

Locations

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Initial list taken from the [Save the Universe RPG](#).

- A arcology built on the back of a vast whale-like beast that swims through the vacuum
- A continent-sized scrapyard which contains anything you might wish to find
- An upmarket, swanky, in-demand night club, with multiple floors, false ceilings, lift shafts, secret booths, and more unusual facilities like zero-G dance floors
- A great university and center of galactic learning
- A zero-G three-dimensional sports field trader town on a frontier world
- An exotic alien bar full of smugglers and bounty hunters
- A galactic warlord's fortress
- An ancient space vessel from before recorded history
- A deserted and seemingly haunted space station
- A paradise pleasure planet
- A ruined city, destroyed by war
- A busy federal starbase
- A primitive planet where the natives think technology is magic
- A mining colony run by a corrupt corporation
- A penal colony overrun by alien creatures
- A futuristic metropolis of neon
- A grey, forbidden military base
- Dark caverns which hold secrets of the past
- An intergalactic circus or zoo
- A dinosaur planet
- An exquisite ballroom full of intergalactic dignitaries
- A colony in a hollowed out asteroid
- An exotic market on a distant planet where anything can be had for the right price
- An intergalactic graveyard
- A cliff upon which is written the oldest writing in the universe
- A time-travel facility dedicated to glimpsing the final hours of the universe
- A dark nebula containing a mysterious planet whose existence is a secret
- The underwater seas of an ice planet
- A planetary system deconstructed to create a Dyson Sphere
- A planet of intelligent apes
- A monitoring station hovering within the upper atmosphere of a gas giant
- An apparently abandoned starcraft of immense size hurtling towards an unknown destination and unwavering from its path
- A city at the core of a planet, protected from the magma by a failing forcefield
- A megalithic, automated factory blindly turning out vast quantities of items for a race long dead
- A floating graveyard of broken starships, the remnants of an ancient battle
- A fleet of city-sized fishing trawlers dredge-netting the oceans of an alien waterworld
- An arena ship that flies from planet-to-planet, offering huge prizes to those brave enough to participate in the games
- A haunted area of space that brings back the ghosts of the dead, and drives pilots mad

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Last update: **2021/03/12 20:34**

