

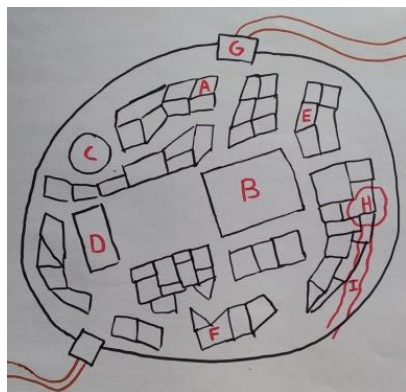
SHOOTING STAR

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It is night, and the adventurers find themselves in an inn. Maybe they knew each other before, or maybe they are strangers sharing some drinks. Be as it may, they suddenly hear a loud explosion.

A biological alien ship has crashed into the town while fleeing from an unknown enemy. With the pursuers hot on their tail, the crew know they will die if they don't repair their biological ship in a few hours. Thus they have sent their scions, nimble spider-like creatures, to implant villagers with mind-control slugs with the hope that the additional manpower will help them to escape.

Creature	Description and behaviour
Alien crewmate	The alien beings are tall humanoids, their body covered by a grey biologic suit that protects them from the environment. Under the suit there is soft, moist, and rubbery flesh. Its head is octopus-like. They have weak telekinetic abilities and can communicate with any creature through short-range telepathy (may negotiate if needed). If endangered they can emit a psychic scream that could stagger creatures nearby, but they cannot do it often so they won't use it lightly.
Alien scion	Small cat-sized spider-like creatures. They are nimble, even able to climb walls. They are cunning, but can only communicate by relaying images through short range telepathy. Their orders are to implant any suitable life-form with mind-control slugs, which they will do by lunging to the faces of the intended victims and inserting of the slug through the mouth, nose, ears or eyes.
Mind-control slug	Once inside a host, they can control their bodies but cannot access their memories. Thralls will have a blank facial expression. They are dumb, easily fooled. Unless they receive a direct order, they will either search for villagers or for bio-ship materials (large animals, such as livestock are preferred). If they believe the host is dead they will exit the body to search a new host.



The interior of the ship is made up of mucous membranes and hard white chitin surfaces. **1-Cargo bay:** Full of cylindrical containers, some of them empty. **2-Crew's bunks:** sleep capsules hang from the ceiling **3-Captain's quarters:** There is a huge bulge in the middle of the room, which is the ship's brain.

Interesting places

- A. **Old inn.** Durnan the innkeeper was once an adventurer, but now is married and with kids. In the inn there are also some traveling peddlers and a load of drunken patrons.
- B. **Tall temple** with thick walls of stone, and a tower that houses a large bell. It is home of a renowned healer, father Godwin, a pious soft-spoken and forgiving priest.
- C. **Tower of the mage Timotheleourus.** It is guarded by a gargoyle, which won't let anyone pass unless they answer a riddle. This is done to avoid needless disturbances to its eccentric master, who hates the dim-witted. He may be able to extract a slug from its host safely (3/4 chance).
- D. **Mayor's house.** The mayor is a rich pretentious noble, who loves to collect artefacts from around the world.
- E. **Smithy.** Owned by a pair of grumpy lawful dwarf brothers. They won't let anyone take anything from the shop unless the proper price is paid, no matter the circumstances.
- F. **Alchemist's shop.** Owned by a curious bubbly gnome.
- G. **Guardhouse.** The lazy drunken guards are scrambling to see what is going on.
- H. **Crashed ship.** The captain is feeding livestock and villagers alike to the living wounded ship.
- I. **Crash trail.** Cries for help can be heard, coming from villagers trapped under the rubble of the sides of the trail.

Random encounters (Roll 1d6 or choose as needed)	
1	You have been spotted! Roll on the monster table.
2	You see a crewmate + other beings (roll on the monster table) rounding up 1d8+2 helpless villagers to implant them with slugs. The alien and its allies haven't noticed you, but there is a 1/4 chance that one of the villagers did (and will cry to you for help if it feels abandoned).
3	1d8+2 villagers that are fleeing from the aliens find you, and plead for help. There is a 1/4 chance one of the villagers is secretly being mind-controlled.
4	A wounded crewmate wants to negotiate. If you either capture some villagers or bring him to safety, it promises you won't be harmed. It also promises to erase any incriminatory memories from the villagers!
5	You find 2d4 thralls dragging livestock towards the ship. There is a 3/4 chance they haven't noticed you yet.
6	You find a group of villagers forming a rescue party for those trapped under the rubble caused by the crash.

Monster table (Roll 1d6 or choose as needed)	
1-2	1d4+2 normal looters, 1/4 they are collaborating with the aliens (random encounter number 4).
3-4	2d4+1 thralls (villagers with a mind-control slug)
5	1d4-1 thralls, 1d2 scions
6	1 crewmate, 1d2-1 scions, 1d6+1 thralls