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.

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 mechanisms 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.

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