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TABLETOP RPG ADVENTURE

BY

DIRK

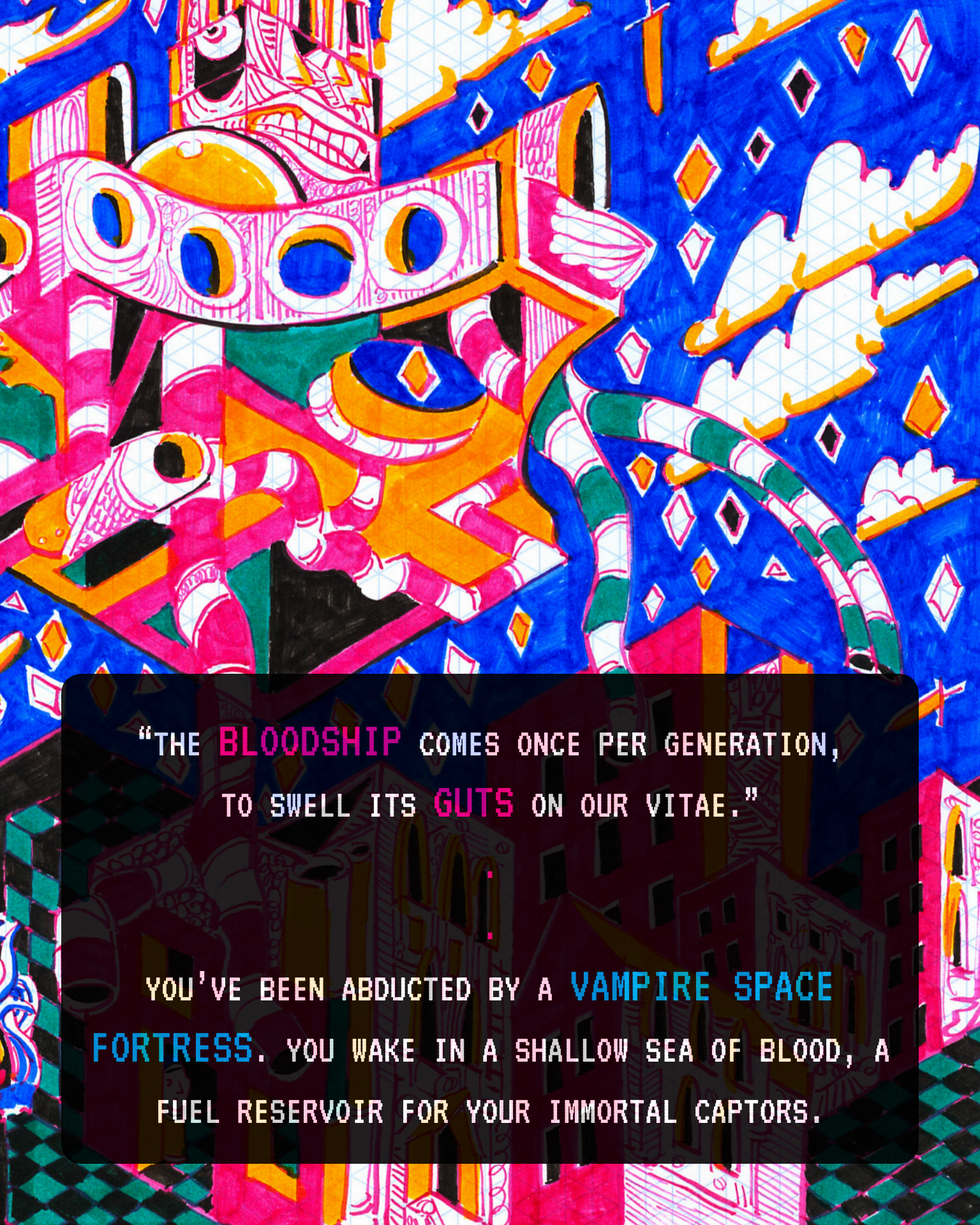
WITH

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VENGEANCE

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"THE **BLOODSHIP** COMES ONCE PER GENERATION,
TO SWELL ITS **GUTS** ON OUR VITAE."

YOU'VE BEEN ABDUCTED BY A **VAMPIRE SPACE**
FORTRESS. YOU WAKE IN A SHALLOW SEA OF BLOOD, A
FUEL RESERVOIR FOR YOUR IMMORTAL CAPTORS.





SELECT YOUR PLAYER

1. MONSTER HUNTER

12 HP 14 STR 12 DEX 10 WIL

SPECIAL: ADVANTAGE ON DAMAGE ROLLS VS NON-HUMAN CREATURES;
WEAPONS ALWAYS READIED

EQUIPMENT:

KNIFE (D4, DOUBLE DAMAGE ON 4) OR 4 DARTS (D4, 2 ATTACKS PER TURN)
SPACE HELMET (30 MINUTES AIR SUPPLY) OR BLOWTORCH (3 CHARGES)
RUNNING SHOES (+1 DEX) OR ARMORED VEST (4 AP, 3 WEIGHT)

2. SHADOW BEASTER

6 HP 15 STR 10 DEX 10 WIL

SPECIAL: SPEND 2 STR TO CONJURE A SHADOW BEAST:
CAN BE SHAPED LIKE ANY NATURAL ANIMAL (6HP, D6 DAMAGE);
SPEND ADDITIONAL STR TO ENHANCE

EQUIPMENT:

BOOK OF ANIMAL ILLUSTRATIONS
LAMP OIL OR SPRAY PAINT
SPIKED KNUCKLES (2D3) OR BARBED WHIP (D6)

3. SPIRIT MEDIUM

8 HP 10 STR 12 DEX 14 WIL

SPECIAL: READ AURAS OR CONTACT NAMED SPIRITS OF THE DEAD WITH A WIL SAVE.

EQUIPMENT:

MAGIC STICK (D6 WIL DAMAGE, HARMS SPIRITS AND MAGICAL CREATURES)
3 BOTTLED GHOSTS; ON RELEASE, ROLL AN EFFECT (LASTS D3 MINUTES):

1. FIRE	4. HALLUCINATIONS
2. FREEZING GUSTS	5. FLYING OBJECTS
3. DEAFENING SCREAMS	6. MAGIC DARKNESS

4. CONTORTIONIST

10 HP 10 STR 15 DEX 10 WIL

SPECIAL: PRESSURE POINTS (D8 DEX DAMAGE, BYPASSES MOST ARMOR);
FIT THROUGH TIGHT SPACES, CAN'T BE GRAPPLED,
TAKE NO DAMAGE WHEN YOU EVADE (RATHER THAN HALF)

EQUIPMENT:

50 FT. ROPE AND GRAPPLING HOOK
IRON STAFF (D6) OR BAG OF MARBLES

5. ROGUE

10 HP 12 STR 14 DEX 10 WIL

SPECIAL: SUCKER PUNCH (+D6 DAMAGE VS SURPRISED FOE);
ONE FREE NON-ATTACK ACTION EACH TURN

EQUIPMENT:

HAND CROSSBOW (D6, RELOAD)
CALTROPS OR LARGE NET
3 GEMS

6. TECH PRIEST

8 HP 10 STR 10 DEX 15 WIL

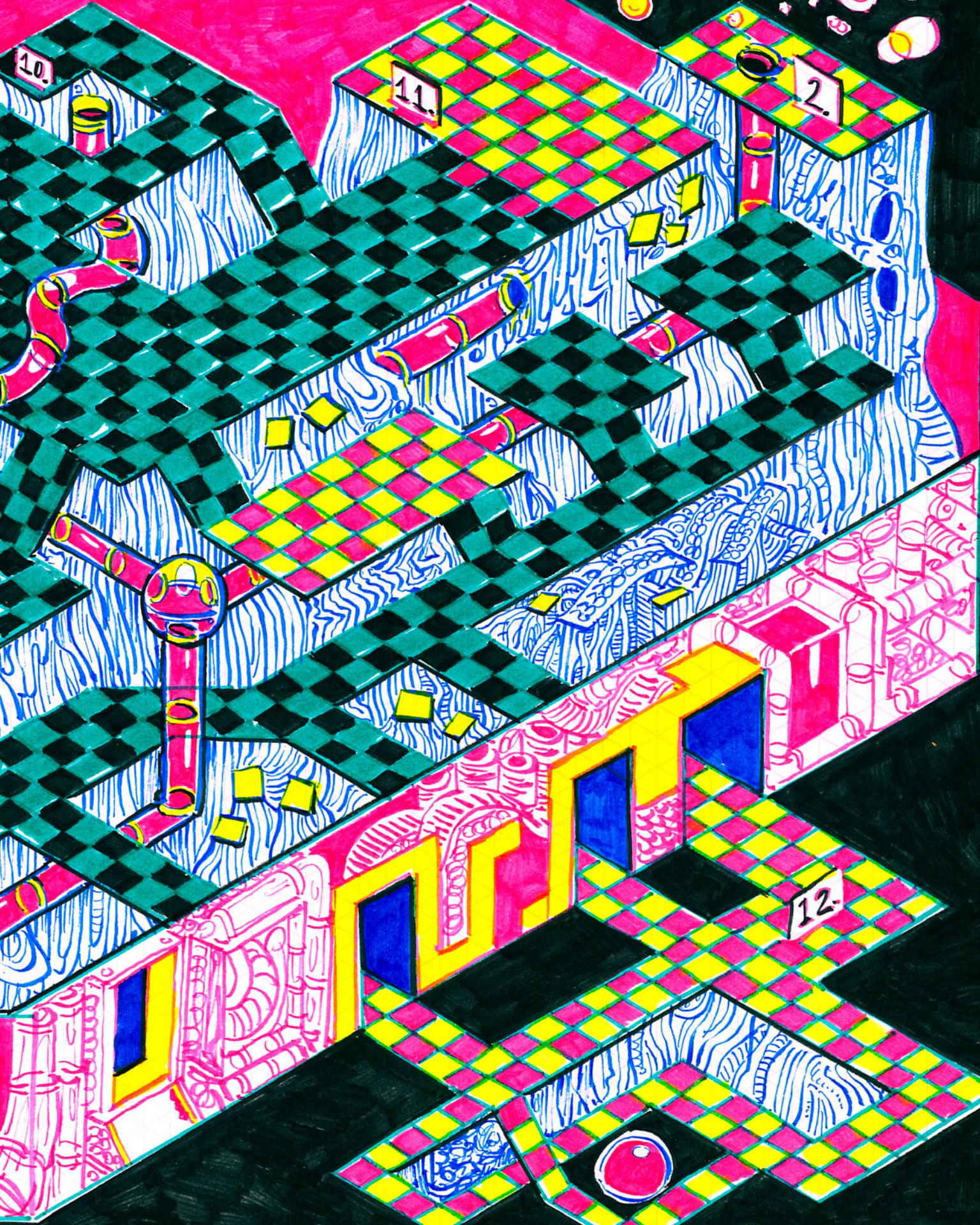
SPECIAL: USE ALIEN DEVICES WITH A WIL SAVE;
IMMUNE TO ELECTRIC SHOCK AND LASERS

EQUIPMENT:

POWERFUL FLASHLIGHT
AI ASSISTANT

TECH WAND: 3 CHARGES; ACTIVATES OR DEACTIVATES ANY DEVICE IN LINE OF SIGHT





THE BLOODSHIP

IT HOVERS NOW IN LOW ORBIT. HARVESTER TUBES DANGLE IN THE ATMOSPHERE, SLOWLY RETRACTING AS THE SHIP READIES FOR TRAVEL. IN A DAY, IT WILL ACCELERATE TOWARD THE FAR SIDE OF THE MOON, AND HIBERNATION.

GETTING AROUND

- » EACH SQUARE IS 10 FEET
- » ARTIFICIAL GRAVITY, 1.1G
- » NO WALLS BETWEEN ROOMS, PLATFORMS HANGING IN AIR
- » ABOVE, FORCEFIELDS HOLD BACK THE VOID
- » BELOW, A 50-FOOT DROP TO A TWISTING NEST, WOVEN FROM STRANDS OF BLUE TAR AND STUCCOED WITH A SLURRY OF BONE
 - ◇ THIN AIR (DISADVANTAGE TO STR)
 - ◇ COMATOSE HUMAN HOSTS HANG COCCOONED FROM THE PLATFORMS ABOVE; BULGING PARASITIC WOMBS SPILL FORTH VAMPIRE LARVAE WHEN DISTURBED

PINK-&-YELLOW-TILED ROOMS

- » BREATHABLE AIR, HELD IN PLACE BY DIFFUSE FORCEFIELDS

GREEN-&-BLACK-TILED ROOMS

- » POISONOUS CRACKLING HAZE OBSCURES ANYTHING BEYOND 30 FEET
 - ◇ HERE AND THERE IGNITING IN POPS OF PINK LIGHTNING (D8 DAMAGE, JUMPS TO NEW TARGET ON 8)
 - ◇ NO BREATHABLE AIR

BLOOD DUCTS RUN THROUGHOUT

- » EACH SEGMENT IS 20 FEET
- » PRESSURIZER PUMPS AT EACH TERMINUS
- » BREATHABLE AIR BUBBLES AT EACH NODE
- » 1 IN 10 CHANCE OF MAN-FACED EELS
- » WHILE COVERED IN BLOOD, YOU CAN'T HIDE FROM VAMPIRES

EVENTS AND ENCOUNTERS

- » MAKING A COMMOTION DRAWS VAMPIRE JAILERS
- » WHEN TIME IS SPENT OR WASTED, ROLL AN EVENT (D8)

1	SYSTEM MALFUNCTION! (D6) <table><tr><td>1. ENGINES</td><td>4. LIGHTS</td></tr><tr><td>2. FORCEFIELDS</td><td>5. GRAVITY</td></tr><tr><td>3. LIFE SUPPORT</td><td>6. BLOOD DUCTS</td></tr></table> <i>A VAMPIRE ENGINEER PROCEEDS FROM ENGINE CONTROL TO REPAIR THE MALFUNCTION (RANDOM LOCATION)</i>	1. ENGINES	4. LIGHTS	2. FORCEFIELDS	5. GRAVITY	3. LIFE SUPPORT	6. BLOOD DUCTS
1. ENGINES	4. LIGHTS						
2. FORCEFIELDS	5. GRAVITY						
3. LIFE SUPPORT	6. BLOOD DUCTS						
2	ECHOING ARGUMENTS BETWEEN THE VAMPIRE ELDERS						
3	THE GLINT OF RANDOM TREASURE JUST OUT OF REACH						
4+	RANDOM ENCOUNTER						

DISINTERESTED CAPTORS

VAMPIRES CHRONICALLY UNDERESTIMATE THEIR CAPTIVES AND QUICKLY LOSE INTEREST IN PURSUIT, UNLESS HUNGRY OR PROVOKED BY THE SMELL OF FRESH BLOOD. SOME STOWAWAYS AND ESCAPEES HAVE SURVIVED ON THE SHIP FOR YEARS WITHOUT BEING RECAPTURED.

AIR SUPPLY

THIS IS NO PLACE FOR BREATHING CREATURES. YOU CAN HOLD YOUR BREATH FOR [STR/2] MINUTES; EACH MINUTE BEYOND DEALS D6 DAMAGE. MINUTES ARE REDUCED TO TURNS UNDER EXERTION.

START >>>

1. STARBOARD RESERVOIR

- » YOU WAKE UP FLOATING IN A SHALLOW SEA OF BLOOD
- » FLOATING AROUND YOU:
 - ◇ SEVERAL OTHERS STILL TRAPPED IN DEEP SLEEP, REPLACEMENT CHARACTERS SHOULD YOU DIE (1 PER PLAYER)
 - ◇ **RANDOM TREASURE** AND **MAN-FACED EELS** HIDE AMONG SCATTERED CHUM AND FLOTSAM
- » A **DUCT IN THE FLOOR** CARRIES BLOOD TO THE REST OF THE SHIP
 - ◇ A PRESSURIZING PUMP AT THE MOUTH OF THE DUCT BLOCKS EGRESS
 - ◇ **SWIMMING THE DUCTS**: PASS A STR SAVE TO REACH THE NEXT NODE; ON FAILURE, GIVE UP OR TAKE D6 DAMAGE TO TRY AGAIN

2. PORT RESERVOIR

- » A DOZEN SLEEPING CAPTIVES FLOAT, MARINATING IN FORTIFIED WINE
- » **VAMPIRE JAILERS** LOAD PRISONERS INTO **SPACE OUTFITS** FOR DELIVERY TO THE HAREM; THEY'RE SEARCHING FOR ONE PRISONER IN PARTICULAR, GONE MISSING:
 - ◇ 1. ROYAL 2. THIEF 3. DELICACY 4. DHAMPIR 5. PROPHET 6. ANDROID

3. HUMAN TEST SUBJECTS

- » OPEN VATS, SLEEPING CAPTIVES SUSPENDED IN JELLY
- » D3 **VAMPIRE SCIENTISTS** ARE DOING THINGS TO THEM
 - ◇ 18 HP 12 STR 12 DEX 16 WIL
 - ◇ HEAVY SCALPEL: D4, TRIPLE DAMAGE ON 4
 - ◇ ELECTRIFIED NET: D10 DEX DAMAGE, 20 FEET WIDE
 - ◇ PSYCHIC MIND PROBE: EXTRACTS THE ANSWER TO ANY ONE QUESTION
- » **RANDOM TREASURE** ON A WORK TABLE, IN SOME STAGE OF DECONSTRUCTION OR ASSEMBLY

4. CONTAINMENT CELL

- » SURROUNDED BY HARD, OPAQUE, SHIELDED FORCEFIELD
 - ◇ REQUIRES A PASSWORD, KNOWN ONLY TO ELDERS AND SCIENTISTS
- » D6 **HIDEOUS HYBRIDS** LAY ABOUT IN DRUGGED TORPOR; TUBES IN THE FLOOR DELIVER SEDATIVE-LADEN SUCCOR
 - ◇ 20 HP 14 STR 13 DEX 10 WIL
 - ◇ TERROR-INDUCING PHEROMONES (WIL SAVE NEGATES)
 - ◇ BARBED, PREHENSILE TONGUES (D6, 10 FT REACH)
 - ◇ CHEWING ABSENTLY ON **ANCIENT VAMPIRE ARM BONES**

5. COMMAND DECK

» INDECIPHERABLE EQUIPMENT SCATTERED AROUND

- | | |
|------------------------|---------------------------|
| 1. HELM CONTROL | 5. HARVESTER TUBE CONTROL |
| 2. STELLAR CARTOGRAPHY | 6. ATMOSPHERIC CONTROL |
| 3. MEMORY GEM DECODER | 7. BLOOD PUMP CONTROL |
| 4. FORCEFIELD CONTROL | 8. SENSOR ARRAY |

» THE **SHADOW ELDER** IS HERE, WITH D6 **VAMPIRE OFFICERS**:

- ◇ 12 HP 8 AP (BREASTPLATE) 14 STR 12 WIL
- ◇ LONG KNIFE (D8, DOUBLE INJURIES)
- ◇ TELEKINETIC GRAPPLE (STR SAVE NEGATES)
- ◇ CAN DEPLOY TARGETED CONTAINMENT FORCEFIELDS FROM FORCEFIELD CONTROL

6. TEMPLE

- » IN THE CENTER OF AN OTHERWISE EMPTY ROOM, A JAGGED AND POCKED METEOR
- ◇ FIFTY FEET IN ALL DIMENSIONS AND PERVADED BY A MAZE OF TUNNELS
 - ◇ CONCEALED WITHIN, A **RANDOM TREASURE** AND AN **ANCIENT VAMPIRE SKULL**
 - ◇ GUARDED BY A **MOSQUITO DRONE SWARM**
- » THE **PRIESTESS OF THE ROCK** IS HERE 3 IN 6 TIMES, PRAYING OR PLOTTING MUTINY

7. HARVESTER COMPLEX

- » HUGE TUBES GO OFF IN ALL DIRECTIONS, DRAGGING THROUGH ATMOSPHERE, SEGMENTS RETRACTING WITH BOOMING, RHYTHMIC KACHUNKS
- » PRISONERS ARE COLLECTED FROM EARTH'S SURFACE BY EXTREME SUCTION
- ◇ STILL A FEW PRISONERS COMING THROUGH
 - ◇ OR PINCHED BETWEEN TUBE SEGMENTS
 - ◇ MOST ALREADY DEAD

8. FRONT GATE

- » ELEVATOR RESPONDS TO PSYCHIC COMMANDS
- » FROM THE FRONT STEPS, A BREATHTAKING VIEW OF EARTH, GRADUALLY DISAPPEARING BEHIND THE MOON

9. ESCAPE PODS

- » SIX EMPTY PODS, READY TO LAUNCH. NO LIFE SUPPORT
- ◇ NAVIGATION SET FOR THE LUNAR SURFACE

10. ENGINE CONTROL

- » **BLOOD DUCTS** FEED A GLOWING, THROBBING ENGINE CORE
- » 2 **VAMPIRE ENGINEERS** RUN DIAGNOSTICS IN PREPERATION FOR LONG SLEEP
 - ◇ 8 HP 6 AP (SHIELDED JACKET)
 - ◇ PSYCHIC EMP RAY: DISRUPTS TECHNOLOGY FOR D4 TURNS
 - ◇ ELECTRIC PROD 2D4 WIL DAMAGE

11. HAREM

- » LUXURIOUS PRISON FOR HUMANS OF IRREPLACEABLE QUALITY, SECTIONED BY SILK AND SKIN CURTAINS INTO DOZENS OF PRIVATE ALCOVES
- » 3D6 PRISONERS: SOME COMPLICIT, SOME REBELLIOUS, SOME HAVE BEEN HERE A VERY LONG TIME

12. BLOOD ELDER'S PALACE

- » 3 IN 6 CHANCE THE **BLOOD ELDER** IS HERE
- » HUMAN SERVANTS, A LOCAL POPULATION BRED ON THE SHIP
 - ◇ SEVERAL DOZEN OF THEM, PAINTED ALL OVER IN BRIGHT PIGMENTS
 - ◇ SLEEP ON CUSHIONS AND EAT FINE FOOD (CANNIBALS)
 - ◇ MANY GHOULS AMONG THEM, ADDICTED TO VAMPIRE BLOOD
 - ◇ WORSHIP THE BLOOD ELDER AS A GOD
- » THEY HAVE THINGS TO TRADE:
 1. SPIDERSILK ROBES (0 WEIGHT, 4 AP), 3 GEMS
 2. HUMAN MEAT, 1 GEM PER WEEK'S RATIONS
 3. FACE AND BODY PAINTING, 1-5 GEMS DEPENDING ON COMPLEXITY
 4. HARDENED KNIFE (D4+1 DAMAGE, DOUBLE DAMAGE ON 5), 7 GEMS
 5. SPIDERSILK CORD, 100 FEET, 2 GEMS
 6. PSYCHIC SHIELD PENDANT (NEGATES PSYCHIC ATTACKS), 12 GEMS

UNMARKED ROOMS

D3 RANDOM FEATURES:

1. MEMORY CRYSTAL DECODER
2. D12 HUMANS IN CRYOSLEEP CASKETS
3. STICKY GOLDEN SPIDERWEBS (DISTURBANCE CALLS A **GOLDEN SPIDER**)
4. BLOOD EXCHANGER (ATTACHMENTS FOR 2 HUMANS AND 2 VAMPIRES)
5. **RANDOM TREASURE** BEHIND CRACKLING FORCEFIELDS
6. MEAT FREEZER (QUARTERED HUMAN CARCASSES HANG TIGHTLY-PACKED)
7. INFORMATION TERMINAL (PSYCHIC CONTROLS)
8. AQUARIUM: OCTOPUS, PIRANHAS, SHARKS, TOADS, LEECHES, OR MERMAIDS
9. ACCESS CHUTE TO THE NEST BELOW
10. BLOOD FORGE: D6 WEAPONS IN THE PROCESS OF BLOOD-HARDENING





ENCOUNTERS

1. SHADOW ELDER

- » 30 HP 10 AP (GLASS HELM, SILVER SCALES) 16 STR 13 DEX 16 WIL
- » HIGH COMMANDER OF THE BLOODSHIP, SEEKS TO STORE ENOUGH BLOOD TO TAKE THE SHIP INTO HIBERNATION. THE BLOOD ELDER AND THE PRIESTESS OF THE ROCK OPPOSE THIS
- » IMPLANTED STASIS TANK HOLDS D3 HUMANS; THE ELDER CAN SPEND ONE HUMAN TO RESTORE ALL HP OR TO CONJURE A SHADOW SERVANT:
 - ◊ 10 HP, INVISIBLE EXCEPT IN FIRELIGHT
 - ◊ GETS CLOSE AND STRANGLES (D8)
- » THE TANK ITSELF HAS 20 HP; ALSO WITHIN ARE TWO RANDOM TREASURES AND AN ANCIENT VAMPIRE RIBCAGE

2. D3 SHADOW TENDRILS

- » 12 HP, IMMUNE TO NORMAL WEAPONS
- » CONNECTED AT ALL TIMES TO THE SHADOW ELDER, BUT OFTEN WANDER THE SHIP SEEMINGLY OF THEIR OWN MIND
- » SHADOW CLAWS (D12 DEX DAMAGE)

3. D6 VAMPIRE JAILERS

- » 8 HP 4 AP (HYPERWEAVE CLOAK) 14 STR 10 DEX 14 WIL
- » PARALYZING GAZE (WIL SAVE NEGATES, REQUIRES EYE CONTACT)
- » CLAWS (D6, STR SAVE VS. MASSIVE BLEEDING ON 6)
- » SCREECHING COMMAND (D4 WIL DAMAGE, AREA;
 - ◊ CHARACTERS WITH 0 HP MUST PASS A WIL SAVE OR COWER)
- » ESCORTING D6 HUMAN PRISONERS IN SPACE OUTFITS
 - ◊ DISORIENTED AND AFRAID; ONE AMONG THEM IS THE PRIESTESS'S SPY, HIDING A POISONED KNIFE AND A RANDOM TREASURE

4. PRIESTESS OF THE ROCK

- » 12 HP 9 STR 15 DEX 17 WIL
- » HUMAN HIGH CLERIC OF THE VAMPIRE CHURCH. IMMORTAL, BY UNKNOWN MEANS
- » ORGANIZING SECRET REVOLT AGAINST THE SHADOW ELDER
- » SEEKS TO REVIVE THE ANCIENT VAMPIRE PROGENITOR, THAT HE MIGHT RECONQUER EARTH. THE RITUAL REQUIRES ALL THE ANCIENT VAMPIRE BONES ON THE SHIP (AND A HUMAN SACRIFICE)

5. BLOOD ELDER

- » 40 HP 10 STR 10 DEX 18 WIL
- » SECOND-RANKING VAMPIRE ON THE BLOODSHIP; WOULD RATHER BE RULING ON EARTH THAN COWERING IN SPACE, BUT LACKS COURAGE
- » LIVES ON HER OWN PERMANENTLY-DOCKED PALACE SHIP
- » THE ELDER CAN FORM PERFECT REPLICAS OF ANYONE WHOSE BLOOD SHE'S TASTED
 - ◊ BLOOD CLONES DISSOLVE AFTER ONE HOUR
 - ◊ THEY DON'T KNOW THEY'RE CLONES
- » CARRYING TWO RANDOM TREASURES AND ANCIENT VAMPIRE LEG BONES

6. D3 BLOOD TENDRILS

- » 8 HP, IMMUNE TO NORMAL WEAPONS
- » BLOOD SIPHON (LATCHES ON FOR D6 DAMAGE/TURN; D12 DAMAGE ON FORCED REMOVAL)
 - ◊ VAMPIRIC HEALING (DAMAGE DEALT RESTORES THE BLOOD ELDER'S HP)

7. GOLDEN SPIDER

- » 6 HP 18 AP (LAYERED GOLDEN PLATES) 13 STR 15 DEX 9 WIL
- » HIGHLY MOBILE, SKITTERS ALONG THE UNDERSIDE OF THE FLOOR
- » FAVORS TRAPS AND HIT-AND-RUN TACTICS
- » WEB SPITBALL (AREA, STR SAVE TO ESCAPE)
 - ◊ WEBBING IN CONTACT WITH SKIN DRAINS 1 DEX EACH TURN
- » BITE (D8 STR AND DEX DAMAGE)

8. MOSQUITO DRONE SWARM

- » 3D6 HP (SWARM)
- » 1 ATTACK PER TURN FOR EVERY 3 HP REMAINING
- » EVASIVE (PASS A DEX SAVE TO HIT)
- » BLOOD-SUCKING PROBOSCIS (D4 DAMAGE EACH TURN, D8 DAMAGE ON FORCED REMOVAL)

9. ASTRAL ELDER

- » INVISIBLE ASTRAL BEING
- » POWERFUL, BUT OUT OF TOUCH AND DISINTERESTED IN REALITY
- » TRUE BODY IS CONCEALED DEEP WITHIN THE NEST, ALONG WITH AN ANCIENT VAMPIRE PELVIS

10. MAN-FACED EEL

- » 8 HP 8 AP (SEGMENTED EXOSKELETON) 10 STR 14 DEX 6 WIL
- » EXPRESSIVE, INTELLIGENT EYES BELIEVE BESTIAL, PREDATORY NATURE
- » CONSTRICTION (D8, TARGETS WITH 0 HP ARE SWALLOWED WHOLE)
- » SWIM BLADDER HOLDS D6 MINUTES BREATHABLE AIR





TREASURE

1. D4 GEMS

- » USED AS MONEY; 1 WEIGHT PER 10 GEMS

2. DREAM SERUM

- » D6 DOSES; WIL SAVE VS. SLEEP ON INJECTION
- » SLEEPERS SHARE THE SAME DREAM

3. VAMPIRE BLOOD

- » D3 VIALS; RESTORES ALL HP AND GRANTS +1 STR (PERMANENTLY)
- » 1 IN 20 CHANCE OF BECOMING A GHOUL:
 - ◊ GHOULS DON'T NEED TO EAT, DRINK, OR BREATHE, BUT MUST CONSUME 1 VIAL OF VAMPIRE BLOOD EACH WEEK OR TURN FERAL

4. JEWELLED GLOVE

- » PROTECTS HAND FROM ABSOLUTELY EVERYTHING
- » FINGERTIP LASERS: 1 DAMAGE, 5 ATTACKS PER TURN

5. COMMANDO HELMET

- » H.U.D. WITH TARGETING ASSISTANCE (+1 RANGED DAMAGE)
- » 30-MINUTE AIR SUPPLY
- » INTERNAL AI KNOWS MORE THAN IT WANTS TO SAY

6. SPACE OUTFIT

- » 4 AP, 5 WEIGHT, 12-HOUR AIR SUPPLY
- » CONTENTS: (D6)
 - 1-3. NOTHING
 - 4-5. RAT-EATEN CORPSE
 - 6. ESCAPED PRISONER

7. D8 VAMPIRE LARVAE

- » NEWLY HATCHED AND INNOCENT; CRYING FOR BLOOD
- » MUST CONSUME 10 STR IN BLOOD TO REACH MATURITY

8. LASER FLECHETTE

- » D10, WIDE SPREAD, CLOSE RANGE, INEFFECTIVE VS. ARMOR
- » 2 CHARGES: EXPEND A CHARGE WHEN YOU ROLL MAX DAMAGE; IF YOU CAN'T, THE GUN EXPLODES (D10, AREA)

9. HUGE GEM

- » 5 WEIGHT, WORTH 10 GEMS

10. HOUSE-EATER MISSILE

- » 3 WEIGHT; ON IMPACT, UNSPOOLS INTO A TENTACLED EATER (24 HP 16 STR)
 - ◊ GRABBING TENTACLES: D8 DAMAGE TO EVERYONE WITHIN TEN FEET; TARGETS WITH 0 HP MUST SAVE OR BE SUCKED INSIDE; ACID AND CHOMPING TEETH DEAL A FURTHER D6 DAMAGE/TURN

11. HARDENED SWORD

- » D4+4 DAMAGE, UNBREAKABLE

12. MEMORY CRYSTALS

- » CAPTURE THE MEMORIES OF THE WILLING OR THE DYING
- » DECODER REQUIRED FOR PLAYBACK
- » CONTAINED MEMORIES: (D6)
 1. SEX TAPE
 2. ACCESS CODES
 3. SECRET FEAR OR VULNERABILITY
 4. MAP TO A **RANDOM TREASURE** OR **ANCIENT VAMPIRE BONES**
 5. MUTINEER'S MANIFESTO
 6. CHRONICLE OF EXODUS AND EXILE FROM EARTH

13. RED PUTTY

- » TRIES TO CRAWL DOWN YOUR THROAT
- » INFECTION: EACH WEEK, INCREASE YOUR STR AND FOOD CONSUMPTION BY 1

14. MINDGATE MASK

- » LETS YOU INTERACT WITH PSYCHIC CONTROLS
- » LETS YOU ASTRALLY PROJECT: WIL SAVE TO RETURN TO BODY

15. FLYING GOLDEN MANACLES

- » ONE END CONNECTS TO WRIST, THE OTHER END CAN BE PSYCHICALLY CONTROLLED
- » 10 FEET LONG, WIL SAVE TO GRAPPLE

16. BUTTERFLY PIN

- » LETS YOU TALK TO BUGS AND BUG-LIKE THINGS

17. PORTABLE MOUTH

- » CAN MEMORIZE AND PERFECTLY RECREATE UP TO 30 MINUTES OF HUMANOID SPEECH

18. ANTHROPODERMIC TOMES

1. TECHNICAL: SCHEMATICS OF THE SHIP AND A MANUAL OF ITS OPERATIONS
2. PERSONAL: LOVE LETTERS BETWEEN THE PRIESTESS AND ONE OF THE VAMPIRE ENGINEERS, WITH VEILED TALK OF MUTINY
3. MAGICAL: A NONSENSE WORD THAT CONJURES FIRE WHEN SHOUTED, AND A THOUSAND PAGES OF ACCOMPANYING TREATISES
4. HERETICAL: DETAILS OF THE **ANCIENT PROGENITOR'S** LOST KINGDOM ON EARTH, INCLUDING THE EXPUNGED HISTORY OF HIS VICIOUS MADNESS AND FINAL BETRAYAL BY HIS COURT

19. BLOOD-FUELED PET

- » 1 HP, 5 STR, 14 DEX, 8 WIL; ACTUAL SIZE
- » REQUIRES 1 STR IN BLOOD EACH DAY; ATTACKS YOU IF YOU EVER STOP FEEDING IT

20. AMBER LENSE

- » REVEALS AURAS
- » PIERCES FOG AND OTHER VISUAL OBSCURANTS

GAME OVER

