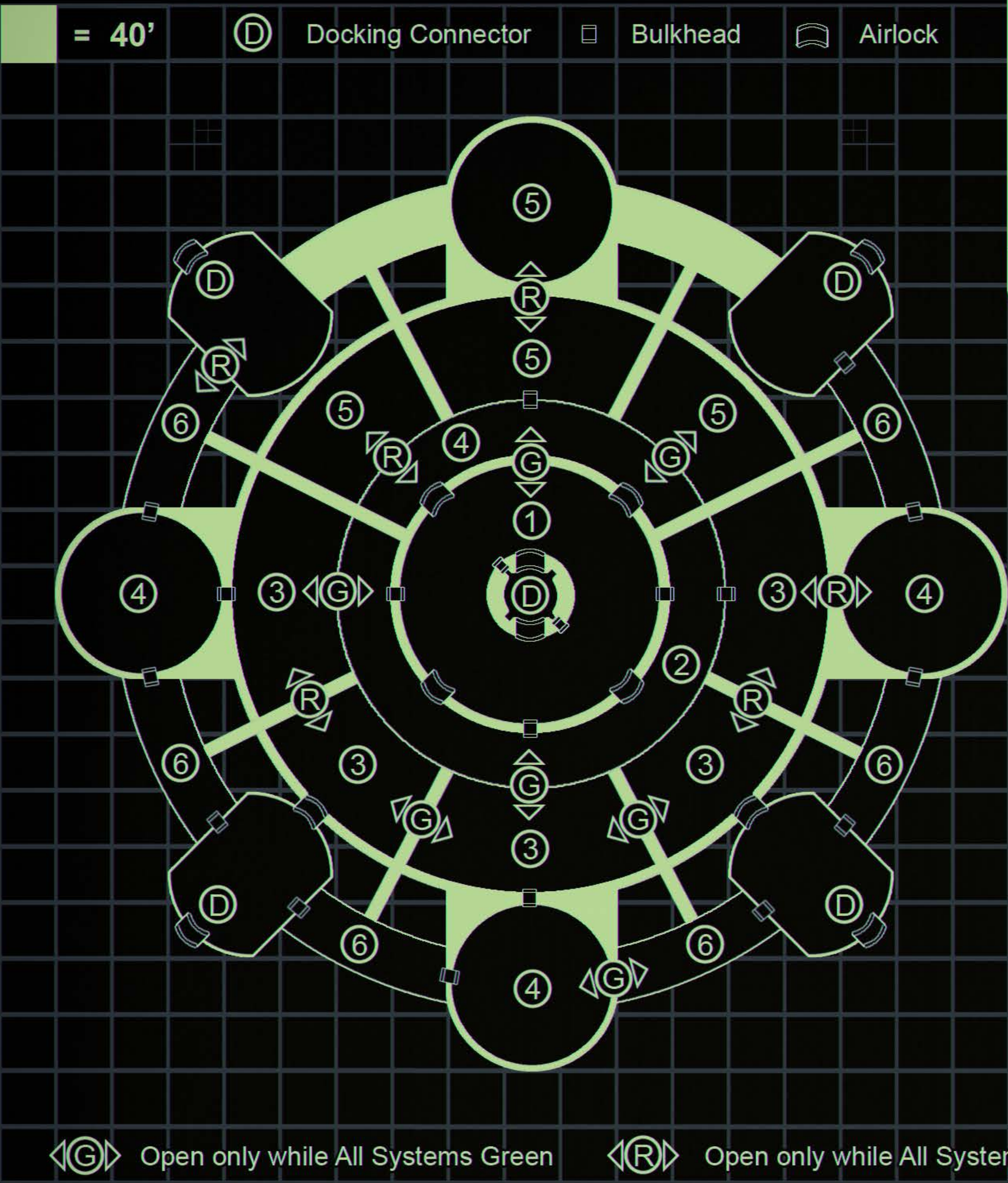


THE WHEEL OF FORTUNE.

Wandering transfer station skimming on the edge of navigable space.

One Page Replayable Sci-Fi Dungeon by Rodrigo Vega - 2020



The Wheel of Fortune is a temporary transit deep-space station built to host long distance travellers between star systems. Properly operating (All Systems Green) it's instalations are a thriving social hub where administrators, traders, explorers and ... less reputable characters await orbital proximity to their destination or rendezvous with another craft. But in the fringes of space things can go very wrong. On All Systems Red, catastrophical failure has occurred. When a group of players arrives at The Wheel, roll a die. On even numbers, the station is Green and ready for resting and social encounters. On odd numbers it's Red and something horrible happened to the station, maybe years ago, and players should get ready to face the hazards within. Read the corresponding options to that System Status when referring this map.

Encounters:

When entering a new number area roll 1d6 and pick an option according to the current System Status. (G) Green or (R) Red. 1-2 The room is empty. 3-6 result in the following encounters:

3

(G)

Lead Engineer Fechín.
"Are you just gonna stand there or are you gonna help me fix this?"
1d10 Burrowing Tardigrades.
"Small and slow, but relentless and nigh-invulnerable to almost everything"



4

(G)

Colonel Arsen.
"There's a... someone I'm looking for. A scientist smuggling illegal goods"
1d2 Rogue Spider Drones.
"Maybe a fried circuit, maybe malware. They think us all non-human threats."



5

(G)

Baron Donatien.
"I run a legit business! if only that insufferable Colonel would just..."
1d4 Masked Raiders.
"Don't know who they are or who hired them. Only they're well prepeared."



6

(G)

Doctor Kenta.
"They don't understand my work. They are not ready for what I have to offer."
1d6 Biospawns.
"The distorted remains of a human with something pulling the strings inside."



Areas:

- D By default, players will dock on the central axis Docking Connector. At any point of the game, the story might require any connector to have (or not to have) a given ship docked into it.
- (G) This opening is easier to access on All Systems Green, but may be an obstacle on Red. Maybe the crew regularly grants access when they are around, maybe a blast door closes during quarantine procedure or a bulkhead gets blocked by heavy debris.
- (R) This opening is usually accesible while All Systems Red but might be trickier on Green. Maybe someone or something tears a hole through the wall or an emergency exit opens itself up for a speedy evacuation. Otherwise security systems are up and running.

- Customs**
1 The standard entry point for most visitors without (or unable to fake) special VIP clearing. Features common equipment for normally requested legal, medical and security check-ups.
- Lobby** - On Systems Red roll 1d6 for each room. On a 1-2 the room is decompressed.
2 A social space for spending time and socializing. Includes a couple of bars, some couches, music, games and information on the instalations and travel schedules.
- Visitor Room** - On Systems Red roll 1d6 for each room. On a 1-3 the room is decompressed.
3 Enclosed spaces accesible to all visitors. Unless using directions these are defined by the order they are discovered in: Mess halls, Sleeping Quarters, Sanitation, The Gardens, The Showroom.
- Function Room** - On Systems Red roll 1d6 for each room. On a 1-2 the room is decompressed.
4 Accessible to personel or through invitation. Roll 1d4 to define what's inside. Re-roll on repeats. These rooms are linked to certain characters, on Systems Red players might encounter their rewards by rolling 1d10 and counting up the entries only on their Rewards list.

| 1 - Life Support | 2 - Communications | 3 - Storage | 4 - Infirmary |
|------------------|--------------------|-------------------|---------------|
| Fechín & Kenta | Arsen & Donatien | Fechín & Donatien | Kenta & Arsen |

- Restricted Area**
5 Accesible to a small group of permanent operatives and administrators. In order of discovery they are: Detention Center, Armory, Central Command, Engines. When finishing a hostile encounter in these area re-roll every "Empty" rewards results.
- Outer Ring** - On Systems Red roll 1d6 for each room. On a 1-4 the room is decompressed.
6 A sealed series of walkways and the only direct view into outer space, dotted by docking ports. Crossing them on Systems Green roll 1d6; on 1 or 2 players are stopped for a security check.

Rewards:

On all Systems Green players can directly negotiate with any major characters they encounter from the list of rewards they have in offer. On Systems Red they may roll 1d20 whenever they finish a hostile encounter, or in certain rooms, roll 1d10 from the lists of 2 characters linked to it.

- 1 -- Empty **The Engineer.**
- 2 -- Just the spare part you were needing!
- 3 -- A friendly spider drone, with a couple of fun tools.
- 4 -- A full refueling for your craft and then some.
- 5 -- A damaged android core.
- 6 -- Empty **The Colonel.**
- 7 -- High level security access card.
- 8 -- Smart Gun, bright orange, black and white.
- 9 -- Portable scanner. Better than the one you have.
- 10 -- Leads to a wanted terrorist carrying a large reward.
- 11 -- Empty **The Baron.**
- 12 -- Digital sign worth a favor. Just not a very good one.
- 13 -- Gold. Thin rods stamped on one end.
- 14 -- The keys to a tiny old shuttle. It could be all yours!
- 15 -- Julien will go with you, help you out.
- 16 -- Empty **The Doctor.**
- 17 -- The genetic code of some kind of beast or monster.
- 18 -- Flesh-eating bacteria... You know, for studying.
- 19 -- Dangerous pharmaceuticals of dubious legality.
- 20 -- Regular ol' medical supplies. Actually legit.