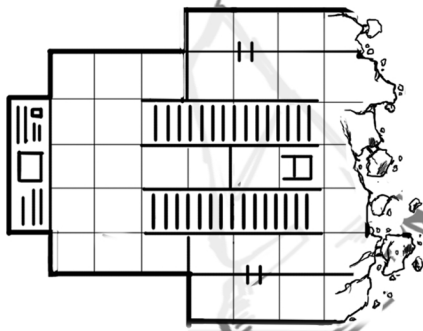


ONCE A GREAT BATTLE WAS FOUGHT IN THE STARS...

Fought soldiers and brothers from Earth and from Mars

*The void claimed their souls
but their treasures, who knows?
Aye mateys I'm thinkin' it's ours.*

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Ship A: The tactical bridge of a fighter ship. A central podium holds a captain's chair, and two tactical computers sit side by side at the front. The bridge is open to space via a hole ripped in the back wall.

If you wish you can create your own **Sequence of Events** using the **Guardian/Puzzle/Distraction/Climax/Reward** model, but you may also use this basic one created especially for this scenario:

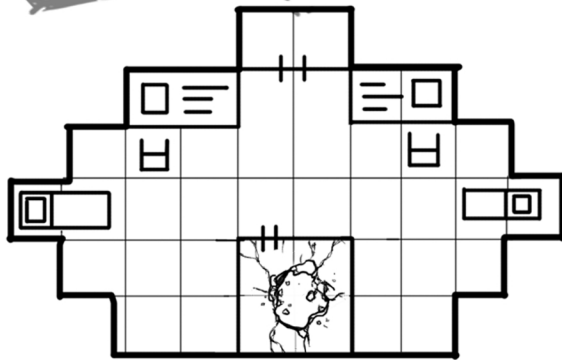
Guardian: Robotic probes & salvage droids mistake the players as invading biological debris and attack.

Puzzle: A Self-Destruct sequence is activated and the override mechanism is not immediately accessible.

Distraction: Immediate gains, a small treasure, or easily packaged salvage. It's tempting but something on that next ship catches your eye as well.

Climax: Remote Defense systems prime and activate, at the same time as your Rivals show up to the party, forcing you to choose between fighting them or saving a Kidnapped Loved One as the Bomb's countdown timer ticks towards Zero.

Reward: A pristine fusion reactor, all yours... or is it?



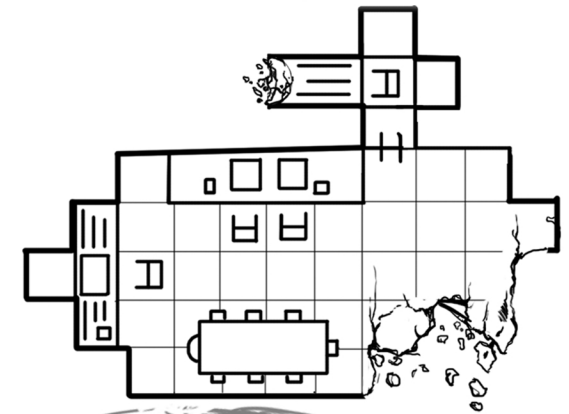
Ship B: A scouting ship, small, but crammed with tech, some of which still functions. Splashes of blood paint the wall, and crystallized droplets float in zero-G. A gaping hole serves as an entrance.

A vast debris field orbits the sun. Once deadly war machines, these wrecks now float lifeless in the asteroid belt that separates the Gas Giants from the Inner Worlds. The overwhelming majority of them are devoid of power, batteries long since drained into open space. Legend tells of a small pocket of ships from both sides, prototypes of lost civilizations, that were outfitted to run on solar power. Could it be possible that these vessels still hold a charge? What treasures of lost knowledge sit in the hulls of these ships? What secrets kept hidden await an enterprising band of salvagers like yourselves? Only one way to find out.

As the GM for this dungeon you may need to roll stats for NPCs or set Difficulty Checks as you see fit depending on the system you're running. You may see features of the various ships as important enough to bear weight on the mechanics of your game. Treat these as Aspects, Assets, or other interactable mechanics based on your system of choice.

This Dungeon follows the **5 Room Dungeon** model created by Johnn Four. The players can theoretically access this dungeon in any order. Since this debris field is made up of free-floating ships your players may decide to go Ship A,B,C,D,E or they may go B,A,C,D,E. Regardless, the major themes and events will always follow the same skeleton of **Guardian, Puzzle, Distraction, Climax, and Reward**. The only room that is set in order is Room E. This room is sealed by a card-lock and requires the players to obtain a **Key Card** hidden in each of the other rooms. The specifics of where each card is or how hidden it will be is up to your system, your players, and your own GM style. I trust you to hide a key card.

Ship E: A sealed room attached to Ship D contains a disabled, but perfectly intact Fusion Reactor. Reactors like these could power entire cities, but no one has seen one in over three hundred years.



Ship C: A gunner's pod, ripped forcibly from a much larger ship. A lit command console displays targeting readouts and a small turbine wheezes away, running power to a massive gunner's cannon.

Ship D: The wreckage of a resupply freighter hauling crates of ammo, personal supplies, and void knows what else. Small, sealed compartments and flickering lighting causes unease. Somehow artificial gravity still works in patchwork on this wreck but it's sporadic at best and chaotic at worst. A sealed doorway on one wall has an opening for four keycards.

