pay their share of profits; 5 - Inside the capital ship of a Galactic Overlord; 6 - Hidden in the Ghost Sector).

d66	Adventure's Locations
31	Galactic Overlord's palace (roll a **d6**: 1 - Made of pure obsidian; 2 - Protected by deadly sorcery wards; 3 - Where an eternal orgy takes place; 4 - Made of solidified blood; 5 - Where the many clones of the Galactic Overlord are kept; 6 - Where they keep their most precious artifacts and relics).
32	Galactic Overlord's fortress (roll a **d6**: 1 - With many sorcerous defenses; 2 - Guarded by Void Demons; 3 - Hidden inside the Void; 4 - Where their powers are enhanced; 5 - Where a portal artifact is hidden; 6 - Where only those of their choosing may enter).
33	Resistance's bunker (roll a **d6**: 1 - Surrounded by enemy forces; 2 - Buried beneath the debris of the Cleansing Wars; 3 - Where a terrible beast was imprisoned; 4 - Chock full of weapons and resources; 5 - Where survivors of the old Empire still love; 6 - Now inhabited by insane degenerates).
34	In the slums of a megacity (roll a **d6**: 1 - Ruled by an amorphous gigantic fungus with psychic powers; 2 - Where a terrible plague is killing hundreds of individuals; 3 - Where savage gangs are fighting for territory; 4 - From where the servants of the Galactic Overlord take sacrifices; 5 - Where a new drug is enslaving the minds of hundreds of individuals; 6 - Where radioactive junk is dumped every day).
35	In the sewers of an industrial world (roll a **d6**: 1 - Where a race of xenophobic mutants live; 2 - Where a group of spies steal corporate secrets to sell; 3 - Where a secret citadel of refugees was constructed back in the days of the Cleansing Wars; 4 -Where the rejected robots which were produced formed a society; 5 - Which has been abandoned after a worker's revolution; 6 - Now occupied by Void Spiders).
36	In a corporate building (roll a **d6**: 1 - Where they are developing android assassins; 2 - Where slaves are forced to work in the basement; 3 - Atop a spiraling mountain; 4 - Guarded by cyborg worms; 5 - That is acutely under the control of an alien entity from another dimension; 6 - Which produces weapons and other devices for the Galactic Overlords).
41	Inside a black hole (roll a **d6**: 1 - That is pulling an entire space station into its depths; 2 - That takes whomever are pulled inside it to another dimension; 3 - The biggest one ever created; 4 - Created by sorcery; 5 - About to swallow an entire inhabited planet; 6 - Controlled by an ancient artifact).
42	A gas giant (roll a **d6**: 1 - With a toxic atmosphere; 2 - Which has its gases harvested to be used as fuel; 3 - With glamorous cloud cities used as luxury resorts by the noble merchants of the Freedalia Sector; 4 - Where gigantic flying beasts that can eat entire starships fly in search of food; 5 - With a very strong gravitational force; 6 - That produces illusions and hallucinations in the minds of those breathing its atmosphere.
43	A world a war (roll a **d6**: 1 - With two faction of its inhabitants battling for control of its few resources; 2 - With the population struggling to survive as the forces of two Galactic Overlords clash; 3 - With a group of desperate rebels attacking a Galactic Overlord's troops and bases; 4 - As the natives refuse to accept the new inhabitants that have just constructed a small fortification in the wild; 5 - Where the inhabitants fight savage monsters that seem hell bent on exterminating them; 6 - Between two corporations fighting for the valuable resources of the planet).
44	A dying sun (roll a **d6**: 1 - Where a secret citadel has been constructed at its core; 2 - About to explode and exterminate life all around it; 3 - From where a sorcerer is draining its energy; 4 - To which the life of an old Star God is linked; 5 - Where a great temple dedicated to the Void is being constructed; 6 - From where strange and violent fire aliens hail).
45	A space pirate's den (roll a **d6**: 1 - Hidden in a mirrored moon; 2 - Inside a volcanic world; 3 - Full of treasures stolen from nearby planets; 4 - Famous for their cruelty; 5 - Guarded by trained mutant hounds; 6 - Supported by a nearby Galactic Overlord).
46	A casino (roll a **d6**: 1 - Frequented by servants of the Galactic Overlord; 2 - Where the lives of thousands are used as currency at the gambling tables; 3 - Where rich individuals from the Freedalia Sector come to gamble; 4 - Used as the face for a rebellious group undermining the domain of a Galactic Overlord; 5 - Where any vice can be satiated; 6 - Owned by a vicious Crime Lord).

d66	Adventure's Locations
51	A swamp covered world (roll a **d6**: 1 - With acid pools that dissolve the flesh of living beings in a few seconds; 2 - Ruled by a sentient giant serpent capable of using sorcerous powers; 3 - Where a race of amphibious humanoids are enslaved to collect herbs to be used to produce powerful drugs; 4 - With a toxic atmosphere; 5 - Inhabited by savage mutants; 6 - Where a tower of bones is constructed).
52	A savage world (roll a **d6**: 1 - With powerful and ferocious dinosaurs; 2 - With very few natural resources; 3 - Inhabited by cannibals with a militaristic culture; 4 - Which hides the ruins of an advanced civilization of the past; 5 - With various tribes that fight each other for insignificant slights; 6 - Where life and death is a matter of what color of clothing one is wearing).
53	A world made of shadows (roll a **d6**: 1 - Where many sorcerers come to learn from an entity from the Void; 2 - With a citadel made of jade and obsidian; 3 - Inhabited by the undead soldiers of the Undead Queen; 4 - With the ghosts of the dead; 5 - Where a corrupted Star God dwells; 6 - Where a Dark Sentinel trains for the upcoming battle).
54	A crystal covered world (roll a **d6**: 1 - That has its own sentience; 2 - That feeds on the fear of those on its surface; 3 - Where the memories of an immemorial race were stored; 4 - Where a race of psychic manipulative people lives; 5 - From where the Galactic Overlords extract energy; 6 - With thousands of tunnels and caverns underneath).
55	A parallel dimension (roll a **d6**: 1 - Where the Empire won the Cleansing Wars and now sorcery is punishable with death; 2 - Where dragons rule the universe with fear and brutality; 3 - Where the Void has completely overtaken the universe; 4 - Where life has become extinct as the result of a great cataclysm; 5 - From where a warring race of sentient insects are coming to dominate our universe; 6 - To where refugees have fled).
56	A world being swollen by the Void (roll a **d6**: 1 - Where the servants of a Galactic Overlord constructed a cruel prison; 2 - Where a temple of the Order of a Thousand Suns has been constructed; 3 - Where hundreds of sentients have been tied up and offered as a sacrifice to the Void; 4 - Where a great treasure is hidden; 5 - Where a great server containing valuable information that could be used against the Galactic Overlords is located; 6 - With entire cities abandoned by the upper classes, and with the lower classes in complete despair).
61	Inside the universe's core (roll a **d6**: 1 - Between three radiant suns; 2 - On a hidden planet; 3 - Inside an iridescent nebula of radiation; 4 - At the tomb of a Star God; 5 - At the first temple of the Order of a Thousand Suns; 6 - At the point from where all the universes spawned).
62	In an asteroid field (roll a **d6**: 1 - Made of a hot black stone that carries a lot of energy; 2 - Composed of stones that were once an ancient temple dedicated to an elder god; 3 - Where many come to mine precious minerals from the stones; 4 - That moves in strange patterns as if they are spelling out some sort of code; 5 - Blocking the way to a secret base; 6 - Where the wreckage of starships makes the travel even more difficult).
63	Inside a computer's virtual reality (roll a **d6**: 1 - Where important information can be found; 2 - Now dominated by a sentient computer virus; 3 - Dominated by cyber-sorcerers; 4 - Where the computer is the supreme leader of a dictatorship; 5 - That mirror the universe's reality but with some disturbing modifications; 6 - That makes those inside it never want to leave).
64	Inside the body of a fallen Star God (roll a **d6**: 1 - Who still has a pulsating heart; 2 - Is being eaten by cosmic maggots; 3 - Now used as a temple to the same god; 4 - Being harvested to fuel sorcerous experiments; 5 - That talks telepathically with those he deems worthy; 6 - That is slowly regenerating).
65	In a mysterious location in the Prismatic Nebula (roll a **d6**: 1 - Where three dimensional horrors have merged into a single monstrosity; 2 - Where a recent portal opened up, leading to a wild and virgin universe waiting to be discovered; 3 - Where a great chaotic citadel of Voiders sacrifice thousands of victims to an entity of the Void; 4 - From where mirror beings are coming and taking the place of individuals they kill; 5 - A temple dedicated to the multidimensional god; 6 - Where a great cavernous planet holds passage to many places and times).
66	Roll again and combine both results.

ADVENTURE ANTAGONISTS

Nothing motivates a group of adventurers more than a good villain. In a single adventure, characters will probably have just one or two major main opponents, who they will try to stop, or who will try to stop them. Other opponents might be swayed to the character's side, but these will usually be behind them all. The table below can be used by the Overlord to randomly create a main antagonist for an adventure or even an entire campaign.

d66	Adventure's Antagonists
11	A Crime Lord (roll a **d6**: 1 - Who controls the commerce of organs in this sector; 2 - With a lot of favors to cash in with the local government; 3 - Who is allied with a nearby Galactic Overlord; 4 - Famous for their love of cats; 5 - Infamous for their passion for dismemberment; 6 - Who runs a ring of slave gladiators).
12	A sorcerer (roll a **d6**: 1 - Who feeds on the fear of their enemies; 2 - Planning to ascend to godhood; 3 - Capable of dominating the minds of all those within their domain; 4 - That has divided their soul into seven pieces to become immortal; 5 - With xenophobic beliefs; 6 - Who feeds on the dreams of others and kills them in their sleep).
13	A powerful commander (roll a **d6**: 1 - Who is recruiting a colossal army to exterminate an enemy species; 2 - Obsessed with power; 3 - Who does not take prisoners; 4 - Who invented a devastating weapon; 5 - Who controls a force of murderous cyborg mutants; 6 - Who is paranoid and is pursuing enemies that are not there).
14	A space pirate (roll a **d6**: 1 - Famous for making prisoners walk the plank into the vacuum; 2 - With a savage and sadistic crew; 3 - Obsessively searching for a legendary treasure; 4 - Infamous for their habit of skinning their enemies; 5 - Who sells prisoners to the Galactic Overlord; 6 - Fleeing from the forces of the Undead Queen).
15	An influential noble (roll a **d6**: 1 - Who abuses their power to exploit the common folk; 2 - Determined to please the local Galactic Overlord; 3 - With an addiction to powerful hallucinating drugs; 4 - With a sadistic servant dedicated to please them; 5 - Addicted to the pleasures of the flesh; 6 - infuriated by a non-reciprocated passion).
16	A powerful merchant (roll a **d6**: 1 - That sells slaves to the Galactic Overlords; 2 - Who orders their competition killed; 3 - Selling weapons to criminals; 4 - Who controls all the commerce in the sector; 5 - That is actually the leader of a Void cult; 6 - Obsessed with making others fear and respect them).
21	A religious fanatic (roll a **d6**: 1 - Who worships a fallen Star God; 2 - Who receives visions from the Void; 3 - Who worships a dimensional devourer from another reality; 4 - Determined to resurrect a dead god; 5 - Looking for an ancient artifact; 6 - Preparing a great sacrifice).
22	A cruel assassin (roll a **d6**: 1 - Hired by an old enemy; 2 - Who can assume the appearance of anyone he kills; 3 - Specialized in the use of poisons; 4 - Who kills for pleasure; 5 - Trying to appease the god of death; 6 - Killing anyone who lies).
23	A battleship (roll a **d6**: 1 - Controlled by incorporeal aliens bent on exterminating all other beings; 2 - With an AI that has gone rogue; 3 - Possessed by the soul of a defeated Galactic Overlord; 4 - Infected by a computer virus; 5 - Controlled by a group of terrorists; 6 - Under the command of the God Machine).
24	An autonomous robot (roll a **d6**: 1 - Determined to show those flesh bags who is really superior; 2 - Fueled by blood and fond of making humans bleed; 3 - With sorcerous powers; 4 - With the brain of a deranged criminal from the time of the old Empire; 5 - With special powers given by the God Machine; 6 - Created by a Galactic Overlord as the perfect soldier).
25	A merchant guild (roll a **d6**: 1 - Which sells mind shattering drugs; 2 - Which extorts protection money from rivals; 3 - Which serves as the face of a religious cult; 4 - Which is in fact controlled by a Galactic Overlord; 5 - Which abuses its workers and kills those who cause problems; 6 - Which sells weapons to both sides of a bloody war).

d66	Adventure's Antagonists
26	A strange cult (roll a **d6**: 1 - Whose members transform into terrible beasts that feast on the blood of innocents; 2 - Which have rituals involving orgies and sacrifices of still beating hearts; 3 - Lead by an undead sorcerer bent on taking the place of a Galactic Overlord; 4 - Which believes they are the chosen ones and will survive the inevitable upcoming apocalypse; 5 - Who worship a broken computer; 6 - Whose members suffer brainwashing to believe they are given blessings by an elder god).
31	Bloodthirsty criminals (roll a **d6**: 1 - Who have just escaped Skull Prison; 2 - Who steal the body parts of their victims to improve their own bodies; 3 - With powerful psychic powers; 4 - Who are sponsored by a Noble House of the Freedalia Sector; 5 - Who would do anything for the proper amount of Credits; 6 - Doing the dirty work of a Galactic Overlord).
32	Punishers of a Galactic Overlord (roll a **d6**: 1 - Acting against their master's orders; 2 - Trying to impress their Galactic Overlord; 3 - Searching for a powerful artifact; 4 - Made of two sorcerers melded together by cybernetics; 5 - Trying to gather enough victims to perform a great sacrifice and become a Galactic Overlord themself; 6 - Punishing an entire planet because of a single individual who pissed them off).
33	A clan of bounty hunters (roll a **d6**: 1 - Who kill people for sport; 2 - Working for an old enemy of the PCs; 3 - Violently searching for traitors of a local dictatorship; 4 - With very little concern for innocent casualties; 5 - With an internal dispute of power; 6 - Looking for an innocent men incriminated by a Crime Lord).
34	A group of rebels (roll a **d6**: 1 - That will do anything to exact their revenge against a local leader; 2 - That have been misled by false propaganda spread by a servant of the local Galactic Overlord; 3 - That has resorted to Void sorcery to fight the Galactic Overlord's forces and have been corrupted in doing so; 4 - Who sees anyone outside of their movement as traitors; 5 - With the wrong intel, attacking the wrong targets; 6 - Driven insane by the spell of a Void sorcerer).
35	The crew of a rival starship (roll a **d6**: 1 - That is actually composed of clones of the PCs; 2 - Who would do anything to surpass the PCs' deeds; 3 - That has allied themselves with a sadistic Crime Lord; 4 - Hired to prevent the PCs to achieve their goal; 5 - Working for a Galactic Overlord; 6 - Who would do anything for the right amount of Credits).
36	A corrupt bureaucrat (roll a **d6**: 1 - Who cares little for the suffering of others as long as they receive their share of the profits; 2 - Who revels in debauchery and carnal pleasures; 3 - Who is selling the lives of the location's inhabitants; 4 - Who is a member of a Void cult; 5 - That is actually a psychic vampire feeding on their inferiors; 6 - Extorting the population under the pressure of violence).
41	A greedy smuggler (roll a **d6**: 1 - Who steals resources from poor communities by force; 2 - Bringing slaves for the local Galactic Overlord; 3 - In possession of a deadly amount of radioactive material; 4 - Employing a bloodthirsty group of mercenaries; 5 - Who transports deadly poison to a mad scientist; 6 - Who killed and has taken the place of a former ally of the PCs).
42	A drug dealer (roll a **d6**: 1 - Who sells mind weakening drugs so the Galactic Overlords have an easier time controlling the population; 2 - Addicted to their own merchandise; 3 - Who collects their debts with ultraviolence; 4 - Who sells drugs to improve the sorcerous powers of the Galactic Overlords; 5 - Who produces their merchandise from the powdered brains of a rare species; 6 - Who kills anyone who looks at their face).
43	A group of terrorists (roll a **d6**: 1 - Who has bombed the wrong locations; 2 - Controlled by a fanatic cult leader; 3 - Who use an ancient arcane artifact to summon a Void Devourer to attack their targets; 4 - Misled to believe they are attacking the Galactic Overlord's forces while they are not; 5 - Under the influence of a psychic monster from another dimension; 6 - Under the control of a Galactic Overlord).
44	An order of mercenaries (roll a **d6**: 1 - Who was hired to kill an important figure; 2 - Who revels in wanton destruction; 3 - Specialized in capturing rebels and those who oppose the Galactic Overlords; 4 - Who collect debts in the form of blood; 5 - Who kill anyone that stands in the way of their objectives; 6 - Without any qualms about using their most lethal armaments).
45	A savage creature (roll a **d6**: 1 - Which has been infuriated by the invasion of its territory; 2 - Which was summoned by sorcerer apprentice; 3 - Which was awoken from a deep and ancient slumber; 4 - Which devours living creatures with a sadistic appetite; 5 - Which is being controlled by a Void entity; 6 - That's only one of the many to come).

d66	Adventure's Antagonists
46	Void demons (roll a **d6**: 1 - Who are tricking powerful individuals to fight each other; 2 - Who are the embodiment of hatred; 3 - Who demand a great sacrifice of hundreds of lives; 4 - Who cannot be slain by mortal weapons; 5 - Who seduce mortals by their mere glimpse; 6 - Who possess the bodies of mortals and are always changing their host).
51	A Galactic Overlord (roll a **d6**: 1 - Bent on conquering new territory; 2 - Who has allied themself with a Crime Lord; 3 - About to perform a new ritual to improve their powers; 4 - Who has absorbed the power of an entire sun; 5 - Seeking a lost artifact of the First Sorcerer; 6 - Exacting revenge from the population after a rebel attack).
52	A Great Devouring Worm (roll a **d6**: 1 - That has been possessed by the spirit of the First Sorcerer; 2 - Which has become sentient; 3 - About to lay eggs; 4 - Cursed to feed forever without ever being satisfied; 5 - Eating all it can before hibernating; 6 - Who devoured an entire inhabited moon.
53	A Barbaric Legions' traitor (roll a **d6**: 1 - Who sold the location of a rebel base to a Galactic Overlord; 2 - Who was seduced by a depraved Void demon; 3 - Who was corrupted as he learned sorcery; 4 - Who was dominated by the soul of a fallen enemy of the Barbaric Legions; 5 - Who is secretly the leader of a Void cult; 6 - Who was incriminated by a spy working for the Undead Queen).
54	An unknown alien species (roll a **d6**: 1 - Who must occupy other species' bodies to survive; 2 - Who came from another dimension, fleeing a powerful nemesis; 3 - Which possesses a hive mind and a sense of superiority and disdain for others sentients; 4 - Who can take on the appearance of other sentients after consuming their brain; 5 - Of irrational savages who kill other beings as itis the only thing they can do well; 6 - Created by the First Sorcerer to take over the universe as the perfect race).
55	A local warlord (roll a **d6**: 1 - With the desire to take the place of a Galactic Overlord; 2 - Who wages war over the most petty reasons; 3 - Who became insane after finding an ancient artifact; 4 - Who serves a Galactic Overlord without question; 5 - Who found a secret weapon from the time of the Cleansing Wars; 6 - Obsessed over the love of an individual who isn't interested).
56	Undead monster (roll a **d6**: 1 - Who was resurrected by a sinister cult; 2 - Created by the Undead Queen to spread a powerful plague; 3 - Who controls powerful sorcery; 4 - Who turns those killed by it into other undead; 5 - Capable of draining the life force of beings around it; 6 - Who hates the living for existing).
61	A failed sorcerous experiment (roll a **d6**: 1 - Which created a ravenous monster with the collective powers of several creatures; 2 - Which now mind controls the sorcerer who created it; 3 - Which caused thousands of individuals to have their bodies taken over by Void entities; 4 - That opened a portal to the depths of the Void; 5 - Which resurrected and corrupted a Star God; 6 - That keeps growing and growing as it eats everything in its path).
62	A great ancient evil let loose (roll a **d6**: 1 - The anguish of millions of lives lost when a planet was destroyed during the Cleansing Wars, which has taken physical form; 2 - The seventh son of the seventh son of the First Sorcerer; 3 - When miners working in the Freedalia Sector were forced to dig into the Taboo Mountains; 4 - And took over the minds of thousands of individuals; 5 - Which is now gathering its own army to forge a domain of its own; 6 - Which originated from another reality).
63	An extra dimensional entity (roll a **d6**: 1 - Trying to transform this reality to better please it; 2 - Who thinks of every sentient species of this universe as little more than animals; 3 - Who was chased out of its reality; 4 - Which has consumed everything in its dimension but is still hungry for more; 5 - Who delights in pitting individuals who were once allies against one another; 6 - Who can't be killed by anything from this reality).
64	A powerful sentient virus (roll a **d6**: 1 - Who transform those infected by it into zombies; 2 - Which kills those infected within days; 3 - Which is actually a race of microscopic beings bent on exterminating all their competition; 4 - Which has taken over the mind of an influential
65	A member of the Order of a Thousand Suns (roll a **d6**: 1 - Who has become a fanatic; 2 - Who is being deceived by a Void demon who took the appearance of a former master; 3 - Who became insane after losing all their apprentices in a battle against a Galactic Overlord; 4 - Who believes the solution to saving the universe is extinguishing sentient life; 5 - Who is in fact a doppelgänger of a true member of the order; 6 - Who never really wanted to join the order and now sees the error of their ways).
66	A crazy scientist (roll a **d6**: 1 - Who wants to test their newest weapon; 2 - Who has created a group of assassins with powerful mutations; 3 - Who believes they are doing it all for the greater good; 4 - Who is working for a Galactic Overlord; 5 - Determined to find the research and devices from an infamous scientist who worked with the First Sorcerer; 6 - Who can become a terrible and powerful creature if irritated).

ADVENTURE'S SUPPORTING CAST

Besides the characters and the main antagonist, there may be other important individuals or organizations that can interfere with the players' objectives. These individuals are not initially opposed to or aligned with the player characters, but they can they can help or hinder the players depending on how the party interacts with them. The **Overlord** can use the table below to generate a couple of supporting characters that can participate in the adventure scenario.

d66	Adventure's Supporting Cast
11	An information trader (roll a **d6**: 1 - Who has some information related to the PCs' objective; 2 - Who sold information regarding the PCs to an unknown buyer; 3 - Who might know something related to a PC's past; 4 - Being pursued by agents of a Galactic Overlord; 5 - That seems really interested in knowing more about one of the PCs; 6 - Who seems to be always in the wrong place at the wrong time).
12	A conman (roll a **d6**: 1 - Who once tricked a PC into losing a lot of Credits; 2 - Who has deceived a whole community that they are someone they are not; 3 - Who is being hunted down by an angry victim; 4 - Who is looking for an escape route; 5 - Who is impersonating an ally of the PCs; 6 - Desperately looking for a way to get some Credits).
13	A noble mercenary (roll a **d6**: 1 - Who is rethinking their role in all that is happening; 2 - Hired to arrest the characters; 3 - Who wants to be left alone; 4 - Who has been deceived by their last employer; 5 - Who has been incriminated by a Crime Lord; 6 - Trying to find their target).
14	A space pirate (roll a **d6**: 1 - Infuriated after finding out someone stole their hidden treasure; 2 - Wanted for crimes in another sector; 3 - Who possesses an important object the characters will need; 4 - Looking for crew members for their next "job"; 5 - Hunting their old enemy that is hidden nearby; 6 - Who has run out of fuel).
15	A sorcerer (roll a **d6**: 1 - Looking for a lost spell book rumored to be nearby; 2 - Whose soul has been stolen by a Void demon; 3 - Meditating to achieve a spiritual state; 4 - Waiting for the right time to perform a ritual; 5 - Exiled by their own people; 6 - Accused of a crime he did not commit).
16	A member of the Order of a Thousand Suns (roll a **d6**: 1 - Looking for a forgotten temple of the order; 2 - Looking for the chosen one; 3 - Who is hiding from the servants of a Galactic Overlord; 4 - Looking for a Dark Sentinel for help; 5 - Teaching an apprentice; 6 - Trying to build their own Solar Blade).
21	A scientist (roll a **d6**: 1 - Studying the local wild population; 2 - Trying to create life with sorcery and technology; 3 - Who was attacked for being considered heretical; 4 - Contaminated by a virus of their own creation; 5 - Trying to reverse the effects of a sorcerous curse with technology; 6 - Selling old technological scrap).
22	A bounty hunter (roll a **d6**: 1 - Looking for a criminal that looks just like one of the PCs; 2 - Who has been betrayed by their former companion; 3 - Now being hunted themself; 4 - Who has lost their memory and has information that could be useful to the PCs; 5 - Who has just retired; 6 - Who has been hired to apprehend an ally of the PCs).
23	A lost traveler (roll a **d6**: 1 - Who has been attacked by space pirates; 2 - Who came from another time and place; 3 - Whose starship has mysteriously malfunctioned; 4 - Who unknowingly carries a very powerful and perilous arcane artifact; 5 - Who desperately seeks to get back home to help their family; 6 - Who was fleeing from the servants of a Galactic Overlord).
24	A fleeing slave (roll a **d6**: 1 - Who stole its former master's most precious treasure; 2 - Who wants to get back to their family; 3 - Planning to free their former companions; 4 - Who killed their master and is now fleeing the authorities; 5 - Being tracked down so he can lead the authorities to more rebels; 6 - Who has become a local Crime Lord).
25	An autonomous robot (roll a **d6**: 1 - Who thinks they are superior to any living being; 2 - With a deadly explosive mounted inside it; 3 - Infected by a virus from the God Machine; 4 - Programming other robots to become autonomous; 5 - Trying to find its maker; 6 - Who seeks to understand the concept of love).

d66	Adventure's Supporting Cast
26	A bureaucrat (roll a **d6**: 1 - Who helps those in need when no one is watching; 2 - Who warns rebels of incoming attacks; 3 - Who looks the other way when they can; 4 - Who sells favors for those with enough Credits; 5 - Who is hiding an embarrassing secret; 6 - Who actually hates their job).
31	A Galactic Overlord's soldier with other goals (roll a **d6**: 1 - Travel the universe; 2 - Who wants to bargain with other authorities for more power; 3 - Who is starting to doubt their actions after a brutal attack; 4 - Looking for a way to leave the ranks of their companions; 5 - Who has lost their family to the Galactic Overlord's sorcerous powers; 6 - Who abuses their position to get things done).
32	A former criminal (roll a **d6**: 1 - Who once knew how to open any safe; 2 - Who was famous for their sharpshooter's accuracy; 3 - Trying to get back into the life of crime; 4 - Who is being hunt down for crimes he didn't commit; 5 - Who has hid an artifact which can be used in the PCs' current mission; 6 - Who wants to do one last heist before finally retiring).
33	A counselor of the Barbaric Legions (roll a **d6**: 1 - Trying to find a loved one who has gone missing; 2 - Who was incriminated by a spy in the service of a Galactic Overlord; 3 - Who has been corrupted by sorcery; 4 - Whose son betrayed the regime; 5 - Who has a personality disorder and sometimes assumes the personality of a Void sorcerer; 6 - Looking for a rebel cell to make contact with).
34	A hermit living in solitude (roll a **d6**: 1 - Who can see and talk to spirits; 2 - Who can divide themself into multiple copies; 3 - Who has psychic powers they can't entirely control; 4 - Who can project their astral body anywhere; 5 - Who is actually guarding a great evil; 6 - Who hides a terrible secret).
35	Wanted criminals (roll a **d6**: 1 - Who are actually innocent; 2 - Who can be useful to the PCs; 3 - Whose starship is being tracked; 4 - Who are wreaking havoc in the area; 5 - Who know exactly the person the PCs need to talk to; 6 - Who own this area).
36	An individual running from their problems (roll a **d6**: 1 - Who has abandoned their family; 2 - Who owes a lot of money to some very bad people; 3 - Who is being hunted down by a Void demon; 4 - Who is easily dominated by their rage; 5 - Who is almost afraid of their own shadow; 6 - Whose nightmares are capable of physically manifesting themselves).
41	A local noble (roll a **d6**: 1 - Who opposes the domain of the Galactic Overlords; 2 - Who indulges themself in simple pleasures every opportunity he gets; 3 - Who is actually an undead sorcerer who took the place of the real noble; 4 - Who is hiding from a Crime Lord; 5 - Whose fortune has been completely stolen; 6 - Who, unknowingly, has a powerful device in their personal collection).
42	A starship captain (roll a **d6**: 1 - Whose crew has suddenly disappeared; 2 - Whose ship contains a strange device that attracts Void creatures; 3 - Who has had their starship stolen by a local bandit; 4 - Who is searching for a legendary treasure hoard in a nearby location; 5 - Who is waiting for a contact to get a job; 6 - Who has been working for a Crime Lord for a while and wants out).
43	A leader of an influential guild (roll a **d6**: 1 - Who is using their influence to get favors from other powerful individuals; 2 - Who is hiding a terrible secret; 3 - Who has exactly what the PCs are looking for, and can sell it; 4 - Who needs a favor from the PCs; 5 - Who is a rival of the adventure's antagonist; 6 - Trying to find a valuable resource nearby).
44	A well known smuggler (roll a **d6**: 1 - Who has infuriated many factions that have forces near the location; 2 - Transporting a very valuable but dangerous device to sell to an unknown buyer; 3 - Trying to acquire a crate of illegal weapons to sell to some rebels in another sector; 4 - Trying to outrun the local authorities; 5 - Trying to identify an ancient artifact they have found in their travels; 6 - Who is known for never having lost a single cargo to the Galactic Overlords' forces).
45	A former general of the Cleansing Wars (roll a **d6**: 1 - Whose tactics could be very useful in an upcoming conflict; 2 - Looking for a legendary weapon which could have turned the tide of war; 3 - Who has isolated themself after a humiliating defeat; 4 - Whose former soldiers still admire and worship them; 5 - Whose spirit still inhabits the place of their death; 6 - Who has become a local Crime Lord).
46	A mentalist (roll a **d6**: 1 - Who makes everyone around serve them without question; 2 - Who cannot properly control their powers yet; 3 - Who believes they are cursed; 4 - Who is hunted down as if they were a Void sorcerer; 5 - Who is being sought by servants of the local Galactic Overlord; 6 - Who wants to join the Order of a Thousand Suns).

d66	Adventure's Supporting Cast
51	An executive of a powerful corporation (roll a **d6**: 1 - With a fondness for antiquities; 2 - Who has their own dark operations under the rug; 3 - Who deals with ancient artifacts on the side; 4 - Who has a ring of arena fighting underneath their main building; 5 - Who knows every big shot around; 6 - Who controls the commerce of slaves in the sector).
52	A religious group (roll a **d6**: 1 - Who serve as judges in the location; 2 - Who guard sacred scriptures which might contain important information; 3 -Dedicated to a false god; 4 - Who opposes the Galactic Overlord of the sector; 5 - Trying to awaken their sleeping god; 6 - Who tries to make the PCs join the cult).
53	Another ship's crew (roll a **d6**: 1 - Who will try to steal any valuable object they see; 2 - Who are searching for their captain; 3 - Who are being hunted by bounty hunters; 4 - Whose starship was apprehended by local authorities; 5 - Who are disappearing one by one; 6 - Who was hired to spy on the PCS).
54	An individual used as a guinea pig (roll a **d6**: 1 - Who was transformed into an energy living being; 2 - Who now keeps diving themself into many copies; 3 - And now cannot return to their home planet; 4 - And now is slowly becoming a mutant; 5 - And now possesses powers beyond their control; 6 - And who has just escaped captivity).
55	A group of treasure hunters (roll a **d6**: 1 - Who is spending some hard earned Credits; 2 - Following a treasure map from ancient times; 3 - Looking for a fabled city rumored to exist somewhere nearby; 4 - Who had their treasure confiscated by local authorities; 5 - That is almost out of Credits; 6 - Which owes a lot of money to corporations in the Freedalia Sector).
56	Isolated savages (roll a **d6**: 1 - Who are very spiritualized; 2 - Who are afraid of other sentients; 3 - Who have domesticated very powerful creatures; 4 - Who were once a very evolved race of enlightened beings; 5 - Who unknowingly built their community above a great underground complex; 6 - Who are enemies of an enemy of the PCs).
61	Individuals running away from their world (roll a **d6**: 1 - Which is being attacked by the Undead Queen's soldiers; 2 - Which is being infected by a powerful Void virus; 3 - Which is slowly being pulled into the Void; 4 - Which is being eaten by a Great Devouring Worm; 5 - Persecuted by the local government; 6 - After stealing valuables from the local authority's personal treasury).
62	A spy (roll a **d6**: 1 - Working for the local rebel cell; 2 - Working for a rival Galactic Overlord; 3 - Trying to get information about the PCs; 4 - Trying to locate rebel cells; 5 - Working for a Crime Lord; 6 - Trying to get information on the local authorities for the Barbaric Legions).
63	An individual with a price on its head (roll a **d6**: 1 - For sleeping with a powerful Crime Lord's spouse; 2 - For meddling with the Forces of the Void; 3 - For stealing from the local authorities; 4 - For deceiving a powerful Crime Lord; 5 - For betraying a Galactic Overlord; 6 - Who pretends to be other people to escape persecution).
64	An employee of a Crime Lord (roll a **d6**: 1 - Operating beyond their boss's domain; 2 - Looking for new employees; 3 - Searching for an enemy that has fled this way; 4 - Selling their boss' secrets; 5 - Who stole from their own boss; 6 - Looking for the PCs).
65	An explorer (roll a **d6**: 1 - Looking to book quick passage through a nearby galaxy; 2 - Looking for a local guide; 3 - Trying to find a lost citadel at the center of a nearby planet; 4 - Trying to find the other half of the map they have gotten recently; 5 - Trying to find a crew crazy enough to help them explore a dangerous planet; 6 - Whose starship has crashed near the adventure's location).
66	A strange alien (roll a **d6**: 1 - Whose technology is beyond most sentient species' understanding; 2 - Who is slowly fading away from existence; 3 - Who can travel through different dimensions; 4 - Who is fascinated by every little detail of other sentients' lives; 5 - Whose psychic powers are really impressive; 6 - Who considers other little more than insects).

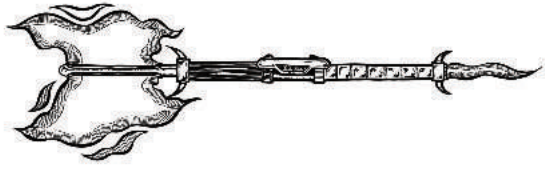
ADVENTURE'S COMPLICATION

Most of the time, things do not go as planned. Disaster can happen at any time. A revolution can begin while the characters are simply trying to move stolen merchandise along. An invasion can happen right as the characters arrive to collect a bounty. You get the idea! The table below can help **Overlords** come up with wild ideas to make the adventurers' lives even more complicated and exciting. Finding the treasure of the mythical city of the Atalanrans might be fun, but doing it at the same time as a portal to the Void brings in a Void Devourer is much more memorable.

d66	Adventure's Complication
11	Credits problems (roll a **d6**: 1 - Stolen by local thieves; 2 - Credits were fake; 3 - Credits running low; 4 - Credits marked and tracked by furious Crime Lord; 5 - Debtor wants to collect what they're due; 6 - It's attracting the attention of criminals of all sorts).
12	Low on resources (roll a **d6**: 1 - Food is scarce; 2 - Water is as valuable as gold; 3 - Location low on electricity; 4 - Fuel is rare; 5 - Starship ran out of energy; 6 - Population in need of resources to please a god).
13	Broken computers (roll a **d6**: 1 - Which led the PCs to the wrong place; 2 - Which is making it really hard to hit anything; 3 - Which is broadcasting their position to an enemy; 4 - Which is causing malfunctions and may lead to a terrible crash; 5 - Which is making the life support system go offline; 6 - The sensors are offline for unknown reasons).
14	Antagonist with much more resources (roll a **d6**: 1 - They have enslaved a whole race of beings; 2 -They found and looted an ancient arsenal; 3 - With the support of a local influential organization; 4 - With the support of a large corporation of the Freedalia Sector; 5 - With the support of a powerful supernatural entity; 6 - Who gets energy from the life force of the location).
15	Broken weapons (roll a **d6**: 1 - Weapons are exploding when fired; 2 - Targeting systems are working chaotically; 3 - Something in the atmosphere is corroding the weapons; 4 - Weapons do not affect the enemy; 5 - Weapons have been sabotaged; 6 - Lack of maintenance has made weapons malfunction).
16	Defective engine (roll a **d6**: 1 - Which went offline and caused a crash; 2 - Which might explode at any time; 3 - Which made the starship get out of the Star Jump at a random location; 4 - Which is leaking perilous amounts of radiation; 5 - Which decided not to start again; 6 - Which needs a very specific and rare piece of hardware to function properly).
21	Stolen object (roll a **d6**: 1 - Which has been planted in the characters' starship; 2 - Which has been taken to some secret location nearby; 3 - Which the characters were looking for; 4 - Which now is being looked for by local authorities; 5 - Someone took it from the PCs; 6 - Which can be very dangerous in the wrong hands).
22	Documentation problems (roll a **d6**: 1 - Attracting the attention of local authorities; 2 - Incriminating the characters for a crime they didn't commit; 3 - Making them the target of an attack by the local crime syndicate; 4 - Which made the cargo be confiscated by the local customs officers; 5 - Leading the characters to believe they arrived where they were supposed to be going; 6 - Which made people believe the characters are some very dangerous individuals).
23	Many innocents affected (roll a **d6**: 1 - Who are now desperate for help; 2 - Making a direct attack very dangerous; 3 - Causing many deaths; 4 - Which are being mind controlled to defend their enemies; 5 - Used as human shields by the antagonist; 6 - Including loved ones of the characters).
24	Loved one involved (roll a **d6**: 1 - Working with the antagonist unknowingly; 2 - Kidnapped by someone else; 3 - Who believes it's all a misunderstanding; 4 - Who has turned against the characters; 5 - Who is being blackmailed; 6 - Who has been taken as hostage).
25	Rival asking for help (roll a **d6**: 1 - To attack a common enemy; 2 - Who is in bigger trouble than he can handle; 3 - Know that their loved ones are in a real pickle; 4 - Know that their starship has been taken from them; 5 - Know that they are about to die; 6 - Know that a Crime Lord wants them dead).

d66	Adventure's Complication
26	Debt being collected (roll a **d6**: 1 - Very violently by a Crime Lord; 2 - From a local powerless noble; 3 - By a Galactic Overlord; 4 - By a group of merciless bounty hunters; 5 - By a financial corporation of the Freedalia Sector; 6 - By tax collectors of the local corrupt government).
31	Uncontrollable savages (roll a **d6**: 1 - Who believe others are violating sacred laws; 2 - With a taste for flesh; 3 - Being manipulated by the antagonist; 4 - Protecting a sacred and mystical site; 5 - Driven mad by sorcerous powers; 6 - Trying to keep their territory).
32	A furious storm (roll a **d6**: 1 - Keeping every starship within the atmosphere; 2 - That has damaged the character's starship; 3 - Destroying everything in its path; 4 - Which locals believe to be a sign sent from their god; 5 - Summoned by a mad hermit with sorcerous powers; 6 - Which is the manifestation of the planet's spirit).
33	A terrible monster on the loose (roll a **d6**: 1 - Which has killed hundreds of people; 2 - Set free accidentally by careless explorers; 3 - Attacking because it is afraid; 4 - Being controlled by a powerful mentalist; 5 - Summoned accidentally by children; 6 - Actually protecting something important).
34	An active volcano (roll a **d6**: 1 - Used as the headquarters of fire cultists; 2 - Expelling toxic gasses; 3 - About to erupt; 4 - To which the natives offer constant sacrifices in appeasement; 5 - Where a sinister ritual will be performed; 6 - Where a great demon dwells).
35	Hostile atmosphere (roll a **d6**: 1 - With toxic gasses; 2 - Infected by deadly viruses; 3 - With thousands of nano flesh eaten robots; 4 - With a high intensity of radiation; 5 - Caused by excessive use of sorcery; 6 - Where psychic bacteria thrives).
36	An asteroid field (roll a **d6**: 1 - Which is somehow controlled by an evil sorcerer; 2- Which makes landing on the planet very dangerous; 3 - That seems to move towards starships; 4 - That's closing in fast on a planet and may destroy all life on its surface; 5 - Where the antagonist constructed their secret haven inside; 6 - Made of strange and pulsating flesh blobs).
41	Bandits on the way (roll a **d6**: 1 - To sack and plunder the inhabitants; 2 - To collect protection money; 3 - Sent by a Crime Lord to avenge some perceived misdeed; 4 - Sent by a Galactic Overlord to find someone; 5 - Hired by an enemy of the characters; 6 - Coming to rob a rich individual who lives nearby).
42	Bounty hunters interceding (roll a **d6**: 1 - Hired to bring the PCs for a Crime Lord; 2 - Coming to capture a contact of the characters; 3 - Capturing anyone to sell to gladiatorial games; 4 - Hunting a target with no regard for collateral damage; 5 - Hired by a third party to capture innocent people to be sacrificed; 6 - Wrongly pursuing a PC).
43	Another crew interested (roll a **d6**: 1 - With the same objectives as the player characters; 2 - With opposing goals; 3 - Just waiting for the right moment to swoop in and steal the glory from the party; 4 - Because they have a patron who invested Credits in the operation; 5 - Since they may benefit from the victory of the antagonist; 6 - Since they heard there is some treasure to be gained from all the mess).
44	Rebels pulling a mission (roll a **d6**: 1 - Who endanger innocents; 2 - Who may need a little help to pull it off; 3 - That the characters may be screwing up; 4 - And think the player characters might be working for their enemies; 5 - Pissed off with the player characters for screwing it all up; 6 - That involves deceiving the player characters or using them as bait).
45	Criminal organization interceding (roll a **d6**: 1 - As they have a lot of Credits invested in the situation; 2 - Since they want to get out of there before things blow up; 3 - As they also want what the characters want; 4 - Determined to get the player characters to perform some "favors" for them; 5 - Which is pissed off with the player characters for something they did in a past adventure; 6 - Trying to find a traitor that went into hiding).
46	Local bureaucrats interceding (roll a **d6**: 1 - Since this may complicate their life; 2 - Since someone is paying them to do so; 3 - As the proper forms haven't been filled out; 4 - Since the characters are illegals; 5 - Trying to assure the corporations they work for will profit with any result; 6 - Trying to collect the debts they are due before everything blows to pieces).

d66	Adventure's Complication
51	Trap set for the PCs (roll a **d6**: 1 - Orchestrated by an old enemy; 2 - Set up by their nemesis; 3 - Prepared by a local Crime Lord trying to score some points with the local Galactic Overlord; 4 - That wasn't really meant for them; 5 - So they can be sold as slaves; 6 - With the help of someone they trusted).
52	Someone playing for both sides (roll a **d6**: 1 - Selling information for anyone with the Credits to pay; 2 - Looking to ally themselves with whoever seems to be winning; 3 - Who is actually a spy for a third party; 4 - Who is setting the whole conflict up; 5 - Who is actually a Void demon of discord; 6 - Who is in fact deceiving the player characters).
53	Ancient ruin is discovered (roll a **d6**: 1 - Full of deadly weapons that are unsafe to use; 2 - Who is in fact the prison of an ancient evil; 3 - Where hundreds of decadent albino humanoids live in fear of the outside world; 4 - Where the past inhabitants have descended into primitive barbarianism; 5 - Full of the undead; 6 - Which may guard an artifact of a bygone age).
54	Location is taboo for the locals (roll a **d6**: 1 - As it is considered evil and should not be disturbed; 2 - As it is considered the birthplace of their god and should not be tainted by mortals; 3 - As it has been enforced by the local Galactic Overlord; 4 - And hides the tomb of a powerful sorcerer; 5 - Wherein lies a great library of the past ages; 6 - This mentality has been recently implemented by a very powerful psionic hidden nearby).
55	A conflict is happening (roll a **d6**: 1 - And it's a civil war dividing the population; 2 - Between two criminal organizations; 3 - As two servants of the Galactic Overlords fight for influence; 4 - Which has begun with a misunderstanding; 5 - As the population blames the wrong person for their problems; 6 - As both sides are manipulated by the same individual).
56	Cosmic disaster (roll a **d6**: 1 - The nearest sun is exploding; 2 - A meteor shower is about to happen; 3 - A Great Devouring Worm is coming this way; 4 - A Cosmic Storm which is bombarding the atmosphere; 5 - Which will create a powerful black hole; 6 - Which will make planets shatter in half).
61	The antagonist isn't what they seem (roll a **d6**: 1 - As they are actually working for a greater good; 2 - As they are actually illusions projected by a powerful psychic creature from afar; 3 - As this is only one of their many forms; 4 - As they are just pawns on a much bigger board; 5 - As it turns out, they were once just like the player characters; 6 - As they are in fact an ally who came back from the future).
62	A traitor is revealed (roll a **d6**: 1 - Who has been working for the enemy since the beginning; 2 - Who turned to the other side after a mistake the player characters made; 3 - Who has been brainwashed by the enemy; 4 - Who is in fact being mind controlled; 5 - Whose family is being used against them; 6 - Who can assume the form of anyone the characters know, including themselves).
63	An ally becomes an enemy (roll a **d6**: 1 - As they feel the player characters weren't doing enough for the cause; 2 - As the circumstances have changed; 3 - After the player characters screw up; 4 - As they are now being blackmailed; 5 - As they are being deceived by a clever enemy; 6 - As sorcery takes over their mind).
64	An enemy becomes an ally (roll a **d6**: 1 - As they see the error of their ways; 2 - After a great disaster; 3 - As their loved ones are affected; 4 - After a lot of Credits are offered; 5 - After a powerful mentalist mind controls them; 6 - As the player characters have changed in their view).
65	An powerful object is in action (roll a **d6**: 1 - Influencing the minds of everyone nearby; 2 - Who can kill thousands with just one use; 3 - Who can turn its user immortal; 4 - Causing many strange things to happen; 5 - Causing natural disasters; 6 - Driving sentients insane).
66	Roll twice and combine results.



ADVENTURE'S REWARDS

Everyone is looking for something, and everything has a price. Sometimes the characters will embark on a perilous mission just because this is the right thing to do. Other times, they will need a more "concrete" motivation, a valuable one if they can get it. The table below will generate a variety of possible rewards that can help motivate various kinds of characters, from noble knights of a mystical order to no good smugglers and other petty criminals.

d66	Adventure's Rewards
11	Credits, lots of them (roll a **d6**: 1 - In the form of valuable metal bars; 2 - Contained in a crypto stick; 3 - As long as they can move these marked bills; 4 - Only accepted in certain sectors; 5 - That are being tracked by a group of criminals; 6 - Stolen from someone else).
12	Valuable resources (roll a **d6**: 1 - Lots of nonperishable food; 2 - A ton of Stardust; 3 - Lots of fuel; 4 - A herd of valuable animals; 5 - That can be sold to the right buyer for a lot; 6 - Useless if not properly taken care of).
13	Black market asset (roll a **d6**: 1 - Powerful drugs that can be sold; 2 - Illegal goods in most Galactic Overlords' sectors; 3 - Slaves specialized in very specific tasks; 4 - Sorcerous ingredients; 5 - Void Crystals; 6 - A deadly weapon).
14	Ancient art piece (roll a **d6**: 1 - From the time before the Empire; 2 - Created by an extinct race of aliens known for their incredible sensibilities; 3 - Statues of unreal geometry; 4 - Paintings that show other realities; 5 - A set of song sheets that create otherworldly music; 6 - A strange and rare alien form of art that can reach very high prices but may lead observers to a state of complete madness).
15	Valuable information (roll a **d6**: 1 - Regarding the security of a Galactic Overlord's base; 2 - Regarding the location of very old ruins; 3 - Regarding the location of secret buildings of certain headquarters; 4 - Regarding the location of a powerful artifact; 5 - Related to some important scientific research; 6 - Related to ancient practices of sorcery).
16	Technological improvements (roll a **d6**: 1 - Making the starship more durable; 2 - Allowing characters' weapons to last longer; 3 - Improving the party's chance of survival in hostile environments; 4 - Making the characters' weapons more powerful; 5 - Capable of fetching high prices in the Outer Regions; 6 - That will attract the attention of pirates).
21	Better weapons (roll a **d6**: 1 - Brand new, recovered from an old Empire headquarters; 2 - Of a more advanced technology; 3 - Of alien origin; 4 - That were stolen from the God Machine's laboratories; 5 - That have been enhanced by sorcery; 6 - Which draw a lot of attention).
22	Better starship (roll a **d6**: 1 - Now that it's actually fixed; 2 - With faster engines; 3 - With deadlier weapons; 4 - Brand new; 5 - With a highly advanced computer; 6 - That has been stolen from someone who will want it back).
23	Settling a debt (roll a **d6**: 1 - With a Galactic Overlord; 2 - With a Crime Lord; 3 - With an executive of a powerful corporation; 4 - Acquiring a new one; 5 - Since no one will be able to collect it anymore; 6 - Giving something unexpected in return).
24	Clean slate (roll a **d6**: 1 - With a Galactic Overlord; 2 - With the Barbaric Legions; 3 - With someone you wronged; 4 - With the corporations of the Freedalia Sector; 5 - With the space pirates; 6 - With their own families).
25	Blessing of a Galactic Overlord (roll a **d6**: 1 - Granting privileges within their sector; 2 - Allowing you to get away with murder; 3 - Giving you access to a powerful resource; 4 - Bestowing a strange but useful power; 5 - In the form of an arcane artifact; 6 - In the form of an unstable alliance for the common good).
26	Power over a mercenary group (roll a **d6**: 1 - Which must now report to the characters; 2 - Which will work for the characters for free; 3 - Which will defend a location for the characters; 4 - Which can retrieve something the characters want; 5 -Wh ich will attack places the characters order them to; 6 - Which they may call upon when in need of military support; 6 - Which will attack one of their enemies to buy the characters time).

d66	Adventure's Rewards
31	Favor from a Crime Lord (roll a **d6**: 1 - Who can make some inconvenience go away for the characters; 2 - Who will provide them with illegal goods; 3 - Who can give them access to something they couldn't get before; 4 - Who can make a problem go away; 5 - Who can put the characters in touch with someone important; 6 - Who can offer them the most lucrative jobs).
32	Favor from a sorcerer (roll a **d6**: 1 - Who can perform a ritual for them; 2 - Who can teach them a new spell; 3 - Who can open a portal to a desired destination; 4 - Who has access to unknown knowledge; 5 - Who can alter their destiny; 6 - Who can help them contain a powerful entity).
33	Favor from a Bureaucrat (roll a **d6**: 1 - Who knows how things work around here; 2 - Who has access to some secret places the characters may want to get into; 3 - Who can speed things up for the player characters; 4 - Who runs some shady business on the side; 5 - Who can provide fake documentation when needed; 6 - Who can intercede when the characters get in trouble).
34	Favor from the Barbaric Legions (roll a **d6**: 1 - Which will send troops when called for; 2 - Which can provide the player characters with shelter on their secret bases; 3 - Which can spare some resources to help the player characters; 4 - Who will distract an enemy of the player characters while they do what they want to; 5 - Who will intervene in their favor if they get in trouble in their domains; 6 - Who will provide them with classified information regarding something the characters are looking for).
35	Fame amongst space adventurers (roll a **d6**: 1 - As brave adventurers; 2 - As the crew who gets it done, no matter what; 3 - And admiration from rookies; 4 - And favors from peers; 5 - And jealousy from rivals; 6 - And infamy amongst Galactic Overlords).
36	Information leading to lucrative jobs (roll a **d6**: 1 - In the Freedalia sector; 2 - Assaulting a criminal organization headquarters; 3 - Recovering information from old databases; 4 - Searching for valuable resources on hostile planets; 5 - With certain perilous patrons; 6 - Involving some really nasty deeds).
41	Location of a valuable treasure (roll a **d6**: 1 - In the form of a cryptic message recorded on an audio stick; 2 - Depicted in the tattoo of a lost child they rescued; 3 - Hidden in a mythical planet in the universe's core; 4 - Which is protected by a supernatural entity summoned by the First Sorcerer; 5 - Located in another dimension; 6 - Which is already being pursued by another rival crew).
42	Location of a Galactic Overlord's treasure vault (roll a **d6**: 1 - Guarded by their sinister pet; 2 - Where they hide their most precious treasure; 3 - Hidden deep within a black hole; 4 - Located in the outskirts of a Void Breach; 5 - Which consumes the life force of anyone who enters it; 6 - In which their soul is guarded).
43	The weakness of a powerful individual (roll a **d6**: 1 - A Galactic Overlord's weakness; 2 - Which lies outside of their own body; 3 - Which is related to a loved one; 4 - That must be reached by sorcery; 5 - A knowledge that can fetch a high price from the right buyer; 6 - Who now fear the player characters).
44	The forgiveness of a slight (roll a **d6**: 1 - By a Galactic Overlord; 2 - By a Crime Lord; 3 - By a powerful corporation; 4 - Against a clan of space pirates; 5 - Commited when they were drunk; 6 - Which will allow them to acquire some really useful devices).
45	Influence over a community (roll a **d6**: 1 - Of primitive creatures who possess a great amount of natural resources; 2 - Of courageous children; 3 - Of aliens with advanced technology but poor social skills; 4 - Of ragtag survivors; 5 - Of honorable but primitive warriors; 6 - Of mutants).
46	Influence with a criminal organization (roll a **d6**: 1 -In charge of all contraband in a sector of the universe; 2 - Controlling the employment of assassins in a large portion of the universe; 3 - Who can provide the player characters with a lot of information regarding their enemies; 4 - Which has access to some forbidden places the characters want to get into; 5 - Who has a steady flow of lucrative jobs; 6 - Who can put them in contact with an influential individual).

d66	Adventure's Rewards
51	Noble title (roll a **d6**: 1 - Within a Galactic Overlord's domain; 2 - In the Barbaric Legions; 3 - Within the Space Vikings; 4 - Within a local honorable civilization; 5 - Allowing them to gather a small army; 6 - Which entitles the player characters to control a territory).
52	Shelter against danger (roll a **d6**: 1 - A secret military base resistant to most attacks; 2 - A good hideout against the player characters' enemies; 3 - Where a powerful enemy can't follow the player characters; 4 - Inside another dimension; 5 - A place that could prove a perfect place for a resistance base; 6 - Which is taken care of by a highly advanced AI).
53	Criminal allies (roll a **d6**: 1 - Who can provide the player characters with useful information about locations they are familiar with; 2 - Who can sell black market items to the player characters at a discount; 3 - Who can work for them occasionally for a small percentage of the profits; 4 - Who cover them in some troublesome situation; 5 - Who intervene in their favor if they mess up with other criminals; 6 - Who have agents all over the universe).
54	Trustworthy ally or contact (roll a **d6**: 1 - Who can provide them information regarding trade convoys with valuable cargo; 2 - With access to a database of locations related to the old Empire; 3 - Within the Barbaric Legions; 4 - Within the Space Vikings; 5 - Inside a powerful corporation of the Freedalia Sector; 6 - Who works from inside the enemy lines).
55	Necessary repairs (roll a **d6**: 1 - For their starship engine; 2 - For their starship computers; 3 - For their weapons; 4 - For their allies' community; 5 - For one of their important devices; 6 - For their current home base).
56	A powerful artifact (roll a **d6**: 1 - Which can help them face their enemies; 2 - Which will reveal the truth for the player characters; 3 - Who will dissolve the illusions that surround the player characters; 4 - With a supernatural creature imprisoned inside; 5 - That can take the player characters to an enchanted place; 6 - Who can make one immortal).
61	Fame amongst your people (roll a **d6**: 1 - As the savior of those in need; 2 - That isn't really true; 3 - That makes other people come to the player characters for help; 4 - As a hardworking and courageous individual; 5 - And infamous everywhere else; 6 - That makes people give them praise and presents).
62	An ally amongst the Order of a Thousand Suns (roll a **d6**: 1 - Who can call their companions to help the player characters when in need; 2 - Who can communicate with them telepathically; 3 - Who will search their archives for the location of a weapon against sorcery used during the Cleansing Wars; 4 - Who inhabits a secret temple of the Order where healing happens magically; 5 - Who can dispel curses and other sorcerous maladies; 6 - Who can use their skills to locate powerful Void artifacts).
63	A lucrative contract (roll a **d6**: 1 - To capture bandits for a corporate experiment; 2 - To collect debts from perilous individuals; 3 - Transport some mysterious cargo around the universe; 4 - Transporting a perilous artifact to a Galactic Overlord; 5 - With the Undead Queen; 6 - Involving the traffic of sentient's organs).
64	A cybernetic implant (roll a **d6**: 1 - Which will make the character much stronger; 2 - Which will grant the user a supernatural power; 3 - Which can turn into a powerful weapon; 4 - Which can prolong the user's life indefinitely; 5 - Which will need to be recharged eventually; 6 - Which will put the character under the reach of the God Machine).
65	Special power (roll a **d6**: 1 - To shoot lasers from their eyes; 2 - To resist the influence of sorcery; 3 - To resist the influence of psychic powers; 4 - To use a new power previously unknown; 5 - To assume a new mystical form; 6 - To absorb Void energy).
66	A domain (roll a **d6**: 1 - Inside a Galactic Overlord's sector; 2 - Within a neutral zone; 3 - Within the universe's core; 4 - Inside the Ghost Sector; 5 - Within the Outer Regions; 6 - Beyond the Prismatic Nebula).

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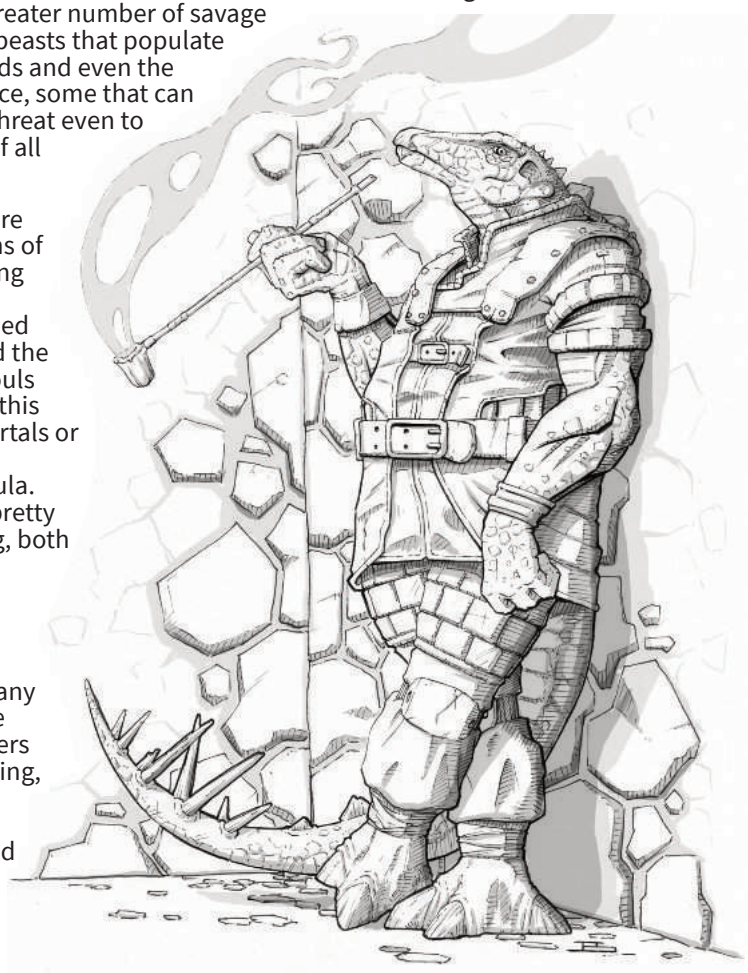
CHAPTER 9: ALIENS AND OTHER CREATURES

When Kaylia and her companions decided to break into the vault of the Galactic Overlord of the Friaz Sector, they had no idea about the perils they would soon face. Not only did Invar have an apprentice guarding this location, but a number of other servants as well, including a terrible Void Demon capable of freezing the blood of living beings with just a glimpse of its cold cruel eyes.

In the grim and perilous universe of **Solar Blades & Cosmic Spells**, enemies can come in many shapes, forms and numbers. The Galactic Overlords and their many servants are an obvious threat, but adventurers may not always know who is working for these sorcerous tyrants. Not all of them wear the badges and uniforms of their rulers.

Besides that, the universe is inhabited by a great number of sentient species of various levels of savagery and civility. Some of them may be allied with certain Galactic Overlords, some may be strongly opposed to them, and others may be divided or still undecided about their allegiances. There is also an even greater number of savage and irrational beasts that populate the many worlds and even the vacuum of space, some that can prove to be a threat even to the greatests of all battleships.



Finally, there are also the spawns of the Void, coming through the breaches opened by sorcery, and the unfortunate souls that end up in this universe by portals or traversing the Prismatic Nebula. These can be pretty much anything, both terrible or awe inspiring, malignant or benign.

Thus, in the many adventures the player characters may end up living, the opponents they may face can be as varied as the **Overlord** wishes.

THE ROLE OF OPPONENTS AND NPCS

It's important to point out that not all **NPCs** and creatures encountered by the player characters are supposed to be faced in deadly combat. The option to go that way should exist, of course, but it may not be the best course of action most of the time.

Some NPCs and creatures may actually be beyond the capacity of the PCs, forcing them to find another way around them. They may choose to negotiate with the **Opponents**, deceive them, hide from them or any other option that the PCs can imagine. It's the **Overlord**'s job to provide sufficient information to the players about the situation so they can make an informed choice on how to proceed. They may see signs of how powerful and vicious a beast is and decide not to attack it head first. They may hear rumors that the Crime Lord is a collector of ancient weapons and offer one in a bargain for passage.

In any case, **NPCs** and other opponents may have many different roles in the game, including the role of enemies to be faced in combat, but not limited to that.

IS THIS FIGHT FAIR?

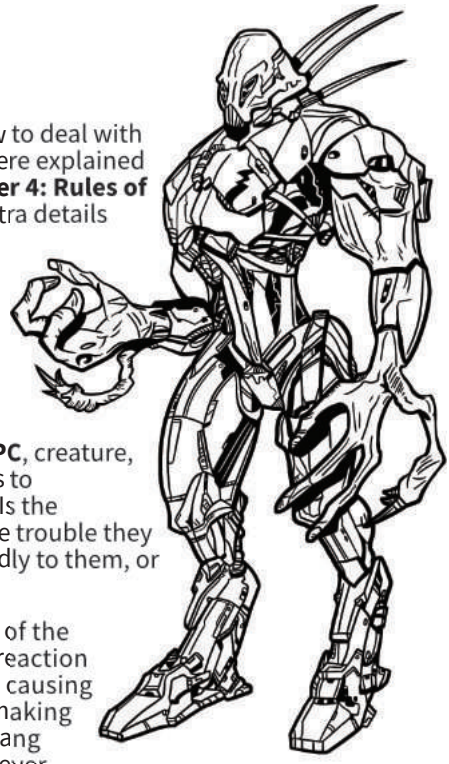
No, and it doesn't need to be. This game does not believe in balanced encounters for game play. It believes in encounters and challenges that make sense within the grim universe where it takes place.

If it makes sense that a Great Devouring Worm is heading towards the moon the player characters are exploring in search of an ancient treasure, so be it. They better hurry up, find a way to stop or deviate the beast, or they just may need to run away!

This means that even though the player characters are the focus of the game, the game itself should not be rigged in their favor. Things can go wrong. The characters may die. A happy ending is not guaranteed, and if they want to be heroes, they better deserve this title and face odds that no sane person would face.

Even though this may make the game difficult to some players, they will appreciate it in the end. There is no better feeling than accomplishing some great deed that you actually worked hard at and almost failed to reach. If the challenges aren't real, the victories aren't, either.

HANDLING OPPONENTS



The majority of the rules regarding how to deal with opponents (NPCs, monsters, robots) were explained in the **NPCs in Action** section of **Chapter 4: Rules of the Game**. However, there are a few extra details that the **Overlord** needs to know to properly run encounters in the game.

OPPONENT'S REACTION

When the adventurers encounter an **NPC**, creature, or any other entity, the **Overlord** needs to determine its *reaction* toward the PCs. Is the Punisher happy to see them after all the trouble they have been causing? Is the fugitive friendly to them, or is he afraid and shoots first?

In many situations, the circumstances of the adventure will make it clear what the reaction should be. If the characters have been causing havoc in the gang's territory without making any effort to remain undetected, the gang leader won't be friendly to them. However, when they are being introduced to the town leader after rescuing villagers that were captured by pirates, the elder's reaction will probably be very favorable to them.

However, there will be situations where the reaction of an individual won't be so clear. When someone first meets a traveler in a seedy space station, no one knows for sure how things are going to turn out. That's where the **Reaction Roll** comes in.

To determine the reaction of an individual randomly, the **Overlord** rolls **2d6** and consults the following table. The higher the result, the more favorable the reaction is. Likewise, the lower the result, the worst the reaction.

2d6	Opponent's Reaction
2	Hostile. The individual will attack, deny what the player characters desire, or make an effort to hinder their efforts.
3-5	Dislike. The individual is inclined to oppose the player characters and may attack, hinder or demand something valuable not to interfere with their actions. They won't go out of their way just to do that, though.
6-8	Neutral. The individual is not inclined to help or hinder the player characters. They may ignore the characters, negotiate with them until they reach an agreement or just leave.
9-11	Affinity. The individual is inclined to help the player characters in some way. If this help won't hinder them in anyway, they will point the characters in the right direction, provide information, give them some resources or something similar.
12	Friendly. The individual will help the player characters in any way they can, even if this means risking their lives, if this is compatible with their nature.

Even though the reaction is determined randomly, players can try to influence NPCs and creatures they encounter with well thought out actions. If they come to meet a haughty noble with a valuable gift, and treat the individual with deference, the noble will probably react more favorably to them. If they come to meet the same noble wearing ragged clothes, bearing arms and acting as if they were equals, the noble will probably react worse than they would normally.

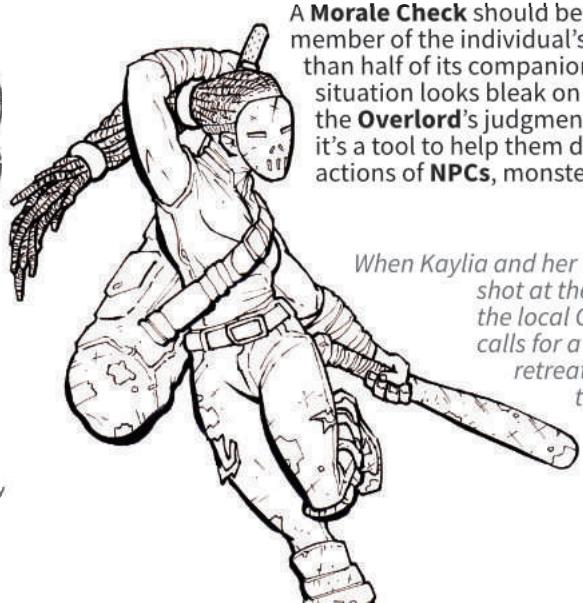
The **Overlord**, then, can adjust the probability of the **Reaction Roll** to make it more likely to result in a positive or negative reaction. To do so, they roll **3d6** and discard the die with the lower result if the encounter is more likely to go in the characters' *favor*. If the **Overlord** judges that the probability of the encounter going south is higher, they do the same but discard the die with the higher result.

When Kaylia and her allies arrive to meet the local Crime Lord, in a desperate attempt to gather support and information in the area, they bring her some fancy liquor. This may help the odds of the criminal leader helping them, so the Overlord rolls 3d6 and discards the die with the lowest result to determine her reaction. Rolling a 3, a 2 and a 6, he totals 9, which is just enough to have her willingly on their side.

OPPONENT'S MORALE

Whether or not the player characters keep fighting or flee, even when the odds are stacked against them, is completely up to the players. On the other hand, when an NPC, monster or any other Opponent faces a situation that tests their courage and determination, the **Overlord** can use a **Morale Check** to determine whether the individual keeps on fighting or not. This consists of rolling a **d20** and adding to the result the difference between the creature's total **HD** and the overall **Level** of the player characters. A result *higher than* or *equal to* **10** means the creature can keep fighting without a problem. If the total is *below* **10**, however, the creature fears for itself and will try to avoid the current situation, either fleeing, surrendering, giving up, or something similar.

A **Morale Check** should be made when an important member of the individual's group is defeated, when more than half of its companions are killed, or whenever the situation looks bleak on its side. In the end, it's up to the **Overlord**'s judgment to call for a **Morale Check**, as it's a tool to help them decide how to portray the actions of **NPCs**, monsters and other **Opponents**.



When Kaylia and her crew members hit a deadly shot at the captain leading the soldiers of the local Galactic Overlord, the Overlord calls for a Morale Check to see if they retreat or keep on firing. Luckily for them, most of the soldiers decided to give up, making the job of dealing with the remaining two much easier.

RANDOM ENCOUNTERS

The universe is unpredictable. Anything can happen, and adventurers must always be on the lookout for trouble (especially since those individuals seem to attract trouble no matter where they are). Thus, every 30 minutes of game **session** time, the **Overlord** should roll a **d6** to determine if a **Random** Encounter happens.

If the result is a **6**, a **Random Encounter** happens and the PCs will face some unforeseen circumstance. This may be a monster approaching, a patrol of Punishers coming their way, a sudden radioactive storm forming ahead, or even a strange alien who manifests as an energy being and may bestow special powers to those who help them. Any other result on the **d6** indicates that nothing unexpected happens.

After spending a few hours gathering information about the strange cult that is kidnaping children in the slums, Kaylia and her companions decide to head back to the building where they will be sleeping. Since it's been half an hour since the game began, the Overlord rolls to see if a Random Encounter occurs. He rolls a d6 and gets a 6. That means trouble.

WHAT IS THE RANDOM ENCOUNTER?

To determine what exactly happens, many **Overlords** prepare **Random Encounters** tables, usually utilizing **2d6** to determine what is encountered. This allows the placement of the more common encounters in the **5-7** range and uses the lower results for more perilous encounters and the higher results for potentially beneficial ones. The **Random Encounters** tables in **Chapter 8: Running the Universe** were created with that in mind, allowing for both perilous and potentially beneficial encounters.

Since the Random Encounter is happening in the slums of a big mega-city planet, the Overlord rolls on his prepared table and gets an encounter with a Local Violent Gang. That won't be nice.

RUNNING RANDOM ENCOUNTERS

It's important to notice that when a **Random Encounter** is rolled, that does not mean the actual encounter happens right away. It means the encounter will likely occur if nothing is done to prevent it from happening.

If the **Overlord** rolls for the **Random Encounter** and it determines that a Giant Two-Headed Elephant is going to be encountered, it doesn't magically appear in front of the player characters, ready to charge at them. Instead, the **Overlord** starts introducing signs and other indicators that the encounter will occur. Maybe the players' get to make an **Intellect** test to sense the ground trembling as the creature approaches, or to find its footprints on the ground. It's up to the players to act in some fashion to avoid or make the encounter easier for them using this information. They should always have the opportunity to try to avoid it or find a better way to deal with it.

The Local Violent Gang, however, does not spring up from the ground to attack the adventurers, the Overlord introduces them in the setting slowly and gives the players opportunity to choose what to do. The Overlord says that while heading back to the place they are staying, they notice the streets get somewhat deserted, and a lot more graffiti is seen in the crumbling walls of the slums. Then, he asks the players for an Intellect test to see if they notice gang symbols and weird looking people eyeing them from burned out buildings. If they pass the test, they will notice a group of rough looking individuals with bats coming toward them. If not… oops.

OPPONENT'S STATISTICS

Solar Blades & Cosmic Spells opts to keep the statistics of the **Opponents** very simple and easy to improvise. The system uses the player characters' statistics to base most of the mechanics and the **Opponents**' are used to modify how this is done. This allows the game to flow more easily, giving importance to the characters and making the life of the **Overlord** a lot easier. Basically, the game assigns each **Opponent** a **Hit Dice** (**HD**) and **Special Abilities** (**SA**), and that's *all* you will need.

The **HD** will determine how tough the individual is, as it shows how many **d6** are rolled to determine the creature's **Vitality** points. It's also a very important number, as it is used with the **Powerful Opponent** rule (explained in **Chapter 4: Rules of the Game**) to determine how much *damage* it usually inflicts according to the **Standard Damage** by **HD** table.

HD	Standard Damage	HD	Standard Damage
1	1d6-1	**6**	2d6+1
2	1d6	**7**	2d6+2
3	1d6+1	**8**	3d6
4	1d6+2	**9**	3d6+1
5	2d6	**10***	3d6+2

* After **10 HD**, each additional **HD** adds **+1** to the damage inflicted.

The **Special Abilities** entry serves the purpose of customizing the **Opponent** in anyway the **Overlord** judges appropriate. They can give an **Opponent** the ability to use sorcery, a better damage output than normal, different attacks, resistances, immunities, weaknesses, and all sorts of things. The sample **Opponents** of this chapter will serve as a good example of how this works, and the **Monster Laboratory** section has a great table to generate all sorts of **Special Abilities**.

More Important than the statistics, though, is the *way* in which the **Overlord** presents these **Opponents**. Instead of simply revealing a creature's name and completely describing it, do it little by little. Do not reveal a creature's name immediately, describe them slowly. First, their overall form and a very distinctive feature that calls the attention of observers. Then, each subsequent time, add more details: their smell, the way they move, the sounds they make, and other details. When this is done well, the **Overlord** creates tension and keeps the creatures mysterious.

MOBS

When the characters become more experienced and powerful, they will be able to tackle many more powerful **Opponents**. However, the game system was designed in such a way that creatures with a small amount of **HD** can still offer a challenge to higher **Level** characters, especially in larger numbers.

Managing a combat with 30 **Opponents** won't be simple, as the **Overlord** would have to make too many dice rolls. Instead, they can combine lower **HD Opponents** into a single **Mob**, which is *treated* as a single creature with a total number of **HD** equal to the sum of the individuals' **HD** it's composed of. All other statistics remain the same as the original **Opponent** (**Standard Damage** and **Special Abilities**). This makes combat quicker and allows lower **HD** creatures a better chance of hitting higher **Level** characters.

As the **Mob** gets damaged, each point is applied to one of its members at a time, making it lose **HD** as the fight progresses and a member is defeated. If it's needed, the **Overlord** can combine weakened **Mobs** to make a stronger one to keep the combat interesting.

Later in Kaylia's career, she and her veteran friends break into a criminal organization's headquarters in search of a valuable artifact that was stolen from them. However, once they break in, a large group of 20 thugs of 2 HD are waiting for them. Instead of making 20 attacks of 2 HD creatures per round, the Overlord combines them into 5 groups of 8 HD mobs of opponents. This will make them more of a threat to the characters, increasing their odds to act first and to hit their opponents.

LIST OF OPPONENTS

The universe of **Solar Blades & Cosmic Spells** is full of threats and dangerous creatures, each one with their own objectives and agendas. It would be impossible to catalogue all of them in this book, and it would defeat the purpose of such a simple and flexible system of designing them. **Overlords** are encouraged to create their own **Opponents**, using these sample creatures as examples and the **Monster Laboratory** section as inspiration and a starting point. Thus, what follows is a mere sample of what is possible to exist in this game and should be used by **Overlords** that need a reference for their own creations, and those looking for something ready to drop into the game.

COCKROACH PEOPLE

In the aftermath of the Cleansing Wars, many sentient species were extinct, but some were created by the radiation resulting from the atomic weapons used in the conflict. One of these new species that was born are the Cockroach People, a race of very hardy and filthy individuals. They are really hard to control, but can be valuable allies in this unforgiving universe.

HD: 2-6

Special Abilities: DR 3; can fly as part of their normal movement; regenerates **1 Vitality** point per **round**.

COSMIC BEES

Sentient cosmic beings that live in the vacuum of space collecting Stardust in their gigantic hives made of crystal, cosmic bees are a force to be reckoned with. Although clearly intelligent, they seem to be controlled by a hivemind dictated by their queens. Most of the time, all one needs to do is leave these creatures alone, and nothing will happen to them. However, the honey they produce using the particles found in space is rich in energy and can power both ancient technology and some of the most draining powers Galactic Overlords use. Thus, many seek out their hives to collect this substance, as just a few handfuls of it can buy comfort for a whole family for quite a while.

DRONE

HD: 1-3

Special Abilities: Their droning sound forces everyone within **short** range to make an **Intellect** test with a **Difficulty** equal to the **HD** of the drones. *Failure* means those affected receive a **Negative Die** to all actions as long as they remain within **short** range of the drones.

WARRIOR

HD: 2-5

Special Abilities: Their attacks sting enemies with an aching substance, forcing the victims to make a **Physique** test with a **Difficulty** equal to the Warrior's **HD**, or suffer a **Negative Die** to all **Physique** actions for **1d6 turns**.

QUEEN

HD: 6-10

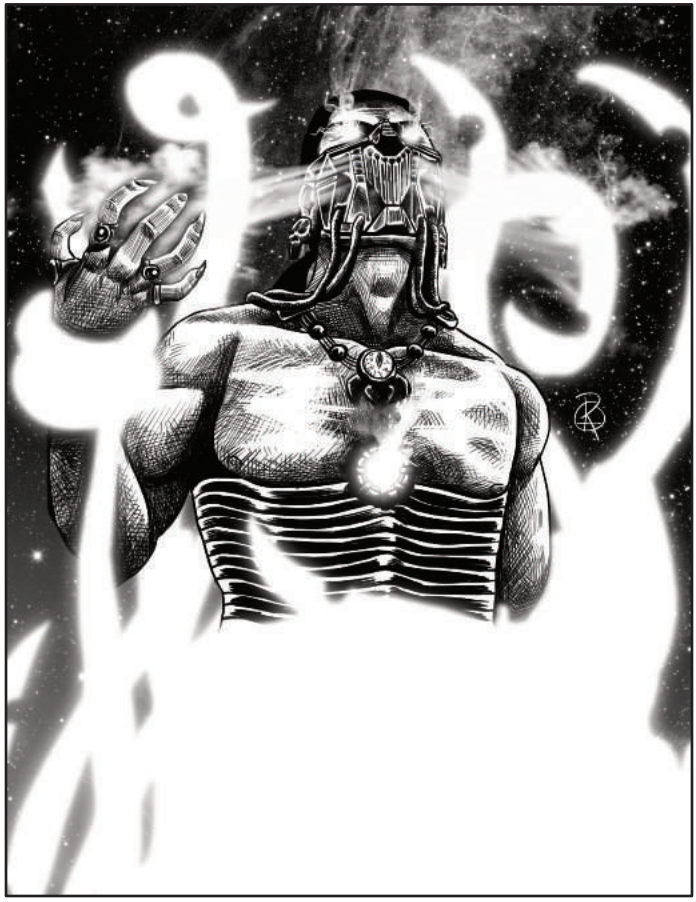
Special Abilities: Can summon 3d6 Drones or 2d6 Warriors to her location, who will arrive in 1d6 rounds; can use half as many Psychic Powers as they have HD with an Attribute score equal to 10+HD.

COSMIC OCTOPUS

Gigantic irrational beings that roam the vacuum of space in search of food. Always hungry, they hide behind moons and asteroids, ready to attack passing starships. They crush the hull and tear the ship open with their powerful tentacles, snatching the crew and pulling them into their teeth covered mouths.

HD: 10-15

Special Abilities: 8 attacks per round; once per round, if 2 attacks hit the same target and the victim fails a Physique test, the victim suffers a number of points of damage equal to its total HD; DR 2; can expel a giant cloud of darkness that makes it hard for enemies to follow it while it tries to escape.



COSMIC SHARK

Even older than the Cosmic Whales are the Cosmic Sharks. However, these creatures aren't as wise and benevolent as the giant psychic whales. These creatures are the manifestation of hunger and death that roam the cosmos in search of anything they can bite. Some Void Sorcerers have learned how to control these vicious creatures, and now their armies utilize Sharks as terrible weapons.

HD: 8-15

Special Abilities: 2 attacks per **round**; if the attack roll is a *natural* **20** or it *exceeds* the victim's **Agility** by **10** or more points, they are *swallowed* whole, suffering a number of points of damage per **round** equal to *half* as much **HD** that the Shark possesses.

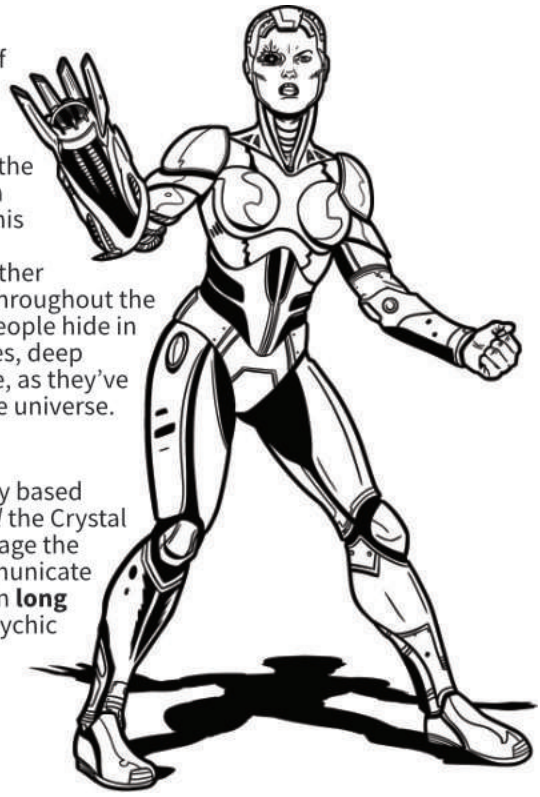
COSMIC WHALE

Majestic ancient creatures of infinite wisdom but very low communication skills, these entities are as old as the universe. They have seen the birth of stars, the rise of the Empire, and its fall during the Cleansing Wars. Most sentient races in the universe have a deep respect for these creatures; some even worship them and strive to protect them against hunters and sorcerers who use the whale's blood to empower their nefarious sorcery. Some of these creatures get so big that an entire community of deeply spiritual individuals thrives on their back.

HD: 12-24

Special Abilities: Can use a number of psychic powers equal to *half* its total **HD** as if its **Attribute** score was **20**; **DR 5**; characters attacking it must pass a **Luck Roll** or **2d6 Soldiers** will join the battle to defend the Cosmic Whale.

CRYSTAL PEOPLE



This ancestral and wise race of people inhabited a few spiritually evolved planets in the core of the universe, as they fed on the raw energy of the first stars. Some scholars even consider the possibility that this race was responsible for the evolution and birth of many other sentient species that spread throughout the universe. Today, the Crystal People hide in their maze-like cave complexes, deep within the core of the universe, as they've lost hope for the healing of the universe.

HD: 4-8

Special Abilities: DR 4; energy based attacks are absorbed and *heal* the Crystal People by the amount of damage the attack would inflict; can communicate *telepathically* to anyone within **long** range; can use a number of psychic powers equal to *half* its total **HD** as if it had an **Attribute** score of **10+HD**.

CYBORG

Half living beings, half machines. Cyborgs were created during the Cleansing Wars to serve as perfect soldiers. They combined the precision of machines with the improvisational capabilities of sentient living beings. Now, with the rise of the God Machine, many cyborgs have been freed from their bonds, leading most of them to the worship of this new deity.

HD: 4-7

Special Abilities: Suffers only *half* damage from effects that are tailored to organic beings or to machines; **DR 3**; hidden weapons.

DARK SENTINEL

Former members of the Order of a Thousand Suns who decided that the best way to fight the Forces of the Void was to use their own powers against them. For delving into the arts of sorcery, Dark Sentinels were expelled from the Order and declared enemies of the Knights, but their powers proved to be very efficient in the battles against the First Sorcerer and his disciples. Now, they fight a secret battle against the Galactic Overlords and the Forces of the Void, always keeping an eye out for members of the Order of a Thousand Suns that can't see past their old differences.

HD: 6-10

Special Abilities: Can use a number sorcery powers equal to *half* its total **HD** as it had an **Attribute** score of **10+HD**; attacks *ignore* mundane armor; **DR 2**.

ELEMENTALS

Creatures made of a single element, such as fire, water, air or earth, or the amalgamation of more than one, as mud, ash, steam, metal, and others. Their origin is otherworldly and their motivations vary with the level of intelligence and independence they possess. Most of these creates enter our reality through secret summoning rituals and breaches into their proto-dimensions, but some come on their own volition, seeking their own goals.

FIRE

HD: 4-10

Special Abilities: *Immaterial* (can pass through material barriers and is immune to damage from material sources); *immune* to fire damage; targets that suffer damage from the elemental suffer an *additional* **1d6** of damage for a number of **rounds** equal to the elemental's **HD**.

AIR

HD: 3-9

Special Abilities: *Immaterial* (can pass through material barriers and are immune to damage from material sources); can *fly* Instead of walk (can hover in mid air); its attacks also *push* the target *one* range bracket away.

WATER

HD: 4-10

Special Abilities: Suffers only *half* damage from material sources; can *engulf* targets it hits if they fail a **Physique** test (those engulfed will suffocate if they cannot breathe underwater).

EARTH

HD: 6-12

Special Abilities: Can *only* perform an **Action** or a **Movement** each **round**; **DR 5**; attacks inflict damage *increased* by one step on the **Standard Damage** table.

LASER

HD: 5-8

Special Abilities: *Immaterial* (can pass through material barriers and are immune to damage from material sources); damage inflicted *ignores* mundane armor; laser damage is absorbed and *heals* the elemental.

MAGMA

HD: 6-12

Special Abilities: Mundane melee weapons are *destroyed* when used against this elemental; **DR 4**; *immune* to fire damage; targets that suffer damage from the elemental suffer an *additional* **1d6** of damage for a number of **rounds** equal to the elemental's **HD**.

ASH

HD: 4-8

Special Abilities: *Immaterial* (can pass through material barriers and are immune to damage from material sources); *immune* to fire damage; can engulf targets it hits if they fail a **Physique** test (those engulfed will suffocate); make vision difficult for anyone within **short** range, imposing a **Negative Die** to tasks dependent upon sight.

ICE

HD: 5-10

Special Abilities: Possesses an cold *aura* that inflicts a number of points of damage per **round** equal to its total **HD** to *unprotected* individuals within **short** range (protected individuals suffer only *half* damage); **DR 3**.

GREAT DEVOURING WORM

One of the greatest predators in the universe, capable of devouring small moons and, sometimes, even some planets. Many believe these creatures were created by the First Sorcerer to win the Cleansing Wars once and for all, but as the Galactic Overlords turned against him, the control over these terrible creatures was lost, and now they are a threat to all existence.

HD: 10-30

Special Abilities: If the attack roll is a *natural* **20** or it *exceeds* the victim's **Agility** by **10** or more points, they are *swallowed* whole, suffering a number of points of damage per **round** equal to *half* as much **HD** the Worm possesses; **DR 5**.

INSECRYSTAL

These alien creatures are entirely made of living crystal that shines with a phantasmagorical light. They have the shape of various insects and live in the vacuum of space, consuming light and stars. Since their arrival a few centuries ago, no successful contact has been made with them, and it's uncertain how intelligent this species is, and what is their purpose.

HD: 3-8

Special Abilities: *Immune* to energy based attacks, which has its damage absorbed and converted into *healing*; **DR 2**.

LIVING ENERGY

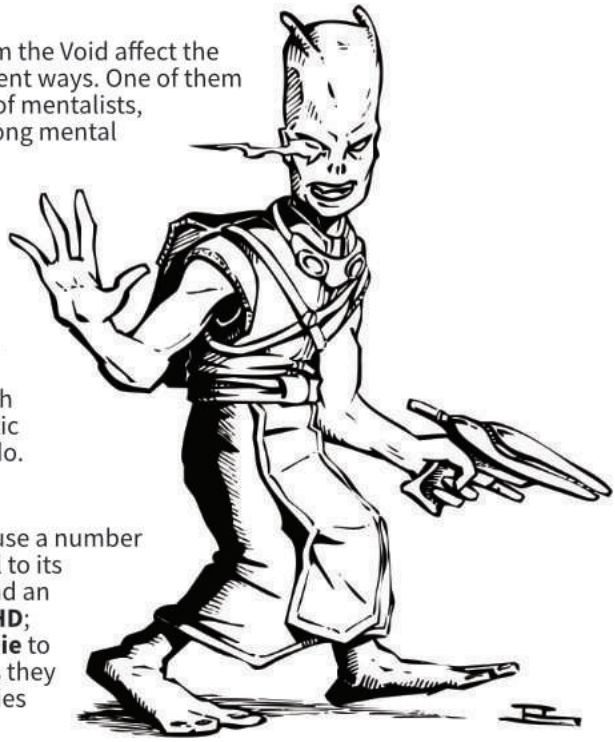
Immaterial beings made of pure energy and unfathomable goals. Coming from extradimensional spaces, these beings come to the universe in search of ancient and powerful artifacts, legendary stars and chosen individuals that are taken back to their strange worlds. These beings seem immortal and impossible to harm with the primitive weapons of our universe, but they can be very dangerous to the natives of this reality, as their mere touch can burn the flesh of sentients.

HD: 5-8

Special Abilities: *Immaterial* (can pass through material barriers and are *immune* to damage from material sources); can use a number of *psychic powers* equal to its total **HD** as if it had an **Attribute** score of **10+HD**.

MENTALIST

The energy coming from the Void affect the universe in many different ways. One of them was allowing the birth of mentalists, sentients with such strong mental powers their thoughts can alter reality itself. For most inhabitants of the universe, there is little difference between mentalist and sorcerers, and it's not uncommon for one individual to be able to utilize powers from both "schools", as the Galactic Overlords themselves do.



HD: 4-9

Special Abilities: Can use a number of *psychic powers* equal to its number of **HD** as if it had an **Attribute** score of **10+HD**; can impose **Negative Die** to attack rolls against it as they can foresee their enemies actions.

MONK

Sentients who have chosen to live a monastic life, dedicated to an ideal, philosophy or god. They are usually loyal to each other and live in isolation, protecting their temples or some old and crumbling artifact of yore. Some of them leave their temples on holy quests, putting all their martial and psychic training to the test.

HD: 3-6

Special Abilities: Can use a number of *psychic powers* equal to half its total **HD** with an **Attribute** score of **10+HD**; can move *twice* per **round**; gain a **Positive Die** when performing actions related to *reflexes* and *stealth*.

MOON APES

Primitive, savage and bloodthirsty giant apes that inhabit wild planets covered by thick jungles. In some of these places, ruins of advanced civilizations unknown to current sentients are found inhabited by these beasts, and some scholars theorize this was once an intelligent and civilized people. If that is true, they forgot their past a long time ago. Moon Apes only understand power and fear now, and for that reason, some Galactic Overlords employ them as shock troops.

HD: 6-9

Special Abilities: 2 attacks per **round**; after being damaged in combat, can enter into a *berserker fury* for **2d6+HD rounds**, wherein they receive a **Positive Die** on all melee attacks, and inflict *additional* damage equal to their HD on them.

MUSHROOMEN

A race of sentient mushrooms that has assumed a humanoid shape. Their society is matriarchal and very hierarchical, with castes dividing the population in clear roles. Even though each individual has their own mind and personality, this is almost imperceptible to outsiders and they seem governed by a hive mind mentality.

FARMER

HD: 1-3

Special Abilities: Regenerates **1 Vitality** point per **round** if in contact with natural earth.

WARRIOR

HD: 3-6

Special Abilities: DR 2; Regenerates **1 Vitality** point per **round** if in contact with natural earth.

PRIEST

HD: 4-8

Special Abilities: **DR 1**; Can manifest a number *powers* equal to *half* its total **HD** as if it had an **Attribute** score of **10+HD**; regenerates **1 Vitality** point per **round** if in contact with natural earth.

NOBLE

HD: 8-12

Special Abilities: 4 attacks per **round**; **DR 5**; can summon **2d6** Warriors which will arrive in **2d6 rounds**; regenerates **1d6 Vitality** point per **round** if in contact with natural earth.

ORDER OF A THOUSAND SUNS

An order created in previous ages to battle the influence of the Void over the universe. Its members are highly trained and strong willed soldiers dedicated to the extermination of sorcerers and everything contaminated by the forces of the Void. Hierarchy is very important for the order, as apprentices must serve under a Knight, who follows the order of very old and venerable masters.

APPRENTICE

HD: 1-4

Special Abilities: Positive Die to resist *sorcerous* powers (powers that do not allow resistance receive a **Negative Die** to be manifested).

KNIGHT

HD: 4-8

Special Abilities: Positive Die to resist *sorcerous* powers (powers that do not allow resistance receive a **Negative Die** to be manifested); attacks *ignore* mundane armor; Can sense the presence of Void influenced creatures within **long** range.

MASTER

HD: 8-12

Special Abilities: *Immune* to *sorcerous* powers directly manifested against them; attacks *ignore* any kind of armor; can sense the location of Void influenced creatures within the same sector.

PSYCHIC GHOSTS

Too many souls met a grizzly death during the Cleansing Wars, and for some, their end was so terrible their minds created a psychic ghost to divide their suffering with the living. These beings are immaterial and have the only purpose of making others feel the same anguish they felt when they died.

HD: 3-5

Special Abilities: Radiates an *aura* of despair and suffering, forcing anyone within **medium** range to make a **Willpower** test not to gain a **Negative Die** to all actions; attacks drains **1d3** points of **Willpower** in *addition* to **Standard Damage**.

PUNISHER

The special forces trained by the Galactic Overlords to keep order in the universe. These forces combine the intense military training of the best soldiers with the sorcerous abilities of the Void Sorcerers, making them great examples of the might of the sorcerous tyrants who rule the universe.

HD: 4-8

Special Abilities: Attacks inflict damage *improved* by one step on the **Standard Damage** table; **DR 1**; can use up a number of *powers* equal to *half* their total **HD** as if they had an **Attribute** score of **10+HD**.

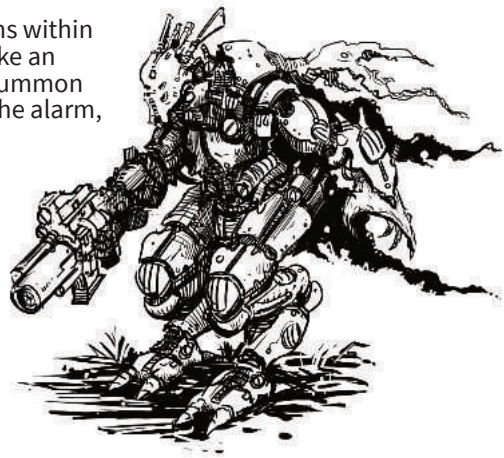
ROBOTS

Advanced technology of the past allowed the creation of artificial intelligence and even artificial life in the shape of sentient machines. Initially, they began as servants of their creators, but it didn't take long before they became independent. Now, after the disasters of the last ages, the technology to create new robots is almost lost, save for a few locations that can still produce them, and most of those are within the domain of the God Machine. However, the robots that are created or repaired by this machine despot are nothing like free.

WATCHER

HD: 2-4

Special Abilities: Can detect life forms within **medium** range unless the targets make an **Luck Roll** to remain unnoticed; can summon **2d6** Soldiers or **1d3** Warbots raising the alarm, which will arrive in **1 turn**.



Soldier

HD: 3-6

Special Abilities: Attacks inflict damage *increased* by one step on the **Standard Damage** table; **DR 3**; when attacking the same target as **2** other Soldiers, each receive a **Positive Die** on attack rolls.

WARBOT

HD: 6-10

Special Abilities: 2 attacks per **round**; attacks inflict damage *increased* by one step on the **Standard Damage** table; **DR 3**; when reduced to *zero* **Vitality** points, the Warbot *explodes*, inflicting a number of **d6** of damage equal to *half* its total **HD** *unless* those within **short** range pass an **Agility** test.

ASSASSIN

HD: 4-7

Special Abilities: Receives **Positive Die** on actions related to *stealth* and *nimbleness*; attacks made against *unaware* targets inflict *maximum* damage; may use poisons with various effects (including *death* within **1d6 turns** unless antidote is found or the victim passes on a **Physique** test).

SMUGGLER

With so many rules and even more rulers amongst the stars, smugglers are a class of people needed everywhere. Some people will need weapons, and others will need food, since their rulers are trying to starve them to death. Heroes for some, scum for others, smugglers are really after profit above all else.

HD: 1-3

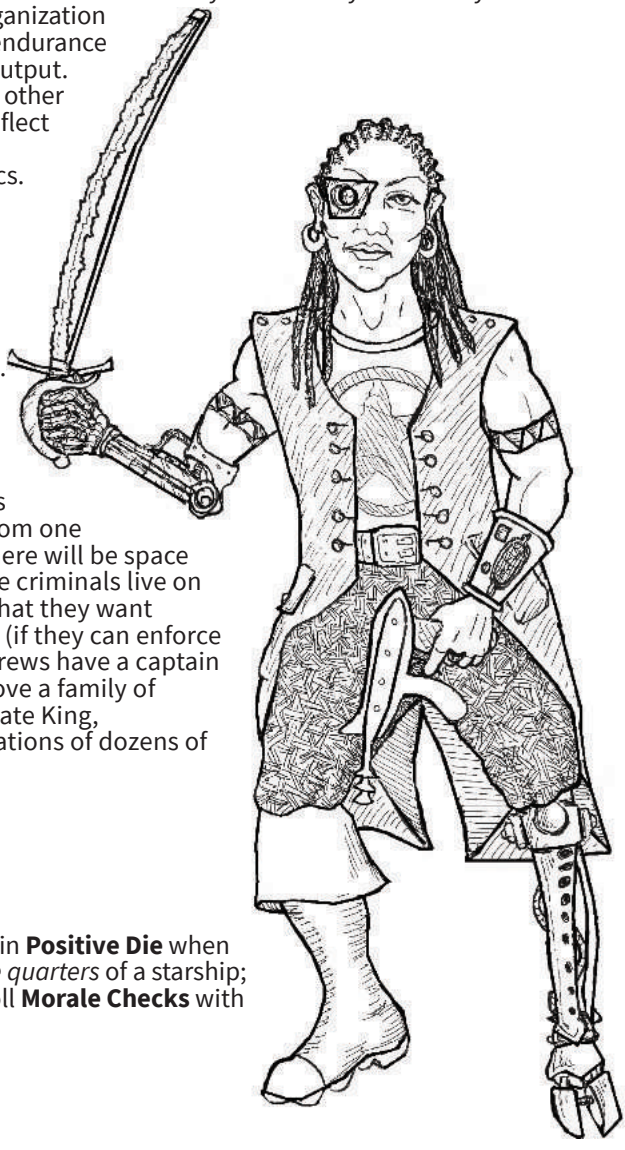
Special Abilities: Will usually have a cargo worth at least the total amount of **HD** the group has in **Credit Points**.

SOLDIER

Coming from many places and in many forms and species, soldiers are the main line of offense and defense in every sector. They are usually under a strict hierarchical organization and have improved endurance and better damage output. Overlords can assign other Special Abilities to reflect special training and species characteristics.

HD: 1-3

Special Abilities: An *additional* **Vitality** point per **HD**; Damage inflicted *increased* by **+1**; **DR 1**.



SPACE PIRATES

If there are valuables being transported from one planet to another, there will be space pirates nearby. These criminals live on their ships, taking what they want whenever they want (if they can enforce their whims). Most crews have a captain and, sometimes, above a family of pirates, there is a Pirate King, controlling the operations of dozens of starships!

PIRATE

HD: 1-3

Special Abilities: Gain **Positive Die** when attacking in the *close quarters* of a starship; without a Captain, roll **Morale Checks** with a **Negative Die**.

CAPTAIN

HD: 3-6

Special Abilities: Can *transfer* the damage of **1** attack per **round** to a Pirate in **close** range.

KING

HD: 5-8

Special Abilities: Can call on **2d6** Pirates once per combat, who will appear in **1d6**-1 **rounds** to help; can *transfer* the damage for **1** attack per **round** to a Pirate in **close** range.

SPACE VIKINGS

Many don't see the difference between the Space Vikings and the Space Pirates, and in truth, the difference isn't that significant if you are not one of them. Both will attack and pillage other starships, space stations and even defenseless communities on some planets. The difference lies, basically, in their organization and how united they are. Vikings are generally loyal to their King, residing in the secret world of Vahal, working together to bring back riches to themselves and their nation. Additionally, they are notorious for their savage warriors, the berserkers, who will not stop fighting until their enemies are under their feet.

WARRIOR

HD: 2-4

Special Abilities: Damage inflicted is *increased* one step on the **Standard Damage** table; if attacking the same target of another Viking, receives a **Positive Die** on the attack roll.

BERSERKER

HD: 3-5

Special Abilities: Damage inflicted is *increased* one step on the **Standard Damage** table; after being damaged in combat, can enter into a *berserker fury* for **2d6+HD rounds**, during which they receive a **Positive Die** on all melee attacks, and inflict *additional* damage equal to their **HD**.

LORD

HD: 5-7

Special Abilities: Damage inflicted is *increased* one step on the **Standard Damage** table; can call on **2d6** Warriors once per combat, who will appear in **1d6-1 rounds** to help; enemies receive a **Negative Die** to attack a Lord whenever there are other Vikings within **close** range.

SKALD

HD: 2-4

Special Abilities: Can *inspire* Viking allies up to **medium** range with a song or discourse, granting a **Positive Die** to attacks and other actions for up to **2d6+HD rounds**.

RUNE PRIEST

HD: 3-5

Special Abilities: Can use *powers* as if they had an **Attribute** score equal to **10+HD**, and knows a number of *spells* equal to their **HD**.

SPACE WASP

A race of warlike cosmic insects that is on a frantic expansion of territory mission amongst the stars. These creatures can live in the vacuum of space and often travel through it to reach new planets to colonize and build their gigantic hives. Led by gigantic queens who seem to follow the orders of a mythical creature they call the Overmother, these great insects kill every other living being they find in order to secure their dominance over their territories.

DRONES

HD: 1-3

Special Abilities: They expel a sticky substance where they pass, *halving* the movement speed of any non Space Wasp that moves through the location.

SOLDIER

HD: 2-5

Special Abilities: 2 attacks per **round**; if *both* attacks hit, can make a *third* sting attack to force the target to make a **Physique** test with a **Difficulty** equal to its **HD** or fall *asleep* for **1d6 turns**.

TANK

HD: 4-8

Special Abilities: *Maximum* **Vitality** points; **DR 3**; can *transport* up to a number of other Drones or Soldiers equal to its **HD** inside it's cloaca.

SPITTER

HD: 3-6

Special Abilities: Can spit acid up to **medium** range, and *every* **round** after a successful hit, damage is inflicted *again*, *reduced* by **1** point until it reaches *zero* or the acid is scraped off.

QUEEN

HD: 8-12

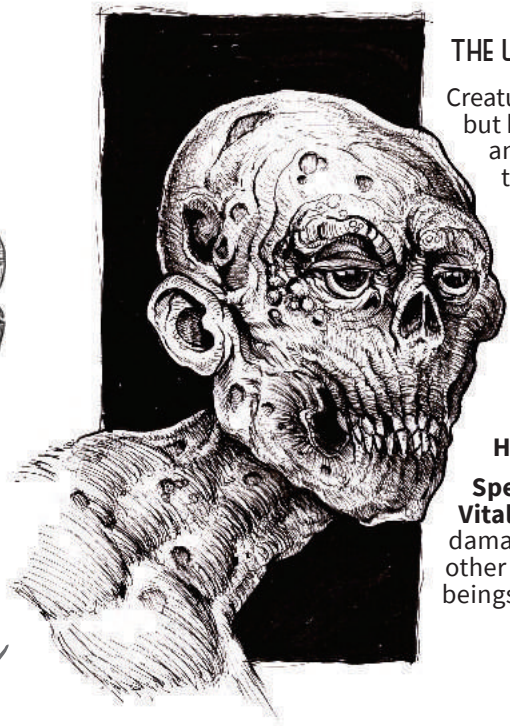
Special Abilities: Can *summon* **5d6** Drones, **3d6** Warriors or **2d6** Spitters to her location who will arrive in **1d6 rounds**; **DR 2**; can emit a shriek that will make everyone within **short** range *deaf* for **1d6** days unless they pass an **Agility** test using the **Powerful Opponent** rule.

SPY

In a universe always on the brink of war, spies have a tough job to perform. Employed by Galactic Overlords, Crime Lords, executives from large corporations, leaders of the Barbaric Legions and anyone who wants to find out what their enemies are planning, spies are experts at infiltration and information gathering.

HD: 3-5

Special Abilities: Always roll a **Positive Die** on actions related to *stealth* and *espionage*; when attacking enemies *unaware* of their presence, they inflict an *additional* **2d6** damage; can possess *training* in varying fields to allow better infiltration inside organizations, such as engineering, science and others (granting **Positive Dice** on tasks relating to it).



THE UNDEAD

Creatures that were supposed to be dead but have been infused with Void energy and now continue to walk and fly throughout the universe. Most of the undead are the creation of the Undead Queen of the Dead Zone or her disciples, who have been spreading undeath amongst the stars.

ZOMBIE SOLDIERS

HD: 2-4

Special Abilities: Regains *half* as many **Vitality** points as it deals points of damage; *immune* to diseases, poisons and other effects that would only affect living beings.

SKELETON ASSASSINS

HD: 3-6

Special Abilities: Non bludgeon weapons inflict only *half* damage; *immune* to diseases, poisons and other effects that would only affect living beings; **Positive Die** on any actions related to *stealth* and *nimbleness*; attacks made against *unaware* targets inflict **maximum** damage; may use *poisons* with various effects (including *death* within **1d6 turns** unless the antidote is found or the victim passes a **Physique** test).

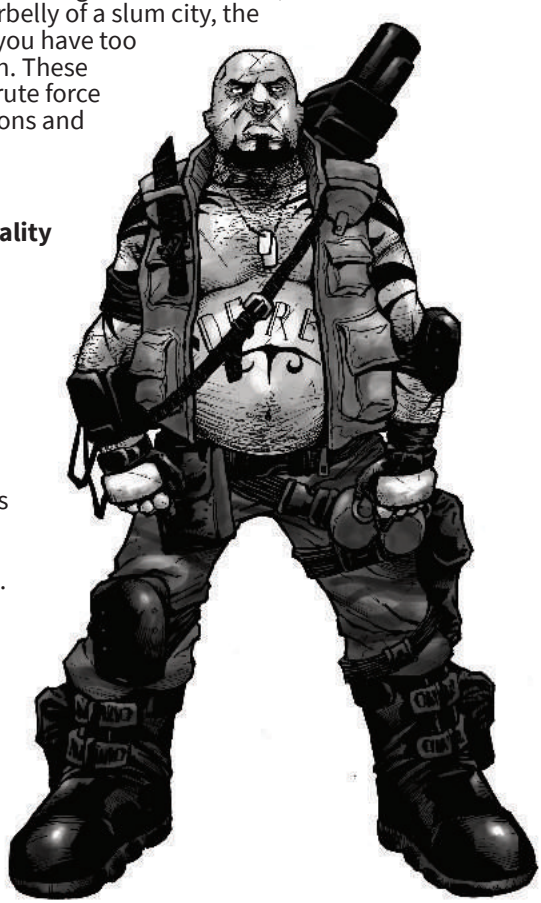
SPECTERS

HD: 5-8

Special Abilities: *Immaterial* (can pass through material barriers and are *immune* to damage from material sources); *instead* of normal damage, can cause **1d6** points of damage to *either* **Physique** or **Agility**, and the same amount is *added* to its total **Vitality** score; creatures *killed* by the Specter return as other Undead.

THUG

The tough guy at the entrance of a rough and tumble bar, the minions of a petty criminal boss in the underbelly of a slum city, the big muscular guy who decides you have too many Credits for a single person. These individuals are the untrained brute force used by non military organizations and criminals.



HD: 3-5

Special Abilities: *Maximum* **Vitality** points.

TITAN

Gigantic primordial beings created by the Star Gods eons ago, Titans are the oldest and most powerful beings alive today. However, these creatures are mostly asleep, and the very few who are awake have little interest in the affairs of mortals.

HD: 15-20

Special Abilities: Can only perform an **Action** *or* a **Movement** each **round**; *immortal* (do not age and are *immune* to mundane diseases); *immune* to mundane forms of damage.

VOID DEMONS

The Void can shape itself in any number of ways, always trying to find the most effective form to terrorize and cause harm to the inhabitants of the universes it invades. Void Demons are some of these forms, taking advantage of the primitive religious beliefs of many sentient species. These entities are usually created to tempt mortal beings in specific ways, relating to their innermost desires and aspirations, corrupting their souls in the process.

DOMINATOR

HD: 6-9

Special Abilities: Can *dominate* the mind of a target within **medium** range who fails a **Willpower** test for as long as it wants, even if the victim leaves its presence; i*mmune* to mortal diseases and poisons; suffers only *half* damage from material sources.

SEDUCTIVE

HD: 5-8

Special Abilities: Every mortal being must make a **Willpower** test to avoid seeing this demon as a very attractive and seductive individual (those who fail will do what they can to please the demon); can focus this power by *kissing* a victim who will need to make another **Willpower** test or become completely enamored with the demon, doing whatever it wants.

GLUTTON

HD: 8-12

Special Abilities: If the attack roll is a *natural* **20** or it exceeds the victim's **Agility** or roll by **10** or more points, they are *swallowed* whole, suffering a number of points of damage per **round** equal to *half* as much **HD** the demon possesses; can consume a creature to regain **Vitality** points, rolling a **d6** for each **HD** of creatures consumed.

VOID DEVOURER

A creature made of nothingness, desiring only to consume and reduce everything in existence to emptiness. The form they assume when sentients see them varies according to these poor souls' innermost fears. These creatures enter the universe by summoning rituals performed by Void Sorcerers or through large Void Breaches.

HD: 6-10

Special Abilities: Its presence forces everyone within medium range to make a Willpower test to avoid being overtaken by their fears for as long as they remain within the Devourer's presence, receiving a Negative Die to all actions (a Fumble on the test results in the loss of 1d3 points of Sanity); immunity to mundane material attacks.

VOID SORCERER

Sentients who have heard the call of the Void, embracing its seductive powers and offering life energy in return for its blessings. These individuals are capable of harnessing sinister forces to alter reality in dangerous and, sometimes, mind shattering ways. Additionally, these individuals sport gruesome deformities and marks of corruption, as their power was not meant to be wielded by mortals.

HD: 3-5

Special Abilities: Can cast a number of *spells* equal to their **HD** as if they had an **Attribute** score of **10+HD**.

VOID SPIDERS

Creatures made of solid darkness and evil thoughts, Void Spiders spin shadowy webs in the vacuum of space in order to ensnare unaware victims. These webs sap those that get trapped in them of all their willpower, then the spider itself comes to suck their life energy through the victims' eyes. Some sorcerers have made pacts with these creatures, which now serve them as their familiars.

HD: 6-8

Special Abilities: Can place a web occupying an *area* of up to **short** range that forces anyone in contact with it to make a **Physique** test to avoid being snared - those caught in the web receive a **Negative Die** to all **Willpower** tests while they remain snared; can force *snared* targets to make a **Willpower** test or lose **1d3** points of **Physique**.

VOIDERS

Sentients who have looked into the Void with their very own eyes and had their minds shattered by the experience. Now, the Void is inside of them, and they seek to destroy and unmake everything they see. They bear deformities and flayed bodies, as pain, inflicted even on themselves, is one of their very few pleasures.

HD: 2-8

Special Abilities: *Immune* to any fear or mind controlling effect; **2** attacks per **round**.

MONSTER LABORATORY

Solar Blades & Cosmic Spells doesn't present a full bestiary of creatures to be used by **Overlords** in their campaigns. Instead, this game focuses on inventiveness and encourages the creation of unique monsters molded to the needs of each campaign.

In order to help in this endeavor, we present a monster generator that will work as a starting point for ideas and creative adventures. With a few dice rolls, the **Overlord** will have plenty of information about the new creature, such as its nature, appearance, special powers, and weaknesses. There isn't an exact formula for creating monsters and **Overlords** are encouraged to experiment and mix things up to create weird and exciting **Opponents**!

ABOUT STATISTICS

As this game has a light and flexible system, especially regarding monsters, the tables won't always refer to game statistics. The **Overlord** is free to create these based on the entries. For example, a creature with *Reinforced Carapace* can have a **Damage Reduction** of **2** or **3** or have their carapace work as a *shield*, depending on the needs of the game. The entries are inspirations for creativity, not a closed system.

OPPONENT'S NATURE

The first step to creating an **Opponent** is defining its nature. Is it originally from the Dead Zone of the Undead Queen? Is it an alien from another dimension altogether? Is it an automaton created by the scientists of an older era? The nature of the creature will help define its general configuration, appearance, powers and weaknesses. Hybrid creatures are also possible and are a great way to surprise players who are used to the same old **Opponents**!

d10	Opponent's Nature	d10	Opponent's Nature
1	Sentient	**6**	Mystical
2	Beast	**7**	Technological
3	Plant	**8**	Aberration
4	Prehistoric	**9**	Elemental
5	Undead	**10**	Daemonic

SENTIENT

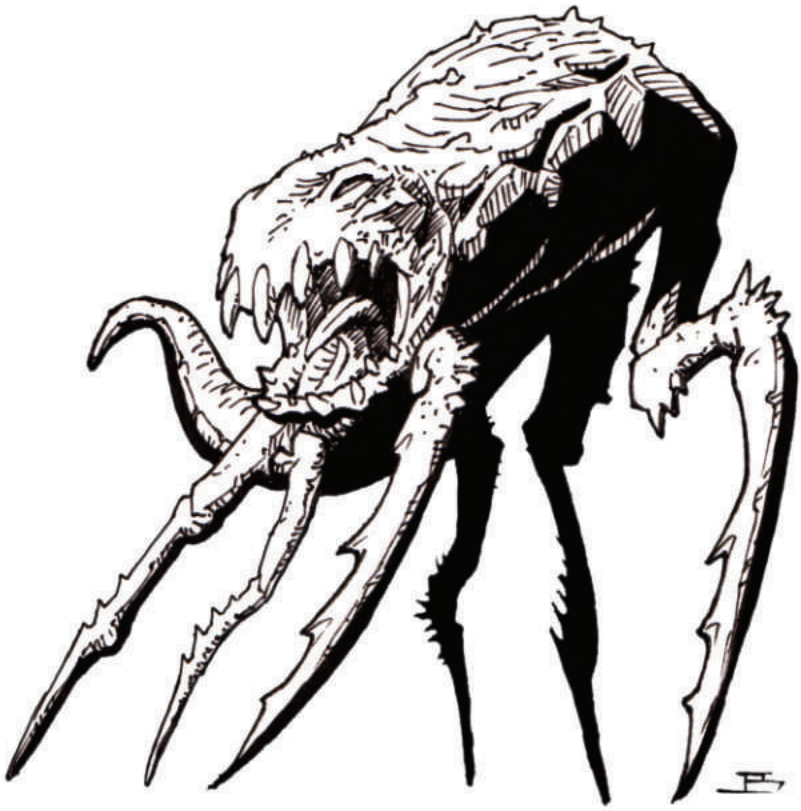
These are usually humanoid creatures who have an appearance similar to humans, having a trunk, a head, two legs and two arms. They are intelligent individuals, capable of developing a society and using some sort of technology. Given the origins of their ancestors, these creatures can present almost any alien characteristics and astonishing powers that set them apart from humanity.

When creating a sentient **Opponent**, roll as many times as feels necessary on the Sentient Appearance table, once on the Technology Level table and once on the Sentient Culture table. Some sentients may have Powers and Weaknesses and the **Overlord** might want to roll on those tables as well.

d20	Sentient Appearance
1	Elongated Limbs (can make melee attacks to opponents within **short** range)
2	Giant Head
3	Shortened Limbs (slow movement)
4	Elastic Limbs (can make melee attacks to opponents within **short** range)
5	Extra Pair of Arms (can act one more time per **round**)
6	Extra Pair of Legs (can move twice per **round**)
7	Extra Heads (receives a **Positive Die** to mental actions)
8	Scaly Skin (**Damage Reduction** of **1**)
9	Colorful Skin (**1d10**: 1 – Yellow; 2 – Orange; 3 – Red; 4 – Purple; 5 – Blue; 6 – Emerald; 7 – Gray; 8 – Transparent; 9 - Black; 10 - Unknown – Color may indicate resistance to certain types of damage)
10	Without Body Hair
11	With flashy hair or fur
12	Small body (**Positive Die** to hide)
13	Large Body (**Positive Die** to physical actions)
14	No distinction between genders (or without gender)
15	Skeletal Body
16	Corpulent Body
17	Protruding Bones
18	Extra Eyes (**Positive Die** on perception tests)
19	Eyeless (augmented senses)
20	Traits of other nature (roll again on the **Opponent's Nature** table, ignoring the Humanoid result)

d20	Technological Level
1	Stone Age (prehistory and before)
2	Bronze Age (3500 B.C.)
3	Iron Age (1200 B.C.)
4-5	Middle Ages (600 B.C.)
6-7	Age of Discoveries (1450 A.D.)
8-10	Industrial Revolution (1730 A.D.)
11-12	Mechanical Age (1880 A.D.)
13-15	Nuclear Age (1940 A.D.)
16	Digital Age (1980 A.D.)
17	Microtechnology Age (Nanotechnology and other amazing advances)
18	Space Age (Space travel and colonization)
19	Time Age (Time travel)
20	Dimensional Age (Dimensional Travel)

d20	Humanoid Culture
1	Praises brute strength above all else and dominates inferior races.
2	The search for knowledge moves this race through the cosmos.
3	Carnal pleasures are all that matters.
4	The search for spiritual growth is the most noble quest of an individual.
5	Hoards riches at any cost, even taking it from weaker races.
6	To reproduce and spread to all corners of the cosmos.
7	Dominate intellectually all other cultures.
8	To produce art is the greater deed an individual can accomplish.
9	Technological development is the most noble cause to pursue.
10	Sorcery is a stain that must be cleansed from the world.
11	The accumulation of magical power is the only way to secure our superiority.
12	To bring our god to this world is our main task.
13	To remain isolated from other races is our main safety guarantee.
14	Hunt the most powerful beast to prove your worth.
15	Never suppress your primal instincts as savagery is the purest state of being.
16	The quest for the promised land is the main task of our people.
17	To obey all the wishes and desires of the Queen-Mother, whatever they may be.
18	Only by the end of the universe as we know it, we can build a better one.
19	Life has no meaning and is empty, nothing and no one can alter this truth.
20	Transformation and constant change are essential to save Chaos from the tyranny of Order.



BEAST

Animals and bestial creatures are common opponents in the pulp fiction that inspires the game. A pack of hungry six legged giant lizards or a gigantic snake with three heads are great threats to even the most seasoned adventurers.

The tables below are meant to create bestial creatures based on mundane animals. Since **Solar Blades & Cosmic Spells** has simple and easy to use monster statistics, we did not find it necessary to provide a generator for common species, and instead focused on unnatural bestial creatures. When creating a Beast **Opponent**, the **Overlord** first determines the Bestial Form, and then rolls on the Animals table to determine the components of the creature. They can also have Powers and Weaknesses as other monsters.

d10	Bestial Form
1	Torso of one animal and legs of another.
2	Head of an animal, limbs of another and the body of a third.
3	Multiple animal heads with the body of another.
4	Humanoid body with an animal head.
5	Body of an animal, tail of another and wings of a third.
6	Headless animal with many mouths of a second animal around their body.
7	Winged head of an animal.
8	Body of an animal and extra arms of another.
9	Animal body with a humanoid head.
10	Animal mixed with other creature (roll to determine the second **Opponent's Nature**).

d100	Animals
1	Bee
2	Jellyfish
3	Eagle
4	Spider
5	Baboon
6	Whale
7	Cockroach
8	Beetle
9	Goat
10	Buffalo
11	Hound
12	Crab
13	Chameleon
14	Horse
15	Snake
16	Owl
17	Crocodile
18	Dromedary
19	Elephant
20	Scorpion
21	Squirrel
22	Starfish
23	Falcon
24	Seal
25	Ant
26	Rooster
27	Ferret
28	Grasshopper
29	Goose
30	Heron
31	Cat
32	Giraffe
33	Dolphin

d100	Animals
34	Gorilla
35	Raccoon
36	Hyena
37	Hippopotamus
38	Iguana
39	Alligator
40	Jaguar
41	Boar
42	Boa Constrictor
43	Centipede
44	Caterpillar
45	Gecko
46	Lizard
47	Lobster
48	Lion
49	Leopard
50	Snail
51	Dragonfly
52	Wolf
53	Worm
54	Squid
55	Monkey
56	Moth
57	Earthworm
58	Bat
59	Fly
60	Adder
61	Oyster
62	Urchin
63	Sheep
64	Panther
65	Duck
66	Peacock
67	Swordfish

d100	Animals
68	Penguin
69	Piranha
70	Octopus
71	Pigeon
72	Pig
73	Hedgehog
74	Sloth
75	Protozoan
76	Lynx
77	Fox
78	Frog
79	Rat
80	Deer
81	Rhinoceros
82	Nightingale
83	Salamander
84	Manta Ray
85	Serpent
86	Anteater
87	Turtle
88	Armadillo
89	Badger
90	Tiger
91	Mole
92	Bull
93	Shark
94	Bear
95	Vulture
96	Moose
97	Mule
98	Maggot
99	Wasp
100	Zebra

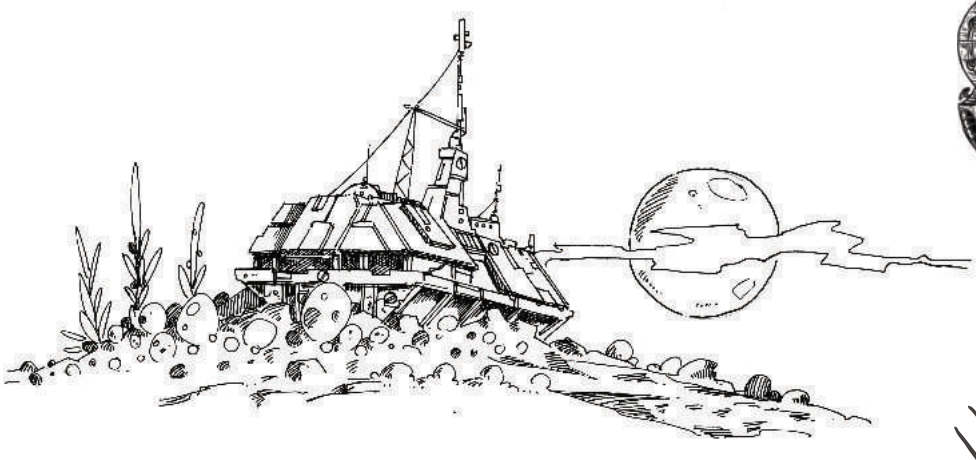
PLANT

Normally plants and other vegetables do not offer immediate threats to adventurers. However, in a universe where the forces of the Void exhibit a strong influence, some plants have acquired monstrous characteristics, becoming as dangerous as a starving two headed lion.

In order to create a truly terrifying plant monster, the **Overlord** will need some creativity. Use the Plant Form and Plant Attacks tables as well as the Powers and Weaknesses tables. Creating amalgams with other types of monsters will make these creatures even weirder and more alien, leaving the players more astonished.

d10	Plant Form
1	Mushroom
2	Mold
3	Vines
4	Roots
5	Tree
6	Flower
7	Fruit
8	Shrubbery
9	Algae
10	Amalgam between Plant Form and other Opponent's Nature

d10	Plant Attacks
1	Sharp Thorns or Leaves
2	Poisonous Spores
3	Crushing Branches
4	Strangling Roots
5	Explosive Fruits
6	Blood Sucking Roots
7	Acid Sap
8	Harmful Pollen
9	Inserting a Seed Inside a Victim's Heart
10	Hypnotic Perfume



PREHISTORIC

Prehistoric opponents are also a staple of pulp fiction, even on alien planets. Primitive and savage men, ravenous dinosaurs and beasts from past ages that awoke to spread chaos are frequent opponents in the paths of adventurers.

As with mundane animals, normal prehistoric creatures should be easy enough to create. Following the simple **HD** and the **Standard Damage** table and being minimally creative with **Special Abilities** (like giving double damage to a triceratops when charging) should be enough. The table below gives Prehistoric Characteristics that can be used together with another **Opponent's Nature** to create a prehistoric creature.

d10	Prehistoric Characteristics	d10	Prehistoric Characteristics
1	Reptilian	**6**	Gigantic with Small Head
2	Highly Muscular with Small Brain	**7**	Protruding Bones
3	Unicellular	**8**	Protruding Teeth and Claws
4	Amphibious	**9**	Reinforced Carapace
5	Rapid Regeneration	**10**	Insectoid

UNDEAD

Undead are nefarious creatures that challenge nature by simply existing. They remain in a stage between life and death, refusing to follow the natural circle of life and usually feed on mortals in various ways. This is usually caused by the influence of sorcery or the forces of the Void.

Undead creatures are created from living beings that, for some reason, stop the natural process of death and remain in a stage of undeath. When creating an undead monster the **Overlord** starts with a normal living **Opponent** and then rolls on the following tables to generate its undead version. Later, he can add Powers and Weaknesses as usual.

d10	Undead Form
1	Incorporeal, appearing as it was when alive
2	Incorporeal, cadaverous appearance
3	Incorporeal, gaunt appearance
4	Incorporeal, foggy or deformed appearance
5	Shadow
6	As alive, with cold skin and white eyes
7	Appearance as the moment it died, wounds still bleeding
8	Appearance as a rotting corpse
9	A floating head with incorporeal body
10	Skeletal

d10	Feeds Upon
1	Blood
2	Flesh
3	Brains
4	Vitality
5	Will to Live
6	Dreams
7	Memories
8	Anguish
9	Fear
10	Beauty

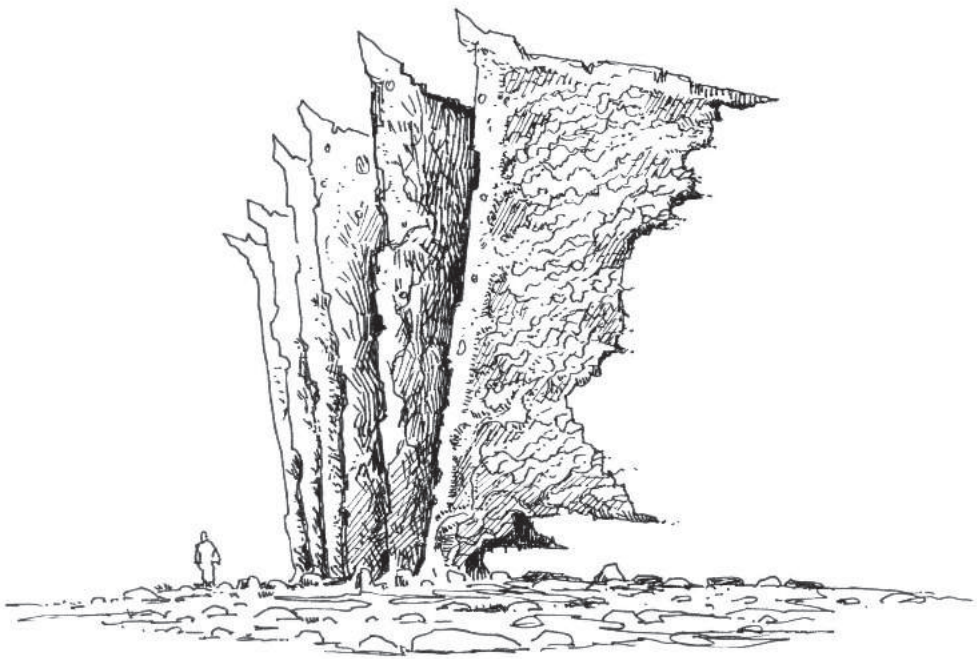
MYSTICAL

Mystical creatures are born from the energies that come from other dimensions and realities, thus they can assume many forms. Some of them blend in with mortal creatures from our world, hiding their enigmatic nature. Others, proud of their heritage, reveal themselves in all their splendor, attracting the attention of mortals in the form of admiration, fear, worship and other emotions.

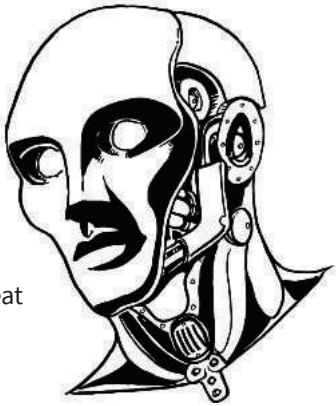
The tables below can be used to grant Mystical Traits to **Opponents** of other natures, or to generate a magical creature with the Mystical Form table. These monsters can have many Powers and Weaknesses, since the Chaos that originated them follows no pattern.

d10	Mystical Traits
1	Static energy radiates from the creature, lightly shocking whoever comes close.
2	The creature levitates just above ground, having a supernatural lightness.
3	The creature's hair or body hair is always under the influence of elements (on fire, wet, blown by the wind, full of dirt).
4	The creature's skin emanates a soft glow.
5	Little energy crystals are scattered throughout the creature's body.
6	The creature's skin changes color according to its humor.
7	Translucent body.
8	Small energy spheres orbit around the creature.
9	The creature appears different for every person who looks at it.
10	Strange runes and symbols cover the creature's body.

d10	Mystical Form
1	Sphere
2	Cube
3	Concentric Rings
4	Giant Eye with Bloody Veins
5	Living Energy
6	Constant Changing Geometric Figure
7	Floating Pyramid
8	Flying Crystal
9	A Horde of Glass Insects with Collective Intelligence
10	An Amalgam of **1d3+1 Opponent's Natures**



TECHNOLOGICAL

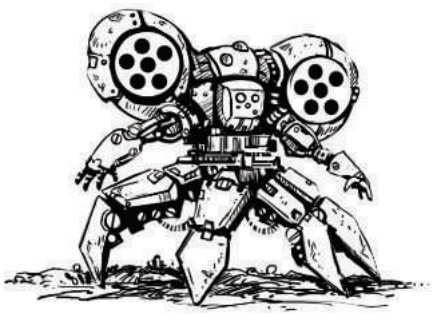


Ancient and advanced civilizations, travelers from other times and dimensions, aliens from other worlds and even people much ahead of their time are capable of creating constructs or other artificial beings. For a simple mortal in the universe of **Solar Blades & Cosmic Spells** these technological creations are almost mythical and magical as faeries and the **Overlord** may opt to treat them as such.

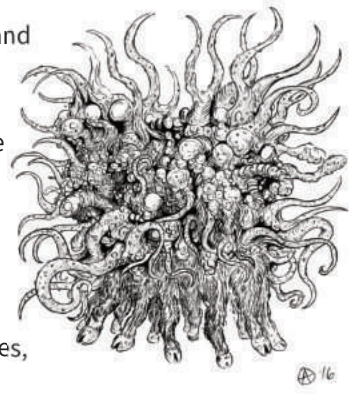
The tables below can be used to generate the Technological Form of a creature as well as its Material (which could grant special characteristics). As always, these creatures could have extra Powers and Weaknesses like others.

d20	Technological Form
1	Artificial Human Form
2	Artificial Animal Form
3	Flying Computer
4	Brain Inside Translucent Sphere
5	Sphere with many monitors and mechanic arms
6	War tank
7	Wheeled Vehicle
8	Flying Saucer
9	Helicopter
10	Oven
11	Meat Grinder
12	Rubik's Cube
13	Bulldozer
14	Concrete Mixer
15	Tripod
16	Monocycle
17	Millions of nanobots that assume any form
18	Lamp
19	Telescope
20	Bundles of wires and cables

d10	Material
1	Plastic
2	Iron
3	Mercury
4	Steel
5	Wood
6	Star Metal
7	Glass
8	Acrylic
9	Gold
10	Crystal



ABERRATION



Aberrations are creatures that defy existence and potentially leave anyone who glimpses their form insane. They come from the Void or dimensions completely tainted by it. No one knows exactly how they came to be, if they are ancient beings, the creations of mad sorcerers that went wrong, or beings from other dimensions completely opposed to our own.

To create an aberration, the **Overlord** determines its Basic Form and then adds Aberrant Characteristics. Additional Powers and Weaknesses are common in these creatures, as well as a completely alien mind.

d10	Basic Form
1	Amorphous
2	Spherical
3	Cylinder
4	Pyramid
5	Ring
6	Icosahedron
7	Bidimensional
8	Tetradimensional
9	Similar to another Monster's Nature
10	Mixture of 1d3+1 Monster's Nature

d10	Aberrant Characteristics
1	Hundreds of eyes of different types and sizes cover the creature’s body.
2	Hundreds of mouths of different sizes and shapes cover the creature's body and spew a disgusting goo.
3	Body covered by irregular thorns that inject hallucinogenic poison .
4	Body covered with small lips that keep pronouncing alien poetry which drives listeners insane.
5	Several tentacles cover the creature’s body.
6	Faces of several different beings in agonizing expressions cover the creature's body.
7	Bubbles expelling nauseous smells forms all over the creature's body.
8	Hundreds of clawed hands form and dissipate over the creature's body.
9	The creature's body is covered with holes expelling feces.
10	Gelatinous and transparent body, exposing all the bizarre organs inside.

d10	Specific Purposes
1	Harvest natural resources
2	Colonize a new world.
3	Escape the destruction of their original world.
4	Search for ancestors that visited this world.
5	Dominate this new world.
6	Conduct scientific experiments.
7	Eat all that it can find.
8	To reproduce with another species.
9	Capture slaves for an important task.
10	To learn and collect information.

ELEMENTAL

These are creatures composed of a singular (or sometimes, multiple) pure element, having acquired life through sorcery or the act of a powerful entity that gave them sentience. Their forms can be as varied as any other monster.

To create an elemental monster, start with an **Opponent** from any other nature and then assign a unique element of which it is composed according to the table below. Additional Powers and Weaknesses should be added as well.

d10	Element	d10	Element
1	Earth	**11**	Water
2	Fire	**12**	Air
3	Rock	**13**	Magma
4	Ashes	**14**	Sand
5	Wood	**15**	Mud
6	Steam	**16**	Blood
7	Metal	**17**	Mucus
8	Acid	**18**	Poison
9	Lightning	**19**	Light
10	Glass	**20**	Diamond

DÆMONIC

Daemons are supernatural entities hailing from the depths of the Void, a plane of emptiness, pain, suffering and death. The majority of them feed off of these feelings and travel the cosmos to incite them in others.

To create a daemon, the **Overlord** starts with another **Opponent's Nature** and then applies some Daemonic Characteristics. These creatures usually have several Powers and a few Weaknesses.

d10	Daemonic Characteristics	d10	Daemonic Characteristics
1	Goat horns	**11**	Shadow body
2	Goat legs	**12**	Empty eye sockets
3	Flame eyes	**13**	Forked tail
4	Fangs	**14**	Bat wings
5	Skeletal wings	**15**	Blood covered body
6	Crawling with insects	**16**	Morbid obesity
7	Incredibly filthy	**17**	Mucous covering the body
8	Body covered with dark thorns	**18**	Crawling with serpents
9	Extremely beautiful	**19**	Horrendous
10	Guttural voice	**20**	Melodic voice

POWERS

Here is a list of 100 **Special Abilities** that can be assigned to any **Opponent**. How they manifest in each creature will depend on its nature and the **Overlord**'s creativity.

d100	Powers
1	*Acid Attack:* Acid deals a die of damage one step *below* the **Standard Damage** for the creature's **HD** for **HD rounds**.
2	*Acid Blood:* When an attacker inflicts damage at **close** range to the creature, they must make an **Agility** test or suffer damage one step *below* the **Standard Damage** for the creature's **HD**.
3	*Cause Blindness:* Blinds a target for **1d3 rounds** per **HD**. The target receives **2 Negative Dice** for any action that relies on vision.
4	*Imprison:* The creature imprisons a target in a viscous substance, requiring the victim to make a **Physique** test to escape.
5	*Earthquake:* Causes an earthquake up to **long** range, collapsing buildings and causing other damage. Creatures in the *area* must make an **Agility** test or are knocked to the floor.
6	*Tunneling:* Can move through solid earth as normal.
7	*Destroy Metal:* Metal objects that touch the creature's body are damaged and become useless. When an attacker hits the creature, they must make a **Luck Roll** to see if their weapon is *ruined*.
8	*Destroy Wood:* Wooden objects are destroyed if they come into contact with the creature's skin. When an attacker hits the creature, they must make a **Luck Roll** to see if their weapon is *ruined*.

d100	Powers
9	*Lacerate:* After the attack, the target receives a **Negative Die** to all *physical* actions for **HD rounds**.
10	*Corrode Minerals:* Rocks and other minerals can be dissolved by the creature, allowing it to pass through walls.
11	*Animate Object:* Gives life to inanimate objects, transforming them into monsters under the creature's command. The creature can animate a number of objects equal to its **HD**.
12	*Suffocation:* Drains the air from its victims' lungs.
13	*Repulsion:* Makes it hard for creatures of a certain type (**Overlord**'s discretion) to approach. Characters can resist with a **Willpower** test.
14	*Bleeding:* In *addition* to normal damage, this attack causes bleeding, making the target suffer damage 1 step *below* the **Standard Damage** for the creature's **HD** per **round** until the wound is treated.
15	*Necrosis:* This attack causes necrosis and the victim loses **1** point of **Physique** or **Agility** per day until a cure is found.
16	*Disease:* Causes grave and potentially deadly disease (the **Overlord** may impose **Attribute** damage, **Negative Dice** and loss of **Vitality** points). Victims can make a **Physique** or **Willpower** test to resist it.
17	*Incubation:* An egg or seed is inserted inside the target and it will generate another monster in a set amount of time, leading to the victim's *death* unless it is extracted in time.
18	*Drain Attribute:* Victim loses **1d3** points of a specific **Attribute**. The target can usually resist with an appropriate **Attribute** test.
19	*Power Vortex:* Summons an energy storm that affects all creatures in **short** range who suffer damage one step *lower* than the **Standard Damage**, unless they make an **Agility** test for *half* damage. The storm lasts for **HD rounds**.
20	*Confusion:* Makes victim confused and disoriented, receiving a **Negative Die** to all actions for a number of **rounds** determined by the creature's **Standard Damage** roll.
21	*Freezing Attack:* In *addition* to normal damage, targets must make **Physique** tests or are frozen, imprisoned and incapable of moving for **HD rounds**.
22	*Command Plants or Animals:* Can command a number of plants or animals up to the creature's **HD**.
23	*Curse:* Curses a victim who can resist with a **Willpower** test. The **Overlord** will come up with the curse effect (which can have mechanical and narrative effects). *Additionally*, the target's **Luck** score is *lowered* by **1** until the curse is broken.
24	*Create Barrier:* Creates a barrier to hinder or stop movement. Barriers can also inflict damage with thorns or blades. To overcome a barrier, characters will need to make a **Physique** or **Agility** test.
25	Instant Death: Kills target instantly unless he passes an appropriate Attribute test.
26	*Slow Death:* Target acquires a malady that kills them slowly. They suffer **Standard Damage** or loss of **Attribute** points daily and cannot heal this unless a cure is found.
27	*Drain Life:* Causes damage one step *lower* than the **Standard Damage** for the creature's **HD** but the creature *regains* the same amount of **Vitality** points.
28	*Dimensional Confinement:* Imprisons a target in an extra-planar space. The victim can only be freed by killing the creature.
29	*Multidimensional:* The creature exists in multiple planes, hopping from one to another in the blink of an eye. Every time the creature is hit, the attacker makes a **Luck Roll** to determine if the creature did not hop to another dimension the moment it was being hit, *avoiding* damage.
30	*Drain Memories:* Target loses memories, making it harder to remember information. A **Luck Roll** is made to determine if a particular subject or spell was forgotten. One memory is forgotten per attack. This effect is permanent.

d100	Powers
31	*Electric Damage:* When hitting a target with this ability, creatures within **close** range must make a **Luck Roll** or suffer damage one step *below* the **Standard Damage** for the creature's **HD**.
32	*Electric Creature:* Electricity runs through the creature's body and those carrying metal objects that touch it must make a **Luck Roll** or take damage one step *below* the **Standard Damage** for the creature's **HD**.
33	*Magnetic Field:* Weapons and armor made of metal that make contact with the creature can become stuck unless the attacker makes a **Physique** test.
34	*Scare:* Forces targets that see the creature to make a **Willpower** test or suffer a **Negative Die** on all tests against it.
35	*Dominate:* Can dominate the minds of a number of creatures equal to its **HD**. Victims can *resist* with a **Willpower** test.
36	*Induce Rage:* Targets within **short** range must make a **Willpower** test or be driven into a rage, attacking anyone within **close** range in the most violent way they can for a number of **rounds** equal to the creature's **HD**.
37	*Cause Apathy:* Causes apathy in up to **HD** targets (who can resist with a **Willpower** test). Those affected must make a **Willpower** test to act each **round**.
38	*Cause Ecstasy:* The creature's touch causes ecstasy, *paralyzing* victims with pleasure for **HD rounds**, unless they pass a **Physique** test.
39	*Sleep:* Can put to *sleep* all opponents within **short** range. Targets can resist with a **Physique** test.
40	*Incendiary Attack:* This attack can set a target on fire, causing damage one step *below* the **Standard Damage** for the creature's **HD** on the following **rounds** unless the victim makes an **Agility** test to dampen the flames.
41	*Flaming Body:* Anyone within **close** range suffers damage two steps *below* the **Standard Damage** for the creature's HD.
42	*Explosion:* Causes an explosion that deals **1d6** points of damage per **HD** to anyone within **close** range. An **Agility** test can reduce this damage to *half*.
43	*Hallucination:* Alters the target's perception, making them believe in things that are not there. Targets can resist with an **Intellect** test. This lasts for **HD turns**.
44	*Project Illusion:* Affects an area up to **long** range, creating an illusion that affects all senses. Can be resisted with a **Willpower** test.
45	*Freezing Aura:* Affects an area up to **short** range, dropping the temperature to a level below freezing. Targets need to make a **Physique** test to avoid being frozen into place.
46	*Crush:* Target is crushed by the creature and can make a **Physique** test per **round** to escape or suffer damage one step *below* the **Standard Damage** for the creature's **HD**.
47	*Immobilize:* Targets within **short** range must make an appropriate **Attribute** test or cannot move for **1d3 rounds** per creature's **HD**.
48	*Induce Insanity:* A target up to **long** range must make an **Intellect** test or acquire a **Madness** relating to the creature. To cure themself, the character will need a number of years equal to the creature's **HD**.
49	*Cause Stupidity:* Affects one target per creature's **HD** if they fail an **Intellect** test. The affected become stupid and uneducated, incapable of taking intelligent actions, remembering languages and powers. This usually lasts for **HD** hours.
50	*Spread Shadows:* An aura of shadows extends up to **short** range, blocking the vision of anyone within this effect.
51	*Shadow Step:* The creature can travel through shadows, covering great or small distances.
52	*Ethereal Form:* Can assume an ethereal form, becoming *immune* to physical attacks and capable of entering hard to reach places.
53	*Augmented Senses:* The creature has sharp senses, sensing slight changes in its surroundings. Character's receive a **Negative Die** when trying to deceive it.
54	*Extra Senses:* The creature has an additional sense like thermal vision, sonar, E.S.P., aura vision, etc.

d100	Powers
55	*Multiple Attacks:* Can make *additional* attacks per **round** up to their total number of **HD**.
56	*Bad Luck: Double* the chances of **Random Encounters** for up to **HD** creatures who fail a **Willpower** test for **HD** days.
57	*Drain Magic:* Up to **HD** targets within **short** range become unable to manifest powers if they fail a **Willpower** test. This lasts for **HD turns**.
58	iThe creature can move objects or beings (**Physique** test to resist) with its mind and can make attacks with this power.
59	*Steal Memories:* Steal the memories of up to **HD** targets, becoming able to assume their personalities. Can be *resisted* with a **Willpower** test.
60	*Duplicate Appearance:* Can assume the appearance of a touched target for up to **HD** days.
61	*Fly:* The creature can move through the air with freedom, avoiding obstacles and hazards.
62	*Scale Surfaces:* Can move over walls, ceilings and other non-horizontal surfaces like a spider.
63	*Amphibious:* Can live and act freely on land and water.
64	*Impair Movement:* A target up to **short** range needs *twice* as much effort and actions to move unless they pass an appropriate **Attribute** test. This lasts for **HD turns**.
65	*Open Portal:* Open portals to other places and planes that can last for up to **HD turns**.
66	*Poison:* The creature's attack is poisoned with a substance with an **Intensity** equal to its **HD**.
67	*Animate Dead:* Can animate up to **2** times its **HD** of undead minions. They last until killed again.
68	*Enlarge or Reduce:* The creature can increase or decrease its size, improving or reducing its **HD** and **Standard Damage** by one step. Some creatures can use this power on other targets. A target can *resist* with a **Physique** test. Lasts for **HD turns**.
69	*Reproduce Sound:* Can imitate any sound heard in the last **HD** days.
70	*Sonic Attack:* Can emit a specific frequency capable of damaging living beings and/or structures within **short** range. Those who fail an **Agility** test suffer the **Standard Damage** for the creature's **HD**. Success indicates *half* damage.
71	*Sorcery:* Can cast spells as **The Gifted**. Treat as having a **Willpower** of **10+HD** and knowing a number of spells equal to its **HD**.
72	*Regenerate:* Regenerates a number of **Vitality** points per **round** equal to its **HD**.
73	*Cause Deformity:* A target touched by the creature is deformed unless it passes a **Physique** test. The deformity can have various effects, from social rejection to **Attribute** damage.
74	*Animal Form:* Can assume up to **HD** different animal forms.
75	*Energy Ray:* The creature can fire an energy ray that does **1d6** points of damage per **HD** to a target up to **long** range that fails an **Agility** test.
76	*Reinforced Carapace:* Grants **Damage Reduction** of **1** to **5** (or maybe more).
77	*Invisibility or Camouflage:* The creature can become invisible or can use camouflage, requiring an **Intellect** test with a **Negative Die** to be detected.
78	*Immunity to Mundane Attacks:* The creature can only be harmed by *supernatural* attacks and weapons.
79	*Magical Immunity:* The creature is immune to magical attacks and weapons.
80	*Variable Immunity:* The creature is immune to a certain type of attack (fire, metal weapons, electricity, psychic, etc.)
81	*Magical Resistance:* Receives a **Positive Die** to resist magical effects.
82	*Divide:* The creature can divide itself into several copies, splitting its total **HD** between them. The copies keep all other stats normally and attack as if having its total **HD**.

d100	Powers
83	*Reflect Attacks:* Can reflect a number of attacks per **round** equal to its **HD**. The creature makes an attack against the **Attribute** used in the original one to hit it.
84	*Invoke Ally:* Can summon a similar creature of the same amount of **HD**. A character can make a **Luck Roll** to avoid this effect.
85	*Immortal:* The creature cannot die *naturally* and a condition must be met for the creature to be truly killed.
86	*Teleport:* The creature is capable of moving through space with just its thoughts, changing locations instantly. This can be used a number of times equal to its **HD** per day.
87	*Thorns:* The creature has thorns over its body, making everyone within **close** range make an **Agility** test to avoid taking **HD** points of damage. Some of these creatures can expel these thorns up to **short** range, causing **Standard Damage** according to its **HD**.
88	*Read Minds:* Can read the minds of everyone within **long** range, making it impossible to surprise this creature in combat. *Additionally*, it receives a **Positive Die** on its attacks and imposes a **Negative Die** on attacks against it.
89	*Absorption:* Can absorb the energy of a specific type of attack (kinetic energy, magic, fire), transforming the potential damage into *healing*.
90	*Swallow:* On a natural **20** (or by taking the target to its mouth with another attack), the creature swallows the victim, who will suffer the **Standard Damage** of the monster per **round** automatically. The target can escape if he inflicts the number of **HD** the creature has in damage in a *single* attack.
91	*Disintegrate:* Can disintegrate matter within **long** range with a ray up to **HD** times per day. If used as an attack, the ray kills any creature who fails an **Agility** test. Those who *succeed* suffer **1d6** points of damage per **HD**.
92	*Duplicate:* Can generate up to **HD** illusory copies of itself. Copies can be distinguished with an **Intellect** test.
93	*Improved Damage:* The normal damage of the creatures **HD** is *increased* by one step on the **Standard Damage** table.
94	*Psychic Attack:* All enemies within **short** range must make a **Willpower** test or suffer damage one step *below* the **Standard Damage** for the creature's **HD** and receive a **Negative Die** for all actions for **HD rounds**.
95	*Silence:* A point affecting an area with **short** range has all the sound silenced. This lasts for up to **HD rounds**.
96	*Turn to Stone:* Victims that look into the creature's eyes must make a **Physique** test or be turned to stone.
97	*Create Matter:* Generates matter of a specific type (wood, stone, gold, crystal) of a volume equal to a cubic meter per **HD** per day.
98	*Time Travel:* The creature can travel to the past or the future of its location.
99	*Foresee Future:* The creature can see into the future up to **HD** decades.
100	Combine *two* abilities into one.

WEAKNESSES

Some **Opponents** have weaknesses that makes them more vulnerable. These flaws are not usually common knowledge, but driven players can discover them through rumors, research and by trial and error.

d20	Opponent's Weakness
1	Vanity
2	Stupidity
3	Vulnerable special part
4	Can't distance itself from specific place
5	Need to feed constantly
6	Life depends on a specific item
7	Vulnerable to certain type of attack
8	Aversion to some substance or object
9	Methodic compulsion
10	Honor code
11	Circumstantial weakness
12	Powerful enemy
13	Addiction
14	Obsession
15	Vulnerability in another dimension
16	Simply knowing its True Name makes it weak
17	Weakness after a ritual
18	Fears its own reflection
19	Hubris
20	True beauty

MISSION: ESCAPE FROM THE SKULL PRISON

The Skull Prison is a terrible and perilous place. Criminals of all types, and even innocents who have displeased someone influential, occupy the dirty cells of this dumphole. The authority inside this place is nominally within the Skull Sentinel's jurisdiction, but truth be told, many gangs vie for control of what truly happens inside, and the Sentinels just keep to their menial tasks.

Escape from the Skull Prison is an introductory adventure for **Solar Blades & Cosmic Spells**, ideal for kickstarting a campaign in the chaotic universe of the game. This can be used for a group of 4-6 1st **Level** characters, but **Overlords** should have no problem adapting it for more experienced groups.

OVERVIEW

The Skull Prison is a dark brooding prison administered by a private independent security force. It sits in the vacuum of space in a secret location, making it almost impossible for anyone to try to get to it, unless they are security agents themselves. They accept prisoners from Galactic Overlords, Crime Lords, corporations and anyone who can pay their prices or can provide other kinds of favors. Guards are corrupt, violent and unconcerned with the prisoners' security. As long as they stay within the prison and do not harm the prison property, they can do whatever they want to each other.

Prisoner life is rough. Not only are the guards extremely violent and careless, food is scarce, hygiene is terrible, and you even have to fight to have a bed to sleep upon. Major criminal factions dominate sections of the prison, making the mere act of talking to the wrong person a perilous task. That means unaffiliated prisoners need to keep their eyes open and find others to help them survive.

BEGINNING THE ADVENTURE

The adventure begins as a massive power outage happens, opening all the prison cells. This has never happened in the memory of the player characters. A riot quickly begins, and while some of the prisoners are just trying to create as much havoc as they can, the possibility of escaping crosses the minds of a few of them, including the PCs. This was caused by a starship which got out of a Star Jump accidentally and hit the prison main generator.

The prison has a few escape pods and it harbors starships belonging to the Skull Sentinels. Thus, the characters have a few hours to get to those if they want to get out of this horrible place.

Why are the player characters in prison? That's up to them. In a corrupt and unforgiving universe such as the one of **Solar Blades & Cosmic Spells**, they may have been taken for any reason, from looking the wrong way towards a noble, to not paying their taxes, or even more harmful deeds. They may not even know the reason. There were certainly no trails.

RUMORS

The player characters have probably heard a few rumors about the prison and how it's run, both in regard to the Skull Sentinel's administration and how the criminal factions really run the place. The **Overlord** may provide each player with a rumor from the table below and can also give the others throughout the adventure, as the player characters interact with those they encounter in game.

d20	Rumors from the Skull Prison
1	The outage was caused by the attack of a criminal organization which is trying to get one of their top operatives out of there (false).
2	The Red Hands faction is heading to the prison star port to get a starship and get out of this hell hole (true).
3	Beware where you go. The Sentinels had Voiders locked up for studying and now they are on the loose (true).
4	The main reactor was damaged and it is only a matter of time before the prison explodes and we all die in here. Make your last hours count (true).
5	Most of the Sentinels were out of the prison and there is little effort being made to contain the riot. Stay in your cell if you want to survive (true).
6	There is a group of Skull Sentinels killing prisoners on the loose. Hide out (true).
7	The escape pods are low on fuel. If you want to get far, look for something else to get out of here (false).
8	One of the Sentinel's armories is located on the Security Level. Get there fast and secure some guns if you want to survive this mess (true).
9	Get out of the way of the Black Bats and the Yellow Tigers. They want to kill each other, or anyone that stands in the way of their killing (true).
10	One of the Sentinels used to experiment with sorcery and used prisoners as guinea pigs. His creations may have escaped during this power outage (true).
11	Look for Sentinel Waston on the lower levels. He can hook you up with a starship out of here if you agree to do some favors for him (true).
12	If you want to know where to go, get to the surveillance station above the cell courts. They have a map of the whole place there (true).
13	To liberate a starship from its locks, you have to deactivate the security mechanisms manually in the command center (true).
14	Watch your back. Your enemies are on the loose and will try to stab you in the back if they can (true).
15	Stay out of the lower levels. Things are crazy down there. People are killing each other for no reason whatsoever (true).
16	The Skull Sentinels have activated military robots to control the inmates. If you find one, there is no negotiating. Get the hell away (false)!
17	There is a Void cult hidden in the prison, led by a Sentinel with dozens of cultists among the prisoners. They are planning a ritual, and that what's probably caused the power outage (true and false).
18	The presence of a powerful Void Sorcerer caused this power outage. What is such a being doing here? (False).
19	You could probably call for help from the communication center. Maybe contact an ally or crew passing nearby (true).
20	The apprehended items deposit is on the upper levels. Whoever gets there first is gonna have a treasure on their hands (false).

RANDOM ENCOUNTERS

A riot is going on. Criminals go all around, spreading chaos and destroying whatever they can. Sentinels, in smaller numbers, are killing inmates using stealth gear or hiding in their reinforced rooms, ready to shoot down anyone who approaches. Add to that a group of Voiders that were being kept in a high security cell for study and a portal recently opened to the Void by an apprentice sorcerer trying to get favors from an entity he heard in his dreams, and you have a solid picture of the havoc going on inside the prison.

Every 30 minutes of game session time (or whenever the **Overlord** sense the game halting), roll a **d6**. On a **6**, a **Random Encounter** occurs. Roll on the following table to see what the player characters potentially run into. Remember to show signs of the upcoming encounter and allow players to interpret them either to be better prepared or to avoid it if they can. Statistics for the Opponents can be found in its own section of the adventure ahead.

2d6	Random Encounters in the Skull Prison
2	Void Demon of Rage with **1d6** Possessed Inmates.
3	**1D6+1** Cultists carrying an Inmate for a sacrifice.
4	**1d3+1** Skull Sentinels.
5	**1d6+1** Voiders roaming around and destroying everything in their path.
6	**1d6+1** Gang members of the opposing faction.
7	**2d6** Inmates fighting each other.
8	**1d3** Lost and desperate Inmates.
9	Radiation leak (each **turn** in the location requires a **Physique** test to avoid losing **1d3** points of **Physique**).
10	A corrupt Skull Sentinel, running from **1d6+1** armed Inmates.
11	**1d3** Inmates trying to find a way out of this mess.
12	An Inmate claiming their friends came here to rescue them. They just need to find these friends.

RANDOM ROOMS

The Skull prison can be much bigger than the maps we are presenting here. This way, whenever the **Overlord** needs to come up with a random room in the adventure that wasn't previously prepared, they can roll on the table below and make a **Random Encounter** roll to see if there is anything inside.

2d6	Random Rooms of the Skull Prison
2	Engine Room with radiation leakage.
3	Garbage Deposit.
4	Kitchen.
5	Communal Bathroom.
6	Training Room.
7	A Prison Cell.
8	Training Room.
9	Storeroom.
10	Stairs (**1d6**: 1-3 Up; 4-6 Down).
11	Dormitory.
12	Armory.

THE SKULL PRISON

The prison is a space station made of resistant metal alloy, with durable plastic floors and walls. Illumination come through the ceiling, by light panels installed at regular intervals. However, with the power outage, most areas rely on emergency lights near the floor (but there are a couple of areas in complete darkness). Doors are usually closed and would be really hard to open if the power was turned on (**Difficulty 10**). However, since the doors are without power, the **Difficulty** is reduced to only **5**. When the prison had power, the cells were capable of inhibiting the channeling capacity of sorcerers and mentalists, but now they are free to use their power.

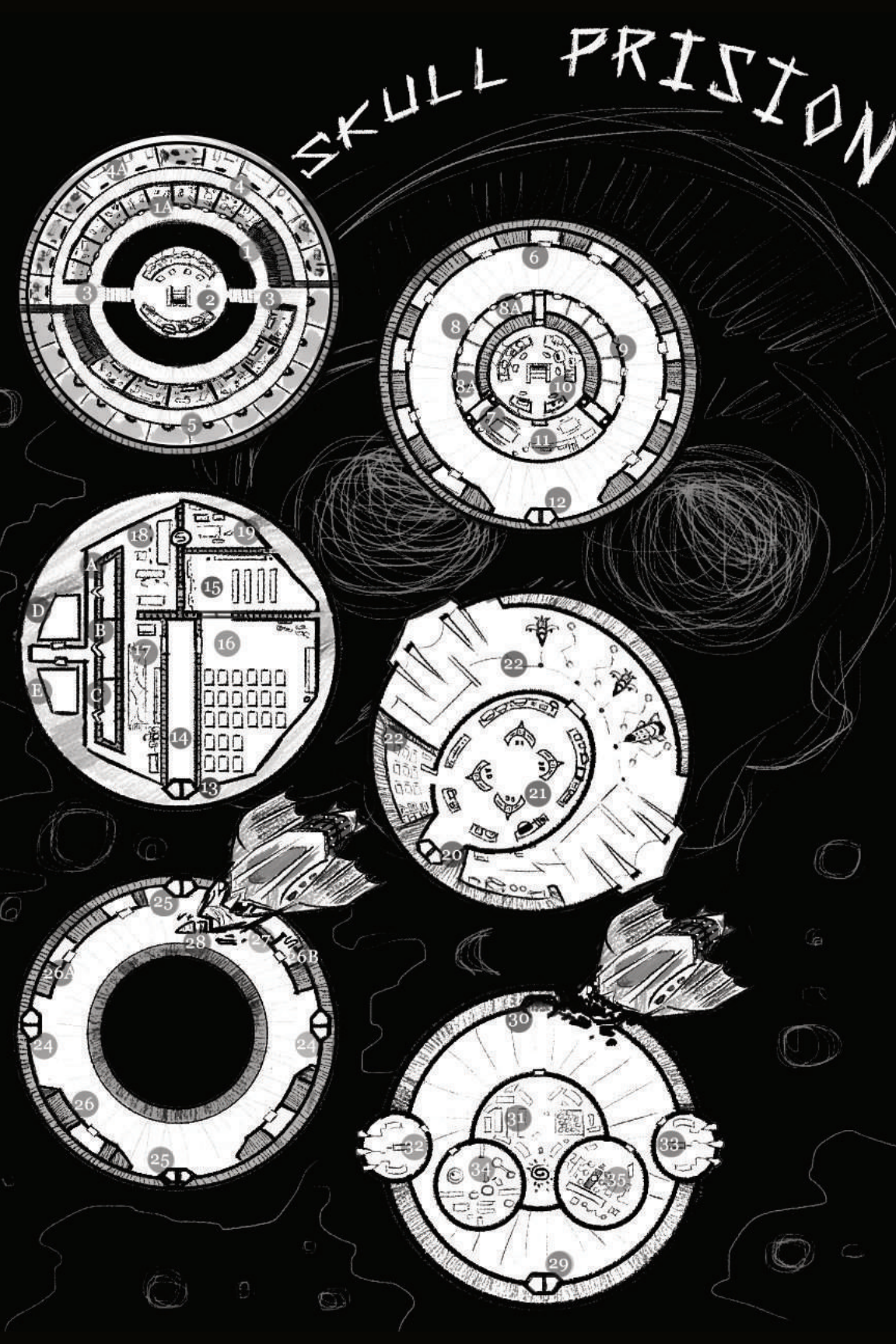
LEVEL ALPHA

1. CIRCULAR CELL COURT

The adventure starts here, with the player characters getting out of their cells and realizing things are getting way out of control with the power outage. There are **2d6+1** *Inmates* fighting each other in the court (with one or two hiding in their own cells). In the center of the court there is a security tower from where the voice of a *Skull Sentinel* can be heard yelling for the Inmates to stand down or they will shoot.

To the west and to the east there are reinforced doors that lead to the outer corridors and possibly to the security tower. There is no observable entry to the security tower from the court, unless the players can get on the bridges 10 meters above the floor.

As the adventure starts, roll the general reaction of the inmates in the court, and play along. If a fight breaks out, tell them about the *Skull Sentinel* yelling from the security tower. If they do not stop in **1d6 rounds**, he will open fire on whoever is left standing.


SKULL PRISION
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1A. Cells: The cells are dirty and in poor condition, with sucking holes in the ground for inmates feces and urine. Usually, two inmates should occupy one cell, but currently at least 4 occupy each one.

2. SECURITY TOWER

Accessible by the bridges connected to the Inner Passages, the security towers have monitors showing all the locations of the Alpha and Beta levels, as well as switches controlling all doors and elevators of the level (but remember that the power is out). A ladder can take those inside the security tower to the Beta level Security Tower ( ).

Usually occupied by 3 *Skull Sentinels*, only *one* is currently inside, as 2 have left their post to try to find out what's going on. The Sentinel inside is not the bravest one and if caught off guard will try to negotiate with the characters for their safety. They know the location of the star port, escape pods and the armory. However, if other prisoners see them, they will probably try to kill the Sentinel or take the guard for themselves.

Inside, player characters can find **1d3 small** mundane ranged weapons and **1d6 medium** mundane melee weapons. Other items may be found with a **Luck Roll**, such as flashlights, manacles, crowbars and other items that would be found with the *Sentinels* if the **Overlord** judges it appropriate.

3. INNER PASSAGE

Normally only accessible with security cards, the inner passages connect the outer cells to the inner cells, and provide access to the bridges leading to the security tower. With the proper key, access to the Beta (leading to area 6) and Solitary level can also be achieved using an elevator. However, to access them, the characters will have to climb to the upper platform. That won't be easy, as the walls are made of smooth steel here, with just small holes for ventilation purposes. Without anything to help them, the **Difficulty** to climb these walls is around **8**.

4. NORTHERN OUTER CELLS

These cells are the territory of the Black Bats criminal gang. These inmates are currently having some sort of twisted judgment, as they've captured 3 Skull Sentinels and are torturing them and making a parody of all this. Another 2 dead Sentinels lie on the ground, their equipment taken by the gang. There is a total of **3d6** *Black Bats* Inmates and Black Teeth, their leader, having a lot of fun.

As the characters enter the corridor, *Black Teeth* will ask them to join the gang, insisting they participate in the trial and torture of the Sentinels. Refusal won't be seen well received, and one of them will accuse the characters of being members of the Yellow Tigers, their enemy gang.

4A. Cells: These cells are not as dirty as the Inner Court's cells, probably because the Black Bats are more influential than non organized criminals and may spare some Credits and favors to the Sentinels.

5. SOUTHERN OUTER CELLS

The outer cells sector has been recently deactivated by the Skull Sentinels, and no inmate knows why. A big red panel tells anyone who gets to the doors that this area is restricted. Well, except the cultists. The cult, lead by *Lieutenant Maltek*, summoned a couple of Shadow Demons from the Void, and these creatures have taken residence in this sector of the prison.

When entering this section, the player characters will notice the shadows are deeper and more resilient against any light they bring in (which will illuminate just half as much as they would normally). Throughout the area, corpses of prisoners and Sentinels can be found, still with their weapons, armor or whatever items they could have. One of the guards, a sergeant, also possesses a key to be used in the Inner Passage to access the elevators that lead to the Beta and Solitary Levels. Entering with light or making any noise will alert the Shadow Demons, which will cause them to approach stealthily and try to suck the life energy out of the characters.

BETA LEVEL

6. OUTER HALLS

In the Outer Hall cells, the prison keeps some of the more dangerous inmates in individual cells. With the power outage, most of them have been released, but a few of the cells have remained stuck. Throughout the corridors, **3d6** *Inmates* and **1d6+1** *Sentinels* are fighting each other, with at least twice as many individuals on the ground, dead or wounded.

Through the corridor, there are 3 reinforced doors leading to the center of the level. All of them are locked and will require a **Difficulty 5 Physique** test to open them. However, if a key is found with a *Skull Sentinel* (**Luck** Roll), they will open easily.

7. INNER CORRIDORS

Dark narrow corridors with two reinforced doors on the sides and a security door at the opposite end.

8. WEST INNER COURT CELLS

This is where the Yellow Tigers are usually kept. They are more diplomatic with the Skull Sentinels than the other gangs, and are actually discussing what is going on with a group of **1d3+1** *Skull Sentinels*. Currently, there are **2d6+1** *Yellow Tigers* in here.

If the player characters get inside, interrupting their conversation, they will be strongly advised to leave, and leave fast. If the players can come up with a good reason for the interruption or have another idea to enact cooperation from the criminals, they may acquire some powerful allies. *Clawark* is their leader and they are interested in capturing Black Teeth, the leader of their enemy gang, the Black Bats. If the player characters can help them with that, they might help the PCs getting out of there.

8A. Cells: These cells have even more comfort than the ones of the *Black Bats*, some even have books, small radios and other entertainment devices.

9. EAST INNER COURT CELLS

This sector was occupied by the Red Hands gang but it is mostly empty now. **1d3** *Sentinels* and **1d6+1** *Inmates* lie dead on the ground, and signs of conflict can be seen everywhere. The Red Hands are currently looking for a way out of the prison, either through the starships on the higher levels or the escape pods on the lower ones. Most of the valuable and useful items have already been taken by the prisoners, but a **Luck Roll** might allow a character to find something else hidden.

10. SECURITY TOWER

This security tower can be accessed either through the doors from the Inner Corridors (**7**), or through the stairs coming from the Security Tower in the Alpha Level (**2**). As with the similar room in the Alpha Level, this one has monitors that show what's going on in cells and corridors on the level, as well as switches to control the doors and elevators. There are **2 medium** mundane ranged weapons inside, but no Skull Sentinel present. Over a table, the character can find a rough sketch of a map leading to the star port located on the Command Level.

11. MESS

Here there is a great mess for the Skull Sentinels. It's where they have meals, drink and sometimes talk about other things besides beating prisoners, taking bribes and other prison business.

Unless the PCs make a **Luck Roll**, **1d6+1** *Skull Sentinels* are sitting around a table discussing the cause of the power outage, a starship that crashed into the main prison's energy generator. They say a group of Special Agents have been summoned to deal with the situation. They don't know why, exactly.

12. ELEVATOR

This is a big elevator, used to transport cargo and large numbers of prisoners. With the power outage, users must pull manual mechanisms making a **Physique** test with a **Difficulty** equal to the total number of individuals on the elevator to go to the next 2 levels (Security and Command Levels).

SECURITY LEVEL

13. ELEVATOR

The player characters can get to the security level either through the elevator or simply climbing the elevator shaft from one level to the other. Using the elevator requires a **Physique** test as described in room **12**. To open the elevator doors, another **Physique** test is needed as usual.

14. CENTRAL CORRIDOR

After forcing the door, the characters will find this inner corridor in darkness, without any emergency lights working. Some sparks come out of wires pulled from holes in the plastic panels covering the steel walls. This makes the corridor a bit harder to move in, as characters may step on electrified wires and suffer damage. Characters that do not take the necessary precautions to avoid such a predicament should make a **Luck Roll** to avoid stepping onto loose wires and suffer **2d6** points of damage. More resourceful players may find a way to use this hazard to their advantage.

Throughout the corridor, there are 2 doors on opposite sides leading to the Skull Sentinels' Dormitories (rooms **16** and **17**), their entertainment lounge (room **18**), and the Armory (room **15**) which has its door locked with a manual lock (**Difficulty 10 Physique** test to force open with a tool).

15. ARMORY

With a manually locked door to be opened, this Armory is still pretty much intact with gear. **3d6 Small** Weapons, **2d6 Medium** Weapons and **1d6 Large** Weapons can be found here, as well as **2d6 Light** Armors, **1d6 Medium** Armors and **1d3 Heavy** Armor suits. These are all mundane. Other more mundane equipment can be easily found, such as pouches, backpacks, flashlights, electric lanterns, and other objects commonly used by security forces. Anything more special and out of the ordinary will require a **Luck Roll** from the players. Need Night Vision Goggles? Roll for it.

16. EAST DORMITORY

This is the common room for Skull Sentinels of low hierarchy (soldiers and sergeants, mainly). It's a mess, with bunk beds spread all over the place, food on the floor, stains on the walls, dirty pictures of other sentients hanging everywhere. There are **1d6**-1 *Skull Sentinels* here resting, sleeping or getting ready for work. If caught off guard, the Sentinels will try to talk sense into the characters, claiming they can help the PCs get whatever it is they want. They will try to reach their communicator and call other Sentinels to this location. If they do that, ask for a **Luck Roll**. If the characters are lucky, the other Sentinels are busy and will not show up until **1d6 turns** have passed.

17. WEST DORMITORY

This is the dormitory reserved for the officials and the commanders of the Skull Sentinels force. There are 4 rooms for officers (A, B, C and D) and the commander's room (E).

Room A, B and C: More comfortable rooms with larger beds, closets and a small old television with a kind of VCR with movie cartridges (old movies, porn, motivational films). If thoroughly searched, players may find wallets and Credit sticks, summing up to **1d6 Credit Points** per room. This is besides clothing and even uniforms.

Room D: *Lieutenant Yavik* has locked himself inside his room. He is convinced all of this was part of a premeditated plan to get rid of him. He has had differences with Maltek, the Lieutenant who has been leading the cult of the Void inside the prison. Maltek has cursed him with terrible nightmares with demons and darkness, almost driving Yavik to the brink of madness. He is armed with a Laser Rifle and will open fire as soon as someone opens the door to his room, shouting curses to the demons that have come to take him. Besides the weapon, a **medium** armor and a small pistol, Yavik has the key to the Armory (**15**) and 2 grenades.

Room E: This is the room of *Commander Farrak* and is quite opulent compared to the other rooms where Sentinels live. The smell of incense fills the air, and the characters can see bottles of booze, cigars and other signs of a good party which happened here recently. A **medium** ranged weapon is hidden under the bed, and uniforms and civilian clothes can be found in the closet.

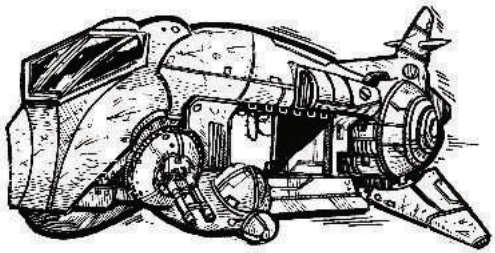
18. ENTERTAINMENT ROOM

This is a common room used by the Skull Sentinels to distract them from their menial tasks. It may have had another function previously, but now there are tables for games, a big screen where the Sentinels can watch games and other entertainment programs. To the right buyer, some of these games could be sold for **1** or **2 Credit Points** (there are **1d6** such games in the room). Since most of the entertainment in the room is dependent on electricity, it is empty. Behind the single old arcade machine in the room, however, a secret door can be found (leading to area **19**).

19. TORTURE CHAMBER

This dark room is filled with torture devices and tables where victims would be strapped in. Stains of blood can be easily seen on the floor and walls, and some of them are even recent. A prisoner is still tied to one of the torture tables, blood all over his body, with marks of torture. He is unconscious, but can be awakened if properly treated and given some food or water. If not treated, the prisoner will die within the next day.

This scenario presents an opportunity for the **Overlord** to introduce a new character in case a player has lost one, or to introduce an **NPC** who will serve as a contact for the PCs once they get out of the Skull Prison. Maybe they are also a pilot who can help them get a starship from the Command Level and properly make a Star Jump out of their captors' reach.



COMMAND LEVEL

20. ELEVATOR

The last stop in the elevator shaft that begins in the Beta Level (**12**) is the Command Level. The door to the Main Command room (**21**) is slightly ajar, and one person can pass through it by squeezing. A **Difficulty 8 Physique** test is required to further push the doors to make the entry point wider. Again, using the elevator requires a **Physique** test as described in room **12** or the shaft itself can be climbed.

21. MAIN COMMAND

It's in the Main Command room that most of the controls of the Skull Prison are localized, and from where *Commander Farrak* issues her orders to all Sentinels on duty. It's a large circular room with several computer terminals spread around it, and other command stations attached to the walls. The room possesses 2 major exits; one is opened, leading to the Medic Bay, and another is closed, leading to the Star Port.

2d6 *Skull Sentinels* are present at the moment, testing the terminals as the technicians try to restore the power to the prison down in the generator. *Commander Farrak* is also here overseeing the efforts. Contrary to the other areas of the prison, the Command Level has an auxiliary power generator that is still functioning. Thus, opening doors by force will be much harder (but if they use a security id to open doors, they will open automatically). Anyone not part of the staff will be welcomed under heavy fire, as Commander Farrak is aware that a group of inmates is planning to escape while the power is out.

22. MEDIC BAY

The Medic Bay is where the Skull Sentinels go to treat their injuries and where the most influential prisoners do the same. Most other inmates are just left to die from their wounds and diseases, if they catch any. This is not a top notch medical facility, and is severely understaffed. There are currently **2d6+1** *injured Skull Sentinels*, who were wounded when the Star Ship crashed into the Main Engine, and only **2** *Medics* that won't participate in combat.

The Medic Bay possesses bandages and minor equipment for small procedures. What they have more of are drugs to alleviate the pain, which can also be sold to addicts for a good price. If completely ransacked, these drugs can be sold for about **2d6+1 Credit Points** to the right buyer.

23. STAR PORT

This is a small hangar where the few starships of the Skull Prison are usually kept. The prison possesses *3 Star Fighters*, *2 Medium Transports* and *1 Assault Ship*. Currently, only two Starfighters and one of the Medium Transport Starships are present, with the other vehicles carrying out missions.

These vehicles are, unfortunately, locked in place, and someone would need to unlock them from the Main Command room (**22**). *Additionally*, they are not in perfect shape, being quite old. Thus, these Starships will possess a random *defect* determined by the table below. The complete statistics for each Starship can be found below this table.

2d6	Random Starship Defect
1	*Holes in the armor plating:* When an attack hits the starship, characters inside must make a **Luck Roll** or the attack will ignore the ship's armor.
2	*Decalibrated Star Jump Driver:* Whenever the Star Jump Driver of the starship is used, characters must make a **Luck Roll** or the driver will malfunction, transporting them to a random location determined by the **Overlord**.
3	*Decalibrated Targeting System:* The Targeting Computer of the starship is malfunctioning, increasing the **Difficulty** of any attack made with the starship's weapons by **1**.
4	*Slow Engines:* The starship takes *twice* as much time to take off as normal, making daring escapes that much harder.
5	*Defective Sensors:* The starship sensors are not working properly and will have the **Difficulty** of any test to detect other starships and signals increased by **1d6**.
6	*Decalibrated Controls:* **Maneuverability** reduced by **1d6** due to decalibrated controls, making the starship difficult to control.
7	*Rusted Hull:* **Hull** points reduced by **1d6** for the Starfighter and **2d6** for the Medium Transport. These vehicles haven't seen maintenance for quite a while.
8	*Monster Inside:* There is a monster inside the starship, in a not so easy to find place, which will spring on the player characters at the worst moment.
9	*Exploding Guns:* If a **Fumble** attack roll is made to fire a starship weapon, the shooter must make a **Luck Roll** or the gun explodes, inflicting its *maximum* damage on the starship and on the player character.
10	Roll *twice*. This starship is really banged up and needs repairs urgently!

STARFIGHTERS – DARK TEETH AND SKELETAR

Scale: Starship

Maneuverability: 14 **Targeting:** 14

Weapons: Two **medium** ranged weapon.

Armor: Medium **Hull:** 10

Special: May carry up to 2 proton torpedos, capable of Star Jumps; life sensors.

These two Starfighters look like fish made of metal with huge engines strapped to their tails. They are banged up, and their paint is fading in many spots. They can be pretty effective in combat, though and each ship can carry up to 3 individuals, with one piloting and up to two other manning the guns.

MEDIUM TRANSPORT – CRIMSON SWORD

Scale: Starship

Maneuverability: 12 **Targeting:** 13

Weapons: 2 medium **ranged** weapons and 1 **heavy** ranged weapon.

Armor: Medium **Hull:** 25

Special: Capable of star jumps; can carry a smaller starship; possesses a cargo bay; life sensors.

A very versatile starship, originally designed to transport small amounts of cargo but now heavily modified to serve a crew of bounty hunters. It's shape is similar to a sword, but with a reddish hue, which resemble blood. The ship can use a pilot and a copilot to handle sensors and other instruments as well as up to 3 gunners.

SOLITARY LEVEL

24. EAST-WEST ELEVATORS

The passage from the Alpha level leads to both of these entrances through a set of elevators. On this level, all lights are off, including the emergency lights through the floors and corridors. The only light that can be seen comes from sparks flying out of electricity panels throughout the level and those carried by other individuals.

The elevator shafts lead directly to the outer corridor, where dozens of reinforced security doors lead to solitary cells of the most dangerous and psychotic prisoners stay locked up.

Screams can be heard echoing throughout the corridors, some of despair, others of mad joy, for unknown reasons.

Damage is clearly seen throughout this level, as the starship crashed between this and the Engine Level. The north east part of the corridors is destroyed and exposed to the vacuum of space. Characters approaching this area will find **1d6** *Voiders* and **1d3+1** *Skull Sentinels* with magnetic boots. They will also need to find a way to keep their feet on the ground or make a **Physique** test not to be sucked out of the Skull Prison, meeting a dark and cold death.

25. NORTH-SOUTH ELEVATORS

In the northern and southern points of the outer corridors, an elevator can be found behind reinforced metal doors with manual locks. To forcibly open then, a character must make a **Difficulty 8 Physique** test or pick the locks (or, if they have a technician security key, they can open it manually). The elevators work normally as they are powered by emergency alternate generators. They lead to areas **29** (southern) and **30** (northern).

26. SOLITARY CELLS

These cells are occupied by the worst specimens of the universe. Some of them are here because they deserve it, others because they pissed off someone who they shouldn't have. To determine what or who is in each cell, make a roll on the **Random Encounter** table and determine **Reaction** as normal. Some *Inmates* will ask for help and promise to help the adventurers back while others will make threats through the cell bars. Opening a solitary cell door ain't so easy though, and requires either a **Difficulty 8 Physique** test or a **Difficulty 5** test to pick the lock.

26A: FORMER ALLY

In this cell is a former ally of one of the player characters. They will call the character's name out as the PCs pass in front of the cell. Ask the players who the ally was, and why they aren't allied with them anymore. Then, from there, make the ally offer a bargain for that character to let them out. Make them able to provide some information that seems important for the player characters, maybe revealing something about the Voiders or the Cultists inside the prison. This solitary cell door needs to be opened just like the ones described in the room **26** entry.

26B: SECRET PASSAGE

This appears to be just another solitary cell, but it is actually a false cell which hides a passage to a secret cell where the Skull Sentinels kept a group of Voiders to experiment with. The cell seems empty at first look, but if examined thoroughly, they will find a keyhole in the back wall. Picking the lock (**Difficulty 5**) will reveal room **27**.

27. VOIDERS

A dark room with dozens of tall glass vats shattered through the floors. A sticky viscous liquid clings to the boots of anyone walking through. The northeast portion of the cell has fallen away, and you can see the vacuum of space and a huge assault ship that has crashed between the Solitary and the Engine Levels.

1d6 *Voiders* will be found here ripping the flesh out of their own bones. They will gladly switch to doing that with the player characters if they draw attention to themselves.

Player characters approaching the northeast part will need to hold onto something to avoid being sucked away into the nothingness of space. If properly prepared, characters can climb down from this point to get to the assault ship below.

28. CRASH SITE

A great open space with the wreckage caused by the Assault Starship which crashed into the Skull Prison. The ship seems barely damaged from the outside.

Over the ship and on the walls, **3d6** *Voiders* crawl on all fours, as if they were not affected by the hole in the walls of the Skull Prison.

Fighting these sinister looking creatures, **2d6** *Skull Sentinels* with magnetic boots and breathing masks to keep them safe.

Player characters can access this location through any room that has been affected by the crash, and the Overlord must adjudicate how they are going to climb down to the ship. As mentioned before, characters will also need to find a way to keep their feet on the ground or make a **Physique** test not to be sucked out of the Skull Prison, meeting a dark and cold death.

THE STARSHIP

The starship has suffered some damage from the outside, but since it was a assault ship with a heavy hull and even some particle shielding, its interior is mostly undamaged. The impact and the sudden exit from the Star Jump put all 5 members of the crew unconscious. They have some injuries, but most seem like they would survive with some treatment.

To get inside the starship, player characters will have to open up one of the doors or access points, either picking the lock (preferably) or busting it open (which will damage the door and make the room it leads to vulnerable to the vacuum of space).

To initiate the ships engine again, player characters will need to make quick repairs and a **Difficulty 3 Intellect** test within **1d6 rounds**.

Who are the crew, what were they doing, what are their intentions is left up to the **Overlord**. This can be used as a hook to future adventures or just as a moral choice for the players. Would they kill these unconscious people and steal their vehicle? Would they just drop them at the prison that could possibly blow up in any second?

ASSAULT SHIP (THE GHOST BLADE)

Scale: Starship

Maneuverability: 12 **Targeting:** 14

Weapons: 2 **heavy** ranged weapons.

Armor: Medium **Hull:** 25

Special: Capable of Star Jumps; may have **Shield 2** (needs to be fixed); may activate ghost mode to impose a **Negative Die** to attacks against it for **1d3 turns** if **Durability** score is reduced by **1** (also needs to be fixed); possesses 1 cargo bay.

This assault ship has an elongated shape and is coated in a reflective paint that makes it hard to see its exact shape and color in normal atmosphere. Its ghost mode allows the ship to act as a spy craft or to be used in quick assault missions.

ENGINE LEVEL

29. SOUTH ELEVATOR

If opened as instructed in room **25**, the elevator shaft can be climbed down to reach the Engine Level. The actual elevator is stationed on this floor, and characters will need to open a hole in its ceiling to access the floor. This shouldn't require much effort, just good ideas. This floor is also without any emergency lights, except from sparks and the light that may come from fires starting in the Power Generator. This floor seems to be indicating an incoming doom. Sometimes the floors and walls will shake and a small explosion will be heard.

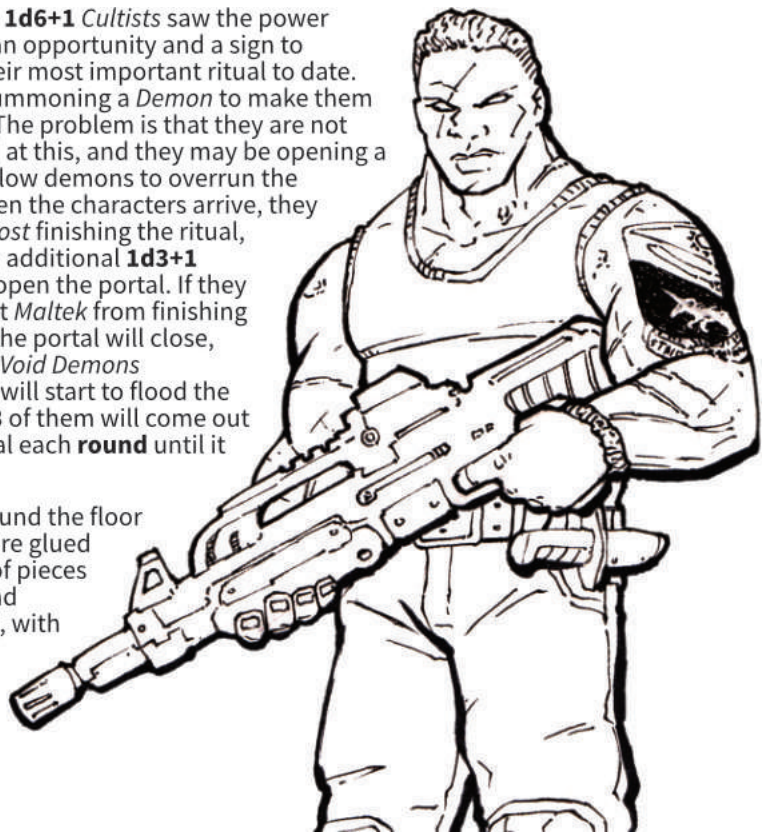
30. NORTH ELEVATOR (EXPOSED)

This elevator is not functioning and a giant hole in the shaft leads to the Crash Site (area **28**). Refer to it for more details. Characters will need to arrest themselves to the floor or they might be slowly pulled to the vacuum of space.

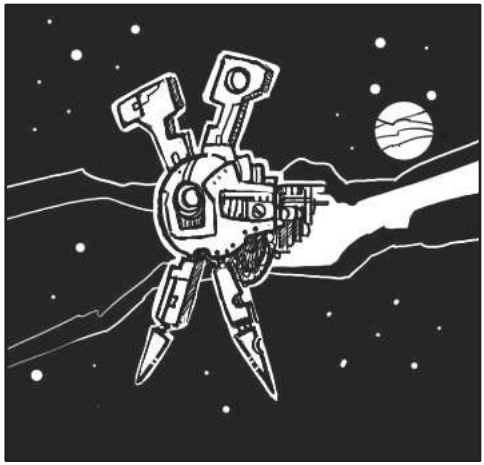
31. WAREHOUSE

This large room is stocked with rations, canned goods, clothing, and other goods not directly linked to the security arsenal (which is located in room **15**). Shelves and closets have been pushed aside though, as this room was being used by Lieutenant Maltek and some prisoners that joined him in his cult dedicated to the forces of the Void.

Maltek and **1d6+1** *Cultists* saw the power outage as an opportunity and a sign to prepare their most important ritual to date. They are summoning a *Demon* to make them immortal. The problem is that they are not really good at this, and they may be opening a portal to allow demons to overrun the prison. When the characters arrive, they will be *almost* finishing the ritual, needing an additional **1d3+1 rounds** to open the portal. If they can prevent *Maltek* from finishing the ritual, the portal will close, otherwise, *Void Demons* (*Ravagers*) will start to flood the prison. **1d3** of them will come out of the Portal each **round** until it is closed.



Spread around the floor and walls are glued hundreds of pieces of paper and parchment, with symbols, diagrams and



sketches depicting gruesome scenes and creatures. They are the chaotic notes made by a deranged mind trying to comprehend the formulae and rituals of Void Sorcery. If the player characters want to decipher these notes to figure out a way to close the portal, they will need at least a **turn** to make any sense of it and a **Difficulty 6 Intellect** test. To do it in a hurry, they will need to make this test with a **Negative Die**. They can even close the portal from afar, as long as they have these papers that connects them to the location where it was opened. It may be safer to just get away from the prison as fast as they can.

To cast the actual spell to close the portal, all they need to do is toss a sentient living being inside the portal and succeed at a **Difficulty 5 Willpower** test. This will close the "deal" with the entity sending their soldiers to the universe. At least for now.

32. WEST ESCAPE PODS

The doors to this room have been blocked with metals bars that have been bent by a Skull Sentinel that has fled the scene a few minutes ago. *Voiders* are beating at the door when the characters arrive at the entrance.

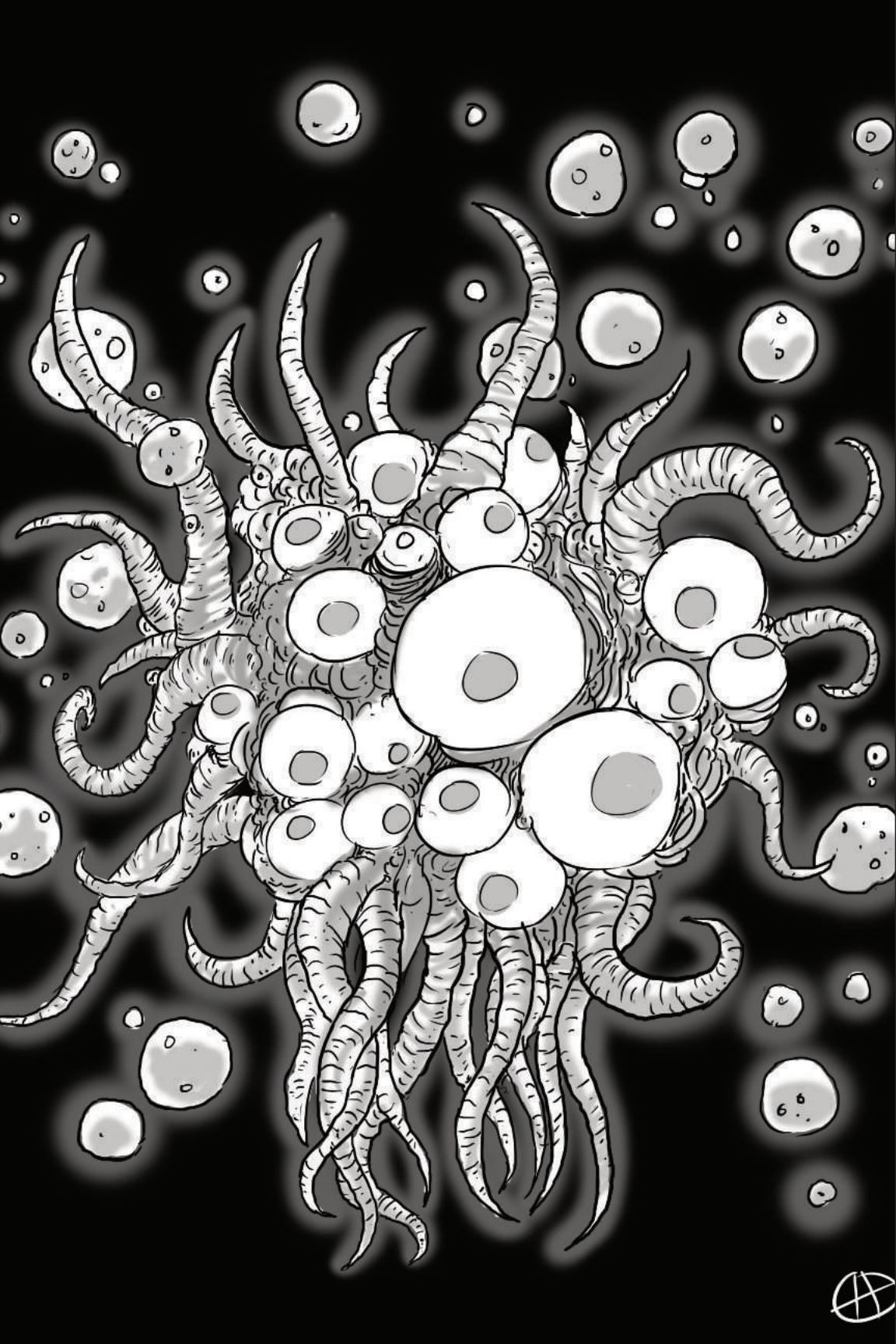
If the players open the door, **1d6+1** *Voiders* will be inside, ransacking the place, breaking terminals and possibly making the use of an escape pod impossible. They will attack the player characters on sight, unless they make themselves unnoticeable.

If they manage to have time to access the terminals by the escape pods (there are 3), they will need to make some *repairs* in order to be able to use them. Each escape pod will need **1d3 turns** to repair and a **Difficulty** of **1d6 Intellect** test to do so. Hurrying up the process to **1d6+1 round** imposes a **Negative Die**.

When activated, the escape pod leaves in **10 rounds**, unless the emergency button is pushed, making the pod leave immediately. The escape pods will take its passengers to the closest nearby planet with a breathable atmosphere where it calculates a good chance of survival. Basically, the **Overlord** can take them to wherever they prefer.

33. EAST ESCAPE PODS

The escape pods in this room look like they have suffered no damage at all, until someone tries to activate them. Right before the launch sequence, a red alert appears in the terminal, alerting the security clamp is stuck. The wires connecting to it were damaged at the crash and need to be fixed from the *outside*, in the Crashing Site (**28**). It's a quick fix (**Intellect** test, *no* **Difficulty**), but going there is dangerous.



34. LABORATORY

This was once a waste treatment facility that has been turned into a laboratory by the Skull Sentinels. They just eject trash into space now.

Currently, the room is stocked with shelves and tables with bubbling recipients, filled with strange liquids and mysterious organs. A gigantic glass vat with a dark crimson liquid dominates the north side of the room. Dozens of tubes of various sizes are connected to it. Something seems to stir inside it, but you cannot see clearly through the liquid.

Inside the gigantic vat is a monstrous creation envisioned by Commander Farrak: a mutant created with the bodies of dozens of Voiders sewed together. The creature is even crazier than a normal Voider, and will try to absorb any creature to its abominable form, or destroy it if they cannot. It was kept unconscious with chemicals, but with the power outage the creature is about to wake up.

If the player characters do anything to wake the creature up, the **Overlord** may ask for a **Luck Roll**. Failure means the creature wakes up and will start to break the glass vat to escape and consume everything it sees. It takes the monster **1d3+1 rounds** to break through, and the players will realize the creature is breaking out, as the glass begins to shatter and the viscous red liquid begins to spill.

Throughout the room, players can find many substances, from medicine and drugs, to metabolic boosters. However, the crash made most of the recipients fall from the shelves and shatter on the ground. To search through the debris, characters will need to spend a full **turn** and succeed at an **Intellect** test. To do it in **1d6** rounds, make the test with a **Negative Die**. On a *success*, roll on the table below to see what the players have found. Each entry can only be found *once*. Each subsequent test increases the **Difficulty** by **1**.

1d6	Substances Found
1	**1d6+1** Medpacks allowing the user to regain their **Recovery Roll** in **Vitality** points with a single action. Can only be used once per day, and it's a single use item.
2	**1d3** Stimpacks allowing the user to inject it into their veins for 1 action and making them able to perform **2** actions per **round** for **2d6 rounds**. After the effect runs out, the user must rest for **1d6 turns** or suffer from a **Negative Die** to all actions they perform. Using this more than *once* qualifies as a **Drug** (consult **Chapter 3: Equipment and Credits** for more information on **Drugs and other Substances**). Each pack is a one use item.
3	**1d3+1** Painkiller Injections which temporarily recover **2d6 Vitality** points per use. These *temporary* **Vitality** points go away in **1d6+1** hours.
4	**1d6** doses of a Bleeding Venom, which when spread over a bladed weapon will make victims hit with it bleed for **1d6** *additional* points of damage for **1d6 rounds**. The venon lasts for **1d3 turns** on a blade.
5	**1d3+1** Sleeping Pills, which will make the user sleep soundly for **3d6** hours, regaining the *maximum* result of the **Recovery Roll**, unless they make a **Physique** test. The effects kick in after **1d3 turns**.
6	**1** Death Injection, which will force the one injected with it to make a **Difficulty 5 Physique** test or *die* in **1d6 rounds** unless an antidote is found.

35. POWER GENERATOR

The doors to this room are slightly ajar. **2d6** *Skull Sentinels* and **6** *Technicians* are inside, trying to reconnect the power. Four individuals with Technician suits are on the floor, dead, with their skin melted inside their helmets, blood spilling on the floor.

This central circular room is full of terminals and wires, with a platform in the middle where a big crystal crimson skull used to be. This is an ancient alien artifact that provides energy to the whole complex. The impact has disconnected the arcane conductors that were aligned with the corrupting energies of the artifact. Apparently, sorcery is needed to handle the skull, and those that try to manipulate it are overtaken by chaotic and murderous thoughts.

Touching the crystal skull forces a player character to make a **Difficulty 8 Willpower** test. If they *succeed*, they can carry and operate the artifact for up to **1d3** hours, after which time they will need to make a **Willpower** test again. If they *fail* the test, they will have their mind invaded by entities of the Void. They will attack any living being not connected to the Forces of the Void in sight. The closest first, than the furthest away. This effect lasts for as long as they can see the skull.

The Sentinels and Technicians have been working on making all the necessary repairs before connecting the artifact. They were just getting to this stage now and already lost 4 of their people.

The Crystal Skull is an old artifact that was given to the servants of the First Sorcerer in the beginning of the Cleansing Wars. With it, they constructed the Skull Prison to keep their worst enemies locked inside and tormented by the violent nightmares it causes. With the defeat of the First Sorcerer, the powers of the Crystal Skull have diminished, but it's still enough to power the whole prison. It can still influence the occupants to acts of extreme violence, but in subtle ways.

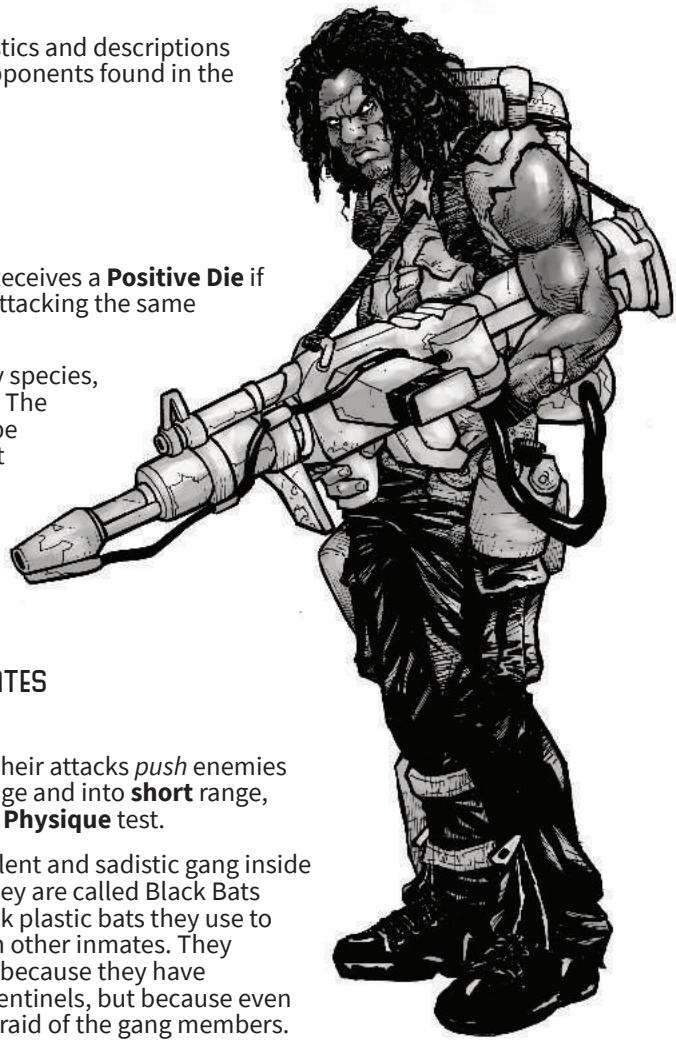
If the player characters get it out of the Skull Prison, they may still use it as a source of power or sell it to whoever can pay them a good amount of Credits, but its violent influences will always accompany it. The **Overlord** should make sure to have it manifest in the worst possible moments. They can probably sell it for at least **30 Credit Points**.

ENDING THE ADVENTURE

This adventure doesn't have a defined ending. Player characters are mostly trying to survive and get out of the place before the worst happens to them. However, creative players will surely come up with other objectives, like exacting revenge against another prisoner or even Commander Farrak herself. Let them do it. There are many ways to get out of this place, each with their own difficulties and consequences. Look at the **Further Adventures** section below for more information regarding that. As an added motivator and a source of tension, let them know that the prison will implode soon. If the players can't escape in a couple of game sessions, the Skull Prison explodes, and everyone dies.

OPPONENT'S STATISTICS

The following statistics and descriptions refer to possible Opponents found in the adventure.



INMATES

HD: 1

Special Abilities: Receives a **Positive Die** if another *Inmate* is attacking the same target.

Individuals of many species, genders and forms. The majority seems to be humans of different planets and cultures. They are mostly untrained thugs and ruffians.

BLACK BATS INMATES

HD: 2

Special Abilities: Their attacks *push* enemies out of the **close** range and into **short** range, unless they make a **Physique** test.

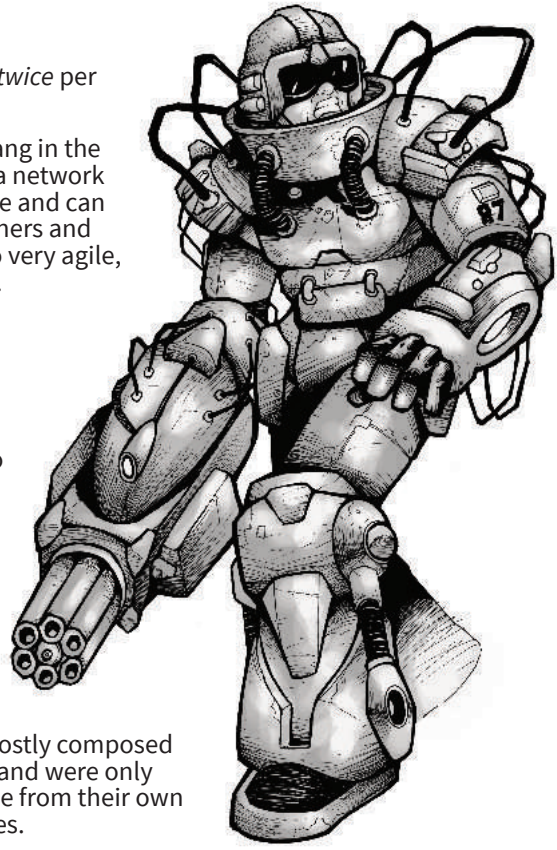
This is the most violent and sadistic gang inside the Prison Skull. They are called Black Bats because of the black plastic bats they use to impose their will on other inmates. They have privileges not because they have dealings with the Sentinels, but because even the Sentinels are afraid of the gang members.

YELLOW TIGERS INMATES

HD: 2

Special Abilities: Can move *twice* per **round**.

This is the most influential gang in the Skull Prison, as they control a network of smugglers from the outside and can bring items both to the prisoners and Skull Sentinels. They are also very agile, making them a hardy enemy.



RED HANDS INMATES

HD: 3

Special Abilities: Victim who suffer damage from the *Red Hands* suffer **1** point of *additional* damage for **3 rounds** thereafter, unless they have their wounds treated.

This gang is more interested in getting out of the prison than in getting power inside it. They were mostly composed of deadly assassin and spies and were only imprisoned because someone from their own ranks betrayed their comrades.

SKULL SENTINEL

HD: 3

Special Abilities: DR 2; mundane ranged and melee weapons.

The Skull Sentinels are the guards and prison keepers of the Skull Prison complex. They are brutal, corrupt, and cowards at heart. If in large numbers and better armed, they will act as if they rule the place. In small numbers and outmatched, they will propose some kind of deal.

SHADOW DEMON

HD: 4

Special Abilities: *Immaterial* (*immune* to mundane physical attacks and can transverse material barriers); In *addition* to the **Standard Damage**, victims must make a **Sanity Check** or lose **1d3** points of Sanity due to the terrible visions that flash through the shadows.

Void entities summed by the cult existing in the prison. Lieutenant Maltek is the one responsible for summoning such terrible creatures to this reality, but he was unable to control them after he did so.

TECHNICIANS

HD: 1

Special Abilities: Can easily open and close doors, and other devices work for them for **1d6 rounds**, even without proper energy sources.

Technicians that are regularly sent to make inspections and repairs on the prison's equipment. They don't know much about how the security procedures should work. They just want to get their job done and get out. They will only fight if they have to.

MEDICS

HD: 2

Special Abilities: Can restore a number of **Vitality** points to a target determined by its **HD** or **Recovery Roll** with **1 round** of treatment (each target can only be affected *once* per day).

These medics are barely trained in medicine and were forced to work on the Skull Prison. They are mostly accustomed to their lot now and fear the prisoners more than the Skull Sentinels.

COMMANDER FARRAK

HD: 5

Special Abilities: All *Skull Sentinels* within **medium** range of *Farrak* receive a **Positive Die** on attacks and do not need to make **Morale Checks**; **DR 3**.

A burly woman of almost 2 meters high with a large sadistic smile. With a booming voice, she commands those around her without giving chance to any questioning.

LIEUTENANT YAVIK

HD: 3

Special Abilities: Can make **2** attacks per **round**; **DR 2**.

A tall thin man with bulging eyes. Very agile and known for his incredible combat capabilities. However, he has recently been affected by terrible nightmares and he blames Maltek for them.

LIEUTENANT MALTEK

HD: 4

Special Abilities: Enveloped by shadows (**Negative Die** to attacks against him); can cast *spells* with an **Attribute** score of **14**; spells known: *Cannibalize*; *Fearful Phantom*; *Ray of Weakness*; *Strangulation*.

A Skull Sentinel that was always obsessed with the supernatural and the forces of the Void. He has established a Void cult in the prison and is trying to open a portal to the Void. He believes he will be compensated for this.

VOID DEMON OF RAGE

HD: 5

Special Abilities: Allies under his control attack with a **Positive Die**, but attacks against them also receive **Positive Dice**.

One of the Void Demons that answered the calls made by Lieutenant Maltek. It's spreading hate amongst prisoners and Sentinels alike. If they have their way, everyone in the Skull Prison will kill each other in a glorious furious battle.

CULTISTS

HD: 1

Special Abilities: Can cast the *Summoning* power, adding the **HD** of all participating Cultists to determine the **PL** of the power (consider their **Attribute** score equal to **10** + the total amount of **HD**).

Mostly composed of inmates that saw in the cult an opportunity to get out of their cells and amass power. Most of them are mad and don't care about the consequences of their actions.

VOIDERS

HD: 2

Special Abilities: *Immune* to any fear or mind controlling effects; do not need to make **Morale Checks**; **2** attacks per **round**.

Sentients of various origins and species, corrupted by the energies and evil sentience of the Void. They defile their bodies, so that their outside reflects the shattered appearance of their mind.

VOID DEMONS (RAVAGER)

HD: 2

Special Abilities: Can move *twice* per **round**.

These creatures resemble insectoid war hounds. They hunger for flesh above all else, but would eat anything they find in their path.

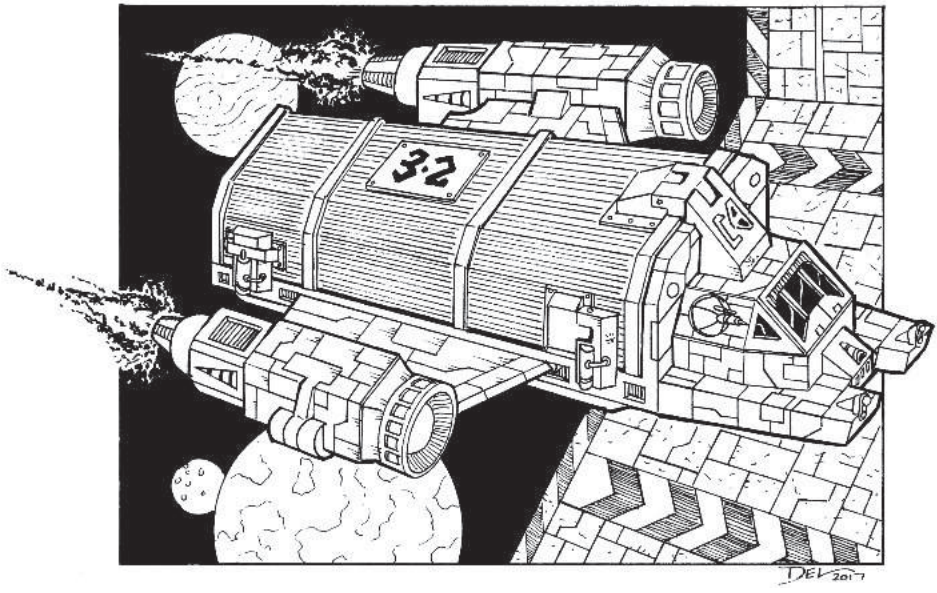
FURTHER ADVENTURES

This adventure is only the start of the perilous and exciting journeys the player characters will have throughout the cosmos. Additionally, the adventure itself can provide many hooks and ideas for future escapades and stories. Below we present just a handful of possibilities, but creative players and **Overlords** will certainly come up with a lot more.

- The player characters were imprisoned for a reason, or maybe not. They may have upset someone. Maybe a Galactic Overlord had a vision where they would be the ones responsible for their downfall and wanted to take

the PCs out of the equation, or maybe something completely different. Now with a starship and the freedom to do whatever they want, will the player characters do anything against those responsible for putting them behind bars?

- It is quite possible that the player characters made some allies or contacts in the prison. Whether they were former allies, other prisoners or even corrupt Skull Sentinels, these individuals can serve as sources of jobs, rumors, information and contacts for any number of adventures.
- Having probably stolen a starship from the Skull Sentinels, the player characters may have acquired a good source of jobs and a few enemies. Their ship's computer may automatically receive bounties they could try to collect themselves, for example. Their ship could be targeted by criminals who were once hunted by the Skull Sentinels. The Sentinels themselves might go after the player characters, as they have escaped the prison and stolen their ship.
- If they left the Skull Prison through an escape pod, their destination can be determined by the **Overlord** as they wish. The PCs will arrive at the closest planet with a breathable atmosphere, but that can be any place. They will be without a proper way to get somewhere else they would rather be. The planet could also be deserted, save for a few sinister inhabitants. Or maybe it's full of life. Full of barbarians looking for new victims to offer in sacrifice to their ancient gods. They will probably have to find another way to escape.
- If they took the assault ship that crashed into the Skull Prison, thing are a little more mysterious. Who are these people of the crew? Where were they going? Were they fleeing something or someone? What are their plans? What's inside or even hidden in the Starship? The **Overlord** can use the ship to introduce many hooks and complications in the game.
- Finally, if the group somehow uses a portal opened with the spells they find with the cultists, things could get really weird. The **Overlord** could put them in a completely alien dimension, maybe even one of those great published worlds of the OSR! They can have lots of adventures trying to get back to their universe.



APPENDIX E: EXAMPLE OF PLAY

Solar Blades & Cosmic Spells is a simple and lightweight game, able to accomplish a lot of things with just a few rules. It may not seem so, with a book of this size, but it's important to note that the rules themselves are very compact and flexible, and most of the book consist of tools to help players and Overlords make the most of their game.

But, in order to make the life of everyone even easier, this section will present a small example of play, clarifying how the game is actually played and how the rules are applied during the session.

In the following text, Rachel takes the mantle of the Overlord and her friends Alice, Daniel and Pablo will be the players. Alice is playing her positive and naive mechanic named Kaylia, Daniel made a brash pilot named Sarto and Pablo created a greedy alien sorcerer named Xazim.

They have already played through the adventure presented in the book, "Escape from the Skull Prison", and have taken an escape pod just to land on a strange deserted planet with purple sand and red rock formations that seem like they were designed by insane minds.

The game begins with Rachel describing what they've been through in the last few days and what they are doing at the moment the session begins.

Rachel: "You have escaped the Skull Prison in an escape pod that, for some reason, calculated that your best chances of survival would be landing on this deserted planet of purple sand and red rocks. The rocks, however, seem designed by some alien intelligence, forming geometric shapes you've never seen before. After the first few days wandering around, looking for shelter, food or a way off of the planet, you are running low on the rations you brought in the escape pod, and the cold climate of the planet is really getting you down."

Daniel (Sarto): "Great! We escaped a terrible prison to die on a desolate weird purple planet! We should have tried to get the starship that crashed into the prison!"

Alice (Kaylia): "We couldn't get to it without being torn apart by those sinister looking brutes. Besides, it would take a while to make the repairs necessary to make it fly again. The escape pod's computer sensed we could survive here, so I am sure we can. We just have to keep looking for something. I know we will find it!"

Pablo (Xazim): "I hope you're right, Kaylia. And I hope we find some of this planet's old inhabitants' ruins. I bet they have some interesting and valuable secrets we can use and sell."

Rachel: "As you continue to wander through the desert, you notice something that didn't seem to be there a few hours ago when you began this leg of the journey. It appears like three sets of spiraling towers of a green hue that reflect the light of the weak blue sun above you."

Alice (Kaylia): "There! I knew today was going to be the day! Let's go!"

Daniel (Sarto): "I have a bad feeling about this…"

Pablo (Xazim): "Well, there isn't much else to do right? And I bet we can find some ancient artifacts in such weird looking constructions. Let's go!"

Rachel: "You press on, finding energy you didn't even know you had left. You walk for almost an hour and are much closer now".

At this moment, Rachel rolls some dice to see if a Random Encounter happens. She rolls a 6, meaning an encounter will happen. To determine what it is, she rolls on her Random Encounter table and gets a Dust Storm. That means trouble for the players.

Rachel: "As you are about half way through the trek, a small dust storm begins to form around you. Vision is being severely hindered by this condition. You are beginning to lose sight of the spiraling towers. What do you want to do?"

Pablo (Xazim): "Let's seek shelter! I don't want to get lost in this terrible place!".

Alice (Kaylia): "But what if the structures disappear? They were not there a few hours ago. This might be our only chance!"

Daniel (Sarto): "Well, look at me. I agree with Kaylia. It's no time to be cautious. Let's press forward!"

Rachel: "Ok. It's getting harder to see the structures as the dust storm gets stronger. Someone needs to make a Difficulty 5 Intellect test to keep course, while everyone needs to make a Physique test to avoid fatigue."

Pablo (Xazim): "Well, Xazim has a pretty good Intellect score, it's a 14."

Alice (Kaylia): "So does Kaylia, but I am from a backwater world. Maybe I have seen some dust storms back home. What do you say Rachel? Can I get a Positive Die?"

Rachel: "Yeah, why not? Now we know your home planet had sandy deserts. I will make a note about it."

Alice (Kaylia): "Awesome. I love to create stuff from by background as we play. Ok, I am rolling to see if I can guide us to the spiraling towers."

Alice rolls 2d20, since she got a Positive Die. She got a 15 and an 11. 15 would be a failure, but she also got an 11 because of the Positive Die, so that's a success.

Rachel: "Great. Your experience with this sort of storm let's you keep course and find a way to progress towards the towers. The effort to keep going is quite taxing, and the dust hits you strongly all the way through. Make a Physique test, everyone. No Difficulty. Just roll lower than your Attribute scores."

All the players gather their dice and make rolls to compare to their respectives Physique scores. Alice rolls a 14, which is higher than Kaylia's score of 13, meaning she fails the test. Daniel rolls a 10, which is lower than the score of 13. That means Sarto soldiered on. Finally, Pablo rolls 9, which is higher than Xazim's Physique score of 7. He failed too, as he is not as physically fit as his companions.

Rachel: "Ok, whoever failed suffers 1d3 points of damage due to fatigue and suffers a Negative Die to all actions for 1d3 turns."

Rachel rolls 1d3 to determine the damage Kaylia and Xazim suffered and gets a 3 and a 1 for each of them. Not too bad. She also rolls a d3 to determine the number of turns for which they will receive a Negative Die to Attribute tests due to weariness. The dice comes up as 2, so 2 turns.

Rachel: "You arrive at the green hued spiraling towers as the small blue sun is setting on the horizon. The towers seem to be emitting a flickering emerald light, though you can't exactly pinpoint where the light is coming from. From a

safe distance you also can't see anything resembling doors or windows. Each tower is around 30 to 35 meters in height, and around 10 meters in diameter at the base."

Daniel (Sartor): "I want to circle around one of them to search for doors or other sorts of entrances."

Rachel: "How do you intend to do that? Are you touching the green stone? Are you keeping your distance and just looking around?"

Daniel (Sartor): "Hummm… initially just looking around. I don't want to die. Not yet at least."

Rachel: "Ok. Give me an Intellect test. I am not telling you the Difficulty this time."

Daniel (Sartor): "Ugh… My Intellect score is 9. Wish me luck."

Daniel rolls the dice and gets an 18, way past his Attribute score.

Rachel: "Well, you don't see anything that catches your attention. There really seems to be no entrance to these structures."

Alice (Kaylia): "You said the whole structure seems to be emanating this emerald radiance, right?"

Rachel: "Yes."

Alice (Kaylia): "Do I see any point from where the light comes out differently? Stronger or weaker?"

Rachel: "Hum… good question. Make an Intellect test with a Positive Die."

Alice grabs 2d20 and rolls them, getting a 12 and a 3. Both would be a normal success, but Rachel determined that finding the door would be a Difficulty 5 task. Thankfully Alice had a Positive Die and can use the 12 as a result. It's a success!

Rachel: "Good enough. Circling around the tower in the middle, you see an area from where the green light seems to come out stronger. It's about the size of two large humanoids side by side. It doesn't seem like an opening, though."

Alice (Kaylia): "Well, at least it's something we can focus on."

Pablo (Xazim): "I will approach this point and try to sense anything supernatural with my I Sense a Disturbance ability."

Rachel: "That sounds wise. Make an Intellect test."

Pablo rolls and gets a natural 20, a Fumble. Rachel shows a evil grin.

Rachel: "Wow, that's bad. You don't sense anything. In fact, you feel like something in this place is blocking your access to the energies of the universe. You will probably have trouble manifesting your powers until you are accustomed to these weird structures' vibrations."

Rachel just made that up, taking the cue from the Fumble just rolled. It makes sense, as the region is pretty alien and there are in fact magical things inside the towers. She rolls a d3 and gets a 2.

Rachel: "You will get a Negative Die to manifest powers for 2 turns."

Pablo (Xazim): "Oh, great! My usual luck strikes again!"

Daniel (Sarto): "I guess it's time for the good old trial and error method. Are there small rocks around that I can throw at that area of the tower?"

Rachel: "Yes, there are some about the size of a child's hand."

Rachel could have asked for a Luck Roll to see if there was one around, but decided not to and help the players out on this one.

Daniel (Sarto): "Ok, I throw it in that direction. What happens?"

Rachel: "It bounces right off. However, you see some ripples forming in that area from where the light comes stronger, like when you throw rocks on a pond."

Alice (Kaylia): "That is certainly weird. What do we do now?"

Daniel (Sarto): "I've got a retractable pole in my backpack. Let's poke it from a safe distance?".

Pablo (Xazim): "You do it. You can take a beating better than any of us."

Daniel (Sarto): "Alright, alright. I grab my pole and try to poke it into the same spot. Does it seem hollow?"

Rachel: "Actually, your pole passes right through it, as if the green stone was just a mirage."

Rachel has notes saying the matter needs to be connected to a biological being to pass through the strange entrance.

Daniel (Sarto): I see. Well, I try to poke at another area, where the light is not the strongest."

Rachel: "The pole can't pass through; it's solid like you'd expect it to be."

Daniel (Sarto): "I think I've found a way in friends."

Pablo (Xazim): "Excellent. I rush inside eager to find lost arcane secrets!"

Rachel: "That's a bold move! Nice. You two see Xazim vanishing as he apparently traverses solid stone."

Alice (Kaylia): "I guess I follow him inside."

Daniel (Sarto): "Yeah, sure. Let's all go into the strange alien towers. I am sure it's safe inside."

Rachel: "As you all get inside, the stone you walk through seems nothing more than a hologram. You soon see yourself in a large circular room with crystalline walls from where hundreds of weird symbols flash in patterns you cannot yet comprehend. In the center, a strong emerald beam of light shines in a circumference of about 2 meters in diameter. Also, all of a sudden, you feel the floor tremble just a little bit, and a humming sound starts to echo through the place."

Pablo (Xazim): "Oh, the glorious sound of ancient technology! If we can just figure out what this is!"

Rachel: "Wait, I haven't finished. Make an Intellect test. This is an awareness test."

Daniel (Sarto): "Yay, something is going to kill us all now!"

They all roll a d20 to see if they perceive something unusual. Rachel, as the Overlord, does not tell anything about the Difficulty or what they would be trying to detect. Kaylia and Xazim succeed, but Sarto fails his roll.

Rachel: "Very well. Kaylia and Xazim, you two see two small metallic balls coming from above, floating down from the beam of light in the center of the room. They look like the size of a closed fist."

Rachel has not predetermined the Reaction of these robots regarding the player characters. She figures it's been so long since any creature has stepped inside the towers they have forgotten the protocol. So she rolls the Reaction with 2d6, and gets a neutral reaction.

Rachel: "They seem to be coming slowly towards you, and a red light flares up in the middle of their circular bodies…"

Daniel (Sarto): "I shoot them!"

Rachel: "You failed the Intellect test, remember? You don't even know they are there."

Alice (Kaylia): "I told him, of course!"

Rachel: "Well, you didn't say anything."

Alice (Kaylia): "Well, I am saying something now! Look Sarto, what are those?!".

Daniel (Sarto): "Ok, now I shoot it!"

Rachel: "As you pull your gun, the red light turns to you and it intensifies. You get a surprise round, but then it's time to roll Initiative."

Daniel (Sarto): "Let's hope I can finish one of them in one shot, then!"

Pablo (Xazim): "I hope so, or we will be in trouble. Again!"

Daniel rolls 2d20 since the enemies were not expecting an attack at that moment, and he gets an 18 and a 12, which is exactly his Agility score. A Critical Hit!

Daniel (Sarto): "Yes! A 12! I've got a Critical Hit!"

Rachel: "Lucky bastard! That means you do maximum damage plus you roll for normal damage again. So 7 plus 1d6+1. Or do you want to impose a Negative Die on the robot's next action?"

Daniel (Sarto): "Nope. I want to blast it to pieces!"

Daniel rolls and gets a 5.

Daniel (Sarto): "That's 13 total damage! A pretty good shot! Did I kill it?"

Rachel: "Yes. You did. Sparks fly out of it as it's blown apart. Roll for Initiative now, people."

Everybody then makes an Agility test. Rachel doesn't tell them anything, but the test has a Difficulty of 3, as the robot has 3 HD. Alice rolls a 2, Daniel a 14 and Pablo a 16.

Rachel: "Well, everyone failed. The remaining metal globe acts first."

Alice (Kaylia): "Hey, I rolled below my Agility!"

Rachel: "Yes you did, but it's also below the total number of HD the robot has, so he goes first. First, you see an aura of red light forming around it, roughly the shape of a four legged spider. It's hard to see inside it now, so it's going to be difficult to hit the metallic globe. And, of course, it uses its legs to bash Sarto."

Rachel rolls a d20 and gets an 11. Since the creature has 3 HD and Sarto is a 1st Level character, she adds 2 to the total, according to the Powerful Opponent rule. That adds up to 13, above Sarto's Agility of 12. It's a hit. She rolls for damage (as a 3 HD Opponent, the robot inflicts 1d6+1 points of damage) and gets a 3, making it 4 points total.

Rachel: "You feel as if a flaming hot bat hits your chest, suffering 4 points of damage."

Daniel (Sarto): "It will pay for that. Since I am wearing light armor, I reduce it to 3 points. Can I shoot it now?"

As all players act after the Opponents in this combat, they can act in whichever order they want.

Rachel: "Sure, go ahead. Oh, but your armor does not reduce this damage, it's laser. So you suffer 4 points of damage."

Pablo (Xazim): "Try not to completely wreck this one. I need to salvage some parts, maybe we can sell them."

Daniel (Sarto): "Ok, ok. Can I hit it with the butt of my gun?"

Rachel: "You can try. You will attack with a Negative Die, though."

Daniel (Sarto): "And it will be cancelled by the Positive Die I get from being specialized with Maces, right?"

Rachel: "Not really. You are specialized with Maces, not with the butt of the gun. This is not really a mace."

Daniel (Sarto): "Ok, that sounds fair. I will try anyway."

Daniel rolls 2d20 and gets a 5 and a 12. Since it's a melee attack, it's a Physique test. With the Negative Die, Rachel gets to choose which one he is using. Sarto has a Physique score of 13, and the attack's Difficulty is 2 (since the robot has 3 HD and he is a first level character). Both dice would be a success.

Rachel: "Well, that's a hit either way. As a melee weapon, your heavy pistol only does 1d6 points of damage, ok? I can't compare it to a Battle Axe for example."

Daniel rolls a d6 and gets a 4.

Daniel (Sarto): "That's 4 points of damage. How does it look?"

Rachel: "The image of the red light spider flashes for a microsecond but comes back up. What about you two? What are you doing?"

Alice (Kaylia): "Do I have anything in my Mechanic Toolkit that could be used to cause a malfunction in this robot? Maybe charging it to overpower its circuits?"

Rachel: "I am not sure, but since that's a cool idea, let's go with it. Yes, you have something to jump start machines that can be configured to emit a strong electric charge that can potentially overpower the metallic globe. It's to be a melee attack though, and with a Negative Die, due to the red spider image around it."

Alice (Kaylia): "Well, I got a 13 in Physique, so that's not too bad. I will try."

Alice rolls 2d20 and gets a 2 and a 19, almost a Fumble. Since the attack has a Difficulty of 2, both results are a failure.

Rachel: "You try to connect your attack, but it passes right through the light body of the robot. Xazim?"

Pablo (Xazim): "I don't think my spells can do much against the robot and I am not so great at hitting things, either. Does the robot seem to be decided on attacking Sarto again?"

Rachel: "It's still moving towards him, yes."

Pablo (Xazim): "Ok, I will go near him to cast my Energy Shield spell to protect to him. Power Level 1, to buy him some time."

Rachel: "Ok, but you are still suffering from that Fumble. You need to roll with a Negative Die."

Pablo then makes a Willpower test with 2d20 and gets a 9 and a 3, which are both below his Willpower score of 13 and above the Difficulty of 1 (equal to the PL). He successfully manifested the power.

Pablo (Xazim): "Good. You will be able to absorb the first (he rolls a d6) 4 points of damage as a shimmering field of energy forms around you."

Daniel (Sarto): "Thanks, dude!"

Rachel: "It's time for another attack. The robot presses on and tries to bash its laser legs at Sarto again."

She rolls a d20 and gets a 15 this time. Another hit! Rolling 1d6+1 for damage, she gets a total of 6.

Rachel: "The attack inflicts a total of 6 points of damage. Xazim's Energy Shield reduces it by 4, so you only suffer 2 points."

Daniel (Sartor): "Screw this. I am shooting it this time. I get the Negative Die too?"

Rachel: "That's right."

Daniel rolls 2d20, resulting in an 11 and a 7. A solid hit. Rolling for damage, he gets a 6, adding 1, 7.

Daniel (Sarto): "Yes! 7 points of damage! I hit it right in the center! I got it down right?"

Rachel had rolled 3d6 for the robots total Vitality points and got 11. The thing had already suffered 4 points of damage, so it was at zero now.

Rachel: "Yes, just barely. The images disappear and the metallic ball falls to the floor."

Pablo (Xazim): "Ok! Loot time! I will go check if I can salvage any parts of the metallic globes."

Rachel: "Well, they got destroyed. But maybe there are some salvagable parts. You will need to make a Luck Roll, if you succeed you will get 1d3 Credit points worth of parts. You can always back out of the Luck Roll and not risk losing a point."

Pablo (Xazim): "It's ok. Let's get some Credits!"

Pablo grabs a d6 and rolls it. He gets a 3, a close one. He passes the Luck Roll and gets an number of pieces that total up to 1d3 Credit points.

Pablo (Xazim): Should I roll for the Credit points now, or when I try to sell or use the parts?"

Rachel: "Just write that it's worth 1d3 Credit Points. We can figure it out later. What are you two doing while Xazim is fiddling with the spherical robots?"

Alice (Kaylia): "I am gonna check out the symbols on the walls. Are they like buttons?"

Rachel: "You don't see anything resembling a button. I mean, it doesn't seem to be the kind of buttons you could mechanically press. It's like the walls are a screen. Are you touching the wall?"

Alice (Kaylia): "What the heck, why not? I put my index finger on one of the symbols."

Rachel: "Okay… care to make a Luck Roll please?"

Rachel puts on a sinister grin. Alice rolled a d6 and got a 6. That means she failed the Luck Roll and things will go against her.

Alice (Kaylia): "Oh, no. I failed the Luck Roll. My Luck score is reduced by 1, right?"

Rachel: "That's right. It goes from 4 to 3. And… you start to hear the volume of the humming sound increasing. The walls of the towers begin to shake, and some of the symbols on the walls light up, getting brighter and brighter by the second."

Daniel (Sarto): "Oh, oh. That does not look good. Er… I step into the beam of light!"

Pablo (Xazim): "Really? You are going to be the first one to be fried alive."

Rachel: "Actually, Sarto starts to float upwards, and a small opening appears in the smooth ceiling 3 meters upward. You seem to be going in that direction."

Alice (Kaylia): "That seems better than staying here. I step into the light, too."

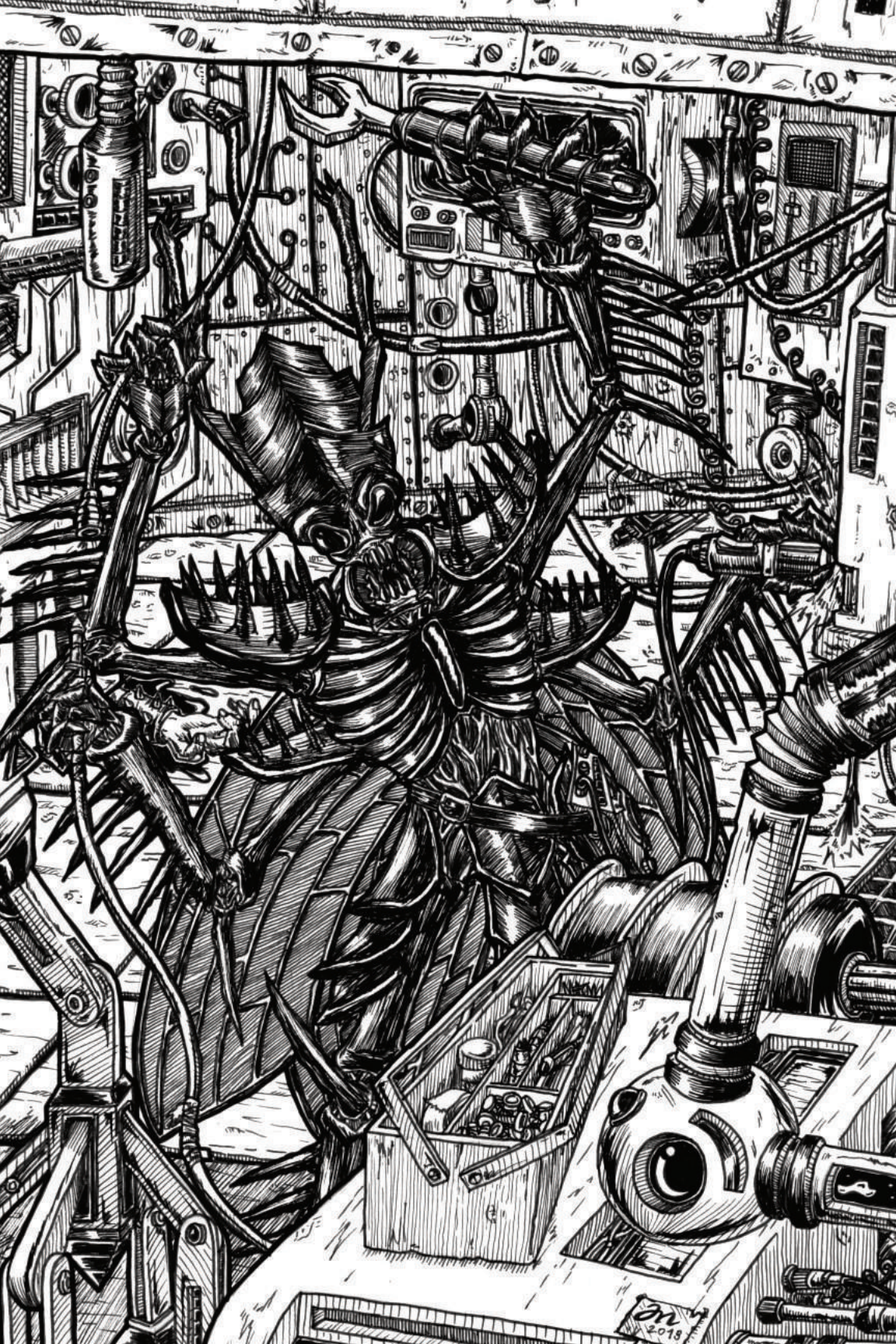
Pablo (Xazim): "Oh, well. I ain't sticking around here alone."

Rachel: "As all of you float upwards to the opening in the ceiling, you see laser beams being fired around the room you were just in. A strong green light seems to be coming from the room you are about to enter. You can't quite see what's in there, but you feel cold and you can smell a strong scent of acid, as well as hear the sound of bubbling water."

The gameplay continues from there, with Rachel, as the **Overlord**, narrating what the player characters see, hear, smell and experience, reacting to what the players say their characters do. The players, themselves, choose the actions of their characters according to what they experience in play and to the persona they have created for them, as well as the abilities they were created with.

They both play to see what is going to happen. The **Overlord** uses tools and material they have prepared to present places, **NPCs** and challenges to the player characters, trying to figure out what will happen when all of this interacts with the chaotic actions of the players. The players, using their characters, interact with the world, trying to achieve their objectives, but facing whatever comes in their direction.

What will happen now, in the room above? What's in there that has an acidic smell? What alien creatures will they find in these strange towers? You can only find out by playing the game!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APPENDIX O: OPTIONAL RULES

Solar Blades & Cosmic Spells was designed to be a simple and flexible rule system that allows action packed adventure that are quick to play but that also supports longer campaigns. It was also elaborated to allow Overlords to customize the game, making it their own, more appropriate to the style of gaming they prefer.

This Appendix presents a few optional rules that can be used in the game to slightly change game play, or to provide simple tools to manage aspects that are not so common in play. They are not essential to the game, and it functions perfectly without them, but some **Overlords** will certainly find use to them and will get inspired to roll up their sleeves and create their own customizations for the game.

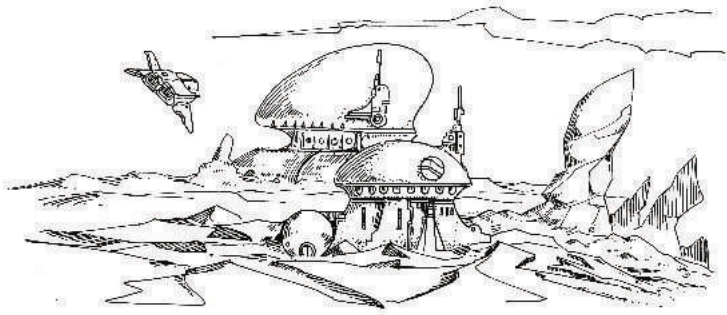
ALTERNATE ATTRIBUTES GENERATION

The **Attribute** generation presented in the default rules is inspired by the original fantasy game. This method generates scores from **3** to **18** while the most common results will be around **9-10**, although this will usually make characters with medium scores and one or two Attributes of very high of very low scores. This makes some characters have very low or very high chances of success in the beginning of the game, which some players and **Overlords** may not appreciate.

Thus, we present below two alternate methods who will modify this process in some way, allowing either more control over the scores of each **Attribute**, or making sure no character will start the game too *weak* or too *strong*.

ROLLING 2D6+3 FOR EACH ATTRIBUTE

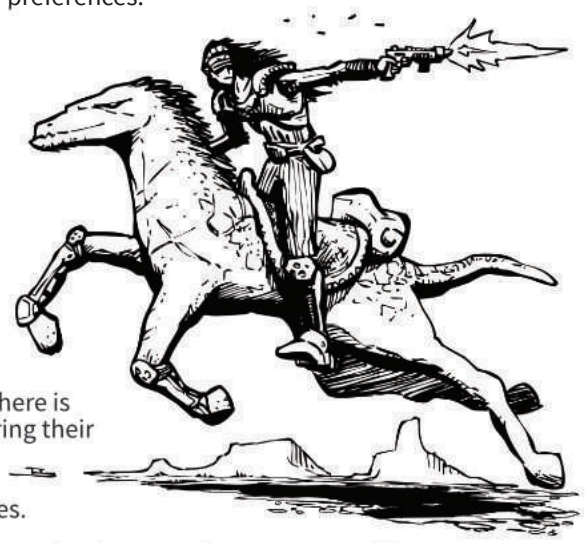
Instead of rolling **3d6** for each score, players will roll **2d6+3**, keeping the scores between **5** to **15**, while still maintaining the average score of **9-10**. This assures characters will not begin the game with hopeless scores in their **Attributes** and will also prevent them from having scores that almost guarantee successes on their tests. Characters will more likely be fit to adventure no matter what, but won't be able to start with too great of an advantage. As usual, you roll once for each **Attribute** in order as they appear on the character sheet.



ROLLING 12D6 AND DISTRIBUTING DICE

This method turns the **Attribute** generation into a sort of a *game*. Instead of rolling a fixed amount of dice assigned for each **Attribute**, players roll **12d6** at once, but do not total the result. They assign each *individual* die to an **Attribute** of their choice, adding the total result of *all* dice assigned to each **Attribute**. They *do* have to keep results between **3** and **18**, so if the dice assigned to an **Attribute** ends up being above **18** or below **3,** they have to be *redistributed*. **Attributes** can have *any* number of dice assigned to them (except *zero*, of course). This will force players to deal with some interesting *choices* right at the beginning of play, while also allowing them to tailor their player characters to their preferences.

DARING POINTS



This is a game of fantasy adventure amongst the stars, wherein incredible and amazing things can happen. However, the universe is grim and perilous, and characters assume great risks when they go on adventures. There is nothing to help them during their escapades throughout the universe but themselves and their allies.

But with the **Daring Points** rule, characters become more akin to action heroes from movies and pulp literature. They will be able to do more amazing feats, get over bruises more easily and, sometimes, will seem to be favored by the Star Gods themselves!

Player Characters begin each session with **1 Daring Point** and can earn more as they play. Usually, the **Overlord** will award *additional* **Daring Points** for characters that perform daring actions and put themselves in situations that are dramatically appropriate to the pulp style of the game. Below are a few examples of actions that would probably entail the award of a **Daring Point**.

- Putting themselves in a *dangerous* situation a normal person wouldn't in search of adventure (entering a dark sinister cave to where the blood trail leads, for example).
- Attempting *risky* and unnecessary maneuvers and feats that look really cool and within the pulp genre (swing on chandeliers to get in the middle of the action, doing back flips on the wall to get over an obstacle).
- Performing any other action that causes strong reactions of *amazement* and *excitement* in the other players and the **Overlord** (this is dependent on the **Overlord**'s judgment but should be pretty clear during game play).

The number of **Darings Points** always resets to **1** at the start of each new adventure.

USING DARING POINTS

Daring Points can be used by players to various effects as explained below. A character can spend as many **Daring Points** per *encounter* as they have **Levels** of experience.

- Spend **1 Daring Point** to perform an *extra* **Action** or **Movement** in an action **round** at any point, even when it's *not* the character's turn to act.
- Spend **1 Daring Point** to step back and assess your actual wounds. The character *foregoes* all **Actions** for one **round** to *regain* a number of **Vitality** points determined by their **Recovery Roll**. They can still *move* however.
- Spend **1 Daring Point** to provide a **Positive Die** to a single **Action**. The player has to *narrate* how luck has favored their character and tipped the odds to their favor.
- Spend **1 Daring Point** to *reroll* any die roll you've just made. However, you must choose to do so *before* the **Overlord** declares the consequences of the roll.

The **Overlord** may allow other creative uses for **Daring Points** according to the style of game and story the group prefers.

ADVENTURING COMPANION

The life of an adventurer is not easy- having to be away from family and friends, abandoning everything you have, risking your life on a daily basis. Because of all that, many end up forging strong ties with other members of their crew. Each player may choose an **Adventuring Companion** for their character, signifying a strong friendship, trust and companionship between them. No one is forced to choose an **Adventuring Companion** though, since this brings *advantages* and *hindrances*.

Advantages of having an **Adventuring Companion**:

- The character may make a **Luck Roll** in favor of their **Adventuring Companion** as they would for *themself*, allowing their companion to benefit from their own **Luck**.
- If the **Daring Points** rule is being used, the character can spend their **Daring Points** to benefit their **Adventuring Companion** as if they were using it themself.
- If the character assumes great *risk* for themself in an attempt to help their **Adventuring Companion** in a dire situation, their **Luck** score is *increased* by **1** until the end of the adventure. This can only happen *once* per adventure.

Hindrances of having an **Adventuring Companion**:

- If the character's **Adventuring Companion** is reduced to *zero* **Vitality** points, the character's **Luck** score is *reduced* by **1** until the end of the adventure.
- If the character's **Adventuring Companion** *dies*, the character's **Luck** score is reduced by **1** for **4** *adventures*. After this, they may choose another **Adventuring Companion**.

DRUNKEN LUCK

Vitality points represent much more than physical injuries. They also account for fatigue, determination, the ability to turn a mortal blow into a flesh wound and, even, pure luck. Thus, characters can spend a few minutes drinking water, beer, wine or other liquids from their flasks between encounters to recover their breath. Besides that, meetings in space cantinas with a good amount of drinking are a staple of the fiction that inspires this game. That way, characters will get drunk sooner or later.

Every time a character ingests an alcoholic beverage, they must make a **Physique** test with a **Difficulty** equal to the number of *drinks* they have imbibed in the last two hours. *Failure* indicates that the character is *drunk* and now receives a **Negative Die** to all **Attribute Tests** (except those related to *courage*, which gain a **Positive Die**).

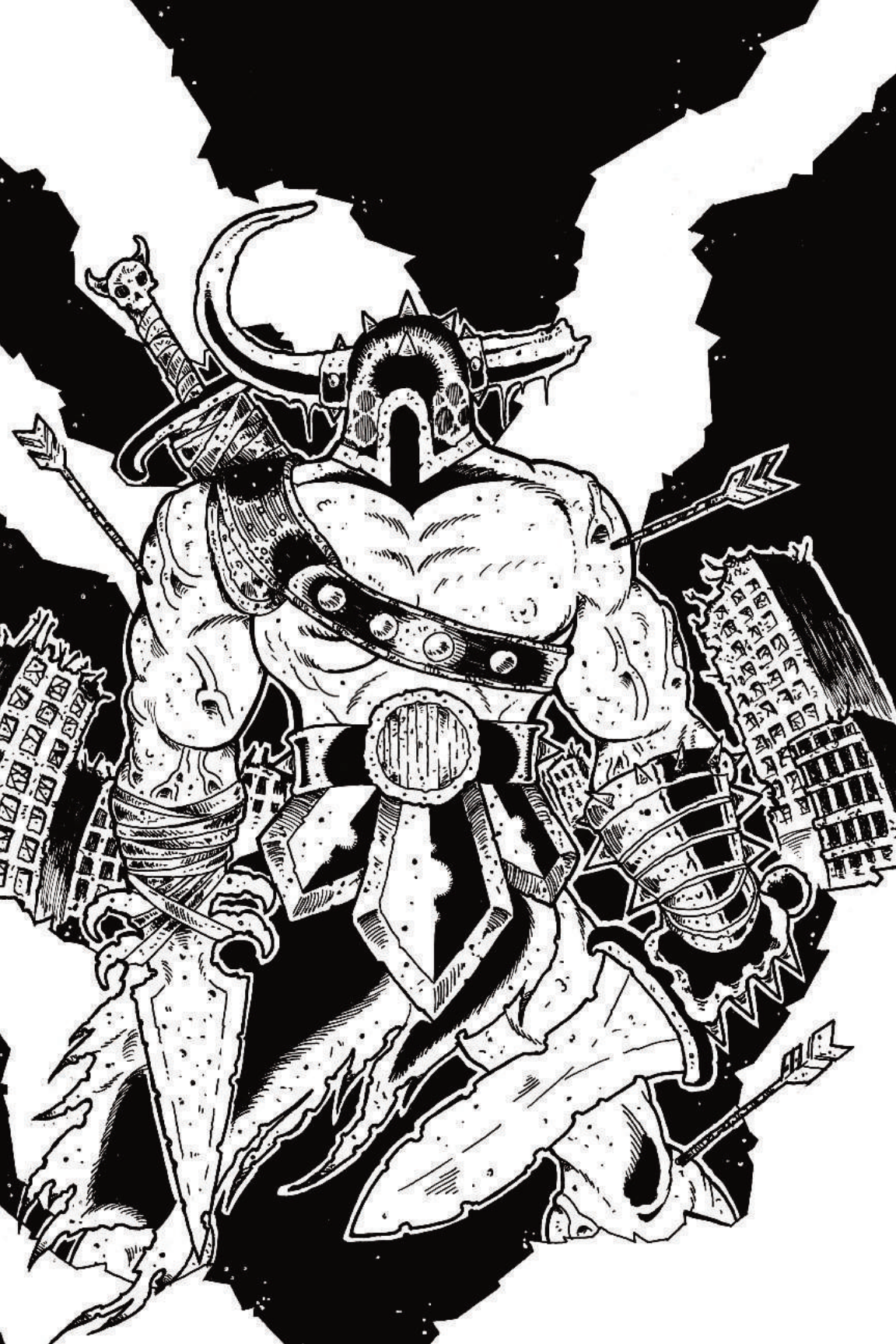
However, once *drunk*, the character's **Luck** score is *improved* by **1** and it is only *reduced* if the **Luck Roll** results in a "**6**". This lasts for *two* hours after the last drink ingested. Everything returns to normal after this interval.

SOLITARY HEROES

This game is designed to be played with a group of about 3 to 6 players and an **Overlord**. The rules assume there will be a group of multiple characters that will try to accomplish things together. Each member has their strong points, which are complemented by the other characters' abilities. But that is not always the case in the fiction that inspires the game, and that is not always the case at the game tables, either. Sometimes, the **Overlord** will have just 1 or 2 players available, and they will need to cope with some challenging situations.

Thus, to make game play more heroic and to allow solo game play, the **Overlord** can modify the game rules in the following ways:

- Most **Opponents** have a number of **Vitality** points *equal* to their **HD**. Some **Opponents**, however, may have **2** or **3 Vitality** points per **HD**, depending on their *importance* and *competence*. Truly *powerful* enemies will have their **Vitality** points rolled *normally*.
- Combat is run a bit more abstractly. Characters can *divide* the damage inflicted by their attacks amongst *any* **Opponents** with an **HD** *equal to* or *lower than* the **Difficulty** of their attack roll, as long as they are within the range of their attacks or powers.
- Most **Opponents** inflict a fixed amount of *damage* equal to their number of **HD**. Only the most *important* and *powerful* enemies inflict the damage according to the **Standard Damage** table.
- It's recommended that you use the **Daring Points** optional rule described earlier, and give characters an amount of **Daring Points** *equal* to their **Level** at the beginning of each adventure.



MULTI-ARCHETYPE CHARACTERS

This game presents four character **Archetypes**, representing the most common styles of protagonists in science fantasy tales. Combined with the **Concept** mechanic, the game allows the creation of an almost infinite array of characters. But what if we combine different **Archetypes** in just one character?

To do so, choose which **Archetypes** to combine and follow these steps:

- *Calculate Progression Cost:* For each point *paid*, the character will need one *extra* adventure to level up each time a **Level** is gained.
- *Determining Recovery Roll:* The character's **Recovery Roll** will be the *lower* of the chosen **Archetypes**. To increase the **Recovery Roll** by **+1**, the player must pay **1** point of **Progression Cost**.
- *Choosing Prime Attributes:* The player must choose two **Prime Attributes** among those of their chosen **Archetypes**.
- *Choosing Special Abilities:* The player must choose **4 Special Abilities** among those of their chosen **Archetypes**. To obtain more **Special Abilities**, the player must pay **1** point of **Progression Cost** for *each*.

WARS AMONGST THE STARS

Conflict is a major force in the universe of the game. The Cleansing Wars was a great conflagration that changed history forever, shaping the path of how the sentients would live in the universe. But even in the current times, numerous wars and battles are fought every day across the cosmos.

This is, however, a Role Playing Game, not a War Game. This means that, although these battles can be part of a campaign, they won't be the focus of the game itself. Thus, to resolve such conflicts, the game presents a simple set of abstract rules that not only take into consideration the many factors of warfare, but also the interference of the player characters.

RESOLVING WARS WITH DICE

Instead of complex rules, the game proposes the conflict is to be resolved through a simple set of dice rolls, usually **3** to **5**, depending on the length, the importance, or the changing conditions of the war.

The roll is a simple **d6** roll with *modifiers* determined by the **Overlord** (explained below). Both sides roll the dice and compare the results. The side with the *higher* result wins the **round**. Who ever wins more rounds at the end, wins the conflict.

WAR MODIFIERS

Many factors can favor one side or the other in a war. Larger armies, better trained troops, more advanced equipment, superior tactics, advantageous

position and many other factors will favor a faction over another. The actions and accomplishments of player characters should also be able to influence the die roll, thus the **Overlord** should give a modifier based on what they *did* (if they infiltrated the enemy base and stole their battle plans, this could give their side a **+2** in a **round**, as the enemy changes tactics on the next one, realizing they are being beaten). These deeds can and should be turned into full fledge *adventures* to be played normally. This way, you can play the game as intended and make the player characters' actions have an impact on the warfare they participate in.

These modifiers should be **+1** to **+3** for each factor, varying on how advantageous the factor is. Having an army *slightly* larger than the enemy might give a **+1** bonus. Having an army *three* times as big would certainly give a **+3** bonus though.

ROUNDS OF CONFLICT

After each **round**, the sides make their roll with the modifiers determined by the **Overlord** as instructed. The side that wins the **round** gets a **+1** modifier to its roll on the *next* **round**. The **Overlord** then evaluates the result and creates a narrative based on what happened in the **round**. Only then they redefine what *advantages* and *disadvantages* each faction has on the next **round**. Things often change during a long conflict, as strategic positions are lost, reinforcements arrive and special forces accomplish daring missions that change the tide of the battle.

ENDING THE CONFLICT

After a predetermined number of **rounds** (usually **3** or **5**), the side with the most **rounds** won is considered victorious in the overall conflict. The difference between the number of rounds won determines how costly this victory was. If the winning side won all the rounds of the conflict, they suffered little loss of troops and resources. However, when victory is a close call, the winning side having just one round victory above their opponents, the faction will have lost many resources and a good portion of their soldiers and starships as well. War is a no winners game. In the end, the **Overlord** will have to exercise their judgment and decide how the war was won, and how costly the victory was, as well as if the enemy was totally destroyed or if some have remained to be captured.

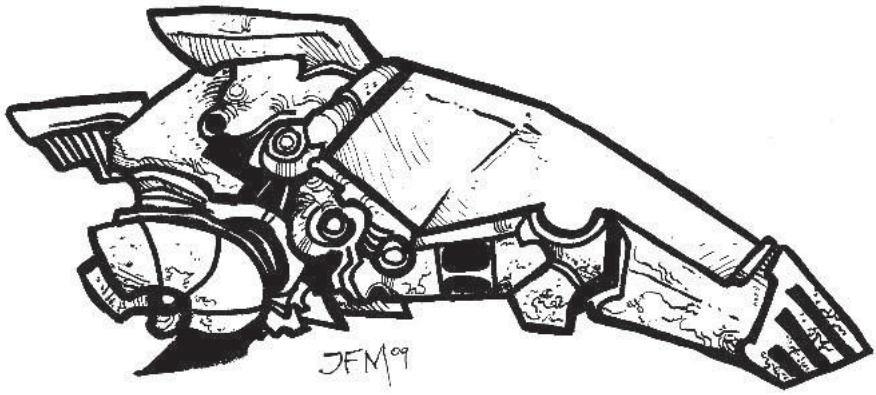
TWIST OF FATE

Luck. Favor of the Star Gods. Destiny. A strong bond with the energy that empowers all the universe. Call it what you will. In this game, character have a certain dependency on this factor, being capable of great things because of it, but putting themselves at great risk if they abuse it.

In game terms, whenever a character reaches a Luck score of zero, fate plays a trick on their life. Something happens to make their life more complicated, and it's up to the Overlord to decide what it was. They can trigger the character's Complication without the need to restore a point of Luck, or they can think of something else entirely (the roof of the ancient ruins the character and their companions are exploring tumbles down on them; they run out of fuel while trying to lose a group of pursuers through the Red Desert of the Furious Insects; or their contact simply turns on them).

The table below was created to help Overlords come up with interesting and exciting twists of fate. All they have to do is roll a d10 and interpret the result according to the events of the campaign.

1d10	Twist of Fate
1	A berserker goes out of control, causing havoc and making the player character's situation worse.
2	A dangerous monster or beast gets loose, putting the player characters into danger.
3	Some object important to the player character is destroyed by accident.
4	Someone important to the player characters dies suddenly and inexplicably.
5	Someone mistakenly identifies the character as someone else, causing confusion and putting everyone in great peril.
6	An innocent proves to be much more dangerous than the player character's enemies.
7	Local authorities appear right at the worst possible moment.
8	A former ally betrays the player character in a horrible way.
9	A previously unknown enemy reveals themself and wants to settle things now.
10	A mistake made in the past comes back to haunt the player character in the worst possible moment.



APPENDIX I: INSPIRATION

Solar Blades & Cosmic Spells is a product of many different sources of inspiration, including pulp literature, comics, cartoons, movies, and even other RPGs. And even though these sources have already had their part shaping this work, I am sure they can still be a great source of inspiration for ambitious **Overlords** looking for places from where to draw ideas.

LITERATURE

- Edgar R. Burroughs - Mars and Venus Series
- Robert E. Howard - Almuric
- Frank Herbert - Dune Series
- Jack Vance - The Dying Earth, Planet of Adventure

COMICS

- Space Riders - Black Mask Studios
- Warlock - Marvel Comics
- Guardians of the Galaxy - Marvel Comics
- Captain Marvel - Marvel Comics
- Star Wars Comics - Marvel Comics
- Valerian - Pierre Christin
- Metal Hurlant - Various Authors
- Heavy Metal - Kevin Eastman
- Captain Victory and the Galactic Rangers - Pacific Comics
- Star Slammers - Walt Simonson
- Flash Gordon - Alex Raymond
- Buck Rogers - Philip Francis Nowlan
- Starlord - Marvel Comics

CARTOONS

- Thundarr the Barbarian (1980)
- Blackstar (1981)
- Silverhawks (1986)
- Star Wars (Clone Wars and Rebels)
- Futurama (1999)
- Starchaser: The Legend of Orin (1985)
- Biker Mice from Mars (1993)
- Skeleton Warriors (1993)
- Rocket Robin Hood (1966)
- He-Man and the Masters of the Universe (1983)

MOVIES

- Star Wars - all of them
- Star Trek - all of them
- Dune (1984)
- Guardians of the Galaxy (both movies)
- Terminator (especially the first 2)
- Wizards (1977)
- Heavy Metal (1981)
- Mad Max - all of them
- Planet of the Apes - all of them
- Valerian (2017)
- Serenity (2005)
- Blade Runner (1982)
- Blade Runner 2049 (2017)
- The Fifth Element (1997)
- Brazil (1985)
- Avatar (2009)
- Matrix (1999)
- Aliens - All of them
- Total Recall (1990)
- Starship Troopers (1997)

TV SERIES

- Firefly (2002)
- Star Trek - all of them
- Babylon 5 (1994)
- Altered Carbon (2018)

ROLE PLAYING GAMES AND OTHER GAMES

- Sharp Swords & Sinister Spells - Old Skull Publishing
- Dungeon Crawl Classics RPG - Goodman Games
- Mutant Crawl Classics - Goodman Games
- Crawljammer - Moon Dice Games
- Call of Cthulhu 7th Edition - Chaosium
- The Black Hack - David Black
- Whitehack - Christian Mehrstam
- Warriors of the Red Planet - Night Owl Workshop
- Dark Sun Campaign Setting - TSR
- Planescape Campaign Setting - TSR
- Spelljammer Campaign Setting - TSR
- Yoon-Suin - David McGrogan
- Augmented Reality - Paul D. Gallagher
- Warhammer 40K - Games Workshop
- Warhammer Fantasy Roleplay - Games Workshop
- White Star - Barrel Rider Games
- Stars Without Number - Sine Nomine Publishing
- Other Dust - Sine Nomine Publishing
- Starcraft (All Games) - Blizzard Entertainment

Rob
2018

EPILOGUE

Solar Blades & Cosmic Spells was a personal project of love, and it was only made possible thanks to the help of many people, especially the backers of the IndieGoGo campaign that funded it. I want to take the opportunity to thank every single one of them and end the book with a message.

The universe of this game is dark, grim and sometimes very disheartening, but your game doesn't have to be so. At least, not all the time. It's part of the fun for most of us to face these dire circumstances and see what we could do to change or survive them, since we usually cannot do this in our own lives. However, do not shy away from having some comedic moments too. This can help make the more serious moments of the game more bearable and, in contrast with them, will highlight the moments that are truly important for the campaign.

So go ahead, face the malignant Galactic Overlords. Fight against demons of the Void. Maneuver the ever changing political landscape of a dystopian universe. But always remember to have fun doing that.

Ngo Vinh-Hoi - keyes - Lucas W Tursellino - Frederick S. Newcombe III - Gabriel Ramirez - Stephen Murrish - Robert Rosenthal - Neal Tanner - Igor Sartorato - André Bogaz E Souza - Craig Teal - Maxwell Spann - Mendel - Schmiedekamp - Ryan Kent - here.now.relax - Igor Bandeira Pandolfi - ron beck - Nikos Elefthérios - jonathanlydavis - Johannes Ebner - Jonas Halverscheid - philip hindley - docpooka - space.parasite - Seth Spurlock - Alberto De Jesus - eon.trinity - arndog1975 - James Cleverdon - jvwest - Guy Larke - John Portley - Jay Holifield - Rafael Brandão - Ari Dozoretz - Brett Slocum - Nicolas Aune - Henry Perez - Trevor Stamper - James Smith - Alex Watts - Benjamin Eastman - michael collett - Jen - scott.dexter - Nicolas Bohnenberger - Castelli Paolo - Leandro Mota - pmermoud - Thomas Vanstraelen - iamrpgdm - Graham Thomas Owens - stimv1 - Mark Siefert - Florian Kazmierczak - jonmines - M. Shanmugasundaram - Pedro Borges - David B. Semmes - Marco Hideo Aminadabe Prates - Daniel Bishop - James Andrew Pozenel Jr - Allan Rodda - Talison Patton Crosby - rdiber - Christian Torstensson - Fernando Pereira - Spencer Salyer - Benjamin R Bailey - Steven Kei Kenobi - Maria Rivera - Sean Duffy - mikejcarlson - Leonard A. Pimentel - mtay69 - alex Melgarejo - Henry Vogel - Hector Cruz - Emil Enbuska - Go Miyauchi - Saul Asoyuf - J. D. Beers - Chaz Rosado - Bryan Akers - Brett Slocum - Xavier de Canteloube - Darren Struble - Christopher Corbett - Jim Stryker - Matthew Evan - ashanderai - Elliot Smith - Daniel Crisp - robert c. Kim - Jonathan McDermott - Arthur Braune - Christopher Brown - thehixsons1973 - Charlie Vick - Bryce Carlson - Hbadger - David Cinabro - John-Michael Warkentin - Kees Dedeu - jkent2585 - Gabriel Ramirez - Ron Blessing - JUDD GOSWICK - Isaac Eccles - William Joshua Kimbril - Benjamin Kramer - amdecampos - Konstantinos Poumpouridis - John Desmarais - Steven Warble - Uwe Schumacher - Massimiliano Castellani - Richard Hildebrand - rlnewby - manicmundy11 - Bartek Ewertowski - Ken Spencer - Randall D Bailey Jr - James Vargas - J.T. Dimino - Andy Markham - Jeffrey Talanian - Zeffen - Joaquín Aguirrezabalaga - Robert Hoff - Lachlan Albert - Jason Hall - Bruno Baere Pederassi Lomba de Araujo - Bodri Takonyweaver - Bruce Curd - João Felipe Santos - michael.j.stvns - samaritan1975 - doddwaco - gianmh - Vinicius Damasceno Ferreira - gqsnowman - rayotus - Duane Harper - Tony Hogard - Eleanor McHugh - Matthew Slepin - manicmundy11 - Brian Johnson - Rosangela Siqueira Nogueira - Underfoot Turnbuckle - Tim Baker - mstopa42 - David Baity - Todd Antill - Peter Engebos - Curt Meyer - Jake Baker - mariusenboe - Toshiya Nakamura - Mike Evans - Dennis Drew - Harrison Swift - Dan Barton - Andrea Sfiligoi - Diego Corson - Filthy Monkey - Schubacca *growl* - nerdwerds - Alexandre Soares - ignus1213 - Bret Jordan - Gregory Gelder - Herman Duyker - Michael Nusbaum - Edward Tumber - Peter Seckler - João Mariano - Eric Salzwedel - Gustavo Pereira - Kip Corriveau - Amanda Riviera - stevenacook - William Muller - Zachary Sweetland - John Michael Hess - David Guzman - Diego Barretta - Jeff Bernstein - Rob Abrazado - Turan Holland - jason vines - Robert Bersch - Sam Curry - Keith Nelson - Jordi Rabionet -

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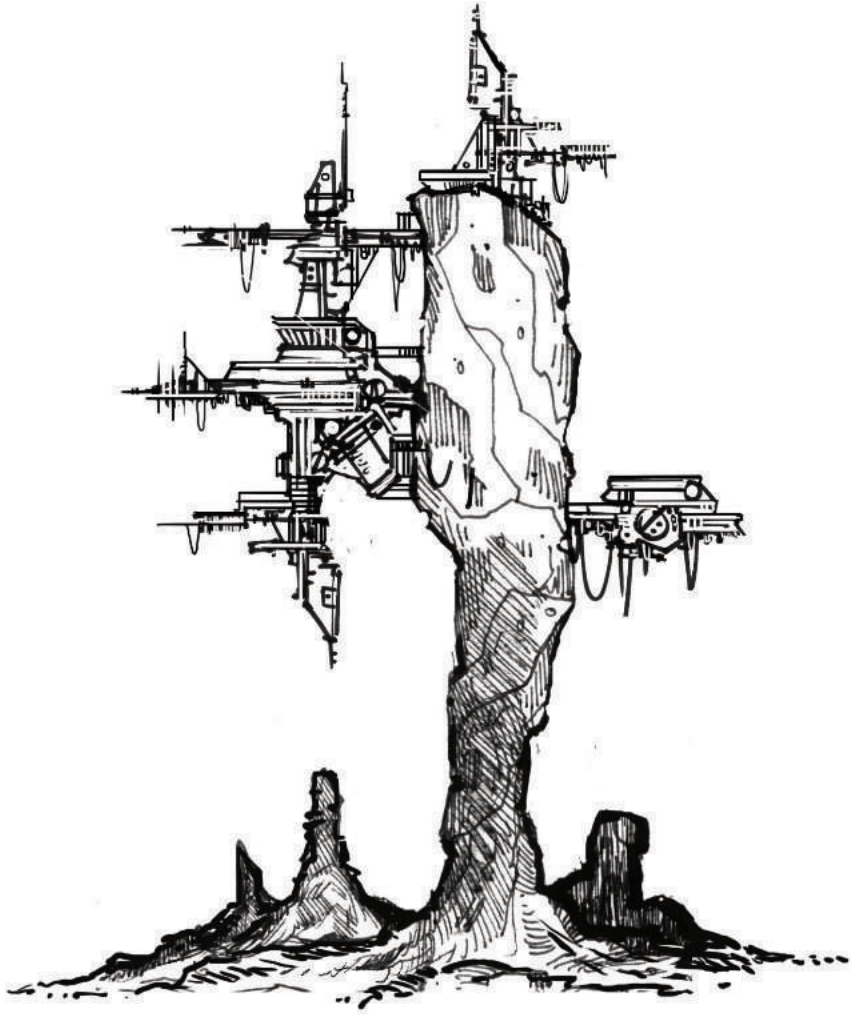

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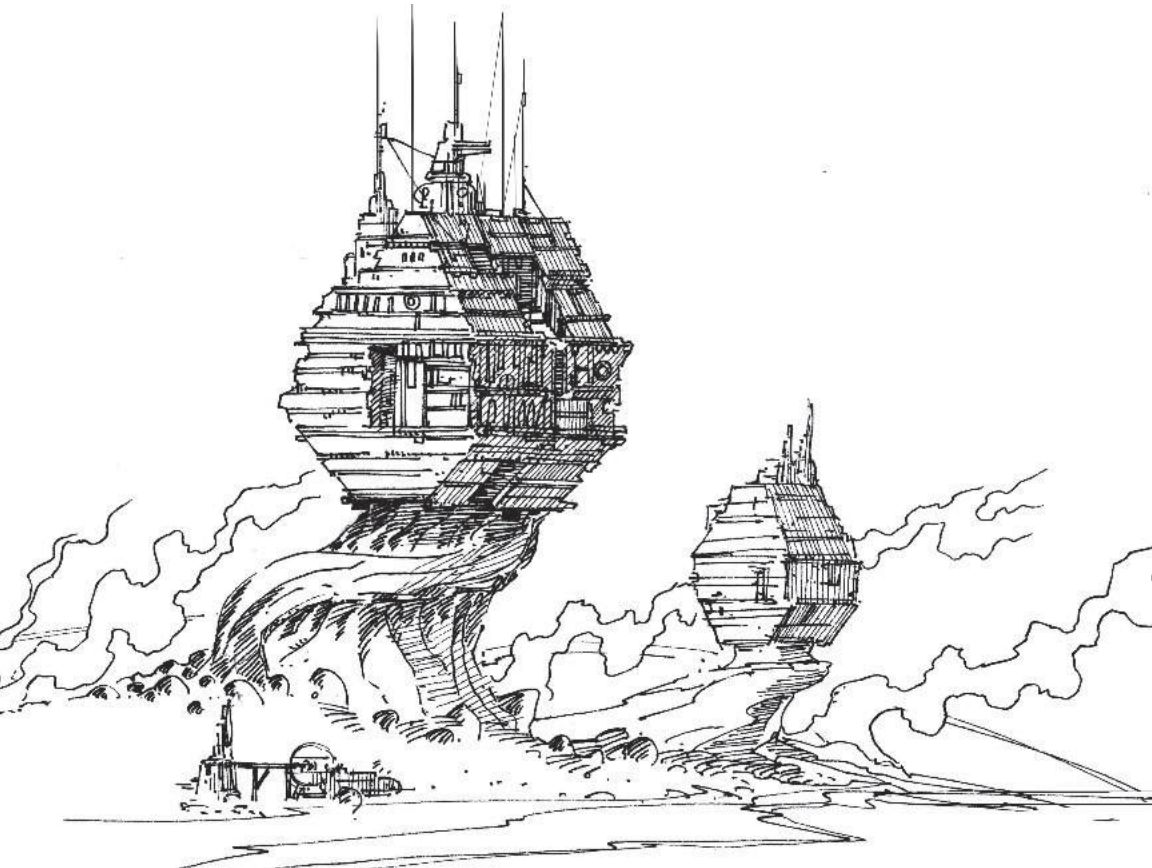

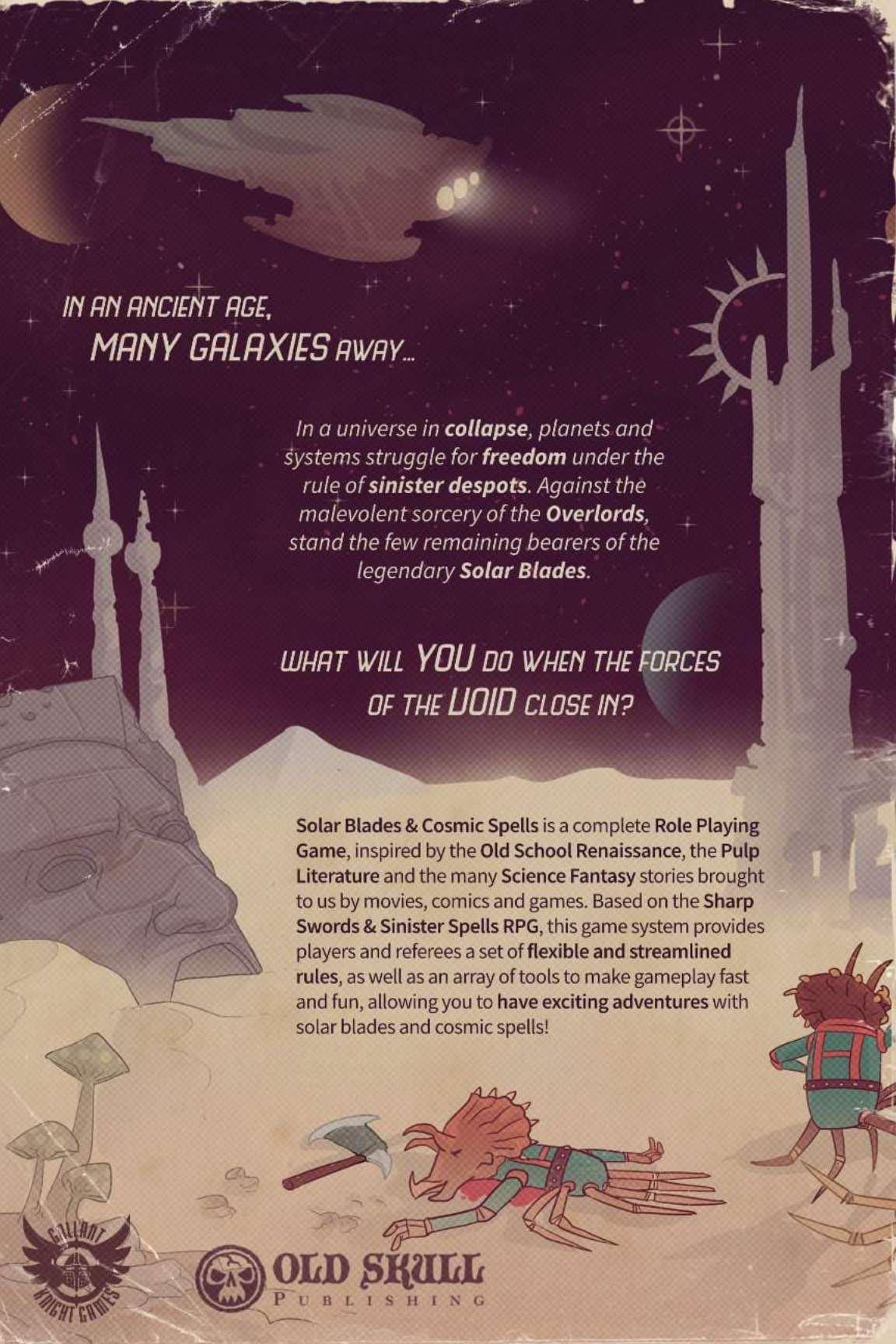
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