

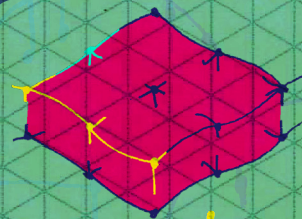
PART ONE:

BLOODBATH

Rooms R-01 to R-08

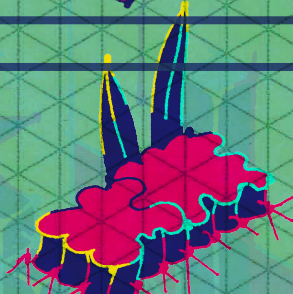
The Bloodship's sloshing fuel tank—an open reservoir, many miles wide and overgrown. The air is warm and sweet, full of the sound of waves and far-off oinking.

TERRAIN



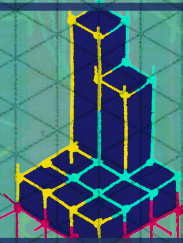
THE BLOOD SEA

Shallow and warm and full of MAN-FACED EELS (B-12).



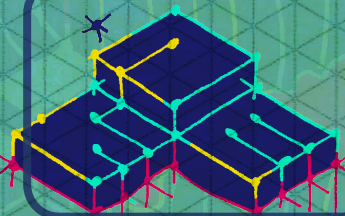
RED MANGROVES

Man-eating flowers (1d3 damage).



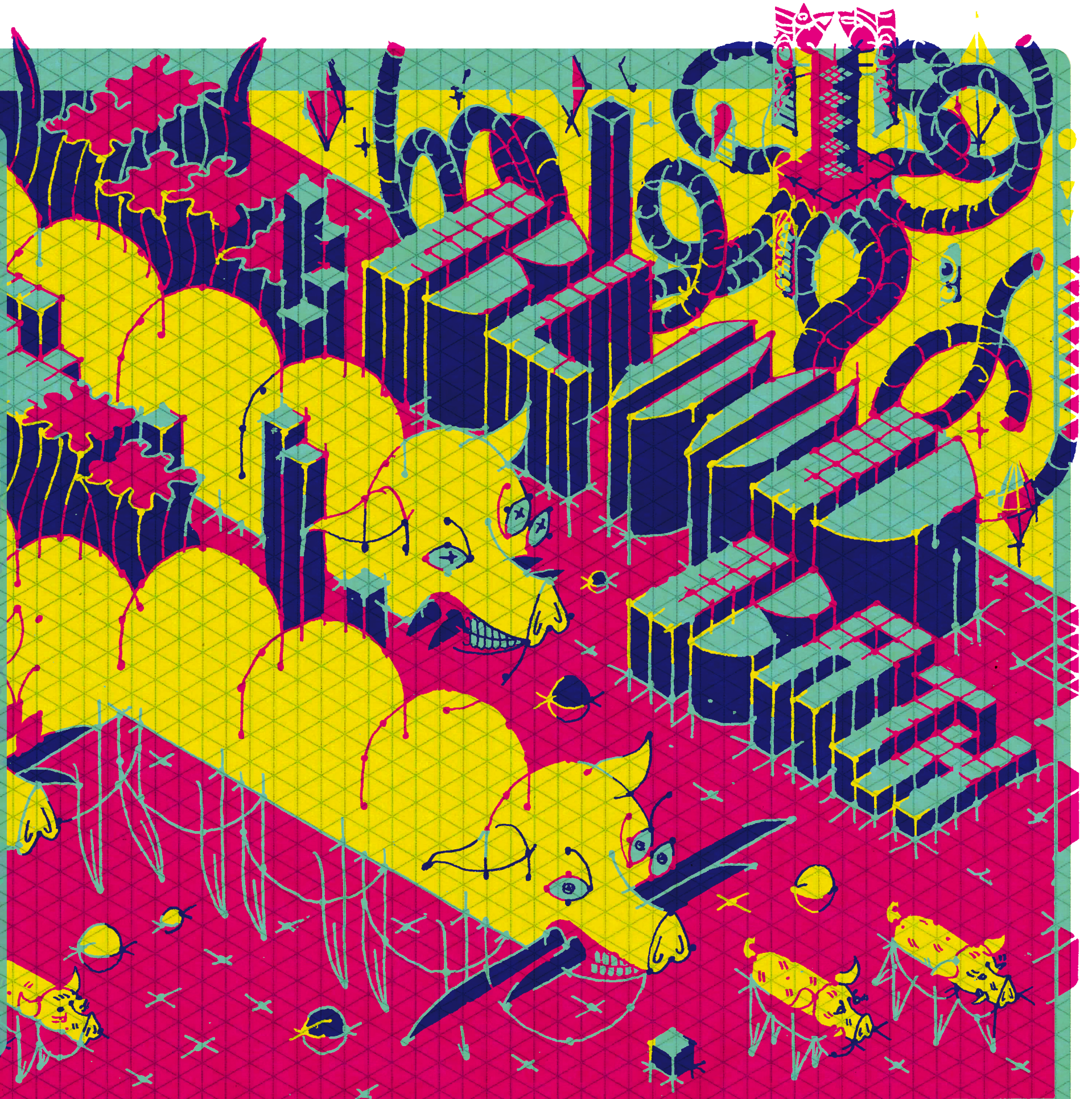
VOIDMETAL

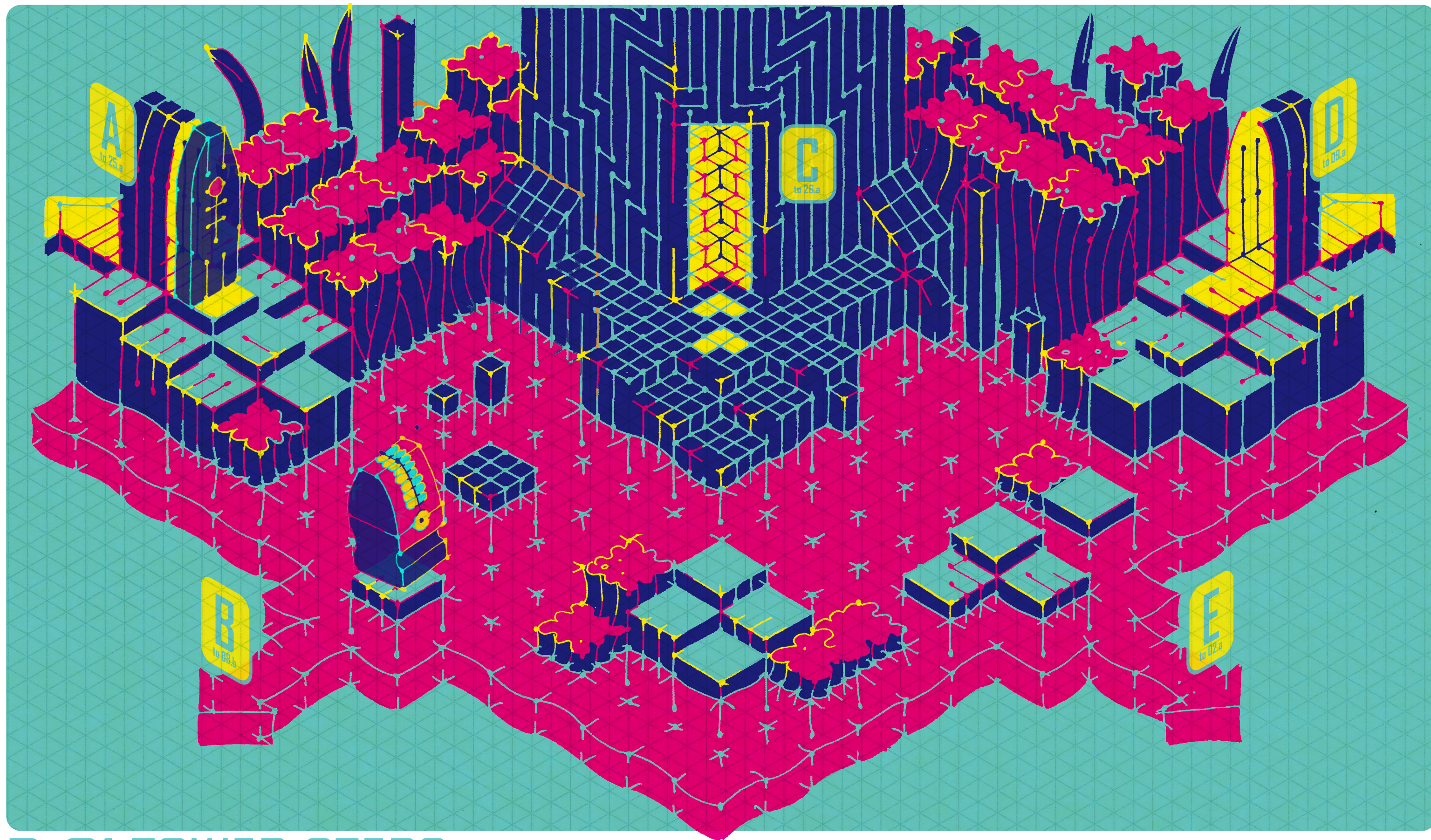
Ice cold and invincible.



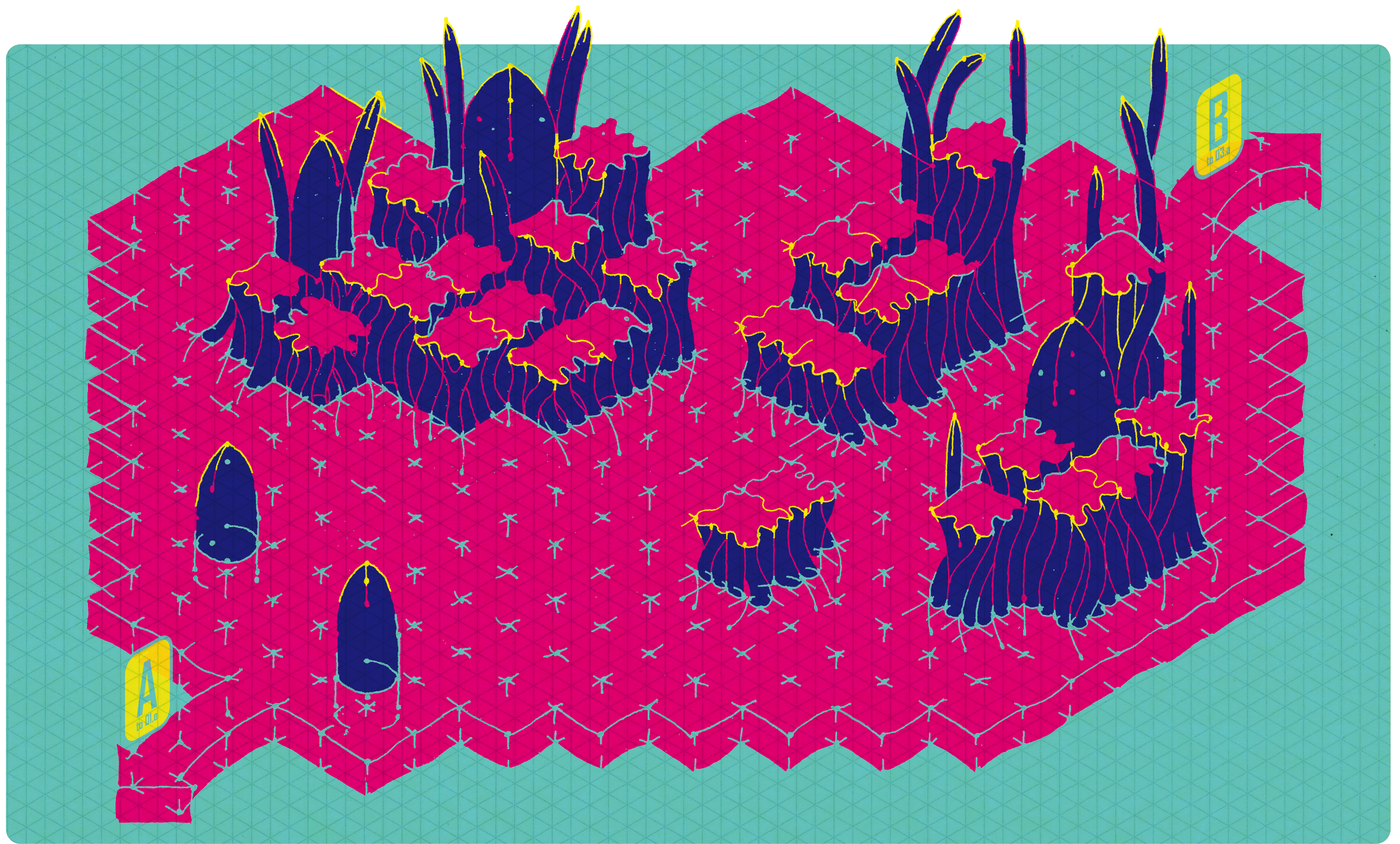
PSIONIC HULL

Self-healing and dimly aware.

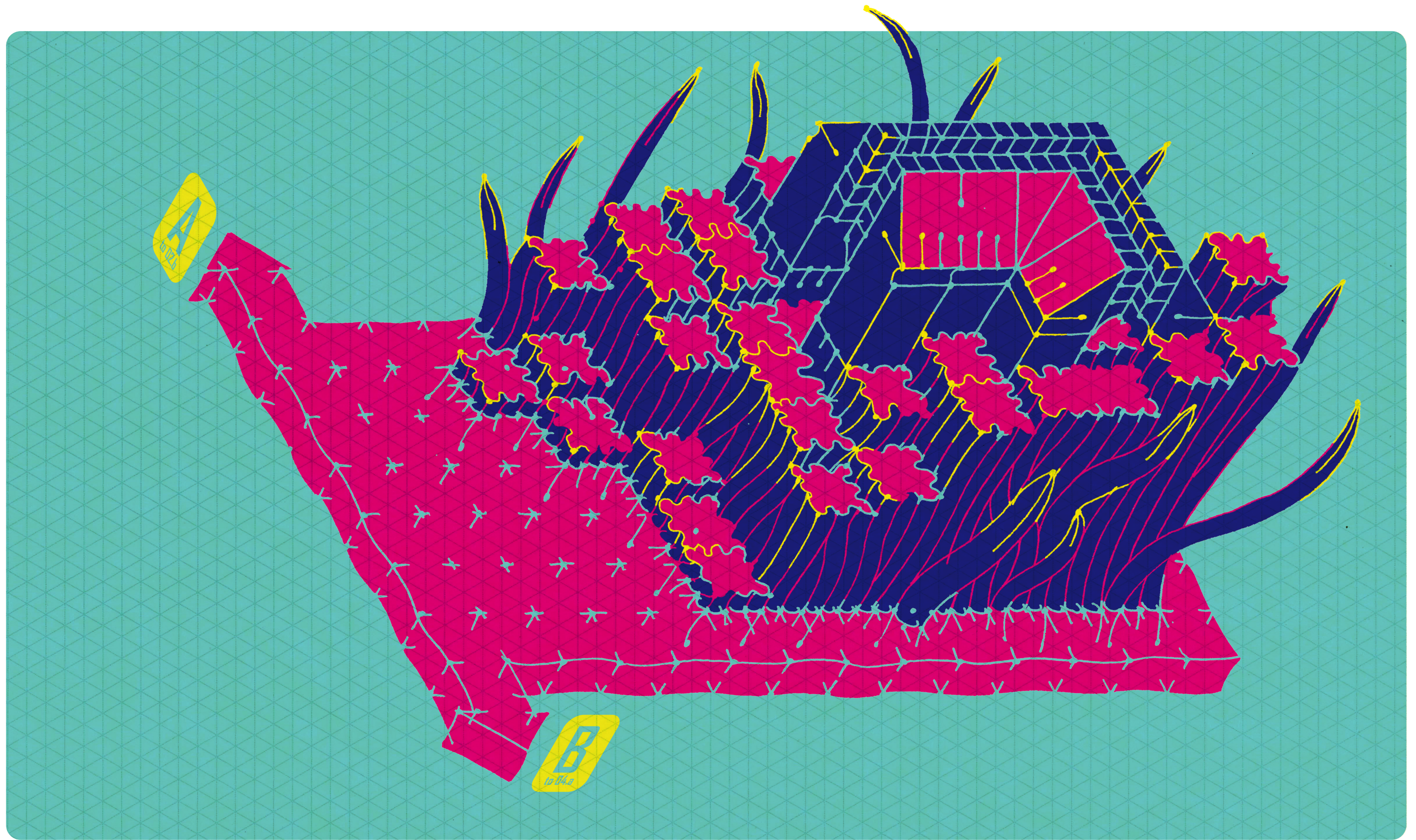




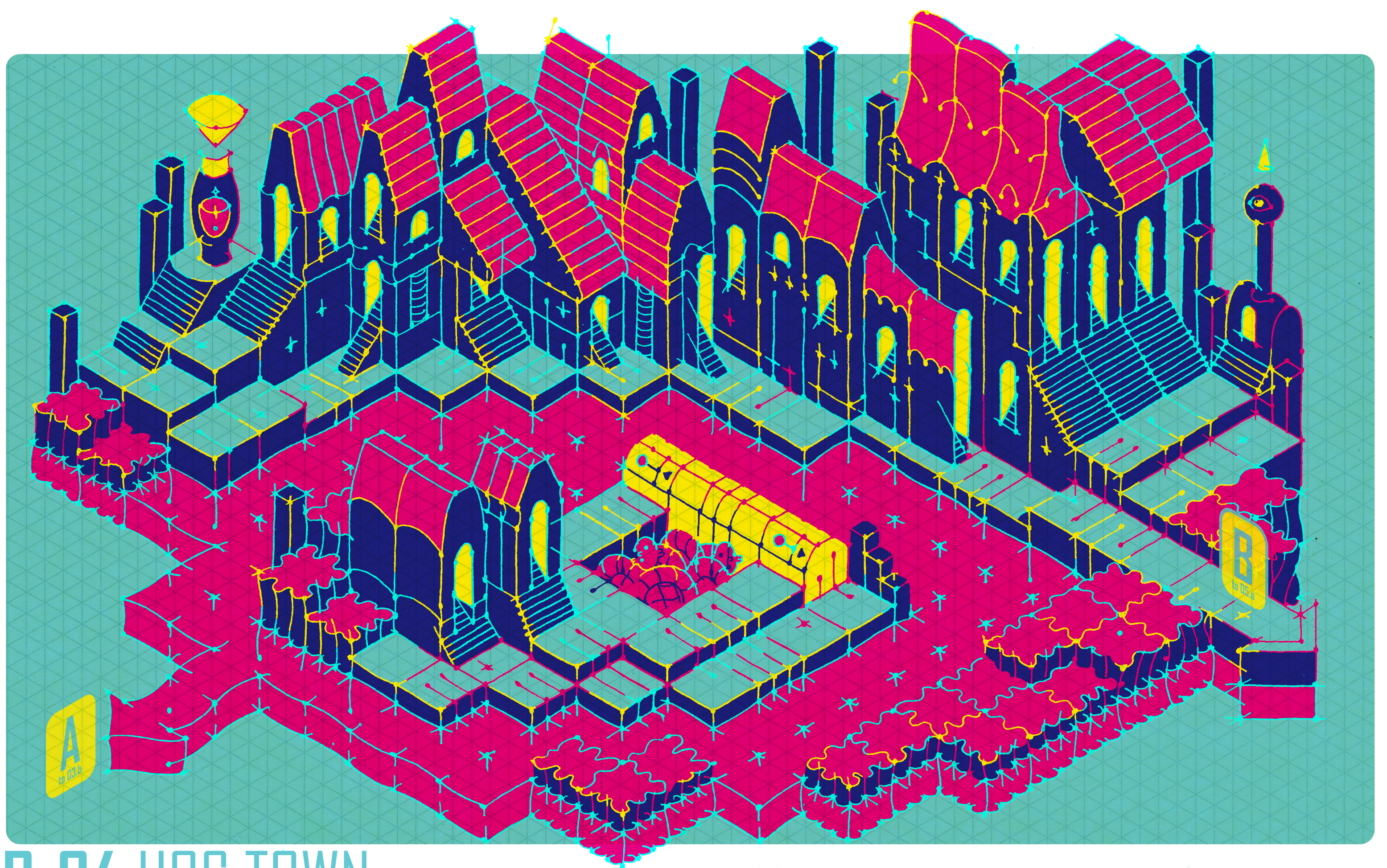
R-01 TOWER STEPS



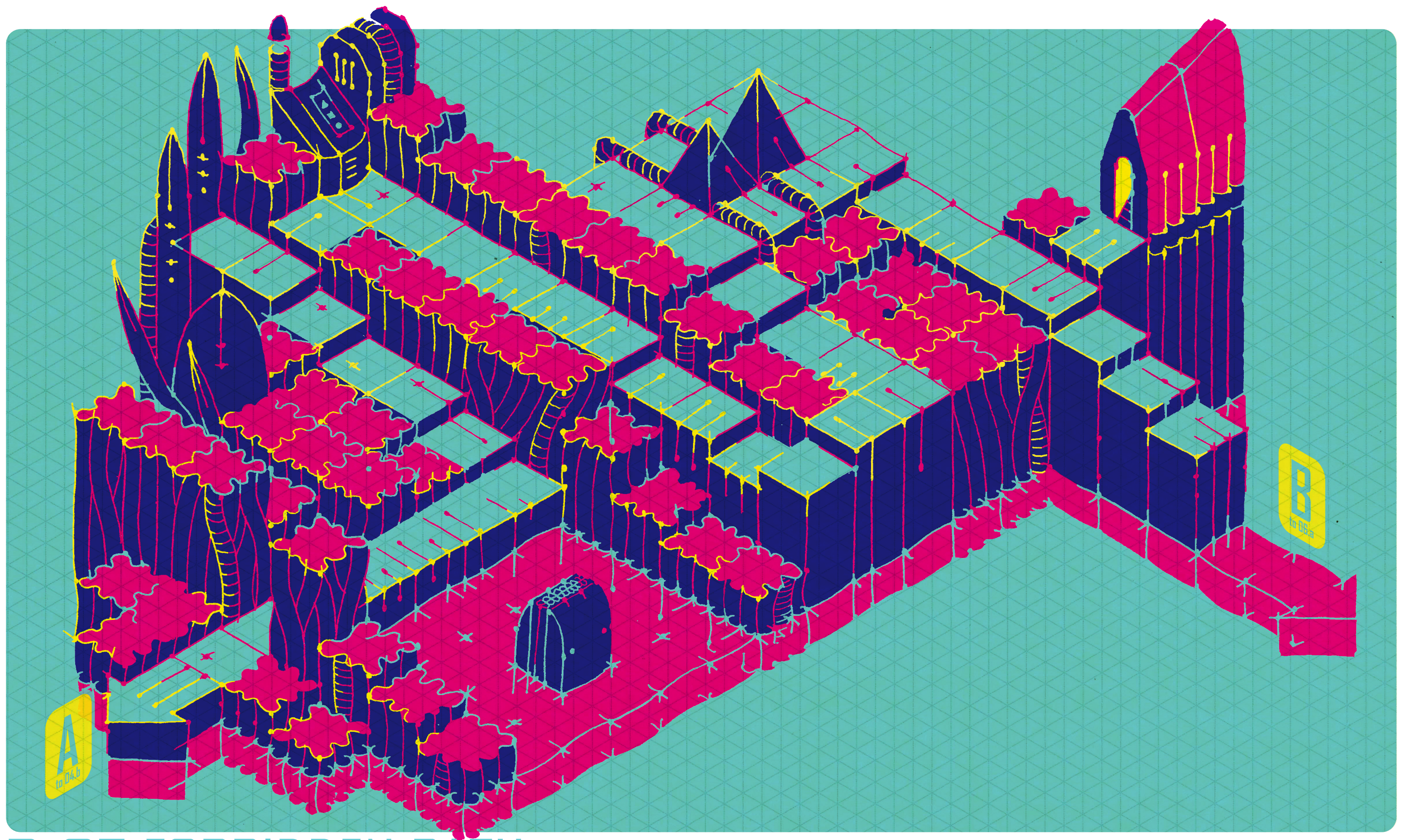
R-02 MANGROVES



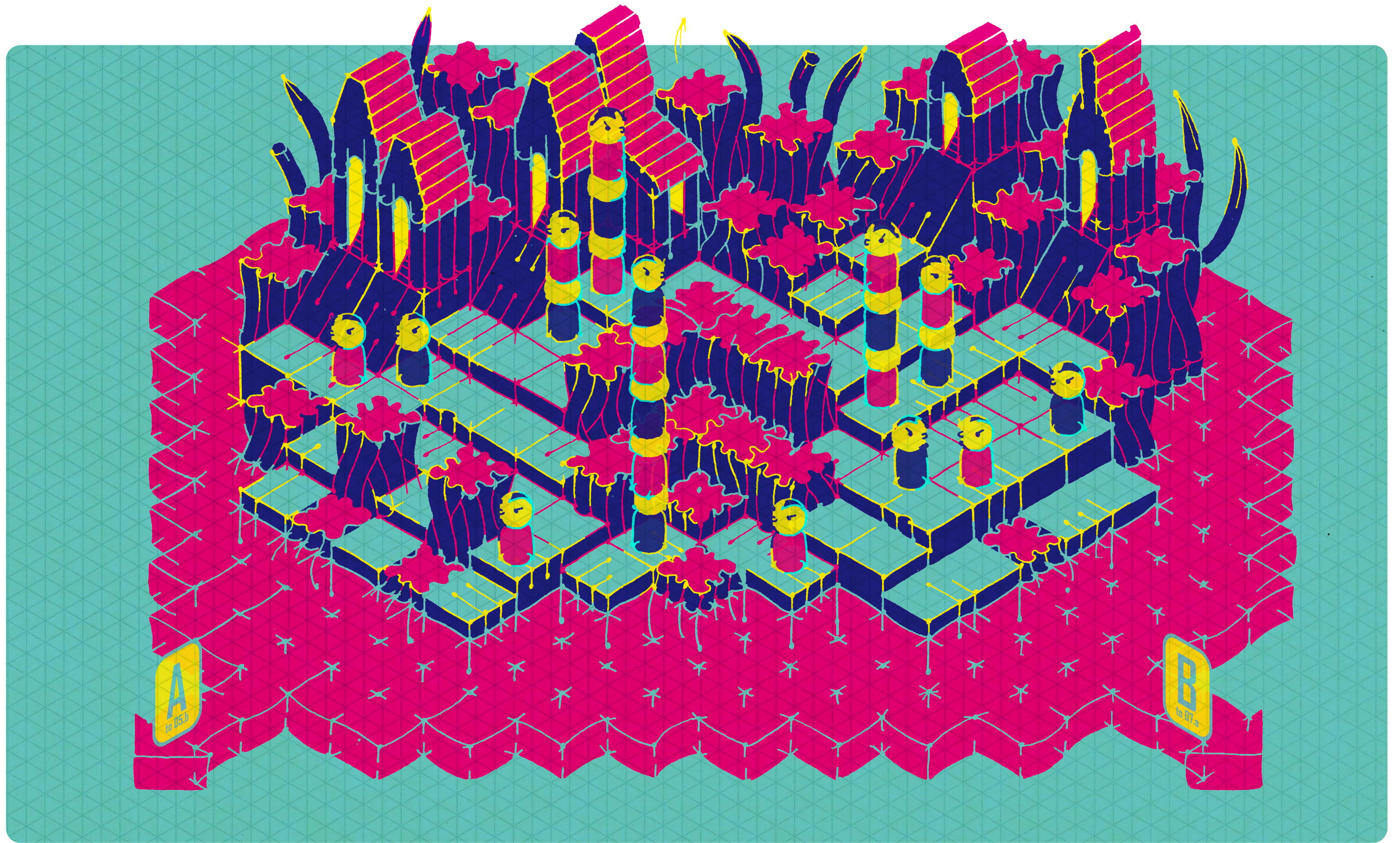
R-03 OVERGROWN TEMPLE



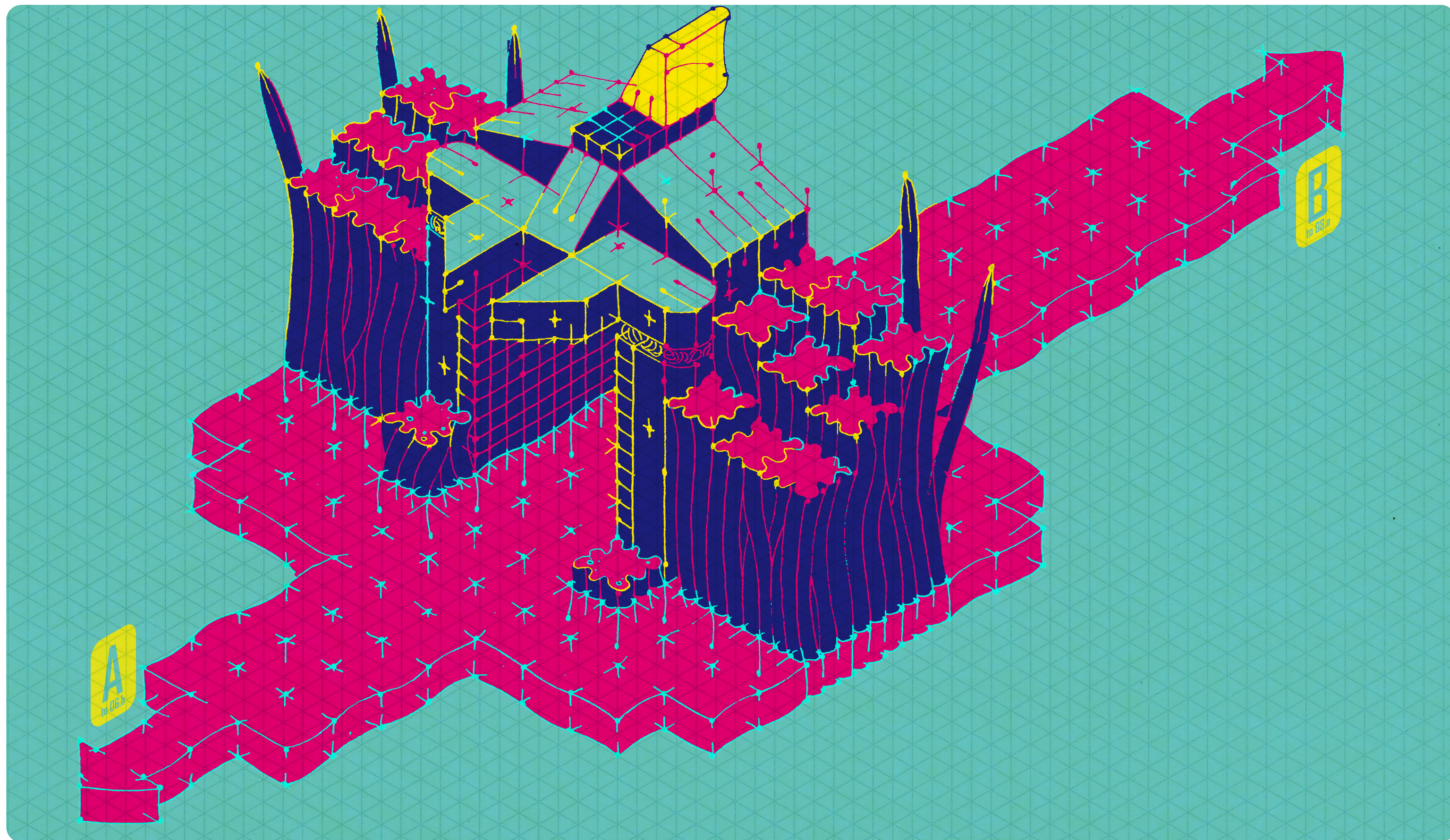
R-04 HOG TOWN



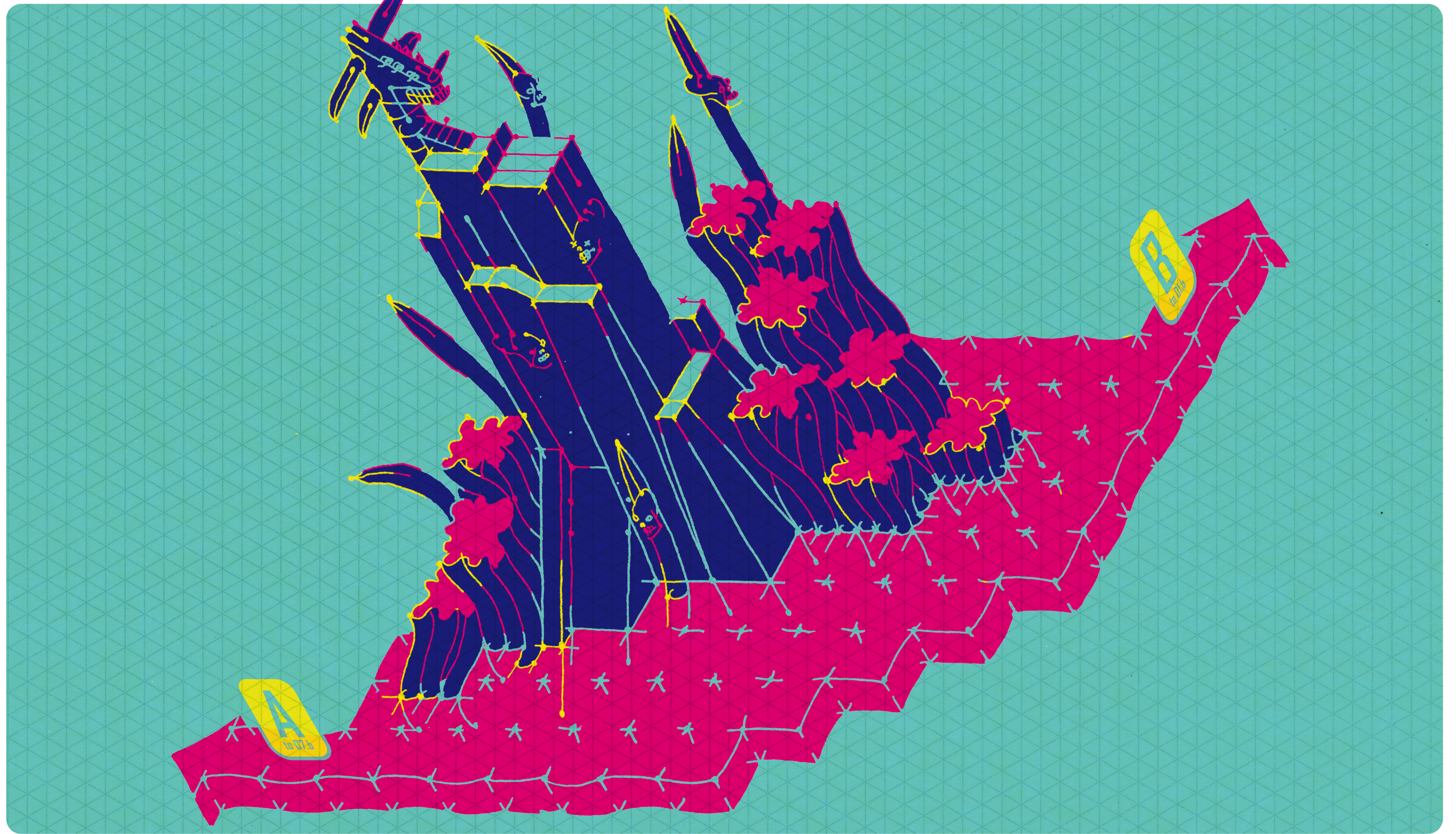
R-05 FORBIDDEN PATH



R-06 REPLICANT CAMP



R-07 BLOOD GATE



R-08 DRAGON ALTAR

PART TWO:

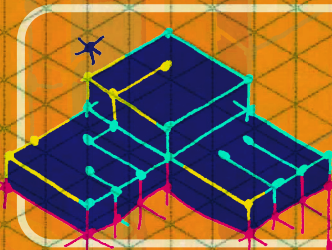
FLOATING PLATFORMS

Rooms R-09 to R-25

OVER THE EDGE: falling off the platforms sends you to a random room in the blood sea (roll 1d8).

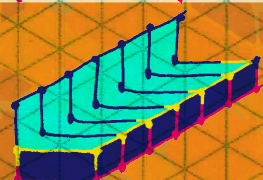
THIN AIR: oxygen-breathing creatures -2 STR.

TERRAIN



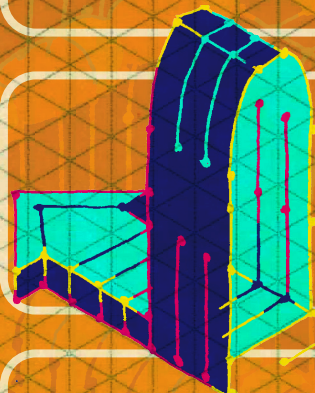
PSIDNIC HULL

Levitating platforms, gently swaying in some unseen psychic breeze.



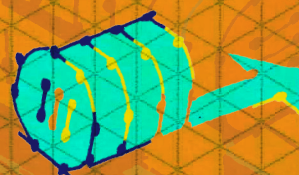
CONVEYOR

Moves fast and erratically, an irrythmic jankle of clunks and kachunks.



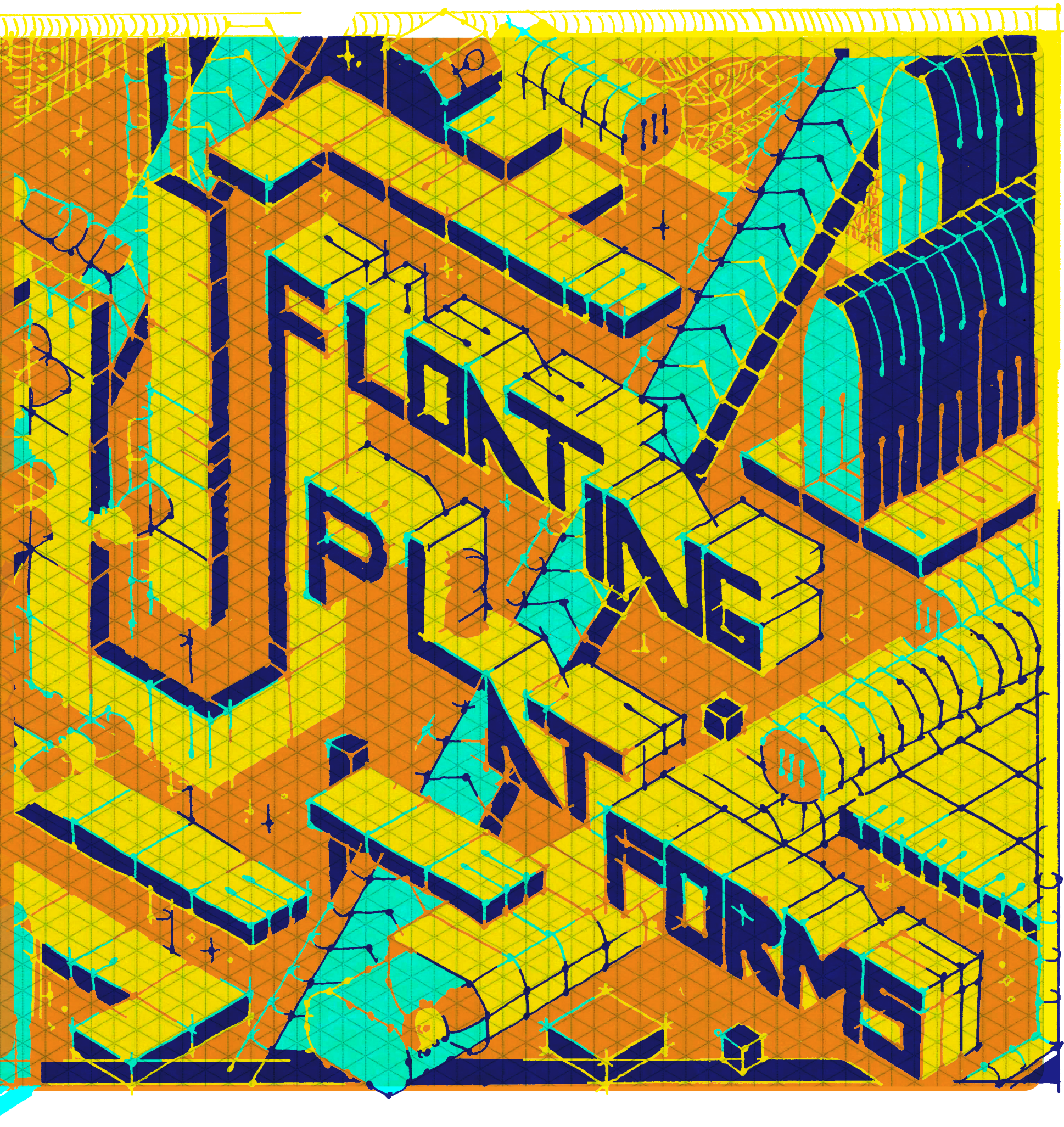
CONNECTOR

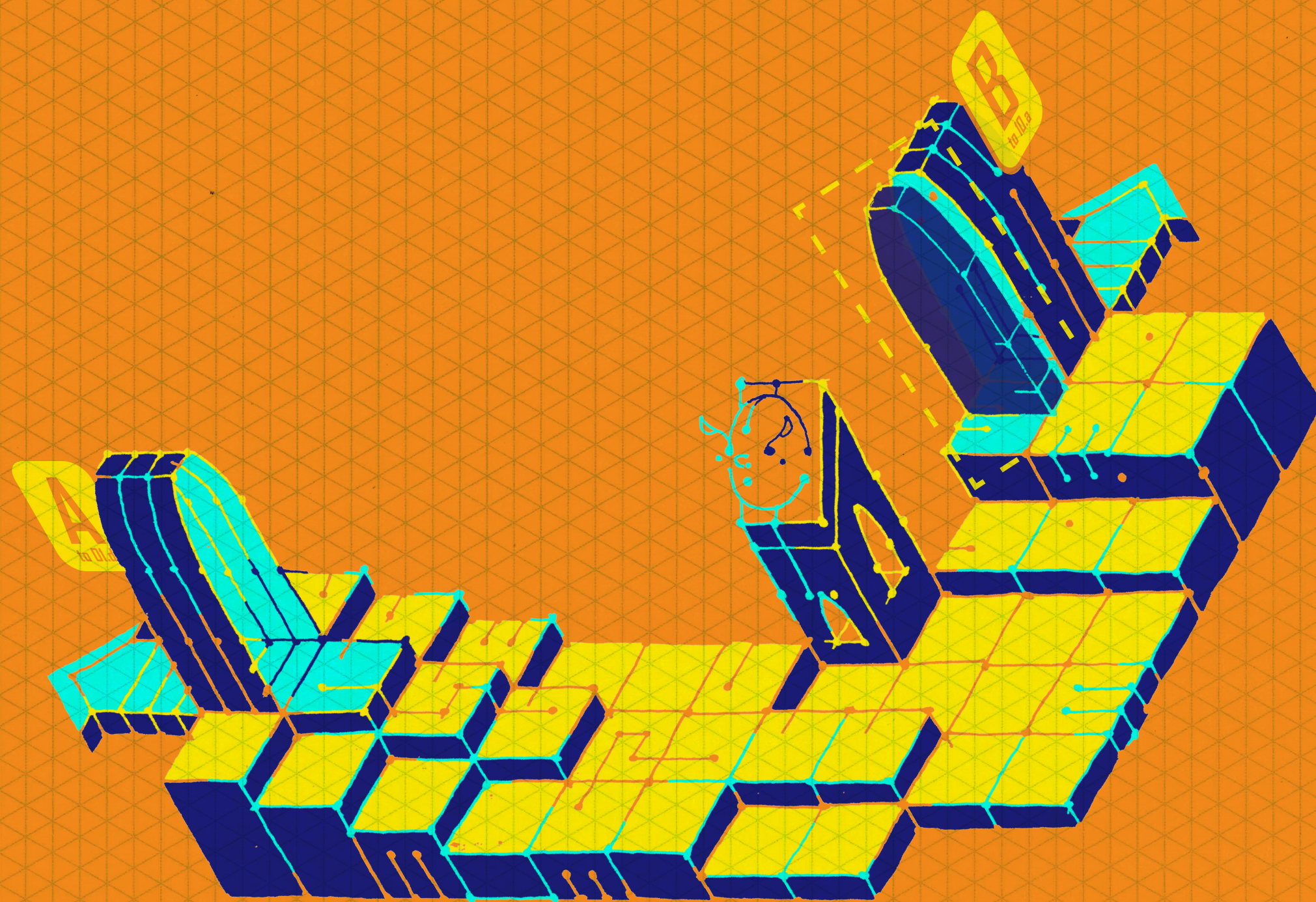
Winding segmented walkways connect the platforms.



BLOOD DUCT

A tight squeeze; one in six chance of MAN-FACED EELS (B-12).

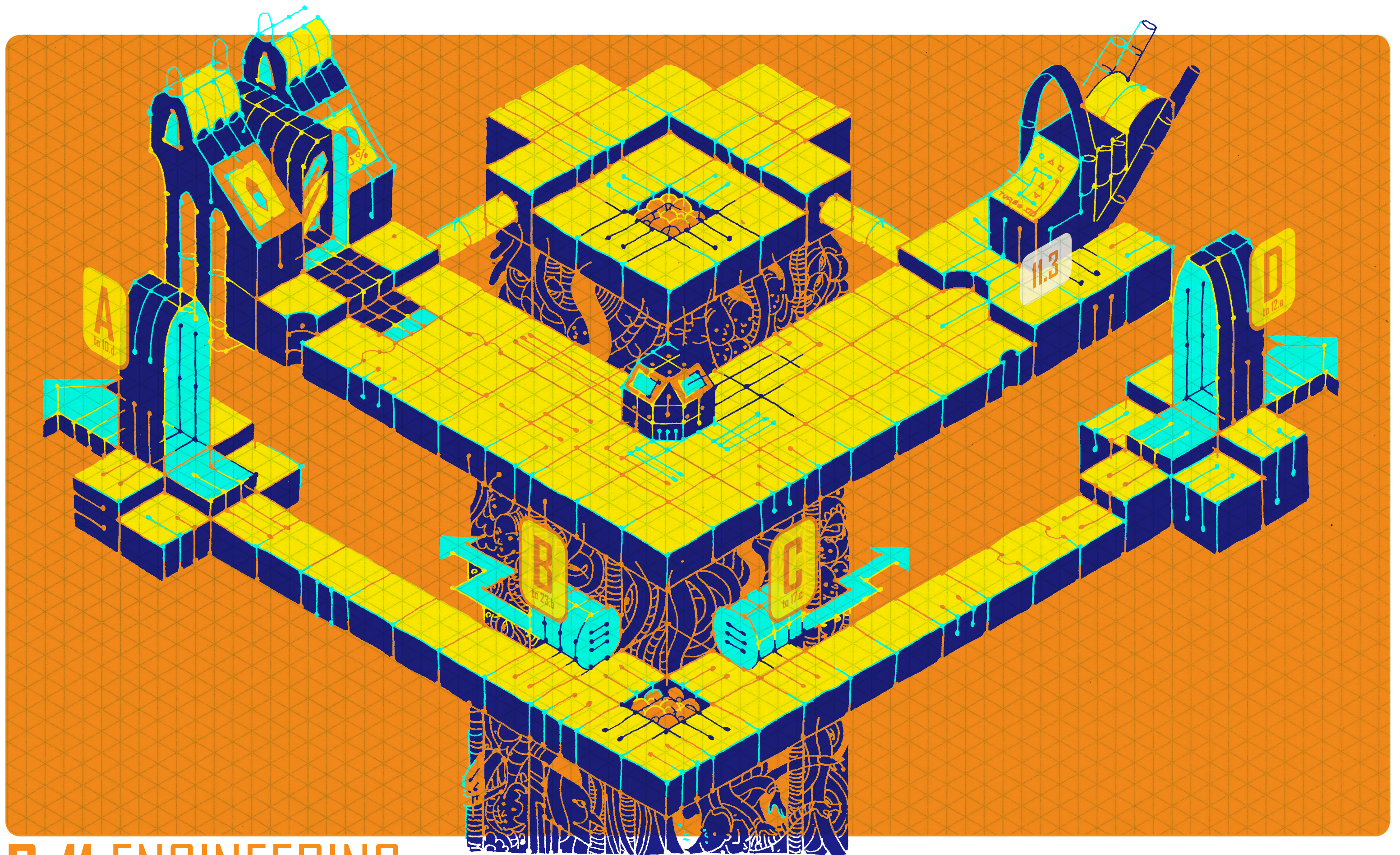




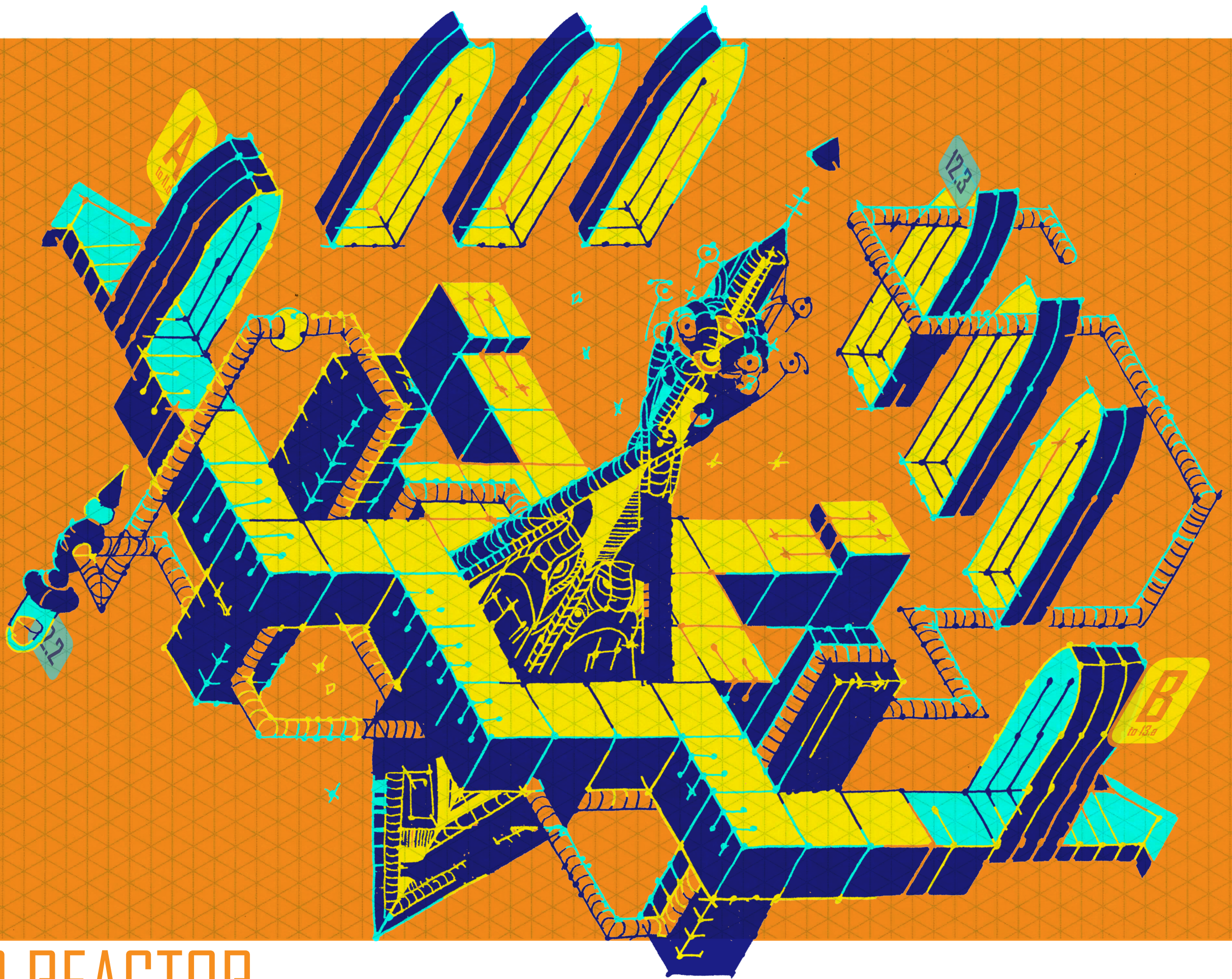
R-09 DECONTAMINATION



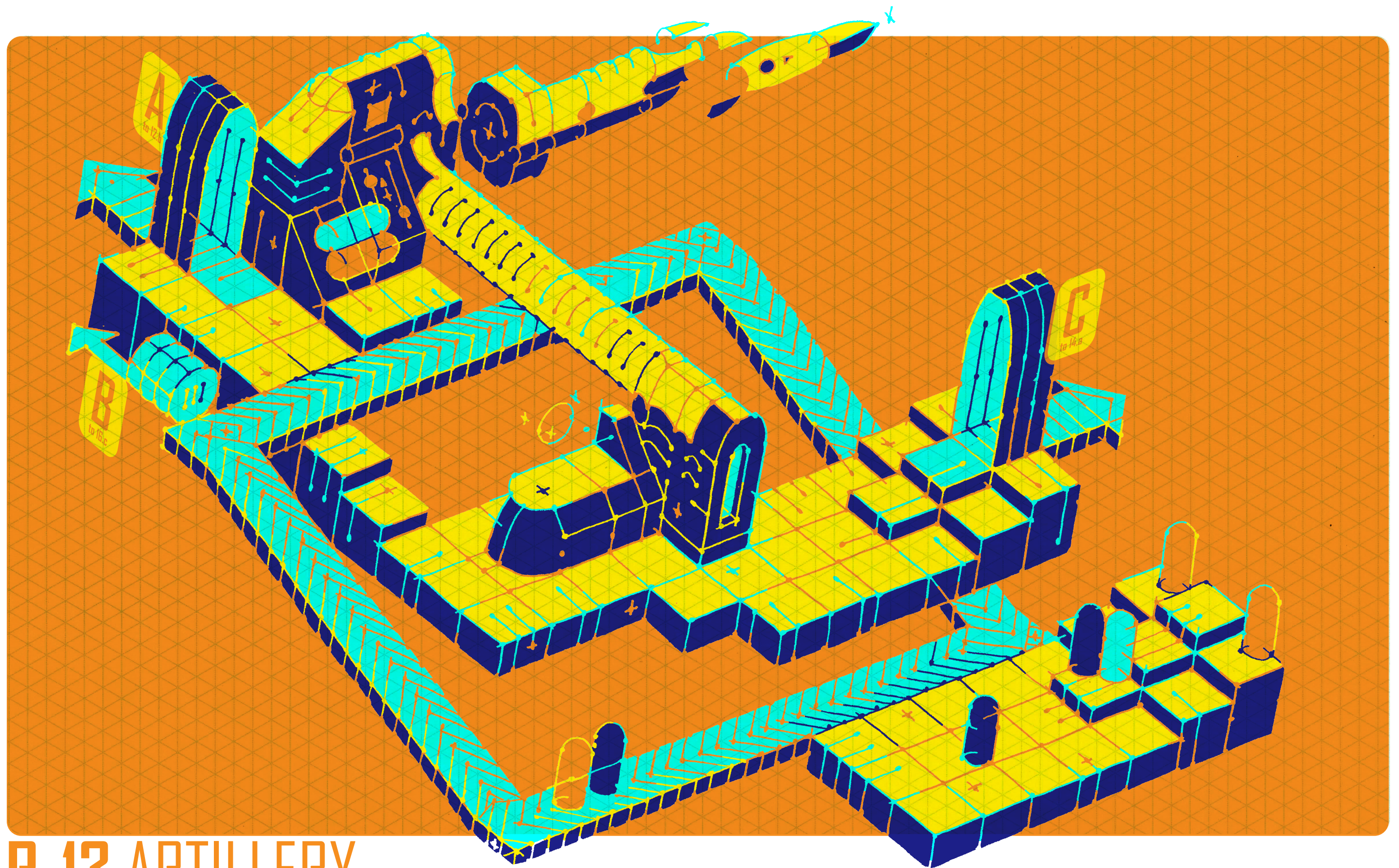
R-10 CRYSTAL BLOOM



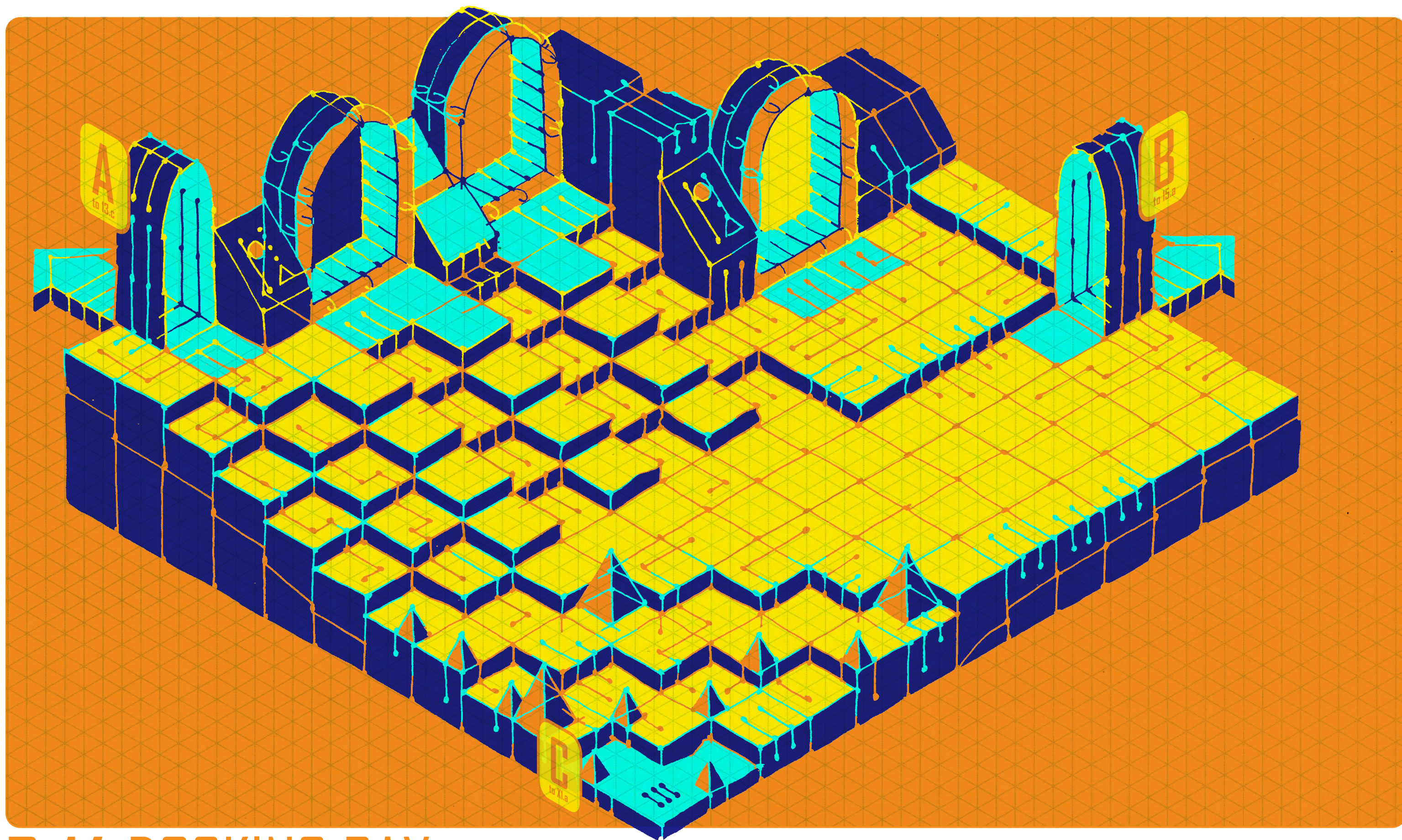
R-11 ENGINEERING



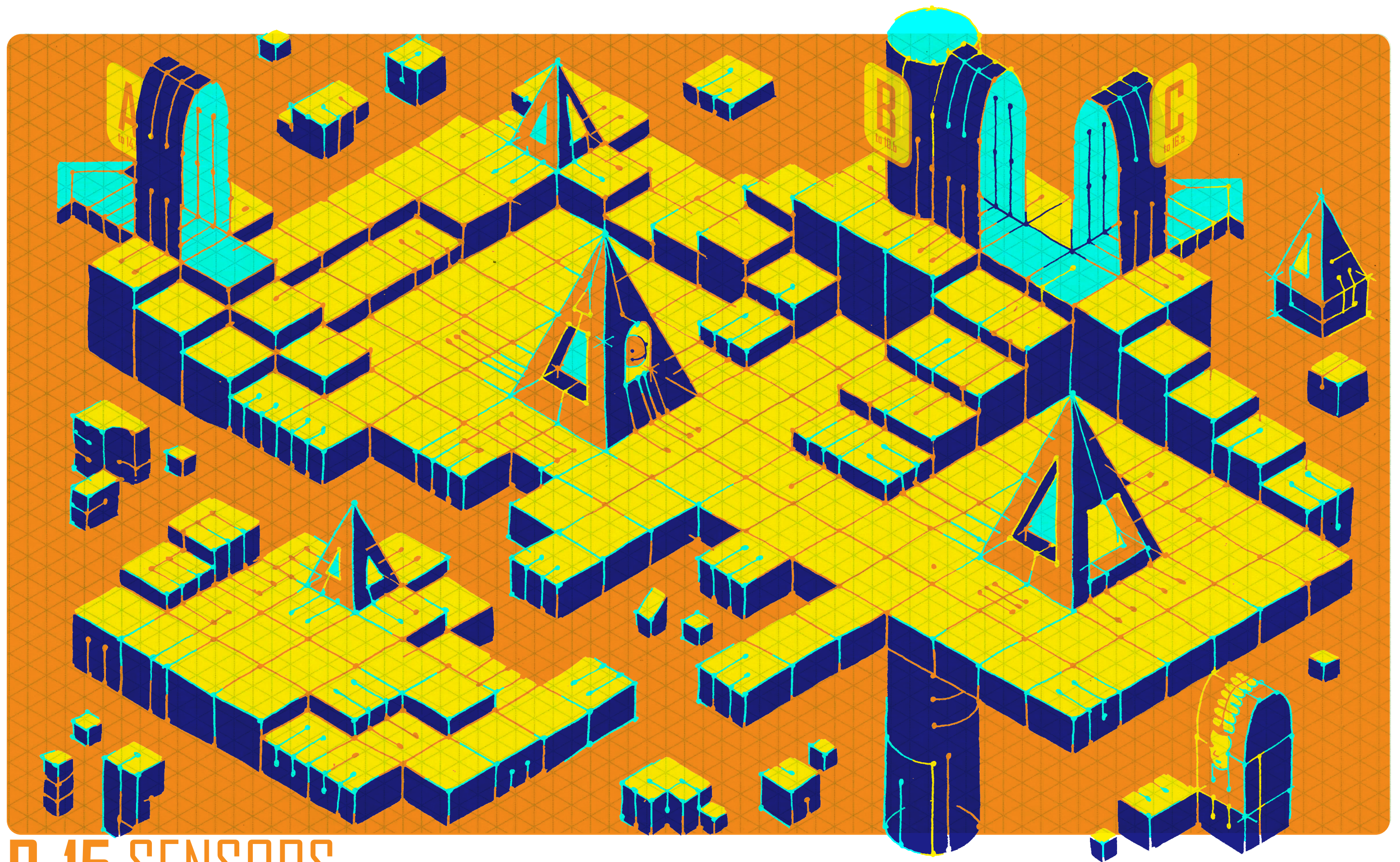
R-12 STAR REACTOR



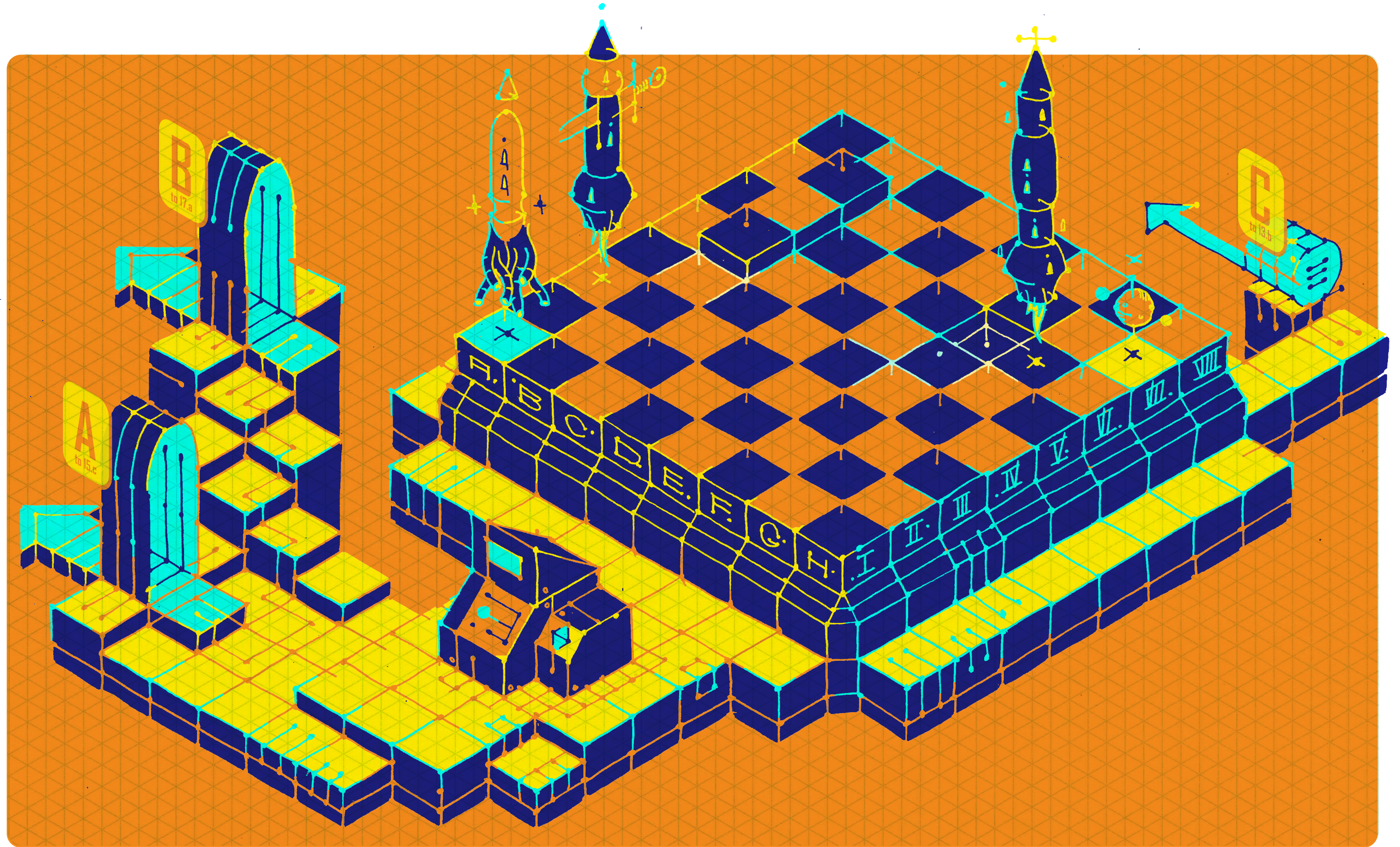
R-13 ARTILLERY



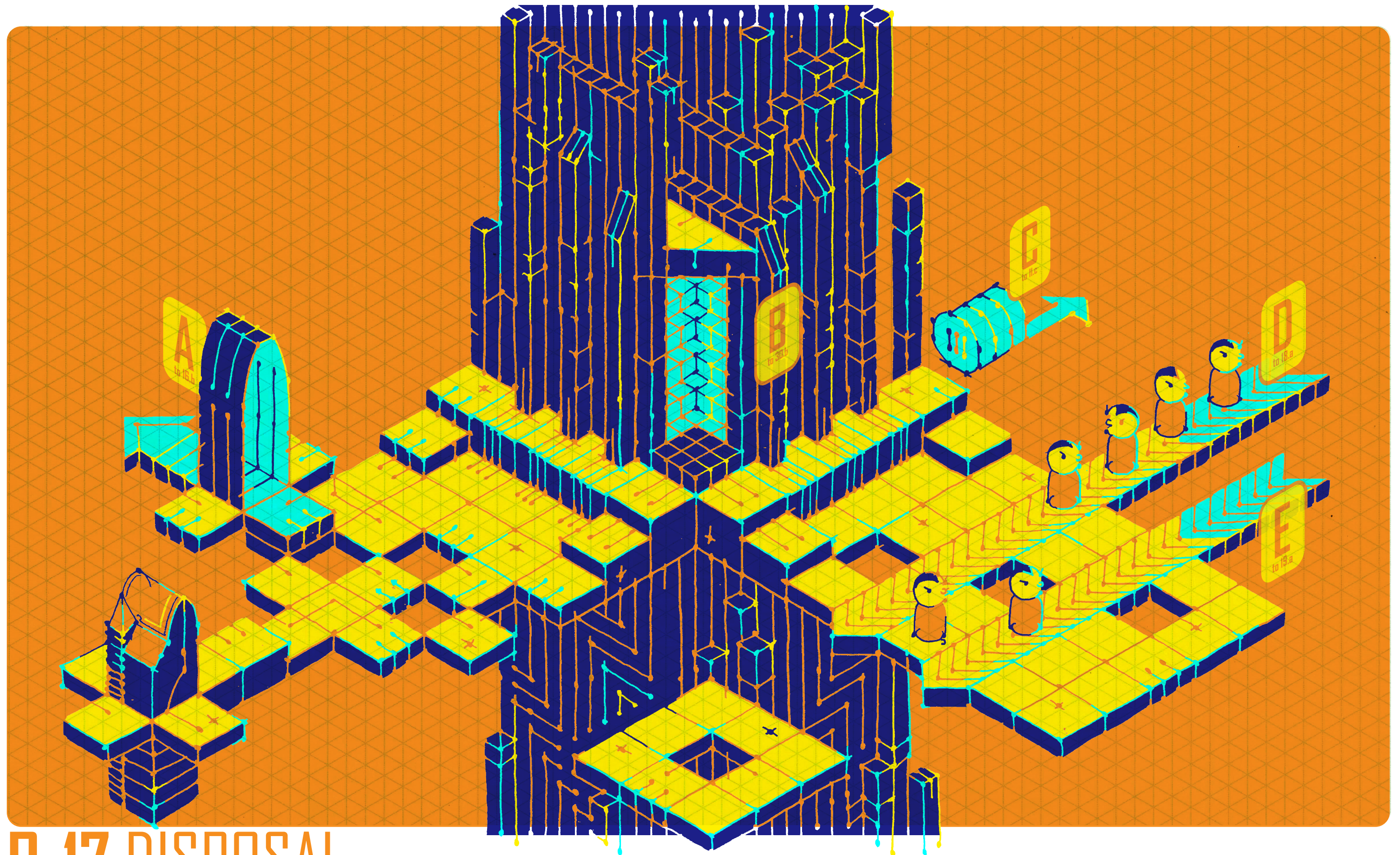
R-14 DOCKING BAY



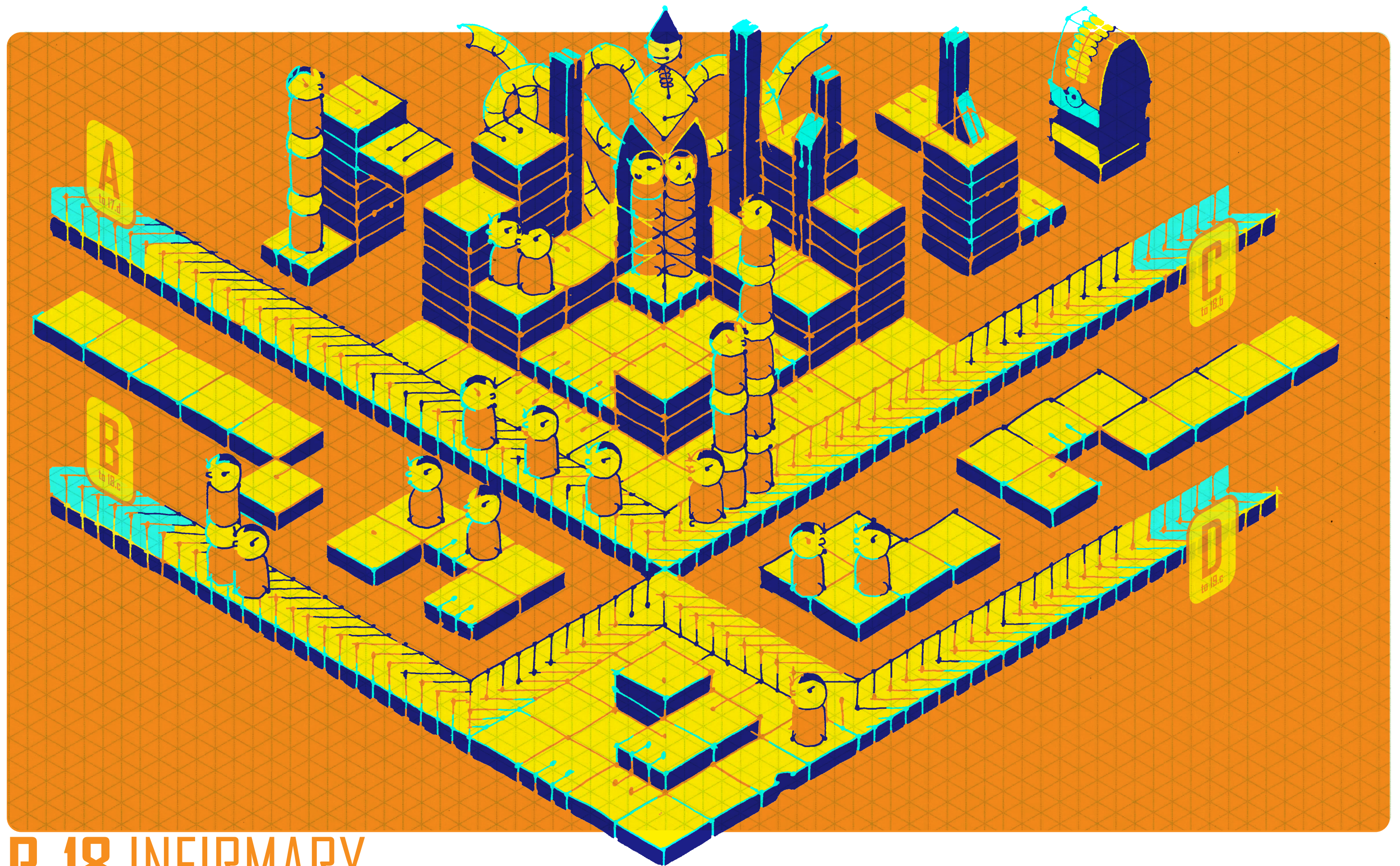
R-15 SENSORS



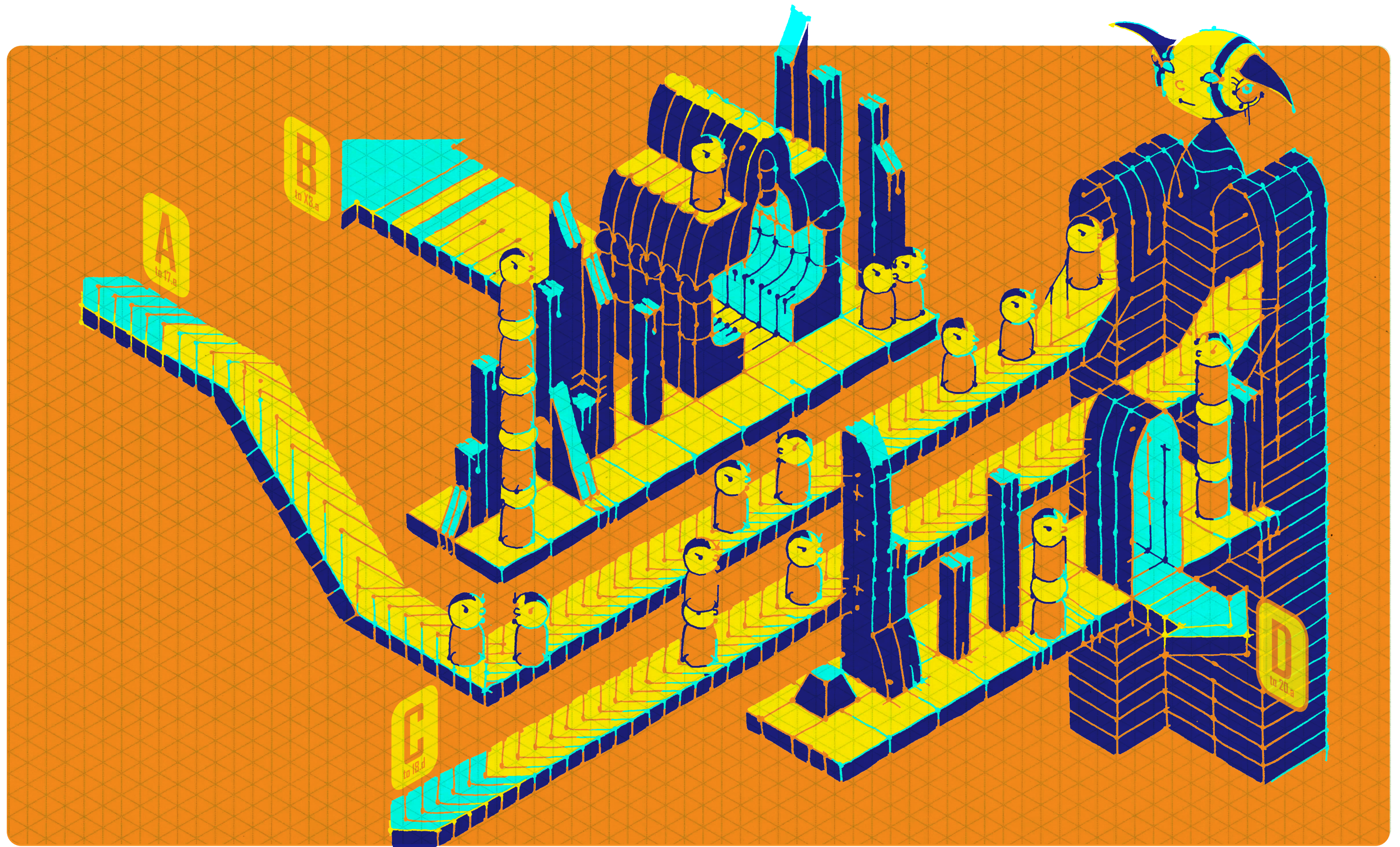
R-16 NAVIGATION



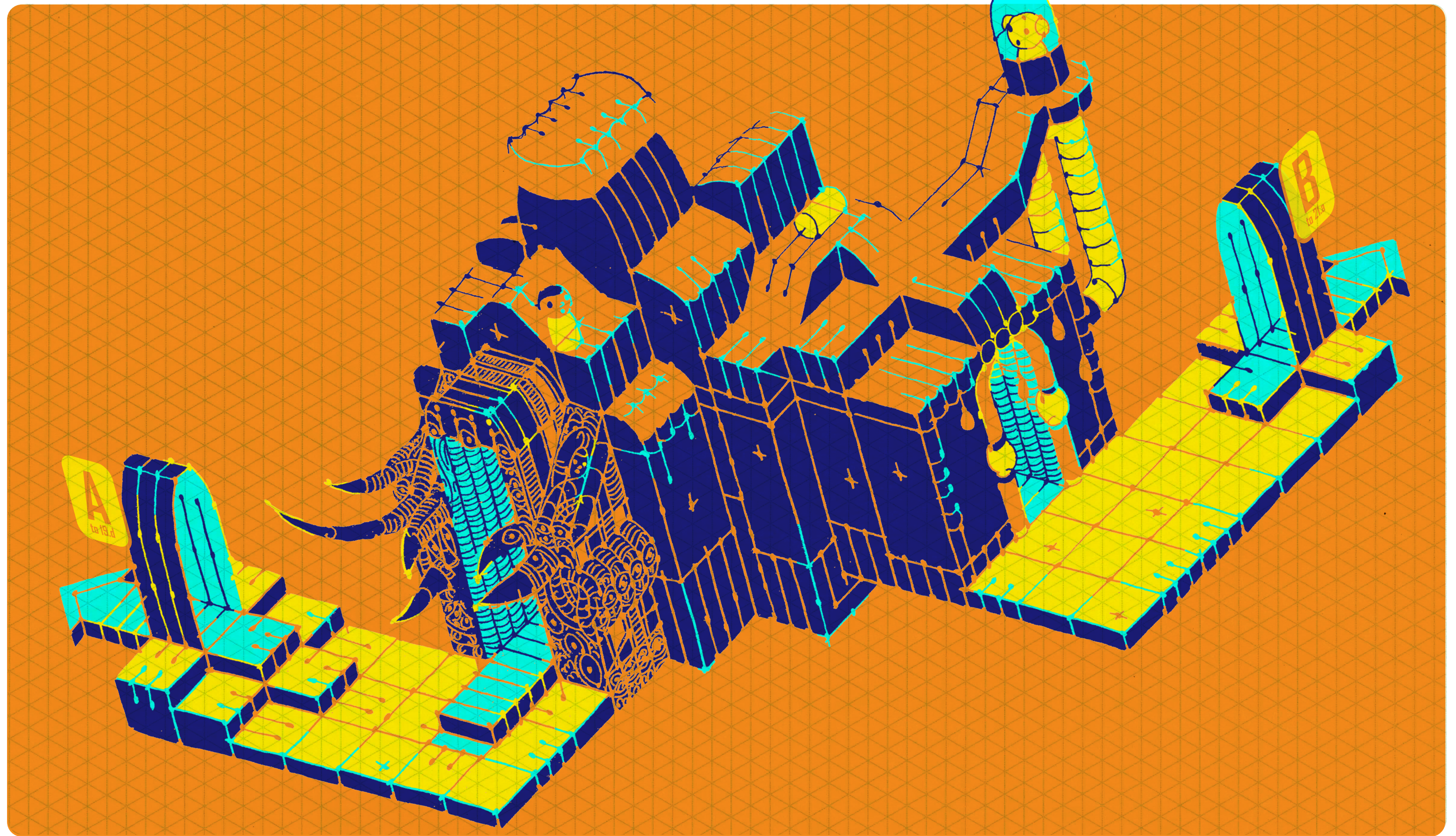
R-17 DISPOSAL



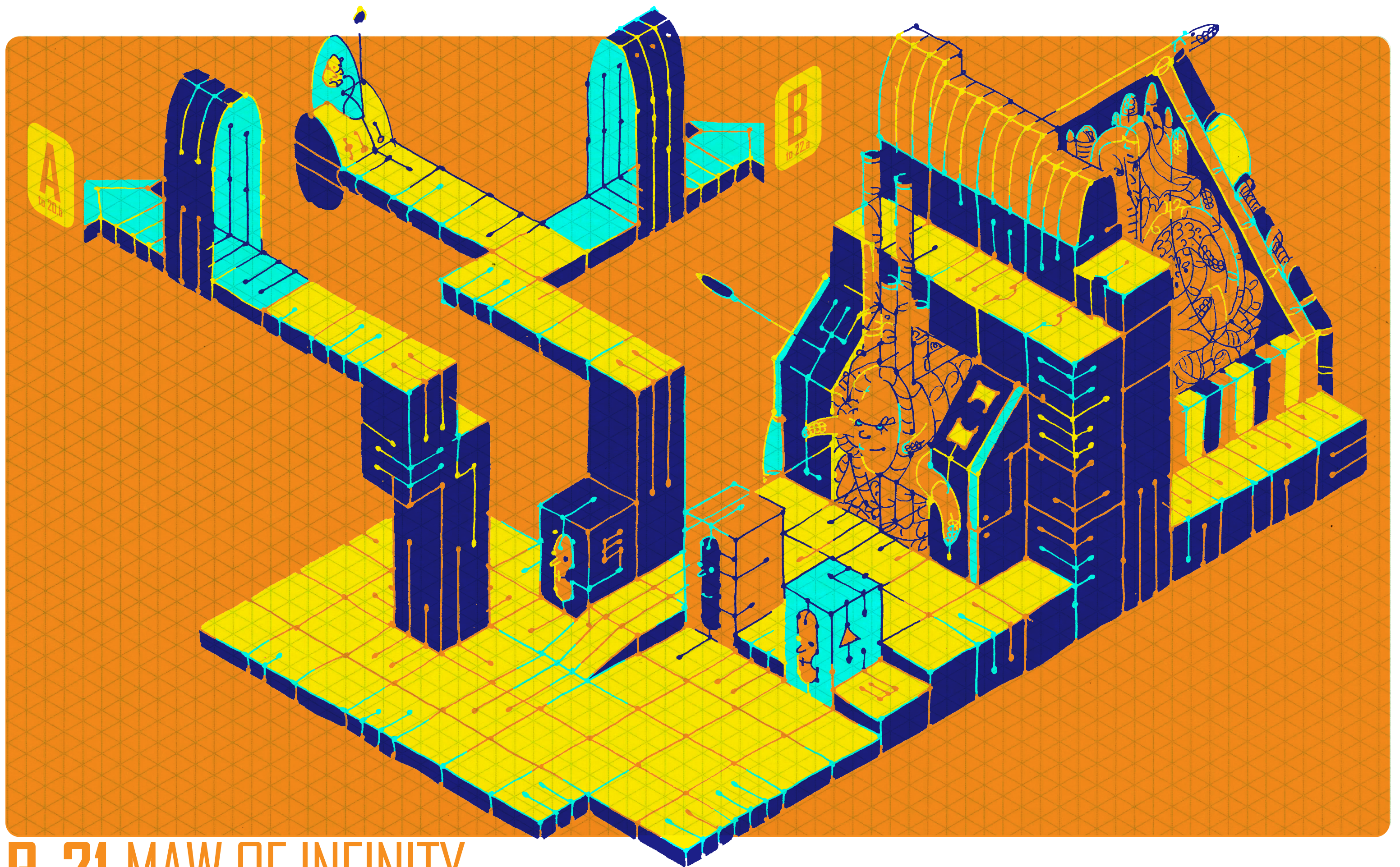
R-18 INFIRMARY



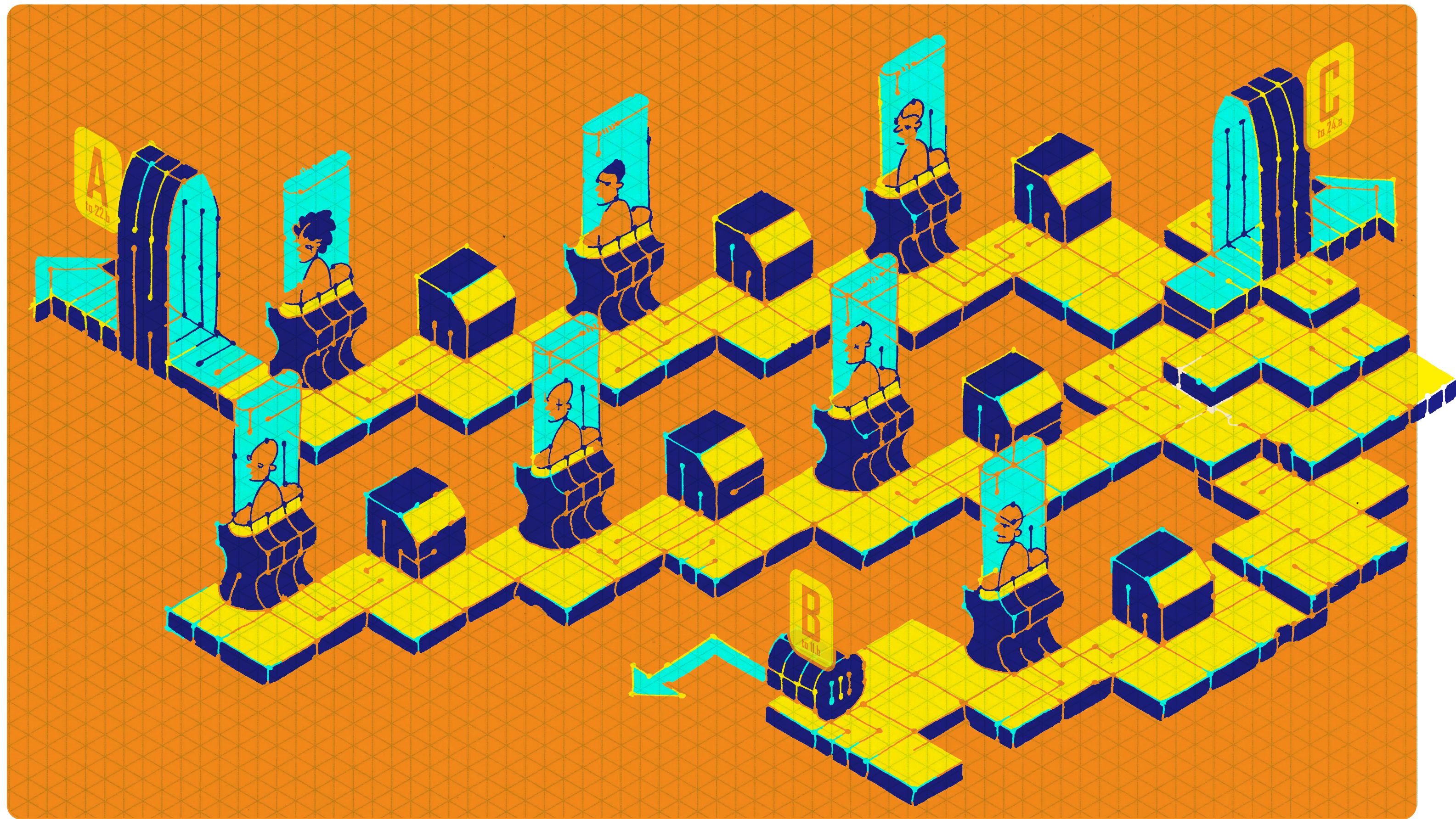
R-19 BAD FACTORY



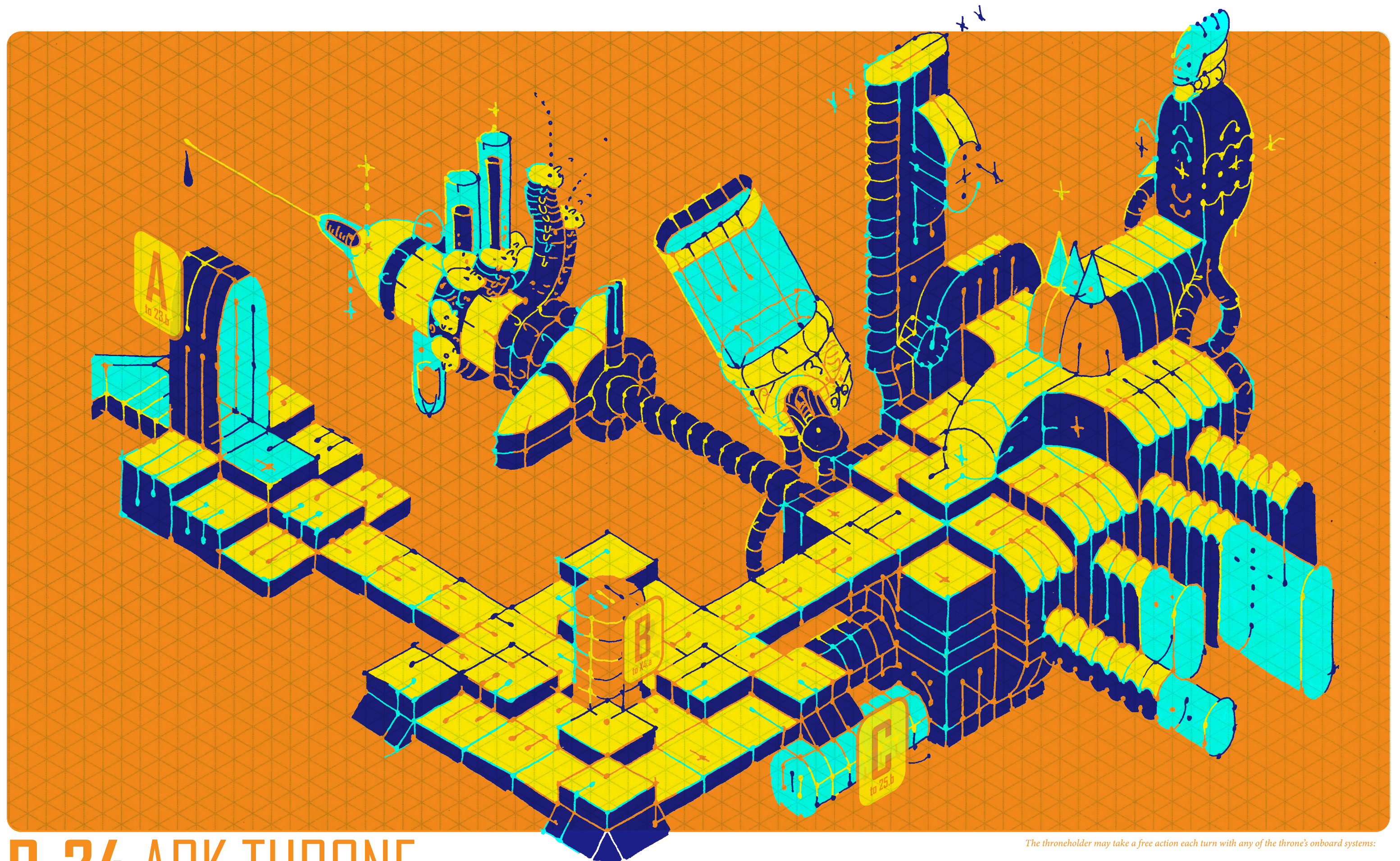
R-20 SPOOLER DEMON



R-21 MAW OF INFINITY

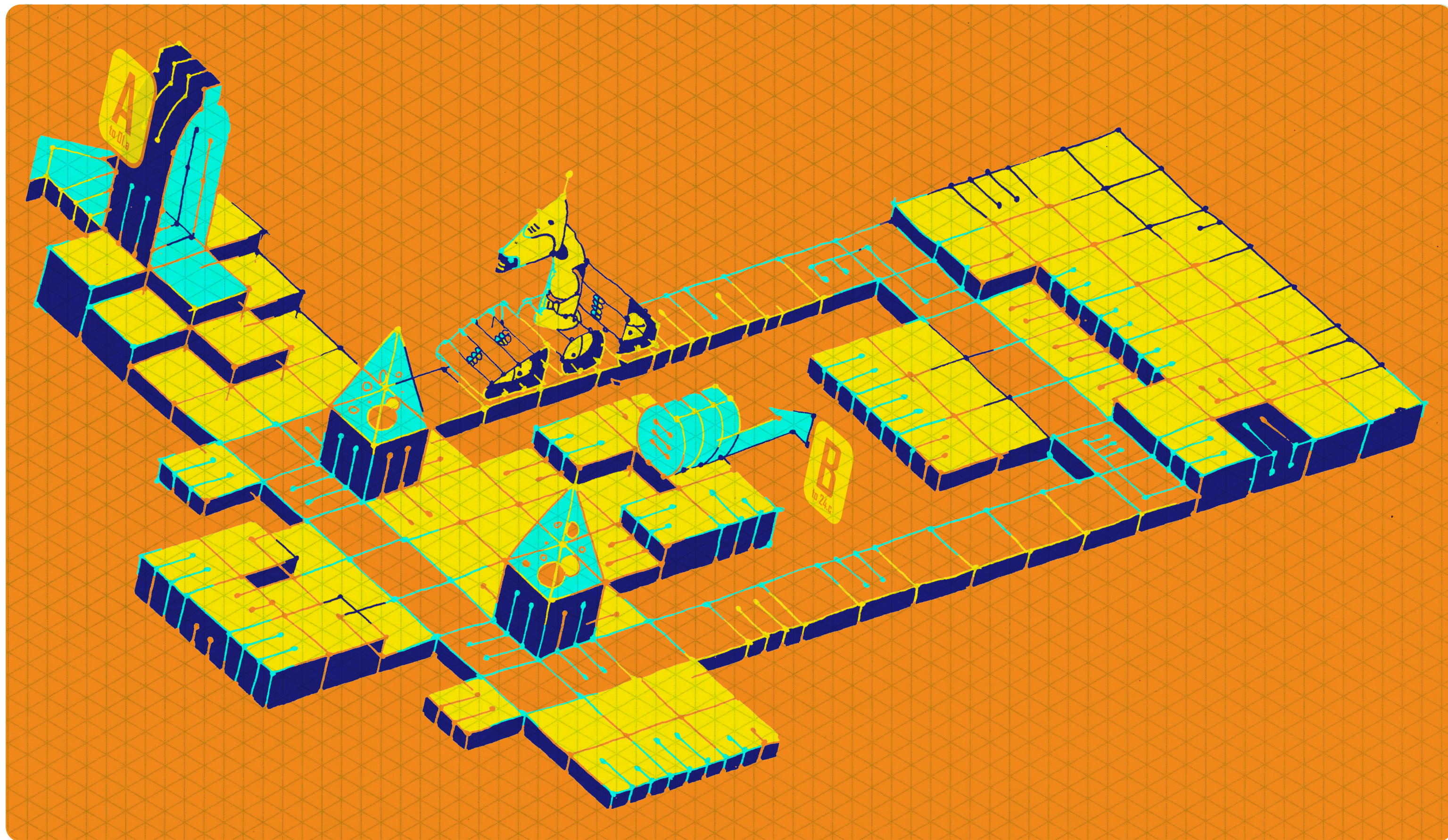


R-23 PERSONALITY ARCHIVE



R-24 ARK THRONE

The throneholder may take a free action each turn with any of the throne's onboard systems:



R-25 DUNGEON

PART THREE:

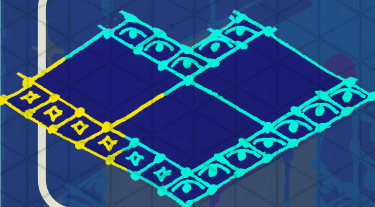
TOWER MAZE

Rooms R-26 to R-30

EXTREME COLD: lose 1 HP every realtime minute.

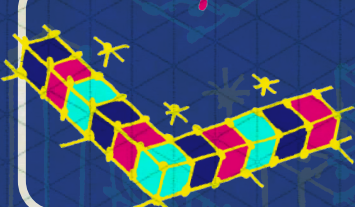
LOW LIGHT: sight-based creatures roll WIL to hit.

TERRAIN



TRANSPARENT HALLWAYS

Voidmetal tiles and invisible walls of an indiscernible substance, intricately textured with runes and hieroglyphs.

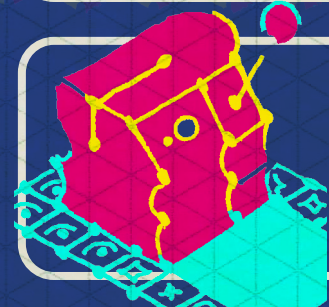


PRIMATIC FORCEFIELD

An impassable wall of photons; obliterates anything that touches it.

FORCE GATES (RED, YELLOW, BLACK)

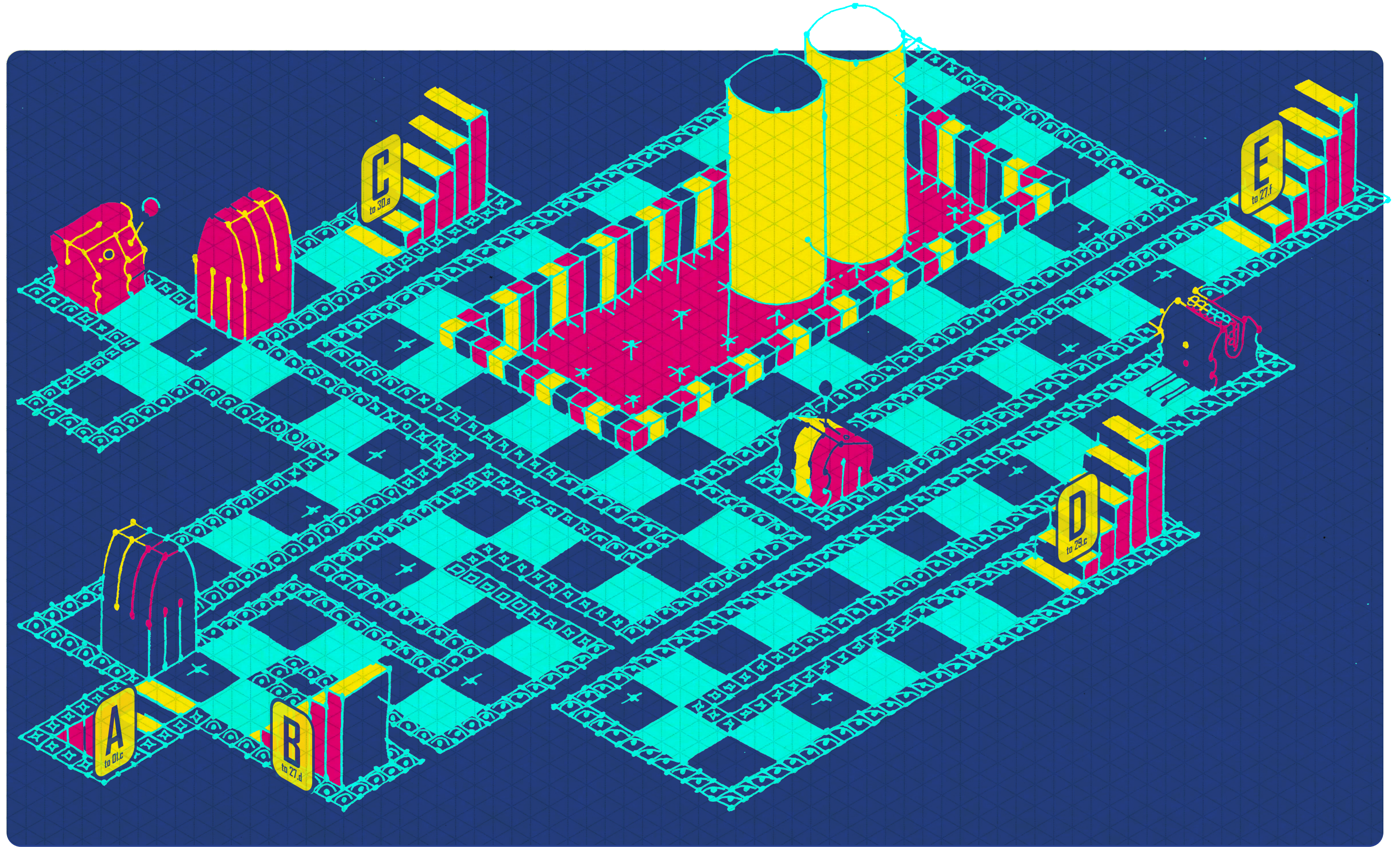
A translucent barrier of psychic force, in three colors. By default, all gates are closed.



GATE TERMINALS

Use a terminal to open all gates of the same color—gates of all other colors close.

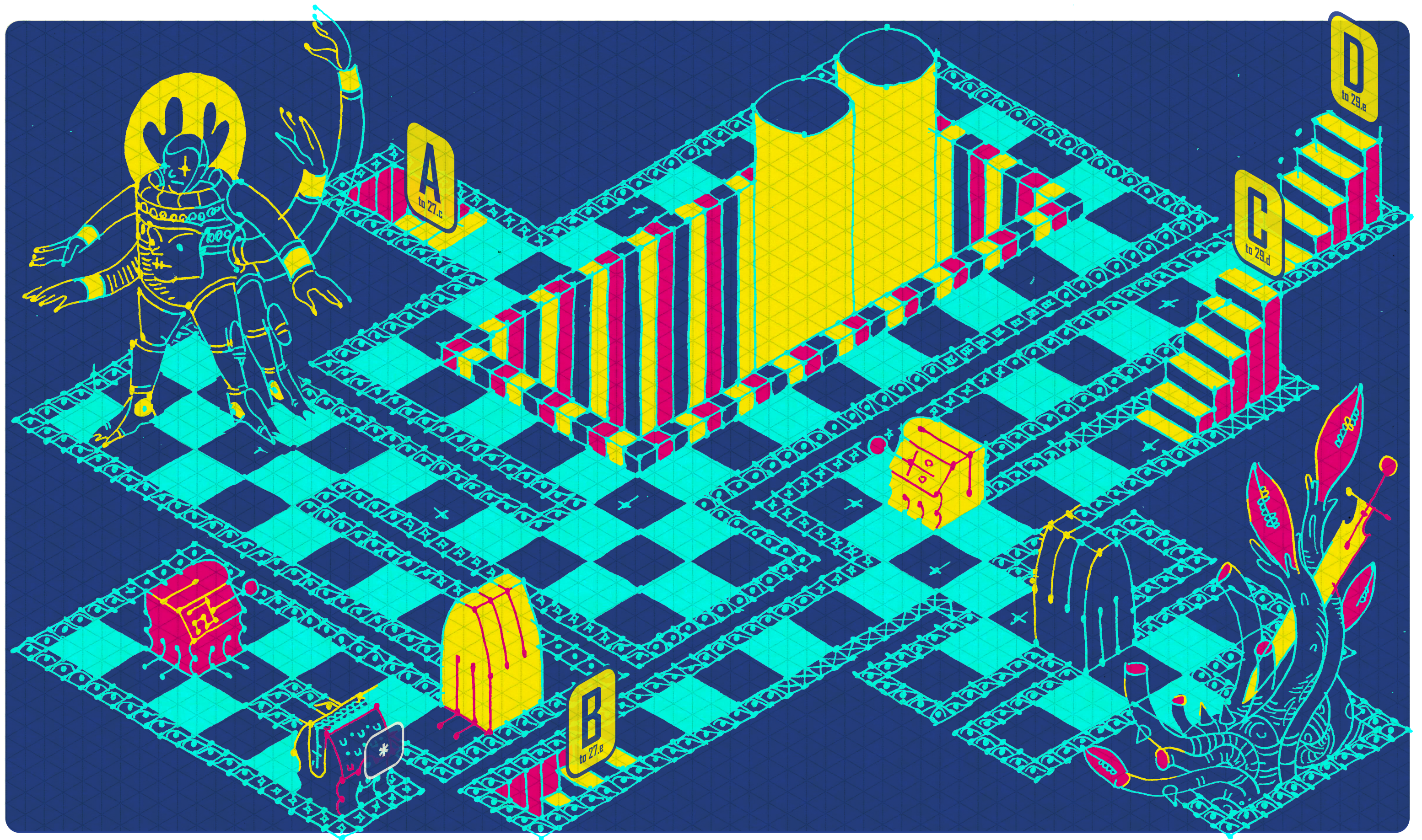




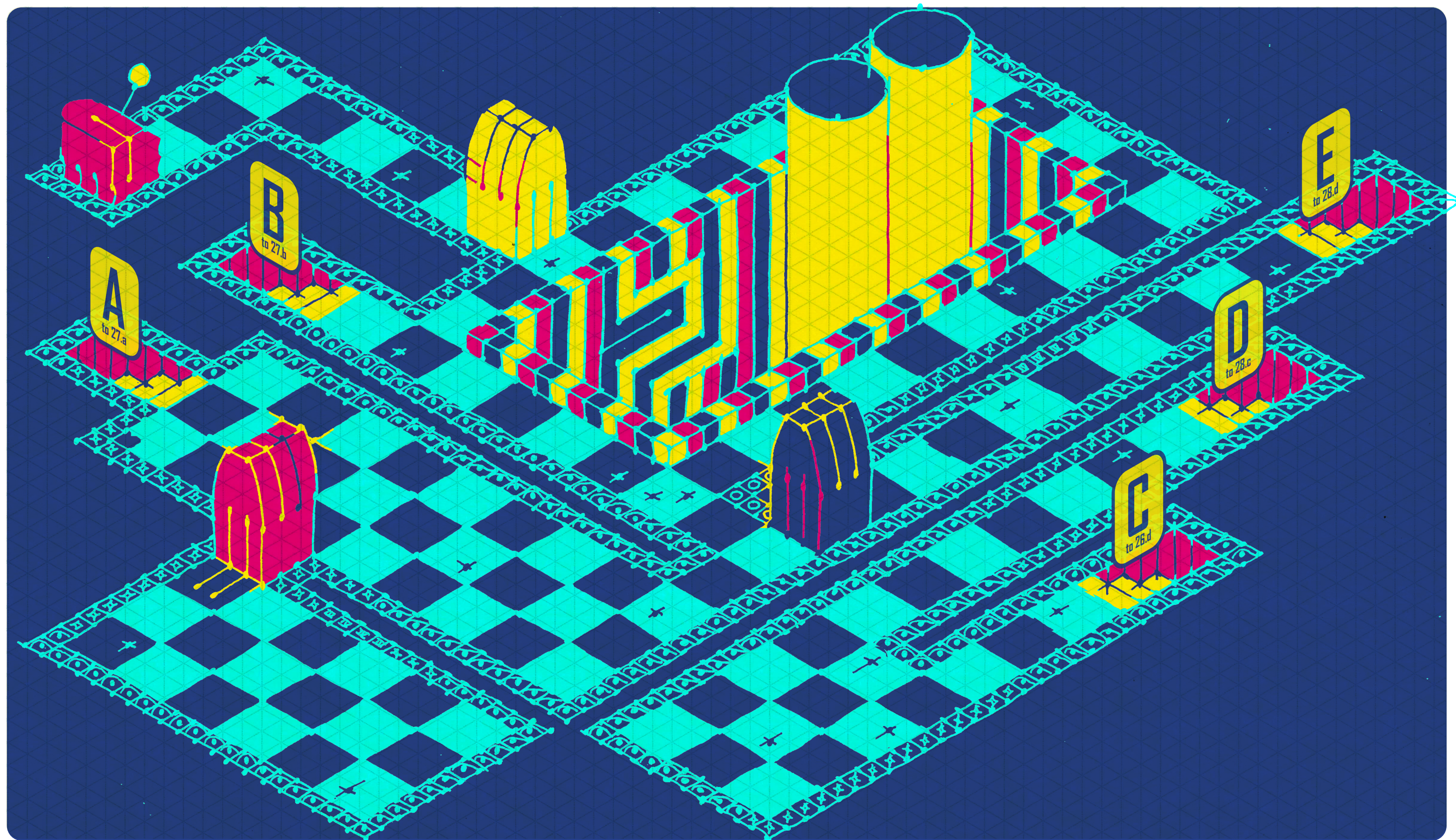
R-26 TOWER MAZE I



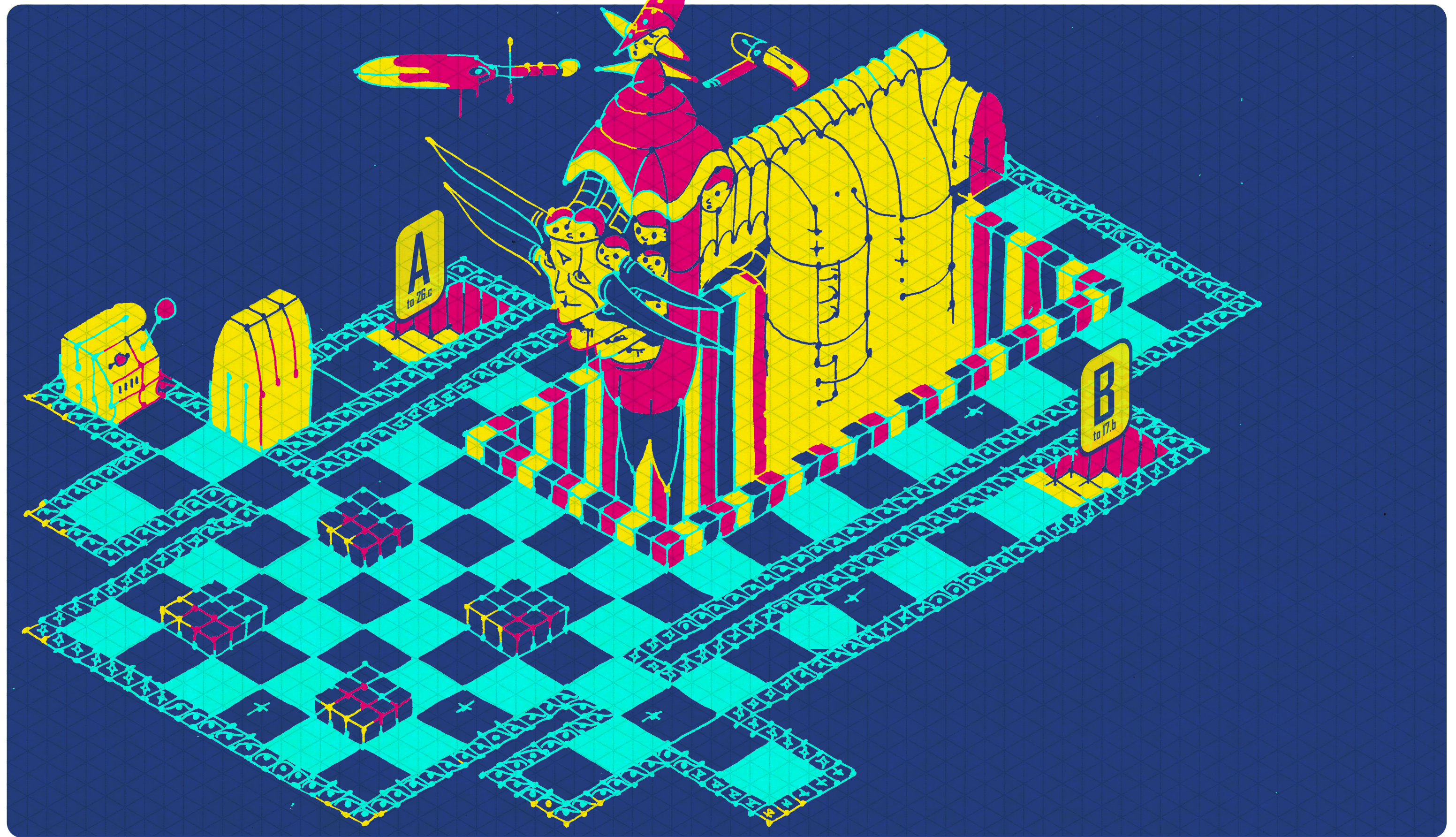
R-27 TOWER MAZE II



R-28 TOWER MAZE III



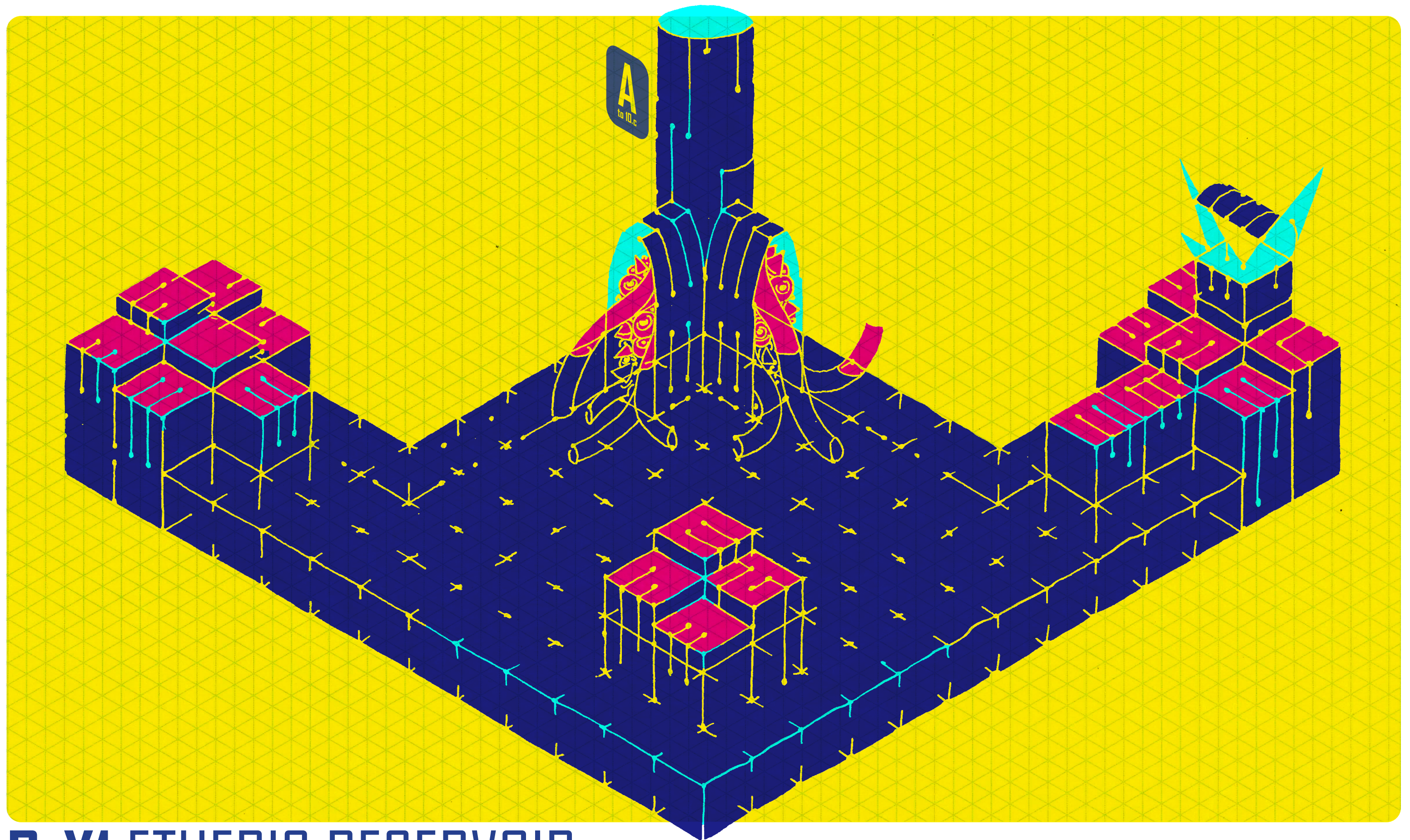
R-29 TOWER MAZE IV



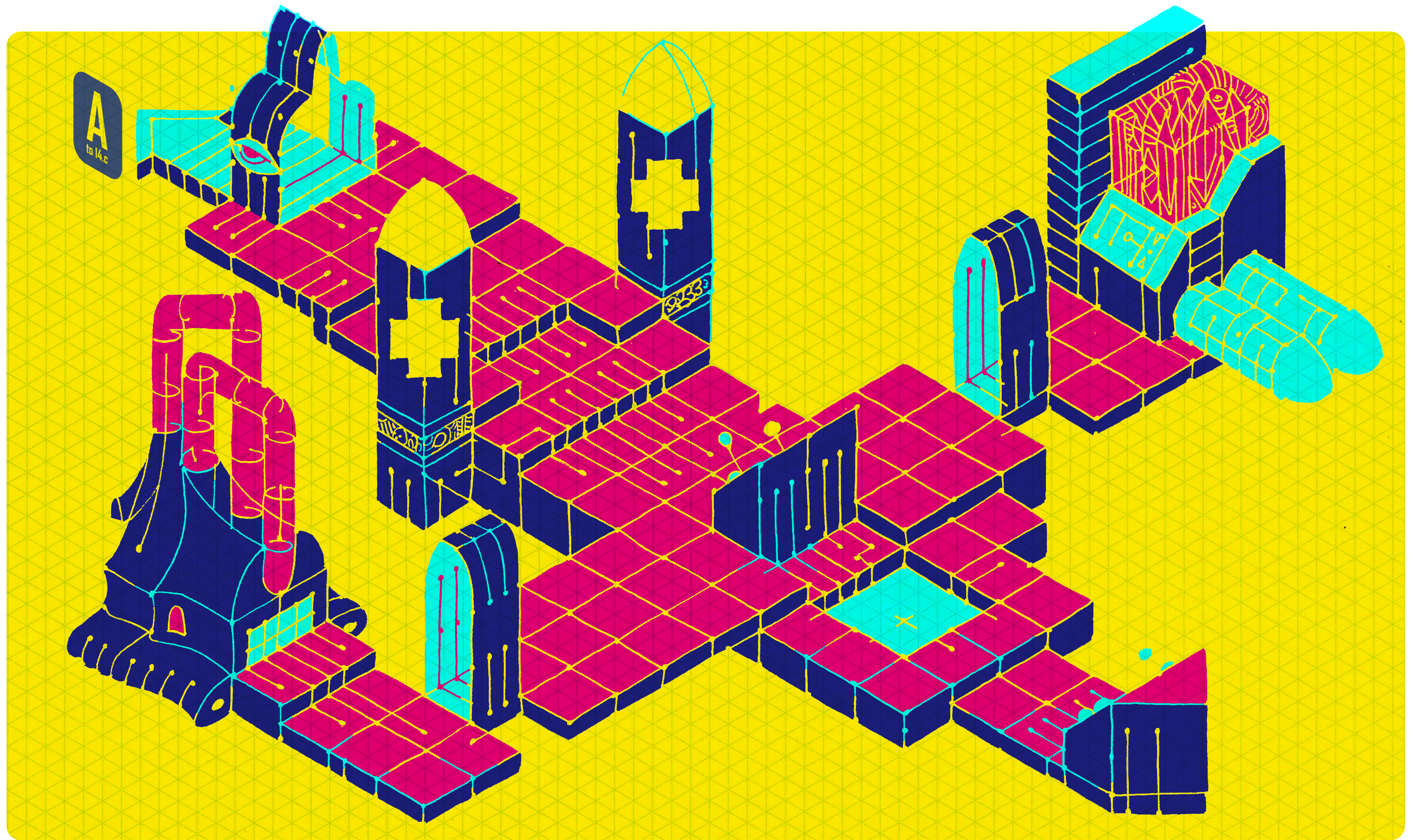
R-30 BRIDE OF MARS

PART ???:
EXTERIORS
Rooms R-XI to R-X5

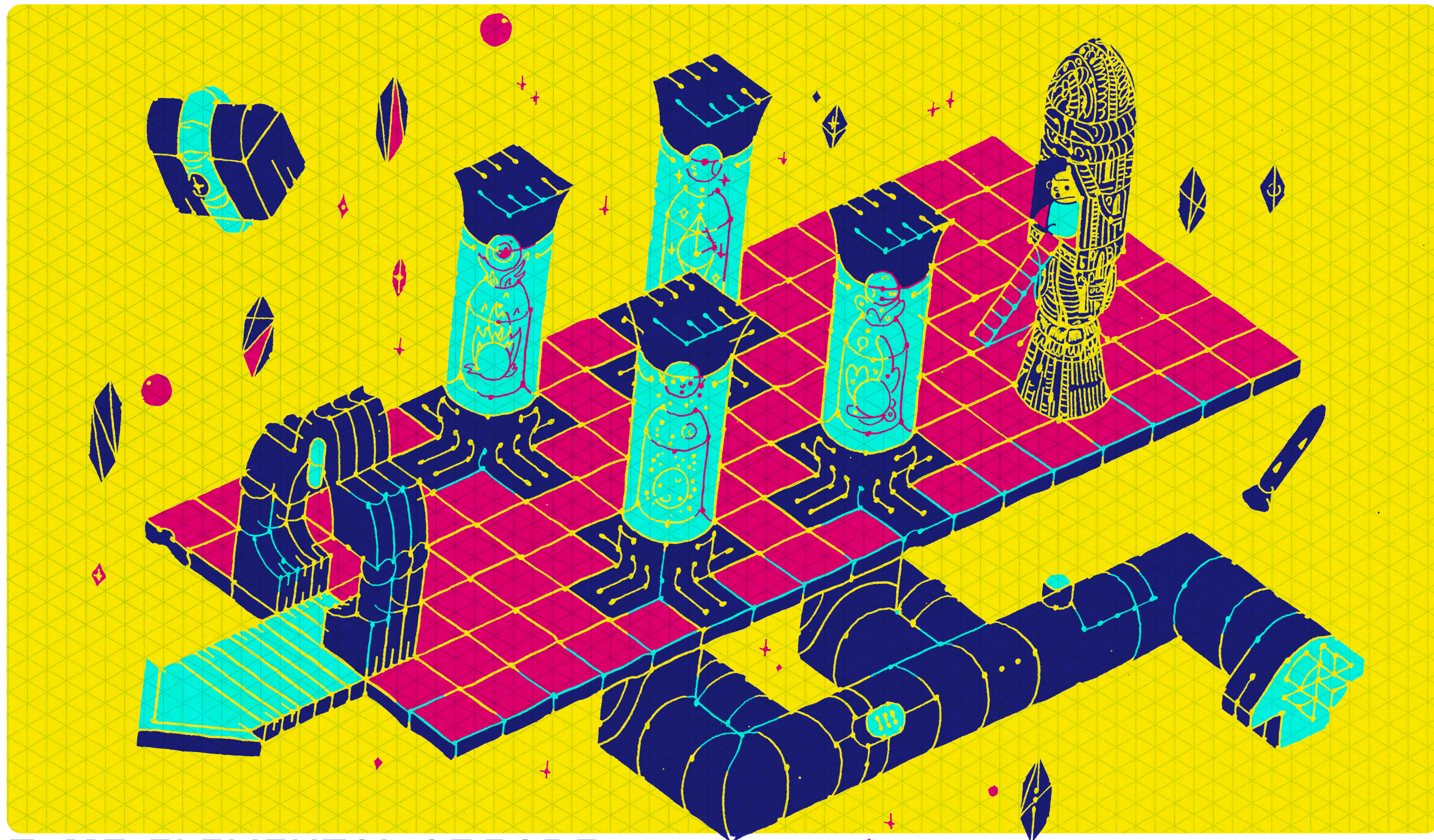




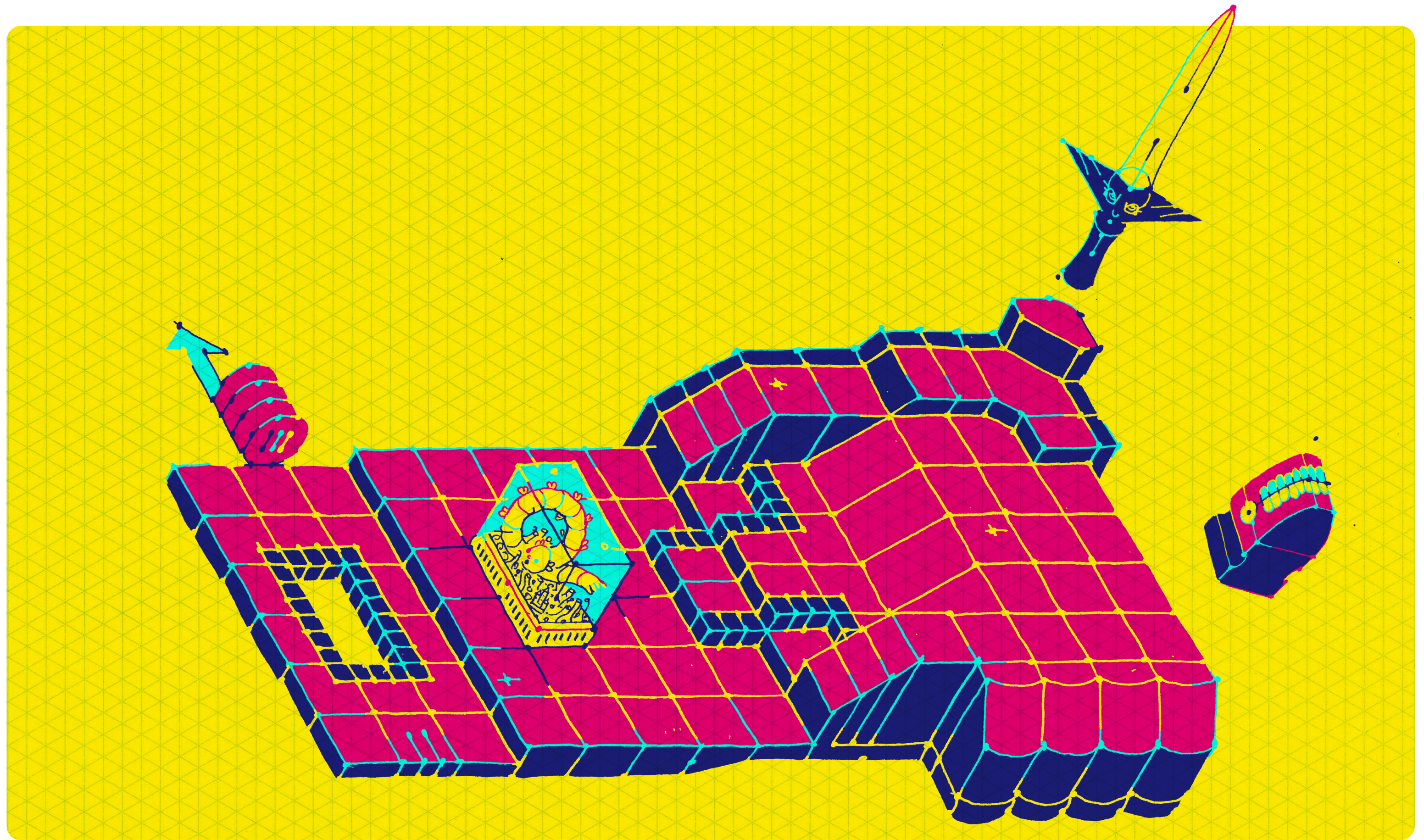
R-X1 ETHERIC RESERVOIR



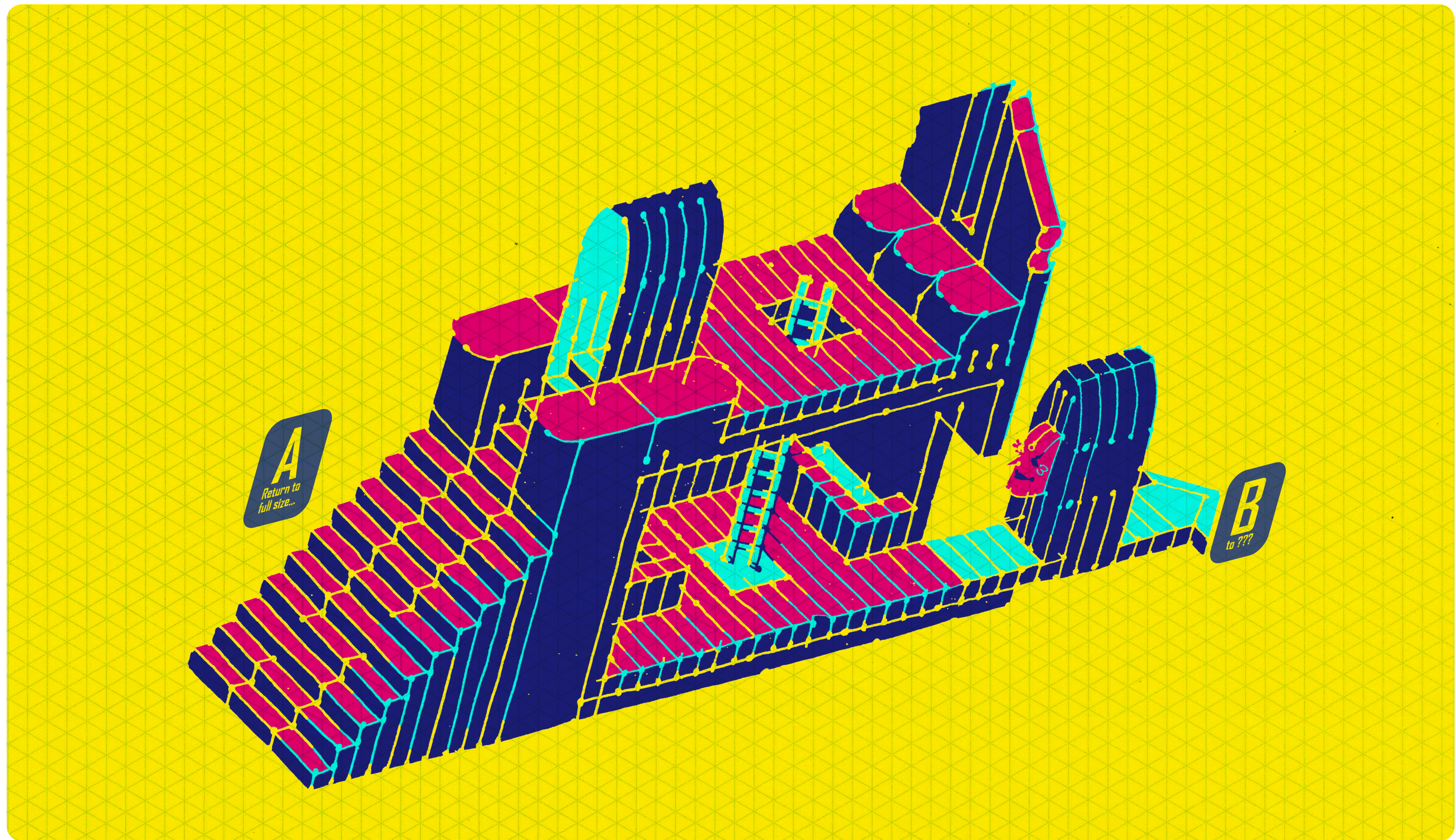
R-X2 GEMLORD'S CORVETTE



R-X3 ELEMENTAL ARCADE



R-X4 ASTRAL SANCTUM



R-X5 TEENY TINY TEMPLE