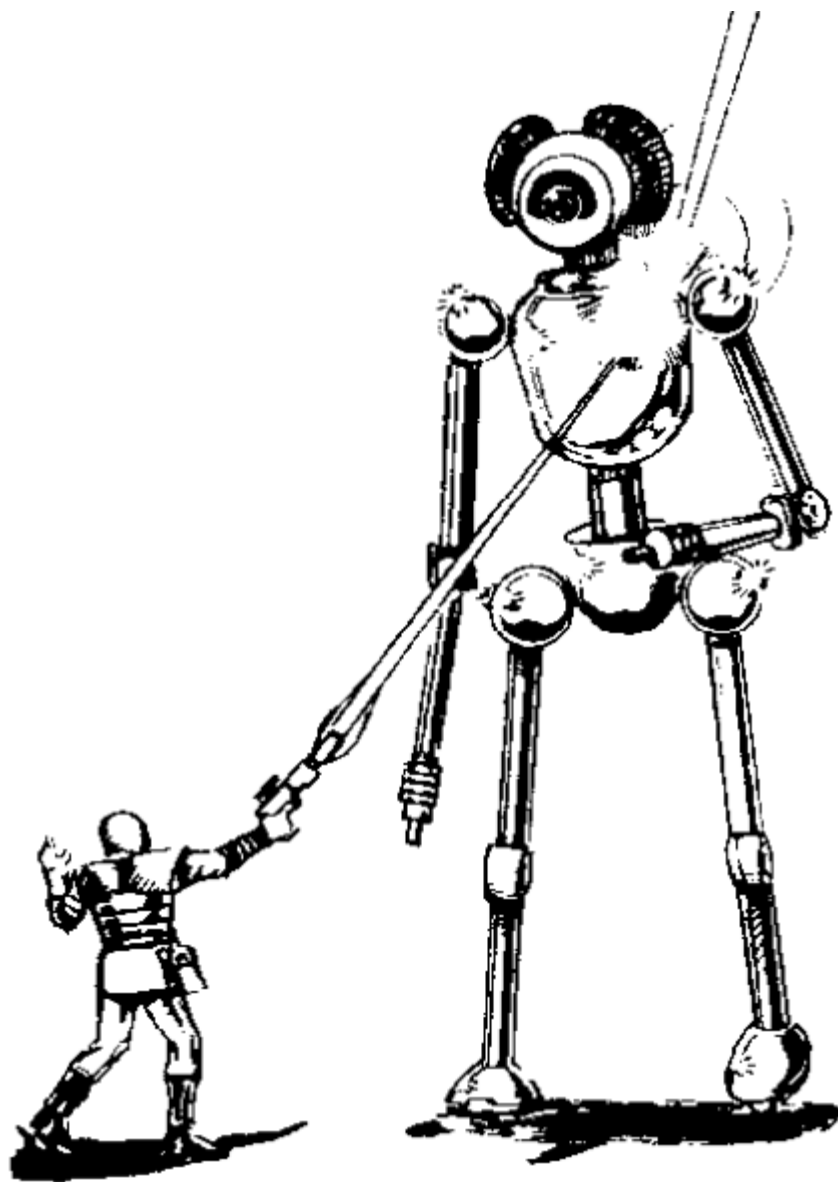


# TECHNOLOGY & TROLLS



A FUTURISTIC SUPPLEMENT FOR  
CLASSIC FANTASY ROLE-PLAYING GAMES

# INTRODUCTION

Technology & Trolls is a supplement for classic fantasy role-playing games that allows for elements of a science-fiction nature in the world of dragons and castles. It can also be used to take a classic fantasy role-playing game and use those rules in a more futuristic setting of major cities and computer technology. This supplement was written with a couple of ideas in mind. The first was to allow for enough information to create a fantasy adventure where alien spaceships crash landed in the world of pixies and unicorns. This place would still seem like a dungeon environment to the adventurers, where robots are golems and lasers are magical crossbows. The second was to take the fantasy role-playing game rules we love and have adventures in a dystopian future where major skyscrapers fill the cities, elves ride motorcycles, and dwarves carry plasma rifles. Instead of roaming dark dungeon hallways, adventurers traverse large buildings of corporate villains in search of money and technology. While a dragon may have been slain for terrorizing a village in ancient times, now a dragon runs a criminal organization preying on the weak and must be dealt with.

This supplement is not a campaign setting for your game. This only provides you with tables of weapons, armor, items, vehicles, and traps that can be used to enhance the science-fantasy adventures you may create. It will provide you with charts that can help you alter the monsters that are included with your fantasy role-playing game rules. These alterations allow you to use your game's monsters, but give them a science-fiction twist to make them more unique for the setting you may create. So prepare yourself for a world where wizards wield laser pistols and cybernetic demons terrorize the lands.

# WEAPONS

The weapons of swords and maces are not necessarily part of the past. They are still effective weapons that do not require any energy to function like the weapons below. Great care should be taken with these weapons. They can be more deadly than even some of the best magical weapons in your game. This is to be expected as getting stabbed with a knife is often less severe than getting shot with a gun. Consider these ideas depending on the type of adventure:

1. If your adventure is a medieval fantasy world, then consider using these types of weapons in a higher level character adventure. Think of an adventure where seasoned explorers will not be killed by a single shot from a laser pistol.
2. If your adventure is a futuristic world, then consider having low level characters (and weapon wielding enemies they may face) journey with simple knives and swords. At a minimum, have the enemies use such weapons so that low level fighter is not shot in the head walking in the very first room. As the characters progress, slowly introduce these advanced weapons to their arsenal (the enemies as well). Perhaps they can be the new "magical" items for your adventures.

Each weapon has a *cost* (usually gold), *damage*, and some have a *range* (close/medium/far). The *ammunition* is listed, where that ammunition can be found in **Table 5**. The *type* is given to help aid in determining what classes can use the weapon. If no *type* is listed, then any class may use the weapon.

**TABLE 1: WEAPON RESTRICTIONS**

Type	Example Classes Allowed
Light	Conjurer, Magician, Necromancer, Wizard
Medium	Assassin, Druid, Priest, Rogue, Thief
Heavy	Barbarian, Fighter, Paladin, Ranger, Warrior

*Keep in mind that those that can use Medium weapons can also use Light weapons. Those that can use Heavy weapons can also use Medium and Light weapons. Those that can only use Light weapons cannot use Medium or Heavy weapons. Those that can use only Medium and Light weapons cannot use Heavy weapons.*

**TABLE 2: WEAPONS**

Item	Cost	Type	Damage	Category	Range	Ammunition
<b>Axe, Battle, Plasma*</b>	25	Medium	1d10	Weapon	-	1 day of use per power clip
<i>This weapon looks normal except for the glowing green energy around the blade.</i>						
<b>Axe, Plasma</b>	20	Light	1d8	Weapon	-	1 day of use per power clip
<i>This weapon looks normal except for the glowing green energy around the blade.</i>						
<b>Bladerang</b>	380	-	1d12	Weapon	40' / 70' / 100'	-
<i>This razor sharp weapon is thrown at a target, where it then returns to the thrower. If the attack roll is a natural "20", then the target is decapitated if it has a head. If the attack roll is a "1", then there is a 50% chance the weapon does not return. Otherwise, an attack roll of "1" will indicate the thrower failed to catch the weapon properly and their hand is severed.</i>						
<b>Crossbow, Fusion*</b>	130	Light	2d10+2	Weapon	60' / 120' / 180'	8 shots per power clip
<i>This weapon fires bolts of red energy.</i>						
<b>Dagger, Plasma</b>	12	-	1d6	Weapon	-	1 day of use per power clip
<i>This weapon looks normal except for the glowing green energy around the blade.</i>						
<b>Flamethrower*</b>	240	Medium	1d20+5	Weapon	20' / 30' / 40'	5 shots per tank of petroleum
<i>This gun can fire a cone of flame 45' long and 15' wide. Anyone hit with the flames may defend for breath attacks to suffer only half damage. A tank holds 2 gallons of petroleum.</i>						
<b>Gloves, Pulse</b>	115	-	1d8	Weapon	-	10 punches per power clip
<i>These gloves will increase the power of physical punches, but only upon impact. Any missed punches do not drain the power clip.</i>						
<b>Long Sword, Plasma</b>	25	Light	1d10	Weapon	-	1 day of use per power clip
<i>This weapon looks normal except for the glowing green energy around the blade.</i>						
<b>Missile Launcher*</b>	480	Heavy	1d20+10	Weapon	250' / 500' / 1,000'	1 shot per missile loaded
<i>This large cylindrical weapon can fire a missile up to 1,000 feet away, with the use of a computerized guidance system.</i>						
<b>Pistol, Electrical</b>	40	-	1d8	Weapon	70' / 140' / 210'	12 shots per power clip
<i>This pistol fires a wave of electrical energy that can potentially hit 2 targets at once.</i>						
<b>Pistol, Freeze</b>	500	-	-	Weapon	40' / 80' / 120'	6 shots per power clip
<i>This pistol fires a beam of icy energy that requires the target to defend for petrification or be frozen for 1d2 turns.</i>						
<b>Pistol, Fusion</b>	120	Light	2d8+2	Weapon	70' / 140' / 210'	18 shots per power clip
<i>This pistol fires an intense beam of red energy.</i>						
<b>Pistol, Heavy</b>	25	Light	1d12	Weapon	70' / 140' / 210'	12 bullets can be loaded
<i>This gun uses combustible powder with metal projectiles (bullets).</i>						
<b>Pistol, Laser</b>	32	-	2d6	Weapon	70' / 140' / 210'	24 shots per power clip
<i>This pistol fires a beam of yellow energy.</i>						
<b>Pistol, Machine</b>	75	Light	1d10	Weapon	70' / 140' / 210'	24 bullets can be loaded
<i>This gun uses combustible powder with metal projectiles (bullets) that can potentially hit 2 targets at once.</i>						
<b>Pistol, Medium</b>	20	-	1d10	Weapon	70' / 140' / 210'	12 bullets can be loaded
<i>This gun uses combustible powder with metal projectiles (bullets).</i>						
<b>Pistol, Plasma</b>	56	Light	2d8	Weapon	70' / 140' / 210'	20 shots per power clip
<i>This pistol fires a beam of green energy.</i>						
<b>Pistol, Small</b>	15	-	1d8	Weapon	70' / 140' / 210'	6 bullets can be loaded
<i>This gun uses combustible powder with metal projectiles (bullets).</i>						
<b>Pistol, Stun</b>	135	-	-	Weapon	40' / 80' / 120'	8 shots per power clip
<i>This pistol fires a beam of energy that requires the target to defend for paralyzation or be stunned for 1d4 rounds.</i>						
<b>Rifle, Electrical*</b>	70	Light	1d10	Weapon	80' / 160' / 240'	10 shots per power clip
<i>This rifle fires a wave of electrical energy that can potentially hit 2 targets at once.</i>						
<b>Rifle, Freeze*</b>	1,100	Light	-	Weapon	50' / 100' / 150'	4 shots per power clip
<i>This rifle fires a beam of icy energy that requires the target to defend for petrification or be frozen for 1d4 turns.</i>						
<b>Rifle, Fusion*</b>	230	Medium	2d10+2	Weapon	80' / 160' / 240'	16 shots per power clip
<i>This rifle fires an intense beam of red energy.</i>						
<b>Rifle, Heavy*</b>	35	Medium	1d12+2	Weapon	80' / 160' / 240'	12 bullets can be loaded
<i>This gun uses combustible powder with metal projectiles (bullets).</i>						
<b>Rifle, Laser*</b>	45	Light	2d8	Weapon	80' / 160' / 240'	12 shots per power clip
<i>This rifle fires a beam of yellow energy.</i>						

Item	Cost	Type	Damage	Category	Range	Ammunition
<b>Rifle, Machine*</b>	100	Medium	1d12	Weapon	80' / 160' / 240'	24 bullets can be loaded <i>This gun uses combustible powder with metal projectiles (bullets) that can potentially hit 2 targets at once.</i>
<b>Rifle, Medium*</b>	30	Light	1d12	Weapon	80' / 160' / 240'	12 bullets can be loaded <i>This gun uses combustible powder with metal projectiles (bullets).</i>
<b>Rifle, Plasma*</b>	67	Medium	2d10	Weapon	80' / 160' / 240'	10 shots per power clip <i>This rifle fires a beam of green energy.</i>
<b>Rifle, Small*</b>	25	Light	1d10	Weapon	80' / 160' / 240'	6 bullets can be loaded <i>This gun uses combustible powder with metal projectiles (bullets).</i>
<b>Short Sword, Plasma</b>	18	Light	1d8	Weapon	-	1 day of use per power clip <i>This weapon looks normal except for the glowing green energy around the blade.</i>
<b>Shotgun*</b>	50	Light	1d12	Weapon	60' / 120' / 180'	2 bullets can be loaded <i>This gun uses combustible powder with metal projectiles. It can do an additional 1d8 damage at very close range.</i>
<b>Staff, Pulse*</b>	165	-	1d10	Weapon	-	8 hits per power clip <i>This staff will increase the power of physical hits, but only upon impact. Any misses do not drain the power clip.</i>
<b>Whip, Pulse</b>	50	-	1d8	Weapon	-	10 hits per power clip <i>This whip will increase the power of physical hits, but only upon impact. Any misses do not drain the power clip.</i>
<b>Grenade</b>	80	-	3d6	Explosive	40' / 70' / 100'	1 use only <i>This thrown device will explode upon impact, damaging all of those within the 30' blast radius.</i>
<b>Grenade, EMP</b>	78	-	-	Explosive	40' / 70' / 100'	1 use only <i>This thrown device will explode upon impact, disabling any electrical device within the 30' blast radius.</i>
<b>Grenade, Flash</b>	64	-	-	Explosive	40' / 70' / 100'	1 use only <i>This thrown device will explode upon impact, creating a bright light that causes everyone in the 30' radius to be blinded for 1d4 rounds. If one can defend for magic wands, then they can avoid the effects.</i>
<b>Grenade, Plasma</b>	100	-	3d8	Explosive	40' / 70' / 100'	1 use only <i>This thrown device will explode upon impact, damaging all of those within the 30' blast radius.</i>
<b>Grenade, Smoke</b>	58	-	-	Explosive	40' / 70' / 100'	1 use only <i>This thrown device will explode upon impact, causing a cloud of smoke to consume a 60' radius.</i>
<b>Grenade, Stun</b>	62	-	-	Explosive	40' / 70' / 100'	1 use only <i>This thrown device will explode upon impact, stunning all of those within the 30' radius unless they can defend for paralyzation.</i>
<b>Mine</b>	150	-	3d10	Explosive	-	1 use only <i>This disc-shaped device will explode as soon as pressure is put upon it.</i>

\* Indicates a two-handed weapon



## ARMOR

Like weapons, armor has some of the same restrictions for classes. Reference **Table 3** to determine which classes can use which *type* of armor. Generally, wizard classes cannot use anything in **Table 4**. Each item has a *cost* (usually gold) and an armor *bonus* that can be applied to the armor scoring system for your game.

**TABLE 3: ARMOR RESTRICTIONS**

Type	Example Classes Allowed
Light	Assassin, Druid, Rogue, Thief
Heavy	Barbarian, Fighter, Paladin, Priest, Ranger, Warrior

**TABLE 4: ARMOR**

Item	Cost	Type	Bonus	Category	Power
<b>Armor, Battle</b> <i>This metal armor comes equipped with a full helmet that has a sun visor and breathing apparatus to provide fresh air to the wearer. The suit also grants a 1 bonus for breath attack.</i>	600	Heavy	5	Armor	-
<b>Armor, Battle, Heavy</b> <i>This metal armor comes equipped with a full helmet that has a sun visor and breathing apparatus to provide fresh air to the wearer. The suit also grants a 2 bonus for breath attack.</i>	900	Heavy	6	Armor	-
<b>Armor, Chameleon Suit</b> <i>This armor can be activated to bend light around the wearer, making them virtually invisible. If used without the power clip, it still provides the armor bonus.</i>	560	Light	2	Armor	4 uses per power clip
<b>Armor, Fiber-Steel</b> <i>This armor is made from a finely woven para-aramid fiber, with metal plates sewn within.</i>	450	Heavy	4	Armor	-
<b>Armor, Polycarbonate</b> <i>This armor is made of a very hard plastic.</i>	100	Heavy	3	Armor	-
<b>Helmet, Polycarbonate</b> <i>This helmet is made of a very hard plastic. It is often used by police forces and military personnel.</i>	30	Heavy	1	Armor	-
<b>Shield, Polycarbonate</b> <i>This shield is made of a very hard plastic. It is often used by police forces and military personnel.</i>	40	Light	1	Armor	-
<b>Trench Coat, Leather</b> <i>This long leather coat provides limited protection.</i>	15	Light	1	Armor	-
<b>Trench Coat, Leather, Heavy</b> <i>This long leather coat is made from a heavier, studded leather and provides limited protection.</i>	15	Light	2	Armor	-

# EQUIPMENT

Equipment invented centuries ago still has uses in the future. Adventurers still use lanterns, ropes, and grappling hooks. Crowbars can still pry open doors. Sacks can still hold items. **Table 5** is only a supplement to your game's current equipment lists.

**TABLE 5: EQUIPMENT**

Item	Cost	Category	Power
<b>Air Mask</b> <i>This mask fits around the mouth and produces breathable air for the wearer.</i>	45	Item	1 day of use per power clip
<b>Alteration Mask</b> <i>This mask will change the facial appearance of the wearer to look like someone else. It requires a camera picture of the individual, whose appearance is being copied.</i>	430	Item	1 hour of use per battery
<b>Antitox Syringe</b> <i>This auto-injecting syringe will give the patient a bonus of 10 for poison resistance. It can only be used after the moment of poisoning.</i>	15	Item	-
<b>Battery</b> <i>This tiny cylinder is used to power some electrical devices.</i>	10	Item	-
<b>Belt, Anti-Gravity</b> <i>This belt will detect if the wearer is falling. Just before impact, it will release a charge of energy that will soften the landing.</i>	300	Item	5 uses per power clip
<b>Belt, Shield</b> <i>This belt will create a force field around the wearer, giving a 1 bonus to armor for an hour.</i>	385	Item	1 hour of use per power clip
<b>Belt, Stasis</b> <i>This belt can be attached to one very close to death. It will preserve the victim, stopping their condition from getting worse.</i>	3,200	Item	1 day of use per power clip

<b>Item</b>	<b>Cost</b>	<b>Category</b>	<b>Power</b>
<b>Binoculars</b> <i>These allow one to see up to 5x the distance of normal vision.</i>	125	Item	1 day of use per battery
<b>Boots, Jump</b> <i>These boots allow the wearer to jump 50' across or 20' high.</i>	560	Item	6 uses per power clip
<b>Bracelet, Chronometer</b> <i>This item is worn on the wrist and will give an accurate time of day.</i>	60	Item	-
<b>Bullets (12)</b> <i>This small item consists of a metal casing packed with combustible powder. The top is capped with metal projectile.</i>	12	Item	-
<b>Camera</b> <i>This small device can capture video or simply take pictures.</i>	300	Item	1 day of use per battery
<b>Cart, Anti-Gravity</b> <i>This cart hovers above the ground and can carry about 500 pounds.</i>	400	Item	1 day of use per power clip
<b>Communicator</b> <i>This handheld device can allow communication to another communicator up to 1 mile away.</i>	30	Item	1 day of use per battery
<b>Compass</b> <i>This device can point toward the world's magnetic north pole.</i>	20	Item	1 day of use per battery
<b>Computer</b> <i>This handheld device can do many things from downloading files, watching videos, keep notes, map the area, or hack into another computer system. Some also use these to bypass security systems and computerized locks.</i>	800	Item	1 day of use per power clip
<b>Fire Extinguisher</b> <i>This small canister can spray a cloud of white mist that would extinguish a fire in a 10' area.</i>	25	Item	-
<b>Flashlight</b> <i>This item can light up a 40' forward area.</i>	5	Item	2 days of use per battery
<b>Gloves, Magnetized</b> <i>These gloves allow one to climb metal surfaces.</i>	60	Item	1 hour of use per battery
<b>Goggles, Darkness</b> <i>These goggles allow one to see in complete darkness up to 60' away.</i>	360	Item	1 day of use per battery
<b>Goggles, Flash</b> <i>These goggles protect the eyes from bright lights or sudden flashes of intense light.</i>	90	Item	-
<b>Helm, Sonic</b> <i>This metal helm has audio devices built within. If the wearer focuses on a direction, they can hear almost anything up to 500' away. Each obstacle reduces the effectiveness by 20'.</i>	350	Item	8 uses per power clip
<b>Holographic Lamp</b> <i>This small lamp fits in the palm of a hand. It can produce a realistic 3D image of anything captured from a camera.</i>	125	Item	1 hour of use per power clip
<b>Holster, Ankle</b> <i>This can be strapped to an individual to hold a pistol weapon.</i>	8	Item	-
<b>Holster, Concealed</b> <i>This can be strapped to an individual to hold a pistol weapon.</i>	10	Item	-
<b>Holster, Hip</b> <i>This can be strapped to an individual to hold a pistol weapon.</i>	6	Item	-
<b>Jet Pack</b> <i>This device is worn on the back and can allow one to fly 400' above the ground.</i>	650	Item	3 uses per power clip
<b>Lantern, Energy</b> <i>This lantern produces a plasma-green glow in a 60' radius.</i>	25	Item	1 day of use per power clip
<b>Light Stick</b> <i>This 1' long rod can light up a 30' area.</i>	10	Item	1 day of use per battery
<b>Missile</b> <i>This item is launched with the use of a missile launcher.</i>	100	Item	-
<b>Motion Sensor</b> <i>These small devices must be pointed in a direction, and will produce an alarm if movement is detected within a 180 degree area.</i>	90	Item	1 day of use per battery
<b>Multi-Tool</b> <i>This small pocket tool has many functions. They have items like a knife, wire cutters, scissors, wire strippers, and bottle opener. They are often used to fix electrical devices or physically bypassing security systems and locks.</i>	12	Item	-

Item	Cost	Category	Power
<b>Can, Petroleum</b> <i>This metal canister comes empty, but it can hold up to 5 gallons of petroleum.</i>	6	Item	-
<b>Petroleum (1 Gallon)</b> <i>This combustible liquid is used to power many types of vehicles and flamethrowers.</i>	10	Item	-
<b>Plasma Torch</b> <i>This torch can cut through, or seal, almost any metal with its extremely hot flame.</i>	80	Item	1 use per power clip
<b>Power Clip</b> <i>This metal clip is used to power many energy fueled items.</i>	30	Item	-
<b>Raft, Inflatable</b> <i>This raft can carry up to 4 people and deflates for easy storage.</i>	200	Item	-
<b>Scope, Computerized</b> <i>When attached to a gun, it grants a bonus of +2 to hit.</i>	340	Item	1 day of use per battery
<b>Scope, Laser</b> <i>When attached to a gun, it grants a bonus of +1 to hit.</i>	285	Item	1 day of use per battery
<b>Silencer</b> <i>This can be attached to a combustible gun to reduce the sound it creates when fired.</i>	50	Item	-
<b>Skin Wrap</b> <i>This sheet of synthetic skin can be wrapped around wounds, healing 1d6 damage.</i>	12	Item	-
<b>Translator</b> <i>This ear piece can translate almost any nearby spoken language with a 90% success rate.</i>	290	Item	1 day of use per battery

# VEHICLES

These vehicles assume that the world has yet to venture into space as a normal means of adventuring. It is also suggested that you do not use these vehicles in an ancient fantasy world, but only in a futuristic world. Like equipment, this listing can be used in conjunction with the horses and mules used long ago. Each vehicle has a *speed* listed and type of *fuel* it uses. Vehicles also can only hold so much *fuel* at a time. The *condition* indicates how much damage a vehicle can take before becoming disabled or destroyed.

**TABLE 6: VEHICLES**

Item	Cost	Passengers	Condition	Category	Speed	Fuel
<b>Anti-Gravity Car</b> <i>This vehicle use power clips to function. 15 power clips can be inserted into the vehicle.</i>	4,000	4	100	Vehicle	80 MPH	1 power clip for 20 miles of travel
<b>Anti-Gravity Cycle</b> <i>This vehicle use power clips to function. 10 power clips can be inserted into the vehicle.</i>	2,800	2	50	Vehicle	120 MPH	1 power clip for 20 miles of travel
<b>Anti-Gravity SUV</b> <i>This vehicle use power clips to function. 20 power clips can be inserted into the vehicle.</i>	6,000	6	250	Vehicle	80 MPH	1 power clip for 15 miles of travel
<b>ATV</b> <i>This petroleum fueled vehicle can hold up to 5 gallons of petroleum.</i>	2,400	2	40	Vehicle	60 MPH	1 gallon of petroleum for 20 miles of travel
<b>Blimp</b> <i>This petroleum fueled vehicle can hold up to 100 gallons of petroleum. The fuel also helps generate the lightweight gas it needs to float in the sky.</i>	4,000	10	100	Vehicle	50 MPH	1 gallon of petroleum for 10 miles of travel
<b>Boat, Motor</b> <i>This petroleum fueled vehicle can hold up to 5 gallons of petroleum.</i>	2,000	6	60	Vehicle	25 MPH	1 gallon of petroleum for 20 miles of travel
<b>Bus</b> <i>This petroleum fueled vehicle can hold up to 30 gallons of petroleum.</i>	3,800	12	200	Vehicle	80 MPH	1 gallon of petroleum for 10 miles of travel
<b>Car</b> <i>This petroleum fueled vehicle can hold up to 15 gallons of petroleum.</i>	2,000	4	100	Vehicle	80 MPH	1 gallon of petroleum for 20 miles of travel
<b>Dune Buggy</b> <i>This petroleum fueled vehicle can hold up to 10 gallons of petroleum.</i>	3,000	4	50	Vehicle	60 MPH	1 gallon of petroleum for 20 miles of travel

Item	Cost	Passengers	Condition	Category	Speed	Fuel
<b>Helicopter</b>	10,000	8	200	Vehicle	200 MPH	1 gallon of petroleum for 10 miles of travel
<i>This petroleum fueled vehicle can hold up to 180 gallons of petroleum.</i>						
<b>Hovercraft</b>	3,200	3	50	Vehicle	60 MPH	1 gallon of petroleum for 10 miles of travel
<i>This petroleum fueled vehicle can hold up to 20 gallons of petroleum.</i>						
<b>Jeep</b>	3,000	4	80	Vehicle	60 MPH	1 gallon of petroleum for 20 miles of travel
<i>This petroleum fueled vehicle can hold up to 15 gallons of petroleum.</i>						
<b>Jet</b>	20,000	6	280	Vehicle	500 MPH	1 gallon of petroleum for 10 miles of travel
<i>This petroleum fueled vehicle can hold up to 200 gallons of petroleum.</i>						
<b>Jet Ski</b>	2,500	2	40	Vehicle	60 MPH	1 gallon of petroleum for 20 miles of travel
<i>This petroleum fueled vehicle can hold up to 5 gallons of petroleum.</i>						
<b>Motorcycle</b>	2,500	2	40	Vehicle	80 MPH	1 gallon of petroleum for 20 miles of travel
<i>This petroleum fueled vehicle can hold up to 5 gallons of petroleum.</i>						
<b>Semi-Truck &amp; Trailer</b>	16,000	12	500	Vehicle	60 MPH	1 gallon of petroleum for 10 miles of travel
<i>This petroleum fueled vehicle can hold up to 30 gallons of petroleum.</i>						
<b>SUV</b>	5,000	6	200	Vehicle	60 MPH	1 gallon of petroleum for 15 miles of travel
<i>This petroleum fueled vehicle can hold up to 20 gallons of petroleum.</i>						
<b>Van</b>	5,300	6	150	Vehicle	80 MPH	1 gallon of petroleum for 15 miles of travel
<i>This petroleum fueled vehicle can hold up to 20 gallons of petroleum.</i>						
<b>Yacht</b>	17,000	12	280	Vehicle	40 MPH	1 gallon of petroleum for 10 miles of travel
<i>This petroleum fueled vehicle can hold up to 450 gallons of petroleum.</i>						

## TRAPS

You can't expect to explore a spaceship and have a straw covered pit with wooden carved spikes. Different types of traps are in order for such a science-fiction setting. **Table 7** provides some traps that you can use to add danger to the exploration of spaceships and buildings. You will notice the variable *LVL* used. This value is replaced by the level of trap you may want to introduce, providing varying levels of deadlines to the trap.

**TABLE 7: TRAPS**

2d20	Trap
2	Acidic gases are released causing $1d8 + LVL$ damage to everyone in the area.
3	Poisonous gases where everyone in the area must defend for poison or die.
4	A pit opens up that is $LVL \times 5$ feet deep. Anyone who falls in will take $1d4 \times LVL$ damage.
5	A pit opens up that is $LVL \times 5$ feet deep and layered in spikes. Anyone who falls in will take $1d8 \times LVL$ damage.
6	Poison needles shoot from a nearby wall, attacking as a <i>LVL</i> warrior. Anyone hit with the needles must defend for poison or die.
7	A long razor blade comes from a nearby wall attacking as a <i>LVL</i> warrior. Anyone who is hit must make a defense for petrification or be cut in half. A success indicates $1d6 \times LVL$ damage.
8	Darts shoot from a nearby wall, attacking as a <i>LVL</i> warrior, causing $1d4 + LVL$ damage.
9	A solid door closes the exits to the area.
10	A pit opens up that is $LVL \times 5$ feet deep and filled with acid. Anyone who falls in will be killed.
11	A pit opens up that is $LVL \times 5$ feet deep and filled with acidic ooze. Anyone who falls in will be killed in 1 turn...and be fully dissolved in another 3 turns.
12	A solid door closes the exits to the area. Water then begins to fill the room.
13	A solid door closes the exits to the area. The walls then begin to compact the area where they will crush all inside in 1 turn.
14	A solid door closes the exits to the area. The ceiling then begins to descend where it will crush all inside in 1 turn.
15	A radioactive beam hits all in the area where they must make a defense for magic wands or be burned to a crisp. A success indicates $1d6 \times LVL$ damage.
16	An energy beam of frost hits all in the area where they must make a defense for breath attacks or be frozen completely solid. A success indicates $1d6 \times LVL$ damage.



2d20	Trap
17	An energy beam of fire hits all in the area where they must make a defense for breath attacks or be melted into a pile of goo. A success indicates $1d6 \times LVL$ damage.
18	Radiation lamps shine onto all of those in the area where they suffer $1d8 \times LVL$ damage unless they can defend for magic wands.
19	A nearby wall opens to reveal a <i>dungeon dwelling monster</i> .
20	A pit opens up that is $LVL \times 5$ feet deep. Anyone who falls in will take $1d6 \times LVL$ damage. If they survive, they then must face a <i>dungeon dwelling monster</i> .
21	A bomb explodes doing $1d10 \times LVL$ damage to all of those in the area. If they can defend for breath attacks, the damage is cut in half.
22	An acid liquid splashes on all those in the area, causing $1d4 \times LVL$ damage. They must also defend for petrification or be blind for $LVL$ days.
23	An energy force shield surrounds those in the area, imprisoning them.
24	Strobe lights blink at those in the area, where they must defend for magic spells or be hypnotized into doing random actions for $LVL$ turns.
25	Bio-safe acidic mists consume the area where everyone inside must roll 1d6 for each item carried. A roll of 1 indicates the item is destroyed.
26	A pit opens up that is $LVL \times 5$ feet deep. Anyone who falls in will take $1d4 \times LVL$ damage...where the opening then closes (and/or the walls begin to compact and crush all inside in 1 turn).
27	Chemical mists fill the area where anyone inside must defend for magic spells or suffer from amnesia and lose a level (cannot go below level 1).
28	The ceiling becomes highly magnetized, causing all metal objects to fly up to the ceiling...carrying metal armor wearing explorers up as well.
29	A solid door closes the exits to the area. The room then begins to increase/decrease in temperature for 1 turn...where no one can survive the extreme heat/cold.
30	Neural gases fill the area causing memory loss for $LVL$ turns.
31	Gases fill the area that cause instant unconsciousness to anyone inside for about $LVL$ turns...unless they can defend for breath attacks.
32	Flammable gases fill the area. Any flame will ignite it causing $1d10 \times LVL$ damage from the explosion. The damage can be reduced to half if one can defend from breath attacks.
33	A very bright light flashes in the area...where everyone must defend for magic spells or be blinded for $LVL$ turns.
34	A sticky substance is formed in a 1 inch layer on the floor. Anyone standing in it will be stuck and must succeed at a strength test to free themselves.
35	The ceiling jets down powerful forced air which causes $1d6 \times LVL$ damage to all inside.
36	A steel net wraps up all of those in the area and lifts them to the ceiling.
37	A solid door closes the exits to the area. A flammable liquid then begins to fill the room for 1 turn (6 inches deep) where a fire source will then ignite it.
38	Robotic coils come out from the floor/wall/ceiling and tangle around all of those in the area. They can only be removed after $LVL \times 20$ points of damage have been done to the metal tentacles.
39	Spiked robotic coils come out from the floor/wall/ceiling and tangle around all of those in the area; causing $1d4 + LVL$ damage each round. They can only be removed after $LVL \times 20$ points of damage have been done to the sharp metal tentacles.
40	A pit opens up that is $LVL \times 10$ feet deep into a large tank/pool of water. Anyone who falls in will face a <i>water dwelling monster</i> .

# MONSTERS

A futuristic setting would need monsters or enemies as much as any other setting. You already have an extensive listing of monsters at your disposal, but having fur wearing goblins poking spears does not give you that science-fiction feel you may want. You could create a brand new set of monsters if you want, but why do the dragons, golems, and demons need to vanish? Why not have a mechanical dragon patrolling the roof top of an evil corporate headquarters? Maybe a mad scientist has cybernetically enhanced a group of bugbears and is making an army. How about a genetically engineered troll that now has red fur and 4 arms?

You don't need to create a new encyclopedia of creatures. You already have one. You just need to give them a "sci-fi twist" to make this future world come alive. Some monsters need very little effort and do not require the tables below. An example is goblins, where you can simply give them leather jackets and a machine pistol to bring them to the current times. Also keep in mind that you don't really need to alter any monsters. Even

though this is the future, that doesn't mean that the sewers still don't have a blob of green slime lurking about. The tables below allow you to randomly roll and come up with some new characteristics for your current monsters. They are not meant to change any special attacks or defenses of your monsters. They are not meant to change major physical sizes and forms. As a game master, you may want to take these cosmetic changes and enhance upon them. You may want a mechanical ogre to be immune to mind effects for example. You may also just decide to leave the mind effects "as is" and weave into the story that the mind effecting magic also effects computer "minds" in the future. Instead of a cybernetic dragon breathing fire, maybe they shoot red lasers out of their eyes with very similar effects. Just have some fun with the results and give your monsters an upgrade. Begin with **Table 8** and follow the instructions from there.

**TABLE 8: ALTERATION**

1d6	Type	Description
1-2	Robotic	This creature is a machine built in a similar form
3-4	Cyborg	This creature has been altered with some cybernetic parts
5-6	Mutant	This creature has either evolved, mutated, or has been genetically changed into something different looking

Reference the result above to the instructions below...

**Robotic:** Use Tables 9, 10, and 11.

**Cyborg:** Use Tables 9 and 12.

**Mutant:** Use Tables 13 and 14.

**TABLE 9: CONSTRUCTION**

1d10	Built With
1	Adamant
2	Aluminum
3	Durasteel
4	Iron
5	Polycarbonate
6	Promethium
7	Silicon Steel
8	Steel
9	Unknown Metal
10	Unobtanium

**TABLE 10: POWER SOURCE**

1d8	Power Source
1	Clockworks
2	Electricity
3	Nuclear
4	Petroleum
5	Plutonium
6	Radiation
7	Steam
8	Uranium

**TABLE 11: CONTROLLED BY**

1d6	Controlled By
1-2	Artificial Intelligence
3-4	Programmed
5-6	Remote Control

**TABLE 12: CYBERNETICS**

Roll 1-3 d4's to determine all of the different areas that are replaced with cybernetic parts.

1d4	Cybernetic Alteration
1	Head
2	Arm/Hand
3	Leg
4	Torso

**TABLE 13: SKIN**

1d4	Skin Type
1	Feathers
2	Fur
3	Scales
4	Skin

**TABLE 14: EYES**

1d8	Number of Eyes
1	1 eye
2-4	2 eyes
5	3 eyes
6	4 eyes
7	5 eyes
8	6 eyes



If you get a cybernetic creature that has had their head altered, feel free to roll on **Table 11**. This will indicate that the creature was altered to serve another master that may even be controlling them remotely from afar. You might also want to add some color variations to the construction, skin, or eyes. Use the two tables below to give your monsters a more defined color.

**TABLE 15: COLOR**

2d12	Color
2	Black
3-4	Blue
5	Blue-Green
6-7	Brown
8	Forest-Green
9	Gold
10	Gray
11-12	Green
13-14	Orange
15	Purple
16-17	Red
18	Silver
19	Tan
20	Violet
21	White
22-23	Yellow
24	Yellow-Green

**TABLE 16: VARIATIONS**

1d8	Color Variation
1	Bright
2	Dark
3	Deep
4	Dirty
5	Dull
6	Light
7	Shiny
8	Vibrant



## CONCLUSION

This should give you a good amount of information to mix science and magic into your world. Unlike other games that attempt to broach the subject, this supplement keeps things in the spirit of simplicity that classic fantasy role-playing games pursue. With enough creativity and inspiration, you can still enjoy the rules that you play while expanding the game into other realms.

