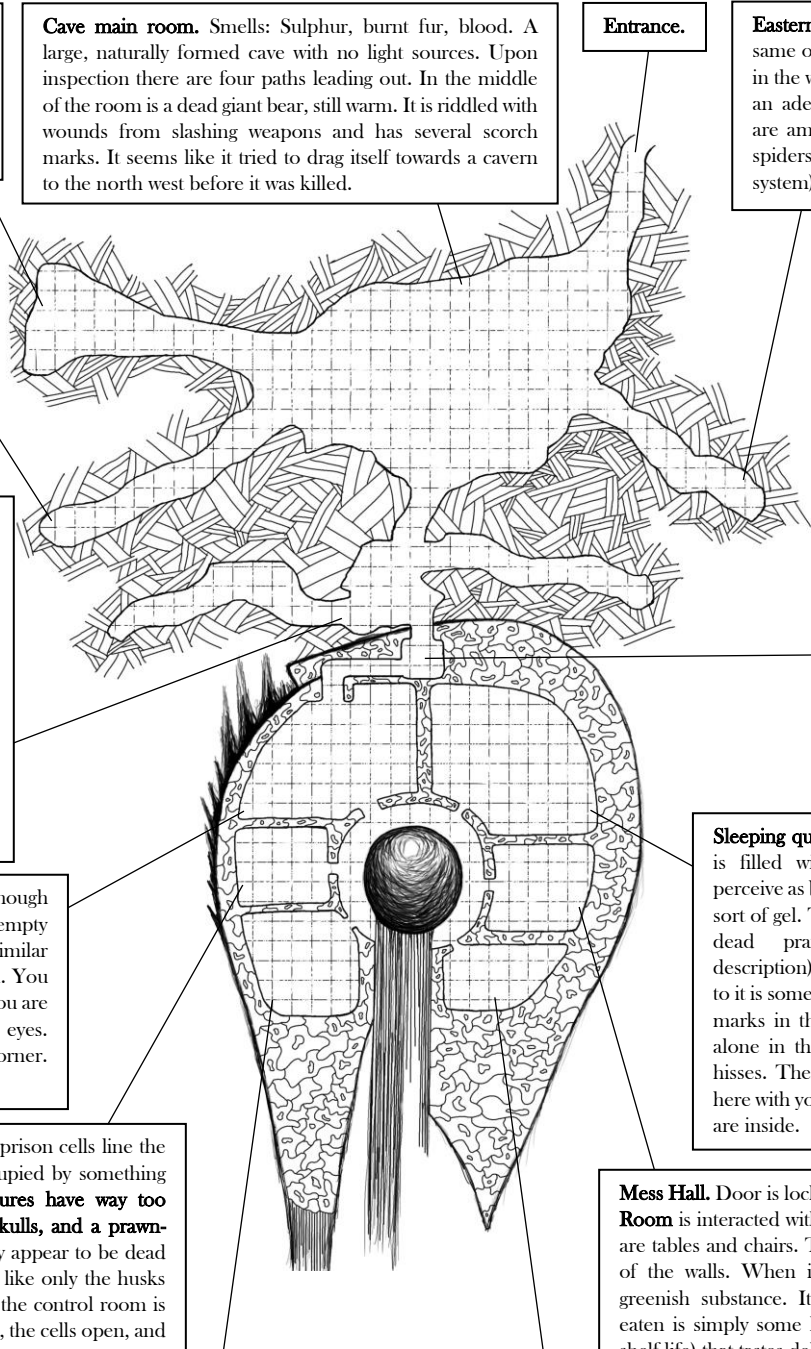


## That's no cave!

**Intro:** A local wizard, and any magic users in the party, have felt strange, unexplainable energy surges from a nearby cave. Surely it hides something powerful you could use! You must make haste if you wish to be the first to find the source of the power!

**To the DM:** The dungeon is intended to be played in a medieval setting by 3–6 characters but should be adaptable to any setting and party size. I encourage the DM not to reveal that the PCs enter a spaceship too quickly. When you describe the inside of the structure as looking organic, you could try to mislead them into believing they are inside some sort of large burrowing animal. As the dungeon is system neutral, all enemy stats, the number of enemies, and specific loot is left up to the DM.



**Naturally formed cavern.** Smells: wet fur, rot, and feces. Hidden in the corner of the room is a bear cub. It is curious, but not openly hostile.

**Cave main room.** Smells: Sulphur, burnt fur, blood. A large, naturally formed cave with no light sources. Upon inspection there are four paths leading out. In the middle of the room is a dead giant bear, still warm. It is riddled with wounds from slashing weapons and has several scorch marks. It seems like it tried to drag itself towards a cavern to the north west before it was killed.

**Entrance.**

**Eastern corridor.** Smells: stale air. The same odd tool-markings on the walls as in the western corridor. If the party fails an adequate perception-type roll, they are ambushed by 1d6+2 cave dwelling spiders (or similar depending on system).

**Airlock.** You see a circular opening to the south. When the party enters the room the opening closes by a splinter door. It cannot be opened by any obvious or trivial means. Smells: Clean metal, with an almost undetectable hint of wet scab. These smells persist throughout the ship. The walls are made of a material you have never seen before. It is black, with some areas lighter than others. It is extremely hard, yet it looks almost organic with folds and uneven surfaces. The room is lit from an unseen source and has an unnerving green hue. A hallway to the right leads deeper.

**Western corridor.** Smells: stale air. If checked, you notice that the walls don't seem natural but have been dug out by tool-marks you don't recognize. If you didn't know better, you would say they looked like teeth-marks.

**Southern cavern and corridors.** You hear voices from this room. A magic user and three mercenaries are here already! The magic user has no intention of giving up the potential treasure further ahead! If possible, use the caves to the east/west as a way for the magic user to run into and throw magic at the party while the mercenaries attack with melee weapons.

**Storage room.** A large room, though it is mostly empty. Some empty containers remain, made of a similar material as the rest of the room. You cannot shake the eerie feeling you are being observed by unseen eyes. There is a starving rat in the corner. How'd that get in here?

**Sleeping quarters.** Door is open. The room is filled with odd looking furniture you perceive as beds. The beds are made of some sort of gel. There are half-eaten remains of a dead prawn-creature (see **Brig** for description) in the middle of the room. Next to it is some sort of digging tool, matching the marks in the caverns outside. You are not alone in this room; you hear squeaks and hisses. There is a swarm of starving rats in here with you! They attack as soon as the PCs are inside.

**Mess Hall.** Door is locked until interface in the **Control Room** is interacted with. You see furniture you assume are tables and chairs. There is a type of nozzle on one of the walls. When interacted with it spews out a greenish substance. It smells rather pleasant, and if eaten is simply some kind of food (with a really long shelf life) that tastes delicious.

**Brig.** The door is open. Many prison cells line the walls. Two of the cells are occupied by something vaguely humanoid. **The creatures have way too many appendages, elongated skulls, and a prawn-like body with a flat back.** They appear to be dead as they seem almost dried out, like only the husks remain. When the interface in the control room is interacted with and power is cut, the cells open, and the creatures awake in a weakened state. They are openly hostile and will attack the party after trying to communicate in an incomprehensible language.

**Control Room.** The door is open. A dead prawn-creature (see **Brig** for description) is leaning against a biological contraption in the middle of the room.

If the contraption is touched by one of the PCs there is a short power surge, the systems seemingly coming back online, followed by a complete blackout. After a few tense moments, a red pulsing light switches on, illuminating the entire ship. The blackout causes all remaining inner doors to unlock. The imprisoned creatures in the **Brig** wake up and are released from their cells.

**Bridge.** Door is locked until interface in the **Control Room** is interacted with. Three more prawn-creatures are in this room, they seem severely weakened, but still put up a serious fight. You notice one of them have scorch marks on the side of its body. Once two of the creatures are dead, the remaining one should try to escape, however it can't get far as the outer door is still locked. Parts of the eastern wall is torn open. Through the hole, you see mountain rock. Fragments of the wall are on the ground; surely a competent blacksmith could fashion fantastic weapons or armor out of this material? Along the southern wall there is a similar biological interface as in the **Control Room**. This one doesn't respond to your touch, but upon further inspection it seems as if the arm of one of the creatures fits into the interface. Once placed there the outer door opens, and an alarm sounds throughout the ship. The PCs have inadvertently activated the ship's self-destruct and must get as far away as possible as quickly as they can!