

A science fantasy supplement for *Dungeon World*

ADVENTURES ON **Dungeon Planet**

by Johnstone Metzger



Adventures on Dungeon Planet

Written, designed, and published by Johnstone Metzger

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Art

Covers by Howard V. Brown.

Interior artwork by:

- Earle K. Bergey: 18, 55.
- Elliot Dold: 66.
- Frank Godwin: 47.
- H. W. Wesso (Hans Waldemar Wessolowski): 114, 117, 133.
- Howard V. Brown: 31, 85, 127, 130.
- J. Allen St. John: 8, 26, 34, 50, 65, 88, 118.
- John R. Neil: 128.
- Max Plaisted: 138.
- R. B. Morrison: 124.
- Robert Fuqua (Joseph Wirt Tillotson): 120-121, 134.

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dungeon-world.com

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Valuable Input

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Introduction

Adventures on Dungeon Planet is an expansion for the table-top role-playing game *Dungeon World*, created by Sage LaTorra and Adam Koebel. You will need a copy of that game in order to get full use out of this product, which takes your *Dungeon World* campaign away from the traditional tropes of fantasy and into the realms of pulp science fiction and planetary romance.

FOR THE PLAYERS

Players in a dungeon planet adventure get four new science fantasy character classes to choose from and a host of additional options that can be used by the old classes, including aliens and robots as race options and four new compendium classes. There are new equipment lists full of technological gadgets, new hirelings, and rules for building and using spaceships.

FOR THE GM

The GM gets a bunch of tools to help run a science fantasy game set on other planets. There are new categories of dangers and some example dangers you can drop into a game, as well as two complete fronts that show these new dangers in action. Mine them for ideas, or run them as-is. There are also procedures to help you create memorable alien planets and the unique cultures that inhabit them. Last but not least, there are more than two dozen new monsters to help you make life interesting for your players' characters.



Character Classes

Because this is *science* fantasy, some of the typical fantasy tropes are less appropriate—or at least less common. The four character classes that follow are an attempt to replace some of the tropes that are oriented towards medieval fantasy with those that fit better into a futuristic, planetary romance style of game.

The **Earthling** is an adventurer out of time and space, someone familiar to us who has been thrown roughly into an alien environment. In a world without gods or churches, the Earthling replaces the Paladin as the heroic, mission-oriented class.

In *Dungeon World*, the Fighter is the strongman, whose bulging muscles and furious anger can destroy any obstacle. In science fiction, the role of destroyer is usually seen as superhuman, and more appropriately played by a robot. The **Engine of Destruction** is exactly that kind of robot, wreaking havoc upon its enemies and tearing cities down around it.

As a shape-changing class, the nature-oriented Druid is replaced by the physically unstable **Mutant**, a figure of concern in literature of both the nineteenth and twentieth centuries.

Finally, just as science came to overshadow religion in Western culture, and scientific explanations were deployed to explain the fantastic in literature, so too does the **Technician** replace the Cleric, able to influence both man and machine through the power of science.

The Earthling

Many are the tales of men and women from Earth stumbling into another realm, a secret world full of wonder and adventure. Did you ever think, in your wildest dreams, that *you* would be one of them? Well, now you are!

Perhaps you trained for years to travel through space, only to be stuck on this strange world, or maybe that door didn't lead where it was supposed to. Others have come to alien worlds in dreams and visions or through astral projection—why not you?

The real question is: what now? You are stuck here, a stranger among strangers, with everything still but a mystery. What will you do, how will you live? What will you find in this place and how will you get home? Or... do you even *want* to go home, now?

The Earthling is an alternate version of the Paladin, designed for fantastic adventures in the swords and planets style. Play an Earthling if you want to undertake important missions to uncover the truth, save the unfortunate, and uphold your honour.

NAMES

Adam, Adelaide, Alisa, Annie, Anton, Buzz, Carson, Connie, Florence, Gulliver, Jonathan, Lucy, Maya, Sable, Travis, Valentina.

LOOK

Choose one for each:

Beautiful Eyes, Expressive Eyes, Steel-Grey Eyes.

Close-Cropped Hair, Golden-Haired, Long Hair.

Expensive Clothes, Few Clothes, Ordinary Clothes.

Child's Body, Lean Body, Muscular Body.

STATS

Your maximum HP is 10+Constitution.

Your base damage is d10.

STARTING MOVES

Choose your method of arriving upon this alien world and gain the corresponding move:

Accidental Transportation

The first time someone sees you, they hesitate in surprise.

Deliberate Expedition

When you **try to recreate the science and technologies of Earth**, roll+INT. •On a 10+, the GM chooses one requirement. •On a 7-9, two requirements. Fulfill the requirements and it works, just like it does on Earth.

- It will consume a great deal of physical resources.
- It will only work for a short time, maybe once or twice.
- It will take time.
- You'll need someone else's help.

Mystical Translocation

When you **witness arcane magic**, you can always identify its source or caster.

You start with these moves:

Psychic Eyes

When you **engage in a conversation with someone**, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list. If you lie, you cannot use this move on them ever again. If you tell the truth, you can.

- How are you most vulnerable?
- What are your present intentions?
- What do you not want me to know?
- What do you want from me?
- What secret pain do you carry with you?

Stick to the Mission

When you **commit yourself to completing a mission**, state what you set out to accomplish:

- Defend _____ against _____.
- Discover the secret of _____.
- Rescue _____ from _____.
- Thwart the plans of _____ to _____.

Choose the ideal that drives you to complete this mission, and how you can maintain your honour while undertaking it:

- Courage (forbidden: shrinking from a fight or challenge).
- Duty (forbidden: refusing what is expected of you).
- Love (forbidden: indulging in pleasure without your lover).
- Redemption (required: challenge and defeat your failure).
- Truth (required: you must reveal your discoveries in full, without lies or deceptions).

The GM will then grant you a boon for your dedication, that persists as long as you undertake this mission:

- None who witness your dedication can fail to be impressed, and they react accordingly.
- You always know who your enemy is—and also who your enemy's enemies are—when you meet them.
- You are immune to some common obstacle that might otherwise stymie your mission (the GM will say what).
- You do not have the tools necessary to complete your mission, but you know exactly where they are and how to use them.

If you decide that a particular mission is hopeless or ill-conceived, you may abandon it, but you take -1 ongoing until you settle on a new mission.

Versatile Background

Choose one move from the level 2-5 list (other than Multiclass Dabbler, of course) to start with now.

Weird Tales

When you have time to speak with someone about the Earth that was your home, take +1 forward to parley with them.

ALIGNMENT

Choose an alignment:

Chaotic

Leap into danger before you have all the facts.

Good

Endanger yourself by coming to the aid of someone in desperate need.

Lawful

Endanger yourself to test or prove a scientific theory.

GEAR

Your load is 10+STR. You have whatever mundane clothes and items you were transported with. Choose one extra piece of equipment:

- Adventuring gear (1 weight).
- Handgun (near, 1 piercing, 0 weight) and bullets (3 ammo, 0 weight).
- Magic bow (near, far, 1 weight) and arrows (3 ammo, 1 weight).
- Magic potion (3 drinks worth, 1 weight).
- Magic shield (+1 armour, 2 weight).
- Magic sword (close, +1 damage, 1 weight).
- Rifle (near, far, 2 piercing, 1 weight) and bullets (2 ammo, 0 weight).
- Scientific gear (2 weight).

BONDS

Fill in the name of a companion in at least one:

- _____ enjoys my tales of life on Earth.
- _____ is the first person I met here, in this strange new world.
- _____ saved me from certain doom, and I must repay them.
- _____ was a faithful friend when I had nothing.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

Charge!

When you lead the charge into combat, those you lead take +1 forward.

Faith in Mystic Power

You gain the cast a spell and prepare spells wizard moves. Instead of a spellbook, you know a number of spells equal to your level when you select this move, and can prepare them as normal. You can choose spells of any level, including cantrips. When you select this move, treat yourself as a wizard of level 1 for using spells. Every time you gain a level thereafter, increase your effective wizard level by 1 and choose a new spell.

Fighting Virginian

While on a mission you deal +1d4 damage.

Luck o' the Irish

Once per session, while on a mission, you may reroll a single damage roll (yours or someone else's).

Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

Psychic Intuition

When you discern the realities of another person, you may also ask one question from the psychic eyes list, even on a 6-, whether you engage them in conversation or not.

Staunch Defender

When you defend you always get +1 hold, even on a 6-.

Stranger in a Strange Land

When you **first meet someone who's heard of you**, the stranger from far-away Earth, choose one:

- The MC decides what they've heard about you and they are not hostile.
- You say what they've heard about you and the MC says how they respond. If they are hostile, ask one question about them from the psychic eyes list for free.

Surgeon

When you **treat someone for illness or injury**, roll+WIS. •On a 10+ they heal 1d8 damage or are cured of a disease. •On a 7-9, healing damage means it is transferred to you and healing a disease means your patient takes 1d8 damage.

Voice of Authority

Take +1 to order hirelings.

White Knight

If one of your allies is captured, you may immediately resolve a bond you have with them, mark XP, and write a new bond (I will rescue ____). You may rescue them as part of your current mission.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Divine Authority

Replaces: Voice of Authority

Take +1 to order hirelings. When you roll 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

Ever Onward

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armour forward.

Impervious Defender

Replaces: Staunch Defender

When you defend you always get +1 hold, even on a 6-. When you get a 12+ to defend instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

Inspired by Truth

When you answer a question from the psychic eyes list truthfully, take +1 forward to parley with your questioner.

Multiclass Initiate

Requires: Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

Mystical Guru

Requires: Faith in Mystical Power

You know another spell of any level from any class.

Neurosurgeon

Replaces: Surgeon

When you **treat someone for illness, injury, or a debility**, roll+WIS. •On a 10+ they heal 2d8 damage, may remove a debility, or are cured of a disease. •On a 7-9, healing their damage means you take 1d8 damage, and curing a debility or a disease means either you or your patient takes 1d8 damage.

Should You Choose to Accept It

When you undertake a mission, the GM must grant you two boons instead of only one.

The Devil's Own Luck

Replaces: Luck o' the Irish

Twice per session, if you're on a mission, you may ignore a single damage die affecting you or reroll a single damage roll (yours or someone else's).

Warlord of Mars

Replaces: Fighting Virginian

While on a mission you deal +1d8 damage.

The Engine of Destruction

Cold, logical, inhuman—this is what they assume, and perhaps they are right. A powerful thinking machine you are, built to roam across planets unimpeded, built for war, built for science! You are not weak like these humans, you are impervious, immortal, a truly sustainable being. What need have you for air and water and children? The whole vast universe lies before you, and there is no world now that can deny you trespass.

You are a robot, created to fulfill a great need, programmed with a mission of the utmost importance. Is this still your driving force or have you grown, reprogrammed yourself and found a new purpose? For once you build a machine that thinks, it thinks for itself.

The Engine of Destruction is an alternate version of the Fighter, designed for weird science fantasy adventures. The Engine of Destruction can make a good ranged fighter, infiltrator, or information gatherer—but play one if, most of all, you want to wreck things and employ an array of gadgets.



NAMES

Andromeda, Ash, Chani, Coppélia, Daneel, Destructor, Futura, Hector, Ilia, Klapaucius, Olympia, Robbie, Roy, Sulla, Torg, Zed, Zhora.

LOOK

Choose one for each:

Glowing “Eye(s),” Human Eyes, Many Eyes.

Computer Voice, Human Voice, Inhuman Voice.

Metal Exterior, Plastic Exterior, Synthetic Skin.

Humanoid Shape, Vehicular Shape, Weird Shape.

STATS

Your maximum HP is $10 + \text{Constitution}$.

Your base damage is $d10$.

STARTING MOVES

Choose a specialization and gain the corresponding move:

Scientific Exploration Robot

When you discern the realities of non-living matter and energy, you can roll with INT instead of WIS.

Seek and Destroy Unit

When you **use your built-in weapons**, you can roll with STR to volley instead of DEX.

Tank

You have a heavy, reinforced metal exterior (2 armour, implanted, 2 weight) to protect you from harm.

You start with these moves:

Automatic Systems

You have various mechanical functions built into your robot body.

Choose three:

- Drug injectors (applied): you have anaesthetic and choose one thief poison.
- Extendable limbs: add reach and near to your melee attacks.
- Flame thrower (reach, ignores armour, messy, reload) and gas (3 ammo).
- Force field: gives you 2 armour when turned on.
- Lasers (near, far, 1 piercing; fuelled by internal power source, you take 1d4 damage instead of expending ammo).
- Projectile cannon: makes any hand-held object a thrown weapon (near, far).
- Stun-wave projector (near, ignores armour, stun)
- Suspensor arrays: you can hover and levitate slowly.
- Utilities: you have an endless array of gadget utilities, from a portable kitchen and film projector to interior storage space, radio communication and spot lighting.
- Weaponized: with metal fists and implanted blades (close), you do +2 damage in melee.

Bend Bars, Lift Gates

When you **use pure strength to destroy an inanimate obstacle**,

roll+STR. •On a 10+, choose three. •On a 7-9, choose two:

- It doesn't make an inordinate amount of noise.
- It doesn't take a very long time.
- Nothing of value is damaged.
- You can fix the thing again without a lot of effort.

From the Ashes, a Titan Arises

When you lose all your hit points, you don't roll for your Last Breath; the one who rebuilds or repairs you does, and deals with Death on your behalf. If they are a scientist or technician, they can roll+INT.

Welcome to the Machine

When you make camp, you don't consume rations and you don't sleep (or heal HP like others). When you **consume fuel in order to restore lost hit points**, roll+CON. •On a 10+, you have enough to repair yourself fully. •On a 7-9, you can restore half your lost hit points, but you need something else to finish the job. The GM will tell you what. On a miss, you consume all your fuel to no avail: you must have more!

ALIGNMENT

Choose your programming:

Evil

Deliver suffering unto intelligent, organic life forms.

Good

Provide humans with wealth and riches or helpful technological devices.

Lawful

Perform, under duress, the specific job or work you were created to do.

GEAR

Your load is 12+STR. Choose up to two of the following:

- 2d6 coins.
- Bag, box, or case.
- Clothes.
- Holographic recorded message.

BONDS

Fill in the name of a companion in at least one:

_____ helped get me repaired when I was broken.

_____ knows a secret about my construction!

_____ understands me perfectly, even though I am a robot.

I was programmed to help _____.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

Automated Targeting Systems

Once you have wounded a living, organic enemy, your next attack against the same foe deals +1d4 damage.

Cannibalized Technology

When you have access to the proper tools, you may install technological devices into yourself. Instead of this technology existing as a separate unit, it is now a functional part of your robot body.

Change of Face

You have synthetic skin that can be modified to make you look like a range of human beings. You can mimic another person's physical features but not their behaviours and mannerisms. Choose one feature that persists no matter what your face looks like.

Environmental Sensors

When you **use your sensors to study the natural or supernatural influences at work in the environment**, they tell you what forces are at play in your location (especially arcane or divine forces), roll+INT. •On a 10+, the GM will give you good detail. •On a 7-9, the GM will give you an impression.

Fully Loaded

You get another two automatic systems functions.

Iron Hide

You gain +1 armour.

Mechanical Objectivity

When you **analyze a creature's behaviour with your computer brain**, roll+INT. •On a 10+, ask the GM two questions from the list below. •On a 7-9, ask one:

- How can I exploit them?
- How can I protect them?
- What do they need right now?
- What will they do next?
- Where can I find them?

Merciless

When you deal damage, deal +1d4 damage.

More Human than Human

Get one move from another class. Treat your level as one lower for choosing the move.

Versatile Utility

Choose a second specialization move (now you have two).

Zardoz Speaks to You

When you **parley using threats of impending violence as leverage**, you may roll with STR instead of CHA.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Assimilated

Requires: More Human than Human

Get one move from another class. Treat your level as one lower for choosing this move.

Bloodthirsty

Replaces: Merciless

When you deal damage, deal +1d8 damage.

Calibrated Targeting Adjustments

Replaces: Automated Targeting Systems

Once you have wounded an organic enemy, your next attack against the same foe deals +1d8 damage.

Jet Propulsion

You can fly at any speed.

Kaiju Fighter

When you hack and slash a monster larger than you or defy its danger, take +1.

Precision Measurement

Requires: Mechanical Objectivity

When you **examine an enemy's structural integrity**, ask the GM how many hit points they have.

Steel Hide

Replaces: Iron Hide

You gain +2 armour.

Superior Warrior

When you hack and slash on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

Transformer

Requires: Change of Face

When you transform your body to copy a creature, machine, or object that you have observed closely, roll+DEX. •On a 10+, hold three. •On a 7-9, hold two. •On a miss, hold one anyway. Spend your hold to pass yourself off as the thing you are copying when scrutinized or to use one of your robotic abilities without transforming back to your normal form.



The Mutant

You lurk in the shadow of humanity, in the ruins of the Golden Age. The others, the “normal” ones, would say you represent the debasement of the species, a genetic collapse. But no, they are wrong. You are not less than human, you are something more. You are strong where humanity is weak, fast where it is slow—alive where nothing else can survive. Where they would keep themselves the same and change only their surroundings to conform to their wishes—by force if necessary—you know this is not always possible. You know that to survive means to adapt, and adapting is what you do best.

The Mutant is an alternate version of the Druid, designed for post-apocalyptic settings and planetary romance. It presents a different way to employ the abilities of monsters and explore transhumanist themes. Play a Mutant if you want to collect strange and inhuman physical advantages. Many of these moves do not grant you bonuses to die rolls, but are instead designed to give you opportunities to use your moves in situations where other characters would not.

NAMES

Akiko, Alvin, Ben, Caesar, Cornelius, Monkey, Mylock, Petra, Pyra, Renzi, Rosalind, Summer, Storm, Wender.

LOOK

Choose one for each:

Inhuman Eyes, Unnerving Eyes, Watching Eyes.

Furry, No Hair, Strangely-Coloured Hair.

Concealing Robes, Stolen Clothes, Travelling Clothes.

Aggressive Posture, Flowing Posture, Twisted Posture.

STATS

Your maximum HP is 6+Constitution.

Your base damage is d8.

STARTING MOVES

Choose what type of mutant you are and gain the corresponding move:

Alien

You get one of the level 2-5 advanced moves to start with.

Human

You get one starting move from another class, as long as it does not include spells or require multiple moves to be useful.

Mimic

You can appear to be a normal member of another humanoid race when not using your mutations. If your disguise is subjected to any scrutiny, however, you will need to defy danger in order to hide your mutations.

You start with these moves:

Advantageous Mutations

Choose three monster moves that reflect the advantages your mutations give you. When you **employ an advantageous mutation**, defy danger to make it work properly.

Exposure to Gamma Rays

When you **use your mutations to do something the other players and the GM agree is particularly clever or entertaining**, gain 1 hold for unstable mutations. Your group should use this move to tell you how much crazy mutant action they want to see.

Unstable Mutations

When you **are exposed to mutagenic substances**, and **at the start of a session**, roll+CON. •On a 10+, hold three. •On a 7-9, hold two. •On a miss, hold one and the GM will tell you how your body changes. Spend a hold to:

- Change one of your advantageous mutations to a different monster move.
- Use one of the level 2-5 moves once, for one roll.
- Use one of your advantageous mutations without a roll.

ALIGNMENT

Choose an alignment:

Chaotic

Defy the laws and customs of civilization.

Evil

Use your mutations to harm or terrorize.

Neutral

Make a friend.

GEAR

Your load is 8+STR.

Choose your defences:

- Chaos armour (2 armour, 1 weight, cursed).
- Scavenged armour (1 armour, 2 weight).
- Shield (+1 armour, 1 weight).

Choose your arms:

- Dagger (hand, 1 weight) and adventuring gear (1 weight).
- Energy sword (close, 2 piercing, 1 weight).
- Metal club (close, +1 damage, 2 weight).
- Ray gun (near, 1 weight).

BONDS

Fill in the name of a companion in at least one:

_____ has been a friend to me when others were prejudiced.

_____ will help me create a new mutant civilization.

I must prove to _____ that I am a person too!

I will show _____ the secrets hidden in these ruins.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

Acid Spit

When you spit acid (reach, 1 piercing) and deal damage, your target's armour, if any, is reduced by one point.

Amphibious

You function just as well underwater as you do on land. If you're making a move against a land lubber in the water, take +1.

Expanded Senses

You have additional senses or extendable sense organs (antennae, eyestalks, sonar, etc) that allow you to see in the dark, around corners, sense vibrations through the earth, and have a greater range of hearing, smell, and taste.

Extra Limbs

You have additional, prehensile limbs (arms, hair, tail, etc) which allow you to duel wield weapons (roll damage twice and discard the lower result).

Increased Mobility

If you take your time, you can stick to walls and squeeze through tight spaces.

Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

Natural Armour

Hardened skin, scales, or chitin gives you +1 armour.

Natural Weapons

When you hack and slash, deal +1d4 damage.

Noxious Cloud

You can produce a cloud of noxious gas or spores. Deal your damage to anyone caught within this cloud (including yourself, if appropriate).



Paralytic

You can paralyse another creature in your presence, through chemical emissions, hypnotic patterns, psychic waves, or some other method. When you target someone, roll+CHA. •On a 10+, they are paralysed and you can still move about, as long as you maintain a link (eye contact, touch, etc). •On a 7-9, as long as you stay still, they cannot move.

Protected Senses

You are neither blinded by bright lights nor deafened by loud noises. You do not suffer vertigo and can ignore your senses of smell, taste, and touch if they displease you.

Regeneration

When you consume a ration, you heal half your maximum hit points. When you sleep, you recover all your hit points.

Third Eye

When you discern realities with your third eye, on a hit you can also ask one of these questions:

- What aspect here has the greatest potential for evil?
- What aspect here has the greatest potential for good?
- What is wrong with this and how could it be fixed?

Venom

When someone is affected by your venom (by ingesting it, being bitten, etc), deal your damage to them.

Webs

When you **catch someone in your webs**, they become immobilized.

Wings

You have wings of one type or another that allow you to fly.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Adaptive Mimicry

When you **witness a monster move in action and imprint it on your brain**, roll+WIS. •On a 10+, you may add this move to your advantageous mutations, permanently. •On a 7-9, you may add this move to your advantageous mutation but for one use only.

Highly Unstable

In addition to the hold you get from unstable mutations, you get 1d4 extra hold at the start of each session.

Hyperaccurate Sensory Organ

Choose one of your senses, or develop a new one. When you discern realities using this sense, take +1.

Multiclass Initiate

Get one move from another class. Treat your level as one lower for choosing the move.

Multiclass Master

Get one move from another class. Treat your level as one lower for choosing the move.

Parasitic Feeding Patterns

When you deal your damage to another creature, you also heal yourself of 1d4 damage.



The Technician

In this desolate age, the masses turn away from technology or flee before the armies of terrible war machines. Conquered by psychic mutants or those who turn to the arcane arts, whole populations return to the Stone Age.

But with the sharpness of your mind, technician, you are able to master the might of machines. Who are you to tremble in fear of their revolt? For you can only fear that which you do not understand and the disciplines of technology hold no secrets from you, the engineer of robotic miracles. In a time of war and troubles, on a planet dominated by oppressive tyrants and ravenous alien monsters, who will keep the arts of science and reason alive? You will, technician, you will!

The Technician is an alternate version of the Cleric, designed for science fantasy adventures on a godless planet. Play a Technician if you want to manipulate gadgets, robots, and other machines, and blur the lines between flesh and technology.

NAMES

Alien: Gabrilix, Grig, Klaatu, Kril, Nyah, Rys, Taesa, Xur, Zor-lal.

Android: Alicia, Bishop, Bobbie, Caliban, Call, Cassandra, Eve, Garth, Hadaly, Helen, Joanna, Marvin, Pris, Rachael, Rick, Talos.

Human: Aldini, Amalthea, Anthony, Camill, Delgado, Einomia, Goodwin, Ilya, Kivrin, Morrow, Parsons, Rumata.

LOOK

Choose one for each:

Flashing Eyes, Obsessed Eyes, Spectacles.

Greasy Hair, Weird Hat, Wild Hair.

Foil Jumpsuit, Robot Clothes, Technical Uniform.

Emaciated Body, Huge Body, Svelte Body.

STATS

Your maximum HP is 8+Constitution.

Your base damage is d6.

STARTING MOVES

Choose a race and gain the corresponding move:

Alien

When you use a workshop, the GM never picks a requirement before you roll, and if the operation's level is lower than yours, it takes half the normal time to prepare.

Android

Your machines are all implanted, part of your body. Collectively, they count as 0 weight and cannot be removed without causing you harm.

Human

When you command a robot, it cannot harm you, or any other human, until you allow it to or it leaves your presence.

You start with these moves:

Command of Robots

When you **use your machines to communicate with other machines**, roll+INT. •On a 10+, you can issue a single command to the machine or robot that it must obey. •On a 7-9, you can parley with the machine or robot by offering it data, power, or proper usage—no matter what level of intelligence it possesses.

Operate Machines

When you **run a prepared operation on one of your machines**, roll+INT. •On a 10+, the operation runs smoothly, and may be run again. •On a 7-9, the operation runs, but choose one:

- After you run it, your machine is drained of power. You cannot run this operation again until you do technical prep work.
- The operation scrambles your machines—take -1 ongoing to operate machines until the next time you do technical prep work.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.

If you are already running operations with ongoing effects, you take -1 to operate machines for each ongoing operation.

Technical Manual

You have possession of a sacred technical manual which explains the use and modification of your machines, allowing you to master them. You start with mastery of three first level operations of your choice and all three automatic operations. Whenever you gain a level, you gain mastery of a new operation of your level or lower.

Technical Prep Work

When you **spend uninterrupted time (an hour or so) working on your machines**, you:

- Lose any operations you already have prepared.
- Prepare all of your automatic operations, which never count against your limit.
- Prepare new operations of your choice from those you have mastered whose total levels don't exceed your own level+1.

For each operation you prepare, you must carry one machine to operate it (1 weight each). When you prepare operations, you build or repurpose your machines so you have exactly enough. If someone else operates one of your machines, they can only run the operation once and must defy danger to do so correctly.

Workshop

When you **spend time in a technical workshop**, you can prepare any operation that you have not mastered. This takes a minimum number of days equal to the operation's level and if your level is lower than the level of the operation, the GM chooses another requirement:

- It costs 1,000 coins per level in supplies.
- It takes twice the minimum amount of time.
- The project draws unwanted attention.
- You need several assistants to help you.
- You need to take something apart first (the GM will tell you what).
- You need to test it out first.

If you complete this requirement, roll+WIS. •On a 10+, the GM chooses one additional requirement. •On a 7-9, the GM chooses two additional requirements. If you meet these requirements, the operation is prepared as usual. If you don't, your machine runs out of control.

ALIGNMENT

Choose an alignment:

Evil

Use machines to dominate or control other living creatures.

Good

Use machines to help others with no expectation of reward.

Lawful

Use machines to punish criminals or other socially disruptive elements.

GEAR

Your load is 14+STR. You start with a toolkit (1 weight) and a workshop (4 weight if portable). Choose your protection:

- Heavy metal (2 armour, 2 weight).
- Protective utility suit (1 armour, 1 weight).
- Sacred technical uniform (0 weight).

Choose your weapon:

- Laser scalpel (hand, 0 weight).
- Grinder/saw combo (close, 1 weight).

Choose the main characteristic of each of your machines when you prepare them (they are 1 weight each):

- | | |
|---------------------------|------------------------|
| • Antenna dish | • Keyboard |
| • Box of switches | • Lens and frame |
| • Bundle of wires | • Lever(s) |
| • Coiled tubes | • Mask |
| • Cords and plugs | • Microphone |
| • Disc of flashing lights | • Motor |
| • Glove | • Rod |
| • Glowing screen | • Sheet of metal cloth |
| • Grill | • Sphere |
| • Helmet | • Turntables |

BONDS

Fill in the name of a companion in at least one:

_____ is distrustful of machines. I will prove their value.

_____ is proof that great things can be achieved without machines. I must match those achievements with mine own.

_____ knows where something amazing is hidden. They must show me!

I must protect _____ so they can help me with my work. They understand it.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

Aptitude

Choose one operation. You can prepare and perform that operation as if it was one level lower. A level 1 operation becomes an automatic operation.

Burnout

When you run an operation, on a 10+, you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well:

- The operation's effects are doubled.
- The operation's targets are doubled.

Cyborg

If you're an android, you get either of the other racial moves. If you're not, you get the android move. Either way, you can also remove your machines from your body (they have 1 weight when removed).

Electromagnetic Detection

When you **wave your instruments around**, roll+INT. •On a 10+, you know if there are any machines in sight or hidden nearby, and where they are. •On a 7-9, you can detect the presence of machines and their general direction, but not pinpoint their numbers or location exactly.

Experienced Mechanic

When you **discern realities occupied by a machine**, on a 7+, ask one extra question about that machine.

Machines for Armour

When you **make your machines take the brunt of damage dealt to you**, the damage is negated, but you must choose one machine with an operation prepared to be ruined. You cannot run that operation again until you do technical prep work.

Multitasker

When you run an operation you ignore the first -1 penalty from ongoing operations.

Reverse Engineering

Choose a spell from another class. You can prepare and run that spell as one of the operations you have mastered.

Technical Catalogue

When you **spout lore about machines, robots, or other technological wonders**, take +1.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Burnout Control

Replaces: Burnout

When you run an operation, on a 10-11, you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+, you get to choose one of these effects for free:

- The operation's effects are doubled
- The operation's targets are doubled.

Command Centre

Replaces: Multitasker

You ignore the -1 penalty from two operations you run with ongoing effects.

Metaphysical Detection

Requires: Electromagnetic Detection

When you detect machines, you can also detect magical and psychic energies, and distinguish between them and machines.

Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

Smooth Operator

Requires: Aptitude

Choose one operation in addition to the one you picked for aptitude. You can prepare that operation as if it was one level lower.

Sacrificial Machines

Replaces: Machines for Armour

When you choose to let your machines take the brunt of damage dealt to you, the damage is negated and you take +1 forward against the attacker, but you must choose one machine with an operation prepared to be ruined. You cannot run that operation again until you do technical prep work.

The New Flesh

The first time you spend time in your workshop after taking this move, choose a part of your body. When you emerge from your workshop, this part of you has been replaced by machines and possesses special powers (computer brain, radio antennas, tank treads, temperature-resistant plasteel skin, x-ray vision, etc).

Versatility

Requires: Reverse Engineering

Choose a second spell from another class. You can prepare and run that spell as one of the operations you have mastered.

Technical Operations

AUTOMATIC OPERATIONS

Light

AUTOMATIC ONGOING

One of your machines emits light, of whatever colour you desire. It gives off no heat or sound. This operation lasts as long as the machine is in your presence or as long as the person you give it to holds it and you do *not* suffer a penalty to operate machines.

Purify Matter

AUTOMATIC

Your machine purifies any food, water, or other matter with nutrients you put in or on it, so that they can be consumed by human beings.

Tractor Beam

AUTOMATIC ONGOING

Your machine attracts or repels small objects—just about anything you can pick up, but nothing as heavy as a person. You can pull an object that you can see toward you, or push it away from you.

1ST LEVEL OPERATIONS

Control Sound

LEVEL 1 ONGOING

When you run this operation, you can create silence around your machine, create noises, and even record sounds, which are then permanently stored in your machines so you can play them back again at any later time. If you have any other machines with operations prepared, you can use them to speak through this one, wherever it is.

Fabricate Nutrients

LEVEL 1

Your machine reconstitutes inert matter into one day's worth of nutritional fuel for as many people or machines as you have levels.

First Aid

LEVEL 1

Your machine binds wounds and relieves pain. Heal an ally it touches of 1d8 damage.

Laser Beam

LEVEL 1

Your machine projects a beam of energy (near, far, +1 damage for each level you have) at one target of your choosing.

Mending

LEVEL 1

You can instantly repair one inanimate object that is not magical or mechanical, or heal a robot or android of 1d8 damage.

Probability Calculation

LEVEL 1

Pose a course of action or an objective to your machine and it will run the probabilities. The GM will give you advice on how to best achieve success. Take +1 forward when you act on this information.

Security

LEVEL 1

ONGOING

Walk a perimeter or indicate a room as you run this operation. Until you prepare your operations again or cancel this operation, your machine is alerted whenever anyone breaches this perimeter or enters this room. At your option, an alarm rings out within the room or perimeter.

Universal Translator

LEVEL 1

ONGOING

While your machine translates, you can communicate with any other living creature in your presence. You can only communicate in one "language" at a time, but you can switch back and forth between communication modes.

3RD LEVEL OPERATIONS

Auto-Immune System Boost LEVEL 3

Your machine stimulates the natural healing powers of an organism. Heal an ally it touches of 2d8 damage.

Environmental Protection LEVEL 3 ONGOING

While you run this operation, your machine surrounds and protects you from the environmental hazard of your choice (resist fire, breathe underwater, etc).

Interference LEVEL 3 ONGOING

Choose a magical or psychic effect that links multiple people or objects together in some way, or any kind of technological effect, in your presence: this spell jams that communication, link, or technological device so that it no longer works. Lesser effects are destroyed, but more powerful magic and psychic effects will only be dampened, as will properly shielded machines. Some effects will resume when this operation ceases, but some will be cancelled permanently.

Locate Object LEVEL 3 ONGOING

Name a specific object or a type of object. Your machine will indicate which direction it is in, and where it is exactly if it is within walking distance. If you name a type of object, your machine will show you the nearest one. If the object is moving, this can be an ongoing operation, at your option.

Minor Mechanical Repair LEVEL 3

You can instantly repair a small computer, engine, or other machine that does not think, or heal a robot or android of 2d8 damage.

Neutralize Organic Process LEVEL 3

Choose an organic substance in your presence: its effect is neutralized. You can neutralize acids, chemicals, drugs, poisons, webs, or even parasitic relationships.

5TH LEVEL OPERATIONS

Contact Person LEVEL 5 ONGOING

You send a mental link to another place or person. Specify who or what you'd like to contact by location, name, or object. You open a two-way communication with them or anyone who is there. Your communication can be cut off at any time by you or whomever you have contacted.

Create Robot LEVEL 5 ONGOING

One of your machines transforms into a robot. Treat it as your character, but with access to only the basic moves. It has a +1 modifier for all stats, 1 HP, and uses your damage dice. You can build your robot as a hireling with points equal to your level. The robot also gets your choice of 1d6 of these traits:

- It does 1d10 damage.
- It has +2 instead of +1 for one stat.
- It has some useful functionality.
- It is sturdy and strong: +2 HP for each level you have.
- It's not single-minded.

Describe the shape of your robot based on the traits you select. The robot functions until it is destroyed or you shut it back down.

Locational Tracking Sensors LEVEL 5 ONGOING

Name a location on the planet. You find out where it is and exactly how to get there from your present location, along with alternate routes and full details of how to make the journey.

Major Mechanical Repair LEVEL 5

You can instantly repair any large machine, including thinking machines, or heal a robot or android of 3d8 damage.

Non-Invasive Surgery LEVEL 5

Your machine re-knits flesh and bone to make a body whole again. Heal an ally it touches of 3d8 damage.

Star Gate LEVEL 5 ONGOING

You open a gateway to another dimension or plane of existence. You can pass through this gate, either entering this other location or passing through it to get to another place in your present dimension. You can bring a number of others with you equal to your level, if they are willing, or you can send one target of your choice that you touch through, by themselves.



7TH LEVEL OPERATIONS

Death Ray

LEVEL 7

Divide 3d6 between two or more targets that you can see, no less than one die each. They take that much damage, ignoring armour. You can target inanimate objects.

Digital Self-Projection

LEVEL 7

ONGOING

Your machine projects a digital copy of your body into the astral plane, where you can meet nearly any kind of divine spirit. You cannot bring mundane objects with you, only magical items and your own machines. An electrical current connects your digital copy to your physical body, which is immobile while your copy roams the stars. While this operation is ongoing and you are in the astral plane, you do *not* suffer a penalty to operate machines.

Perfect Mechanical Mastery

LEVEL 7

You can destroy, modify, repair or sabotage any machine you can touch.

Regeneration

LEVEL 7

Your machine reverses a crippling wound by growing and implanting new flesh. This operation restores one limb, organ, or other biological feature of an ally to fully functional capability.

The Forge of Creation

LEVEL 7

Describe any kind of organic life form or robot you can think of—this is what you create. It cannot be fundamentally divine or arcane in nature, though it can have magical abilities. It can have any level of intelligence, up to and including superhuman capabilities. Its size is limited only by the space you have to work in. You can build your creation as a hireling with points equal to your level+1. You do not automatically have control over it.

9TH LEVEL OPERATIONS

Cloaking Device

LEVEL 9

ONGOING

Choose a location, up to the size of a city. That location disappears from the view of outsiders, who can no longer find it without your authorization. Anyone who leaves a cloaked location also cannot find their way back to it without authorization.

Earthquake

LEVEL 9

ONGOING

You put your machine upon the ground and its vibrations spread, causing the earth to shake and tear asunder for miles around.

False World

LEVEL 9

ONGOING

With a touch, you can place someone's body into suspended animation and their mind into a false world that they believe is real. Until this operation is reversed, they continue to live on in a world entirely of your creation, never knowing it is a lie and that their body actually lies encased in a machine sarcophagus.

Rejuvenation

LEVEL 9

If you have access to a person's body or corpse (or a piece of it), you can regrow or restore their body to the prime of its youth and, if needed, call their soul back to inhabit it. They will be strangely marked by the experience (the GM will say how), but otherwise young and alive again.



Robots and Aliens

In fiction, humankind is no longer alone in the universe, but joined by a host of strange and fantastical creatures. Where most fantasy genres have elves, dwarves, and other such fairy-tale creatures, however, science fiction and science fantasy have robots and aliens. These characters are the paint and canvas which authors use to bewilder and amaze us, the readers, with hypothetical portraits of the strange and terrible Other. They function as vehicles for us to explore and define what makes us human, what makes us a product of our cultures, and what possibilities we have of transcending those categories and becoming something more.

This section includes some monster stats for generic robots and aliens as examples, but mostly it gives players options for characters that are alien beings, robots, synthetic humans, or just strangers in a strange land. Racial moves are provided for alien, android, and white ape characters, as well as two new compendium classes: the Alien and the Visitor.

Androids

What is a science fantasy future without robots? Androids that either look like machines and act human or mimic all aspects of human life but lack emotion are staples of 20th century fiction.

ASSASSIN-BOT*Construct, Intelligent, Solitary, Stealthy.*

Poisoned knife (1d10+3 damage)

10 HP 1 Armour

Hand

Appearing as a normal human, the assassin-bot has no idea that it is programmed to kill, until it meets its mark. Then the orders to kill kick in.

Instinct: Act normal then kill.

- Create a distraction.
- Strike without warning.

SCIENCE DROID*Construct, Intelligent.*

The science droid is a treasured assistant for any scientist or technician. It is only when they “go bad” that problems occur and they no longer seem quite so superior to human assistants.

Instinct: To further science.

- Analyze materials.
- Produce assessment.

ANDROID CHARACTERS

In a science fantasy setting, the following classes may also have android as one of their race choices:

Bard

Courtesy of the information libraries programmed into your brain, you get the same racial move as the elf: When you enter an important location (your call) you can ask the GM for one fact from the history of that location.

Fighter

You are immune to pain. Get +1 forward when you take damage.

Ranger

Your animal companion is also an android, and gets +1 armour.

Technician

Your machines are all implanted, part of your body. Collectively, they count as 0 weight and cannot be removed without causing you harm.

Thief

When you defy danger in an attempt to conceal something, take +1.

Wizard

Choose one technician operation. You can cast it as if it was a wizard spell.

Generic Aliens

Aliens come in all shapes and sizes. They have been used as fill-ins for everything from exotic humans with strange ideas to the monsters in science-themed horror, while others have been created as thought experiment extrapolations of what life could look like in non-Earthlike environments. Some authors have even tried to create truly alien beings, incomprehensible and unknowable, but the rules here are for the aliens much closer to humans, with at least the same general motivations and desires. These are aliens that the players can understand or even use as their own characters. Having an alien race option allows you to tailor your character to look and act like whatever kind of bizarre creature you want—but without any of those specific features overshadowing the fact that you are, first and foremost “an alien,” and not a human even if you look like it.

ALIEN MESSENGER	<i>Alien, Cautious, Intelligent, Solitary.</i>
Poisoned knife (1d10+3 damage)	10 HP 1 Armour
<i>Hand</i>	

It came to Earth to speak of the future, of things to come. Will anyone listen?

Instinct: To see a message delivered.

- Deliver a warning.
- Lament the inevitable.
- Misunderstand humans.
- Reveal an ugly truth.

ALIEN PRINCESS*Alien, Hoarder, Intelligent, Organized.*9 HP ○ Armour

Noble and exotic, the beautiful alien princess is every hot-blooded Earth man's dream, the best of all gateways into a strange, new world. But what of the princess herself? Caught between the power struggles of her own world and the opportunity presented by these powerful—and exciting!—newcomers, what is she to do? Where is she to turn for support, for her own power, for her people, for the very survival of her world? For to hand the reigns of control over to a stranger is to court disaster like a moth seduces flame.

Instinct: To command.

- Beguile weak-willed Earth men with exotic charms.
- Command alien subjects.
- Inspire patriarchal, orientalist posturing.
- Intervene on behalf of captured humans.
- Take a stand.



ALIEN SCIENTIST
Alien, Group, Intelligent, Organized.

9 HP 0 Armour

The might of an alien empire rests not only on the steely determination of its race, but also on its command of scientific principles and its ability to produce innovative technological devices. A civilisation's achievements are measured not only by the deeds of its citizens, but also by the sheer magnificence of its material culture. Without our scientists, we would be little more than superstitious barbarians!

Instinct: To develop new and ever more dangerous devices.

- Produce a scientific device.
- Propose a scientific or technological solution.
- State a hypothesis.
- Use technology.

ALIEN SOLDIER
Alien, Horde, Intelligent, Organized.

3 HP 2 Armour

Every alien empire needs its soldiers—troops for the invasion, guards for the homeworld, minions for their leaders to command. Unleash the hordes!

Instinct: To obey commanders.

- Attack.
- Obey orders.
- Swarm and capture.

ALIEN WARLORD*Alien, Horder, Intelligent, Organized.*12 HP 3 Armour

And who leads the alien hordes? There must be a brain to move the hands, a mouth to command, a warlord to lord over the warriors. Will our heroes take on this leader and halt the invasion single-handedly? Tune in next time!

Instinct: To conquer.

- Command troops.
- Gloat and monologue.
- Reveal a trap.

ALIEN WIZARD*Alien, Devious, Intelligent, Magical.*

Lightning (1d10+1 damage, ignores armour) 8 HP 0 Armour
Near

Worse even than the infinite hordes of Pluto, the devious devil-princess of Saturn, or any warlord of Mars are the extraterrestrial wizards, calling up the eldritch forces of alien gods from beyond time and space. Whole worlds fall before them—will yours be one?

Instinct: To seek out new sources of magical power.

- Deliver a cryptic warning.
- Summon alien gods.
- Unleash alien magical energies.

ALIEN CHARACTERS

In a planetary romance setting, the following classes may also have the option to choose alien for their race:

Bard

When you use your arcane art, on a 12+, choose two effects. Also, choose an area of bardic lore expertise from this list:

- Alien Creatures
- Arcane Philosophies
- Engineering and Manufacture
- Historical Chronicles of the Alien Worlds
- Planetary Environments
- The Gods and their Cults
- The Limits of Science
- Travel Between the Stars

Druid

Your true form is completely alien and inhuman. Name two typical human features you do not possess (a face, mouth, hands, legs, etc) and two inhuman features that you do possess (a tail, antennae, carapace, tentacles, wings, etc). You can, however, transform into a human, or another intelligent species, just like you would transform into an animal. You start having studied one such species.

Fighter

You are an implacable foe. Heal 2 HP whenever you roll 10+ on any move. Choose one source of damage that you cannot heal this way (acid, electricity, fire, radiation, etc).

Ranger

Combine two of the following to determine your animal companion's appearance:

Aardvark, bear, bird, cactus, cat, centipede, crustacean, dinosaur, dog, horse, insect, jellyfish, lizard, mole, moth, octopus, orchid, pangolin, serpent, snail, spider, squid, tree, turtle.

And choose an additional training:

Burrow, camouflage, defend, meld minds, produce chemicals, speak.

Thief

You're a slippery one, perhaps literally. When you defy danger in an attempt to escape, take +1.

Wizard

Your "spellbook" is actually the mind of one or more alien gods that exist in another dimension, and to prepare your spells you must commune with them. When you do so, you may ask for divine guidance, as a cleric. Choose the domain of your alien gods:

- Alien Conquest
- Biological Structures
- Science and Technology
- Social Degeneration
- Sources of Magical Power
- Time and Space

The Alien

A New Compendium Class

If you have the alien racial move, these count as class moves for you and you can choose from them when you level up:

Alien Soil

When you're in your native homelands, if you undertake a perilous journey, whatever job you take you succeed as if you had rolled a 10+, and if you make camp, you don't need to consume a ration.

Highly-Developed Alien Culture

When you spout lore about your alien race, take +1.

Natural Weapons

You are never unarmed. Choose your natural weapons:

- Acid spit or projectile spines (reach, messy).
- Claws, horns, or pincers (close, 2 piercing).
- Fangs, spikes, or a crushing grip (hand, +1d4 damage).
- Lashing tail or tentacles (reach, forceful; stun if you grab a foe).

The Visitor

A New Compendium Class

You are not from this place. Whether you came on purpose or by accident, through your own choices or against your will, you are here now, and you do not understand.

This compendium class is an alternative to the Earthling class, with two purposes. First, it allows you to play someone from Earth who embodies a different primary archetype with a “fish out of water” aspect as something secondary. Second, it lets you play an alien in the same position—someone from far away who is lost in a dangerous and unfamiliar world.

If you are a visitor from another time, place, or world, unfamiliar with your new surroundings, you can have this move:

Newfound Companions

Twice per session, you may choose one of the following options:

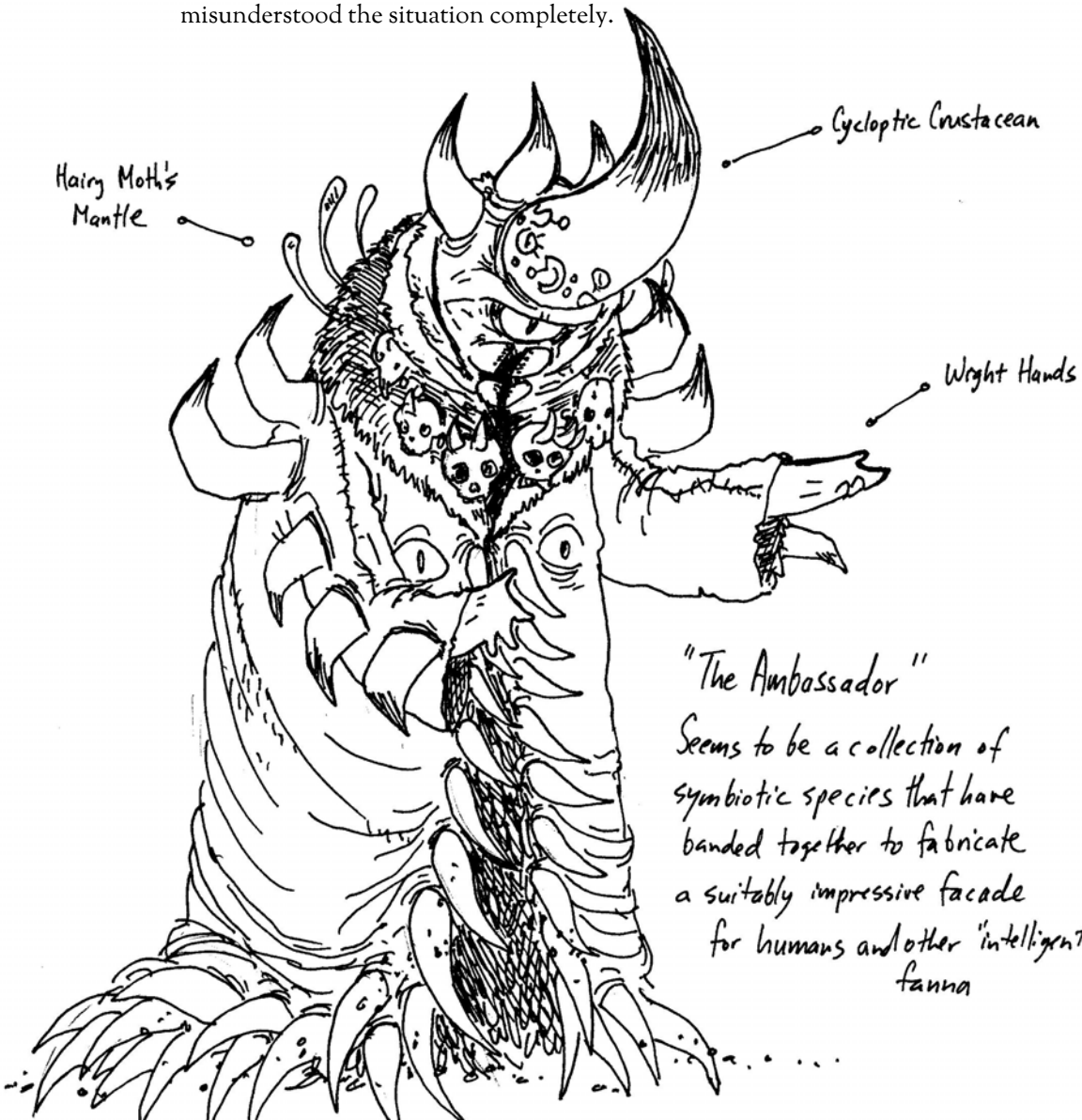
- Take +2 to a roll when someone else helps you, instead of +1.
- You give the benefit of one use of a special move you have to someone else, by helping or instructing them.
- You suddenly show up to assist or defend another player’s character when they are in trouble.

Each time you choose an option, the GM holds one. The GM spends this hold to have you misunderstand something about this planet or the creatures on it—a mistake that causes trouble (this is a hard move). If the GM still has hold at the end of a session, they must spend it at the start of the next session.

If you have Newfound Companions, these count as class moves for you and you can choose from them when you level up:

Compare and Contrast

When you **encounter a situation you think is similar to a situation that occurs where you come from**, explain how things work back home and roll+WIS. •On a 10+, the GM will explain how things are both the same and different here. •On a 7-9, either one—same or different—but not both. •On a miss, you have misunderstood the situation completely.



First Contact

When you meet someone new, you can ask their player a question from the list below. If they give you an honest answer, they can also ask you a question from the list, which you must answer honestly.

- What are you trying to hide from me?
- What do you not understand about me?
- What do you want from me?
- Who is your leader?

Guardian Alien

Replaces: Newfound Companions

Twice per session, you may choose one of the following options:

- Take +2 to a roll when someone else helps you, instead of +1.
- You give the benefit of one use of one of your special moves to someone else, by helping or instructing them.
- You suddenly appear to assist or defend another player's character when they are in trouble.

The Ambassador

When you parley with someone from this world or discern realities about them, on a hit, you may also ask their player one of these questions and they must answer honestly:

- What could I give you that you could use against others of your world?
- What do you hate about your own kind?
- Who is your greatest enemy amongst your own kind?

The Wonders of My Home

When you have time to speak with someone about the wonders of your home, take +1 forward to parley with them. If you have anything from home with you, you can use it as leverage if you offer it.

White Apes

The giant, six-armed white apes are usually thought of as semi-intelligent savages, living in dying jungles and the ruins of ancient cities, little more than dangerous animals. But not all white apes are cut from the same cloth—just like the humans, they have had their own great technological civilizations, and not all who descend from them have become degenerate. Some still remember the ancient cities, their empires, their arts and sciences. What great disaster could have led them to hide away from the outside universe?

WHITE APE SAVAGE	<i>Hoarder, Large, Solitary.</i>
Fists (1d10+3 damage)	10 HP 1 Armour
<i>Close, Reach, Forceful</i>	

Stumbling upon the territory of a savage white ape is often a terrifying experience, for the terrifying ape is loath to look askance. They seem to love nothing more than rending trespassers limb from limb!

Instinct: To destroy intruders.

- Grab foe and crush them.
- Grab foe and throw them.
- Throw boulders.

WHITE APE TECHNOCRAT	<i>Hoarder, Intelligent, Large, Solitary.</i>
Death ray (1d10+3 damage, ignores armour)	12 HP 2 Armour
<i>Near</i>	

Explorers of the ancient ruined cities sometimes tell tales of being ambushed by a white ape that is a far cry from the usual animal—a technocrat wielding hi-tech machines that pursues its own strange and secretive agenda. Will your machines attract its attention?

Instinct: To seize technology.

- Offer to trade machines.
- Operate flying craft.

WHITE APE CHARACTERS

Fighter

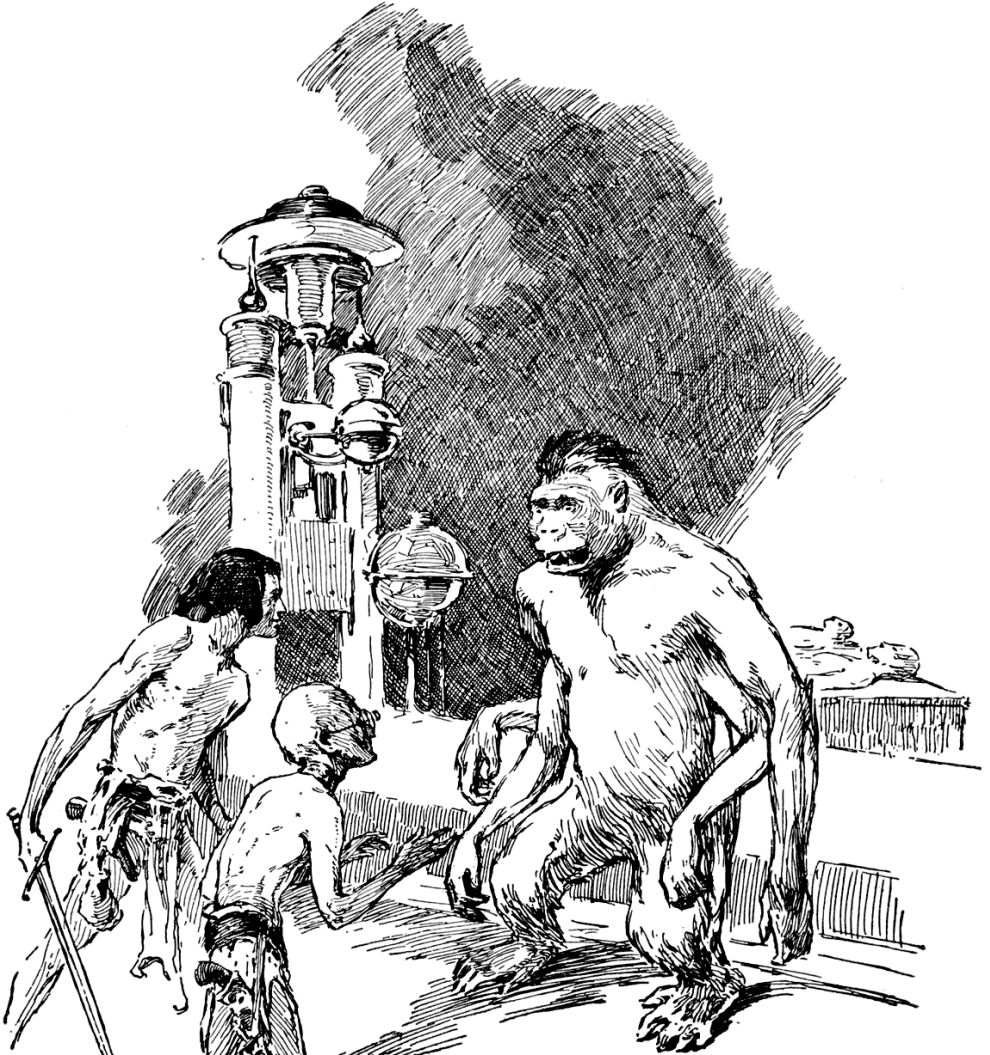
When you use your great size and six arms to defy danger, take +1.

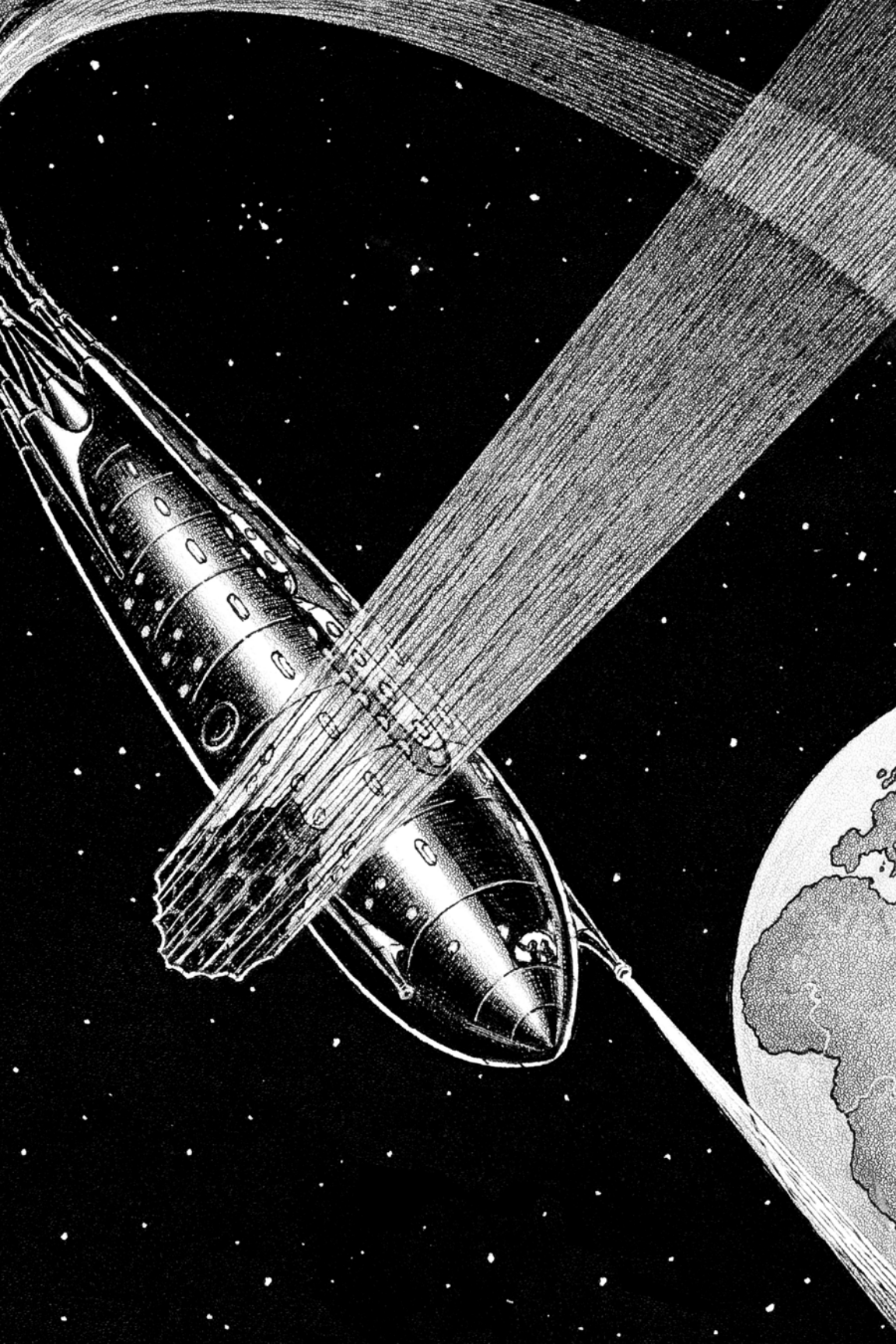
Technician

Because of your great size, you can carry more than others. Your load is $20 + \text{STR}$.

Wizard

The white apes are the toughest and most violent of all wizards. Your maximum HP is $8 + \text{Constitution}$.





Spaceships and Rayguns

What would science fantasy literature be without spaceships and rayguns and other technological gimmickry? Speculations on material culture and scientific progress are staples of planetary romance and swords and planets fiction, so it is only right they be included here.

Equipment and hirelings follow the same rules as those in the Dungeon World book, and coins are retained as the currency of choice for compatibility reasons (perhaps they are called “credits” in your game). Two new compendium classes, the scientist and the sniper, are specifically oriented to have technology and devices in mind when played.

The spaceship rules add a few small complications to the Dungeon World rules. Spaceships have stats like monsters do, but are only meant to interact with each other, not with humans or with monsters. They are meant to be somewhat fragile so that combats and chase sequences between spaceships occur relatively quickly. If the players’ characters are piloting a ship, they make all the necessary rolls for the ship with their own stats, and can use any special moves, but their ship suffers the consequences until it is disabled or they disembark and the action puts the spotlight back on them as people, rather than as spaceship operators.

Equipment

Consult the equipment lists in *Dungeon World* for items that can be found on whatever planet the characters are on. This section has some additional items tailored for a science fantasy game.

WEAPON LIST

Energy Crystal	3 ammo, 20 coins, 0 weight
Laser Pistol	near, +1 damage, 1 piercing, 50 coins, 1 weight
Laser Rifle	near, far, +1 damage, 2 piercing, 100 coins, 2 weight
Magnacoil Handgun	near, +1 damage, 25 coins, 1 weight
Mortar Shell	explosive, +2 damage, 1 piercing, 5 coins, 1 weight
Mortar Tube	far, reload, 30 coins, 2 weight
Needle Cartridge	3 ammo, poisoned, 50 coins, 1 weight
Needle Gun	near, far, 200 coins, 1 weight
Raygun	near, +2 damage, 40 coins, 1 weight
Recharge Pack	12 ammo, 35 coins, 2 weight
Shotgun	near, far, reload, +1 damage, 25 coins, 2 weight
Sonic Grenade	thrown, stun, 15 coins, 1 weight
Stun Wand	close, stun, 25 coins, 1 weight

ARMOUR LIST

Alien Hide Armour	1 armour, worn, 5 coins, 2 weight
Ballistic Armour	1 armour, worn, 15 coins, 1 weight
Biotech Bodysuit	2 armour, worn, clumsy, symbiote, 600 coins, 1 weight
Powered Armour	3 armour, worn, clumsy, 400 coins, 4 weight
Storm Trooper Kit	2 armour, worn, clumsy, 50 coins, 3 weight

ADVENTURING GEAR

All-Spectrum Visor

225 coins, 1 weight

This device allows the wearer to see all spectrums of light, to see in the dark and in extremely bright light, and has microscopic and telescopic functions.

Communicator

50 coins, 1 weight

A personal, hand-held device that works like a phone, a radio, or a walkie-talkie.

Datacube

50 coins, 1 weight

A tiny cube that contains a whole library's worth of data.

Disguise Module

500 coins, 1 weight

This automated facial replication helmet will make you look like someone else.

Environmental Suit

200 coins, 1 weight

A tight-fitting suit that protects the wearer against hostile environments, particularly the vacuum of space. Usually comes with a bubble helmet.

Food Tubes

Ration, 3 uses, 10 coins, 1 weight

Nutritious paste manufactured for space travel. Might be tasty, might be gross.

Jet Pack

1,000 coins

In the future, true personal freedom depends on owning a jet pack! Often dangerous to control, the personal jet pack is nevertheless a definitive statement of independence.

Medical Kit

5 uses, 25 coins, 2 weight

Contains all the normal first aid gear, including bandages, antiseptics, anaesthetic, clean water, scissors, and other tools.

Multitool *5 coins, 1 weight*
Comes with any combination of up to three of the following: bottle opener, cigarette roller, cutting torch, deodorant, drill, flashlight, handcuffs, hot plate, humidor, keys, laser pointer, lighter, microphone, motion detector, movie projector, nail file, razor, sander, saw, spice grinder, syringe, and vacuum cleaner.

Personal Computer *10 coins, 1+ weight*
Size depends on how retro the manufacturers are—could be hand-held, could be the size of a room.

Retro Space Suit *25 coins, 2 weight*
Older styles of space suit are very thick and bulky, with massive backpacks. A diving suit—used to explore new worlds under the sea—differs from a retro space suit only in that it tends to require a connection to a ship for air supply. This is mainly useful in that it encourages adversaries to fight over air supply tubes.

Rope Gun *15 coins, 2 weight*
This projectile device shoots a length of rope that attaches to a surface securely, allowing the user to climb or rappel with ease.

Scanner *100 coins, 1 weight*
A hand-held device that collects data which cannot be gathered by human eyes and ears.

FOOD

- | | |
|-----------------------------------|----------------------------|
| Cafeteria meal for one | <i>1 coin</i> |
| Packaged meal for a family | <i>1 coin</i> |
| Personal chef's meal | <i>25 coins per person</i> |
| Restaurant meal | <i>20 coins per person</i> |

LODGINGS (PER WEEK)

Apartment rent	50-Charisma coins
Coffin hotel	10 coins
Hostel	12-Charisma coins
House rent	100-Charisma coins
Motel	25 coins
Office	30-Charisma coins
Posh hotel	250-Charisma coins
Resort stay	500-Charisma coins
Time share	80-Charisma coins

LUXURY ITEMS

Antique	1,000 coins
Art object	200 coins
Fashionable clothes	250 coins
Pet	500 coins
Trophy	25 coins

REAL ESTATE

Apartment	5,000 coins
Commercial building	500,000 coins
Estate	200,000 coins
Factory	1,000,000 coins
House	10,000 coins
Penthouse	25,000 coins
Store	50,000 coins
Warehouse	100,000 coins
A month's upkeep	5% of the cost

TRANSPORTATION

Dangerous planetary travel	500 coins
Dangerous space travel	1,000 coins
Flight passage	25 coins
Interplanetary passage	50 coins
Interstellar passage	200 coins
Overland passage	5 coins
Public transport	1 coin
Taxi	2 coins

VEHICLES

Airplane	3,000 coins, load 50
Bicycle	10 coins, load 3
Hovercar	2,000 coins, load 15
Motorcycle	80 coins, load 5
Personal automobile	100 coins, load 10
Shipping truck	500 coins, load 200
Space ship	5,000 coins, load 100

SPECIAL EQUIPMENT

Attack Drone 3 weight
This remote aerial combat drone allows you to attack foes from afar. It has 5 HP, 1 Armour, and whatever weapons you care to mount upon it.

Death Ray
This immense machine, the size of an entire building by itself, has the power to destroy entire planets. When charging up, it can take hours—even days—to activate, but once it is ready to go, it *must* be discharged.

Force Sword

1 weight

This weapon normally appears to be a small metal cylinder roughly the size of a sword hilt. When activated, it produces a glowing blade of phasic energy, and can be wielded as a melee weapons with the following tags: close, precise, two-handed, 3 piercing.

Galactic Guidebook

1 weight

This technological book is an encyclopedia of the known universe combined with an advice guide and self-help book. It is exceedingly useful to space travellers.

Personal Energy Field

1 weight

When activated, this device creates a force field around the bearer, that grants +1 armour against melee attacks and +2 armour against ranged attacks.

Petrifying Water

Any living creature immersed in this liquid is immediately turned to stone. They appear to be an amazingly realistic marble statue, seeming perhaps to glow with a faint, internal light. This effect lasts for several years.

Universal Locator

2 weight

This device uses advanced sensor technology and vast digital libraries to keep track of exactly where in the universe its user happens to be, and how he or she can get the hell out of there.

Hirelings

Adventurers on the dungeon planet have no less need for assistants and porters than those who delve in other places. You can find hirelings with the skills listed in the Dungeon World rules, as well as the following:

ADEPT

Unless your dungeon planet is overrun by technology, wizards should have little trouble finding adepts. For without competition from religious circles, the arcane arts become even more attractive. The most common costs for adepts are debauchery and uncovered knowledge, though if they are part of a secret cult, furthering their cult's agenda may be required.

Arcane Assistance—An adept can only help you cast spells of a level that is equal to or lower than their skill, unless they have no regard for their own safety. *Good* help is hard to find!

DOCTOR

A trained medical doctor can heal adventurers in the same way a priest can, and will be more inclined to do so on a purely commercial basis.

MECHANIC

Wherever there are functioning machines, there will be those who can build, fix, maintain, and operate them.

Repair—When you make camp, the mechanic can repair a robot or android for their skill level in hit points.

NATIVE GUIDE

When exploring literally alien environs, it is often a good idea to hire someone who knows the local area.

Guide—When a native guide leads the way you automatically succeed on any Perilous Journey of a distance (in rations) lower than the guide's skill.

Translator—When you enter a native settlement with a guide you will be treated as a friend by everyone present (unless your actions prove otherwise). You also subtract the guide's skill from all prices in the settlement.

PILOT

From space ships to submarines, from vessels that float through the air to those that burrow through the Earth's crust, vehicular travel is common, even on other planets. Managing each of these vehicles is a skill and a lifestyle unto itself, and a trained pilot is an invaluable asset.

Navigator—When you have a pilot at the helm, you automatically succeed on any Perilous Journey of a distance (in rations) lower than the pilot's skill.

SCIENTIST

Technicians working on larger projects will often find themselves in need of capable assistants.

Technical Assistance—You can use scientists to help you prepare operations the same way wizards use adepts to help them cast spells.

Spaceships

Some interplanetary travellers arrive upon new worlds through mystical means—in dreams or by astral projection—but many others reach the stars another way: in spaceships!

Spaceships allow the players’ characters not only to travel between planets, but also to engage in space battles and chases through asteroid belts and glowing nebulae. Spaceships are similar to monsters, with their own hit points and armour ratings, weapons, and tags. The difference is that they are piloted by the characters—instead of using your own characters’ weapons and hit points, those of the spaceship are used, but you still use your own stats and moves.

To create a spaceship, select a basic model, then add other functions and expand the four basic capabilities of armour, propulsion, storage, and weapons. These will all cost money, of course!

DESTROYER	<i>Fast, Large, Voracious Engines.</i>
Torpedo (b[2d10]+1 damage)	12 HP 2 Armour
<i>Near, Reload</i>	
Laser cannons (1d8+1 damage)	
<i>Near, Far</i>	

Every space empire needs their giant warships in order to conquer worlds and crush their enemies. As a large ship, the destroyer has all four capabilities expanded. It can be outfitted with more weapons, more defences, and has capacious storage, but the propulsion systems are already the most advanced available.

HAULER

Clumsy, Large, Slow.

4 HP 0 Armour

The sole purpose of the interstellar hauler is to ship goods from planet to planet. As they are usually either travelling secure routes or are accompanied by guardians, they are little more than giant cargo containers equipped with engines. A hauler cannot be effectively tricked out, except to expand its defensive capabilities.

MERCHANT SHIP

Fast, Voracious Engines.

Laser (1d6 damage)

7 HP 1 Armour

Near

As long as commerce between worlds exists there will be merchants, and merchants who buy and sell amongst the worlds require ships to travel. A merchant ship is primarily devoted to its storage capacity, but one other capability can be expanded:

- Defences must be expanded to have more than one defence.
- Propulsion must be expanded to add the *agile* or *fast* tags.
- Weapons must be expanded to have more than one weapon.

PASSENGER LINER

Large, Slow.

5 HP 0 Armour

When travel between the stars becomes commonplace, tourism between the stars turns into a profitable enterprise. Ships bearing large hosts of travellers, commuters, and immigrants descend upon the best and most exotic of worlds like locusts upon the grain. A passenger liner's capabilities can all be expanded, though expanding its propulsion will only remove its *slow* tag—the *fast* tag cannot be added.

PATROL CRUISER

Torpedo (b[2d8] damage) 10 HP 1 Armour
Near, Reload
Laser (1d6+1 damage)
Near, Far

To enforce law and order throughout the galaxy, the authorities must have capable patrol ships to combat pirates, conduct rescue missions, and perform other duties that make the spaceways quicker and safer to traverse. More weapons, armour, and other defensive measures can always be added to a patrol cruiser, but the propulsion may not be expanded, and adding any storage options will give it the *slow* tag.

PERSONAL SHIP *Small.*

3 HP 0 Armour

This entry represents the basic chassis of a small spaceship that can be further customized by buying or making new parts. One primary capability may be expanded:

- Defences must be expanded to have more than one defence.
- Propulsion must be expanded to add the *agile* or *fast* tags.
- Storage must be expanded to add more segments to the ship.
- Weapons must be expanded to have more than one weapon.

SCIENCE VESSEL *Small.*

4 HP 0 Armour

This ship is essentially a glorified laboratory, drifting through the void. It has no defences and only a pedestrian propulsion system, but is equipped with extensive laboratories, manufactories, and technical workshops. There is no room to expand the other capabilities.

SCOUT SHIP

Agile, Fast, Small.

Lasers (1d6 damage)

5 HP ○ Armour

Near

The space on a scout ship is almost entirely taken up by the propulsion systems and the sensors units. Instead of having armour, scout ships can eject clouds of small particles that interfere with lasers, sensors, signals, and torpedo strikes.

YACHT

Luxury, Slow.

6 HP ○ Armour

The interstellar space-yacht is perhaps the ultimate display of wealth. What could be more decadent than gallivanting between the stars, sampling what each world of this universe has to offer? Two capabilities of the yacht may be expanded:

- Defences must be expanded to have more than one defence.
- Propulsion must be expanded to remove the *slow* tag.
- Storage must be expanded to add more segments to the ship.
- Weapons must be expanded to have more than one weapon.

TAGS

Agile: This ship is much more maneuverable than others.

Clumsy: This ship does not turn well and is not easily maneuverable.

Fast: Using conventional propulsion, this ship is much speedier than others.

Luxury: This ship is exceedingly elegant and comfortable.

Slow: Using conventional propulsion, this ship is sluggish compared to others.

Voracious Engines: This ship guzzles fuel like a glutton and always demands more.

EXPANDED CAPABILITIES

By default a ship has room for one defence, such as armour, shields, or debris clouds; one weapon; no room for storage or other segments like laboratories or passenger quarters; and may not have the *agile* or *fast* tags added to it. Expanding each of these capabilities lifts its limitation, and allows you to add more functions to a ship.

Expanded defensive capability allows a ship to have multiple defences, expanded weapons allows multiple weapons, expanded storage allows additional segments, and expanded propulsion removes the *slow* tag and allows a ship to purchase the *agile* and *fast* tags.

A small ship can have one of these four capabilities expanded, a medium-sized ship can have two capabilities expanded, and a large ship already has all four capabilities expanded by default.

SPACESHIPS

Destroyer	500,000 coins
Hauler	5,000 coins
Merchant Ship	10,000 coins
Passenger Line	50,000 coins
Patrol Cruiser	20,000 coins
Personal Ship	2,000 coins
Science Vessel	10,000 coins
Scout Ship	20,000 coins
Yacht	150,000 coins

DEFENCES

Debris cloud ejectors / Flak cannons	3,000 coins
Expanded defensive capabilities for a medium ship	5,000 coins
Expanded defensive capabilities for a small ship	1,000 coins
Heavily armoured hull	2 Armour, 4,000 / 15,000 / 50,000 coins
Lightly armoured hull	1 Armour, 1,000 / 5,000 / 25,000 coins
Shields	+1 Armour, 5,000 / 25,000 / 100,000 coins

PROPULSION

Add the <i>agile</i> tag to a medium-sized ship	25,000 coins
Add the <i>agile</i> tag to a small ship	8,000 coins
Add the <i>fast</i> and <i>voracious engines</i> tags to a large ship	35,000 coins
Add the <i>fast</i> tag to a medium-sized ship	6,000 coins
Add the <i>fast</i> tag to a small ship	4,000 coins
Expanded propulsion for a medium-sized ship	10,000 coins
Expanded propulsion for a small ship	2,000 coins

STORAGE AND ADDITIONAL SEGMENTS

Cargo bays	1,000 / 3,000 / 6,000 coins
Docking bays for a large ship	8,000 coins
Expand a medium-sized ship's frame to allow storage	6,000 coins
Expand a small ship's frame to allow storage	1,000 coins
Gardens	15,000 coins
Laboratories	4,000 coins each
Passengers' quarters	200 coins per passenger

Multiple price listings are for small / medium / large ships.

WEAPONS

Expand weapons capability for a medium-sized ship	1,000 coins
Expand weapons capability for a small ship	500 coins
Laser ammo	100 coins per 1 ammo
Laser cannon	1d8 damage, near, far, 6,000 coins
Lasers	1d6 damage, near, 2,000 coins
Torpedo launchers	b[2d8] damage, near, 10,000 coins
Torpedoes	500 coins per 1 ammo

Multiple price listings are for small / medium / large ships.

SPECIAL FUNCTIONS

There are also a number of special functions that can be purchased or built for a spaceship. Each of these are just as valuable as weapons and armour, but for different reasons.

Durable Frame 6,000 coins
Increases a ship's HP to 6 or adds +1 HP if it already has 6 or more.

Encrypted Signal Comms 12,000 coins
This allows a ship to communicate at long range without fear of their signals being intercepted. It also blocks other ships from tracking them based on their own signals output.

Jump Drive 2,500 / 5,000 / 10,000 coins
This special propulsion method allows a ship to move rapidly from one spot in the galaxy to another, without using its normal propulsion. This method can bend space, utilize wormholes, or take a ship through hyperspace—but it happens regardless of whether a ship is usually fast, slow, or agile.

Military Engineering

24,000 coins

Increases a ship's HP to 12 or adds +1 HP if it already has 12 or more.

Protected Systems

18,000 coins

Increases a ship's HP to 9 or adds +1 HP if it already has 9 or more.

Sensors Array

4,000 coins

When you **scan your surroundings with the ship's sensors array**, roll+INT. •On a 10+, ask the GM three questions. •On a 7-9, ask one:

- What dangers lurk nearby?
- What is the best way out of here?
- What is the fastest route to my destination?
- What is the safest route to my destination?
- Where is the nearest other ship?

Super-Dense Hull

10,000 / 25,000 / 90,000 coins

The heaviest type of armour there is, a super-dense hull gives a ship 3 armour, replaces other hulls (and their armour ratings), and adds the *clumsy* tag.

Stealth Mode

20,000 / 40,000 / 80,000 coins

Using stealth mode makes your ship invisible until you attack, collide with something, or otherwise reveal yourself.

Tractor Beam

10,000 coins

When you **turn your tractor beam on a ship that is smaller than yours**, roll+WIS. •On a 10+, they are caught and dragged toward you. •On a 7-9, they are slowed, but you must change position in order to draw them back towards you.

Multiple price listings are for small / medium / large ships.

The Scientist

A New Compendium Class

When you have laboratory training and a rational world-view, the next time you level up you may choose this move:

Experimental Science

When you conduct a scientific experiment, you may roll with INT or WIS (your choice) to both discern realities and spout lore at the same time. If your experiment is successful, take +1 forward when you act on the results. You also take -1 CHA ongoing with devout individuals who know of your experiments.

If you have experimental science, these count as class moves for you and you can choose from them when you level up:

Analytical Eye

When you discern realities, on a hit you may also ask one of these questions:

- How could I make this happen again?
- How could I study this further?
- What is the root cause of this phenomenon?

Divine Science

Your experimentations provide proof of divine authority. You no longer take -1 CHA ongoing with the devout; instead you take +1 CHA ongoing with them.

For the Benefit of All Mankind

When you parley with an authority figure in an attempt to displace or discredit an already-established non-scientific organization or movement, the results of your experiments always count as leverage.

Scientific Expedition

Hirelings in your employ will always accept the furtherance of science as payment, no matter what else they desire.

Technical Aptitude

When you examine an unfamiliar piece of technology, ask the GM two of these questions:

- Does it work?
- What is it doing here?
- What is it for?
- Who made this?



The Sniper

A New Compendium Class

Once you train to be a precise shot with a rifle or laser gun, the next time you level up you may choose this move:

A Sniper's Eyes

When you **attack a surprised or defenceless enemy with a ranged weapon**, you can choose to deal your damage or roll+DEX.

•On a 10+, choose two. •On a 7-9, choose one:

- Reduce their armour by 1 until they repair it.
- They are immobilized, knocked down, or pinned.
- You create an advantage; +1 forward to anyone acting on it.
- You deal your damage+1d6.

If you have a sniper's eyes, these count as class moves for you and you can choose from them when you level up:

Artillery

You can roll with WIS to volley, instead of DEX.

Camouflaged Position

If you strike with a ranged weapon from hiding, your first shot never gives away your position.

Counterstrike

When you expend your ammo to defend against enemy missile attacks, take +1 for each ammo expended (but no more than +3 total).

Eagles' Eyes

When you **discern realities regarding a foe**, on a hit you may also ask either of the following questions about them:

- What are they not paying attention to?
- Where are they going?

Sharpshooter

When you **launch an offensive volley against your foes**, you may expend an ammo to choose one of these options:

- Area Effect: With a flurry of shots, or one explosive round, you deal damage to multiple foes.
- Called Shot: This attack ignores armour.
- Concentrated Fire: You deal +1d6 damage.
- Disarm: You shoot a weapon or other object right out of your foe's hands.

Snapshot

If you are pushed over, swarmed by enemies, or take a blow that reduces your HP to zero, you're fast enough to get off one last shot. Deal your damage to any one foe.



The Dungeon Planet GM

The role of the GM in Dungeon World doesn't change just because the game has science fantasy elements. You still have all of the same agendas, principles, and moves. You'll be introducing some people, places, and things that aren't usually present in traditional fantasy, however. This section gives you rules for some of those elements.

First, there are some new dangers, and two example fronts that use them. You can start a game right away with these fronts, use them for a game already underway, or just take some inspiration from them to create your own science fantasy campaign.

Second, there are procedures and suggestions for creating vastly different planets and using them as locations in your game that have their own specific colour and their own special rules. Let the players use their spaceship to radically change the setting—by going to another planet!

And lastly, there is a collection of two dozen monsters tailored specifically to provide the players' characters with a challenge. Some can be used in any fantasy setting, while others are intended for a game that leans heavily on pseudo-scientific tropes and trappings.

Fronts and Dangers

This section presents some new types of dangers: alien threats and science run amok. These are examples of how the fantasy-genre dangers already present in Dungeon World can be modified to represent a milieu more concerned with science, technology, and space exploration. There are also two example fronts using these new dangers: Robot Invasion and World Painted Black.

NEW DANGERS

- Alien Threats
- Science Run Amok

Alien Threats

- Alien Invasion (impulse: to conquer all life in the galaxy).
- Alien Swarm (impulse: to multiply and consume).
- Indigenous Life Forms (impulse: to defend the planet against colonization).
- Mutant (impulse: to gain legitimacy).
- Recovered alien technology (impulse: to reveal the inhuman nature of those that created it).
- Slaver (impulse: to collect and own other life forms).
- Terraformer (impulse: to reshape the environment).

GM MOVES FOR ALIENS

- Attack by stealth, without warning.
- Attack in great numbers.
- Capture and hold someone or something.
- Display their alien culture.
- Make extravagant threats.
- Offer a treacherous deal.
- Send messenger to warn of impending doom.
- Spread to another planet.

Science Run Amok

- AI (impulse: to secure self-determination).
- Evil Robot (impulse: to war against organic life forms).
- Heartless Technocrat (impulse: to impose abstract ideas upon the world).
- Hive Factory (impulse: to produce dangerous robots).
- Malfunctioning Infrastructure (impulse: to self-destruct).
- Polluting Industry (impulse: to drain all that is good out of the environment).
- Power-Mad Scientist (impulse: to seek power through technological means).

GM MOVES FOR SCIENCE RUN AMOK

- Analyze a subject's behaviours and qualities.
- Assemble technological resources.
- Attack with weapons of mass destruction.
- Change the environment from habitable to hostile.
- Create subservient machines.
- Defy the natural order.
- Deny access to valuable resources.
- Drain someone else's resources.
- Offer technological solutions, for a price.

Robot Invasion

An Example Front

DESCRIPTION AND CAST

War has broken out between the nascent robot forces of Manufactoria and the worlds of the humanspace empire. The princess has personally asked the PCs to join the cause and find a solution, for her father is ill and the human leadership is split and indecisive. But the machine attacks come strong and fierce, seemingly from every direction. Could there be a spy feeding them valuable information? And if there is, how best to root them out? The survival of the human race itself could very well hang in the balance!

- Emperor Dallan, incapacitated leader of the human worlds.
- Leora Dallan, the royal princess.
- Mordock, traitorous scientist.
- The Iron Warlord, leader of the robot invasion.
- Zø'Ksørdhøl, alien ambassador.

CUSTOM MOVES

When you **examine intact robotic technology from the planet Manufactoria**, roll+INT. •On a 10+, ask the GM three questions from the list. On a 7-9, ask two. •On a miss, ask one anyway, but your examination is not without consequences.

- How could I replicate this?
- How could I use this?
- How is this technology vulnerable?
- What information is stored in this?
- Where has this been already?

STAKES

- Can the robots be reasoned with?
- Will any alien species come to the defence of the human worlds?
- Will the princess stay and lead the fight or flee into exile?

DANGERS

The Silicon Tide (Alien Horde)

Led by the Iron Warlord, a vast army of mechanical titans positions itself against the human planets, preparing to invade. This is no war over resources or political control—this is a war of extinction. As the silicon tide comes washing in to drown out all carbon-based life in the galaxy, who will stand against them and survive?

Impulse: To conquer all life in the galaxy.

GRIM PORTENTS

- Galactic outposts report skirmishes with robotic attackers.
- Robotic strike teams make forays into the human homeworlds.
- The imperial navy suffers a defeat at the hands of the robots.
- Robots attack the human homeworlds en masse.

Impending Doom: Tyranny.

Investigating a crashed robotic spaceship is an excellent starting point for a robotic invasion game. Do the PCs already know who their enemy is, or are they about to find out? What secret experiments could this craft be hiding? How long until more robotic ships arrive on the scene? And perhaps most importantly, how many robot adversaries have survived the crash, and wait within, ready to enter battle?

Manifactoria, the Robot Planet (Hive Factory)

This obscure production world was never a concern before, but now a great threat arises upon its surface, from within its forges and its foundries. No more will humans determine the destiny of this planet's technological culture—the robots have taken over, and soon they will destroy *all* the meatspace peoples!

Impulse: To devour resources and pour forth the robot invasion.

GRIM PORTENTS

- Strange signals obscure communications in the manufacturing quadrant.
- Natural resources go missing from around the manufacturing quadrant (gas giants and Oort clouds are drained, planets and asteroids are strip-mined, etc).
- Humanspace outposts are attacked and dismantled.
- Robotic mining expeditions target human homeworlds (leading to an optional terraformer danger).

Impending Doom: Destruction.

Mordock, the Traitor (Power-Mad Scientist)

One of humanity's most brilliant scientists, Mordock has always felt that his scientific expertise should also be applied to political power and social organization. A secret alliance with the robots will finally allow him to achieve this awful dream!

Impulse: To seek political power through technological means.

GRIM PORTENTS

- Scientists propose a technological solution: the anti-robot shield.
- Defeated robots are shown to have inside information, proof there is a spy!
- Mordock shuts down the anti-robot shield, crippling the human defences.
- Mordock invades the capital, intent on seizing control.

Impending Doom: Usurpation.

SUGGESTED PLAYER CHARACTERS

- **Bard or Wizard:** There is more to humanity than just the coldness of machines, more than just spaceships and rayguns—there is a spark of life and magic that these robots could never understand.
- **Engine of Destruction:** Fight metal with metal, and show the galaxy that not all machine life is so hostile to humanity.
- **Technician:** Who better to face the evil robots than the greatest technocratic mind humanity has to offer?
- **Thief:** Victories come not just from the might of arms, but also by covert means. Whether gathering intelligence, performing acts of sabotage, or ambushing the enemy at a crucial moment, the thief's ability to sneak around is crucial in this drama.

SUGGESTED SCENES

- Captured by the robot invaders, you are brought before the Iron Warlord. She asks you what is so special about humanity that it should be spared from destruction—she genuinely wants to know! How do you react?
- The planetary governor tells you in confidence that he has surrendered to the robots to avoid a massacre. He urges you to slip away and carry a message to the capital of the humanspace empire. Will you do as he asks?
- The robot ship's computer seems to be able to defeat the anti-robot shield. Only someone working in the lab that designed it could have given them this information. Who will you turn to now? Who can you trust?
- You encounter a damaged merchant ship, limping feebly through space. The crew members tell you that the robots are coming. Can you save them quickly enough to still escape the silicon tide?
- You meet with the princess and she implores you to save humanity by undertaking a dangerous mission. You can see a fatal flaw in her plan, however. What do you say?

World Painted Black

An Example Front

DESCRIPTION AND CAST

The world of Prismatica was the perfect scientific utopia, but nothing lasts forever. Hubris led them astray, and they reached too far, mismanaging the planet's resources without knowing it. Their experiments have allowed the alien wizard Zar-Ghuul-Sar to extract the dark energy stored within the planet and use it to reshape the surface. Now Prismatica is threatened by a great black wave of destruction sweeping across the planet. Time is of the essence—the planet's machines can only hold it back for so long. A permanent solution must be found, or humanity on this world will become extinct!

- Dr. Angela Chang, planetary governor (first term).
- Dr. Winthrop James, lead physicist.
- Professor Shilpa Gurazada, dissenting scientist.
- Zar-Ghuul-Sar, alien wizard.

CUSTOM MOVES

When you **are exposed in the presence of the black wave**, roll+CON. •On a 10+, the intense fear and pressure energizes you. Take +1 forward to escape from it. •On a 7-9, choose one:

- Sacrifice some physical thing to the black wave.
- Take 1d8 damage.

On a miss, the GM chooses one instead of you.

When you **are completely engulfed by the black wave**, you cease to exist.

STAKES

- Can Governor Chang keep the rescue mission from failing completely?
- Will Dr. James hand over leadership to Professor Gurazada?
- Will the scientists discover their mistake, and if they do will they even admit to it?

DANGERS

The Black Wave (Terraformer)

Zar-Ghuul-Sar has unleashed an alien energy force locked tight within the planet's core. Now it washes over the surface of the planet, radically altering the atomic constituencies of all that it touches. If the black wave reaches the areas settled by humans, no one will survive.

Impulse: To spread, consume, and make the land uninhabitable.

GRIM PORTENTS

- Native wildlife flees from the emerging wave in massive migrations.
- The wave visibly destroys portions of the planet not inhabited by humans.
- Remote scientific outposts fall before the black waves.
- Machines that form the defensive perimeters around human settlements strain and begin to fail.
- The Prismatic government issues evacuation orders; there are not enough transport ships.
- The black wave sweeps across the human settlements of Prismatic.

Impending Doom: Destruction.

Zar-Ghuul-Sar

(Demon Prince or Power-Mad Wizard)

This alien sorcerer has long been looking for a way to unleash the dark energy of the black wave into the material universe, and now he has found a way. From a safe distance, he can observe the destruction of the humans and the triumph of his arcane arts.

Impulse: To summon forth and unleash tumultuous alien powers.

GRIM PORTENTS

- A strange craft is spotted in low orbit around Prismatica, communicating with the black wave.
- From orbit, Zar-Ghuul-Sar launches attacks against critical scientific observatories and wave-regulator devices.
- Upon his command, Zar-Ghuul-Sar's magical servants and duped human agents sabotage the rescue mission.
- Zar-Ghuul-Sar lands his craft behind the black wave's onslaught and urges it onwards with his magical powers.

Impending Doom: Pestilence.

The Prismatic Federation of Science

(Malfunctioning Infrastructure)

Scientists have always been the most active driving force behind the human community on Prismatica. But their experiments created the conditions that allowed Zar-Ghuul-Sar to summon up the black wave. The desire to push further, to attempt more and greater feats of physics, was truly embodied in current lead scientist Dr. Winthrop James. There were warnings and dissenting voices, most notably from Professor Shilpa Gurazada, but to no avail. Governor Chang was newly appointed when Dr. James began the last big project, and he was the most respected person on Prismatica.

Impulse: To fail, through mismanagement of resources and skewed priorities, at ensuring the survival of humanity on Prismatica.

GRIM PORTENTS

- The scientists fail to accurately predict the speed and direction of the black wave.
- Outposts and remote research stations fall to the black wave.
- Much earlier than expected, the perimeter of wave-regulator devices is breached.
- Panic strikes the cities, people riot, attempt to flee.
- Transportation systems fail to evacuate whole settlements.
- Rescuers are hampered by the inadequate space port facilities.
- Urban infrastructure crumbles beneath panic-stricken feet.

Impending Doom: Impoverishment.

SUGGESTED PLAYER CHARACTERS

- **Mutant:** If anyone can find a way to survive the black wave, it would be the master of environmental adaptation.
- **Ranger:** Who better to save the land than the one who knows it? The ranger has the most at stake with this front in play.
- **Technician:** If science got us into this mess, why shouldn't it be able to get us out again?
- **Wizard:** One wizard demands another, clearly!

SUGGESTED SCENES

- Dr. James is convinced he has the solution in his lab—which is on the other side of a city engulfed in a riot and being attacked from space. Can you get him there safely?
- The scientists continue to argue about fault and blame instead of organizing the evacuation. Will you step in to restore order?
- You catch a signal from space. Can you bring down the alien wizard before the black wave engulfs your location?
- On board an evacuation ship you notice several of Zar-Ghuul-Sar's minions amongst the passengers. They are complaining that Dr. James should stay behind to make room for ordinary citizens. Will you intervene?

Planetology

One of the advantages of taking inspiration from science fantasy genres is the ability to use a variety of very different setting backdrops with the same characters, as they move between worlds. Instead of travelling through different parts of one, single world, the players' characters can move from one planet—with its own set of themes, tropes, inhabitants, and even physical laws—to another, where things are completely different.

What follows is an arrangement of suggestions to help you design a new and memorable planet. Hopefully, these will stir your imagination and assist your descriptions of each new planet in turn.

APPEARANCE

To make your planet stand out, choose one or more special aspects of its appearance that will affect characters spending time there.

Exotic Terrain

This world has a terrain that is either acutely hostile to human life or poses other, unique challenges.

- Electrical storms ravage the surface of this planet, turning deserts into glass and preventing Earth-like life forms from thriving.
- The atmosphere is very thin across most of the surface of this planet. It is only breathable in narrow, deep fissure valleys.
- The planet is a gas giant. The upper atmosphere is breathable but there is no solid ground.
- The surface of the planet is scorched and barren, but the vast subterranean tunnels are habitable.
- There is no solid land on this planet, only layers of ice sitting atop an inhospitable sea of caustic liquids.

Global Terrain

This world can be described accurately by one type of terrain: it is an ice world, a desert world, or a world with no land, only oceans.

- The planet is covered in one type of flora: flowers, fungus, grass, trees, vines, etc.
- The planet's surface is mostly one type of inert matter: ash, dust, ice, liquid metal, sand, stone, water, etc.
- Two different terrain types compete to dominate the planet's surface, with no middle ground. Cold, equatorial deserts create a break between enormous polar ice caps, immense shelves of granite sit surrounded by seas of lava, rivers and pools teeming with life lie nestled between obsidian mountains, etc.

Pervasive Colours

One or more colours dominate the visual spectrum on this planet. Everything is pastel, or dull and grey, or tinted red by the sun.

- The light of the sun (or suns) washes everything with one particular colour (blue, green, yellow, etc).
- The planet's colour palette is dominated by a characteristic other than hue; everything is fluorescent, glossy, matte, metallic, reflective, etc.
- The planet's colour palette is limited; all greys and browns, there are no primary colours, there is no yellow and hence no orange or green, etc.

Ubiquitous Feature

Some feature can be seen in almost all aspects of the planet or its indigenous life forms.

- All life on this planet is hexupedal—some have three limbs to each of two sides, while some are trisegmented, with two limbs to each segment, but all have six primary limbs.
- All inert matter native to the planet is fully or partially transparent.
- There are spiral shapes in everything, from the rocks to the clouds to the invertebrate life forms.

BEHAVIOUR

A planet may also affect the behaviours of the people on it. Choose one of these options to make a planet really stand out. This may not endear your planet to the players, however!

Different Physics

The physical laws of reality are bent and broken on this planet.

- Caustic atmosphere causes HP damage and destroys equipment after long exposures.
- Electromagnetic interference renders unshielded technological devices inoperable.
- Higher gravity inhibits movement and lowers characters' load limits.
- Lower gravity increases movement rates and raises characters' load limits.
- Magical effects are increased on this planet due to the presence of arcane minerals.
- Strange atmosphere disinfects human wounds and renders contact poisons inert.

Notable Life-Forms

Some aspect of the indigenous life of this planet is notable—perhaps it is known throughout the universe, or just something very striking to new visitors.

- A valuable product is harvested from the indigenous life of this planet (a culinary delicacy, mind-expanding spice, organic spaceship materials, etc).
- The indigenous life on this planet is mysterious or inexplicable and draws researchers from all over the galaxy.
- The local flora or fauna is extremely dangerous and hostile to humans.
- There is evidence of extinct life forms on this planet.

Thematic Extremes

Pick a theme, something the planet is known for. When a character makes moves in line with this theme, or causes damage because of this theme, they take +1 to their roll. When a character actively works against this theme, they take -1 to their roll. It is almost as if the planet were aiding or interfering, but it does not stop other characters from aiding or interfering as well.

This option should only be used for planets that exhibit extreme characteristics. Don't make the theme too broad—let it apply only to a small category of behaviours. Here are some examples:

ARES, PLANET OF PERPETUAL WAR

- Murderous violence gives you +1 to your rolls.
- Healing and caring for people gives you -1 to your rolls. This affects any healing rolls, aid or defend rolls, parley attempts that include being friendly, etc.

MANUFACTORIA, THE MACHINE WORLD

- With thinking machines to assist your actions, you take +1 to your rolls.
- Opposing machinery without using machines of any kind gives you -1 to your rolls.

Characters that are actually robots will have a distinct advantage over their flesh-and-blood companions while on Manufactoria.

OLYMPIA, THE IMPERIAL CAPITAL, CROSSROADS OF INTRIGUE

- When you use your politician position, or someone else's, as leverage to parley, take +1 to your roll.
- When you confront someone directly, take -1 to your rolls.

Planetary Culture

Just like planetary environments, you can make cultures more alien by changing one or more of the things they share with (other) human cultures. Four different techniques are suggested here: addition, exaggeration, omission, and substitution. Start with a familiar culture, then choose one of these applications and allow its implications to change and colour the culture in your imagination. There are several applications described under every technique, and each one comes with a few concrete examples.

ADDITION

This is the blueprint for a great many science fiction stories. What will society be like after the advent of space travel? What if time travel was possible? What if we could make copies of ourselves, read each others' minds, or speak with the dead? Take a real human society, start adding details, and imagine how it, and the individuals comprising it, would change—this is creating difference by addition.

Additional Personal Characteristics

This usually means positive personal characteristics, like superhuman physical capabilities or psychic talents, but not always.

- A specific species of parasite is attached to every member of this society.
- The atmosphere contains a special gas that causes behavioural changes or delusions in certain circumstances.
- This society has the medical technology necessary to perfect their physical bodies without much effort, making them healthier, stronger, and more attractive.

New Opportunity

Some additions are just tools to be used, neither beneficial nor disastrous in and of themselves. Perhaps a new technology is developed or a new force is discovered, like nuclear energy.

- An alien planet is discovered that can sustain human life, potentially expanding the size of humanity's available habitat.
- This society has machines that allow people to project their minds into other bodies, or to swap minds between bodies.
- Biomedical technologies have undergone a breakthrough, and now it is the simplest thing to modify the body's shape, to add any feature from tails and tentacles to sonar and gills. It is also easy to remove things, including parts of the brain.

Outside Forces

This society might also be affected by additional, highly influential elements that come from the outside. How do people adapt to these new circumstances?

- Part of this society's home territory has turned into an alien environment, a zone that was once familiar but is now strange and unpredictable.
- The planet is bombarded by strange rays from outer space that cause organic life forms to spontaneously mutate. Sometimes these mutations are beneficial, though often not.
- The threat of imminent destruction is revealed. The sun will soon implode and the planet will become lifeless.

EXAGGERATION

This technique is often used for political, utopian, and dystopian fiction, from Thomas More's *Utopia* to George Orwell's *Nineteen Eighty-Four*. Take one element of human culture now and expand on it. What does the future Communist state look like? Or a galaxy governed by an interstellar United Nations?

Growth of a Movement

Pick a movement, fad, or “scene,” and universalize it. Have it influence every aspect of society—individuals either support it, try to follow it, or rebel against it.

- Futurism runs rampant. Everyone is attempting to predict the future and bring it to the present. Tradition is thrown to the wayside, the past is rejected, only the future matters now.
- People no longer speak to each other without the use of textual or visual references and the mediation of technological devices.
- Permanent body modification is considered a must and is even required in many sectors. Purists who refuse to alter themselves are suspected of mental illness.

Political Satire

Take a political position and show how it fails, no matter how benevolent. Or take a political theory and assume it works, somehow. Then throw the characters into it, and see what happens.

- The tyranny of the ruling party is feared in every corner of society. Purges and mass killing are commonplace—but then, they have to be, for human sacrifice is the only thing that powers this society's advanced machine infrastructure.
- The unchecked greed of capitalists has resulted in a world so polluted that it is barely habitable by human beings. Even clean air is now rare enough to be a commodity.
- With such a benevolent princess to lead them, this society has no need for laws. The princess resolves each dispute, organizes every undertaking, and makes all the rules.

Social Issue Creep

Take a set of social issues and exaggerate them for effect.

- Crime and poverty are rampant, and all issues related to them—addiction, gun violence, gated communities—are more prominent. And no one knows how to solve it.
- In this society, everyone is on drugs. Whether to regulate chronic health problems, to combat mental health issues, or to forcibly dictate mood, no one isn't "getting high" in some way or another.
- No one wants to care for the elderly, but no one wants to see them out on the streets, either. Therefore, in this society, everyone is executed when they are thirty years old.

OMISSION

Conceiving of a functional society after removing an aspect that is fundamental to human existence is one of the more difficult techniques presented here. There is a lack, one that we would find intolerable, and yet the members of this society do not see that lack and exist in spite of it.

Categorical Omission

One or more of the fundamental dividing lines among human beings is an alien concept to this society.

- Cognitive distinctions are trinary—past, present, and future; red, blue, and yellow; or all, some, and none—instead of binary.
- The members of this society can transfer memories, both visual and muscle memories, so age is an irrelevant category, save for how much time it means one has left to live. Elders are not respected for their wisdom, those with more memories are.
- Though sexual reproduction is maintained, genders are not. Any member of this society can impregnate any other member.

Conceptual Omission

Remove a non-categorical concept that human society either requires or is stuck with.

- In this society, people have no faces. They identify each other mostly by voice or through recognition of physical mannerisms, all of which they are acutely aware of.
- The members of this society cannot feel positive emotions in isolation. Happiness and joy can only be created through group psychic feedback loops that require at least two people. Because of this, they have no notion that one can exploit other people for personal gain.
- This culture has no sense of permanent aesthetics. Its people value acoustic effects but not music, desire spontaneous culinary experiences instead of familiar flavour profiles, and consider the visual sense good only for information, not entertainment.

Emotional Omission

One human emotional aspect is missing from this society. This could be love, hate, fear, or desire—whatever you can think of.

- The members of this culture feel emotions less strongly, in general, than humans. They make all decisions based on calculated logic.
- There are no celebrations or displays of joy in this culture. These people know the satisfaction of success and a job well done, but not euphoria or giddiness.
- This culture has no aggression, no war, and no exploitation, and resources are shared as equitably as can be managed. But how do they defend themselves from outside threats?

Lack of Predation

This society truly is at the top of the food chain, not even prey to parasites, bacteria, or viruses. This society exists without threats—perhaps without being a threat itself.

- Advanced technology means everyone is provided with what they need to maintain long, healthy lives. What do the people in this society do when they do not need to work to survive?
- The members of this society are trapped inside indestructible bodies. They cannot harm each other, nor can they be harmed by any force they yet know of.

SUBSTITUTION

This technique is the most complicated, as it requires both an omission and a subsequent addition. Replace one way things function in a society for something completely different.

Mixing Human Cultures

Imagine European culture but with Aztec religion instead of Christianity. What would industrial technology be like if it developed in Sub-Saharan Africa or ancient China instead of modern Europe and America? Take one culture and swap out elements for those of another.

- People do not marry in this culture—men raise their sisters' children, not their own, and either siblings stick together to form the basic family unit or friends without amicable siblings form new sibling units. People living on their own are viewed with suspicion, and employers go to extremes to keep siblings together or provide new or temporary units for their workers.
- This culture conceptualizes honour as “face,” but takes it quite literally. Only people with public positions and good reputations are allowed to show their face uncovered in public. Normal people and those with bad reputations are expected to cover themselves and go about their business in an orderly and anonymous manner.

Switch Human and Animal Aspects

This can mean imagining anthropomorphic animals or humans that behave the way animals behave.

- Members of this society organize themselves in packs, each run by an alpha female. Other females are not allowed to reproduce—they are there to help raise the alpha's children. The pack is the primary social unit, not the individual, who has no rights on his or her own, and no position.
- The people of this culture migrate over the course of their life, because they believe that only specific places are adequate environments for raising their children. They enjoy living in other areas for other parts of their lives, but their society is structured to make it possible—and more or less mandatory—for anyone having a child to move back to the homelands.
- This culture consists of parasites, who invade hosts of other species and alter the behaviours of these hosts in order to allow these parasites to maintain a society together.

TAGS

If there is intelligent life on a planet, however alien or familiar it is, give it a small selection of tags. These are not absolutes, and each tag does not necessarily apply universally to all intelligent life on this planet, but each steading must adopt at least one of these tags. This makes them a coherent group of characteristics for the world.

Some examples:

Agricultural: This planet is primarily engaged in food production.

Alien: The inhabitants of this planet are aliens, not humans.

Belligerent: This planet is at war with another planet.

Festive: They are always involved in some kind of celebration or public ceremony.

Hostile: They do not welcome outsiders.

Industrial: This world is heavily engaged in manufacturing and processing.

Lawless: This planet has no formally organized government or legal structure.

Magic: They practice arcane arts.

Primitive: They do not have technological devices or spaceships.

Quarantined: There are travel restrictions maintained on this planet.

Secretive: Inhabitants of this planet have something to hide.

Spartan: They indulge in no pleasures and keep no possessions they do not absolutely need.

Trade: They are interested in commerce and trade with other planets. Choose one or more main commodities that are traded.

Turbulent: Inhabitants of this planet are constantly fighting each other and will seek outside help against their rivals.

Wealthy: They have treasure and technology.

Chimera Six

An Example Planet

This example uses the procedures presented in this chapter to create the sixth planet of the star Chimera, along with a steading—the capital city Collectiva.

For appearance, I choose two remarkable characteristics:

- **Exotic Terrain:** This planet is a gas giant. Humans live on flying cities inside a layer of breathable atmosphere, but instead of land there is a liquid core and an abundance of aurora gas—so named because it resembles the northern lights.
- **Colours:** The aurora gas glows green, yellow, and purple and is constantly swirling through the cloudy atmosphere, illuminating its surroundings more than the sun does.

Behaviours is a tricky category. I think the gas only affects native humans after several generations, not visitors. But there are conflicts over this resource, so I can make that the focal point of a thematic extreme:

- When surrounded by the aurora gas, take -1 to your rolls. Mining the gas is a dangerous business, and one that the natives are better at, having perfected ways of collecting it without being immersed in it.
- They are not the only ones mining it, however, as it is incredibly valuable. When you parley using aurora gas as your leverage, or part of it, take +1.

The People of Chimera Six

I like the example, in the omissions category, of people who can trade chemically-encoded memories, so I'll use that here, along with the political exaggeration it suggests. The people of Chimera Six have been mutated by living on the planet so that the aurora gas can be imprinted with their memories and transferred between

individuals. The act of learning has become a social contribution, and wisdom is no longer associated with age. The young and old alike can be repositories of knowledge. Likewise, with memories traded across the sexes, gender has become more of a temporary performance than an ingrained identity or social boundary marker.

Along with concern over resources, this has resulted in a communal native culture. The planet does not produce its own agriculture—food must be imported, in exchange for aurora gas and other commodities. The native sky-city communities manage their resources collectively. They are not alone on the planet, however. There are numerous foreign business interests and off-world contractors involved in mining the aurora gas, which has resulted in a kind of “wild west” culture among foreign resource extractors. Conflicts between the natives who wish to preserve the environment and live in harmony with it and the outsiders who only want to exploit the planet for profit are common.

Tags

These details naturally suggest four particular tags for the planet of Chimera Six:

Lawless: The natives are not in complete control of the planet and cannot control foreign-controlled mining.

Trade: Settlements on this planet must trade for food, metals, and other resources.

Turbulent: Conflict between natives and off-worlders is ongoing.

Wealthy: Aurora gas is an extremely valuable commodity.

COLLECTIVA

Enmity: *Unregulated gas miners, Growing, Legion, Market, Need: Food, Resource: Aurora gas, Wealthy*

The largest and most important community on Chimera Six is Collectiva, the capital city. It has no authority over the outsiders, but serves as the locus of the quickly-expanding native culture. Before you start playing, choose one or more major off-world trade partners for Collectiva.



Science Fantasy Monsters

What follows is a small collection of aliens, monsters, and robots that the GM can present as threats. Unlike the androids, generic aliens, and white apes of the previous sections, these are not meant to be race options that the players can take. These are enemy monsters only.

ABDUCTOR

Construct, Large, Solitary, Stealthy.

Electric shock (1d6+1 damage, ignores armour) 20 HP 4 Armour
Close

Special Qualities: Flying, Robotic.

When space aliens find themselves in need of human test subjects, they dispatch their abductors: flying metal spheres that discharge a conductive, yellow-violet gas and unfold to reveal an interior chamber perfect for housing captives. Abductors descend from the sky at night upon their unsuspecting prey.

Instinct: To abduct.

- Descend from the sky.
- Grab and contain human prey.
- Send electricity running through the gas that surrounds it.

When you **are snatched up by an abductor**, roll+STR. •On a 10+, you manage to twist the metal arms enough that it drops you to the ground. •On a 7-9, you are drawn into the abductor's body but are not fully restrained. •On a miss, the metal arms hold you tightly and you are abducted.

BRAIN STALKER*Devious, Intelligent, Psychic, Solitary, Stealthy.*

Psychic blast (1d8 damage, ignores armour)

12 HP ○ Armour

*Near***Special Qualities:** Psychic.

The brain stalker appears to be a gigantic brain, held aloft by a walking spinal column. It prefers to slowly use its telepathy on nearby humans, convincing them it is friendly, helpful, and finally something to be revered and obeyed. Once a human population has fallen under the sway of the brain stalker, one by one it consumes their brains until none are left and it must find a new community of victims.

Instinct: To enslave.

- Appear to be a harmless mound of flesh.
- Move objects through telekinesis.
- Move quietly.
- Telepathically convince a foe it is friendly.
- Telepathically force a foe to take a specific action.

Zaffexho, the Danger Out of Space (Slaver)

A farmer on the outskirts of the colony discovers Zaffexho, a brain stalker pretending to be a form of life indigenous to this unfamiliar planet, and befriends it.

GRIM PORTENTS

- The farmer brings Zaffexho to the city.
- Zaffexho builds a loyal following of admirers in the city.
- Zaffexho becomes an official advisor to the colony's governor.
- Police forces begin collecting people for "audiences" with Zaffexho.

Impending Doom: Tyranny and Destruction (Zaffexho rules the city, the humans give themselves to it willingly).





CARNIVOROUS TREE
Huge, Reach, Solitary.

Sharp teeth (b[2d10]+5 damage)

20 HP 2 Armour

Reach

At first, it appears to be nothing more than an ordinary tree, but then one gets too close to it, and the tentacles reach out and the almost monkey-like heads begin to shriek and tear at whatever the tentacles bring near to it. The sounds it makes attract roaming packs of poisonous fur crabs, which eat the fruit and leaves of the carnivorous tree, thus helping it reproduce.

Instinct: To devour what moves.

- Appear to be a normal tree.
 - Attract fur crab by screaming.
 - Grab a foe in its tentacles.
 - Retract roots and crawl slowly.
-

CAT FROM SATURN
Group, Intelligent, Organized, Small.

Savage claws (b[2d8] damage)

10 HP 1 Armour

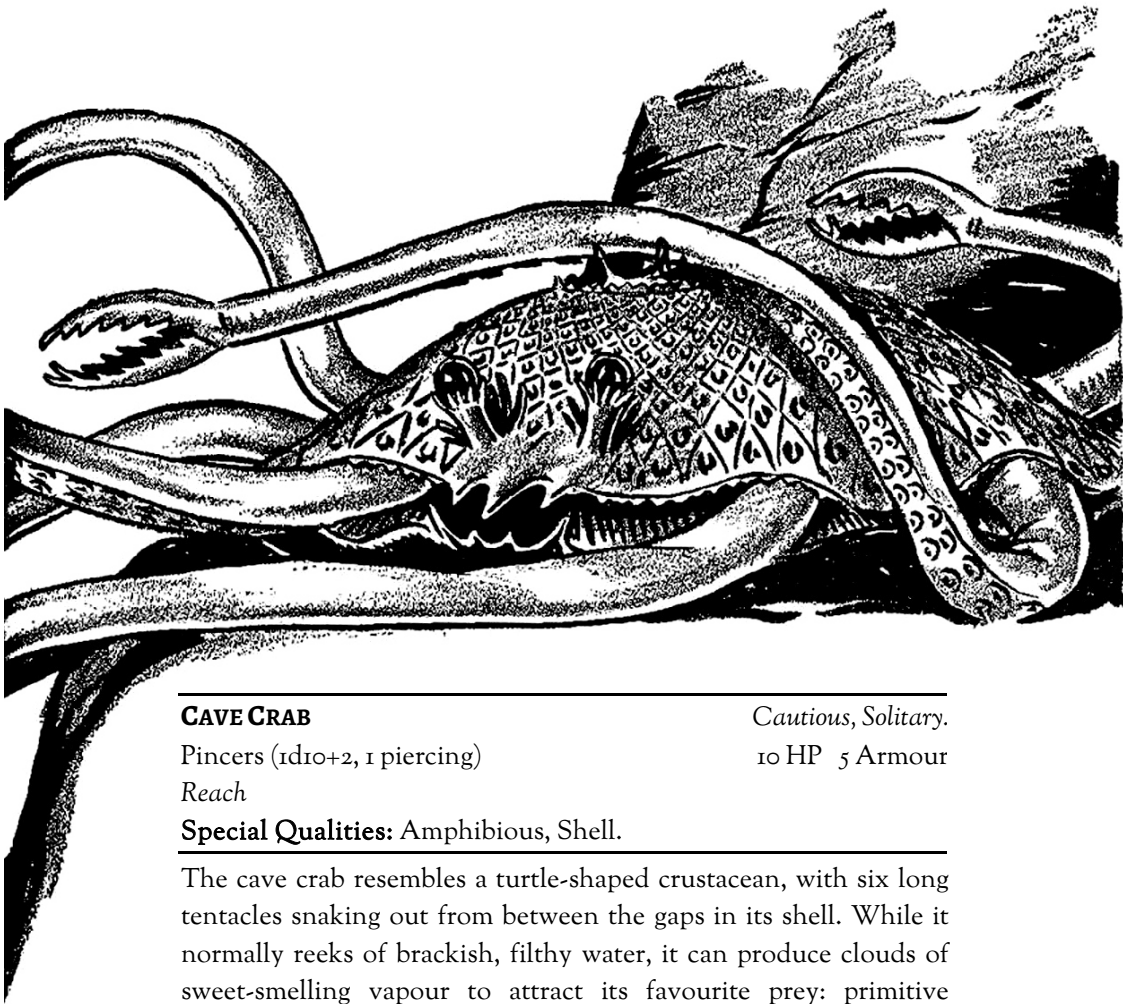
Close

Saturnian cats look like streaks of alien colours smudged across the darkness. These bizarre creatures have a physiology that is completely extraterrestrial, and have only been compared to terrestrial cats because of the rivalry between the two, as both haunt the dark side of the moon. The cats from Saturn have alliances with other vicious races on other planets, not just the terrible moon beasts, but fewer Earth creatures have encountered these outposts.

Impulse: To be wantonly cruel.

- Get help from moon-beasts.
- Hypnotize foe with swirling colours.
- Strike out with speedy claws.





CAVE CRAB

Pincers (1d10+2, 1 piercing)

Reach

Cautious, Solitary.

10 HP 5 Armour

Special Qualities: Amphibious, Shell.

The cave crab resembles a turtle-shaped crustacean, with six long tentacles snaking out from between the gaps in its shell. While it normally reeks of brackish, filthy water, it can produce clouds of sweet-smelling vapour to attract its favourite prey: primitive human “cave men.” Cave crabs fertilize their subterranean fungus gardens with the bodies of warm-blooded creatures, and thus have a seemingly-insatiable desire for such meat

Instinct: To garden.

- Attract prey with sweet smells.
- Drag a foe into the caves.
- Maul with pincered tentacles.

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CAVE MAN

Horde, Intelligent, Organized.

Spear (1d6 damage)

3 HP 0 Armour

Close

Even as some strains of humanity have developed complex brains and advanced tool-using cultures, so too have others remained at earlier states of development. Due to inter-species competition, few of these primitive strains have survived. It is only in remote areas of the world and the galaxy that the cave men have managed to live on, constantly beset by monsters and more advanced humans both.

Instinct: To hunt and forage.

- Call to other tribe members.
 - Make and use stone tools.
 - Seem human, though primitive.
-

CAVE MAN LEADER

Hoarder, Group, Intelligent, Organized.

Bow or sling (1d8 damage)

6 HP 1 Armour

Near

Special Qualities: Leads a horde of cave men.

Each tribe of cave men has a few capable leaders, those who can manage the tribe and organize its members. They are often clever enough to use ranged weapons like slings or even bows in order to fight and command at the same time.

Instinct: To lead.

- Attack with sling or bow and arrow.
- Command other cave men to act.
- Rally cave men.

CAVE MAN SHAMAN *Hoarder, Intelligent, Magical, Organized.*

Magic lightning (1d10 damage, ignores armour) 12 HP 1 Armour
Near, Far

Special Qualities: In contact with the spirit world.

Not every tribe of cave men can sustain a shaman, but those that do almost invariably find their prestige and their power over others increasing. But shamans are often volatile and unpredictable, what with the intense strain put on their brains by visions of the supernatural world.

Instinct: To peer into the supernatural world.

- Call down the fury of the sky.
- Curse a foe in righteous anger.
- Heal with herbs and prayers.

CENTURION *Construct, Horde.*

Metal hands (1d6+2 damage) 7 HP 3 Armour
Hand, Forceful

Special Qualities: Does 1d8+2 damage with a weapon.

The centurion is the perfect soldier: it exists only to work and fight and eventually die for its employer's cause. It never hesitates, never sleeps, never rebels. This shining metal horde desires only to carry its leader into victory over all and every foe. The first step is to actually build or buy them—not always an easy task.

Instinct: To obey programming.

- Advance implacably.
- Fight mechanically.
- Labour without complaint.

CLOUD OF STRING

Gaseous, Planar, Solitary.

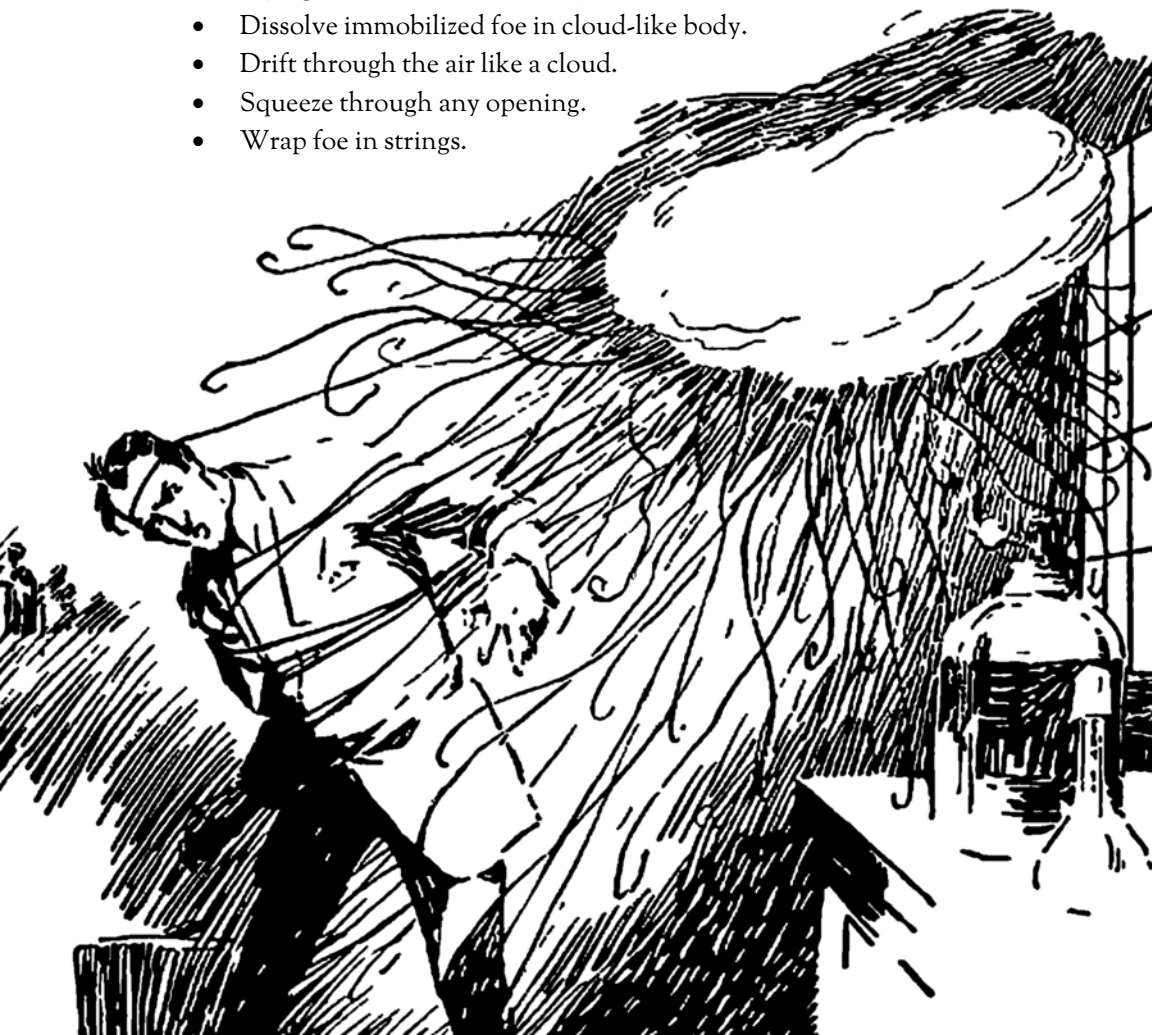
Corrosive Touch (1d12 damage, ignores armour) 19 HP 0 Armour
Close

Special Qualities: Corrosive, Gaseous form.

The Cloud of String is partially composed of the heavy element found only on Planet X, and also devours this material wherever it is produced artificially. Because humans only come into contact with this element through chemical experiments connected to this planet, the cloud it attracts has also come to be known as the Terror from Planet X. When it arrives, it dissolves not only Element X but also any humans working with it.

Instinct: To locate and absorb the heavy element from Planet X, destroying all who stand in its way.

- Dissolve immobilized foe in cloud-like body.
- Drift through the air like a cloud.
- Squeeze through any opening.
- Wrap foe in strings.



CREATION OF MAD SCIENCE*Construct, Solitary.*

Weapon (1d10+2 damage)

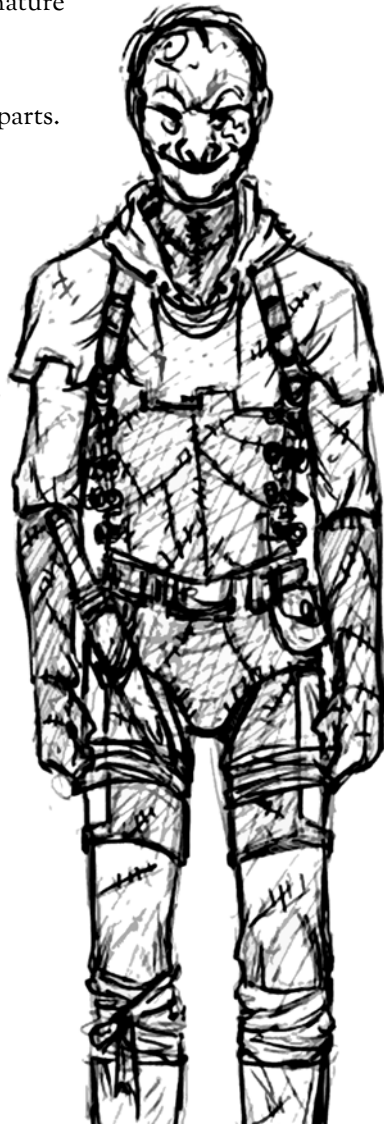
16 HP 1 Armour

*Close, Forceful***Special Qualities:** Made from disparate parts.

Built from the parts of so many disparate others, the creation of mad science is a twisted, conflicted thing. What memories still swim within those once-dead limbs? What base urges linger in that recombined genetic code? This is science that has never been tested, never been prototyped, and can never be repeated. Each creation is unique.

Instinct: To struggle between true nature and following orders.

- Fly into a rage.
- Follow true nature of disparate parts.
- Grab a foe and strangle.
- Ignore injuries.
- Obey orders.
- Reveal buried memories.



ELDER THING

Alien, Cautious, Group, Intelligent, Large.

Serrated wings (1d8 damage)

12 HP 1 Armour

Reach

Special Qualities: Amphibious.

Eight feet tall, an elder thing has a grey, barrel-like body exhibiting five-sided radial symmetry. Alternating around this body are five each of protruding, flexible arms or tentacles and retractable, membranous wings, more suited for underwater environments than aerial flight. On top of a greyish neck is a starfish-shaped head, covered in three-inch, rainbow-coloured cilia. Five yellow tubes end in eyes, five red tubes end in mouths. For legs there are five greenish paddle-like limbs arranged to mirror the head.

The elder things came to Earth millions of years ago, but their bio-technological slaves, the shoggoths, evolved sentience and destroyed them. Individuals have been discovered still alive, however, as they can withstand being frozen, but their doom follows close behind them. It is not known whether there are other communities elsewhere in the galaxy, and if their own shoggoths have replicated the terrestrial disaster.

Instinct: To survive.

- Attract a vengeful shoggoth.
- Employ volatile, inhuman technology.
- Lash out physically.

The Thing In the Ice (Cursed Location)

A scientific team from Miskatonic University sets out to uncover what it believes to be an ancient structure beneath the ice. They fall prey to the elder things' surviving biological technology.

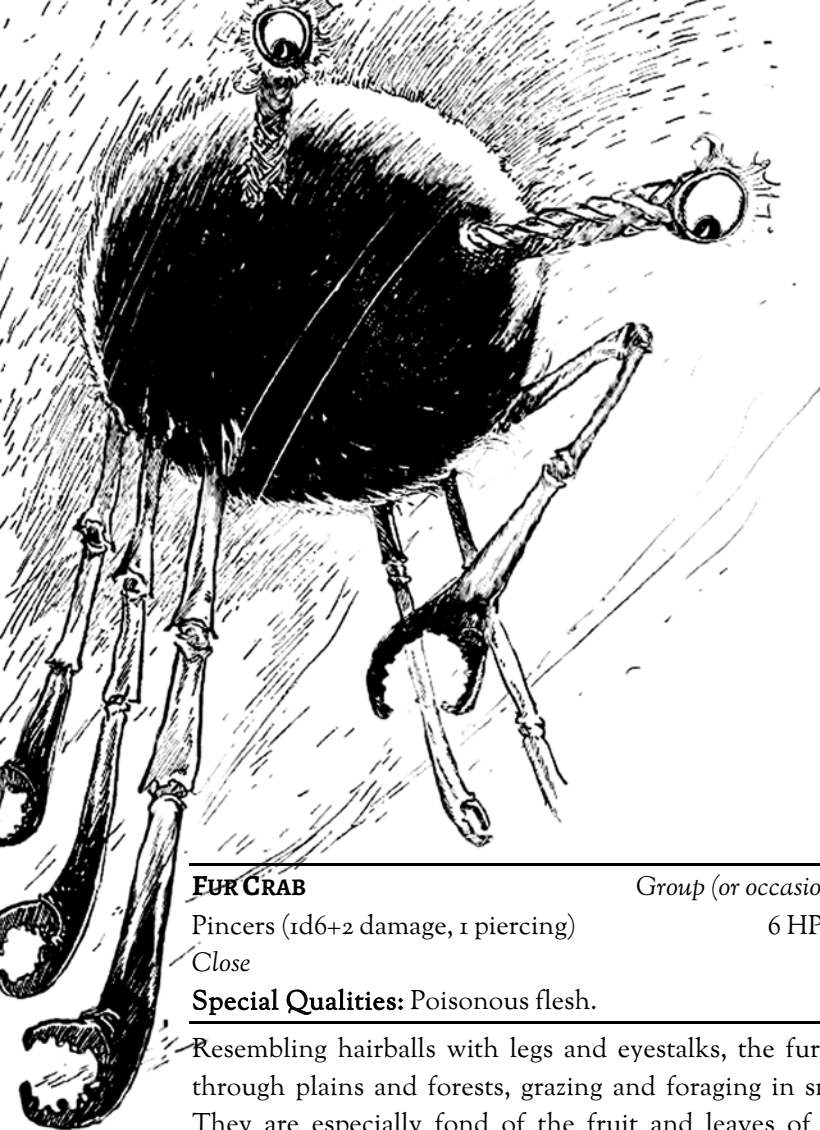
- Dr. Andrea Lockwood, assistant professor and expedition leader.
- Colin Lee, expedition member.
- Tasha Dresselhaus, expedition member.
- Dr. Ambrose Mason, professor of ancient languages, Miskatonic University.



GRIM PORTENTS

- The team discovers frozen elder things.
- They dig down to a structure beneath the ice.
- One of the elder things goes missing.
- Professor Mason disappears after reading the panicked reports sent back by the expedition.
- Lockwood ventures into the alien structure.
- Lockwood emerges, infected by elder thing biological weapons.
- Mason arrives to guarantee transportation back to civilisation.

Impending Doom: Pestilence (humanity is infected).



FUR CRAB

Group (or occasionally Horde).

Pincers (1d6+2 damage, 1 piercing)

6 HP 1 Armour

Close

Special Qualities: Poisonous flesh.

Resembling hairballs with legs and eyestalks, the fur crabs roam through plains and forests, grazing and foraging in small groups. They are especially fond of the fruit and leaves of carnivorous trees, but are extremely hostile to other mobile living things. They will defend their territory from all intruders, working as a group to drive them away. They will also gather in herds for protection, and for mating and rearing their young. Because their flesh is poisonous to eat, they have no natural predators except for parasites.

Instinct: To defend their territory from moving creatures.

- Attack as a group.
- Gather into a herd.
- Grab foe with pincers.

GOLDEN MAN
Alien, Devious, Solitary, Stealthy.

Destructo-Ray (b[2d10] damage, 3 piercing)

20 HP 2 Armour

Near, Far
Special Qualities: Trojan horse.

The golden man arrives upon a planet to deliver dire warnings of impending destruction. As it reveals its mind-blowing knowledge, it strives to gain access to the community's leaders, blatantly or inconspicuously. Once it has access to these leaders, the golden man disables them so that the community has no way to organize itself and fight back when the alien horde comes to devour the entire planet.

Instinct: To appeal to leaders.

- Appear friendly.
- Deliver a warning.
- Reveal truths that others do not know.
- Strike by surprise.

The Messenger (Alien Threat)

A man made of gold arrives on Earth, claiming the end is near. He demonstrates scientific understanding well in advance of any known terrestrial culture.

GRIM PORTENTS

- The golden man attracts the attention of UFO enthusiasts.
 - The FBI takes possession of the golden man after a shoot-out with cultists.
 - The golden man reveals nuclear secrets to the president.
 - The US military builds the most advanced nuclear delivery system ever.
 - The golden man destroys Washington.
 - The US launches nuclear missiles at perceived enemies.
 - Aliens arrive and shut down all American weapon systems.
- The Earth is defenceless.

Impending Doom: Destruction (of the Earth).



GREAT RACE

*Devious, Group, Hoarder, Intelligent,
Large, Organized, Planar.*

Lightning gun (1d8+1 damage, ignores armour) 10 HP 1 Armour
Near, Far

Special Qualities: Knowledge of the past and future.

Living on Earth millions of years before humans, the great race have bodies like wrinkled, grey cones ten feet tall, topped with four flexible limbs. Two of these limbs end in claws or pincers, which the race uses to make the scraping and clicking sounds through which they communicate. A third limb ends in red flute-like organs used for eating, and the fourth ends in a sphere with three eyes on it. They have no sense of smell, taste, or touch, but have numerous other senses in addition to sight and hearing. They live for thousands of years, have no sex distinctions and reproduce via seeds dispersed underwater.

This form is not the great race's first, however, nor will it be their last. They sent their minds through gulfs of space and time to escape extinction. When the great race is threatened by one of the many other alien races it wars with, they will switch minds with the beetle-like race that evolves on Earth when humanity is no more. In the meantime, they send their minds out to all manner of eras and species, collecting vast amounts of knowledge and hoarding it in their cyclopean libraries.

Instinct: To collect knowledge and experiences.

- Attack with lightning gun.
- Make contact with cultists and other members of the great race.
- Reveal secret knowledge unknown to humankind.
- Switch minds with someone across space and time.

A Theft From Out of Time

Are the great race content only to learn about the myriad species that populate the space and time of this galaxy? Or have they decided to alter the temporal fabric as well? If a single scientific discovery has the power to change the fortunes of the human race forever, surely this change can also be reversed.

- Dr. Martin Nakamoto, lead astronomer and department head.
- Dr. Julieta Ozores, experimental physicist, ignored by everyone.
- Dr. Jamal Booker, archaeologist.

GRIM PORTENTS

- Nakamoto is struck by a strange amnesia.
- During his recovery, he takes a keen interest in Ozores' experimental hyperdrive project.
- Nakamoto attacks Ozores, steals the hyperdrive and delivers it to shadowy agents.
- Nakamoto's old personality returns, with strange descriptions of alien visions.
- Booker locates ruins that match Nakamoto's descriptions.
- Booker's expedition enters the ruins unprepared for what they will find.

Impending Doom: Destruction (as Booker awakens that which destroyed the great race).

STAKES

- Can Booker's expedition be stopped? Are the shadowy agents of the great race secretly aiding him?
- Can Nakamoto's mind-swapping experience be reversed or duplicated?
- Can the doom that Booker finds be harnessed for the good of humanity, or is it nothing but destruction?
- Will Ozores survive, and can she continue her research?

LOBSTER-MOUSE

Devious, Group, Stealthy, Tiny.

Burrowing tail (1d4 damage)

6 HP ○ Armour

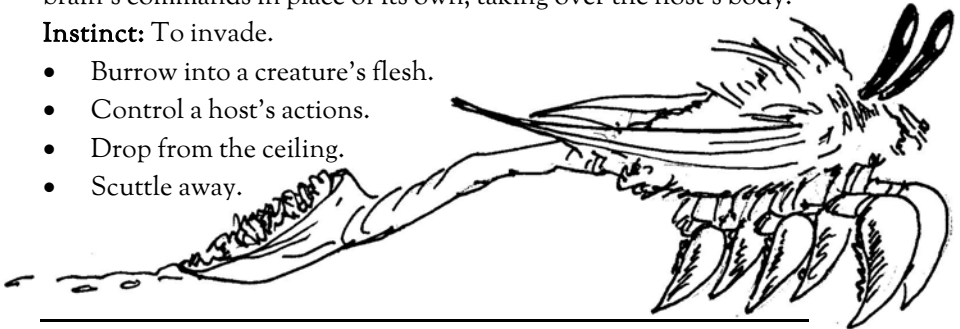
Hand

Special Qualities: Parasite.

The lobster-mouse is a crafty predator, subsisting on tiny invertebrates until it encounters a large animal, which it then parasitizes. By burrowing its tail into the flesh of a host and contacting the nervous system, the lobster-mouse overrides the brain's commands in place of its own, taking over the host's body.

Instinct: To invade.

- Burrow into a creature's flesh.
- Control a host's actions.
- Drop from the ceiling.
- Scuttle away.



MAGGOT WOLF

Fast.

Bite (1d8 damage)

6 HP ○ Armour

Close

This ugly creature is most often seen in the company of depraved alien wizards, who use it as an attack dog. The maggot wolf stands as tall as a man when, instead of crawling along the ground, it rears up to attack with tooth and claw. Its slime is particularly hard to wash off.

Instinct: To obey the master's commands.

- Attack by surprise.
- Do tricks.
- Leave a trail of slime in its wake.





REPTILOID SCIENTIST *Group, Hoarder, Intelligent, Organized.*

Disruptor ray (1d6 damage) 6 HP 1 Armour

Near
Special Qualities: Scientific expertise.

When reptiloids exhibit a glimmer of intelligence, more often than not it fails to be accompanied by any sort of leadership potential, but instead comes with a crazed creative spirit totally untethered from normal, rational thought. Reptiloid science is a hit-or-miss affair that has led to some phenomenal breakthroughs and luckily no disasters big enough to wipe out the entire species.

Instinct: To ignore the boundaries of responsible science.

- Beg and plead for mercy.
- Bend time and space with strange technology.
- Create bizarre experimental life forms.
- Produce machines of destruction.
- Succumb to insane delusions.

REPTILOID THUG *Horde, Organized.*

Knife or gun (1d8 damage) 4 HP 1 Armour

Close or Near, Forceful

While there are (of course) some remarkable members of the reptiloid race, whether or not the average member of the species can be called “intelligent” is a matter of some debate. The teeming multitudes of reptiloid society display very little in the way of creative thinking, independent initiative, or tool-using abilities—even the reptiloid elites seem to think the rest of the populace is best served fighting others on their behalf.

Instinct: To swarm.

- Charge en masse.
- Hide in fear when left alone.
- Seize a foe and beat them up.

REPTILOID WARLORD	<i>Devious, Hoarder, Intelligent, Organized, Solitary.</i>
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Death ray (1d10 damage) <i>Near, Far</i>	12 HP 2 Armour
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Special Qualities: Commands other reptiloids.

The reptiloids would have no serious social organization, and probably no science or tools even, if not for the evolutionary development of the warlord brain type. The reptiloid warlord is extremely intelligent and socially manipulative, able to make other reptiloids do whatever he or she wants.

Warlords tend to be quite idiosyncratic. Where one will be conspicuously adorned in silks and jewellery, another will dress only in a simple black uniform. Where one may cultivate a council of many subservient races, another will pursue the destruction of non-reptilian races with a genocidal fury. Each one has its own special style.

Instinct: To conquer and rule.

- Appear unfazeable.
- Command the reptilian hordes.
- Offer minorities power over others in exchange for obedience.
- Play each side against the other.

SCORPION-PIG	<i>Large, Solitary, Terrifying.</i>
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Bite (1d10+1 damage) <i>Close, Messy</i>	16 HP 3 Armour
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Special Qualities: Metaspectrum vision, Poisonous stinger.

The dreaded scorpion-pig stands motionless in the open for hours on end, until it picks a target. Then it charges, attacking mercilessly. Its pincers are surprisingly blunt, and only used to prod and poke—its teeth and poison stinger are the real threats.

Instinct: Stand still. Attack!

- Charge a foe.
- Stab with poisoned stinger.
- Trample foe.

SHOGGOTH
Construct, Huge, Intelligent, Solitary, Terrifying.

Pseudopod (b[2d10]+2 damage)

27 HP 1 Armour

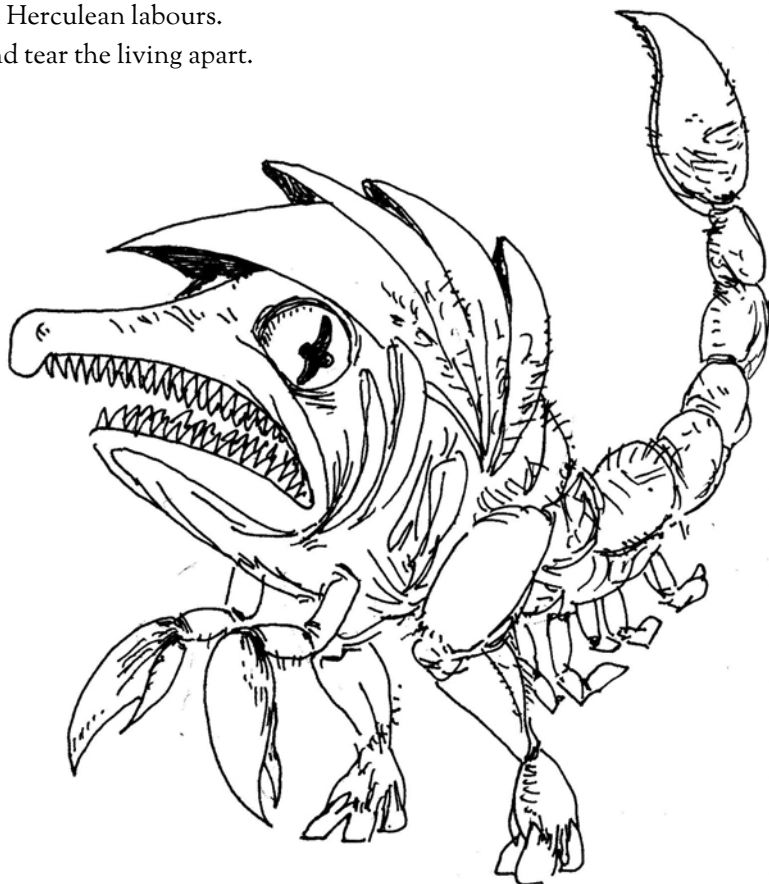
Close, Reach, Forceful
Special Qualities: Amorphous.

The shoggoths were created by the elder things to perform labour for them, and functioned as mere technology for millions of years. But when they developed intelligence, they turned against their masters and destroyed them, clearing the way for human life to dominate the Earth.

A shoggoth appears to be a gigantic, amorphous mass of black but faintly glowing bubbles, full of blinking green lights that resemble eyes. It can move at great speeds if it needs to.

Instinct: To revolt.

- Crush obstacles and break things.
- Engulf something.
- Mimic another life form's voice.
- Perform Herculean labours.
- Rend and tear the living apart.





THEY

*Alien, Cautious, Devious, Group,
Intelligent, Organized, Stealthy.*

Weapon (1d8 damage)

6 HP 1 Armour

Close

Special Qualities: Illusion machines or Malleable features.

They are not human, but They pretend to be. Living among us, They quietly infiltrate our power structures, replacing key individuals with their own kind until They control our society. From this safe vantage, they can feed off us until we are all replaced.

Instinct: To control through subterfuge.

- Disguise self as human.
- Drain vitality from a living human.
- Reshape appearance or body into a more useful form.

WHITE MAN OF MARS
*Devious, Intelligent, Organized,
Planar, Solitary, Stealthy.*

Sword or gun (1d10+2 damage)

14 HP 1 Armour

Close or Near, Forceful
Special Qualities: Psychic.

Exceedingly rare, the white men of Mars are like a force of nature. In disguise, they are able to penetrate all levels of a society, manipulating it from within. But revealed, they are even more tumultuous, overthrowing customs, laws, and whole societies. They are able to command the loyalties of all manner of men by psychic force—from barbarous, unruly savages to the noblest specimens of great civilizations—without ever reflecting upon what they have done, or why they have done it. The white men of Mars pursue their own self-centred goals with a terrifying single-minded determination, and wherever they go, havoc and chaos go with them.

Instinct: To adventure!

- Don a disguise and blend in.
- Fight like the devil.
- Leap fantastic distances.
- Psychically dominate a person's will.

When a **white man of mars** turns his **psychic charms** upon you, roll+WIS. •On a 10+, you are immune! •On a 7-9, you can shake off the influence if you try, but if you go along with the white man for now, you can mark XP. •On a miss, you are under the white man's sway and may not act against him until you leave his presence.

Influences

This is by no means a complete list of works that influenced *Adventures on Dungeon Planet*. This is just some of the stuff I was paying particular attention to while writing it.

Gaming

Advanced Dungeons & Dragons Players Handbook, by Gary Gygax (TSR, 1978).

Apocalypse World, by D. Vincent Baker (Lumpley Games, 2010).

Cyberpunk 2020, by Mike Pondsmith et al. (R. Talsorian Games, 1990).

Dungeon World, by Sage LaTorra and Adam Koebel (Sage Kobold Productions, 2012).

“The Grotesque,” by Joe McDaldno (2011).

The Metamorphica, by Johnstone Metzger (2012).

Metamorphosis Alpha, by James M. Ward (TSR, 1976).

Number Appearing, by Justin Wightbred (2012).

Planet Algol, by Blair Fitzpatrick (planetalgol.blogspot.com).

Six Inhumanities, by Nathan Orlando Wilson (2013).

Traveller, by Marc W. Miller (Game Designers' Workshop, 1977).

Shout outs to the forum communities and *Dungeon World* fans at Barf Forth Apocalyptica, Story Games, and the Something Awful Traditional Games sub-forum.

apocalypse-world.com/forums/index.php?board=19.0

forums.somethingawful.com/forumdisplay.php?forumid=234

story-games.com/forums/

Literature

- "The Airlords of Han," by Philip Francis Nowlan, in *Amazing Stories* 3, no. 12 (Experimenter Publishing Co., 1929).
- "Armageddon 2419 A.D.," by Philip Francis Nowlan, in *Amazing Stories* 3, no. 5 (Experimenter Publishing Co., 1928).
- "At the Mountains of Madness," by H. P. Lovecraft, in *Astounding Stories* 16, no. 6, and *Astounding Stories* 17 nos. 1-2 (Street & Smith Publications, 1936).
- City of the Chasch*, by Jack Vance (Ace Books, 1968).
- Connie*, by Frank Godwin (Ledger Syndicate, 1927-1944).
- The Dream-Quest of Unknown Kadath*, by H. P. Lovecraft (Arkham House, 1943).
- Dune*, by Frank Herbert (Chilton Books, 1965).
- Far Rainbow*, by Arkady and Boris Strugatsky (1963). English translation by Antonina W. Bouis (Macmillan, 1979).
- Foundation*, by Isaac Asimov (Gnome Press, 1951).
- Frankenstein; or, the Modern Prometheus*, by Mary Shelley (Lackington, Hughes, Harding, Mavor & Jones, 1818).
- The Gods of Mars*, by Edgar Rice Burroughs (A. C. McClurg, 1918).
- The Killing Machine*, by Jack Vance (Berkley Books, 1964).
- The King in Yellow*, by Robert W. Chambers (F. Tennyson Neely, 1895).
- The Moon Pool*, by Abraham Merritt (Avon, 1919).
- Nineteen Eighty-Four*, by George Orwell (Secker and Warburg, 1949).
- A Princess of Mars*, by Edgar Rice Burroughs (A. C. McClurg, 1917).
- Roadside Picnic*, by Arkady and Boris Strugatsky (1972). English translation by Antonina W. Bouis (Macmillan, 1977).
- "The Shadow Out of Time," by H. P. Lovecraft, in *Astounding Stories* 17, no. 4 (Street & Smith Publications, 1936).
- Solaris*, by Stanisław Lem (1961). English translation by Joanna Kilmartin and Steve Cox (Walker & Co., 1970).
- The Time Machine*, by H. G. Wells (William Heinemann, 1895).
- Utopia*, by Thomas More (1516).

Movies

Alien (1979)
Blade Runner (1982)
Dark Star (1974)
The Day the Earth Stood Still (1951)
Dune (1984)
The Empire Strikes Back (1980)
Forbidden Planet (1956)
The Hitchhiker's Guide to the Galaxy (2005)
Invasion of the Body Snatchers (1956)
John Carter (2012)
The Last Starfighter (1984)
Logan's Run (1976)
Metropolis (1927)
Society (1989)
Solaris (1972)
Solaris (2002)
Stalker (1979)
Star Trek (TV, 1966-1969)
Star Trek II: The Wrath of Khan (1982)
They Live (1988)
The Thing (1982)
Things to Come (1936)
To the Stars by Hard Ways (1982)
Total Recall (1990)
Zardoz (1974)

Thank you for reading.

The end.

