



THE BOOK OF  
**RANDOM TABLES**  
**SCIENCE FICTION**

MATT DAVIDS

**THE BOOK  
OF  
RANDOM  
TABLES  
  
SCIENCE FICTION**

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## HOW TO USE THIS BOOK

In addition to fantasy tabletop RPGs, role-playing in science fiction settings is another passion of mine. Sadly, it is harder to find quality resources for science fiction gaming. That's why I began creating my own resources years ago.

This little book contains 26 random tables for you to use in your sci-fi RPG settings. Don't waste your time creating things your players will never see. Just grab these tables and have your players roll to fill in details as you play.

I included names of space stations and book titles to take some of the creative pressure off of the game master. You will find two tables of simple codes. These are helpful since science fiction often has security codes for doors or computer readouts that need to be remembered.

The encounters, jobs, rumors, and even mechanical problems tables help you when your players venture into unknown territory by providing the seeds for adventures.

The tables in the Items & Things section solve the issue of players wanting to search everything in sight. Simply have them roll and find items. Also, the plant, disease, metal, and alloy tables contain both real and fictional items that you can add details to as you wish.

The star and planets tables lend aid during space exploration missions. The civilization levels table gives a basic framework for creating a planet on the fly.

The illegal drugs table is a massive, comprehensive table giving you the outline for 100 drugs. Often in sci-fi or even cyberpunk, drugs play a role in adventures.

I truly hope you find all of these tables useful and that they enhance many epic exploits among the stars.

*Matt Davids*

*6/12/2018*

# **NAMES & CODES**

## SPACE STATIONS

1. Independence Base
2. The Array
3. Kuala Lumpur 978E
4. Osiris Operating Base
5. Narendra Station
6. New Berlin Station
7. New Beijing 89
8. Mute City
9. Omicron Theta Z
10. New Johannesburg Station
11. Slater's Drift
12. Titan Station
13. Millstadt Station
14. Krishna Base
15. Mining Outpost 128956Z
16. Anatole Station
17. Hermes One
18. Reach Station 3627
19. Okami Station
20. Command and Control Alpha
21. Kowalski Station
22. Far Base 27 Epsilon
23. Sam's Getaway
24. Tubal 123
25. Kronos Five
26. Cromartie B
27. Refueling Depot Epsilon Kappa 84
28. Star Station Alpha Z
29. B193H2
30. Artemis 9
31. Lao Che Station
32. Dubois station
33. Shanghai 11
34. Resupply Station K 47
35. Waystation Alpha 9B 13
36. Bowdoin Station
37. Tango Station
38. Dawson's Drift
39. Forward Star Station 3058
40. Cardiff 12
41. Expeditionary Operating Base 64
42. Zeus Beta
43. Spacer's Rest
44. Isis Station
45. Immelmann Base
46. The Relaxation Station
47. The Luminous City of Shambala
48. Reach Station Beta
49. Observatory Sigma Theta 4
50. Depot 1496 Sierra
51. Ito Station
52. Waystation Delta Delta Bravo 42
53. The Lodge
54. Vienna Tango Alpha 3
55. GenTek Research Lab
56. Riker's Casino
57. Lameria Station
58. Mumbai 11
59. Montpelier Station
60. Forward Operating Base Z 1480
61. Void City
62. O'Malley's Rift
63. New Vegas
64. New Antwerp Station
65. Montenegro Base
66. Nido Base
67. Vladivostok 37
68. Athena Epsilon 12
69. Leeward Base
70. Johansson Base
71. Power Monitoring Station Z4 X9
72. Kresge Research Station 1
73. Triggers
74. Bishop One
75. Apollo Base 49
76. Taliesin 7
77. Comm Sat Alpha Bravo
78. Research Station Tyson Bravo
79. Evangeline City
80. Atlantic Run
81. Communications Relay 94b XM 42
82. Sigma Beta Alpha 99
83. Listening Post 28
84. Gate Station 94
85. Operating Base Willoughby
86. Pfizer's Run
87. Manfred Station
88. Core Operating Base B53
89. Bengali Station
90. Mariposa Base
91. Ankara Station
92. The Wheel
93. Redhook Station
94. Alpha Zulu
95. Cobalt Four
96. The Lost City
97. Far Base Bunker 728
98. Zulu Tango 51
99. Najaat Waypoint
100. New London Base



## BOOK TITLES

1. We Must Survive
2. Interstellar Empires
3. The Great Burning At Ipswich
4. Thoughts From The Throne
5. The Art Of Gaining Power
6. Spaceship Engineering 101
7. Improbable Gas Giant Creatures
8. Blood Of The Heavens: Trade Among The Stars
9. On The Zanyon Incident
10. The Burden Of Worlds
11. 25th Century History: A Survey
12. And Here We Stand
13. The Cyberspace Frontier
14. Observations Of Salt Volcanoes
15. Fighting High: Use Of Drugs On Soldiers
16. The Mechanics Of Vacuum Survival
17. Lost Planet
18. Essays On Terraforming
19. The Forward Conflict
20. Terraforming 201
21. Charting The Uncharted
22. The Unsung Heroes Of Sector 47p125
23. Lonely Planets: Contemporary Theories
24. When The Dreams Of Colonization Die
25. Let There Be Light
26. The Merchant Princes
27. Are We Yet Still Human?
28. The Prince Of Stars
29. We Are The Few: History Of The Marine Corps In Space
30. Stranded On The Rift
31. Alpha Centauri: A New Eden
32. Your Own Space Freighter: A Beginner's Guide
33. War In Space: Combat Tactics And Strategies
34. In The Shadow That Eats Worlds
35. We Are But Dust
36. Meteorite 3182b: A Full Survey
37. A Life Among The Stars
38. Main Sequence Stars And Their Planets
39. The Space Moby: Tale Of The Great Space Whale Hunt
40. Six Hours Of Air
41. The New Warriors
42. The Many Sundered Worlds
43. Space Bacterium: A Study
44. Broken Among The Stars
45. Asteroid Mining 101
46. When Shall We Ever Be Home?
47. The Battle At Columbus Station
48. Vacuum Adventures
49. Terraforming 101
50. Responsible Use Of Atomic Power
51. Comparative Literature In The Golden Age
52. Interstellar Macro Economics 101
53. How We Evolve
54. The Flower Of The Fringe
55. Picking Up The Pieces Of Broken Planets
56. The Formation Of Planets
57. A Beginners Guide To The Galen Rift
58. The Van Hoosen Belt
59. The Vast Empty Places
60. A Drift For All Eternity
61. The Fire Of The Ages
62. Effects Of Zero Gravity On The Human Body
63. The Philosophy Of Space Travel
64. Stellar Cartography 101
65. The Destroyer Of Worlds
66. When We Were Young And Astronauts
67. The Home Fires Burning Bright
68. The Twin Suns Of Godayan
69. In The Shadows Of The Stars
70. And The Shadows Devour Us
71. The Rogue Planets
72. Unnumbered Galaxies
73. Microbiology 101
74. Learning To Live In Space
75. Dwarf Planets: A Comprehensive Study
76. The Music Of The Spheres
77. Nebulae In All Its Forms
78. Volcanology 101
79. Empty Eternity
80. The Silence And The Void
81. Visitors Among Us
82. The Adventures Of Space Cadet Roy
83. Under The Weight Of 1000 Worlds
84. The Great Treaties: How Man Conquered The Stars
85. The Burning Of Worlds
86. The Dust Of The Cosmos
87. Days And Nights Adrift
88. The Great Worms Of Galitep
89. Genetic Engineering 101
90. When Stars Die
91. Lost Empires
92. The Children Of The Space Dust
93. Comparative Politics In Three Great Periods
94. Building Our Place Among The Stars
95. The First Man
96. The Space Gold Rush: An Asteroid Mining Guide
97. The Far Reaches
98. Bringing Wife From The Lifeless
99. The Galaxy's Edge
100. The Origin And Birth Of Comets

## CODES #1

1. QQV4X
2. 1NURK
3. ESGKE
4. ARNE5
5. 6K9W3
6. EAKRN
7. AMUMK
8. FV73O
9. 8U3OX
10. N7HTI
11. JUCWZ
12. 14EIN
13. 7AHQT
14. ZPASJ
15. BX6YC
16. L2H81
17. U25V6
18. Y3SQ9
19. Q1H1W
20. QNZXV
21. EL7LO
22. N4QI3
23. 5KO3Y
24. 18JJU
25. O7JJU
26. 66J2Q
27. LQIYS
28. Q4D7N
29. 7NNIY
30. NK5QU
31. V6GHJ
32. B1PJO
33. 3ZH2O
34. Q29XF
35. 8WQR2
36. 6P1OQ
37. JI54G
38. FQXAV
39. THKEJ
40. GO29X
41. 34CJX
42. 9EST0
43. F6T88
44. C7CBB
45. GLH7P
46. NJGO2
47. D4GS5
48. W6G56
49. NZF9N
50. NOVPL
51. 5Z25Y
52. D38Y7
53. 341X2
54. NEPHX
55. 18AU8
56. DWJG6
57. PIA2Z
58. Y11QC
59. T7ZOV
60. D4URA
61. UU46U
62. 84RO7
63. G5Z1N
64. 45VRG
65. ZMM6J
66. P5QU0
67. 97KEM
68. 4X46J
69. 2K92K
70. 9T5JH
71. G640O
72. YDGT7
73. VB4P5
74. 0HMUP
75. DDUTQ
76. ZMU6D
77. R68Z6
78. Z8VQH
79. SMISJ
80. ZWT2G
81. MNHJR
82. ZAFHS
83. 20NVM
84. EDTX5
85. PK346
86. C6ZFO
87. ONV1X
88. K6U7B
89. 84YML
90. 70JBO
91. 87L6T
92. HSRGT
93. R8AD6
94. CMB3R
95. BPOXX
96. E7HTS
97. YCNSZ
98. IHoRI
99. 12JCV
100. 9913E

## CODES #2

1. ZoJ5SIX
2. ZPWPTFM
3. SSM115N
4. F2U7oUD
5. H9WOV0A
6. XT8Q07H
7. KFEWIoM
8. Q05HBK7
9. CFZZUB6
10. WI4Z09O
11. N6S9V1D
12. PZ9R775
13. 35SOZB5
14. oU816oO
15. FDCNGQS
16. F2VRARI
17. oU28LVG
18. BEWOIWN
19. ZYQMXRN
20. 3QIPYL5
21. AW4CHZQ
22. SS1Y3BK
23. 24GUZCS
24. 9WXRPTS
25. QM91l9U
26. R5YLM48
27. o1PMB4O
28. MWSIWBV
29. DTDLYC5
30. J6ZRCGC
31. 41GHWW3
32. W3AWSTE
33. SG5P933
34. 6NQZVA7
35. 32QBU1D
36. XIUZ23U
37. R37ZWI7
38. Q244SUU
39. PXOT85D
40. XCNRWMD
41. 1l3WoS3
42. 9KF7OJ5
43. U5HKIXO
44. KB5NLVI
45. JXL7M5M
46. MWAGF9K
47. 32Nl1QY
48. R592E5U
49. 739AM6K
50. 96SR77S
51. U4LM9PR
52. K5YXM7M
53. U22LNQZ
54. BHUXLTQ
55. 5AQBN79
56. D7GTIHW
57. VM7HQXY
58. BFMCV7I
59. 6oQ5A8K
60. o8S1F96
61. O7U6V3V
62. MVJQCFo
63. 9oIVG6R
64. 7PoZO23
65. W8IK9RW
66. IFYWAF3
67. Q9XXoK4
68. ANVAZ96
69. SAPDFV
70. FWE7SXA
71. 653JKAA
72. KADYUOK
73. 4lA9Q1M
74. K59VOoE
75. 39LT6oG
76. DIWQEOE
77. RR4Y9PP
78. DCN7A2V
79. Y35S1AW
80. YJW89GC
81. 9UoJJ87
82. HRQKZMF
83. W5VPTCS
84. 99Gll9L
85. GHO2UNI
86. Z7CFCEP
87. NEAVKEo
88. KLVOSBM
89. D3AZYIQ
90. 9CUoFQE
91. HRHY5HK
92. 9AK23V9
93. WW3Q7OV
94. CNVNRKI
95. YZT7ARS
96. SEPLBIY
97. EA33KHR
98. LB57YIK
99. YWB7GX6
100. UKZY299

# ENCOUNTERS, JOBS, & RUMORS

## SPACE ENCOUNTERS

1. Distress Call – Passenger Liner
2. A Sword
3. Malfunctioning Satellite
4. Debris Field - Merchant Ship
5. Derelict – Warship
6. Dumped Cargo (1D20 crates)
7. Micro-asteroids
8. Ancient Space Probe
9. Pirate Vessel
10. A Ragtag Refugee Fleet (1D100 vessels)
11. Sleeper Ship (1D100 passengers)
12. Pirate Fleet (1D20 vessels)
13. Customs Inspector Vessel
14. Slave Ship Taken Over by Slaves
15. Distress Call – Freighter
16. Merchant Convoy (1D6 vessels)
17. Large Asteroid
18. Escape Pod – Empty
19. Debris Field – Warship
20. Comet
21. Dumped Cargo (1D8 crates)
22. Burial Tube With A Body Inside
23. Bodies (1D4)
24. Rogue Planetoid
25. A Small Capsule
26. Gravity Mine
27. Distress Call – Patrol Craft
28. Ghost Ship
29. Buoy
30. Debris Field - Passenger Liner
31. Statue
32. Space Whales (1D20)
33. Energy Being
34. Memory Core (1D20 Files)
35. Drifting Space Station
36. Cryo-Freeze Capsule With A Person Preserved
37. A Person In Space Suit Running Out Of Oxygen
38. Bodies (1D12)
39. Large Battle (1D20 ships)
40. Dumped Cargo (1D100 crates)
41. Derelict - Passenger Liner
42. Merchant Convoy (1D20 vessels)
43. Escape pod (1D8 People Onboard)
44. Space Jellyfish
45. Conman Merchant
46. Traveling Cult Fleet (1D8 vessels)
47. Ion Storm
48. Gaseous Anomaly
49. Memory Core (1D10 Files)
50. Uncharted Asteroid
51. Dust Cloud
52. Obelisk
53. Derelict – Merchant Ship
54. Generation Ship (10D100 passengers)
55. Dumped Cargo (1D4 crates)
56. A Ragtag Refugee Fleet (1D20 vessels)
57. Plague Ship
58. Merchant Convoy (1D10 vessels)
59. Egg Sack (1D20)
60. Two Ships In Combat
61. Fugitive Ship (1D20 crew)
62. Aftermath Of Small Battle
63. Space Laboratory
64. Pirate Ships Attacking A Convoy
65. Penal Asteroid
66. Electrical Disturbance
67. Unmanned Robot Ship
68. Frozen Methane Cluster
69. Colony Fleet (2D20 vessels)
70. Energy Pulse
71. Subspace Radio Signal (non-verbal)
72. Colony Ship
73. Memory Core (1D12 Files)
74. Time Capsule
75. Dumped Cargo (1D10 crates)
76. Aftermath Of Large Battle
77. Iceberg
78. A Ragtag Refugee Fleet (2D100 vessels)
79. Slave Ship (1D100 crew, 5D100 slaves)
80. Dumped Cargo (1D12 crates)
81. Asteroid Mining Colony
82. Memory Core (1D20 Files)
83. Multifaceted Sphere
84. Military Deserters Ship (1D100 crew)
85. Sleeper Ship (3D100 passengers)
86. Bodies (1D100)
87. Merchant Convoy (1D20 vessels)
88. Space Laboratory – Something's Gotten Loose
89. Galactic Circus (1D100 vessels)
90. Smuggler Ship
91. Sleeper Ship (5D100 passengers)
92. Merchant Convoy (1D100 vessels)
93. Lost Solar Sail
94. Distress Call – VIP Yacht
95. Space Time Anomaly
96. Escape Pod (1D100 People Onboard)
97. Space Phoenix
98. Smuggler Fleet (1D20 vessels)
99. Merchant Convoy (1D4 vessels)
100. Dumped Cargo (3D100 crates)

## PLANETARY EXPLORATION ENCOUNTERS

1. Dead body in a space suit
2. Mud
3. Trees with dark wood
4. Spaceship crash site (decades old)
5. New Bacteria
6. Strange lights
7. Spaceship crash site (ancient)
8. Iron ore
9. Lanthanum
10. Snowstorm
11. Natural gas
12. Copper
13. Treated as gods by a tribe
14. Sticky sap
15. Hurricane
16. Cave with foul odor
17. Geyser
18. Two day old campfire remains
19. Thunderstorm
20. Archaeological ruins (advanced)
21. Strange hut
22. Iron ore deposits
23. Silver deposits
24. Piles of bones
25. Strange singing in the distance
26. Door in the ground
27. Holmium
28. Rockslide
29. Rain
30. Spaceship crash site (centuries old)
31. Sulphur deposits
32. Lead
33. Scandium
34. Petroleum deposits
35. Spaceship landing site (several years old)
36. Ancient graveyard
37. Pulsating plant
38. Pond
39. Smuggler camp (remains)
40. Obsidian
41. Standing stone
42. Dust Storm
43. Gold
44. Poisonous gas
45. Stream
46. Mudslide
47. Massive spaceship wreck (more than a 100 miles long)
48. Strange fumes
49. Mummified body on a pyre
50. Neodymium
51. Salt flats
52. Volcanic eruption
53. Acid rain
54. Spaceship crash site (several years old)
55. Europium
56. Smuggler camp (abandoned)
57. Spaceship landing site (ancient)
58. Smuggler camp (burned and looted)
59. Poisonous water
60. Yttrium
61. Sinkhole
62. Cerium
63. Granite
64. Lake
65. Bloodsucking insects
66. Carnivorous plants
67. Poisonous water
68. Strange fungi
69. Spaceship landing site (centuries old)
70. Gadolinium
71. Cave
72. Spaceship landing site (decades old)
73. Spaceship landing site (weeks old)
74. Avalanche
75. Tornado
76. Ytterbium
77. Beautiful flowers
78. Kidnapped by tribe
79. Strange roots
80. Quicksand
81. Wind storm
82. Intelligent trees
83. Poisonous spores
84. Fresh water
85. Limestone
86. New Virus
87. Archaeological ruins (industrial age)
88. River
89. Dysprosium
90. Thulium
91. Tar pits
92. Primitive tribe of humans
93. Standing stone circle
94. Copper deposits
95. Samarium
96. Spaceship crash site (weeks old)
97. Explosive rocks
98. Archaeological ruins (primitive)
99. Brain leeches
100. Silver

## URBAN ENCOUNTERS

1. Malfunctioning android
2. Gang fight (1D10 people)
3. Power outages (citywide)
4. Computer network outages (region wide)
5. Space raid warning
6. Portrait painter
7. Android riots (nationwide)
8. Transportation strike (regionwide)
9. Building fire
10. Malfunctioning city dome
11. Race riots (planetwide)
12. Volcanic eruption
13. Food service strike (planetwide)
14. Electrical storm
15. Transportation strike (nationwide)
16. Cartel bust
17. Waste disposal strike (citywide)
18. Waste disposal strike (regionwide)
19. Robbers attack the party (1D8)
20. Street musician
21. Acid rain
22. Crime scene (gang fight aftermath)
23. Rodent infestation
24. Food vendor
25. Robbers attack the party (1D20)
26. Street hustler
27. General worker strike (regionwide)
28. Waste disposal strike (planetwide)
29. Orphan steals food from the party
30. Computer network outages (citywide)
31. Political riots (nationwide)
32. Android riots (citywide)
33. Meteor impact warning
34. Race riots (citywide)
35. Law enforcement stops the party
36. Robbers attack the party (1D6)
37. Suicidal man
38. Vehicle accident
39. Gang fight (1D20 people)
40. High speed chase
41. Food riots (nationwide)
42. Crying girl
43. Android riots (region wide)
44. Political riots (planetwide)
45. Windstorm
46. Race riots (nationwide)
47. Pickpocket targets the party
48. Transportation strike (citywide)
49. Hostage situation
50. Someone having a heart attack
51. General worker strike (citywide)
52. Street mime
53. Food service strike (citywide)
54. Robbers attack the party (1D10)
55. Lost robot
56. Young man slapping older man
57. Waste disposal strike (nationwide)
58. Gang fight (1D4 people)
59. Food service strike (regionwide)
60. Zoo animals escaped
61. Computer network outages (nationwide)
62. Insect swarm
63. Gang fight (1D6 people)
64. Computer network outages (planetwide)
65. Transportation strike (planetwide)
66. Two people arguing
67. Race riots (region wide)
68. Monorail derailment
69. A purse snatching
70. Crime scene (murder aftermath)
71. Food riots (citywide)
72. T-shirt vendor
73. Sinkhole
74. General worker strike (planetwide)
75. Rainstorm
76. Crying boy
77. Power outages (nationwide)
78. Food riots (region wide)
79. Crime scene (robbery aftermath)
80. Solar flare
81. Android riots (planetwide)
82. Animal stampede
83. Gang fight (1D12 people)
84. Gang fight (1D8 people)
85. Political riots (region wide)
86. Panhandler
87. General worker strike (nationwide)
88. Robbers attack the party (1D12)
89. Robbers attack the party (1D4)
90. Power outages (planetwide)
91. Woman going into labor
92. Power outages (region wide)
93. Street jungler
94. Food service strike (nationwide)
95. Malfunctioning artificial weather system
96. Circus in town
97. Political riots (citywide)
98. Food riots (planetwide)
99. Drugdealer
100. Earthquake

## JOBS

1. Transporting arms
2. Smuggling medicine
3. Bounty on small time criminal
4. Cause a distraction in neighboring system
5. Shut down security system
6. Escort VIP to destination
7. Smuggling drugs
8. Transport VIP
9. Break VIP out of prison
10. Transport medicine
11. Bounty on animal
12. Infiltrate small-time gang
13. Join security crew for small event
14. Spy on noble
15. Smuggling arms
16. Salvage freighter
17. Gather ingredients for medicine
18. Harass traveling merchant
19. Protect VIP
20. Smuggle donor organs
21. Bounty on small-time pirate
22. Infiltration of pirate crew
23. Supply run for space station
24. Assassinate diplomat
25. Fight off bandits
26. Steal family heirloom
27. Negotiate trade deal
28. Smuggle diplomat
29. Transport doctor
30. Bounty on doctor
31. Steal painting
32. Hijack transport ship
33. Smuggle animals
34. Hunt wildlife
35. Infiltrate embassy
36. Upload virus to pirate base
37. Smuggle unjustly accused VIP
38. Pizza run for miners
39. Rescue survivors of a natural disaster
40. Transport cattle
41. Salvage wreckage of military vessel
42. Smuggle deserters
43. Make contact with inside man at court
44. Deliver service animal
45. Rescue survivors of pirate attack
46. Salvage abandoned space station
47. Smuggle spies
48. Bounty on deserters
49. Bounty on medium criminal
50. Upload virus to a criminal organization's computer
51. Download shipping history of a certain freighter
52. Infiltrate rival trading company
53. Smuggle assassin
54. Spy on noble
55. Crash noble wedding
56. Stage the fake kidnapping of a VIP
57. Hunt dangerous beast
58. Smuggle food
59. Delay construction of space station
60. Live capture of wildlife
61. Bounty of medium pirate
62. Start revolution in small town
63. Rob corrupt official
64. Rescue noble from pirates
65. Deliver ransom
66. Infiltrate prison
67. Provide security for wedding
68. Steal diplomatic documents
69. Download troop movements
70. Stage a coup
71. Sabotage peace talks
72. Pick up shipment
73. Bounty on major criminal
74. Smuggle communication devices
75. Transport noble's new vehicle
76. Help a VIP win a fishing tournament
77. Infiltrate university
78. Track down prodigal child of noble
79. Bounty on major pirate
80. Steal famous recipe
81. Steal noble's new vehicle
82. Hijack medical shipment
83. Steal technological designs/plans
84. Supply run for research team
85. Transport historical documents
86. Bounty on extremely dangerous creature
87. Deliver execution orders
88. Start a bar fight
89. Get rid of looters
90. Trackdown stalker
91. Harass pirates
92. Smuggle soldiers
93. Transport soldiers
94. Infiltrate ball
95. Sabotage pirate ship
96. Rescue deserters
97. Blackmail noble
98. Smuggle explosives
99. Cause a distraction on a planet
100. Fake the assassination of a duke



## RUMORS FROM THE SPACEPORT BAR

1. Increased pirate activity
2. Rare cargo shipment in sector
3. New crime boss in sector
4. Exosuit going on market
5. Revolution on nearby world
6. Colony ship arrived
7. Heist on nearby space station
8. New smuggler base in sector
9. Popular band on tour in sector
10. Plague on nearby planet
11. Blockaded planet looking for pilots to run the blockade
12. Ships disappearing
13. New planet discovered
14. Title dispute over lands
15. Economic recession
16. Celebrity found dead
17. Rare metal discovered in nearby asteroid belt
18. New station will be built
19. Racial tensions in colony
20. Meteor shower in sector
21. Derelict ship found
22. Large passenger liner disappeared
23. Alien tomb discovered
24. Business feud
25. Cartel can bend space time for personal travel
26. New cult sprang up
27. The conflict of two warring planets is about to spill over
28. New drug on the market
29. Terraforming gone terribly wrong
30. Broken alliance
31. Team of scientists needs a good pilot to observe planetary rings
32. A planet's young prince has been kidnapped
33. Colony's water supply poisoned
34. Business failed
35. New colony founded nearby
36. Trade negotiations collapsing
37. Messages without clear source received in certain sector
38. Experimental spacecraft tests
39. Distress signal in uncharted space
40. Asteroid going to hit populated planet
41. Hackers moved into the sector
42. Colony infested with strange insects
43. Illegal gambling nearby
44. Crime boss civil war
45. Brokered alliance
46. Comet coming back through
47. Slave uprising on a certain planet
48. Ghost ship spotted
49. New ship model released
50. New company charter issued

## RUMORS FROM THE SPACEPORT BAR

51. Slave traders in sector
52. Increased spaceport security on popular planet
53. A government looking for privateers
54. Sentient androids need help
55. Ancient ruins discovered
56. Planet destroyed
57. Mutiny on slave ship
58. Company looking for exploration team
59. Asteroid mining operation plagued by pirates
60. Wedding of the century
61. Supernova threatening population of a planet
62. Team of scientists looking for transport to distant planet
63. Political scandal on nearby planet
64. Shipyard workers trying to unionize
65. Black Hole cult threatening mass suicide
66. Mercenary unit recruiting
67. Odd space debris
68. A government looking for smugglers
69. New nebula dust harvesting technology invented
70. Large passenger liner stolen
71. Abandoned space station found
72. Trading fleet looking for escorts
73. An old spacer is telling tales of a utopian planet
74. Colony needs new water supply
75. Title dispute over ship
76. Riot on prison asteroid
77. Space circus lost a most exotic animal
78. Colony wiped out
79. Pirates are guarding a planet with a large force
80. Steroid scandal
81. Imp-like creature spotted on a space station
82. Cartel blocking several trade routes
83. High bounty on political leader's head
84. Plague ship spotted
85. Kidnappings on certain planet
86. Terrorist group issued manifesto
87. Distant planet's air gives immortality
88. Large transport ship crippled by a computer virus
89. Popular celebrity is missing
90. Distant research station issued distress signal
91. Team of scientists need help exploring a new planet
92. Mutiny on large trade vessel
93. Cartel looking for smugglers
94. High bounty on a cartel boss's head
95. New species discovered
96. Space circus coming to nearby planet
97. Salesman selling "nebula dust" with special properties
98. War between crime bosses
99. At the edge of charted space an alien oracle offers prophecies
100. Massive chunk of ice spotted in space

## SPACESHIP MECHANICAL PROBLEMS

1. Ship's AI locked out of door control
2. Cargo bay flooded with a few inches of water
3. Bridge controls ionized
4. Bow thrusters out
5. Artificial gravity oriented to the port side
6. Fire in the crew quarters
7. Ship's AI sings all responses
8. Fire in engine room
9. Main viewscreen erratic
10. Fire in the galley
11. Artificial gravity oriented to the stern
12. Bridge filled with smoke
13. Minor reactor leak
14. Long Range sensors out
15. Main weapon offline
16. Self-destruct sequence started 20 minute countdown
17. All corridors are flooded with a few inches of water
18. Helm controls erratic
19. Life support failure in 30 minutes
20. All view screens play music videos
21. Starboard thrusters out
22. Alert sirens can't be turned off
23. Radiation detected in engineering
24. Bulkhead doors close and lock
25. Cargo bay filled with smoke
26. Interior lighting erratic
27. Engineering controls ionized
28. Bridge lighting out
29. Ship's AI speaks a foreign language
30. Ship's AI locked out of helm functions
31. All weapon systems offline
32. Artificial gravity increases
33. Intermittent blackouts
34. Navigation controls unresponsive
35. Corridors filled with smoke
36. Exterior lighting erratic
37. Communications erratic
38. Artificial gravity oriented to the bow
39. One engineering console explodes
40. Loud music blared over speakers
41. Artificial gravity oriented to the ceiling
42. Engine failure
43. Ship's AI locked out of sickbay controls
44. Port stabilizers out vessel lists starboard
45. Ship's AI offline
46. Ship's AI locked out of engine functions
47. Fire in sickbay
48. Artificial gravity deactivated
49. Life support failure in 4 hours
50. Fire in cargo bay

## SPACESHIP MECHANICAL PROBLEMS

51. Fire on the bridge
52. Engine room lighting out
53. One bridge console explodes
54. Helm only answers reverse
55. Ship's AI thinks the crew are intruders
56. Navigation controls erratic
57. All Sensors out
58. All interior lighting out
59. Life support failed in cargo bay
60. Minor hull breach
61. Artificial gravity oriented to the starboard side
62. Major hull breach
63. Starboard stabilizers out vessel lists port
64. Main viewscreen out
65. Engineering filled with smoke
66. Helm only answers port
67. Port thrusters out
68. Helm controls unresponsive
69. Radiation detected on the bridge
70. Engines half speed only
71. Short Range sensors out
72. Bulkhead doors will not close
73. Helm only answers starboard
74. Sickbay filled with smoke
75. Docking bay doors won't open
76. Ship's AI audio offline can only text
77. Helm only answers forward
78. Life support failure in 12 hours
79. Emergency power only
80. Cargo bay flooded with radiation
81. Radiation detected in sickbay
82. All exterior lighting out
83. Random power surges all systems
84. Fire suppressant foam sprayers will not shut off
85. Communications down
86. Stern stabilizers out vessel pitches down
87. Fire in a corridor
88. Bow stabilizers out vessel pitches up
89. Crew quarters filled with smoke
90. Internal sensors out
91. Aft thrusters out
92. Doors throughout the ship randomly open and close
93. Dead in space 36 hours until life supports fails
94. Docking bay doors won't close
95. Major reactor leak
96. FTL drive out
97. Ship's AI locked out of weapon functions
98. Loud static blared over speakers
99. Ship's AI locked out of navigation functions
100. Corridor lighting out

# ITEMS & THINGS

## ITEMS IN A DESK

1. Computer tablet
2. Credits (10d10)
3. Alien documents
4. Incriminating letter
5. Picture of child
6. Model car
7. Tangled device cords
8. Picture of an older couple
9. Mints
10. Decorative sword
11. Two tickets for a space cruise
12. Bag of mixed nuts
13. Allergy medicine
14. Bottle of mouthwash
15. Spare cuff links
16. Passport
17. Gift card
18. Deck of cards
19. Clean fork
20. Broken computer tablet
21. Shoe string
22. Small pistol
23. Credits (5d10)
24. Deodorant
25. Box of business cards
26. Crackers
27. Model ship
28. Dirty fork
29. Class ring
30. Bottle opener
31. Wedding ring
32. Fandom collectible
33. Concealable knife
34. Greasy comb
35. Moldy sandwich
36. Binder notebook filled with papers
37. Bottle of multivitamins
38. Picture of pet
39. Empty binder
40. Expensive Chronometer
41. Decorative vase
42. Bowl of candy
43. Set of keys
44. Credits (2d6)
45. Password scribbled on paper
46. Lock of hair
47. Book of short stories
48. Broken pen
49. Decorative wood carving
50. List of names (first two scratched out)
51. Safe combination scribbled on paper
52. Ancient coin
53. Clean spoon
54. Broken key
55. Envelopes
56. Spare socks (formal)
57. Expired coupons
58. Loose screws
59. Empty hard drive
60. Collapsible umbrella
61. Letter opener
62. Lipstick
63. Shot glasses (2)
64. Spare device charger
65. Empty flash drive
66. Coupon book
67. Box of cigars
68. Business card of a known rival
69. Tribal mask
70. Dirty spoon
71. Empty notepad
72. Pain killers
73. Broken pencil
74. Back up hard drive
75. Shakespeare's *The Tempest* (hard copy)
76. Audio recorder
77. Earbuds
78. Suicide note
79. Battery
80. Contact book (hard copy)
81. Dead batteries
82. Case file
83. ID card
84. Bottle cap collection
85. Nail polish
86. Old school tamagotchi
87. Container of illegal drugs
88. Credits (1d10)
89. Blueprints for a bank
90. Loose cable
91. Notepad full of "great" ideas
92. Spare glasses
93. Business portfolio
94. Alien scrawlings
95. Shoe polish
96. Picture of family
97. Broken glasses
98. Cologne
99. Expensive pen
100. Unlabeled bottle of pills

## DRINK NAMES

1. Nebula Swirl
2. Spectrum Sweet
3. Earth Rise
4. Defcon 1
5. Orbital Debris
6. Rings Of Saturn
7. Crater Slip
8. Black Hole
9. Solar Flare
10. Starless Sky
11. Gravity Well
12. Hull Breach
13. Smokey Sunset
14. Hyperdrive
15. Starburst
16. Running Lights
17. First Contact
18. Doppler Effect
19. Event Horizon
20. High Flyer
21. Golden Ray
22. Asteroid Smash
23. Orphan Star
24. Buzz
25. Barrel Roll
26. Rocket Juice
27. Maelstrom
28. Moonshot
29. Queasy Quasar
30. Star Chaser
31. Hubble Punch
32. Binary Double Shot
33. Blue Nova
34. Stellar Velvet
35. Time Shifter
36. Green Martian
37. Planet Eater
38. Broken Moon
39. Solar Power
40. Proton Swinger
41. Eclipse Burner
42. Singularity
43. Spacer's Grog
44. Vacuum's Kiss
45. Spaceman's Sour
46. Midnight Sea
47. Milky Way
48. Drop Jet
49. Totality
50. Lost Sun
51. Tarian Sipping Silk
52. Engine Fire
53. Space Storm
54. Afterburner
55. Dark Matter
56. Meteor Shower
57. Aldarian Tea
58. Neutron Split
59. Spitfire
60. Galactic Trace
61. Bloody Moon
62. Big Bang
63. Lost In Space
64. Big Red Spot
65. Far From Home
66. Faster Than Light
67. Shooting Star
68. Decaying Orbit
69. False Dawn
70. Star Cluster
71. Hard To Port
72. Red Shift
73. Light Year Runner
74. Supernova
75. Take Me To Your Leader
76. Dwarf Star
77. Venusian Dream
78. Quantum Phase
79. Full Speed Ahead
80. Blue Giant
81. Spinning Star
82. Orion's Belt
83. Greeb
84. Sloop
85. Extraterrestrial
86. Sardinian Mist
87. Stunner
88. Terrestrial Mud
89. Robot Overlord
90. Star Crash
91. Slipstream
92. Stellar Sparkler
93. Big Dipper
94. Constellation Cruiser
95. Stardust
96. Armstrong
97. Zero G
98. Mainsail
99. Turbo Booster
100. Cool Jets

## ITEMS IN A GOVERNMENT OFFICE

1. Royal documents
2. Set of quills
3. Antique sword
4. Map of planet
5. Antique armor
6. Portrait of Noble
7. Ancient alien sword
8. Model air car
9. Family crest
10. Bookshelf full of ancient texts
11. Custom built chair
12. Stack of letters
13. Royal seal
14. Armory
15. Box of drugs
16. Cigar box
17. Bottle of Scotch
18. Bookshelf of alien texts
19. Fine china
20. Ancient firearm
21. Lyre
22. Records of past wars
23. Model spaceship
24. Stuffed polar bear
25. Ancient tribal Mask
26. Map of city
27. Skull of carnivore
28. Ceremonial Armor
29. Painting of child
30. Foreign documents
31. Model train set
32. Slippers
33. Ancient letter opener
34. Jewelry Box
35. Modern sword
36. Bottle of Bourbon
37. Alien pistol
38. Full-length mirror
39. Smoking pipe
40. Model sailing ship
41. Ceremonial tiara
42. Ancient Necklace
43. Bone of religious figure
44. Bottle of ink
45. Bottle of wax
46. Ancient treaty
47. Model atmospheric craft
48. Painting of handsome man
49. Computer
50. Royal spear
51. Model motorcycle
52. Vault
53. Map of Star system
54. Alien mask
55. Ceremonial tea set
56. Stuffed fish
57. Hunting rifle
58. Model alien ship
59. Magazines
60. Pistol
61. Family lineage book
62. Wooden hourglass
63. Trade agreements
64. Ancient alien instruments
65. Animal skin rug
66. Formal coat
67. Panic room
68. Dressing room
69. Marble collection
70. Map of continent
71. Painting of family
72. Meditation mat
73. Ceremonial dress
74. Stuffed herbivore
75. Cigarette box
76. Award
77. Skull of a human
78. Alien dictionary
79. Official seal
80. Ancient Spear
81. Omnivore skull
82. Map of state/province
83. Bottle of whiskey
84. Ancient Scrolls
85. Makeup kit
86. Modern armor
87. Archaeological artifact display
88. Hidden computer
89. Bust of a high official
90. Art photography display
91. Jug of moonshine
92. Bonsai tree/garden
93. Guitar
94. Painting of beautiful woman
95. Hidden hard drive
96. Ceremonial Rifle
97. Hidden safe
98. Stuffed omnivore
99. Hair piece
100. Computer tablet



## COMPUTER FILES

1. Bounty listings (1D100)
2. Bank account (1D6 x 100 credits)
3. Location of an ancient space battle
4. Analysis of pirate attacks and three possible locations of their base
5. Deed to a small freighter
6. Cargo manifest of the bulk cargo ship the "Blazing Sun"
7. Compromising photos of a minor governmental official
8. Bank account (1D100 x 10 credits)
9. Geological surveys of an uncharted planet
10. Bank account (1D8 x 10 credits)
11. Bank account (1D4 x 100 credits)
12. List of 17 minor officials on a gangsters payroll
13. List of 45 banks (the first seven are crossed out)
14. Security codes to an art museum
15. Route to a pirate base
16. Locations of 16 smuggling bases
17. List of 21 nightclubs
18. 32 freighter shipping routes
19. Deed to a small house on a different planet
20. Grocery list
21. 16 passenger liner routes
22. Formula for a special alloy
23. Travel itinerary of a minor official
24. Map of a corporate headquarters
25. Deed to "Rocket's" nightclub
26. Bank account (1D4 x 10 credits)
27. Profile of a doctor wanted for crimes against humanity
28. Bounty listings (1D12)
29. Bank account (1D100 x 100 credits)
30. Compromising communications from a governmental official
31. List of 37 names (the first 12 are crossed out)
32. Blueprints to a maximum security prison
33. Map of archaeological ruins on an outer rim planet
34. Space coordinates with a date of three months in the future
35. Locations of 20 gangster safe houses
36. List of 17 mercenary groups and contact info
37. Map of a secret research lab
38. Compromising photos of a prominent religious leader
39. Bank account (1D10 x 1000 credits)
40. Map of an asteroid base
41. Bounty listings (1D6)
42. Map of a large governmental building
43. Proof a corporate CEO is on a gangster's payroll
44. Bank account (1D12 x 1000 credits)
45. Proof that the museum curator was bribed during a recent art theft
46. Locations of four secret corporation factories
47. Compromising photos of a major governmental official
48. Formula to a new corporate product
49. Design specs to a new corporate product
50. 11 freighter shipping routes

## COMPUTER FILES

51. 18 security codes to the "Sky's the Limit" casino
52. Bank account (1D12 x 100 credits)
53. 8 secret agent identities and their covers
54. Bank account (1D20 x 10 credits)
55. Deed to asteroid mining claim
56. Proof that a high ranking official is being blackmailed
57. Security code to a warehouse
58. Breakdown of an art exhibit defense systems
59. Deed to 500 acres on an outer rim planet
60. Detailed route to uncharted planet
61. Bank account (1D6 x 10 credits)
62. Bank account (1D10 x 10 credits)
63. Formula for a cure to a disease
64. Suspicious connections between a official and a gangster
65. Troop strengths of an independent solar system
66. Unfinished novel manuscript
67. Bounty listings (1D20)
68. Bounty listings (1D8)
69. Bank account (1D10 x 100 credits)
70. Route of secret art shipment
71. Bounty listings (1D10)
72. Bank account (1D8 x 100 credits)
73. Location of a secret gang headquarters
74. Shopping list
75. Seven names and contact info
76. Bank account (1D8 x 1000 credits)
77. Route to a planet with a secret research lab
78. Collection of news stories concerning a certain serial killer
79. Route to mythical planet
80. Formula for a new street drug
81. Bank account (1D20 x 100 credits)
82. List of 22 stolen paintings
83. 14 weapon smuggling routes
84. Travel itinerary of of a major official
85. Bounty listings (1D4)
86. Bank account (1D4 x 1000 credits)
87. Bank account (1D100 x 1000 credits)
88. Deed to a highrise condo on a different planet
89. Locations of 6 lost ships
90. Bank account (1D12 x 10 credits)
91. Proof that a certain crime boss ordered a recent assassination
92. Planetary coordinates with no other data
93. 23 smugglings routes
94. Deed to a large house on a different planet
95. Blueprints of a large bank
96. Blueprints of a small bank
97. List of 104 names
98. Bank account (1D20 x 1000 credits)
99. Defense layout of an asteroid mine
100. Bank account (1D6 x 1000 credits)

## ITEMS IN A WAREHOUSE

1. Crate of expensive spices
2. Computer tablet
3. Crate of clothes
4. Crate of alien technology
5. Crate of animal tusks
6. Shipping container of lab equipment
7. Broken glass
8. Crate of o-rings
9. Crate of socks
10. Crate with an ancient sarcophagus inside
11. Crate of alien artifacts
12. Crate of copper wire
13. Crate of exotic jars
14. Crate of fine wine
15. Crate of unusable scrap
16. Crate of toy vehicles
17. Crate of fossils
18. Stuffed exotic carnivore
19. Looted crate labeled "Gold"
20. Caged omnivore
21. Crate of common furs
22. Shipping container of beer kegs
23. 50 gallon drum of expensive bourbon
24. Chest of common spices
25. Refrigerated crate of synthetic skin
26. Crate of pipes
27. Crate of expensive sunglasses
28. Crate of idols
29. Refrigerated crate of DNA
30. 50 gallon drum of cheap wine
31. Crate of building supplies
32. Crate of prosthetic arms
33. Crate of exotic furs
34. Sealed crate marked "EVIDENCE"
35. Crate of winter clothing
36. Crate of expensive wrist watches
37. Forklift (broken down)
38. Crate of scrap electronics
39. Crate of bottled water
40. Crate of shoes
41. Stack of lumber
42. Hidden hideout
43. Crate of exotic spices
44. Crate of machine belts
45. Crate of exotic fruits
46. Pallet of plastic wrap
47. Crate of military-grade batteries
48. Pallet of Plywood
49. Pallet of sheet metal
50. Crate of rare furs
51. Rolling chair with 5/6 of its wheels
52. Crate of last year's best selling toy
53. Crate of packing materials
54. Lost headphones
55. Crate of unreleased newspapers
56. Crate of exotic vegetables
57. Secret door in the floor
58. Crate of last year's most popular holo-vid
59. Crate of animal teeth
60. Crate of soiled spices
61. 50 gallon drum of liquid nitrogen
62. Crate of military-grade adhesive
63. Crate of fake jewelry
64. Crate of cleaning supplies
65. Crate of ball bearings
66. Crate of popular soft drink
67. Crate of antique statues
68. Prototype Armor
69. Sealed crate marked "DO NOT OPEN"
70. Broken crate (contents spilled onto floor)
71. Crate of experimental medication
72. Crate of iron bars
73. Oversized chair
74. Stuffed aquatic animal
75. Crate of pistols
76. Crate of porcelain dolls
77. Caged house pet
78. Cate of dirt from distant planet
79. Crate of counterfeit artifacts
80. Crate of illegal drugs
81. Crate of rifles
82. Crate of alien weapons
83. Crate of medical scissors
84. Crate of 1" bolts
85. Ladder
86. 50 gallon drum of oil
87. Crate of polyhedral dice
88. Shipping container of artificial eyeballs
89. Employee break room
90. Crate of dead rodents
91. Crate of antibiotics
92. Crate of expired medicine
93. Forklift
94. Stuffed herbivore
95. Crate of unreleased video games
96. Confiscated drugs
97. Broken air vent
98. Crate of rocks
99. Empty crate
100. Empty rack space

## ITEMS IN A CARGO HOLD

1. Power adjusting wrench
2. Plastic Shims (1d6 x 100, value 1d6 per 100)
3. Flashlight
4. Polymer fiber rope (50')
5. Flame-Proof Suit
6. Prybar
7. Exposure Suit
8. Thermal Suit
9. Sleeping Bag
10. PolyTex Fabric (1 bolt, value 3d6)
11. Sub-Zero Parka
12. Hi-Fusion Cutter
13. Vacuum Suit
14. Tool Harness
15. Ball Bearings (1d6 x 1000, value 1d6 per 1000)
16. Light Power Generator
17. Circular hand saw
18. Single-Person Survival Tent
19. O-Rings (1d6 x 1000, value 1d6 per 1000)
20. Worklight
21. Plastic Shims (2d6 x 100, value 1d6 per 100)
22. Communicator
23. Computer Tool Kit
24. Pulse Beam Drill
25. Two-Person Survival Tent
26. Hydro-assist pick
27. Emergency Space Suit
28. Rations (1 person, 1 week)
29. Chronometer
30. Power adjusting wrenches (2d6)
31. Polymer fiber rope (100')
32. Uniform with Insignia
33. Medium Power Generator
34. Phase Plasma Welder
35. PolyTex Fabric (3d6 bolts, value 3d6 x # of bolts)
36. Thermal Suit (2)
37. Robotics Tool Kit
38. Vacuum Suit (2)
39. T'wilian Silk (1 bolt, value 6d6 x10)
40. Plastic Shims (3d6 x 100, value 1d6 per 100)
41. Casual Clothes (2 sets)
42. Four-Person Survival Tent
43. Binoculars
44. Flares (6)
45. Ball Bearings (3d6 x 1000, value 1d6 per 1000)
46. Small Manifolds (6d6, value 2d6 per piece)
47. Sub-Zero Parka (2)
48. Exposure Suit (2)
49. O-Rings (3d6 x 1000, value 1d6 per 1000)
50. Malforian Chocolate (1d6, value 2d6 x 100 per square)
51. Utility Space Suit
52. Medkit (2)
53. Vehicle Tool Kit
54. PolyTex Fabric (5d6 bolts, value 3d6 x # of bolts)
55. Breathing Mask
56. Handheld Computer
57. Forest Camouflage Outfits (6 sets)
58. Six-Person Survival Tent
59. Uniforms with Insignia (4)
60. Audio recorder
61. Ammo Bandolier
62. Polymer fiber rope (150')
63. Communicator (1d6)
64. Vacuum Suit (3)
65. Rations (1 person, 2 week)
66. Hi-Fusion Cutter (2)
67. Security Tool Kit
68. T'wilian Silk (4 bolts, value 6d6 x10 x4)
69. Thermal Suit (3)
70. Small Manifolds (8d6, value 2d6 per piece)
71. Desert Camouflage Outfits (6 sets)
72. Jump drive (6 empty)
73. Formal Clothes (2 sets)
74. Malforian Chocolate (2d6, value 2d6 x 100 per square)
75. Sub-Zero Parka (3)
76. Heavy Power Generator
77. O-Rings (5d6 x 1000, value 1d6 per 1000)
78. Power adjusting wrenches (4d6)
79. Rations (1 person, 6 weeks)
80. Sidrian Flame Gem (1, value 1d6 x 1000)
81. Exposure Suit (4)
82. High-Quality Space Suit
83. Communicator (2d6)
84. Medkit (2d6)
85. Medicines (2d6, value 100 per vial)
86. Ball Bearings (5d6 x 1000, value 1d6 per 1000)
87. Climbing Kit (2 harnesses, 10 carabiners, 200' rope)
88. Small Manifolds (10d6, value 2d6 per piece)
89. Uniforms with Insignia (8)
90. T'wilian Silk (6d6 bolts, value 6d6 x10 x # of bolts)
91. Armored Space Suit
92. Computer Memory Banks (10, value 1d6 x 1000 each)
93. Sidrian Flame Gems (1d6, value 1d6 x 1000 per gem)
94. Malforian Chocolate (3d6, value 2d6 x 100 per square)
95. Riot Police Armor
96. Medkit (3d6)
97. Robotic valet
98. Ais Shimmer Cloth (4d6 bolts, value 2d6 x100 per bolt)
99. Orian Spice (2d6, value 1d4 x 1000 per square)
100. Sidrian Flame Gems (2d6, value 1d6 x 1000 per gem)

## POISONOUS PLANTS

1. Pulsatilla
2. Spurhen's bane
3. Frangipani
4. Kingcup
5. Orange jessamine
6. Redoul
7. Cold Windflower
8. Thorn apple
9. Stinging tree
10. Mountain laurel
11. Thurian Bloodroot
12. White snakeroot
13. Giant hogweed
14. Bleeding heart
15. Gifblaar
16. Stramonium
17. Anthurium
18. Monkshood
19. Grailian Doll's eyes
20. Oleander
21. Silky dust oak
22. Belladonna
23. Stinkweed
24. Philodendron
25. Nightshade
26. Spider flower
27. Wake robin
28. Uncommon broom
29. Clematis Beta
30. Delphinium
31. False hellebore
32. Snakeweed
33. Betel nut palm
34. Lantana
35. Opium
36. Lily of the Valley
37. Pokeweed
38. Sweetpea
39. Grevillea
40. Calla lily
41. Euphorbia
42. Skyflower
43. Altairian angel wings
44. Garden croton
45. Hyacinth Tau O
46. Flowering thistle
47. Desert-rose
48. Lycoris radiata
49. Datura
50. Bush lily
51. Buttonbush
52. Laceflower
53. Cygi Cowbane
54. Aquilegia
55. Yellow bell
56. Brugmansia
57. Arcturus Iris
58. Lemon snowdrop
59. Bloodflower
60. Larkspur
61. Tailflower
62. Marsh calla
63. Corn cockle
64. Common broom
65. Canopus Goldenseal
66. Black bryony
67. Foxglove wart
68. Moleplant
69. Lobelia
70. Ursea Azalea
71. Horse-chestnut
72. Duranta erecta
73. Colchicum
74. Queen's crown vetch
75. Wolfsbane 34Q
76. Poinsettia
77. Horse nettle
78. Aconitum
79. Algol Adonis
80. Bad-man's oatmeal
81. New century plant
82. Angel's trumpet
83. Dumbcane
84. Toloache
85. Maikoa
86. Asclepias
87. Pittosporum
88. Space lords and ladies
89. Poison hemlock
90. Ranunculus
91. Rhododendron
92. Four Dogbane
93. Digitalis
94. Caladium
95. Gloriosa lily
96. Blue cohosh
97. Centarian Hydrangea
98. Mournful columbine
99. Wallflower
100. Wisteria

## INFECTIOUS DISEASES #1

1. Barber's itch
2. Space legionnaires' disease
3. Taeniasis
4. Aspergillosis
5. Venusian Scabies
6. Campylobacteriosis
7. Burkholderia infection
8. Cryptococcosis
9. Molluscum contagiosum
10. Rickettsial infection
11. Denebian Meningitis
12. Respiratory syncytial virus infection
13. Fascioliasis
14. Cysticercosis
15. Aldebaran flu
16. Bacillus cereus infection
17. Calicivirus infection
18. Dientamoebiasis
19. Amebiasis
20. Antares typhoid fever
21. Geotrichosis
22. Actinomycosis
23. Old Earth Lyme disease
24. Pneumonia
25. Anthrax
26. Anaplasmosis
27. Group A streptococcal infection
28. Sporotrichosis
29. Clonorchiasis
30. Hepatitis B
31. Brucellosis
32. Ebola hemorrhagic fever
33. Yersiniosis
34. Syphilis
35. Ascariasis
36. Whitmore's disease
37. Chlamydia
38. Ureaplasma urealyticum infection
39. Glanders
40. Blastomycosis
41. Crab lice
42. Gonorrhoea
43. Pasteurellosis
44. Echinococcosis
45. Crucis hookworm
46. Influenza (flu)
47. Bacteroides infection
48. Coccidioidomycosis
49. Gnathostomiasis
50. Schistosomia fever
51. Ringworm of the Hand
52. Bacillary dysentery
53. Microsporidiosis
54. Enterococcus infection
55. Smallpox
56. Rickettsialpox
57. Tuberculosis
58. Tinea versicolor
59. Chikungunya
60. Fatal familial insomnia
61. Blastocystosis
62. Fifth disease
63. Cyclosporiasis
64. Lockjaw
65. Theban Monkeypox
66. Altairian dysentery
67. Viral pneumonia
68. Group B streptococcal infection
69. Keratitis
70. Leishmaniasis
71. Cutaneous larva migrans
72. Psittacosis
73. Common cold
74. Isosporiasis
75. Proxima ocular larva
76. Athlete's foot
77. Fusobacterium infection
78. Velorum typhus fever
79. Hemolytic-uremic syndrome
80. Herpes simplex
81. Barren Mountain spotted fever
82. Tularemia
83. Neonatal conjunctivitis
84. Rift Valley fever
85. Pontion fever
86. Granuloma inguinale
87. Subacute sclerosing panencephalitis
88. Paragonimiasis
89. Body lice
90. Rhinosporidiosis
91. Dykstra fever
92. Poliomyelitis
93. Leptospirosis
94. Bartonellosis
95. Marburg hemorrhagic fever
96. Ringworm of the Body
97. Capella's disease
98. Chromoblastomycosis
99. Histoplasmosis
100. Fire bush fever

## INFECTIOUS DISEASES #2

1. Chancroid
2. Sepsis
3. Astrovirus infection
4. Mononucleosis
5. Primary amoebic meningoencephalitis
6. Leftism
7. Dracunculiasis
8. Toxoplasmosis
9. Bellatrix malaria
10. Vulcan hemorrhagic fever
11. White piedra
12. Vibrio vulnificus infection
13. Carrion's disease
14. Kingella kingae infection
15. Trichinosis
16. Whooping cough
17. Cholera
18. Hymenolepiasis
19. Strongyloidiasis
20. Scarlet fever
21. Giardiasis
22. Anisakiasis
23. Heartland virus disease
24. Polaris cat-scratch disease
25. Barnard's Plague
26. Cryptosporidiosis
27. Bacterial pneumonia
28. Rubella
29. Elephantiasis
30. Whipworm infection
31. Gaylord Measles
32. Botulism
33. Meningococcal disease
34. Enterovirus infection
35. Filariasis
36. Hepatitis C
37. Bubonic plague
38. Angiostrongyliasis
39. Nocardiosis
40. Epidemic typhus
41. Staphylococcal infection
42. Opisthorchiasis
43. Pinworm infection
44. Ringworm of the Scalp
45. Metagonimiasis
46. Saiph mumps
47. Murine typhus
48. Head lice
49. Progressive multifocal leukoencephalopathy
50. Cytomegalovirus infection
51. Morlin hemorrhagic fever
52. Desmodemus infection
53. Ophiuchus river blindness
54. Haemophilus influenzae infection
55. Capillariasis
56. Bikram Ehrlichiosis
57. Balantidiasis
58. Mycoplasma pneumonia
59. Onychomycosis
60. Korvonian tick fever
61. Gas gangrene
62. Serpens leprosy
63. Zygomycosis
64. Lassa fever
65. Hantavirus Pulmonary Syndrome
66. Baylisascaris infection
67. Thrush
68. Sixth disease
69. Babesiosis
70. Helicobacter pylori infection
71. Lyra norovirus
72. Cellulitis
73. 847B Relapsing fever
74. Rotavirus infection
75. Q fever
76. Black piedra
77. Shingles
78. Fasciolopsiasis
79. Yellow fever
80. Chickenpox
81. Free-living amebic infection
82. Prevotella infection
83. Creutzfeldt-Jakob disease
84. Pneumococcal infection
85. Staphylococcal food poisoning
86. Listeriosis
87. Trachoma
88. Hand, foot and mouth disease
89. Rabies
90. Diphtheria
91. Hepatitis A
92. Dieter Salmonellosis
93. Scorpius respiratory syndrome
94. Toxocariasis
95. Rhinovirus infection
96. Buruli ulcer
97. Chytridiomycosis
98. Clostridium difficile colitis
99. Trichomoniasis
100. Pneumocystis pneumonia

## METALS

1. Cadmium
2. Aluminium
3. Protactinium
4. Fermium
5. Ytterbium
6. Saturnium
7. Bohrium
8. Holmium
9. Dysprosium
10. Potassium
11. Bismuth
12. Iron
13. Scarletite
14. Gold
15. Nobelium
16. Lanthanum
17. Silver
18. Tritanium
19. Orichalcum
20. Cesium
21. Francium
22. Lutetium
23. Cobalt
24. Thallium
25. Erbium
26. Californium
27. Darmstadtium
28. Osmium
29. Seaborgium
30. Terbium
31. Platinum
32. Strontium
33. Ununpentium
34. Gadolinium
35. Timonium
36. Cerium
37. Yttrium
38. Calcium
39. Rubidium
40. Hafnium
41. Copper
42. Technetium
43. Ununquadium
44. Thorium
45. Lawrencium
46. Chromium
47. Berkelium
48. Neodymium
49. Zinc
50. Ununhexium
51. Barium
52. Tantalum
53. Adamantine
54. Vanadium
55. Indium
56. Lead
57. Americium
58. Gallium
59. Molybdenum
60. Radium
61. Zirconium
62. Palladium
63. Rutherfordium
64. Tin
65. Mendeleevium
66. Scandium
67. Mithril
68. Actinium
69. Mercury
70. Manganese
71. Nickel
72. Samarium
73. Promethium
74. Einsteinium
75. Harbenite
76. Roentgenium
77. Sodium
78. Dubnium
79. Magnesium
80. Beryllium
81. Iridium
82. Polonium
83. Rhodium
84. Titanium
85. Uranium
86. Meitnerium
87. Curium
88. Thulium
89. Plutonium
90. Europium
91. Ununtrium
92. Hassium
93. Ununbium
94. Rhenium
95. Neptunium
96. Tungsten
97. Niobium
98. Lithium
99. Ruthenium
100. Praseodymium



## ALLOYS #1

1. Martensitic stainless steel
2. Chromel
3. Britannia silver
4. Gum metal
5. AA-8000
6. Fernico
7. KLi
8. Crucible steel
9. Beryllium copper
10. Molybdochalkos
11. Ferrosilicon
12. SmCo
13. Ferromanganese
14. Caldie
15. Phosphor bronze
16. Corvin Terne
17. Kanthal
18. Cupronickel
19. Pinchbeck
20. Silicon steel
21. Bronze
22. Elinvar
23. Tibetan silver
24. Prince's metal
25. Gunmetal
26. Copper hydride
27. Scandium-aluminium
28. High speed steel
29. Titanium gold
30. Babbitt
31. Gilding metal
32. Toledo steel
33. Chinese silver
34. Scandium
35. Plutonium-zirconium
36. Cerrosafe
37. Tumbaga
38. Bismantol
39. Weathering steel
40. Ferronickel
41. Hadfield steel
42. Permalloy
43. Stainless steel
44. Scandium hydride
45. Tumbaga
46. Birmabright
47. Nickel silver
48. Goloid
49. Staballoy
50. Muntz metal
51. Elektron
52. AL-6XN
53. Tombac
54. Britannium
55. Rhodium
56. Vitallium
57. T-Mg-Al-Zn
58. Ferrochrome
59. Al-Li
60. Pseudo palladium
61. Mischmetal
62. Ferroboron
63. Stellite
64. Magnox
65. Type 341 BX
66. Nicrosil
67. Plutonium-gallium-cobalt
68. Calamine brass
69. MKM steel
70. Megallium
71. Cunife
72. Hepatizon
73. Coin silver
74. ASTM A992
75. CuSil
76. Glucydur
77. Arsenical bronze
78. Titanium hydride
79. Brightray
80. Alloy 20
81. Melchior
82. Sterling silver
83. Kovar
84. Doré bullion
85. Duralumin
86. Ferrocium
87. Billon
88. Argentium sterling silver
89. Tool steel
90. Mushet steel
91. Aluminium bronze
92. Samarium
93. Nickel-carbon
94. Italma
95. Copper-tungsten
96. Ferromagnesium
97. Nichrome
98. Steel
99. Field's metal
100. Terne

## ALLOYS #2

1. Dutch metal
2. Silver steel
3. Deoxidized steel
4. Ferromolybdenum
5. Nordic gold
6. Speculum metal
7. Surgical stainless steel
8. Maraging steel
9. Wood's metal
10. Nickel hydride
11. White metal
12. Bulat steel
13. Amalgam
14. Corinthian bronze
15. Alumel
16. Cast iron
17. Mu-metal
18. Manganin
19. Ferrotitanium
20. Aermet
21. Zirconium hydride
22. Terfenol-D
23. Platinum sterling
24. Shibuichi
25. Plutonium–aluminium
26. Galfenol
27. Wootz steel
28. Crown gold
29. Ferrovandium
30. Spiegeleisen
31. Titanium nitride
32. Plutonium–gallium
33. Supermalloy
34. Plutonium–cerium–cobalt
35. Tamahagane
36. Zamak
37. Y alloy
38. Eglin steel
39. Hydronalium
40. Iron hydride
41. High-tensile steel
42. Pewter
43. Rose gold
44. Colored gold
45. Chromoly
46. Zeron 100
47. Talonite
48. Nisil
49. Queen's metal
50. Devarda's alloy
51. Ferrouranium
52. Hyduminium
53. Bell metal
54. Dual-phase steel
55. Invar
56. White gold
57. Lockalloy
58. Alnico
59. Nitinol
60. Ferrophosphorus
61. Superconducting steel
62. Inconel
63. Delta metal
64. Al Ga
65. Brass
66. German silver
67. Chromium–vanadium steel
68. Beta C
69. Rose metal
70. Celestrium
71. Ormolu
72. Chromium hydride
73. Sanicro 28
74. Shakudo
75. Rhodite
76. Damascus steel
77. Plutonium–cerium
78. Guanín
79. Reynolds 531
80. Monel metal
81. Silicon bronze
82. Electrum
83. Nimonic
84. HSLA steel
85. Galinstan
86. Hastelloy
87. Marine grade stainless
88. Magnalium
89. 6al–4v
90. Sverker 21
91. Arsenical copper
92. Ashtadhatu
93. Zircaloy
94. Ultimet
95. Constantan
96. Uranium hydride
97. Spring steel
98. Florentine bronze
99. NaK
100. EN 10027

# STARS & PLANETS

## TYPES OF STARS

1. Giant star
2. Luminous blue variable
3. S-type star
4. Red dwarf
5. Shell star
6. Carbon star
7. Chemically peculiar star
8. Relativistic star
9. Exotic star
10. Preon star
11. Population III star
12. K-type main-sequence star
13. Red giant
14. T Tauri star
15. Soft gamma repeater
16. Photometric-standard star
17. B-type main-sequence star
18. Planck star
19. Be star
20. Class K star
21. Black star
22. Pre-main-sequence star
23. Hydrogen-deficient star
24. Circumpolar star
25. Radio star
26. Yellow supergiant star
27. Lambda Eridani variable
28. Radio-quiet neutron star
29. Binary pulsar
30. Q star
31. Helium star
32. Gravastar
33. CH star
34. Blue dwarf
35. Magnetar
36. Pulsar
37. Subdwarf
38. CN star
39. O-type main-sequence star
40. Fusor
41. B(e) star
42. Gamma-ray burst progenitors
43. Sub-brown dwarf
44. Subgiant
45. Subdwarf O star
46. O-type star
47. Herbig Ae/Be star
48. Ap star
49. Lambda Boötis star
50. Quark star
51. Population II star
52. Young stellar object
53. X-ray pulsar
54. Extreme helium star
55. Bright giant
56. Yellow hypergiant
57. Binary star
58. Red supergiant star
59. Mercury-manganese star
60. Pole star
61. Hypergiant
62. Rapidly oscillating Ap star
63. Supergiant star
64. CEMP star
65. G-type main-sequence star
66. Optical pulsar
67. Blue hypergiant
68. Pulsating white dwarf
69. White dwarf
70. Protostar
71. F-type main-sequence star
72. Blue giant
73. Technetium star
74. Variable star
75. Lead star
76. Wolf-Rayet star
77. Flare star
78. OB star
79. Yellow giant
80. Electroweak star
81. Double star
82. Blue supergiant star
83. Strange star
84. Bp star
85. Compact star
86. Black dwarf
87. Red-giant branch
88. Kilonova
89. Class II star
90. Subdwarf B star
91. Neutron star
92. A-type main-sequence star
93. Population I star
94. Dwarf star
95. PG 1159 star
96. Barium star
97. Blue straggler
98. Am star
99. Brown dwarf
100. FU Orionis star

## TYPES OF PLANETS

- 1-2. Ice planet
- 3-4. Sub-Earth
- 5-6. Terrestrial planet
- 7-8. City planet
- 9-10. Planemo
- 11-12. Hot Jupiter
- 13-14. Coreless planet
- 15-16. Hot Neptune
- 17-18. Minor planet
- 19-20. Disrupted planet
- 21-22. Gas giant
- 23-24. Double planet
- 25-26. Giant planet
- 27-28. Silicate planet
- 29-30. Exoplanet
- 31-32. Debris disk
- 33-34. Chthonian planet
- 35-36. Accretion disk
- 37-38. Major planet
- 39-40. Planetar
- 41-42. Eccentric Jupiter
- 43-44. Sub-brown dwarf
- 45-46. Rogue planet
- 47-48. Ice giant
- 49-50. Extragalactic planet
- 51-52. Desert planet
- 53-54. Iron planet
- 55-56. Carbon planet
- 57-58. Goldilocks planet
- 59-60. Super-Earth
- 61-62. Ice dwarf
- 63-64. Exomoon
- 65-66. Trojan planet
- 67-68. Puffy planet
- 69-70. Super-Jupiter
- 71-72. Mini-Neptune
- 73-74. Dwarf planet
- 75-76. Gas dwarf
- 77-78. Outer planet
- 79-80. Mesoplanet
- 81-82. Ocean planet
- 83-84. Inner planet
- 85-86. Helium planet
- 87-88. Protoplanet
- 89-90. Scattered disc
- 91-92. Earth analog
- 93-94. Lava planet
- 95-96. Circumbinary planet
- 97-98. Pulsar planet
- 99-100. Planetesimal

## CIVILIZATION LEVELS

- 1-2. Stone Age
- 3-4. Bronze Age
- 5-6. Iron Age
- 7-8. Classical
- 9-10. Middle Ages
- 11-12. Age of Discovery
- 13-14. Renaissance
- 15-16. Age of Revolutions
- 17-18. Enlightenment
- 19-20. Industrial Revolution
- 21-22. Romantic Age
- 23-24. Modern Age
- 25-26. Postmodern Age
- 27-28. Atomic Age
- 29-30. Space Age
- 31-40. Information Age
- 41-50. Digital Revolution
- 51-70. Stellar Age
- 71-100. Interstellar Age

# ILLEGAL DRUGS

## ILLEGAL DRUGS

1. Gorge - Use: A flaky white or pinkish wafer that is ingested. Effects: The sensation of strength and power. Side Effects: Leads to dangerous overeating and long-term use breaks down muscle tissue. Addiction: 50% chance of being addicted after first use. Chances go up 10% with every use.
2. Alpha Drop - Use: A green liquid that is dropped into the eyes. Effects: Manic behavior. Side Effects: Eye discoloration and long-term use leads to blindness and cognitive impairment. Addiction: 8% chance of being addicted after first use. Chances increase by 5% after every use.
3. Food of the Gods - Use: The fruit of the Cama tree roasted and then ingested. Effects: Warm tingling and mild hallucinations. Side effects: Delirium, fear, shakiness, and permanent weak feeling. Addiction: 1% chance of being addicted after the first use. Chances of addiction increase by 4% every use. Note: If eaten unroasted, there is a 70% chance of death.
4. Sludge - Use: A bluish black liquid or solid that is ingested. Effects: Intense emotions either positive or negative. Side Effects: Long-term use leads to liver failure. Addiction: 35% chance of being after first use. 40% chance for every use.
5. Wig - Use: A red liquid that is injected into the neck. Effects: Giddiness and laughter. Side Effects: Odd behavior and rambling speech. Long-term use has been linked to various rare cancers. Addiction: 12% chance of being addicted after the first use. Chances increase by 2% after each use.
6. Rip - Use: A purplish liquid dropped into the ear. Effects: The sensation of floating, euphoria and being free of worries or care. Side Effects: Strange dreams and night terrors. Addiction: 5% chance of being addicted after the first use. Chances increase by 3% after every use.
7. Shock - Use: A clear, odorless gas that is inhaled. Effects: Sudden bursts of energy and urges to move or dance. Side Effects: Severe nose bleeds and headaches. Long-term use causes severe lethargy and poor lung function. Addiction: 5% chance of being addicted after the first use. 20% chance for every use.
8. Flutter - Use: Pinkish green crystals that resemble sugar and are ingested. Effects: The sensation of extreme sexual pleasure. Side Effects: The loss of hair and teeth with long-term use associated with kidney failure. Addiction: 2% chance of being addicted after first use. 20% chance of being after every use.
9. Zeem's Tears - Use: Blue-green crystals that are smoked. Effects: Peaceful calm and contentedness. Side Effects: Intense feelings of loneliness and a number of gastrointestinal diseases. Addiction: 1% chance of being addicted after the first use. Chances increase by 20% after every use.
10. Pop - Use: A green pill that is dissolved in water and then ingested. Effects: Rush of adrenalin and happiness. Side Effects: Dizziness and confusion with long-term use leading to heart failure. Addiction: 6% chance of being addicted after first use. Chances of being addicted increase by 6% after every use. Note: If the pill is swallowed without being dissolved in water it causes vomiting, but none of the drug's effects.
11. Spike - Use: An orange gas injected into the intestines. Effects: Extreme energy and the user does not feel pain. Side Effects: Short-term use cause many intestinal issues and long-term use leads to severe brain cancer. Addition: 10% chance of being addicted after first use. Chances go up by 5% after every use.
12. Glob - Use: A gelatin-like substance that is slurped out of plastic container. Effects: Psychedelic experiences. Side Effects: Despair and hopelessness and long-term use leads to bone cancer. Addiction: 25% chance of being addicted after the first use. Chance of being addicted increase by 5% after every use.

## ILLEGAL DRUGS

13. Shatter - Use: An iridescent liquid injected into the spine. Effects: Increased strength and intense hallucinations. Side Effects: Uncontrollable rage and long-term use leads to a specific neurological disorder. Addiction: 30% chance of being addicted after the first use. Chances go up 5% after every use.
14. O - Use: An octagonal translucent pill. Effects: None, though users feel excited. Side Effects: None, though users feel nervous if they go without for a few days. Addiction: 0% chance of being addicted, though 30% of users report being addicted. Note: O is a placebo. This is not known to the general population. However, certain drug manufacturers and cartels are aware. It is unknown who introduced the pill.
15. Mother's Milk - Use: A milk-like liquid that is injected. Effects: The feeling of confidence and of accomplishment. Side Effects: Joint pain with long-term use leading to paralysis. Addiction: 30% chance of being addicted after the first use. Chances increase 10% after every use.
16. Zero - Use: A round white pill that is swallowed. Effects: Mild simulate and hallucinations. Side Effects: Increased heart rate, fatigue, and long-term use leads to internal bleeding. Addiction: 0% chance of being addicted after the first use. Chances of being addicted increase by 3% after every use.
17. Fuel - Use: A liquid injected straight into the adrenal glands. Effects: Puts the user instantly into a state of intense sympathetic mode. Side Effects: Renal failure if the injection misses the adrenal glands. Long-term use prevents the body from returning to parasympathetic mode which leads to death. Addiction: 40% chance of being addicted after the first use. Chances increase by 5% after each use.
18. High Stakes Runner - Use: A mist that is inhaled. Effects: Increases lung capacity by 50% and increases blood flow throughout the body. Side Effects: Sudden lung collapse and destruction of the pleural cavity. Addiction: 5% chance of being addicted after the first use. 20% chance of being after every use.
19. Boom Boom Mo - Use: A red solid that is melted into a liquid then ingested. Effects: Lowers inhibitions, desire to dance, and be the center of attention. Side Effects: Vomiting and long-term use leads to severe depression. Addiction: 0% chance of addiction after first use. 2% chance of being addicted after every use.
20. Kiv - Use: A liquid injected into a main vein. Effects: Enhances memory and allows total recall for a short time. Side Effects: User forgets 75% of the information memorized while on the drug. Long-term use leads to the loss of childhood memories. Addiction: 4% chance of being addicted after the first use. Chances of being addicted increase by 7% after every use.
21. Sweet - Use: A substance similar to hard candy that is sucked. Effect: Mild hallucinations and euphoria that leads to extreme amicability. Side Effects: Irritability and fatigue. Addiction: 0% chance of being addicted after the first use. 1% chance of being addicted after every use.
22. Lethe - Use: A large yellow pill. Effects: Makes the user sleepy and forgetful. Side Effect: Permanent memory loss. Addiction: 10% chance of being addicted after first use. Changes of being addicted increase by 3% after each use.
23. Loam - Use: Peat from a certain bog that is harvested and smoked. Effects: Helps focus, calming affect, and allows the user to stay awake for 72 hours. Side Effects: Extreme drowsiness and long-term use leading to coma. Addiction: 5% chance of being addicted after the first use. Chances of being addicted go up by 3% after every use.



## ILLEGAL DRUGS

24. Guur - Use: A living slime mold that is sorted. Effects: Heightened sense of awareness and boosts reaction time. Side Effects: Mucusy cough and long-term use can cause brain aneurysm. Addiction: 8% chance of being addicted after the first use. Chance of being addicted increase by 10% after each use.

25. Sleeper - Use: A green powder that is smoked. Effects: Sleepiness and relaxation. Side Effects: Unnaturally long periods of sleep and long term has been linked to organ failure. Addiction: 5% chance of being addicted after the first use. The chance of being addicted increases by 2% after every use.

26. Weeb - Use: A yellow or orange liquid that is injected. Effects: Decreases higher cortical brain function and makes the user more pliable. Side Effects: Headache, agitation, prolonged drowsiness, and nausea. Long-term use can lead lead to pulmonary edema or cardiac failure. Addiction: 0% chance of being addicted after the first use. Chances up by 2% after every use. Note: Weeb is a street name for various types of "Truth Serum" or Sodium thiopental. Recreational use is rare.

27. Elixiter - Use: A foamy, smokey liquid that is ingested. Effects: Makes the user feel young and happy. Side Effects: Severe headache and joint pain. Long-term use has been linked to several rare muscle disorders. Addiction: 1% chance of being addicted after the first use. Chances increase by 4% after every use.

28. Sunset - Use: A bright orange square pill. Effects: Lucid dreaming. Side Effects: Restlessness and chronic fatigue. Addiction: 3% chance of being addicted after the first use. Chances go up 3% every use.

29. Slant - Use: A black patch placed at the base of skull. Effects: Weightlessness and out of body experiences. Side Effects: Disorientation, shakiness and long-term use has been linked to medulloblastoma. Addiction: 30% chance of being after the first use. Chances of being addicted increase by 4% after every use.

30. Sprouts - Use: The stems of a plant classified 34BZ87QHR which are chewed. Effects: Intense hallucinations. Side Effects: Degenerates the central nervous system leading to many complications. Addiction: 40% chance of being addicted after the first use. Chances of being addicted go up 20% after each use.

31. New Slerv - Use: A blue gas that is inhaled. Effects: Suppresses fear and causes hyperactivity. Side Effects: Loss of appetite, fatigue, and long-term use leads to mesothelioma. Addiction: 5% chance of being after first use. 10% chance of being after every use.

32. Flash - Use: A yellow liquid that is dropped into the eyes. Effects: A sense of well-being and energy. Side Effects: Nausea, delusions of power, and increased aggressiveness are the main short-term effects. Long-term use leads to premature aging, stokes, and extreme mood swings. Addiction: 60% chance of being addicted after the first use. Chance go up 10% after every use.

33. Trip Dog - Use: The blood of "Wilcox Beast" that is injected. Effect: Improved healing and euphoria. Side Effects: Breakdown of all bodily tissues. Addiction: 40% chance of being after first use. Chance of being addicted goes up 2% after every use.

34. Red Eye - Use: A small black pill. Effects: Produces the feeling of alertness and the sensation of being fully awake. Side Effects: Short-term use causes extremely bloodshot eyes. Long-term use can lead to blindness. Addiction: 20% chance of being addicted after the first use. Chance increase by 5% after every use.

35. Thump - Use: A liquid injected into the heart. Effects: Intense simulation and feeling of being truly alive. Side Effects: Intense depression, edginess, convulsions, and suicidal thoughts. Long-use leads to cardiac damage and failure. Addiction: 70% chance of addiction after the first use. Chances go up 10% after every use.

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36. Grub - Use: A smelly paste that is rubbed on the inside of the cheek. Effects: Feeling of extreme pleasure. Side Effects: Depression, vomiting, and long-term use leads to memory gaps and dementia. Addiction: 10% chance of being addicted after the first use. 10% chance of being addicted after every use.

37. Hot Grip - Use: A red chewable caplet. Effects: Extreme pleasure and feelings of happiness. Side Effects: Burns on the inside of the mouth, and long-term use leads to confusion and anemia. Addiction: 0% chance of being addicted after the first use. 1% chance of being addicted after every use.

38. Shadow Hand - Use: A translucent pill. Effects: Intense pleasurable dreams and allows the user to manipulate the dreams. Side Effects: Inability to distinguish between reality and dreams. Addiction: 5% chance after the first use. 20% chance after every use.

39. Kiss - Use: A party scene drug that is small purple patch placed on one's temple. Effects: Hyperactivity and the desire to move. Side Effects: Long-term use causes violent tremors. Addiction: 2% chance of being addicted after the first use. 5% chance of being addicted after every use.

40. Plik - Use: A liquid that is injected. Effects: Loss of all sense of self-control, and the user is incapable of forming memories while under the influence. Side Effects: Cold sweats, a weak immune system, and permanent muscular weakness. Addiction: 2% chance of being addicted after first use. 5% chance of being addicted after every use.

41. Thinker - Use: Light blue dissolvable strip placed on the tongue. Effect: Increases cognitive function. Side Effects: Long-term use decreases cognitive function. Addiction: 2% chance of being addicted after the first use. Chances increase by 10% for every use.

42. Kronk - Use: Leafs of the marijuana plant that are smoked. Effects: A pleasant euphoria, sense of relaxation, and heightened sensory perception. Side Effects: Include anxiety, fear, distrust, panic, and a loss of the sense of personal identity. Long-term use leads to schizophrenia or other psychotic disorders. Addiction: 1% chance of being addicted after the first use. Chances go up by 4% after every use.

43. Raindrop - Use: A clear liquid dropped into the eye popular with the party scene. Effects: Feelings of euphoria. Side Effects: Dry mouth, headache, and cognitive impairment. Addiction: 0% chance after the first use. 3% chance after every use.

44. Mirror Mirror - Use: Silver dermal patch. Effects: The user feels usually attractive and sexy. Side Effects: Severe anxiety, lack of appetite, teeth grinding, and obsessive behavior. Addiction: 0% chance after the first use. 1% chance after every use.

45. Ali Ali Trip - Use: A round, blue pill. Effects: Increased attentiveness and concentration. Side Effects: Dizziness, increased heart rate, heart palpitations, and violent behavior. Addiction: 0% chance of being addicted after the first use. Chances increase 2% after every use.

46. Ick - Use: Industrial cleaning agents and engine fuel mixed into an injectable liquid. Effects: The user feels pleasure and painlessness. Side Effects: Gangrene and the rotting of the flesh. Addiction: 80% chance of being addicted after the first use. Chances increase 5% after every use.

47. Rainbow Dancer - Use: A multi-coloured crystal that is chewed. Effect: Imbues the user with feelings of happiness and increased sexual desire. Side Effects: Short-term use causes vomiting and long-term use damages motor skills. Addiction: 5% chance of being addicted after first use. Chances increase by 1% after every use.

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48. Grip - Use: A goldish-gray pill. Effects: Intense excitement. Side Effects: Rapid breathing, hypertension, and "zombification." Addiction: 20% chance of being addicted after the first use. Chances of being addicted go up by 6% after every use.
49. Spark - Use: A glass-like crystal that gives off sparks as it is chewed. Effects: Supposedly allows the user to "touch the mind of God." Side Effects: After a 12 to 24 hour high use leads to death. Addiction: First time use carries 100% chance of death.
50. Fast Heat - Use: A red pill that is a concentrated form of Salen Heat. Effect: The user feels warm and excited and usually feels the desire to remove their clothing. These effects are similar to Salen Heat, but are more intense. Side Effect: Extreme anxiety, irregular heartbeat, and convulsions. Addiction: 7% chance of being addicted after the first use. Chances go up by 7% after every use.
51. Chrome Love - Use: A silvery pill. Effect: Makes the user crave physical touch. Side Effects: Leads to hair loss and infertility. Addiction: 0% chance of being addicted after the first use. Chances of being addicted go up by 2% after every use.
52. Glitch - Use: A blue slime that is inhaled through the nose. Effects: Euphoria and the sensation of spinning. Side Effects: Upset stomachs, muscle aches, dizziness, headaches, and urine turns blue. Long-term use has been linked to a host medical issues including kidney failure and brain tumors. Addiction: 1% chance of being after the first use. 30% of being after every use use.
53. Tank - Use: A large black pill. Effects: The feeling of invulnerability and extreme strength. Side Effects: Stomach pain, upset stomach, and constipation. Long-term use leads to musculoskeletal disorders. Addiction: 5% chance after the first use. Chances go up 3% after each use.
54. Groove - Use: A small green pill popular with the party scene. Effects: Euphoria, the need to move, and increased confidence. Side Effects: Rash, painful joints, problems swallowing and long-term use can lead to difficulty speaking and viral infections. Addiction: 0% chance of being addicted after the first use. 3% of being after every use.
55. Drill - Use: A brown liquid injected into the tear ducts. Effects: Enhances mental cognition, increase sensory perception, and feelings of power. Side Effects: Blurred vision, double vision, nosebleeds with long-term use leading to extreme seizures and brain damage. Addiction: 8% of being addicted after the first use. Chances go up 5% after each use.
56. Butterfly - Use: A one ounce shot of yellowish liquid that is ingested. Effects: Feelings of ecstasy and excitement. Side Effects: Loss of appetite or increase in appetite, weight changes, cold symptoms (stuffy nose, sneezing, sore throat), dry mouth, and decreased sex drive. Addiction: 0% chance of being after the first use. 3% chance of being addicted after every use.
57. Burning Bush - Use: A thin orange wafer that is ingested. Effects: Extreme hallucinations and the feeling of moving when standing still. Side Effects: Cracks in the corners of the mouth, dry mouth, dry lips, cracking or peeling skin, inflammation of the whites of the eyes and long-term use can cause a number of mental disorders. Addiction: 50% chance of being addicted after the first use. Chance increases by 7% after every use.
58. Cloud 9 - Use: A white liquid inhaled through the nose. Effect: Feelings of carefree enjoyment. Side Effects: Long-term use weakens the immune system. Addiction: 5% chance of being addicted after the first use. Chances go up by 5% after every use.

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59. Sap - Use: The sap of the Gorva bush is boiled and mixed with alcohol then ingested. Effect: Powerful feeling of euphoria and intensifies the effects of alcohol. Side Effects: Severe hangovers and long-term use leads to brain damage. Addiction: 0% chance of being addicted after the first use. Chances of being addicted go up 4% after every use.
60. Piff Powder - Use: A reddish-brown powder that is inhaled through the nose. Effects: Elation and no desire to sleep. Side Effects: Narcolepsy and long-term sinus and brain damage. Addiction: 3% chance of being addicted after first use. 15% chance of being addicted after every use.
61. Slap Dash - Use: A grayish-brown pill that is a combination of Salen Heat and Chrome Love. Effects: The user feels warm, craves physical touch, and usually feels the desire to remove their clothing. Side Effects: Restlessness, tremors with long-term use leading to respiratory failure and death. Addiction: 10% chance of being addicted after the first use. Chances increase by 12% after every use. 1% chance of death after every use.
62. Sloke - Use: A lozenge that dissolves in the mouth. Effects: The sensation of slowing down and peaceful relaxation. Side Effects: Back pain, dizziness, drowsiness, nervousness, and long-term use leads to coma or death. Addiction: 25% chance of being addicted after the first use. Chance increase by 6% after every use.
63. Zip - Use: A small almond-colored pill. Effect: Mild stimulant. Side Effects: Headache and anxiety for a few days if use is discontinued. Addiction: 0% chance after first use. Chances of addiction go up by 1% after every use. Note: Zip is about 40 mg of caffeine.
64. Moan - Use: A purple pill. Effects: Heightened sexual desire. Side Effects: Sleep disturbance, fever, and dangerous liver tumors. Addiction: 0% chance after the first use. 15% chance after every use.
65. Vikto - Use: A large white pill. Effects: Alertness and happy feelings. Side Effects: Sudden numbness or weakness, especially on one side of the body, severe diarrhea, rectal bleeding. Addiction: 3% chance after first use. Chance increases 1% after every use. Note: Vikto is the street name for a powerful anti-viral medication still in legal use.
66. Puff Gum - Use: A amethyst-colored gum that is chewed. Effects: Mild simulant. Side Effects: Stains teeth purple and long-term use leads to severe stomach ailments. Addiction: 1% chance of being addicted after first use. Chances of being addicted increase by 1% after every use.
67. Snip Grill - Use: A yellow strip placed on the roof of the mouth. Effects: Hallucinations. Side Effects: Unsteadiness, memory loss, lack of coordination, difficulty speaking, and viral infections. Addiction: 2% chance of being after the first use. 10% chance after every use.
68. Go Go - Use: A grey chalky substance smeared on the lips. Effects: Lost of social inhibitions and increased bravado. Side Effects: Severe cardiac damage. Addiction: 1% change of being addicted after first use. Chances go up 1% after every use.
69. Zong - Use: A glittery powder that is smoked through a water pipe. Effects: Relaxation, sleepiness, and mild hallucinations. Side Effects: Crying spells, aggression or agitation, changes in behavior, and thoughts of suicide or hurting yourself. Addiction: 5% chance of being addicted after first use. Chances increase by 3% after each use.

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70. Dream Leaf - Use: The leaf of the portilla plant is boiled in water and the fumes are inhaled. Effects: Wonderful, exciting dreams and visions. Side Effects: Long Term use destroys the motivation center in the brain. Addiction: 20% chance of being addicted after first use. Chances go up 5% with every use. Note: If the portilla leaf is boiled in Isopropyl Alcohol, it is called "Death Dream Leaf" as there is a 30% chance of the dying every use. A surprisingly large number of long-term addicts feel the enhanced high is worth the risk.

71. Shaft - Use: A red powder that is heated and inhaled. Effects: Extreme pleasure and the sensation of abundant energy. Side Effects: An increased number of bowel movements, an urgent need to have them, and an inability to control them, and long-term use leads to rare immune disorders. Addiction: 0% chance of being addicted after the first use. Chance increase by 4% after every use.

72. E - Use: An orangish-yellow pill that is a more potent derivative of U4E-uh. Effects: Makes the user feel happy and excited. Side Effects: Use leads to lower sex drive and frequent panic attacks. Skin problems, such as hives, rash, red, shedding, or peeling skin. Long-term use can cause extremely high fevers that lead to a variety of medical complications. Addiction: 3% chance of being addicted after first use. Chance increases by 8% after every use.

73. Pidge - Use: A cream-colored fibrous material that is chewed and spit out. Effects: Mild stimulant. Side Effects: In rare cases very stiff muscles, high fever, sweating, confusion, fast or uneven heartbeats. Addiction: 0% chance of being addicted after the first use. 1% of being addicted after each use.

74. River Stix - Use: A golden-colored disk that dissolves in the mouth. Effects: Numbness, relaxation and a sense of well-being and euphoria. Side Effects: Delusions of grandeur with inflated sense of importance. Long-term use may lead to fatal internal bleeding. Addiction: 60% chance of being addicted after the first use. Chances increase by 5% after each use.

75. Z - Use: A tiny bluish pill. Effects: Strong increase in euphoric feelings and feelings of being warm. Side Effects: Headache, trouble concentrating, memory problems, weakness, fainting, and seizure. Addiction: 0% chance of being addicted after the first use. 8% of being addicted after every use.

76. Split - Use: Various chemical compounds that are inhaled. Effects: Altered sense of self and altered perception of time and space. Side Effects: Ringing in the ears, blurred vision, loss of interest in sex, and sore throat. Addiction: 10% of being addicted after the first use. Chances increase by 3% after every use.

77. Cap Jaw - Use: A heavier than air yellow gas that is inhaled. Effect: Imbues the feeling of invincibility. Side Effects: Extreme nervousness and insomnia. Addiction: 10% chance of being addicted after the first use. 15% chance for every use.

78. Slock - Use: An emerald-colored liquid that is smoked. Effects: Increased sociability and a reduction in fear and behavioral inhibitions. Side Effects: Increased sweating, increased urination, and tremors. Addiction: 1% chance of being addicted after the first use. Chances of being addicted increase by 4% after every use.

79. Salen Heat - Use: A red pill popular among the party scene. Effect: The user feels warm and excited and usually feels the desire to remove their clothing. Side Effect: Extreme anxiety. Addiction: 1% chance of being addicted after the first use. Chances go up by 3% after every use.

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80. Boom - Use: A liquid that is injected. Effects: Bursts of energy and increased sexual desire. Side Effects: Tremors or loss of motor coordination. Long-term use had been associated with a weakened immune system, muscular weakness and insomnia. Addiction: 7% chance of being after the first use. Chances increase by 5% after every use.

81. U4E-uh - Use: A small orange pill sometimes called, Orange Cream, that is popular among the party scene. Effects: Makes the user feel happy and excited. Side Effects: Long-term use leads to lower sex drive and frequent panic attacks. Addiction: 1% chance of being addicted after first use. Chance increases by 1% after every use.

82. Trome - Use: A brown powder burned and inhaled. Effect: Synesthesia, the experience of mixed perceptions, such as hearing colors or seeing sounds. Side Effects: Impaired judgment, paranoia and psychosis. Addiction: 3% chance of being addicted after the first use. 20% chance of beings after every use.

83. Sweet Punch - A pinkish liquid that is ingested. Effects: Sedation and dissociation. Side Effects: Short term side effects include nausea and stomach pain and long-term use leads impaired memory and cognitive dysfunction. Addiction: 0% chance of being addicted after the first use. 5% chance of being addicted after every use.

84. Tar Shot - Use: A dark fluid that is injected. Effect: Abundant energy and pleasure. Side Effect: Aggressiveness and long-term use leads to a breakdown in cognitive function. Addiction: 3% chance of being addicted after first use. Chances go up 10% after every use.

85. Zuf - Use: A dermal patch. Effects: Calm, dreamlike mental state. Side Effects: Increased body temperature, erectile dysfunction, and irregular heartbeat. Addiction: 0% chance after the first use. 4% after every use.

86. Looker - Use: A gas that is inhaled. Effect: The user is sexually attracted to nearly everyone they see. Side Effects: Long-term use leads to severely reduced respiratory function. Addiction: 10% chance of being addicted after first use. Chances go up by 10% every use.

87. Bang Bang - Use: A indigo pill. Effects: Higher pleasure from and desire for physical touch and heightened energy levels. Side Effects: Drowsiness, dizziness, fatigue, and nausea. Addiction: 10% chance of being addicted after the first use. Chance increase by 5% after every use.

88. Gravy - Use: powder or liquid that is often mixed with other food. Effects: Hallucinations, altered states of being and unresponsiveness to reality. Side Effects: Loss of consciousness and widespread cellular damage. Addiction: 2% chance of being addicted after the first use. 30% chance of being addicted after every use.

89. Burner - Use: A red spongy substance placed under the tongue. Effects: The user feels wave after wave of euphoria and is flooded with adrenaline. Side Effects: Short-term use leads to sudden dizzy spells and blackouts. Long-term use leads to insanity. Addiction: 100% chance of being addicted after first use. 5% chance of death every use.

90. Grind - Use: A gel rubbed on the skin that leaves an orange stain. Effect: Hallucinations and calmness. Side Effects: Paranoia. Addiction: 15% chance of being addicted after first use. Chances go up 5% after every use.

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91. Dragon's Breath - Use: A red spray that is ingested. Effects: Spiritual and transcendent experiences as well as increased introspection. Side Effects: fever, chills, body aches, flu symptoms, and long-term use leads to permanent psychological damage. Addiction: 50% chance of being addicted after the first use. Chances increase by 3% after every use.

92. Chippy Stick - Use: A yellowish-red compound compressed into a small stick that is slowly chewed. Effects: Mild stimulant. Side Effects: Stains teeth red and long-term use leads to throat and jaw cancer. Addiction: 1% chance of being addicted after first use. Chances of being addicted increase by 1% after every use.

93. Drip - Use: A pale blue liquid dropped into the eyes. Effects: Intense feelings of happiness and self-esteem. Side Effects: Low blood pressure, kidney problems, and kidney stones. Addiction: 0% chance of being addicted after first use. Chances of addiction go up 3% after every use.

94. Smolder - Use: A heated liquid that is injected. Effects: Increased alertness and energy, as well as enhanced empathy. Side Effects: Fever, unusual eye movements, jerky movements, and increased gambling, sexual, or other overpowering urges. Addiction: 30% chance of being addicted after first use. Chances of addiction go up 8% after every use.

95. Snif - Use: A mist that is inhaled. Effects: Inflated self-esteem and elevated mood. Side Effects: Confusion or disorientation, muscle weakness, and bone pain. Addiction: 5% chance of being addicted after the first use. 10% chance of being addicted after every use.

96. Shunt - Use: A yellow paste that is smeared in the nostrils. Effects: Excitement, energy and feelings of affection. Side Effects: Strange dreams, the need to sleep for long periods of time, and violent behavior. Addiction: 10% chance of being addicted after first use. Chances of addiction go up 1% after every use.

97. Feather Shot - Use: A lighter than air gas that is injected. Effects: Deep relaxation and a sense of peace. Side Effects: Severe depression and suicidal thoughts. Addiction: 0% chance of being addicted after first use. Chances of addiction go up 7% after every use.

98. Fun in the Sun - Use: A flax-colored pill. Effects: A euphoric state of being and a distorted perception of time. Side Effects: Easy bruising, red pin-prick spots on the skin, bleeding gums. Addiction: 0% chance of being addicted after the first use. 3% chance of being addicted after every use.

99. Ditch - Use: A red dermal patch. Effects: Overestimation of strength, speed, and invulnerability. Side Effects: High anxiety, paranoia, and isolation. Long-term use leads to lung disorders, thyroid problems, and liver disease. Addiction: 100% chance of being addicted after first use.

100. Flame Out - Use: Burner's lighter cousin it is a orangish-red spongy substance placed under the tongue. Effects: The user feels waves of euphoria and is flooded with adrenaline. Side Effects: Short-term use leads to occasional dizzy spells. Long-term use leads to confusion and dementia. Addiction: 70% chance of being addicted after first use. Chances of addiction go up 5% after every use. Note: Some governments give this drug to their frontline soldiers.

# VISIT

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