

ALL THE ROCKET KINGDOMS
BELIEVED THE VAMPIRES FOREVER
FALLEN, ALL MEMORY OF THEIR
GALACTIC IMPERIUM LOST TO
LEGEND...

BUT FROM DARKEST NIGHT IT DRIFTED:
THE **BLOODSHIP**, THIRSTY, CARVING A
PATH OF CARNAGE TOWARD **DESOLATE**
MARS, THE ABANDONED SEAT OF LOST
DOMINION.

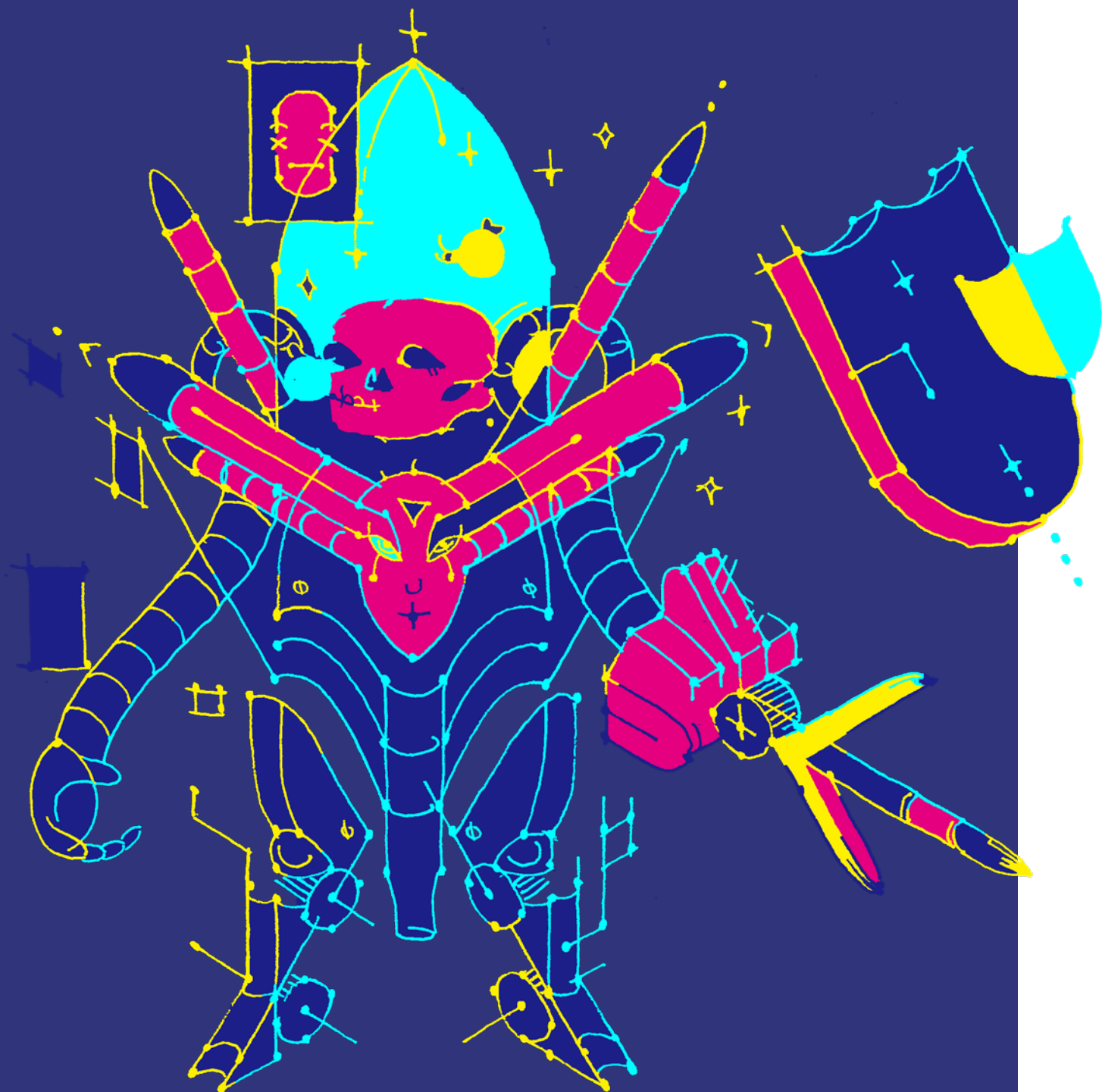
AND YOU AMONG THE UNLUCKY
CAPTIVES TRAWLED INTO THE SHIP'S
SLOSHING BOWEL...



THE BLOODSHIP RETURNS

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SFI XXXX
THE SWORDFISH ISLANDS, SAN ANTONIO 78217
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FIRST PRINTING 2023
PRINTED IN XXXX
ISBN: XXX-X-XXXXXXX-X-X



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APPENDIX I

HOW TO PLAY

WHAT YOU'LL NEED

- 1-4 players plus (optional) referee.
- Dice! *d4, d6, d8, d10, d20*
- Timers
- Pencils and tokens and such.

WHERE TO START

Select your game settings and read through the rules.

The setting and characters will be introduced during play—there is no need to read ahead, though no harm in it either.

GAME SETTINGS

Select game mode, difficulty and preferences.

- ☒ **THE LOST HEIR:** play as the kidnapped SWORD PRINCESS and her companions, determined to protect the Rocket Kingdoms from the vampire menace. Go to page 8 to select your characters, and begin play at the TOWER STEPS (R-01), lost in the Bloodship's belly.
- ☐ **THE FROZEN GUARD:** play as a company of captured star knights, held in the Bloodship's stasis chambers for the last hundred years. Create a ROCKET LORD (B-11) for each player and start in the PERSONALITY ARCHIVE (R-23), only just defrosted.
- ☐ **THE INTERLOPERS:** bring characters of your own devising, taken prisoner or invading in search of spoils. The details are yours to manage.

Difficulty rating...	...1	...2	...3	
PLAYER DEATH	When HP would drop below zero...			
	...roll STR or be knocked out until the end of battle.	...roll STR or DIE!	...instant death!	2
VAMPIRE DEATH	...roll WIL or DIE!	...roll WIL or dematerialize, reconstituting with full HP after one realtime hour.	...roll WIL or dematerialize, reconstituting with full HP after ten realtime minutes.	2
OTHER NPC DEATH	...instant death!	...roll STR or DIE!	...roll STR or be KO'd.	2
HP RECOVERY	Recover full HP after each battle.	Recover full HP with a night's rest.	Recover 1d6 HP with a night's srest.	2
TURN ORDER	In battle or when multiple characters act at once...			
	...each side acts in turn, starting with the players (unless ambushed).	...each character acts in order of their DEX, starting with the highest.	...each side acts in turn, starting with the monsters (unless ambushed).	2
TOTAL DIFFICULTY:				10
SCORE MULTIPLIER: (Total difficulty / 10)				1

	ON	OFF
TACTICAL COMBAT	X	X
REALTIME TIMERS	X	X
REPLACE DEAD CHARACTERS*	X	X

*when your character dies, create a new ROCKET LORD (B-11) to replace them, or take on the role of a familiar NPC.

BASIC RULES

EXPLORATION

The **players** will each take control of one *player character*, and take informal turns (as in conversation) to explore and investigate the game world, ask questions of the referee and interact with non-player characters.

The **referee** will take hold of the game book and describe the game world for the players, animating it as the players interact with it and answering their questions as they investigate. The referee controls and speaks for all non-player characters, and determines their number.

The referee will also judge when and how to apply the rules, and make ad hoc rulings on edge cases and disputes.

See the REFEREE’S GUIDE on the next spread for a more detailed primer on running *The Bloodship Returns*.

CHARACTERS

Characters in *The Bloodship Returns* have three **ability scores** to measure their power, rated 1 to 18:

STR: *power, athleticism, toughness and endurance*
DEX: *speed, stealth, precision and reflexes*
WIL: *charisma, knowledge, magic and willpower*

Player characters also have a LUC score, which impacts treasure rolls and some events on the Bloodship.

ROLLING THE DICE

When a character attempts a challenging action, roll 1d20. A result less than or equal to the relevant ability score is required to succeed. Failing a roll invites unintended consequences.

Rolling a '1' grants a **critical hit**; negotiate with the referee for an appropriate benefit.

Rolling a '20' provokes a **critical miss**: Good luck: you succeed by sheer chance, but pay an unexpected cost or find yourself in fresh trouble.
Bad luck: Misfortune foils a magnificent effort, leaving you particularly exposed or depleted.

TIMERS

Some effects have **realtime** durations or cooldowns. You'll use timers to track them. At the referee's discretion, countdowns may be visible or hidden.

REALTIME CONVERSION

When playing with realtime timers disabled, convert durations into in-game time:

One realtime minute :
"until the start of your next turn."

Ten realtime minutes :
"until the end of the encounter."

One realtime hour :
"until the end of the day."

BATTLE

HEALTH AND DAMAGE

A character's **health points** (HP) track their remaining lifeforce. Characters may also have **armor points**. Incoming damage is subtracted first from armor, then from HP.

Some attacks may instead inflict **ability damage**, temporarily subtracting from the character's STR, DEX or WIL. Ability damage usually bypasses armor.

Characters who run out of STR are knocked out. Characters who run out of DEX are paralyzed. Characters who run out of WIL are catatonic.

RECOVERY AND HEALING

Damage to armor and ability scores is fully recovered at the end of battle. Armor and ability damage suffered *between battles* lingers to impair the next encounter or can be recovered with 30 realtime minutes of rest.

Damage to HP recovers more slowly, per your difficulty settings.

TURNS AND ACTIONS

In battle, or whenever multiple characters try to act at once, they act in turn order according to your difficulty settings. **On their turn, a character may take two actions in any order.** The same action may be taken multiple times:

MOVE: *move anywhere half a room away, or travel through a nearby door.*
ATTACK: *deal damage with your weapon, or deal 1 damage unarmed.*
SPECIAL: *interact with the environment or take some other imaginative action, making ability rolls where appropriate.*

TACTICAL COMBAT

These extended battle actions are essentially specific applications of the "SPECIAL" action, not to be treated as exclusive or exhaustive but as a set of examples for handling a variety of situations and intents.

TACTICAL ACTIONS	ON	OFF
MOVE: <i>move up to DEX/2 squares (orthogonally, round up).</i>	X	X
DEFEND SELF: <i>until the start of your next turn, +1d3 armor.</i>	X	X
DEFEND OTHER: <i>Until your next turn, intercept the movement of up to one approaching creature and make a free attack on them.</i>	X	X
PREPARE: <i>+1 action next turn.</i>	X	X
SHOVE (roll STR): <i>target must roll STR or be knocked back a square.</i>	X	X
TRIP (roll DEX): <i>target must roll DEX or be knocked over..</i>	X	X
MENACE (roll WIL): <i>target must roll WIL or lose an action next turn.</i>	X	X
EXPOSE (roll DEX): <i>target must roll WIL or lose their armor until their next turn.</i>	X	X
PIN (roll DEX or STR): <i>target must roll DEX or STR before they may move away or attack anyone but you.</i>	X	X
TIRE OUT: <i>you and your target each take 1d3 STR damage.</i>	X	X
TAUNT (roll STR): <i>target must roll WIL or turn their attention on you.</i>	X	X
ASSASSINATE (roll DEX): <i>target helpless or ambushed creature must roll WIL or die!</i>	X	X

REFEREE'S GUIDE

There are countless modes and styles of refereeing in role-playing games, with various levels of preparation, improvisation, theatricality, exposition, freedom and constraint. You can't learn it by reading, but here I'll briefly explain my own approach and intent for the best use of this book. I expect many of you will discard my recommendations for your own judgement and style where they conflict, and I hope you do. This is the nature of this sort of game, and its strength.

RUNNING THE GAME

Your basic duties are simple. You're describing imaginary scenerios to the players. They're asking questions, you're answering them. You're asking them what they do and telling them the consequences. In this way, it is fundementally a **conversation**, and all the normal rules and skills of conversation apply—the conversation isn't the game, though, it's just the format.

The **game**, the purpose of these imaginary scenerios is to challenge the players' creativity and problem solving. The players will be put in difficult spots and have to think, fight and talk their way out. Sometimes they'll set their own goals and pick their own way towards them. Specifically, in *this game*, the challenge is to navigate the strange and hostile Bloodship—to simply escape or accomplish other goals particular to their characters. The game rules, and your role as referee exist to facillitate and give heft and boundary to the challenge, to make success and failure mean something.

One product of this game process, highly prized by role-playing enthusiasts, is the **story**. The best stories are not sought or scripted, but emerge post hoc out of challenge and conflict—not the playing-out of a story, but *the story of play*.

THE "SKIP CUTSCENES" PLAYSTYLE

Once you begin, not much in this book will be *explained* to you. You will encounter an imaginary world, presented in its own, often alien, terms. The more you can embrace these terms, the easier things will go for you. Relax, trust the game, and let the world reveal its logic to you.

It may help you to read ahead and assemble a big-picture understanding of the game world, but this is not a necessity. Each room tells you exactly what's there, right on the page. *If there's a creature to be encountered or a treasure to find, the map will tell you.*

USING THE BOOK

The book is divided into two major sections: the **maps** and the **appendices** (divided into a bestiary and a treasury). You'll spend the majority of your time in the maps, each page or spread detailing one room of the Bloodship.

You'll describe the rooms for the players as they explore, reading directly or paraphrasing as you like, first summarizing in broad strokes and then going into detail as the players direct their attention. You may be directed to the appendices for details on creatures or objects found in the room. Show the book to the players wherever its useful, or simply play with the book revealed.

READING THE MAPS

The maps in this book describe very strange locations, *but wherever possible should be taken literally*. Each section of the Bloodship is preceded by a title page with details of its terrain and any diagramatic elements. Although literal, the maps are not exhaustive or exclusive—questions may arise that the book doesn't address, and you are expected to embellish and extrapolate as logic or whimsy demand.

A NOTE ON THE GRID

The Bloodship is built as a grid of tiles, five feet on a side. **This is literal description, not an abstraction or artifact of mapping.** During exploratory, descriptive moments of play, the precision of the grid may not be important, except to describe the relative relationship between things.

During battle, especially if using the tactical combat rules, the grid may become critically relevant. You may want to transcribe the rooms onto a battle mat or simply point at the book to describe the position and movement of characters.

ENCOUNTERS ?

Many rooms contain encounters with creatures from the ship's Bestiary, indicated on the map with a question mark and detailed on the same page. If you come accross an encounter that conflicts with previous events or is senselessly repetitive, it is the referee's duty to resolve the conflict or supply a subsitute encounter.

Not all of the ship's creatures are hostile, and not all all hostile creatures are wise to confront. Players should be advised that discretion is the better part of valor, and making friends can pay better than slaying enemies.

NUMBER APPEARING

The number of creatures in an encounters is often unspecified, left to the referee to decide. Use this prerogative to help manage the pace and challenge rating of the game. When in doubt, roll 1d6.

MOTIVES AND TACTICS

Every creature has its own agenda, and does nothing without reason. Read the creature's description in the Bestiary to get a good idea of what it wants, what levers the players might pull, and make them obvious. If it comes to a fight, most creatures will use any advantage to win, and will flee if they think they're in danger.

PACING AND PRESSURE

In most cases, the players will encounter adequate obstacles simply through their own self-guided exploration. However, if a moment drags on too long or the players look to you to make something happen, you can apply pressure by introducing a threat or complication (make something up or roll a random event.)

RANDOM EVENTS

Roll 2d6...

2	THE PRIESTESS OF MARS (B-02), come to conscript you into her mutiny.
3	POWER SURGE! Batteries, forcefields and artificial lifeforms deactivated for 1d6 realtime minutes.
4	QUARANTINE! A random room is encased in a hard, opaque forcefield (99 HP.)
5	HOMUNCULUS (B-15), exploding from conealment nearby, hungry.
6	HERD HAWKS (B-22), in large numbers, on stampede.
7	THOPTER GOLEMS (B-19), Good luck: passing by on patrol. <i>Bad luck: coming to haul you off.</i>
8	BAD REPLICANTS (B-18), tumbling out of a nearby door, many more behind them, piled up and clogging the way.
9	SWINE KNIGHTS (B-23), bursting through on a raid.
10	HARVESTED SPACECRAFT! Huge geysers erupt from the blood sea as a passing craft is crushed and pulped for fuel.
11	HULL BREACH! Passing debris opens a sucking hole in the ship somewhere nearby, slowly repaired over 1d6 realtime minutes.
12	THE ARK CAPTAIN (B-01), come to enlist you as spies.

TRACKING CHANGES

During the course of play, the landscape of the ship may undergo drastic changes, rooms may move, transform or be destroyed or populated with new creatures and treasures. To track the evolving state of the ship and the history of what's happened there, I suggest using sticky notes or index cards, tucked into the book at the relevant map page.



SELECT YOUR PLAYER

SWORD PRINCESS

7 HP | 3 ARMOR | 11 STR | 13 DEX | 15 WIL | 9 LUC

HEIR TO ALL THE ROCKET KINGDOMS, raised in seclusion among the Godsword's priests after the death of her father. *Recently abducted on the eve of her majority.*

Despite her own dire situation, it's the fate of her kingdom that preoccupies her: lying exposed and in the grip of a scheming court.

QUEST: escape the Bloodship to rescue and unite your lands!

SPECIAL: GODSWORD'S FAVOR

- +1 lvl to bonded magic swords.
- Start with a lvl 1 **Holy Sword** (T-03).

Choose one **technique**:

OSMA'S MERCY: *When one of your sword attacks would reduce a creature to 0 HP, you may choose to leave them with 1 HP instead. Creatures at 1 HP take WIL damage from your sword attacks.*

COMBO! When you roll minimum damage with a sword attack, gain +1 action that turn.

SWORD-SAINT MIRACLE: *when an ally in line of sight is attacked, spend 2 WIL to instantly swap places with them.*

COUNTER! *When an enemy rolls minimum damage, make a free sword attack against them.*



ROGUE REPLICANT

5 HP | 5 ARMOR | 10 STR | 10 DEX | 10 WIL | 10 LUC

GROWN IN A VAT TO SERVE THE VAMPIRES, but defective, willful and wired to rebel. Seeing her broken nature, her makers discarded her, tossed her into the Blood Sea to be dissolved for fuel—but *she survived.*

As her senses and circuits reboot, her mind turns to vengeance against her vampire makers, and the liberation of her captive kin.

QUEST: destroy or overthrow the Bloodship!

SPECIAL: VATGROWN

- Immune to hunger and thirst.
- +1 WIL for each unused **battery** (T-01)—start with two of them.

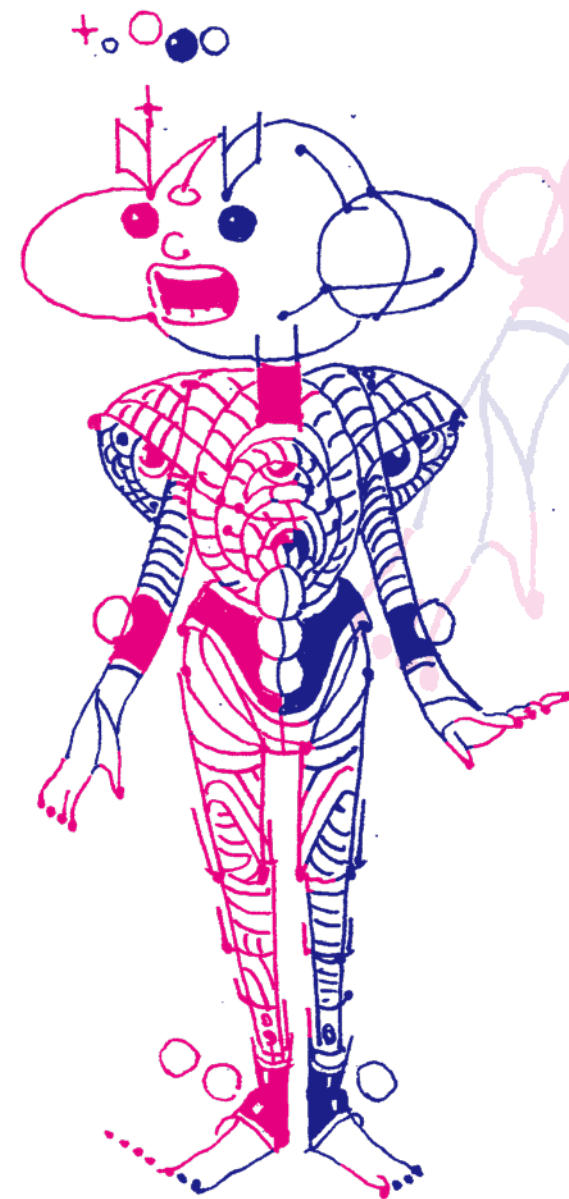
Choose two **enhancements**:

HYPER-REFLEXES: +1 non-attack action each turn.

FLEXIBLE MORPHOLOGY: *choose a MUTATION (B-15); spend an action to turn it on or off.*

ONBOARD WEAPON: *random RAYGUN (T-04), battery included.*

NANOFIBER REINFORCEMENT: +10 HP.



HAUNTED ARMOR

4 HP | 12 ARMOR | 16 STR | 9 DEX | 10 WIL | 7 LUC

IN LIFE, HE SERVED THE ROCKET KING, and died with him, early victims of the vampires' first forays. It's been seven years since the king's fleet disappeared into night, leaving no trace or witness, slurped and pulped by the Bloodship's harvesters.

The dead knight's soul has lingered, trapped inside his starshell at the bottom of the Blood Sea.

Suddenly, a familiar presence shakes him from his regretful torpor. The princess? Here?? Forgotten feelings stoked and reignited, he is stirred to resume his duty. He prays he won't repeat his failure.

QUEST: protect the Sword Princess by any means and see her seated on her rightful throne.

SPECIAL: STAR SHELL

- Immune to cold, vacuum, hunger and thirst.
- Can't move while **armor** is depleted.
- Integrated **battery** (T-01).

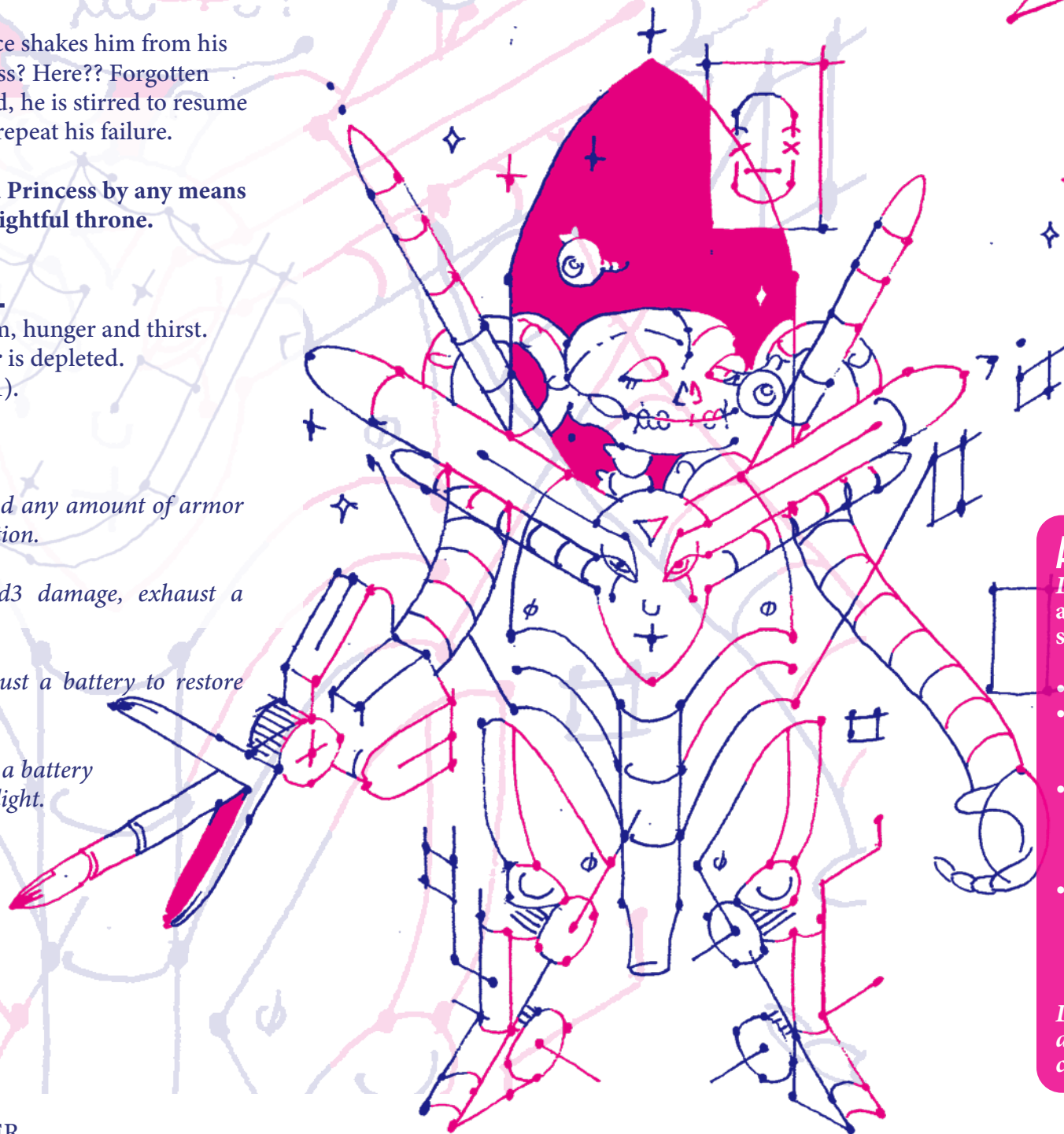
Choose one **subsystem**:

SHIELD PROJECTOR: *lend any amount of armor to a nearby ally, as a free action.*

MISSILE LAUNCHER: *3d3 damage, exhaust a battery to reload.*

INTEGRITY FIELD: *exhaust a battery to restore 2d6 armor.*

ROCKET BOOTS: *exhaust a battery for ten realtime minutes of flight.*



STAR LION

4 HP | 4 ARMOR | 8 STR | 13 DEX | 14 WIL | 13 LUC

HIS LIGHT ONCE SHELTERED A HUNDRED WORLDS, all devoured by vampiric hunger. His own body was cracked and harvested, fragments of his noble form assimilated into the Bloodship's power grid. But a thin remnant of his spirit lingered, and has slowly coalesced.

The only thing to pierce his long, scattered delirium has been the presence of a kindred star, held in bondage by the Bloodship's star reactor.

QUEST: free the Dark Star of Infinite Sorrow, held captive somewhere in the ship.

SPECIAL: ASTRAL SHARD

- Spend 2 WIL to materialize or dematerialize.
- Hover a foot above solid or liquid surfaces.
- No thumbs, can't wear most armor.
- In his diminished form, the former sun has all the needs typical to carbon-based life.

Choose two **cosmic spells** (COST, DURATION):

PHANTASM (5 WIL, 10 realtime minutes)
Weave complex psychic illusions, encompassing an entire room.

FIRE MANTLE (1 WIL per turn)
Surround an ally in protective flames, dealing 3d3 damage to attackers.

SWORD FORM (5 WIL, lasts until canceled)
Transform your body into a fiery sword: 1d3 x 3 damage, spirit-cutting.

EVOKE OBJECT (x WIL, 10 realtime minutes):
Create a copy of a touched non-magical object. The copy springs to life with its own limited intelligence and follows simple commands. It has ability scores and HP equal to the amount of WIL spent.

ENERGY MIRROR (2 WIL, instant)
Reflect a magical or energy attack back at the attacker.

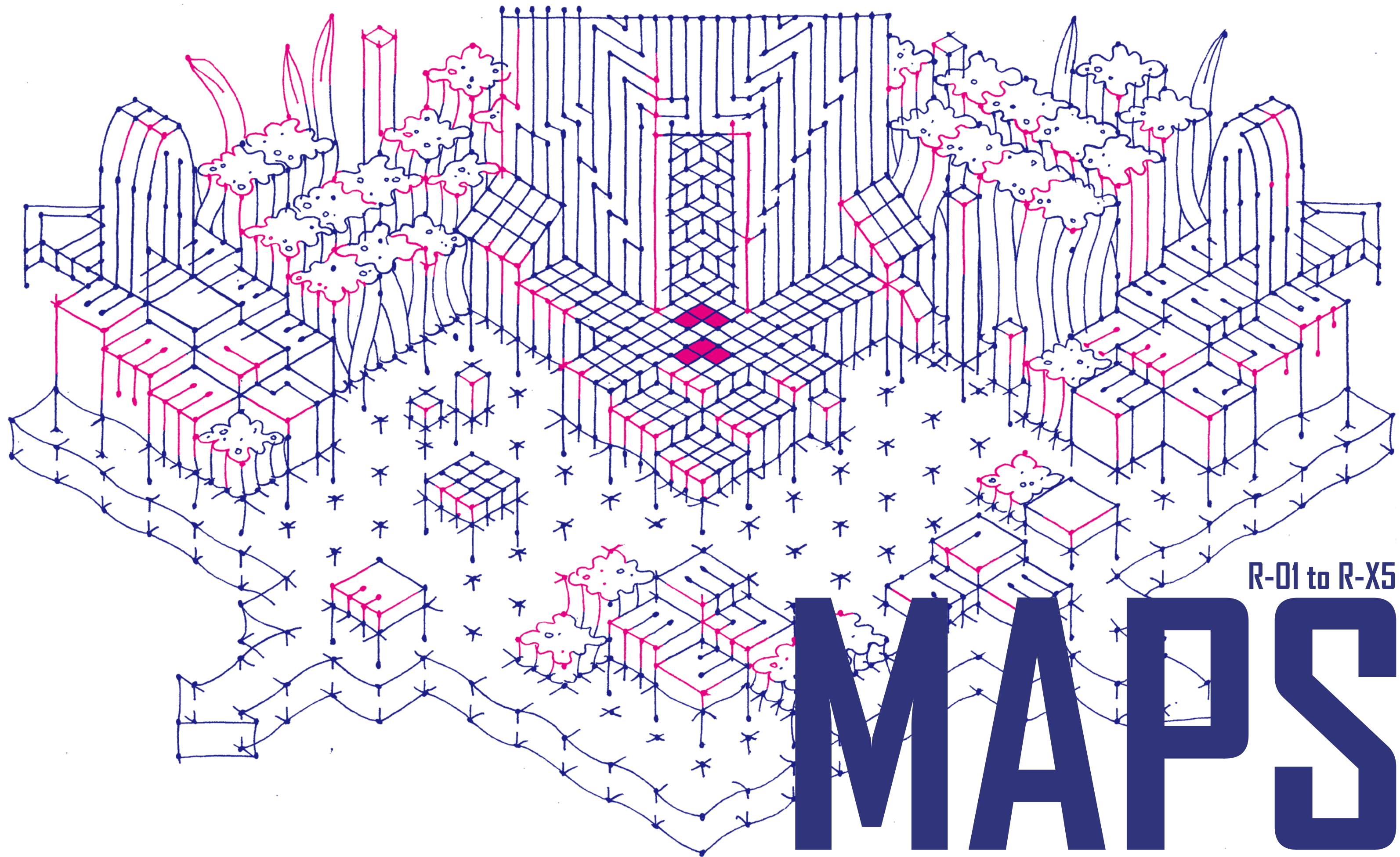


ASTRAL FORMS

Dematerialized creatures are substance-less and translucent, matter transformed into spirit.

- Use WIL in place of all other stats.
- Immune to physical damage. Can only be harmed by spirit-cutting attacks and attacks that damage WIL.
- Can pass through mundane substances—though most of the Bloodship's structure is laced with psychic energy and thus walls and floors remain impassable.
- Can't physically harm material creatures—except with spirit-cutting attacks, which have their properties inverted when used by spirits.

Dematerialized creatures who run out of WIL are destroyed, their essence dissolved into the cosmic ether.



R-01 to R-X5

MAPS

EXPLORING THE BLOODSHIP

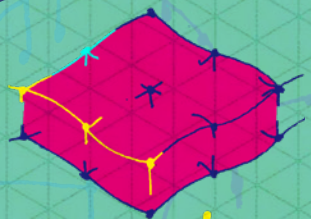
PART ONE:

BLOODBATH

Rooms R-01 to R-08

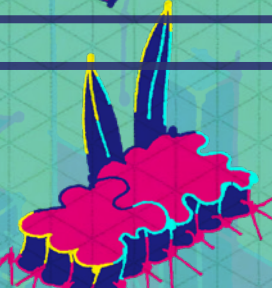
The Bloodship's sloshing fuel tank—an open reservoir, miles wide and overgrown. The air is warm and sticky, full of the sound of waves and far-off oinking.

TERRAIN



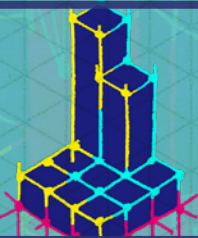
THE BLOOD SEA

Shallow and warm and home to MAN-FACED EELS (B-12).



BLOOD-DRINKING MANGROVES

The leafy canopy provides a safe platform, but their stalk-like flowers open to snap at any who pass near (1d3 damage).



VOIDMETAL

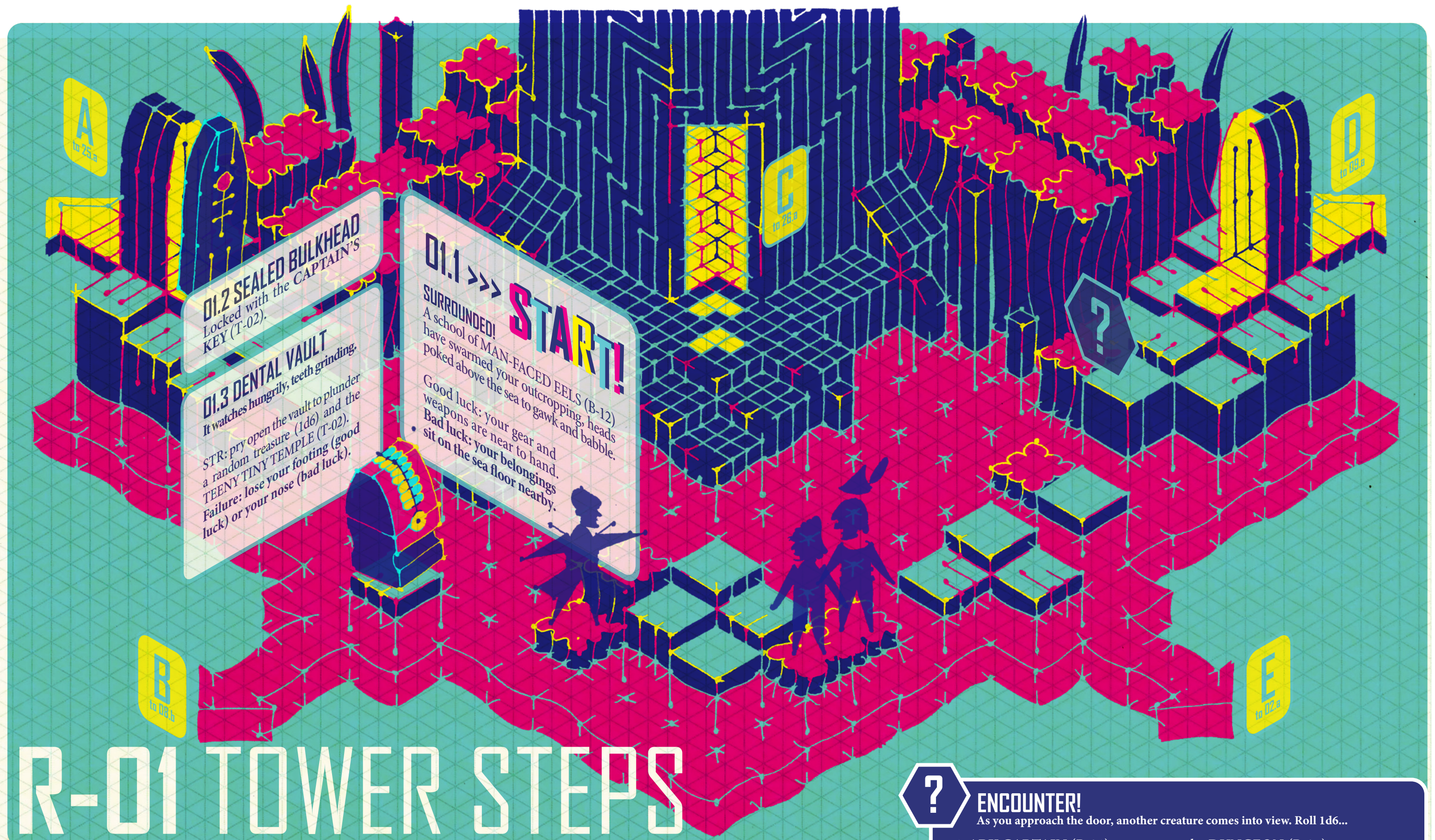
Ice cold and invincible. Contact drains one STR per turn, through even the thickest armor.



PSIONIC HULL

Psychic forcefields projected by the Bloodship's hypermind, solid to every sense.





R-01 TOWER STEPS

YOU'VE WASHED UP in the belly of the **Bloodship**, the vampires' interstellar castle. You wake soaked in blood, missing 1d3 HP.

A voidmetal tower soars out of sight behind pale pink clouds. Floating platforms slowly orbit the tower, hundreds of feet above you.



ENCOUNTER!

As you approach the door, another creature comes into view. Roll 1d6...

1. **ARK CAPTAIN** (B-01), en route to the **DUNGEON** (R-25).
2. **FISHING GALLEY** (B-28), approaching quietly through pink fog.
3. **BLOODTHIRSTY SWINE** (B- 21), hunting eels.
4. **SPIRIT ELK** (B-13), browsing on mangroves.
5. **BAD REPLICANTS** (B-18), falling toward you from high above.
6. **BLOOD-MAD DRAGON** (B-30), a dark shape below the waves.

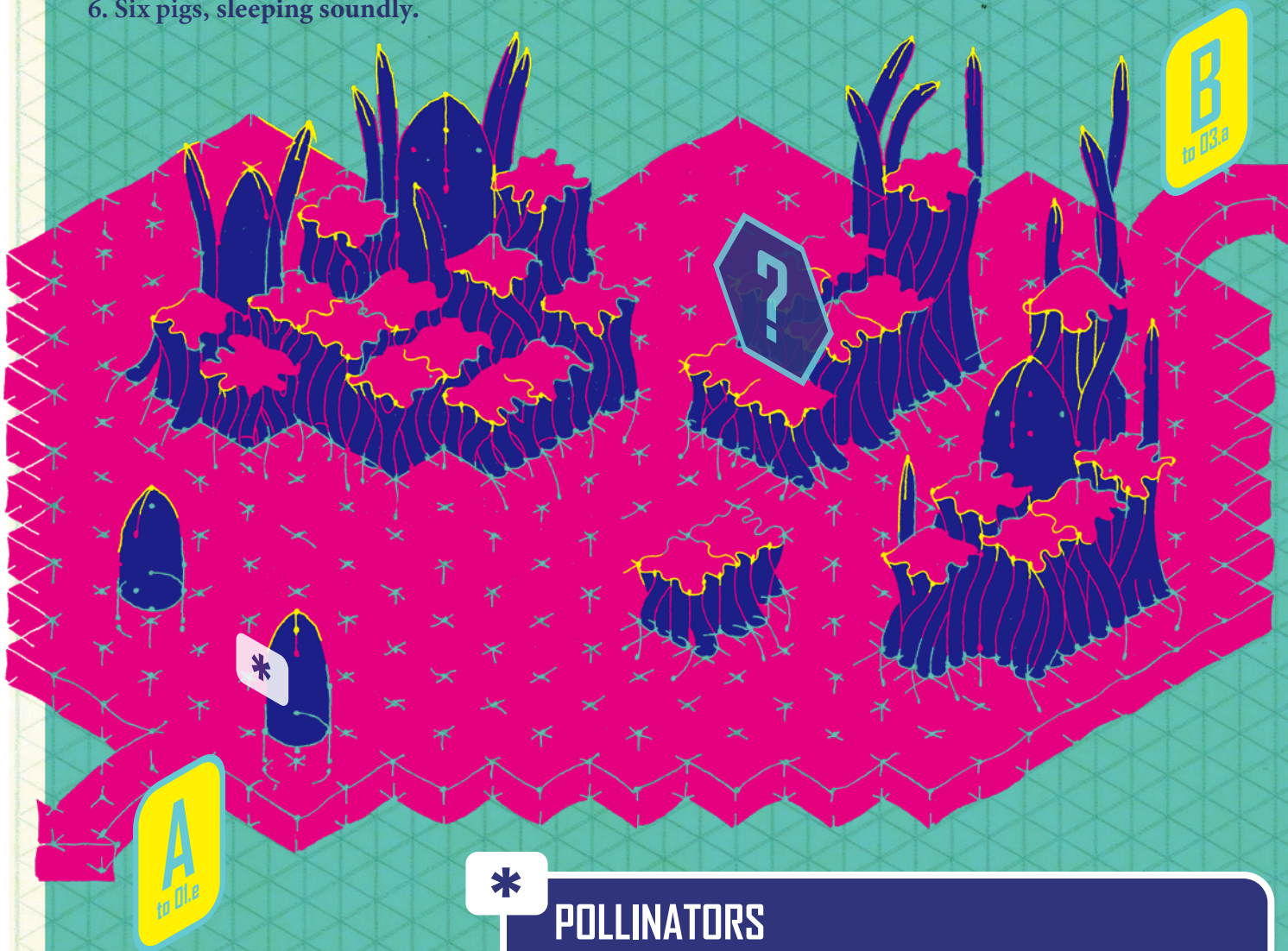
R-02 MANGROVES



ENCOUNTER!

The mangroves are roamed by BLOODTHIRSTY SWINE (B-21); you can hear them before you can see them. Roll 1d6...

1. One pig, unnaturally long with many legs (double HP & damage).
2. Two pigs, hunting you with ruthless cunning.
3. Three pigs, feasting on eels.
4. Four pigs, watching cautiously,.
5. Five pigs, fighting each other.
6. Six pigs, sleeping soundly.



POLLINATORS

On approach, the mangrove's large male flowers unfurl to spew clouds of coarse pollen. The grains are large and bristly, sticking to nearby creatures like velcro.

DEX: avoid the clinging spores!
Failure: covered in pollen! Take double damage from the mangrove's man-eating female flowers.

ALVIN No. 1242 11" x 17" 35°16' ISC

OVERGROWN TEMPLE R-03

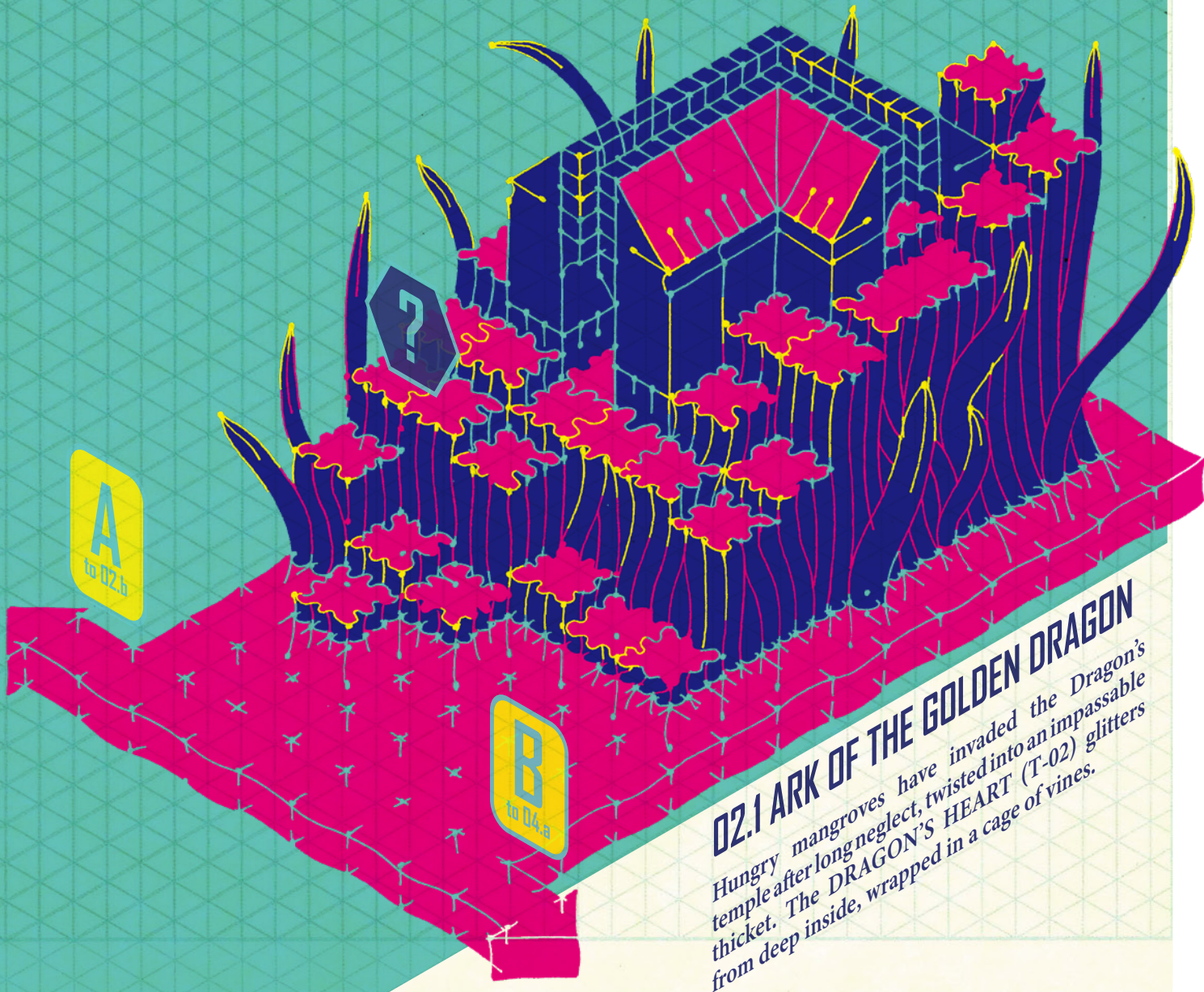


ENCOUNTER!

You aren't the temple's only pilgrim, nor the first to arrive. Roll 1d6...

1. TEMPLE BARGE(B-29), looting old relics from the abandoned ark.
2. BLOODTHIRSTY SWINE (B-21), defiling the grounds.
3. SWINE VILLAGERS (B-22), secretly worshipping.
4. SWINE KNIGHTS (B-23), rooting out dragon-worshippers.
5. SPIRIT ELK (B-13), browsing on mangroves.
6. BLOODMAD DRAGON (B-30), thrashing at the encroaching vines.

WIL: you notice them before they notice you.



02.1 ARK OF THE GOLDEN DRAGON
Hungry mangroves have invaded the Dragon's temple after long neglect, twisted into an impassable thicket. The DRAGON'S HEART (T-02) glitters from deep inside, wrapped in a cage of vines.

R-04 HOG TOWN

SWINE VILLAGERS (B-22) peer out from doors and windows, looking worried—or armed and angry if you’ve proven yourselves dangerous.



ENCOUNTER!

A crowd has gathered in the street, squealing anxiously: the Hoglord has gone missing! At the center of the crowd... (Roll 1d6)

1. TEMPLE BARGE (B-29), moored nearby and under guard.
2. HOGLORD’S LITTER (B-26), empty, being cleaned and polished.
3. HOGLORD’S HERALD (B-25), failing to reassure the townsfolk.
4. SWINE KNIGHTS (B-23), putting down dissent.
5. BAD REPLICANTS (B-18), rounded up for internment.
6. PRIESTESS OF MARS (B-02), recruiting the swinefolk to her cause.

04.1 BLESSED AMPHORA

Full of BLOOD WINE (T-04). Property of the church, reserved for the holiest festivals.

04.2 EEL PEN

A wriggling school of MAN-FACED EELS is confined, farmed for meet and scales. Levers to left and right work in tandem to operate the gate.

04.3 SENTINEL NODE

A slimy eyeball on a quivering stalk sends a live visual feed to the Bloodship’s higher decks and dispenses rewards according to some inscrutable vampire social experiment. The Hoglord has forbidden the tribe from taking them.

Random POTIONS, (T-04) distributed capriciously.

SWINE WARREN

A maze of tunnels run throughout the town. WIL: navigate the maze to another exit of your choice. Failure: lost for 1d6 turns.

FORBIDDEN PATH R-05

05.2 TELEPORTER CONTROL
WIL: reactivate the teleporter array; requires a BATTERY (T-01).
Failure: You eek out just enough power for a single jump.

05.3 TELEPORTER ARRAY
OFFLINE. Once power is restored, the teleporter beams anyone who touches it to...
Good luck: ...the ACADEMY (R-22).
Bad luck: ...the DUNGEON (R-25).

05.4 GUARD HOUSE
Two hungry and exhausted SWINE KNIGHTS (B-23) keep watch over the entrance to the REPLICANT CAMP.

05.1 GARBAGE DISPOSAL

A gurgling mouth opens spastically to expel newly harvested fuel. A mile-long chute leads out into space: Slimy, toothed and full of pulped flesh. A random treasure is lodged a few feet inside.

ENCOUNTER!

Roll 1d6...

1. FISHING GALLEY (B-28), entangled by mangroves.
2. OSMAS INQUISITOR (B-07), unconscious.
3. VAMPIRE ARKWRIGHT (B-06), servicing the teleporter array.
4. BLOODTHIRSTY SWINE (B-21), blocking the path.
5. BAD REPLICANTS (B-18), escaping internment.
6. SPIRIT ELK (B-13), caught in a snare.

R-06 REPLICANT CAMP

BAD REPLICANTS (B-18) have been rounded up here by the swine folk. More fall from the sky every day and no one knows what to do about them.

The replicants themselves are nonchalant, continuing about their play and mischief. They require no food and their fuel cells last for decades, so they have little need for industry.

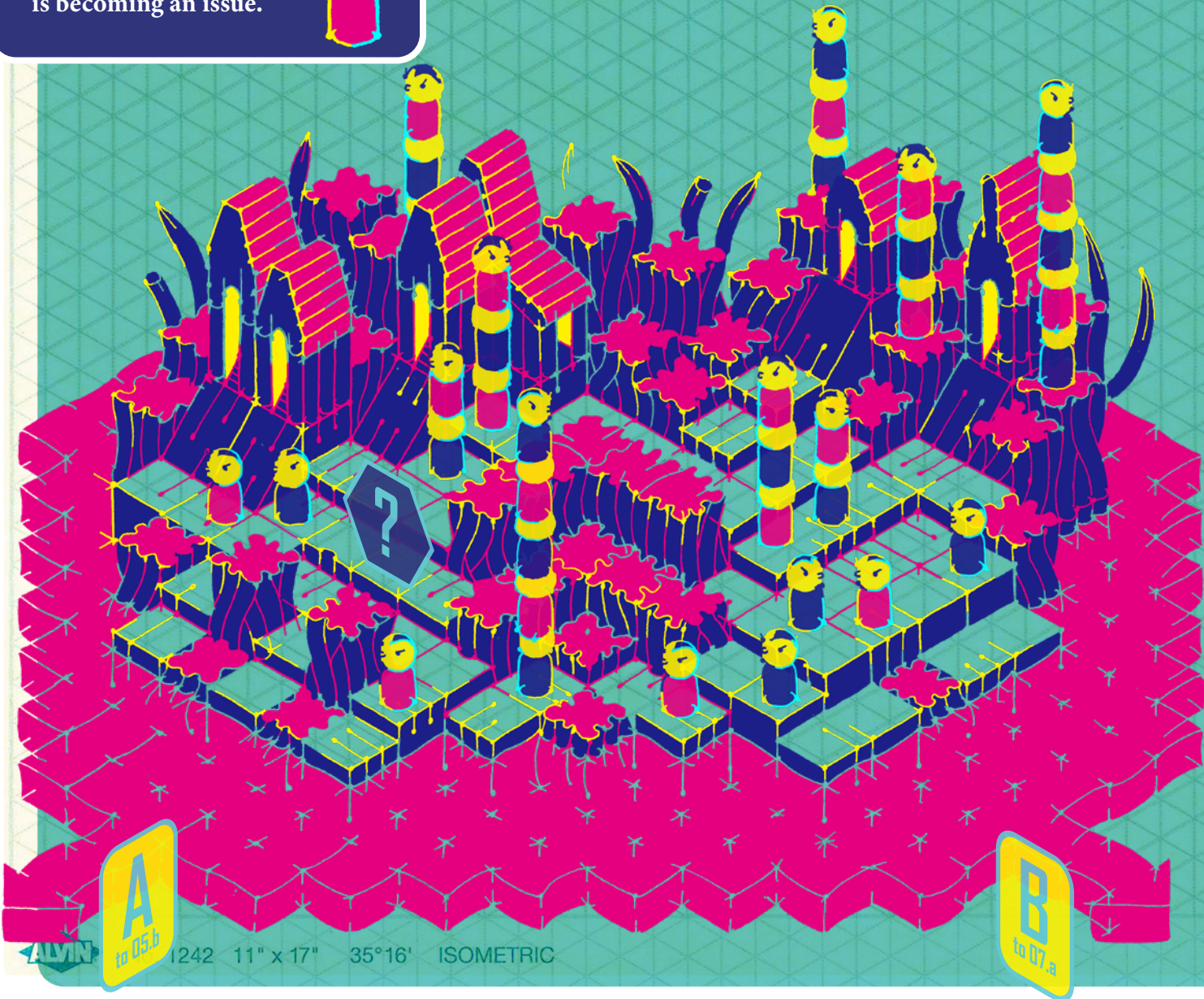
Space, however, is becoming an issue.



ENCOUNTER!

The camp is largely unsupervised, the replicants left to their own devices. Mixed in among the captives... (Roll 1d6)

1. ROCKET LORDS (B-28), rounded up by mistake.
2. TEMPLE BARGE (B-29), unloading political prisoners.
3. VAMPIRE ARKWRIGHT (B-06), running scans.
4. BLOODTHIRSTY SWINE (B-21), picking off stragglers.
5. FISHING GALLEY (B-28), unloading more replicants.
6. HOMUNCULUS (B-15), hiding in the crowd.



ALVIN 1242 11" x 17" 35°16' ISOMETRIC

BLOOD GATE R-07

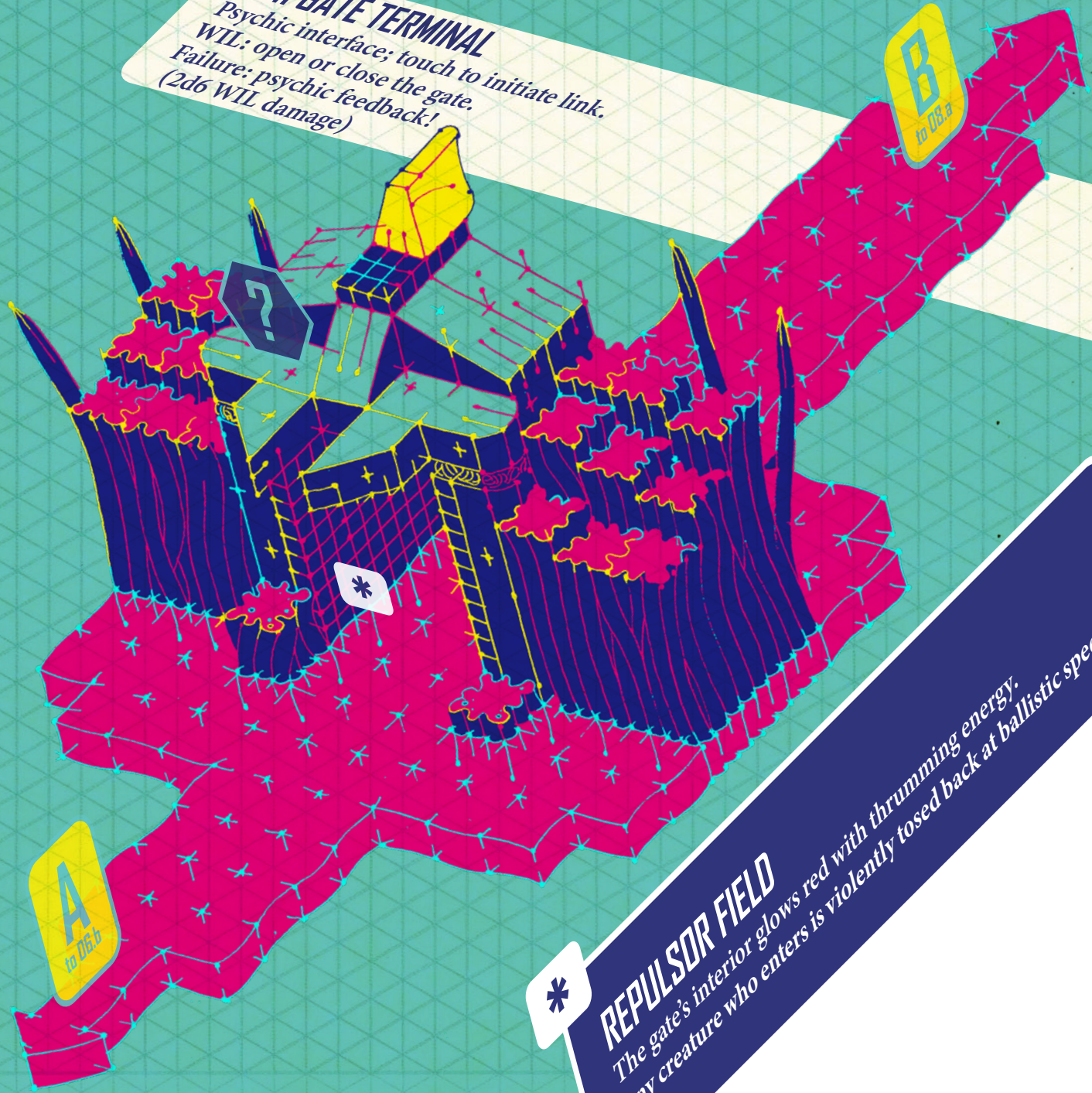


ENCOUNTER!

A FISHING GALLEY (B-28) waits on the right side of the gate, passage denied.

Three SWINE KNIGHTS (B-23) stand guard above: "this area is under the special jurisdiction of the Hoglord's temple, none may pass without permission."

07.1 GATE TERMINAL
Psychic interface; touch to initiate link.
WTL: open or close the gate.
Failure: psychic feedback!
(2d6 WTL damage)



*** REPULSOR FIELD**
The gate's interior glows red with thrumming energy. Any creature who enters is violently tossed back at ballistic speed.

DRAGON ALTAR R-08

08.1 DRAGON IDOL

A painted wood statue, giving off a confused and hateful aura.
Make an offering to summon the BLOODMAD DRAGON (B-30).
His preferred sacrifice is MAN-FACED EELS.
2 in 6 chance of heretic SWINE KNIGHTS (B-23),
making secret sacrifices.

OFFERING REACTIONS

1-3 eels
4-6 eels
7+ eels
Dragon's Heart
Hoglord's Head

AN OFFRONT! The dragon attacks in rage at the slight to his honor.
DISAPPOINTMENT. The dragon demands further supplication, or else.
GRATITUDE. His war blessing grants +3 damage for 10 realtime minutes.
LOYALTY. He joins your cause, transforming into a level 4 Beam Sword (T-03).
ETERNAL REST. His abandoned shell transforms into Dragon Armor (T-04).



DESSICATED OFFERINGS

Human and vampire skulls dangle from the jutting spire, rattling with unknown baggage.

SKULL CONTENTS

Good luck: random treasure! (1d6)
Bad luck: bone mites! -3 STR until cured by fire.

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



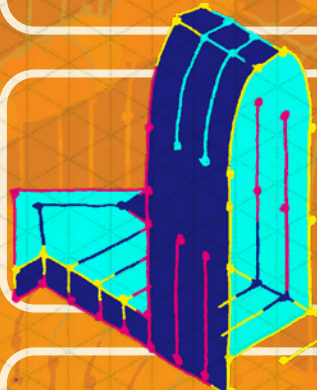
FLOATING PLATFORMS

Afloat on psychic breeze, sometimes drifting close to one another, sometimes separated by wide chasms.



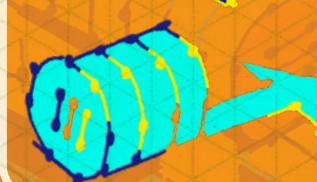
CONVEYOR

Moves fast and erratically, an arrhythmic jankle of clunks and kachunks. Moving against the flow requires a DEX roll.



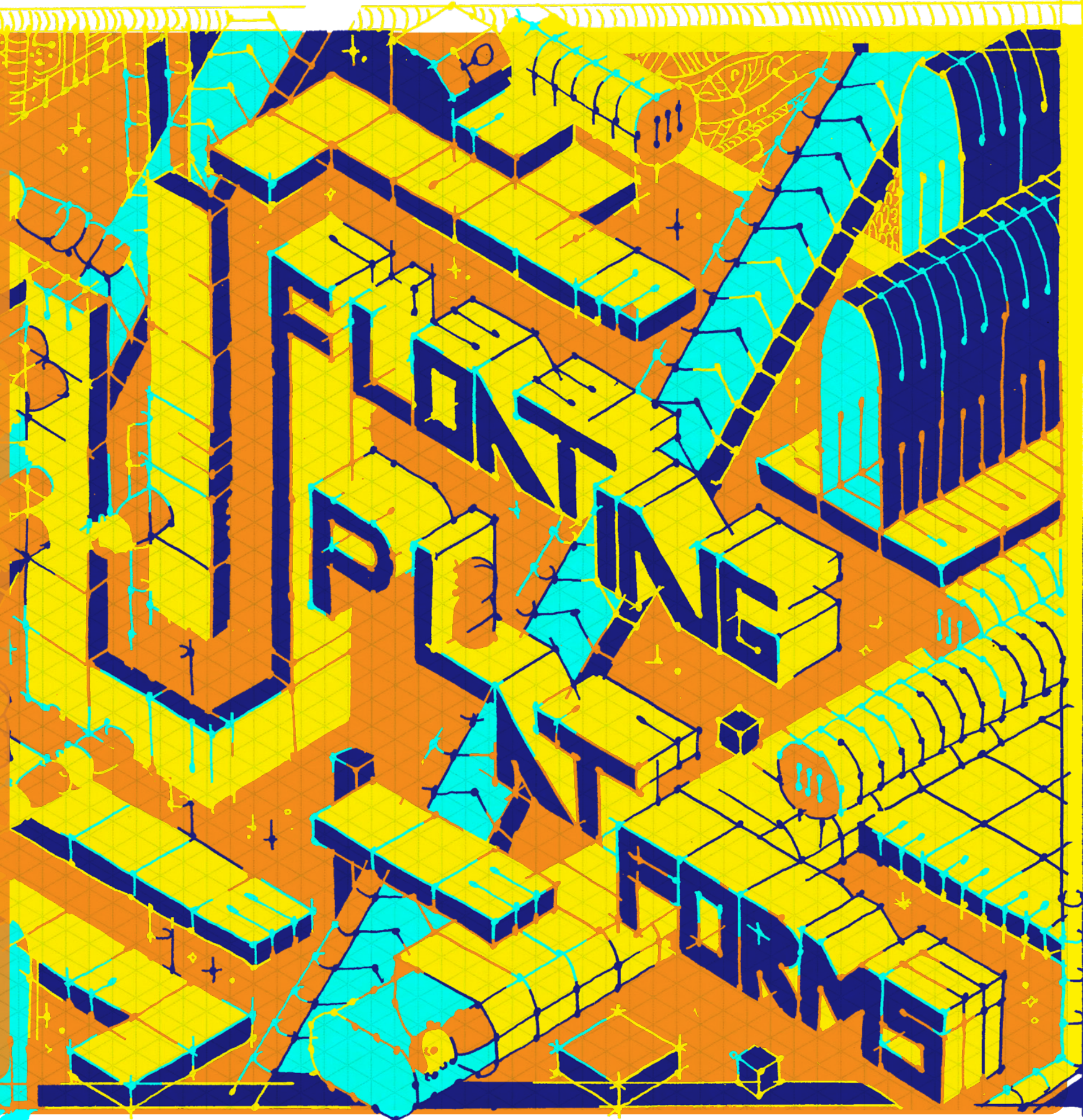
CONNECTOR

Enclosed walkways connect the platforms. Climbing the outside attracts attention from roaming THOPTER GOLEMS (B-19).



AIR DUCT

STR: pry off the access cover, from within or without. Failure: the failed effort exhausts you—take 1d3 STR damage.



R-09 DECONTAMINATION

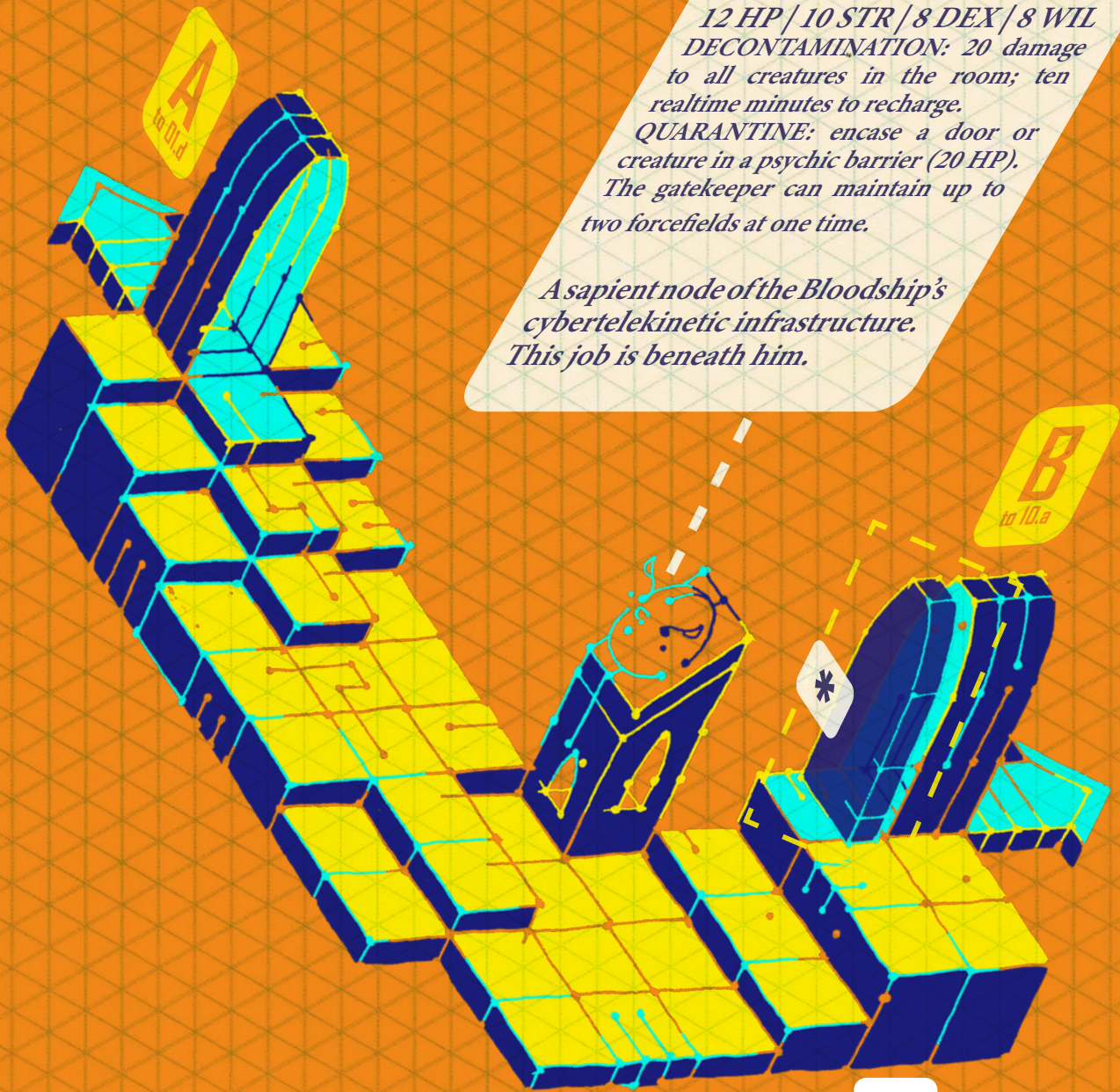
CRYSTAL BLOOM R-10

09.1 GATEKEEPER

12 HP / 10 STR / 8 DEX / 8 WIL
DECONTAMINATION: 20 damage to all creatures in the room; ten realtime minutes to recharge.

QUARANTINE: encase a door or creature in a psychic barrier (20 HP). The gatekeeper can maintain up to two forcefields at one time.

A sapient node of the Bloodship's cyberteletekinetic infrastructure. This job is beneath him.



QUARANTINE FIELD

The Gatekeeper's face jerks to life as you approach:

"Quarantine in effect—begin DECONTAMINATION?"

YES: Red lasers pour from the gatekeeper's eyes, dealing 20 damage to all creatures: "Decontamination complete." The way forward is unsealed.

NO: The way forward remains closed, blocked by the Gatekeeper's forcefield: "You really shouldn't be in here anyway."



ENCOUNTER!

Crystalline growths feed on the ship's ether ducts, so far benign, but attracting attention from the crew. Roll 1d6.

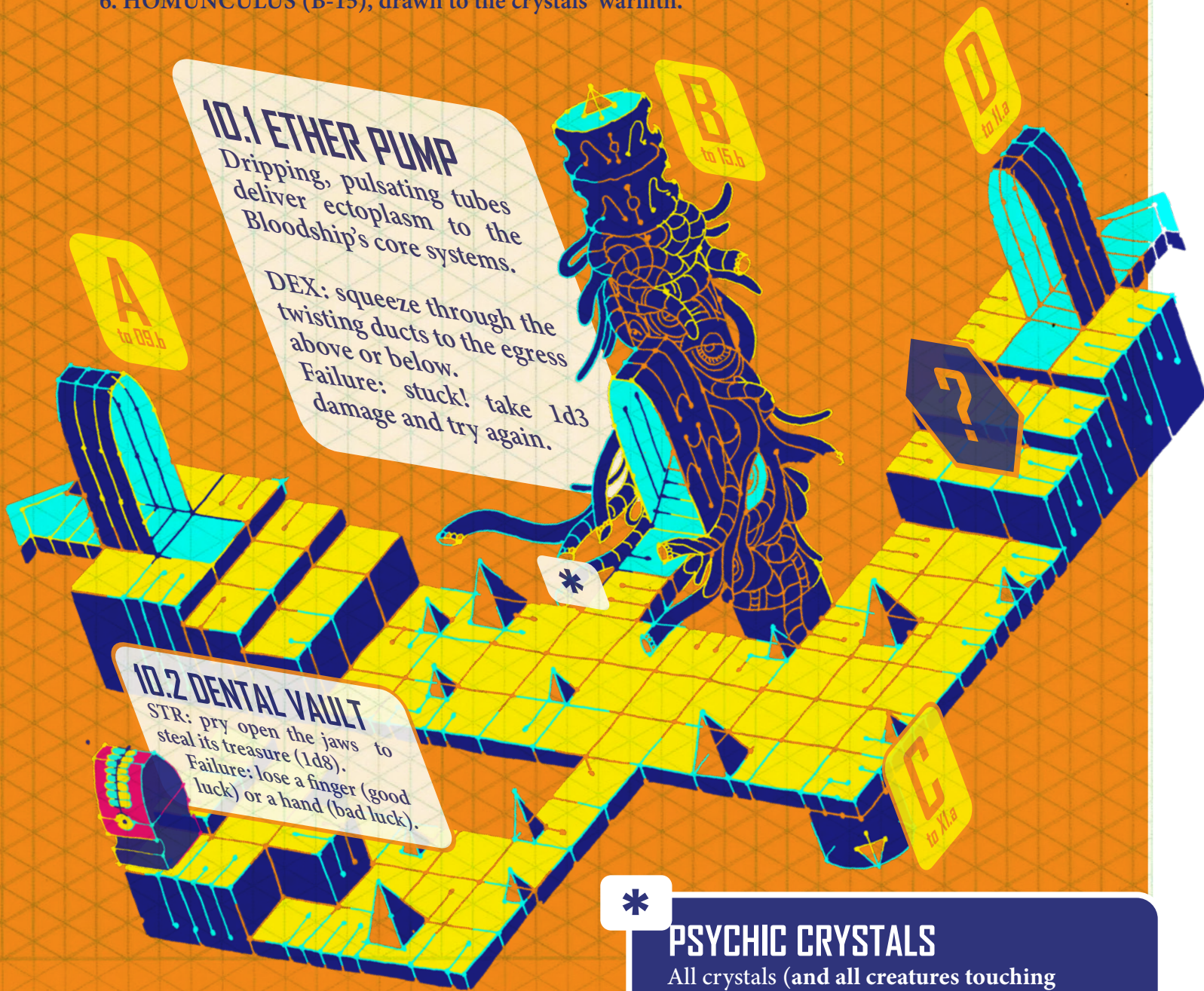
1. ARK CAPTAIN (B-01), in deep meditation.
2. VAMPIRES MONKS (B-04), floating in slow procession around and around.
3. VAMPIRE ARKWRIGHTS (B-06), trying in vain to remove the crystals.
4. IMPERIAL GUARD (B-05), on patrol, lazily.
5. THOPTER GOLEMS (B-28), sensors confused by the crystals' emanations.
6. HOMUNCULUS (B-15), drawn to the crystals' warmth.

10.1 ETHER PUMP

Dripping, pulsating tubes deliver ectoplasm to the Bloodship's core systems.

DEX: squeeze through the twisting ducts to the egress above or below.

Failure: stuck! take 1d3 damage and try again.



10.2 DENTAL VAULT

STR: pry open the jaws to steal its treasure (1d8).

Failure: lose a finger (good luck) or a hand (bad luck).



PSYCHIC CRYSTALS

All crystals (and all creatures touching them) are telepathically linked.

R-11 ENGINEERING

It's **LOUD**
in here, in
your ears
and in your
head.



ENCOUNTER!

VAMPIRE ARKWRIGHTS (B-06)
work the ship's psionic propellers,
leaping confidently between
platforms, absorbed by their work.

11.3 ENGINE CONTROL

Adjust the engine speed; requires an assistant to
simultaneously add reagents to the feeding ports.

BLOOD WINE	full stop
BATTERY	full speed ahead
DRAGON'S HEART	instant travel
STELLAR ECTOPLASM	dimension warp

11.1 ARCANIC TRANSMUTER

TRANSMUTER	
WIL: transform a POTION (T-04):	
EEL BROTH	BLOOD WINE
MANGROVE TEA	STELLAR ECTOPLASM
MOONSHINE	HOMUNCULUS
containment br	
muter remain	

Failure: containment breach! 2d4 damage;
the transmuter remains offline until serviced.

11.2 COMMS CONSOLE

A two-way video feed connects to the
console in NAVIGATION (R-16).



FEEDING PORTS

The wet mouths of the ship's
psionic propellers, burping and
gurgling, hungry for fuel. Falling
in is instant death.



TRANSPANAR EXHAUST

Six dimensional gates array around the
captive star, escape vents for dangerous
waste energy.

By every available analysis, the
contents of this convenient otherworld
are precisely nothing, lacking all mass
and dimension, and nothing sent there
has ever returned.

STAR REACTOR R-12

12.1 DARK STAR OF INFINITE SORROW

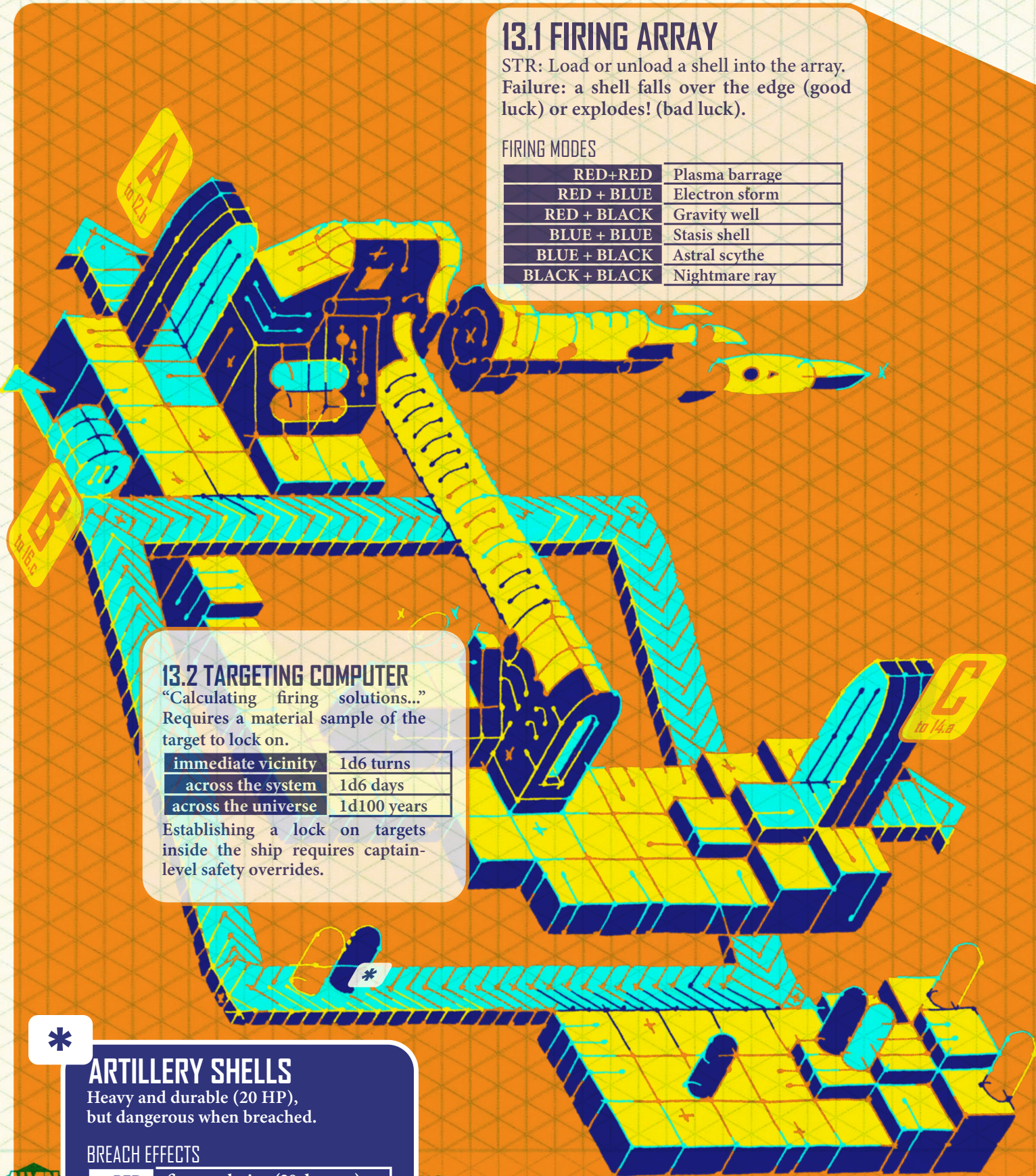
The Blooship draws power from a dying star,
captured and contained at the brink of collapse,
held in stasis to harvest the momentum of her
arrested singularity. In the lost age of Imperium,
many thousands of Bloodships were forged, each
fed by a conquered sun.

THE WAILING SUN

She was among the last to fall, holding out in valiant
defiance while the children of her worlds took flight.
But the the star eaters overcame her at last, bound
her to this black eternity of servitude. Her psychic
wails fill your mind—roll WIL or flee from her
overpowering agony.



R-13 ARTILLERY



13.1 FIRING ARRAY

STR: Load or unload a shell into the array.
Failure: a shell falls over the edge (good luck) or explodes! (bad luck).

FIRING MODES

RED+RED	Plasma barrage
RED + BLUE	Electron storm
RED + BLACK	Gravity well
BLUE + BLUE	Stasis shell
BLUE + BLACK	Astral scythe
BLACK + BLACK	Nightmare ray

13.2 TARGETING COMPUTER

"Calculating firing solutions..."
Requires a material sample of the target to lock on.

immediate vicinity	1d6 turns
across the system	1d6 days
across the universe	1d100 years

Establishing a lock on targets inside the ship requires captain-level safety overrides.



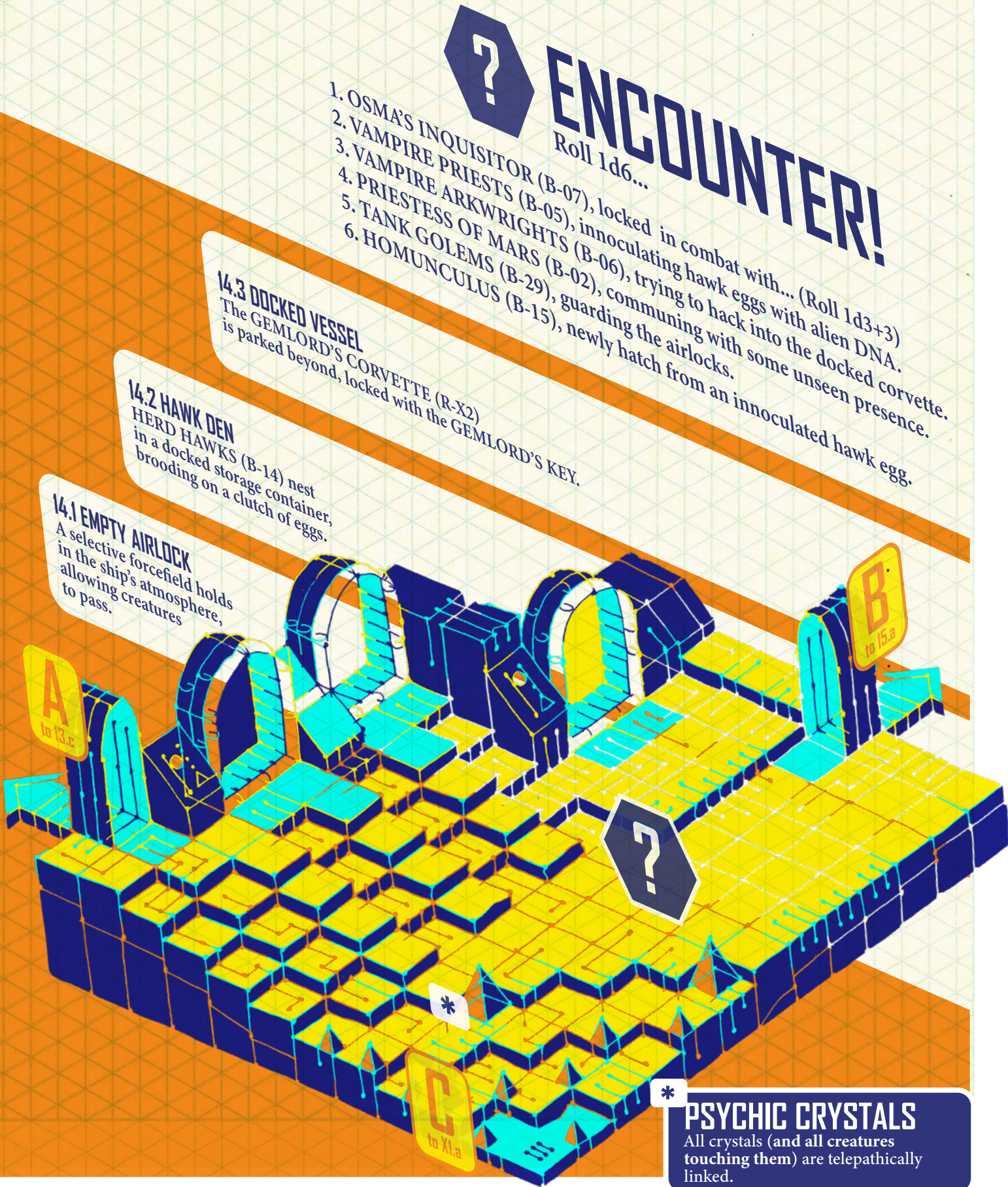
ARTILLERY SHELLS

Heavy and durable (20 HP), but dangerous when breached.

BREACH EFFECTS

RED	fiery explosion (20 damage).
BLUE	creeping, encasing ice.
BLACK	micro-singularity.

DOCKING BAY R-14



? ENCOUNTER!

Roll 1d6...

1. OSMA'S INQUISITOR (B-07), locked in combat with... (Roll 1d3+3)
2. VAMPIRE PRIESTS (B-05), innoculating hawk eggs with alien DNA.
3. VAMPIRE ARKWRIGTS (B-06), trying to hack into the docked corvette.
4. PRIESTESS OF MARS (B-02), communing with some unseen presence.
5. TANK GOLEMS (B-29), guarding the airlocks.
6. HOMUNCULUS (B-15), newly hatch from an innoculated hawk egg.

14.3 DOCKED VESSEL

The GEMLORD'S CORVETTE (R-X2) is parked beyond, locked with the GEMLORD'S KEY.

14.2 HAWK DEN

HERD HAWKS (B-14) nest in a docked storage container, brooding on a clutch of eggs.

14.1 EMPTY AIRLOCK

A selective forcefield holds in the ship's atmosphere, allowing creatures to pass.



PSYCHIC CRYSTALS

All crystals (and all creatures touching them) are telepathically linked.

R-15 SENSORS

NAVIGATION R-16



ENCOUNTER!

Roll 1d6...

1. ARK CAPTAIN (B-01), spying on the Bride of Mars (R-30).
2. PRIESTESS OF MARS (B-02), spying on the Ark Captain.
3. IMPERIAL GUARDS (B-03), spying on their rivals.
4. VAMPIRE ARKWRIGHTS (B-06), installing security updates.
5. OSMA'S INQUISITOR (B-07), shouting at the controls in frustration.
6. ROCKET LORD (B-11), caught in the vault's jaws.

15.1 SCRYING TERMINAL
WIL: Psychically spy on any room or creature on the ship.
Failure: teleported to a random room (good luck) or out into space (bad luck).

15.2 DENTAL VAULT

Asleep, mouth open; at intervals chomping something in dreamland.

DEX: Pluck a random treasure from the sleeping jaws (1d6).
Failure: lose a toe (good luck) or a foot (bad luck).

16.1 NAVIGATION CONSOLE

Heavy mechanical controls, hard to budge. A live video feed connects to the console in ENGINEERING (R-11).

STR: move the Bloodship; the forces of the Rocket Kingdom also make a move.
Failure: the heavy lever pinches your hand, take 1d3 damage.

At full speed, each move takes ten realtime minutes.

The Bloodship's final approach to Mars is laid out on a holographic chess board.

Two of the Rocket King's interplanetary baronies have been mustered to intercept.

STATE OF THE BOARD

(a1) **THE BLOODSHIP** moves and captures as a knight or a king. When captured, it instead returns to its starting position, and a random room is destroyed.

(a3) **THE SWORD-PIERCED KEEP** moves and captures as a bishop. Can only be captured from behind.

(g6) **THE BLACK TOWER** moves and captures as a rook. May choose not to move when capturing (photon missiles).

(h7) **MARS**, the target of the Bloodship's crusade. Once captured, all of the old imperium's defense systems will be revived— spelling doom for the Rocket Kingdoms.



TESSERACT NODE

Crackling and shimmering with psionic energy.
WIL: teleport from one node to another.

Failure: teleport to a random location in the room (die drop).



No. 1242

R-17 DISPOSAL



ENCOUNTER!

Perched on a lonely ledge, separated from the jostling replicants by a long fall. Roll 1d6....

1. SNAKE BASKET (B-16), slurping up replicants as they fall.
2. BLOOD CASKETS (B-17), languishing in storage.
3. VAMPIRE PRIESTS (B-03), ministering to the replicants (deaf ears.)
4. TANK GOLEM (B-20), bored and trigger-happy.
5. OSMA'S INQUISITOR (B-07), badly injured.
6. VAMPIRE MONKS (B-04), eyes closed in silent prayer.

17.1 CONVEYOR TERMINAL

WIL: halt or reverse the conveyors.
Failure: unauthorized access detected!
THOPTER GOLEMS (B-19) summoned to remove you.



No. 1242 11" x 11" 35° 16' ISOMETRIC

OVER-PRODUCTION



BAD REPLICANTS (B-18) stream in on conveyors, piling up, pushing each other over the ledge. Far below, you recognize the TOWER STEPS (R-01).

R-18 INFIRMARY

**BAD
REPLICANTS**
keep coming down
the conveyor, their
origin not yet in
sight.



ENCOUNTER!

BLOOD CASKETS (B-17) collect samples and perform tests on the unruly replicants, trying in vain to correct their warped nature.

Good luck: they are too preoccupied to bother you.

Bad luck: they turn their demented curiosity on you, zealous to prick and prod.

18.1 AUTO-DOCTOR

12 HP | 10 STR | 14 DEX | 10 WIL

ORGAN PUMP: 1d3 STR damage.

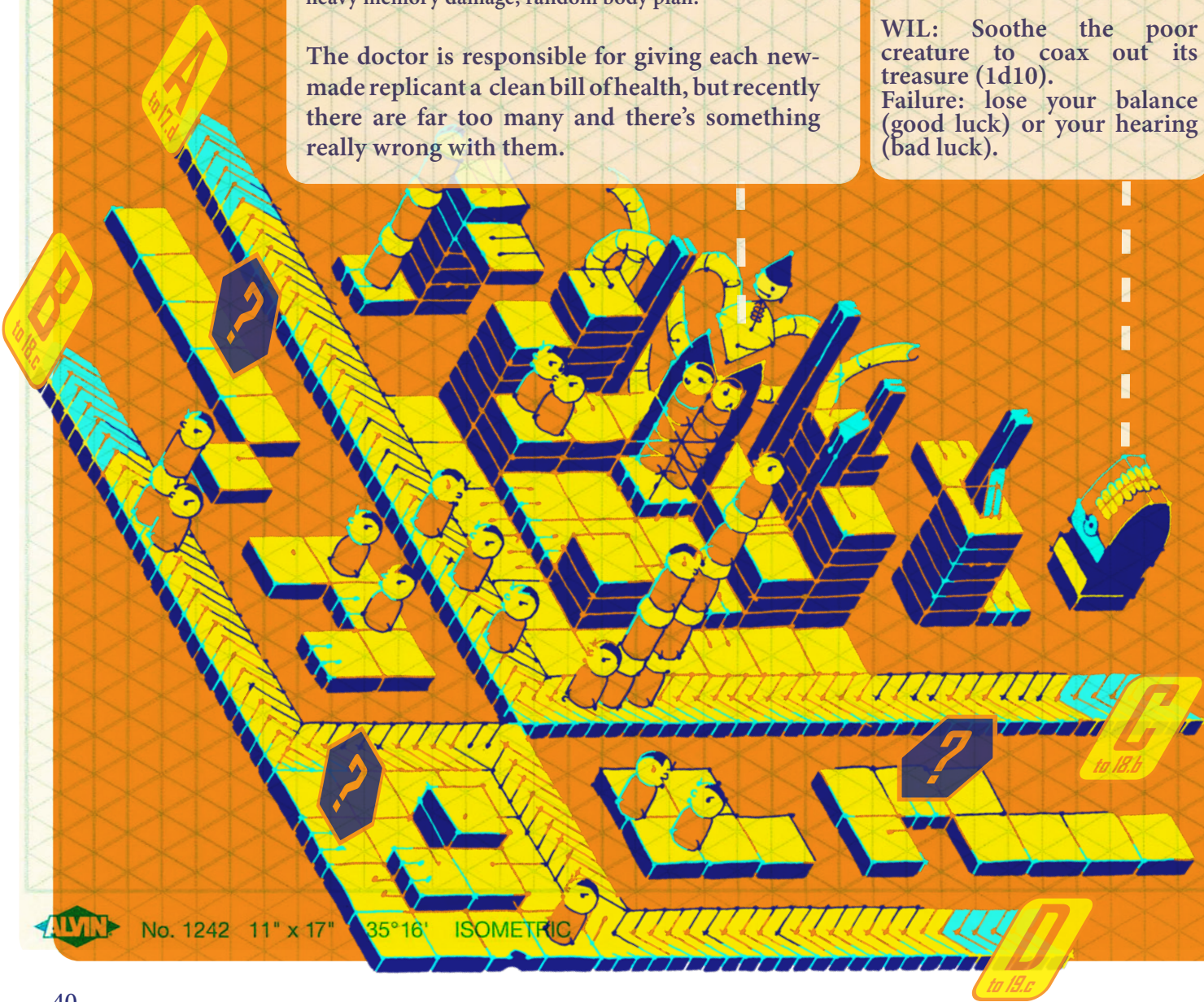
MOLECULAR REMAPPING: Roll STR or be sucked inside for total bodily re-construction: +1 STR, +3 HP, heavy memory damage, random body plan.

The doctor is responsible for giving each new-made replicant a clean bill of health, but recently there are far too many and there's something really wrong with them.

18.2 DENTAL VAULT

Anxiously chattering, eyes darting, vigilant against encroaching replicants. It directs a deafening screech at creatures who get too close.

WIL: Soothe the poor creature to coax out its treasure (1d10).
Failure: lose your balance (good luck) or your hearing (bad luck).



BAD FACTORY R-19



ENCOUNTER!

VAMPIRE ARKWRIGHTS (B-06)
hide from their duties, unsure how to
remedy the factory's malfunction.

Good luck: they've given up solving the problem and instead waste time in esoteric conversation and one-upsmanship.

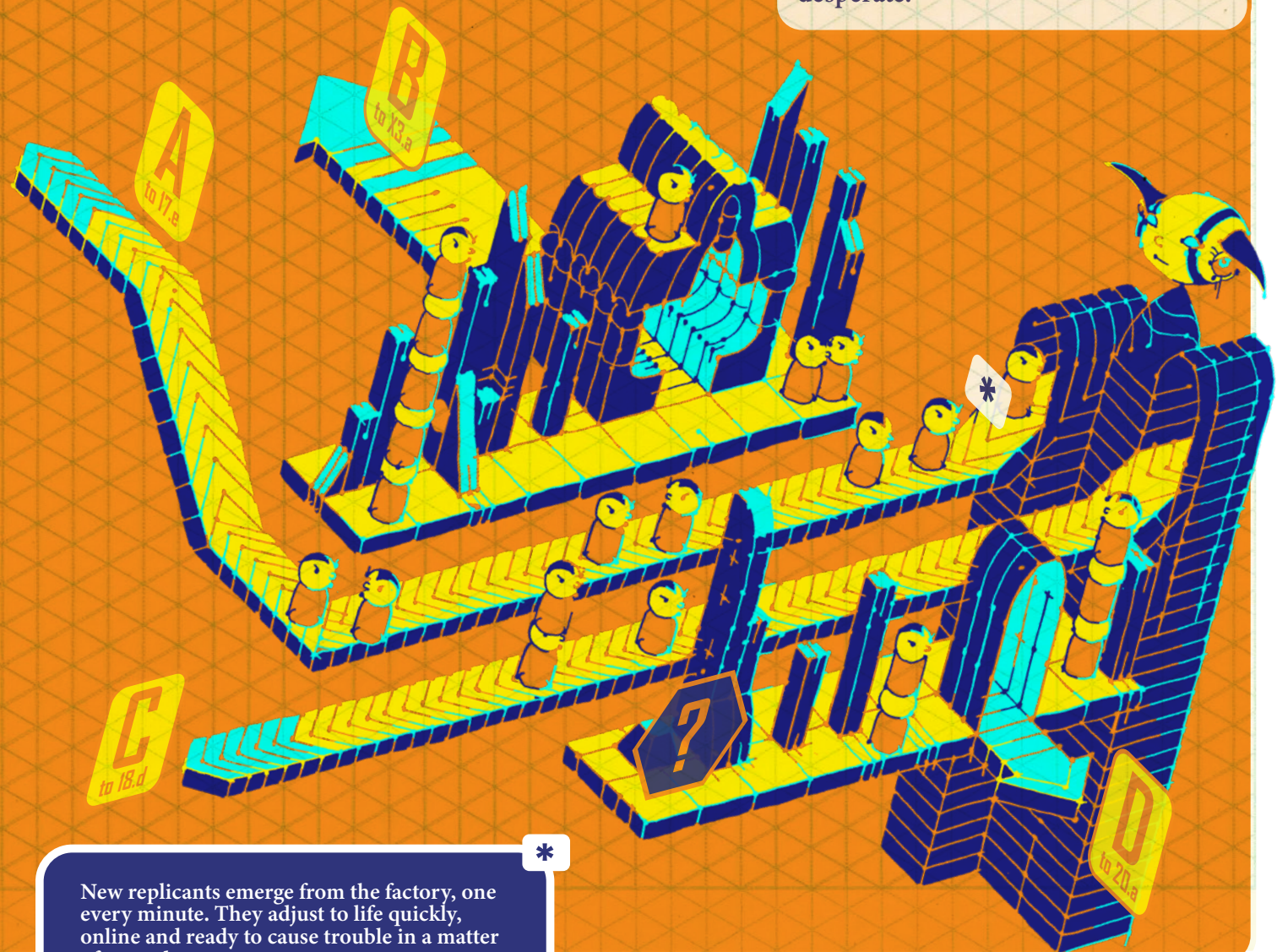
Bad luck: they've summoned the Ark Captain to help them, (to the captain's severe annoyance.)

19.1 FACTORY OVERSEER

30 HP | 12 STR | 10 DEX | 13 WIL
GUIDED MISSILE: 8 damage.

Her jaw is tense with concentration as she works to empty her overflowing print queue. She knows something is wrong, but lacks the authority to do anything but continue churning out malfunctioning replicants.

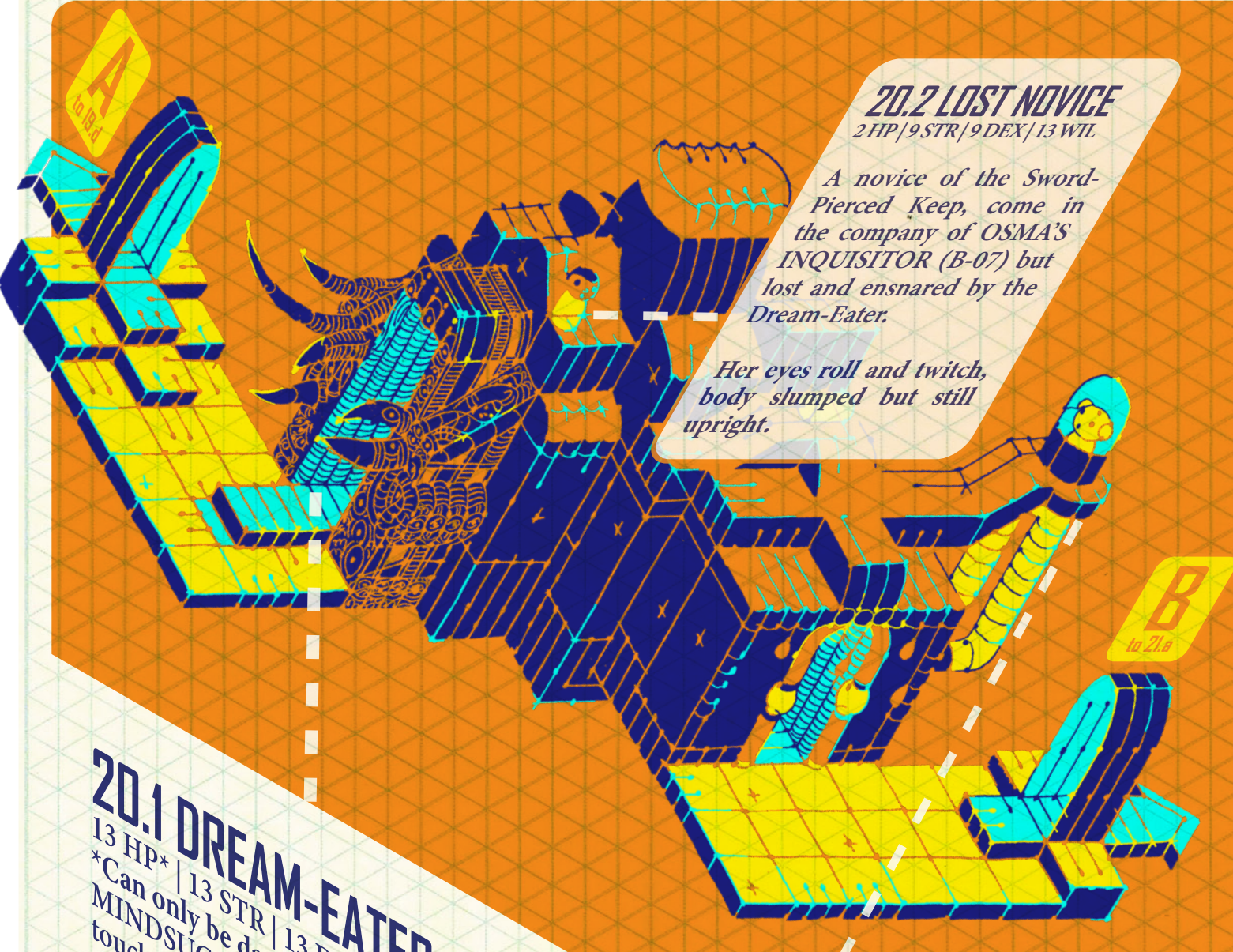
The replicants should obey her, but they disregard her scolding shouts, her calls for order, running wild. She has submitted a ticket for repairs, but no one has come. She is getting desperate.



New replicants emerge from the factory, one every minute. They adjust to life quickly, online and ready to cause trouble in a matter of seconds.

R-20 SPOOLER DEMON

MAW OF INFINITY R-21



20.2 LOST NOVICE

2 HP | 9 STR | 9 DEX | 13 WIL

A novice of the Sword-Pierced Keep, come in the company of OSMA'S INQUISITOR (B-07) but lost and ensnared by the Dream-Eater.

Her eyes roll and twitch, body slumped but still upright.

20.1 DREAM-EATER

13 HP* | 13 STR | 13 DEX | 13 WIL

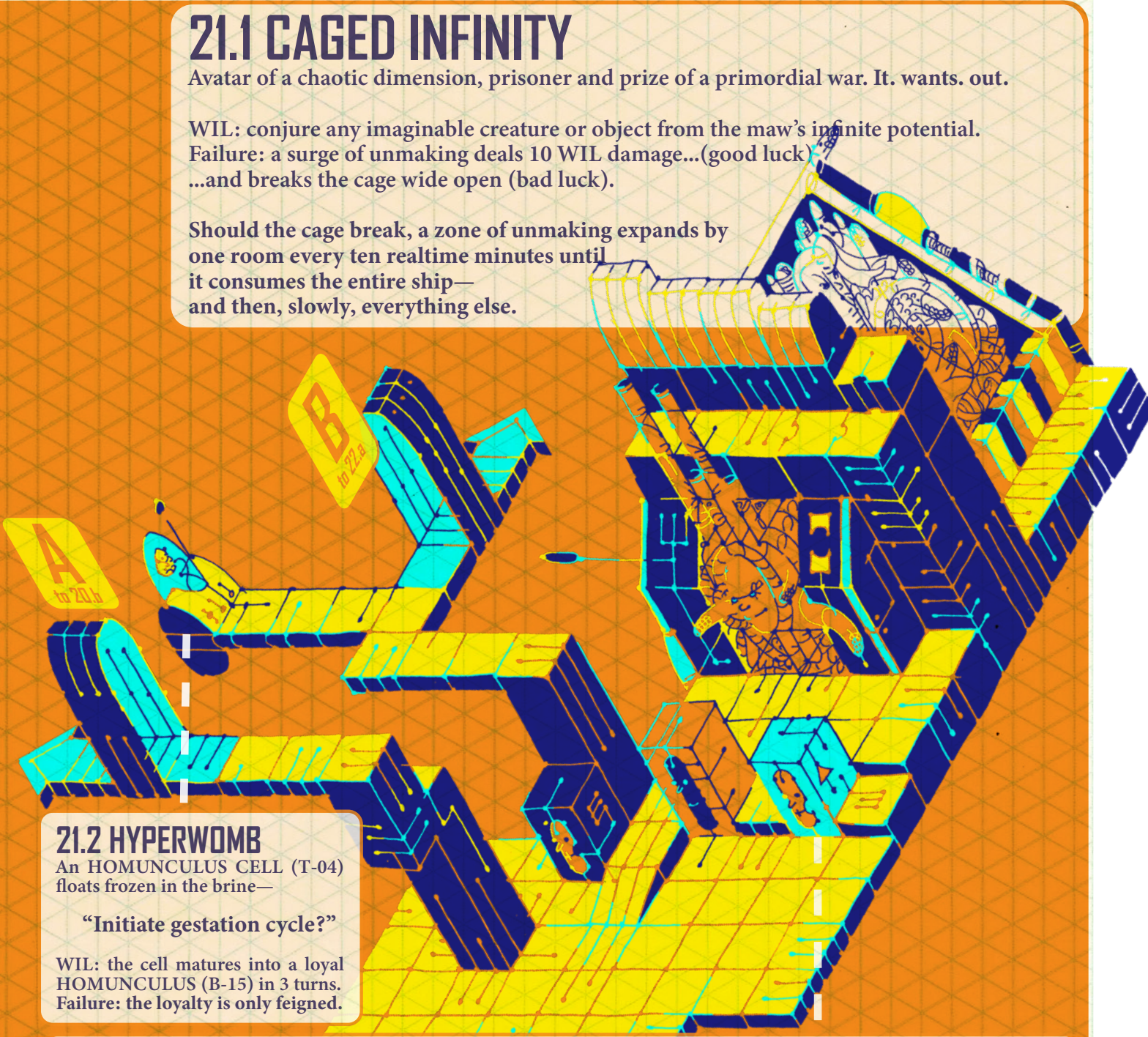
*Can only be damaged from within.
MINDSUCKER: -13 WIL to any creature who touches or enters the possessed machine.

A malevolent cosmic spirit has possessed the ship's print spooler, and continuously populates corrupted replicant schematics into the queue of the factory next door. It means to lure the replicants here to devour their minds, but they are rightly afraid and steer clear.

20.3 PROTOTYPE CHAMBER

A BAD REPLICANT is encased inside, template for mass fabrication by the BAD FACTORY.

STR: pry open the chamber.
Failure: cryogas leak! 1d6 damage.



21.1 CAGED INFINITY

Avatar of a chaotic dimension, prisoner and prize of a primordial war. It wants out.

WIL: conjure any imaginable creature or object from the maw's infinite potential.
Failure: a surge of unmaking deals 10 WIL damage...(good luck)
...and breaks the cage wide open (bad luck).

Should the cage break, a zone of unmaking expands by one room every ten realtime minutes until it consumes the entire ship—and then, slowly, everything else.

21.2 HYPERWOMB

An HOMUNCULUS CELL (T-04) floats frozen in the brine—

“Initiate gestation cycle?”

WIL: the cell matures into a loyal HOMUNCULUS (B-15) in 3 turns.
Failure: the loyalty is only feigned.

21.3 WARDING PILLARS

“WARNING, DO NOT APPROACH!” In battle, the pillars share a pool of 3 actions.

THE BLACK PILLAR	THE RED PILLAR	THE BLUE PILLAR
8 HP 5 ARMOR 18 STR 6 DEX 8 WIL ICE BEAM: 1d6 damage; on an odd number, roll STR or be frozen to the spot.	13 HP 15 STR 6 DEX 15 WIL RUBY RAY: 1d3 damage; teleports you to a random location in the room (by die drop).	*16 HP *16 STR *16 DEX 16 WIL ETHEREAL BODY: uses WIL for all stats; immune to physical attacks. MANA WRAITHS: invisible ghosts steal 1 WIL per turn from all nearby enemies.

R-22 ACADEMY

BAD REPLICANTS are collected here to be fixed up and prepared for higher roles, sorted and taught what to think. They fear their giant biomechanical HEADMASTER, and lurch to obey his every command. Not to say they aren't unruly.

22.1 PILL DISPENSER

Distributes a pharmaceutical regime tailored to each student's individual needs. Each dose adjusts the subject's WIL score closer to 10, adding or subtracting 1d6 points. Habit forming.

22.2 HEAD COLLECTOR

Students who fall behind on their metrics must roll DEX or be reprogrammed (good luck) or decapitated (bad luck).

22.3 FREE PLAY

A sophisticated virtual reality chamber pumps hyper-recreational experiences into the students' minds with brutal efficiency, accomplishing days of play in mere minutes. The treatment restores any lost WIL. 1 in 20 chance of brain death.

22.4 JOB SIMULATOR

Before final placement, graduates must log a million hours of time-dilated virtual training. They emerge stupefied and shell-shocked, ready for work. A day of training imparts passing expertise in a single narrow subject area, at the cost of 1d10 WIL.

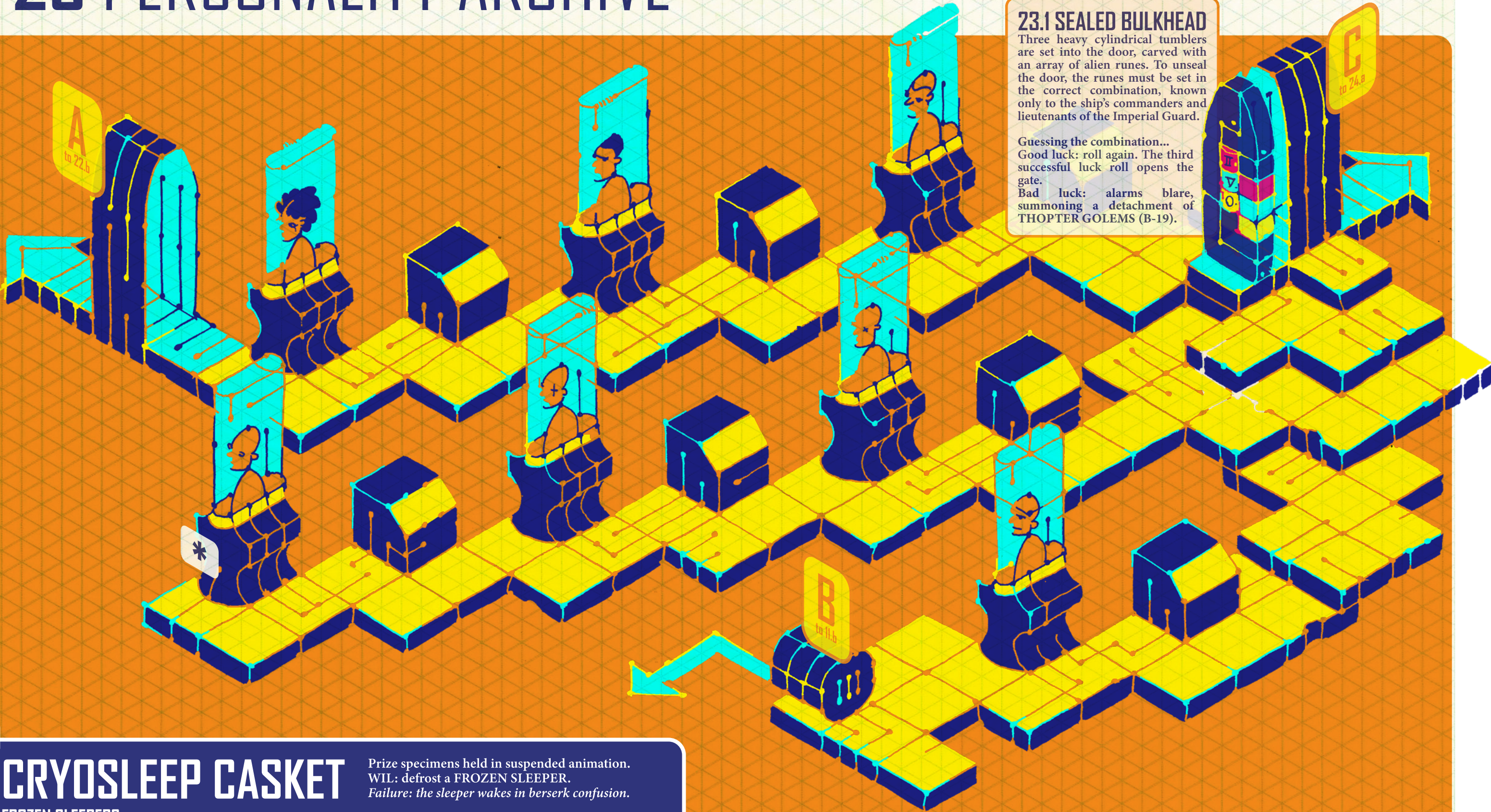
22.1 HEADMASTER

30 HP | 15 STR | 15 DEX | 15 WIL
TENTACLES: 1d4 attacks, 1d4 damage.

One of the Bloodship's senior subsouls, responsible for replicant intake and job placement. He is troubled by the recent sudden uptick in new applicants, but takes it as a sign of his own success.

He asserts his pedagogic authority over all lower lifeforms in reach.

R-23 PERSONALITY ARCHIVE



23.1 SEALED BULKHEAD
Three heavy cylindrical tumblers are set into the door, carved with an array of alien runes. To unseal the door, the runes must be set in the correct combination, known only to the ship's commanders and lieutenants of the Imperial Guard.

Guessing the combination...
Good luck: roll again. The third successful luck roll opens the gate.
Bad luck: alarms blare, summoning a detachment of THOPTER GOLEMS (B-19).

*

CRYOSLEEP CASKET

FROZEN SLEEPERS

Roll 1d3 three times:

1	ROCKET LORD (B-11)	Mutated! (see B-15)	Adorned with 1d3 GAUDY BAUBLES (T-04).
2	IMPERIAL GUARD (B-03)	Cloned! (+1d3 identical copies)	Wielding a MAGIC SWORD (T-03).
3	SWINE KNIGHT (B-15)	Possessed... (by rogue AI or dark spirits)	Accompanied by a loyal FAMILIAR (T-04).

Prize specimens held in suspended animation.

WIL: defrost a FROZEN SLEEPER.

Failure: the sleeper wakes in berserk confusion.

R-24 ARK THRONE

THE THRONE

The Bloodship's seat of control. Its psychic tendrils extend into every corner of the ship, dripping malice.

WIL: link minds with the ship. While linked, you may remotely view other rooms and command ship systems. Roll again to disconnect. Failure: knocked out (good luck), or mentally shattered (bad luck).

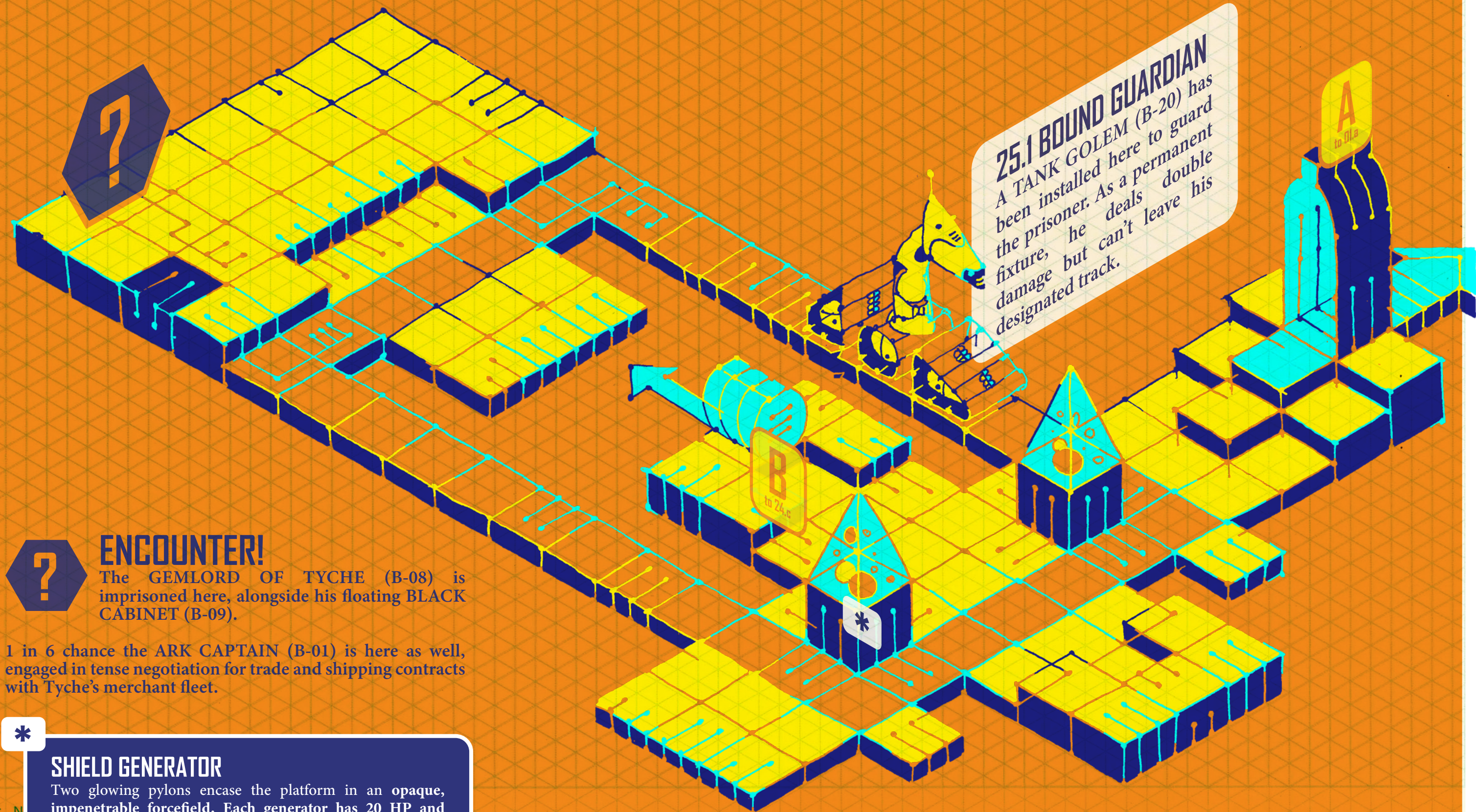
The throneholder may take a free action each turn with one of the throne's subsystems.

ENCOUNTER!

Good luck: VAMPIRE KNIGHTS (B-06) guard the empty throne.
Bad luck: The ARK CAPTAIN (B-01) occupies the throne, psychically tethered, his mind stretched across the entire ship.

ALVIN No. 1242 11" x 17" 35°16' ISOMETRIC

R-25 DUNGEON



ENCOUNTER!

The GEMLORD OF TYCHE (B-08) is imprisoned here, alongside his floating BLACK CABINET (B-09).

1 in 6 chance the ARK CAPTAIN (B-01) is here as well, engaged in tense negotiation for trade and shipping contracts with Tyche's merchant fleet.



SHIELD GENERATOR

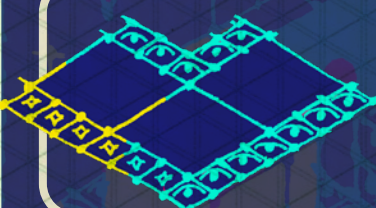
Two glowing pylons encase the platform in an **opaque, impenetrable forcefield**. Each generator has 20 HP and explodes when destroyed (1d20 damage).

PART THREE: TOWER MAZE

Rooms R-26 to R-30

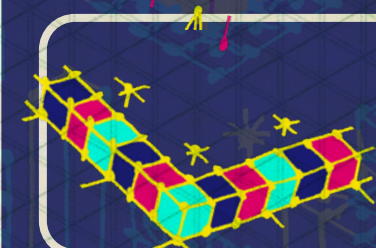
EXTREME COLD: lose 1 HP every realtime minute.
LOW LIGHT: sight-based creatures roll WIL to hit.

TERRAIN



TRANSPARENT HALLWAYS

Voidmetal tiles enclosed by invisible walls of an indiscernible substance, textured with intricate runes.

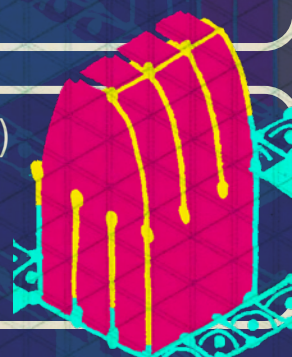


PRIMATIC FORCEFIELD

An impassable wall of photons that obliterates anything that touches it, material or spirit.

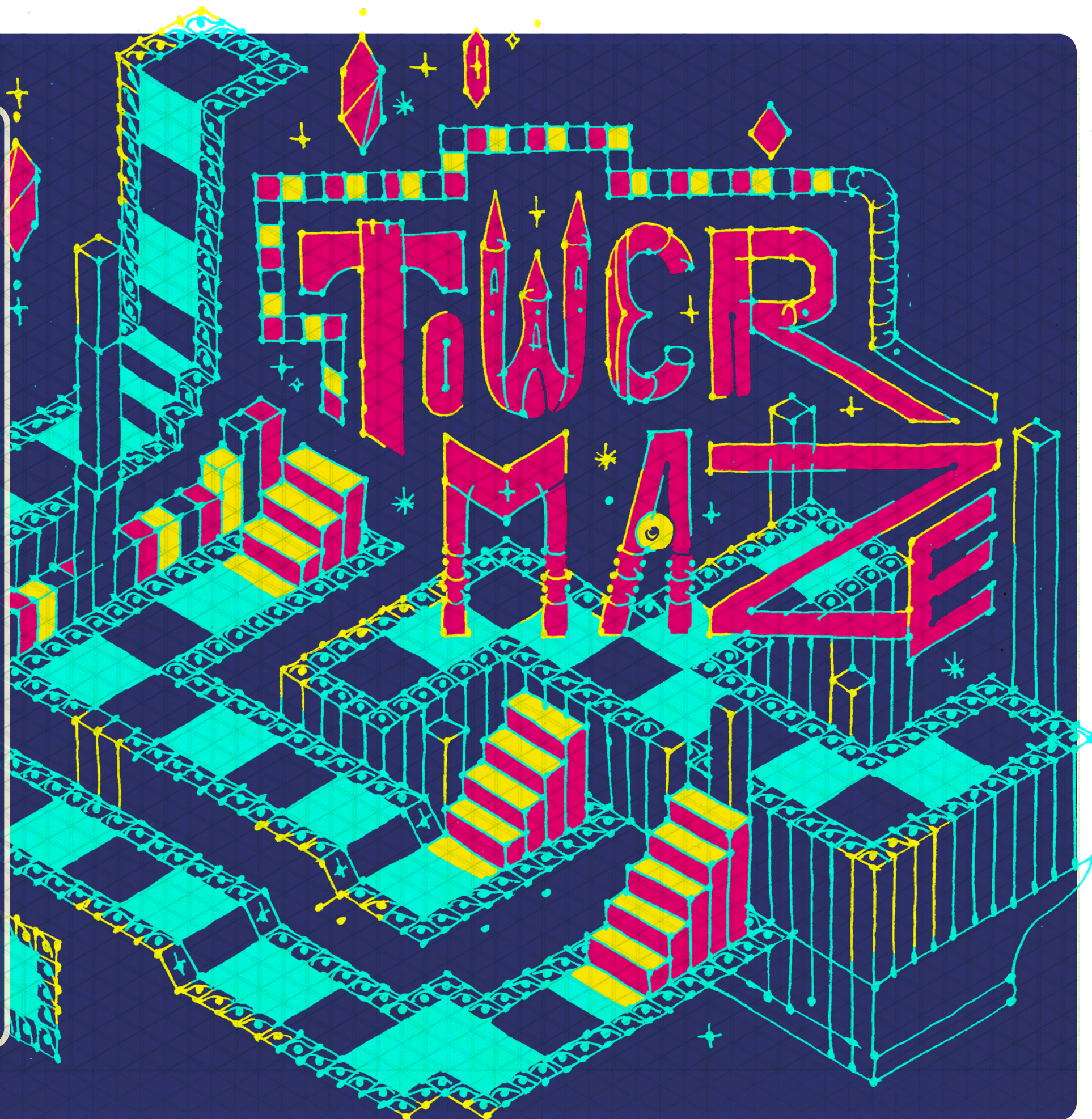
FORCE GATES (RED, YELLOW, BLACK)

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



GATE TERMINALS

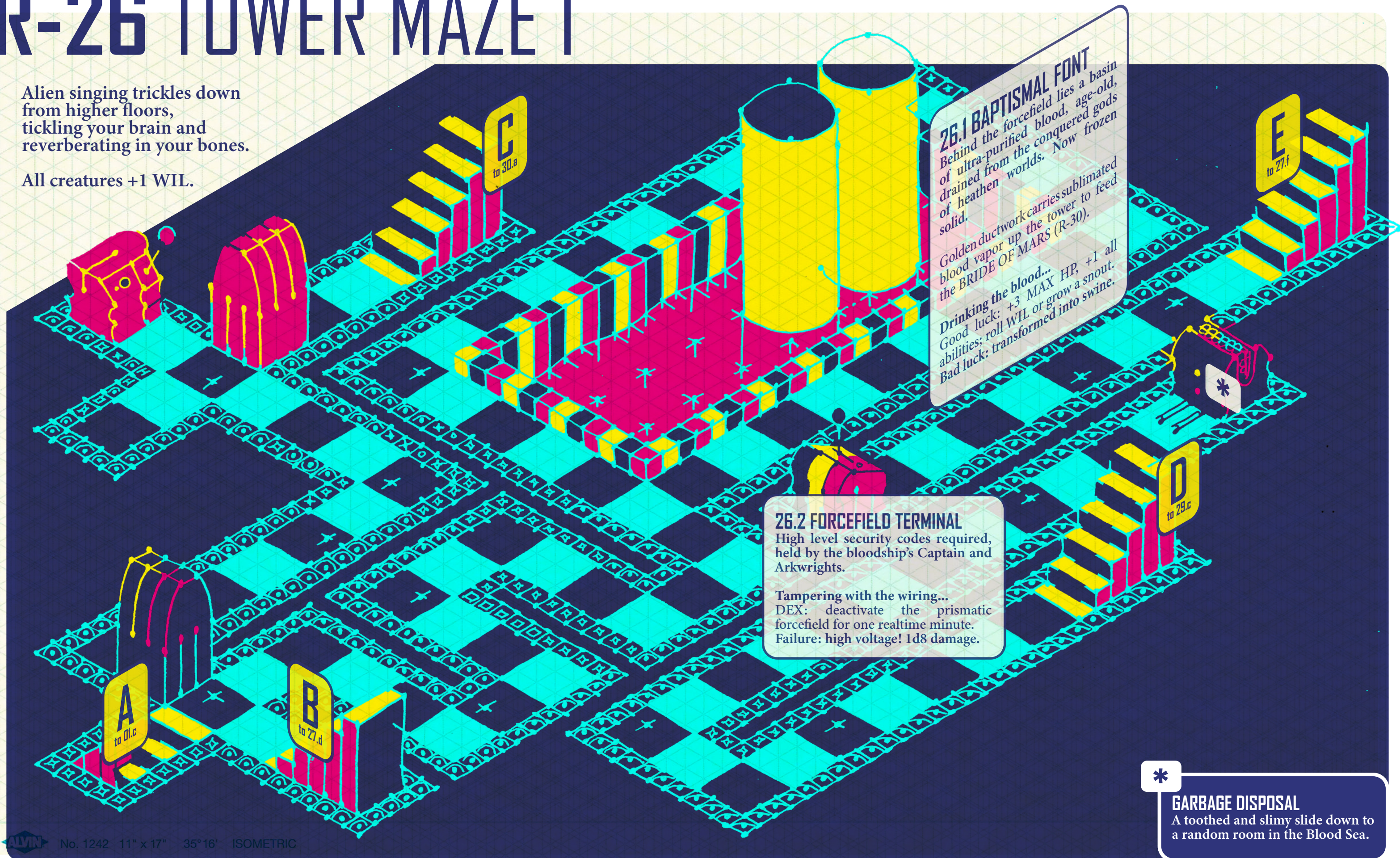
Use a terminal to open all gates of the same color—gates of all other colors close.



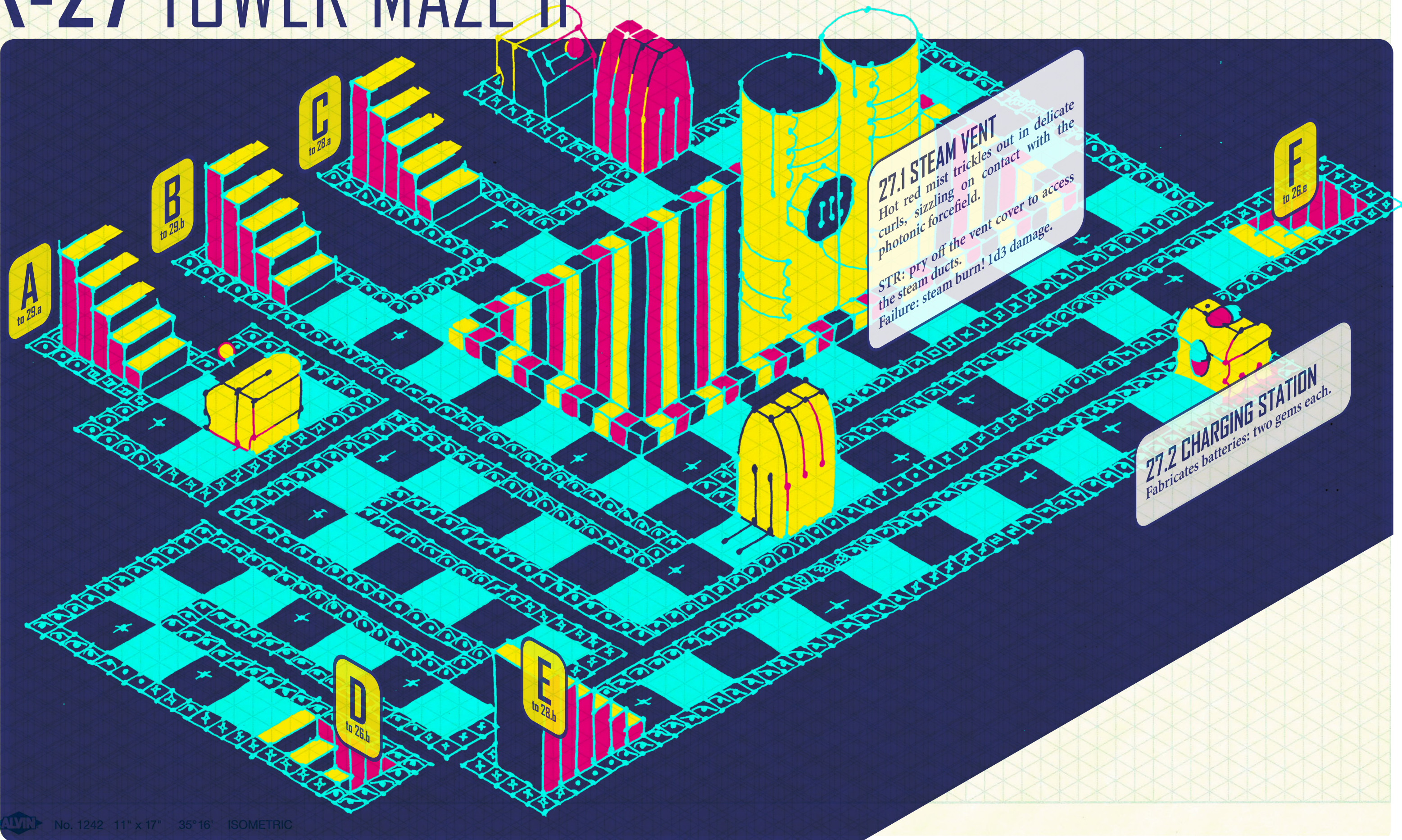
R-26 TOWER MAZE I

Alien singing trickles down
from higher floors,
tickling your brain and
reverberating in your bones.

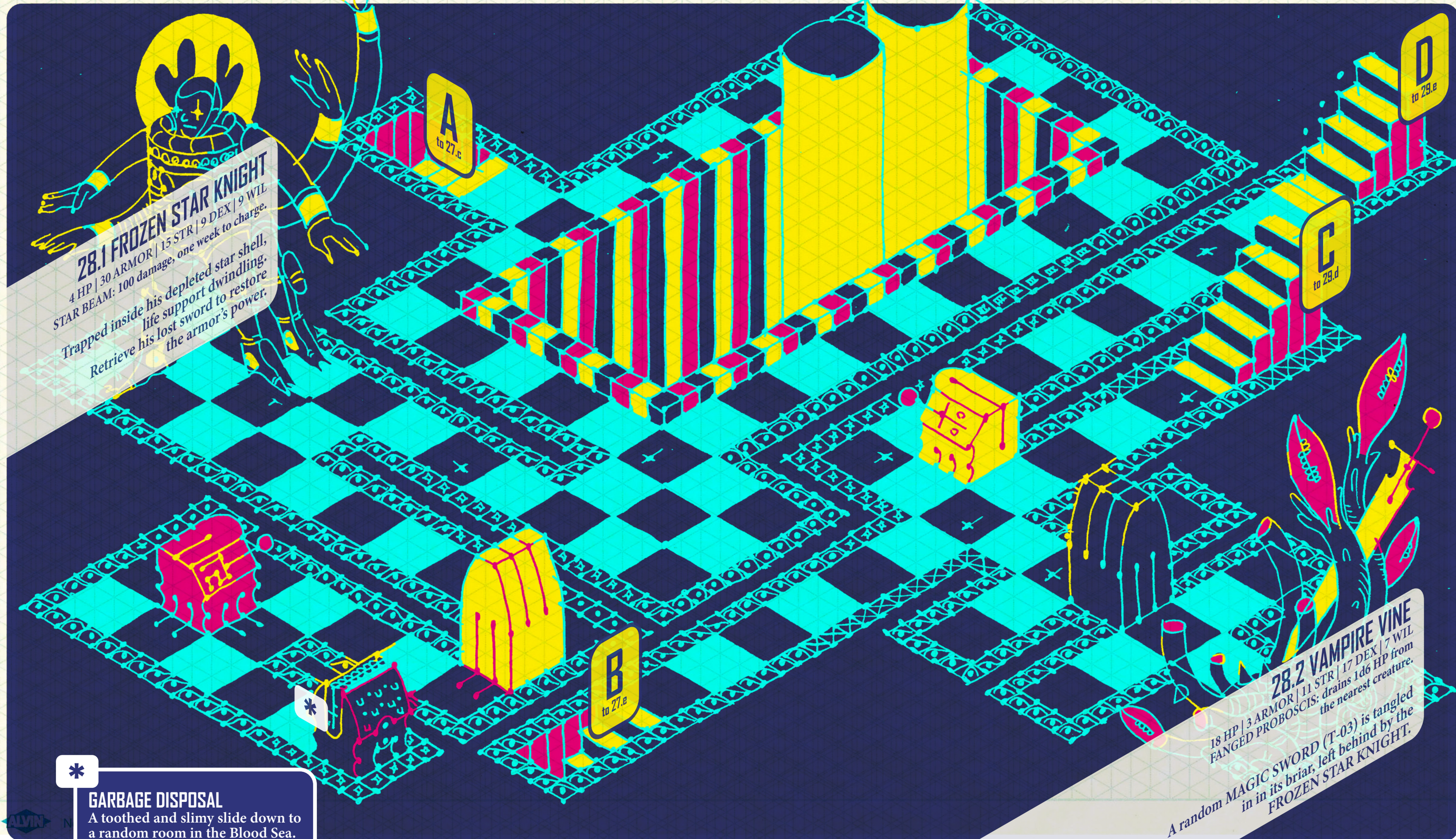
All creatures +1 WIL.



R-27 TOWER MAZE II



R-28 TOWER MAZE III



R-29 TOWER MAZE IV

The alien song is louder here, its
origin somewhere right above you.
All creatures +3 WIL.

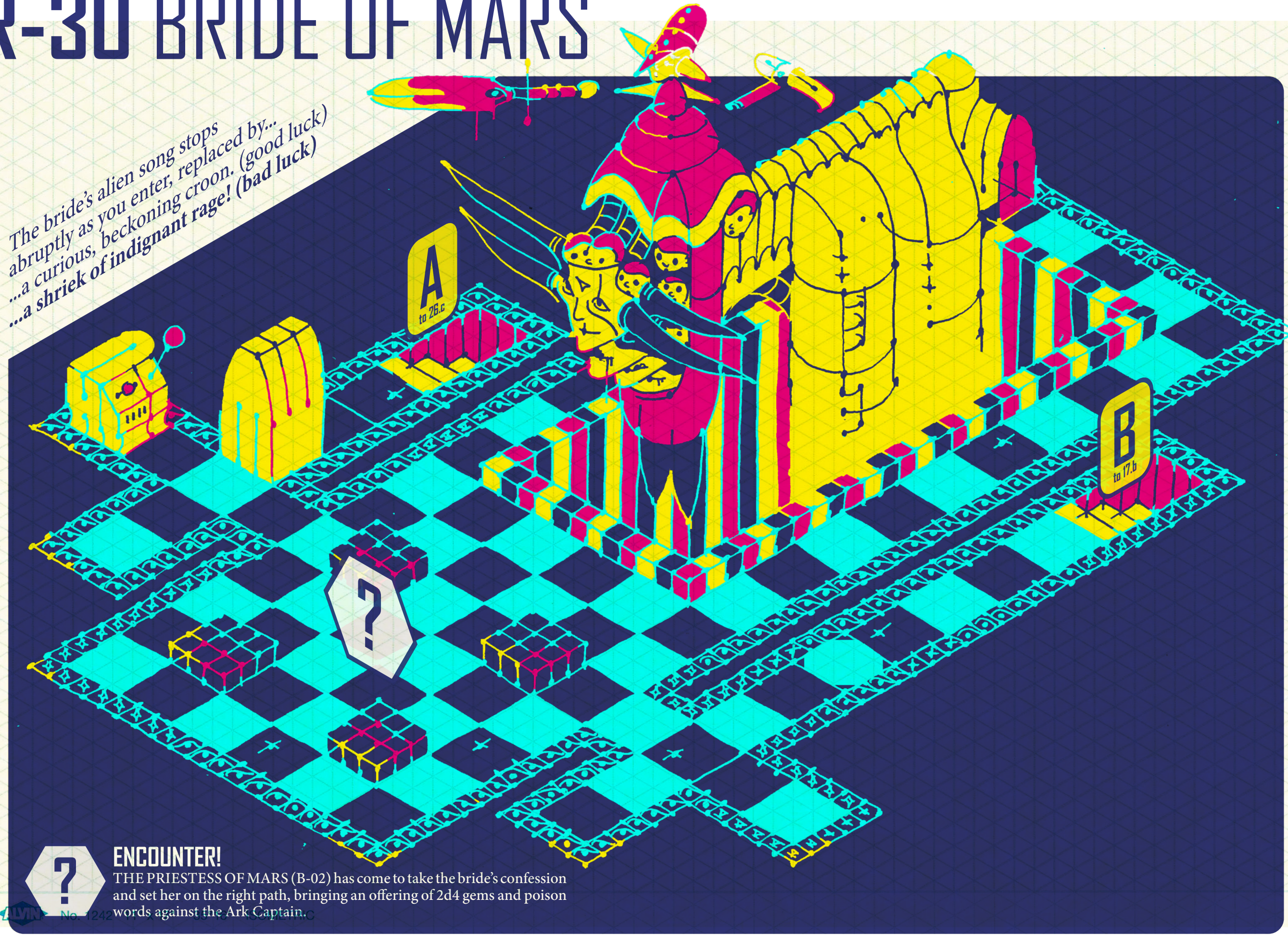


ENCOUNTER!

A squad of vampire knights from the IMPERIAL GUARD (B-03) is trapped behind the red gate. They've been lost here for ages, withering away, mad with blood thirst.

R-30 BRIDE OF MARS

The bride's alien song stops abruptly as you enter, replaced by...
...a curious, beckoning croon. (good luck)
...a shriek of indignant rage! (bad luck)



BRIDE OF MARS
30 HP | 3 ARMOR | 15 STR | 12 DEX | 17 WIL

THE LAST SURVIVING VAMPIRE QUEEN, she has crossed the galaxy to rescue her betrothed.

The destination of her dark pilgrimage is the rotting husk of Mars, where she will cleanse the poisoned sea and restore the dormant Blood Imperium.

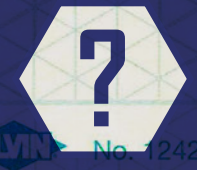
Together, MARS and his bride will envelop the rebel worlds in an invincible peace, restore the celestial harmony and usher in a glorious rebirth of empire—but does she love him...? She teeters on cold feet at the brink of matrimony.

In battle, she takes 3 actions per turn with any of her evil arsenal:

SEALING SWORD:
drains 1d4 STR; if your STR falls to zero, your soul is sealed inside the sword.

LASER SCYTHER:
roll DEX or lose...
...your footing. (good luck)
...your head! (bad luck).

CTHONIC GESTATOR:
lays a chaos egg—
3HP; next turn, hatches a HOMUNCULUS (B-15).



ENCOUNTER!

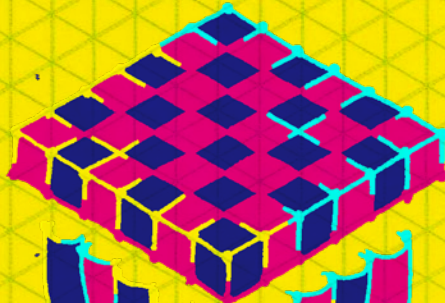
THE PRIESTESS OF MARS (B-02) has come to take the bride's confession and set her on the right path, bringing an offering of 2d4 gems and poison words against the Ark Captain.

ETHERIC RESERVOIR R-X1

PART ???:

EXTERIORS

Rooms R-X1 to R-X5



X1.1 ETHER TANK
A great vat of STELLAR ECTOPLASM (T-04), drained from the ship's reactor—contact with the fluid causes dematerialization (10 realtime minutes).

X1.2 SOUL DRINKER
10 HP | 10 ARMOR | 14 STR | 12 DEX | 13 WIL
LIFEDRINKING GRASP: 1d6 WIL damage.
A VATGROWN BIOSYNTHETIC PUMP, sucking ectoplasm into the ship through a web of wet veins. Craves delicious souls.

X1.3 GLOWING CHEST
Good luck: random treasure (1d4+6).
Bad luck: MIMIC! The treasure is guarded by a disguised HOMUNCULUS (B-15).



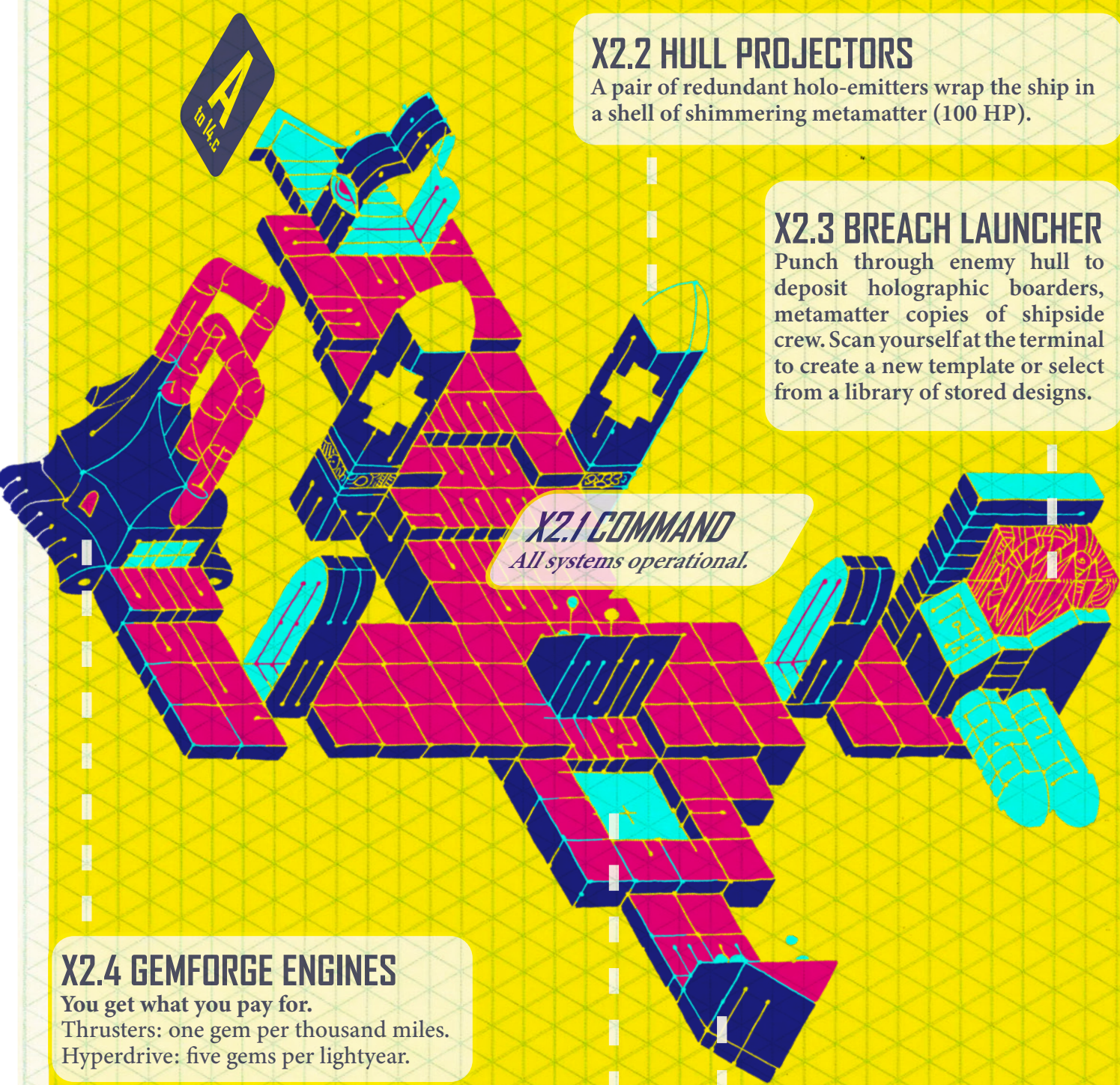
ENCOUNTER!

Roll 1d6...

1. TANK GOLEM (B-21), a rusted heap.
2. PRIESTESS OF MARS (B-02), bathing, fully submerged.
3. IMPERIAL GUARDS (B-03), dueling for sport and wagers.
4. ROCKET LORDS (B-11), fading away from exposure.
5. OSMA'S INQUISITOR (B-07), stranded, weeping.
6. HOMUNCULUS (B-15), slurping up ectoplasm.

R-X2 GEMLORD'S CORVETTE

The lights are low, life support on minimum. All systems locked pending reactivation by the CORVETTE KEY (T-02).



X2.2 HULL PROJECTORS
A pair of redundant holo-emitters wrap the ship in a shell of shimmering metamatter (100 HP).

X2.3 BREACH LAUNCHER
Punch through enemy hull to deposit holographic boarders, metamatter copies of shipside crew. Scan yourself at the terminal to create a new template or select from a library of stored designs.

X2.1 COMMAND
All systems operational.

X2.4 GEMFORGE ENGINES
You get what you pay for.
Thrusters: one gem per thousand miles.
Hyperdrive: five gems per lightyear.

X2.5 SCRYING POOL
The water is telepathically linked with similar pools on dozens of holdings and hundreds of ships throughout the Rocket Kingdoms, full of the chatter of commerce and war.

X2.6 HELM
DEX: take safe control of the ship.
Failure: scrape the paint (good luck) or dent the airlock (bad luck).

ELEMENTAL ARCADE R-X3

A columned porch hanging off the Bloodship, swaying in the void. Semi-permeable forcefields allow seamless passage through the airlock.



X3.1 INQUISITOR'S SHUTTLE
The personal ship of OSMA'S INQUISITOR (B-07), haywire and depleted from a turbulent approach.

Jumpstarting the shuttle (requires 4 batteries)..
WIL: restore power to the shuttle.
Failure: 1d4 batteries are lost to no purpose.

One of the Inquisitor's novices waits nervously. Another novice and the Inquisitor herself have gotten lost somewhere inside the Bloodship.

X3.2 LOST LUGGAGE
Just out of reach and getting further away. Inside, behind a flimsy lock: the CHROME FAIRY (T-02).

X3.3 SPIRIT PRISON
Cosmic spirits have been snared and confined in transparent pillars, trawled by the Bloodship's astral nets to be slowly sucked dry for fuel.

X3.4 SOUL SYPHON
Freshly caught spirits flow in through a one-way ether valve.

STR: open the valve, letting loose a torrent of angry spirits. 1d3 random rooms lose power.
Failure: roll WIL or have your soul sucked out!

R-X4 ASTRAL SANCTUM

Psychic pocket-plane, archive of the Ark Captain's best spoils.

TEENY TINY TEMPLE R-X5

A shrunk-down shrine to some long-dead alien god. Simply descend the front steps to return to normal size.

The R-X4 Astral Sanctum is a complex, multi-level structure built from red and blue isometric blocks. It features a large central platform with a red roof, a smaller platform to the right, and a series of steps leading down to the left. A small, ornate structure with a red roof and a yellow bell is located on the right platform. A small, ornate structure with a red roof and a yellow bell is located on the right platform. A small, ornate structure with a red roof and a yellow bell is located on the right platform.

X4.1 ESCAPE HATCH
An exit portal opening at the Ark Captain's feet.

X4.2 EEL GOD
Every eel on every ship in the galaxy shares a single soul, held captive here as a pest control strategy.

X4.3 SWORD OF MARS
Legendary sword of the vampires' immortal god-emperor. She sleeps now, awaiting her lord's revival. Requires 16 STR to wield. 3d6 damage. Each attack costs 1d6 HP. Anyone who dies while wielding the sword is revived as a sinister wraith, bound to eternal servitude.

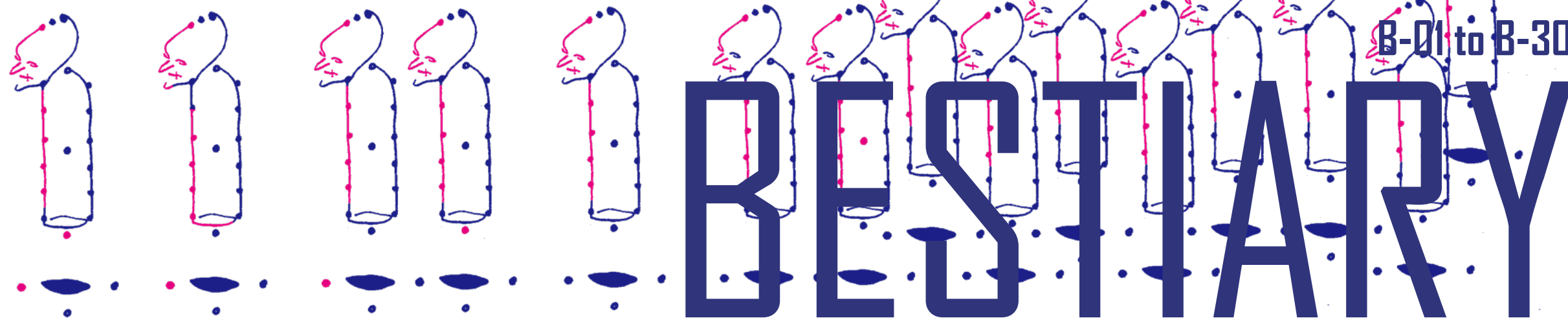
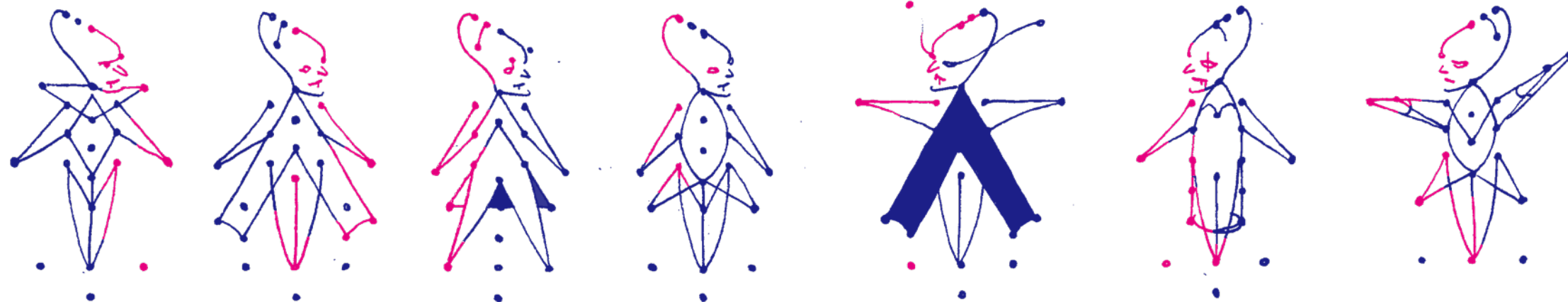
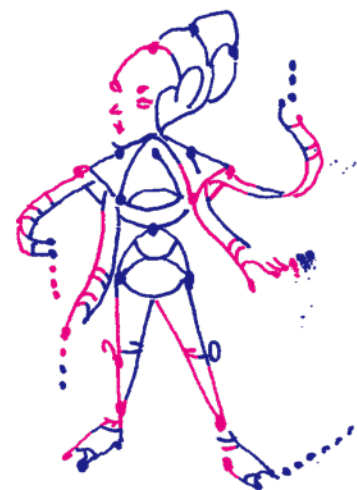
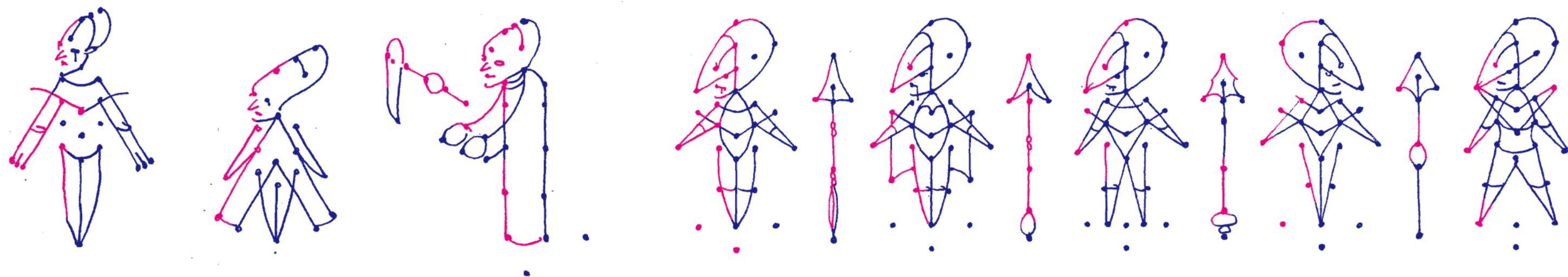
X4.4 DENTAL VAULT
The vault pants and yips, begging for your attention, growling when you try to leave. Inside, the CAPTAIN'S KEY (T-02) and three random TREASURES (1d10).

The R-X5 Teeny Tiny Temple is a complex, multi-level structure built from red and blue isometric blocks. It features a large central platform with a red roof, a smaller platform to the right, and a series of steps leading down to the left. A small, ornate structure with a red roof and a yellow bell is located on the right platform. A small, ornate structure with a red roof and a yellow bell is located on the right platform. A small, ornate structure with a red roof and a yellow bell is located on the right platform.

X5.1 GHOST JARS
Ancient dark spirits are sealed within. Anyone opening the jars must roll WIL or be possessed. Each jar also contains 1d4 gems.

X5.2 HOLY WATER
Apply to a weapon to make it spirit-cutting for ten realtime minutes. A random treasure (1d10) glitters at the bottom of the pool.

X5.3 PLANAR GATE
The back door leads off into the planescape, parts unknown. A sleeping sentinel bars the path.



BESTIARY

B-01 to B-30

B-01

ARK CAPTAIN

12 HP | 3 ARMOR | 15 STR | 13 DEX | 18 WIL

FANGS: 1d4 damage, vampiric healing.

HORNS: 1d4 damage, triple damage on 3.

HOOVES AND TALONS: climb on anything.

DUAL NATURE: All attacks are spirit-cutting.

HE IS FALLEN MARS' STALWART TEMPLAR, the last of the Bloodstar Admirals, avenger of the poisoned legions.

It is his divine duty to deliver home the BRIDE OF MARS (R-30), that she may cleanse the poisoned sea and revive the fallen Imperium—but the dark age has stoked his lusts and he plots to win her for himself, along with his dying lord's domain.

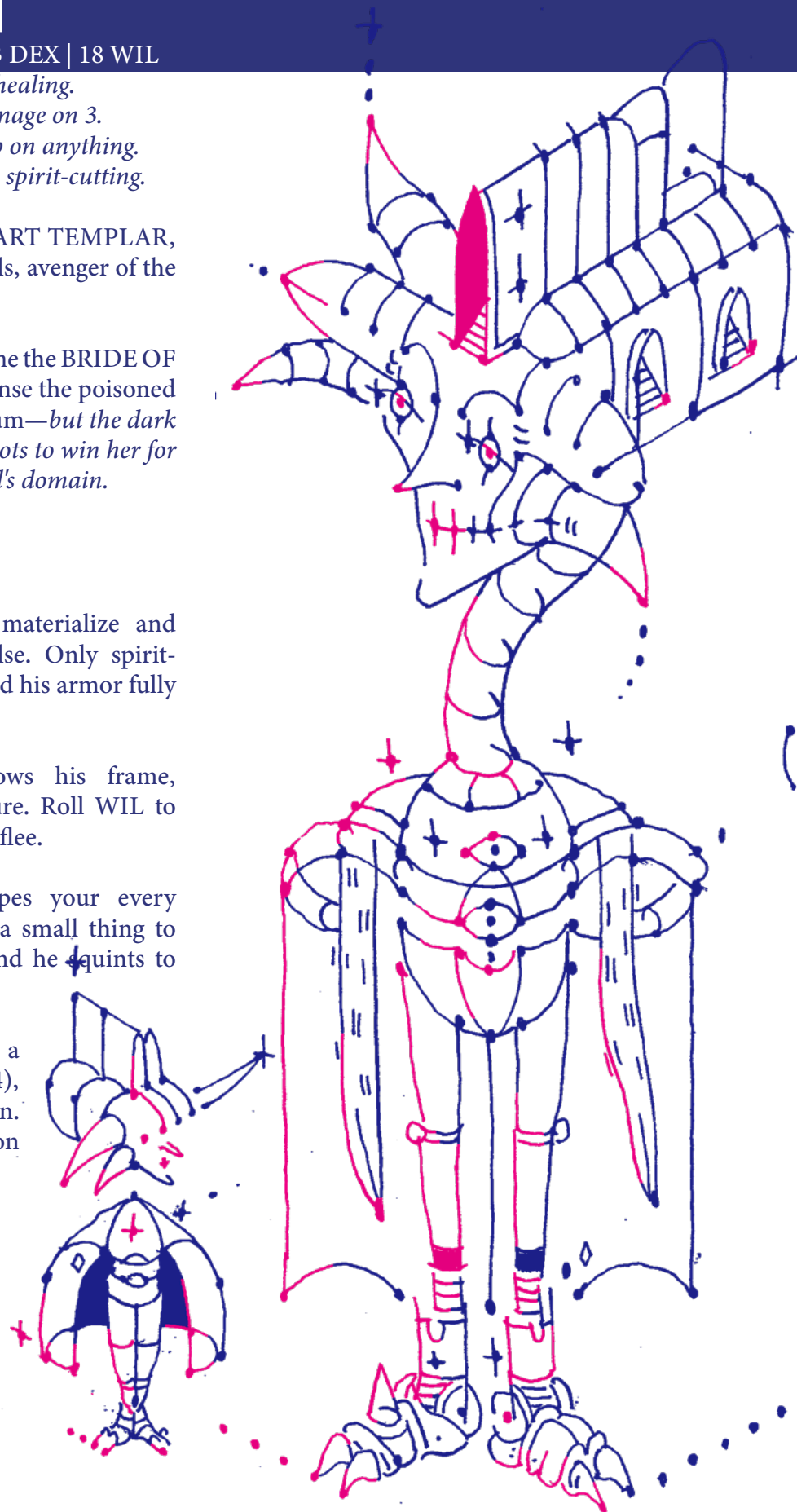
PSYCHIC POWERS

His SHADOWY FORM can materialize and dematerialize at will, at impulse. Only spirit-cutting attacks can harm him and his armor fully recovers after every attack.

His MASSIVE WILL overflows his frame, exerting terrible psychic pressure. Roll WIL to hold steady, otherwise cower or flee.

His CLAIRVOYANCE envelopes your every thought and memory. You are a small thing to him, though, hard to notice, and he squints to focus on you.

His MIND TEMPLE is a private astral sanctum (R-X4), impenetrable except by invitation. Refusing such an invitation requires a WIL roll.



B-02

PRIESTESS OF MARS

24 HP | 0 ARMOR | 11 STR | 16 DEX | 16 WIL

FANGS: 1d4 damage, vampiric healing.

BLACK CLAWS: 6 attacks, 1d3 damage each, spirit-cutting.

SHE WAS ONCE THE HEAD OF A VAST CHURCH, Grand Magus of the interstellar magisterium, shepherd of a quadrillion farmworld souls. Her congregation has much diminished, but her faith burns like starfire.

Her devotion to her lord is absolute, and she demands no less from those under her discipline. She suspects the ARK CAPTAIN of secret apostasy, and plots mutiny—the restoration of just order.

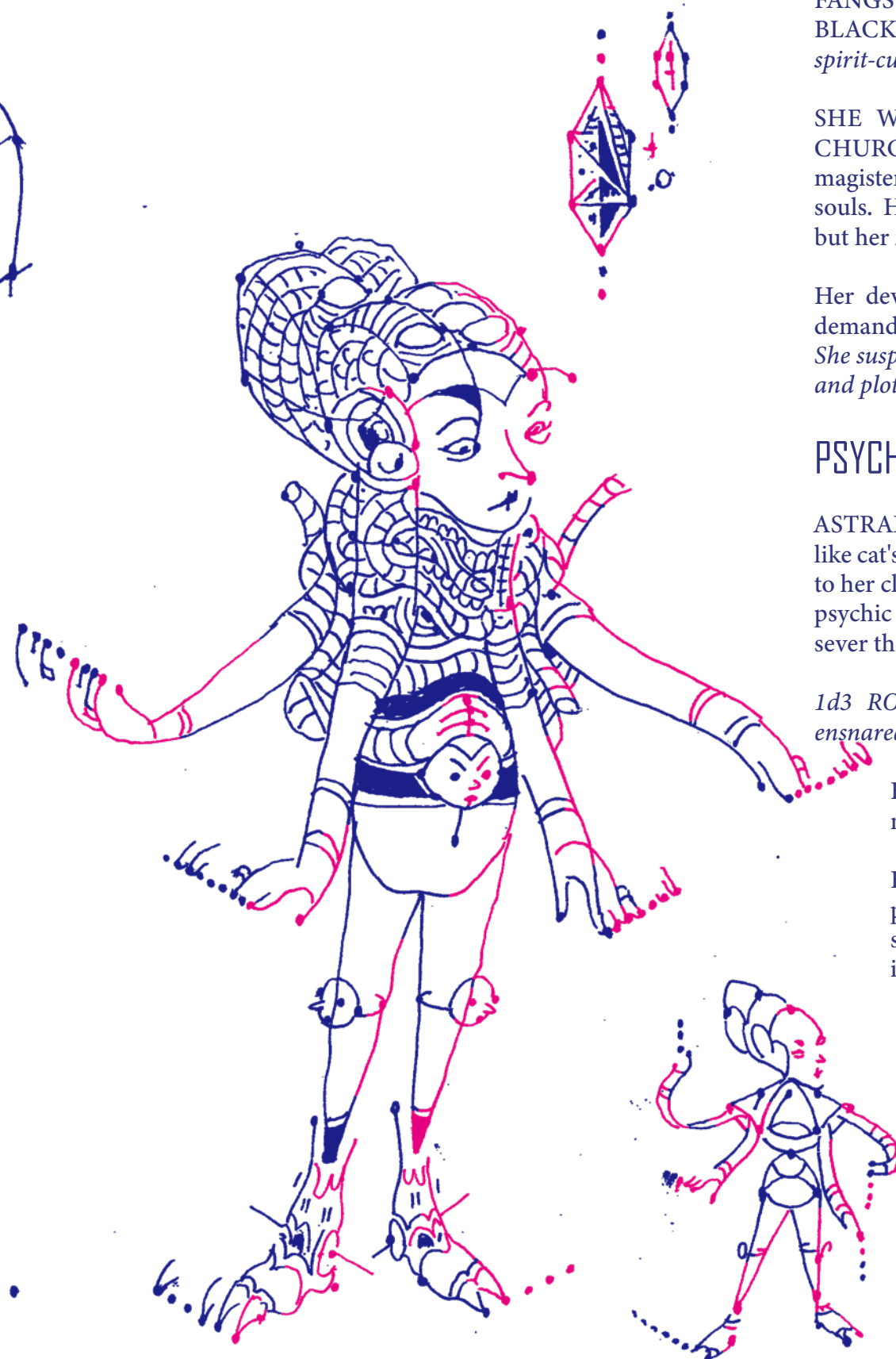
PSYCHIC POWERS

ASTRAL THREAD twines her scores of digits like cat's cradle. Any living creature who loses HP to her claw attack must roll WIL or fall under her psychic control. Only spirit-cutting attacks can sever the threads.

1d3 ROCKET LORDS (B-11) accompany her, ensnared.

Her MANA PALM shatters any psychic, magical or energy attacks directed at her.

Her BLOOD PRAYER restores 4 HP per turn to herself and all her psychic servants, as long as she maintains her incantation.



B-03

IMPERIAL GUARD

6 HP | 3 ARMOR | 13 STR | 13 DEX | 13 WIL
FANGS: 1d4 damage, vampiric healing.
BLOOD LANCE: 1d6 damage,

BLOODTHIRSTY VAMPIRE KNIGHTS, climbing over each other to ascend a cutthroat hierarchy for glory and spoils. Their competition has only intensified as their numbers dwindle.

The value of the top prizes has driven them mad with greed and ambition—when the reconquered Imperium is divvied up, they hope to earn ministerships and dukedoms, extraction and taxation rights over worlds, systems, sectors.

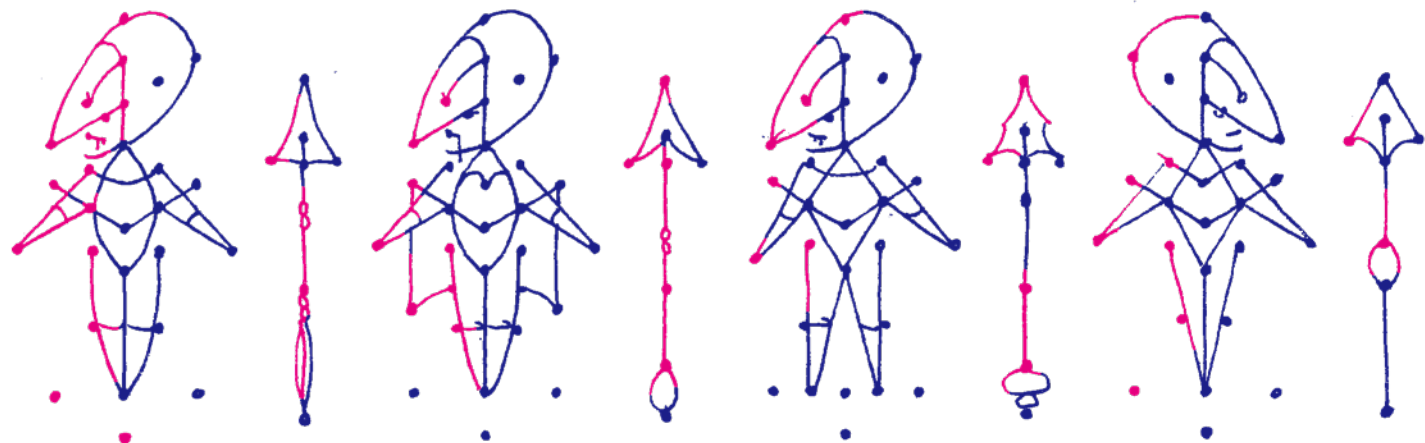
There's almost nothing they wouldn't do.

AGENDAS AND LOYALTIES (roll 1d6)

1	Personal spies of the Ark Captain.
2	Heir and retainers of a distinguished dynasty.
3	Avengers obsessed with an ancient grudge.
4	Plotting mutiny with the Priestess of Mars.
5	Pious or cynical servants of the church.
6	Just trying to live forever.

PERSONALITIES AND POWERS
Roll 1d6 twice and combine...

1	HONORABLE	LIEUTENANT +1 damage, +2 WIL. <i>Blood rivalry: if more than one lieutenant appears together, they split the group and fight each other.</i>
2	TACTICAL	GUARDIAN +6 HP. <i>Energy shield: all allies +2 armor.</i>
3	BERSERK	LANCER +2 lance damage. <i>Rocket boots: high speed, poor maneuvering.</i>
4	BEGUILING	CYCLOPS <i>Eyebeam: 6 damage, pierces all targets in a line; 1 turn to charge.</i>
5	GUILT-WRACKED	SENSOR +2 WIL. <i>Telepathic, clairvoyant. Psi-knife: 1d3 damage, spirit-cutting.</i>
6	LOONY	SCOUT +2 DEX. <i>Permanent invisibility.</i>



B-04

VAMPIRE MONKS

3 HP | 0 ARMOR | 3 STR | 3 DEX | 3 WIL
LAMENT FOR MARS: *their song drains 1 WIL per turn from all mortal creatures who hear it.*

THEY HAVE SUNG THEIR PRAYERS WITHOUT REST since their lord Mars was struck low, lending him strength to ward off final death. But as Mars lies dying and fades, the monks too have begun to dissolve into ghosts.

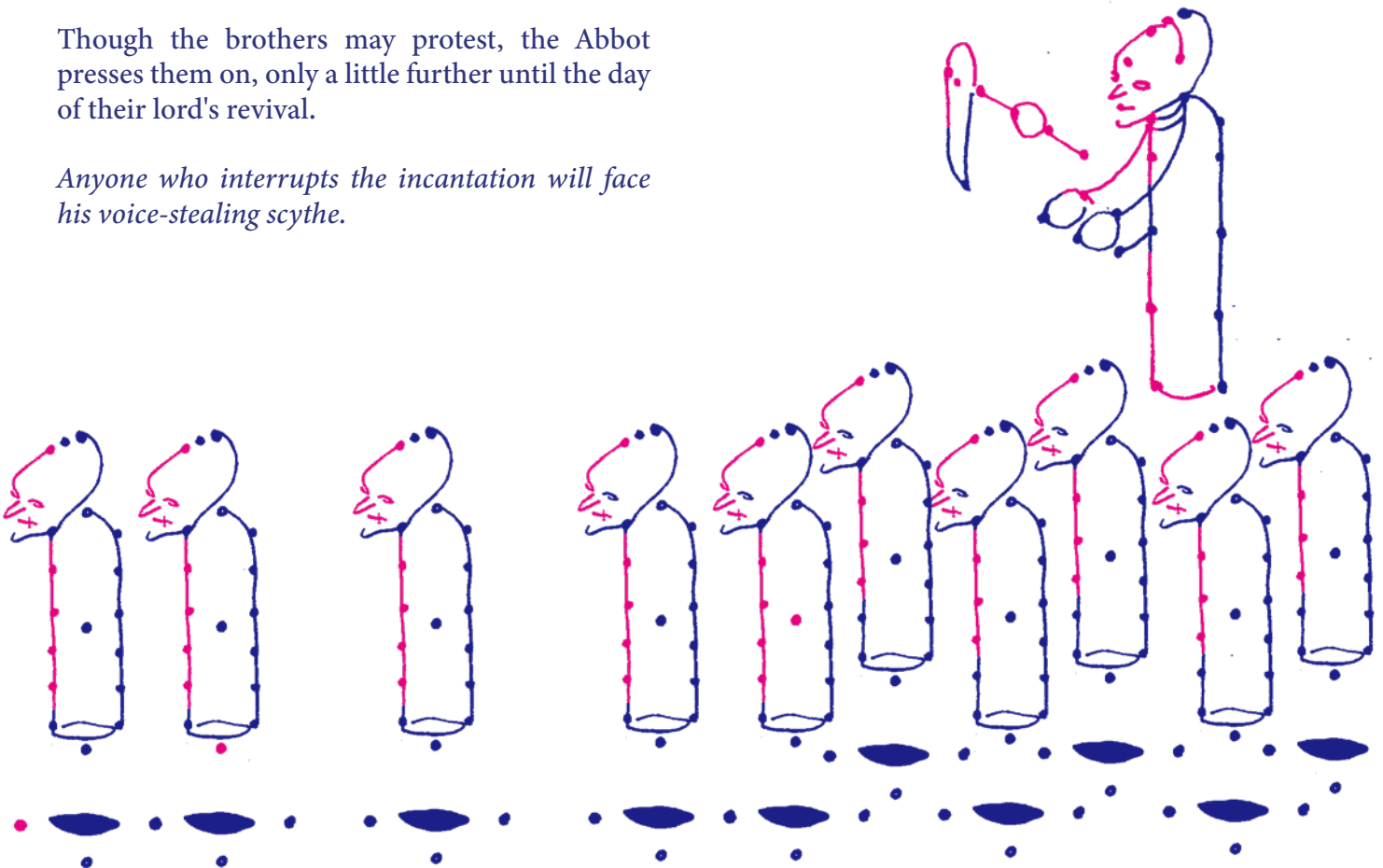
Their bodies are thin wisps, translucent and immaterial. They circulate the ship in an endless procession, their voices joined in an intricate motet, infinite and never repeating.

Many are weary.

THE ABBOT
15 HP | 0 ARMOR | 8 STR | 8 DEX | 15 WIL
SILENCING SCYTHER: 1d3 damage; on 3, roll WIL or your voice is stolen, sealed inside the weapon.

Though the brothers may protest, the Abbot presses them on, only a little further until the day of their lord's revival.

Anyone who interrupts the incantation will face his voice-stealing scythe.



B-05

VAMPIRE PRIESTS

12 HP | 2 ARMOR | 12 STR | 13 DEX | 14 WIL

FANGS: 1d4 damage, vampiric healing.
PSI BLAST: 1d3 damage, spirit-cutting; knocks the target back twice as many squares.

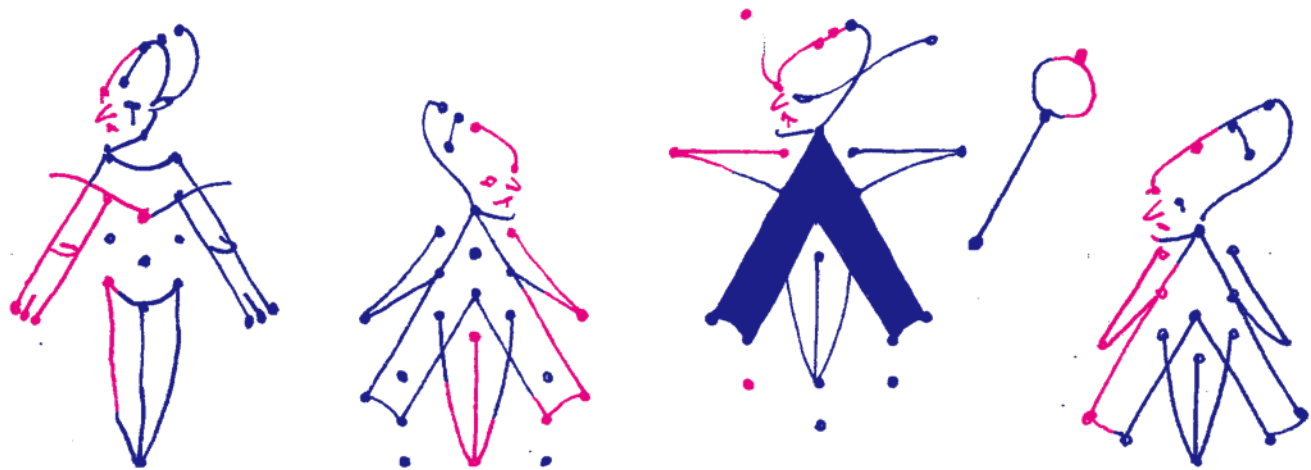
THE PRIESTS OF THE IMPERIAL CULT, with little now to occupy them. Lacking any parish or heathen world to suffer their ministry, they have been reduced to the low pursuit of theology.

They are eager to lecture and debate on the nature and meaning of vampire existence, in fact violently eager.

They demand your earnest participation on threat of death, barraging you with EXISTENTIAL QUESTIONS.

EXISTENTIAL QUESTIONS (roll 1d4)

- 1 Which is supreme, the spiritual or the material? Are spiritual experiences a mere byproduct of physical processes, or is the material a limited manifestation of eternal metaphysical forms?
- 2 Is the vampire a spirit with material form? Or a being of flesh who has ascended to higher consciousness?
- 3 What is the spiritual meaning of the fall of Mars? Will the immortal God-Emperor reward his servants for rescuing him from death, or punish them for their poor stewardship of his domain?
- 4 What is the vampire's duty to lower life? What is proper care toward the farm worlds? Can mortal creatures gain spiritual enlightenment or is their highest hope for to join the chain of being as food for the bloodlords' table?



B-06

VAMPIRE ARKWRIGHTS

4 HP | 6 ARMOR | 11 STR | 17 DEX | 15 WIL

FANGS: 1d4 damage, vampiric healing.
REDECORATE: rearrange the ship's terrain.

THE BLOODSHIP'S MAKERS AND KEEPERS, in love with their creation, fanatically devoted. They are in constant psychic communion with nearby ship systems, attentive to every need and anomaly.

They feel everything the ship feels, with ecstatic passion and searing pain.

PSYCHIC FORGE

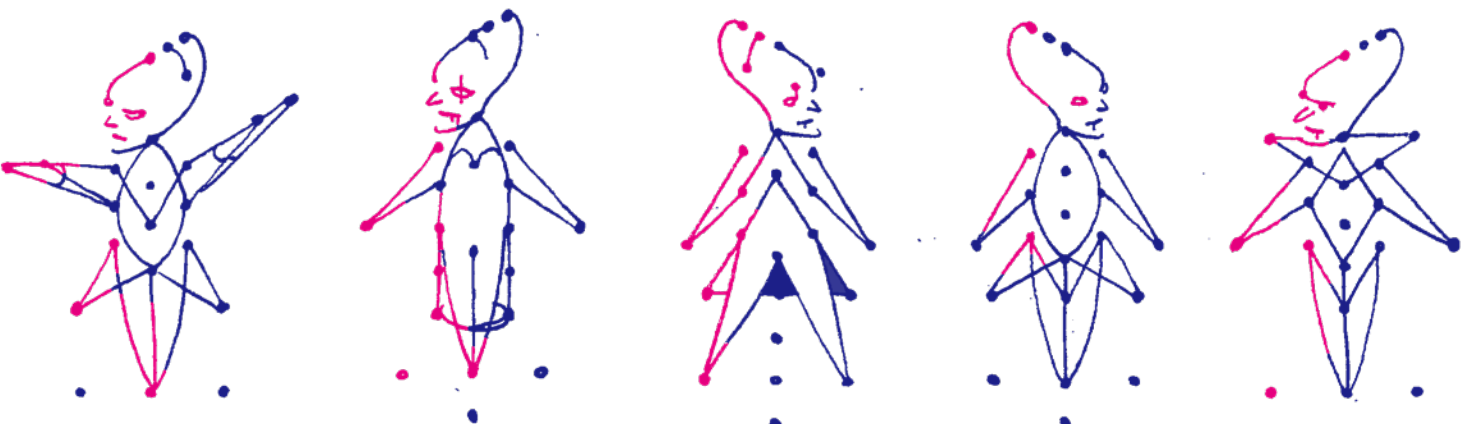
The Arkwright's art is to make thought solid by the telekinetic manipulation of fields and particles, the psychic simulation of material.

Through sheer will they hammer the cosmic substrate into solid constructs of psionic pseudomatter, though it imposes a great drain on their spirit.

PSIONIC CONSTRUCTS

Constructs take one full turn to conjure and last as long as their WIL cost remains committed.

COST	CONSTRUCT
x WIL	PSI SWORD: x damage, spirit-cutting.
x WIL	PSI PLATE: +x armor.
3 WIL	PSI PLINTH: a floating psychic platform, slow but unstoppable.
3 WIL	THOPTER GOLEM (B-19)
6 WIL	TANK GOLEM (B-20)
12 WIL	PSI TOMB: an indestructible black prism encasing a single target, freezing them in time and space.



B-07

OSMA'S INQUISITOR

9 HP | 3 ARMOR | 12 STR | 12 DEX | 14 WIL
STEEL PALM STYLE: 3 *unarmed* damage; immune to swords.
SWORD PRAYER: *summon a BLADED ANGEL.*

SENT BY THE SWORD-PIERCED TOWER to rescue the Bloodship's captives. Her shuttle was damaged during approach and sits abandoned on the steps of the ELEMENTAL ARCADE (R-X3).

Two novices of her order accompany her; one waits in the shuttle, the other lost somewhere in the Bloodship.

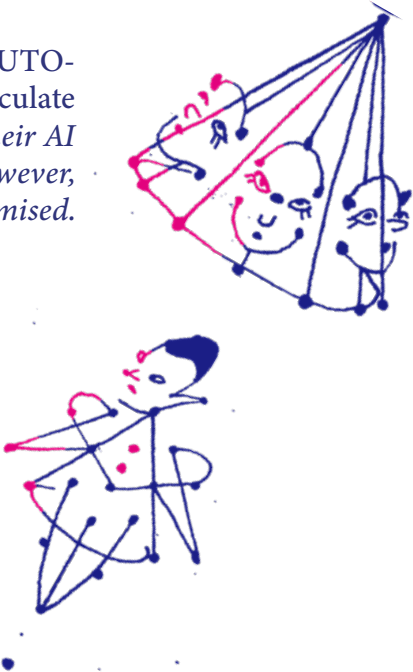
She relies heavily on the advisor function of her INQUISITOR'S VEIL, and struggles to perform basic tasks without guidance.

INQUISITOR'S VEIL

9 HP | 3 ARMOR | 15 STR | 13 DEX | 16 WIL
PSYCHIC MASK: *the wearer is completely invisible to psychic senses.*
RAZOR SPIN: *1d4 damage in a small area*

The conical veil hovers and bobs above the inquisitor's head, spinning back and forth expressively. In DEFENSE MODE, it intercepts any attack meant for its inquisitor. In ATTACK MODE, it flies off on its own to attack nearby enemies.

The veil houses a council of AUTO-JUDGES who dialectically calculate the inquisitor's correct path. *Their AI has suffered a malfunction, however, and their advice is badly compromised.*



B-08

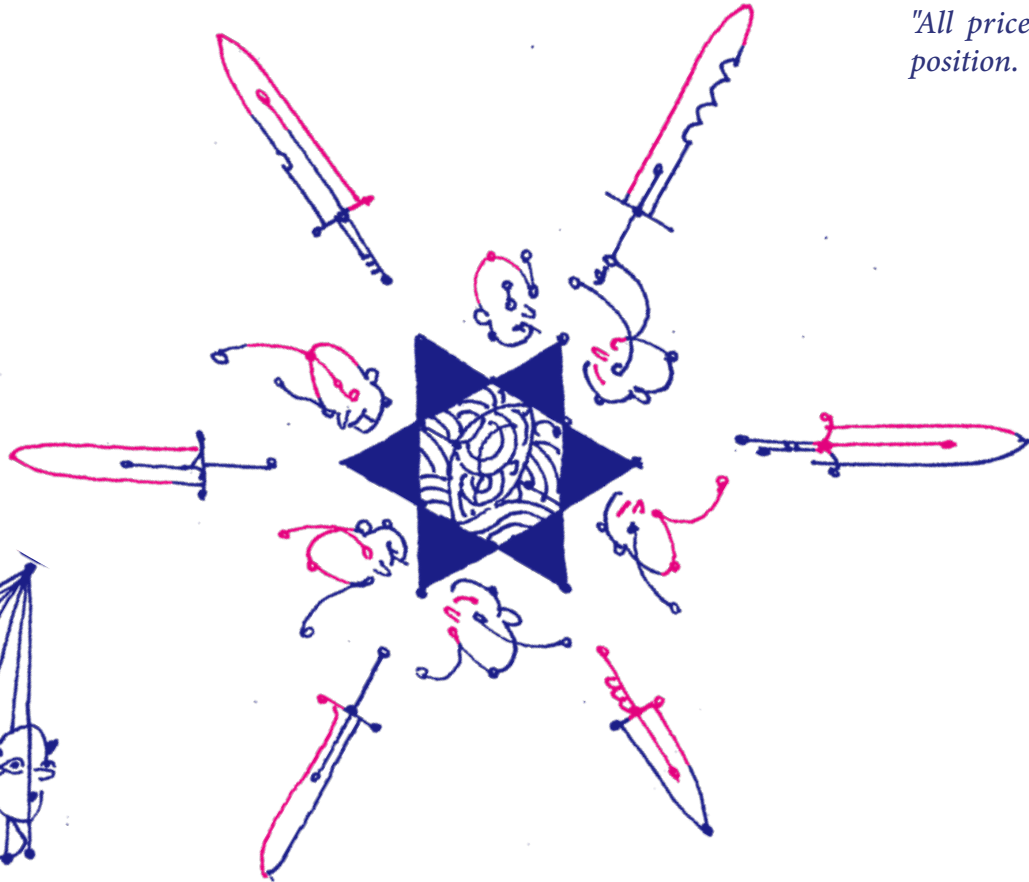
BLADED ANGEL

2 HP | 13 ARMOR | 16 STR | 16 DEX | 16 WIL
SWORD ARRAY: *2d4 damage, spirit-cutting; anyone slain by this attack has their head collected into the BRAIN ARRAY, their thoughts and essence incorporated into the angel's hive mind.*

A SHINING, WHIRLING, HOLY AVATAR of the bladed heavens.

When called, the angel hurtles across lightyears in an instant, cutting through everything in its path, breaching hull to arrive at the summoner's side. After 1d6 turns, it leaves just as quickly, slicing a new escape route in a random direction.

The Bloodship's self-healing psionic hull closes any breaches in 1d4 turns.



B-09

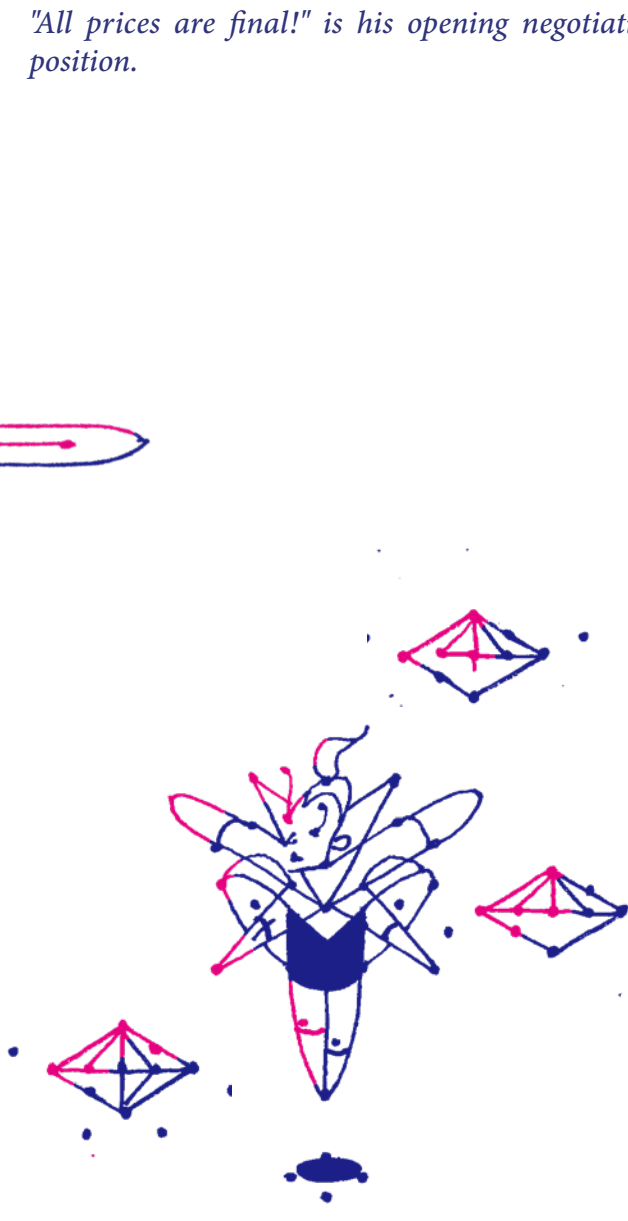
GEMLORD OF TYCHE

8 HP | 10 STR | 10 DEX | 10 WIL
CURRENCY MANIPULATION: *attacking the Gemlord causes all your gems to explode into glassy shrapnel (1d3 damage per gem).*

PLUCKED FROM HIS SHIP AND IMPRISONED FOR RANSOM, the merchant king of Tyche strolls his cell in a leisurely attitude, lost in an entertaining stream of thought, bursting with intermittent laughter or self-debate.

He seems untroubled by imprisonment, confident in eventual rescue, still eager to do business. He is in the midst of deadlocked dealmaking with the Ark Captain, who seeks a trade pact between Tyche and a newly resurgent Mars.

"All prices are final!" is his opening negotiating position.



B-10

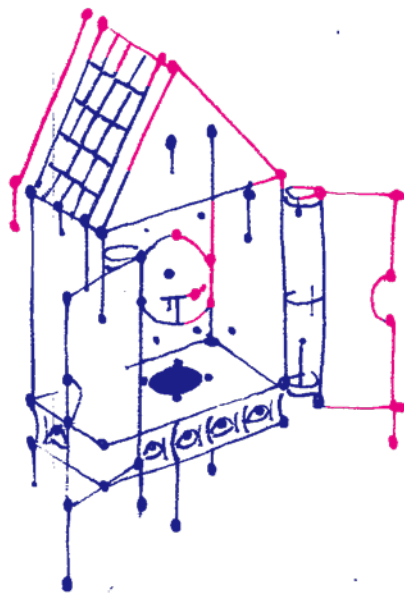
BLACK CABINET

24 HP | 2 ARMOR | 10 STR | 10 DEX | 10 WIL
VANISH! *The cabinet can appear and disappear at Gemlord's command, flitting in and out of its own private dimension.*

TREASURE GLOWS from within the Gemlord's floating vault. *A few select items are marked for sale.*

INVENTORY

2 GEMS	One BATTERY
3 GEMS	Random POTION (T-04)
5 GEMS	Random RAY GUN (T-04)
9 GEMS	BEAM SWORD (T-03)
9 GEMS	Relic: HOGLORD'S HEAD (T-02)
Not for sale	Relic: CORVETTE KEY (T-02)



B-II

LORDS & HEROES OF THE ROCKET KINGDOMS

First, choose a BACKGROUND:

ANCIENT
Aremnant from before the fall, either IMMORTAL or RECENTLY DEFROSTED.

ROYAL
Dispossessed progeny of the Starlit Dynasty, either BASTARD or EUNUCH.

REBEL
An enemy of the realm, either UNDER COVER or IN EXILE.

ALIEN
An outsider from a faraway world, here as SPY or EVANGELIST.

Then, choose a CLASS:

KNIGHT
9 HP | 4 ARMOR | 14 STR | 11 DEX | 10 WIL
BEAM LANCE: 2d3 damage, battery-powered.

PRIEST
5 HP | 5 ARMOR | 9 STR | 11 DEX | 15 WIL
SPIRIT SWORD: 1d4 damage, spirit-cutting.

RANGER
8 HP | 2 ARMOR | 13 STR | 13 DEX | 13 WIL
SNIPER RIFLE: 1d6 damage; spend one turn aiming for max damage. -3 damage to nearby targets.

ASSASSIN
6 HP | 2 ARMOR | 10 STR | 15 DEX | 12 WIL
NERVE STRIKE: 1d4 DEX damage.

NAMES (roll 1d12 and choose)

1	Charles	Genova	Zaxar
2	Roland	Hilda	Vrr-Txx
3	Theodoric	Cesaria	93-C
4	Gregory	Fredegund	Ferro
5	Richard	Radegund	Neo
6	Pippin	Ermina	Dagi
7	Martin	Emma	Hamunzu
8	John	Osma	Harwa
9	Edward	Europa	Lagos
10	Philip	Luna	Nykara
11	Louis	Psyche	Ursa
12	Arthur	Perelandra	Frieza

EPIPHETS (roll 1d12)

1	THE DEVIL: +2 damage, evil aura.
2	THE DRAGON: +1 all abilities.
3	THE WISE: +1 WIL.
4	THE STRONG: +1 STR.
5	THE SWORD: +1 damage.
6	THE SHIELD: +1 armor.
7	THE CURSED: -1 all abilities, evil aura.
8	THE LION: +1 damage, noble aura.
9	THE FOX: +1 DEX, +1 damage.
10	THE HAWK: +1 WIL, superior vision.
11	THE DOVE: -1 damage, +3 LUC.
12	THE GIANT: +4 HP

QUESTS (roll 1d6)

1	Recover an heirloom MAGIC SWORD (T-03) lost somewhere in the ship.
2	Deliver vengeance to the vampire scourge.
3	Rescue a loved one from the PERSONALITY ARCHIVE (R-23).
4	Use the MAW OF INFINITY (R-21) to bring back the dead.
5	Loot the Bloodship for tech and treasure.
6	Free the Gemlord from the DUNGEON (R-25), to claim the bounty or repay a debt.

VIRTUES AND VICES (roll 1d8 for each)

1	Chastity	Lust
2	Temperance	Gluttony
3	Charity	Greed
4	Diligence	Sloth
5	Kindness	Envy
6	Patience	Wrath
7	Humility	Vainglory
8	Bravery	Cowardice



B-12

MAN-FACED EELS

2 HP | 0 ARMOR | 7 STR | 13 DEX | 8 WIL

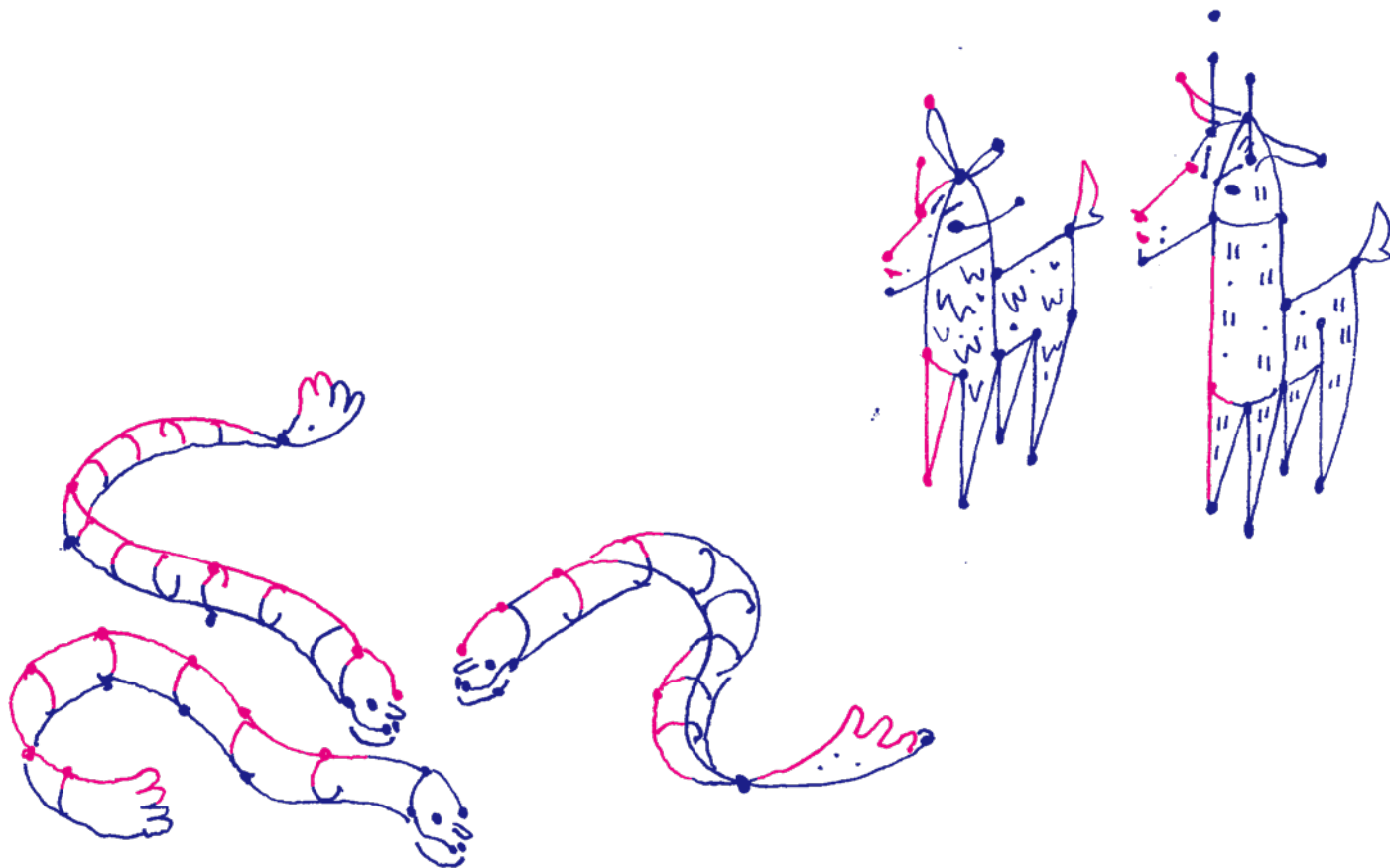
BITE: 1 damage per turn; their manlike teeth latch on and dig in, inflicting 1d3 damage on removal. Untreated bites hatch 1d3 eels after one realtime hour.

GLOSSOLALIA: wet mouths poke above the sea's surface, emitting constant babble. Their syllabic noise is both recognizable and incomprehensible in any language. Anyone trying to verbally communicate in their presence must roll WIL to make themselves understood over the static.

AN ENDEMIC INFESTATION, long untreated.

These eels are the rats of the vampire fleet, always finding some way aboard. Their numbers have swelled during the bloodlords' long hibernation.

Though they can reproduce under almost any circumstances, they still seek warm flesh as the best site to deposit their eggs.



B-13

SPIRIT ELK

7 HP | 0 ARMOR | 9 STR | 18 DEX | 11 WIL

WATER-WALKING: the elk step lightly across the surface of the blood sea, making the tiniest ripples. **SKITTISH:** roll DEX to attack or approach.

RARE AND NOBLE BEASTS, living on the leaves of the red mangrove. They have been hunted to near extinction by BLOODTHIRSTY SWINE (B-21).

The elk keep their distance, using their special mobility to stay out of reach. If caught, they will trade their horns in exchange for escape, granting their water-walking ability to anyone who carries them.

B-14

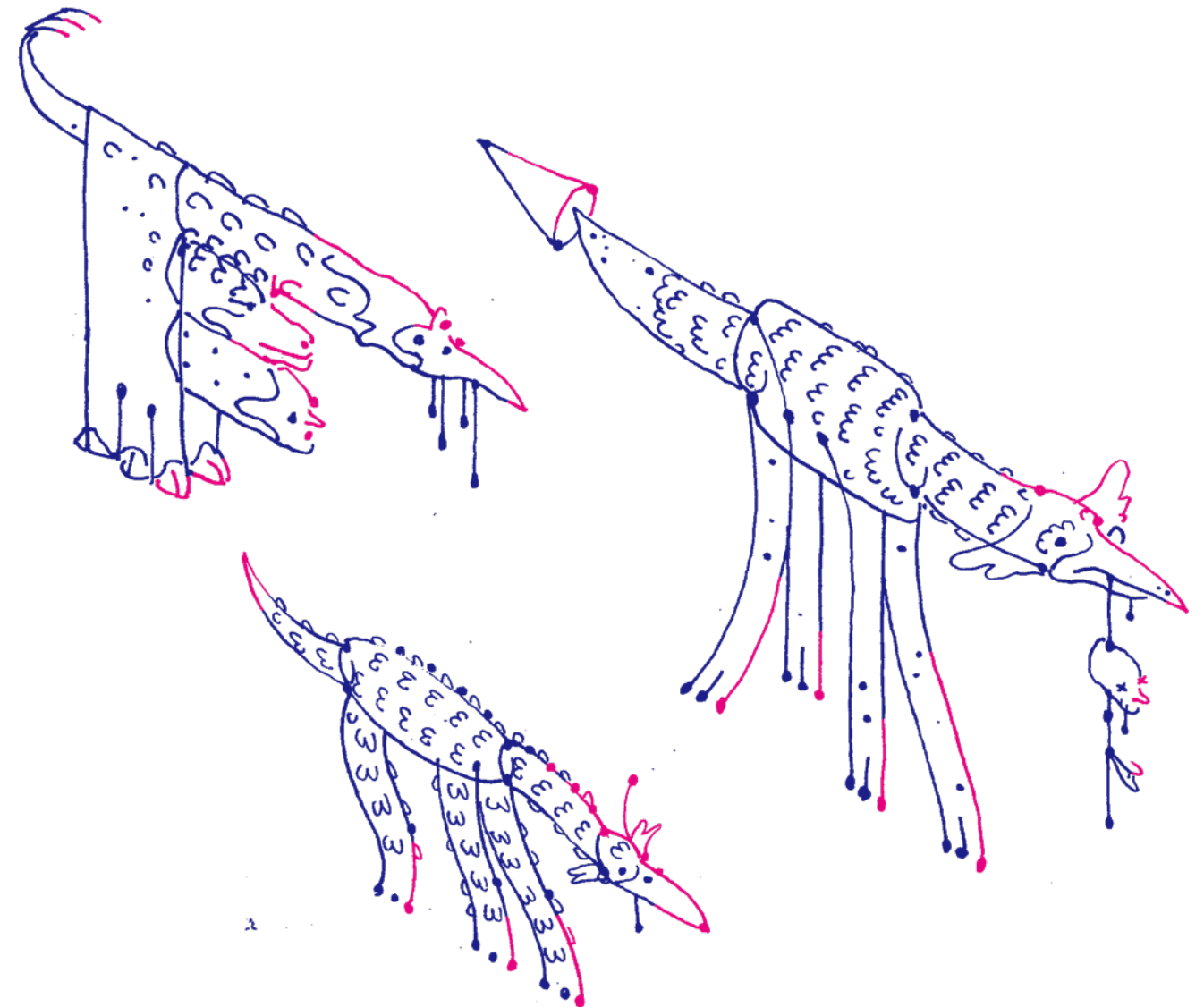
HERD HAWKS

14 HP | 2 ARMOR | 16 STR | 10 DEX | 5 WIL

BEAK: 1d6 damage; on 6, roll STR or be swallowed. **TRAMPLE:** 1d4 damage in a line; +1 damage for each other hawk in the stampede.

BRED FOR BIOMEDICAL RESEARCH, their eggs used as incubators for genetic horrors. The DNA of the alien offspring occasionally escapes into the host's genome, causing unpredictable mutations.

Easily herded; docile unless provoked.



B-15

HOMUNCULUS

3 HP | 0 ARMOR | 10 STR | 10 DEX | 10 WIL
TOOTH AND CLAW: 1d4 damage.

MAD CREATIONS OF VAMPIRE SCIENCE, stitched together from the stolen genes of countless conquered worlds.

RANDOM PHENOTYPES

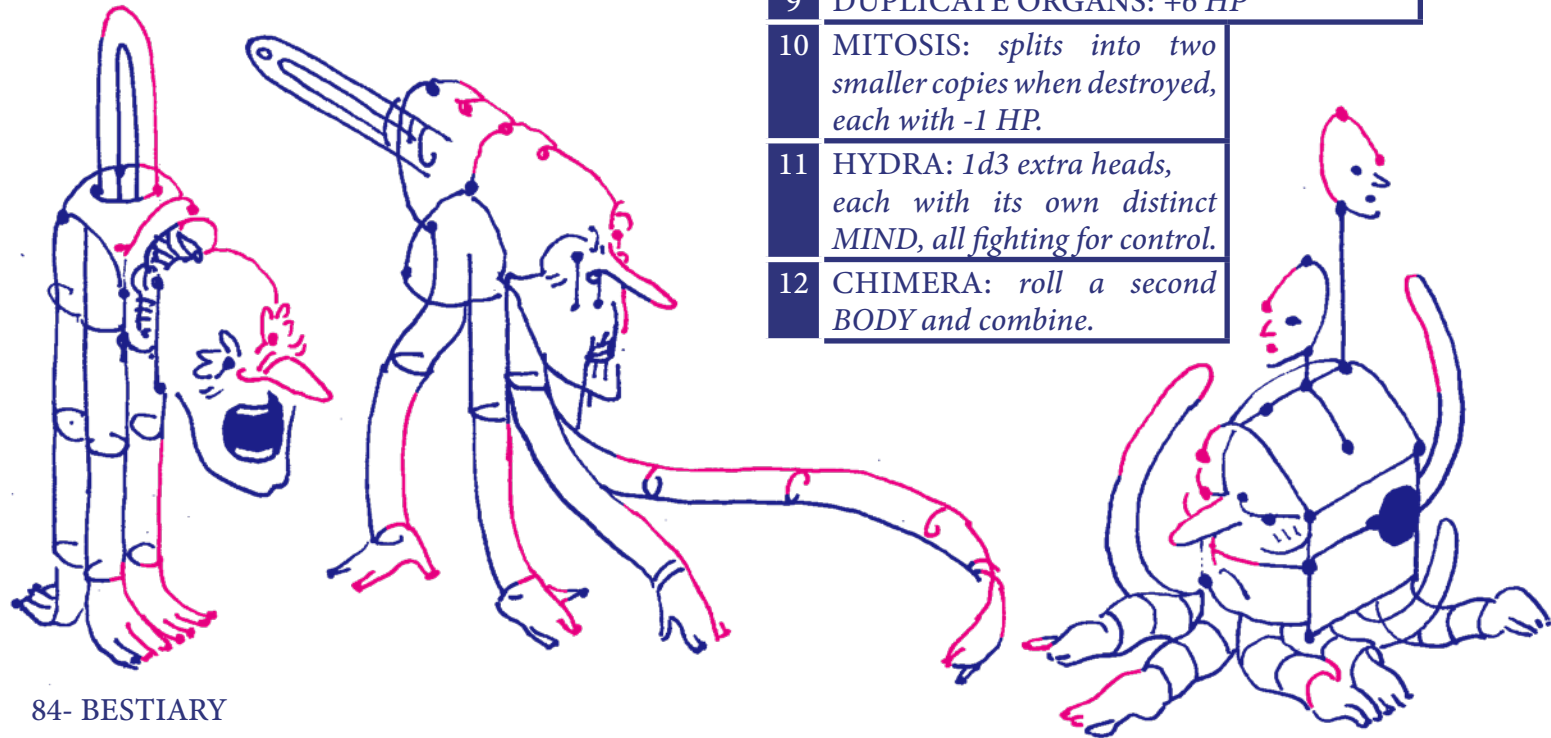
Roll for BODY, MIND, ASPECT and MUTATIONS to generate a homunculus. Regardless of their body, homunculi always have uncanny manlike faces.

BODY (roll 1d6)

1	Primate, BIPED or BRACHIATOR
2	Serpent, FLYING or VENOMOUS (+1d3 DEX damage)
3	Beast of HOOF or CLAW
4	Mimic of a DOOR or CHEST
5	Mass of TUMORS or TENTACLES
6	Blob of BLOOD or ACID (+1d3 damage)

MIND (roll 1d6)

1	Cornered rat	4	Unformed infant
2	Wise counselor	5	Predatory beast
3	Loyal hound	6	Empty husk



ASPECT (roll 1d6)

1	FLESH: +5 HP
2	WATER: attackers must roll DEX to hit.
3	FIRE: melee attacks +1d4 damage.
4	STONE: +5 armor
5	LIGHTNING: melee attacks +1d4 DEX damage.
6	SPIRIT: dematerialize at will; melee attacks are spirit-cutting.

MUTATIONS (roll 1d12)

1	TINY: +4 DEX, -2 STR
2	HUGE: +4 STR, -2 DEX
3	SHELL: +5 armor
4	CHANGELING: with effort, concentration and a DNA sample, the chimera can assume the form of another creature. Attacking or other strenuous action disrupts the disguise.
5	MANY-LIMBED: 1d3 extra arms, +1 attack for each.
6	ELASTIC: the body can stretch to reach anywhere in the room, or flatten itself to pass through narrow spaces.
7	CAMOUFLAGE: invisible while still
8	DOUBLE MUSCLE: double damage
9	DUPLICATE ORGANS: +6 HP
10	MITOSIS: splits into two smaller copies when destroyed, each with -1 HP.
11	HYDRA: 1d3 extra heads, each with its own distinct MIND, all fighting for control.
12	CHIMERA: roll a second BODY and combine.

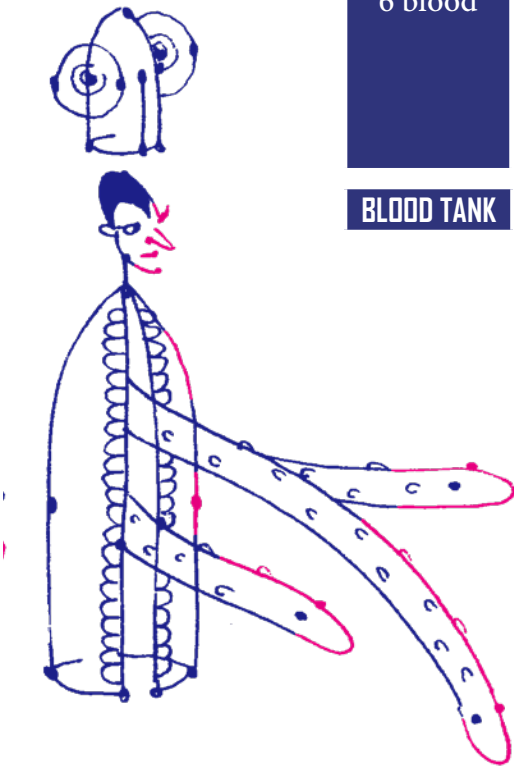
B-16

SNAKE BASKET

7 HP | 3 ARMOR | 11 STR | 10 DEX | 7 WIL
NUMBING BITE: 1d3 attacks, 1d3 DEX damage.
CAPTURE: roll DEX or be pulled into the cage.

A SAPIENT TORTURE CHAMBER, hungry for fresh meat. It lashes out at anyone who approaches, or awkwardly hops in pursuit of prey.

Deathly allergic to cats.



B-17

BLOOD CASKET

1 HP | 6 ARMOR | 10 STR | 10 DEX | 7 WIL
BLOODSUCKING BARB: drains 1d3 HP per turn, collecting the stolen blood into its blood tank.

AN EVIL, THIRSTY DIALYSIS MACHINE, set loose to follow its own dark medical interests.

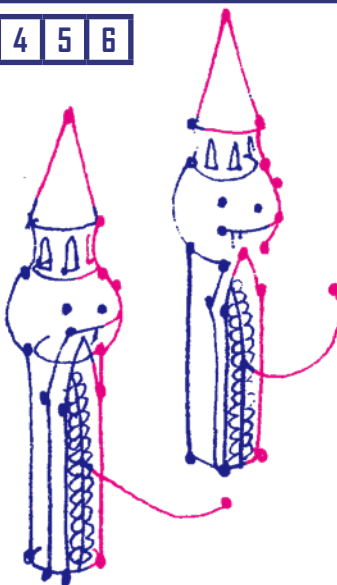
Though it means to pursue some utilitarian good, it kills too many patients to make any progress, always succumbing to irrepressible thirst.

BAD MEDICINE

Spend stolen blood to perform procedures.

x blood	TRANSFUSION: restore x HP to a damaged creature, or deal x damage to a creature already at full HP.
2 blood	TRANSPLANT: implants a harvested limb or organ into a new host.
3 blood	BLOOD CLONE: creates a bad copy of a creature based on stolen DNA. The clone attacks its original with mad rage, but loses 1 HP per turn until death.
6 blood	HEMORRHAGE: its vessel over-filled by gluttony, the casket explodes in a burst of ceramic shrapnel, dealing 1d6 damage to everyone nearby.

BLOOD TANK 1 2 3 4 5 6



B-18

BAD REPLICANTS

3 HP | 8 STR | 8 DEX | 8 WIL

BITE: 1 damage.

STACKING: +3 HP, +1 damage and -1 DEX for each additional replicant in the stack.

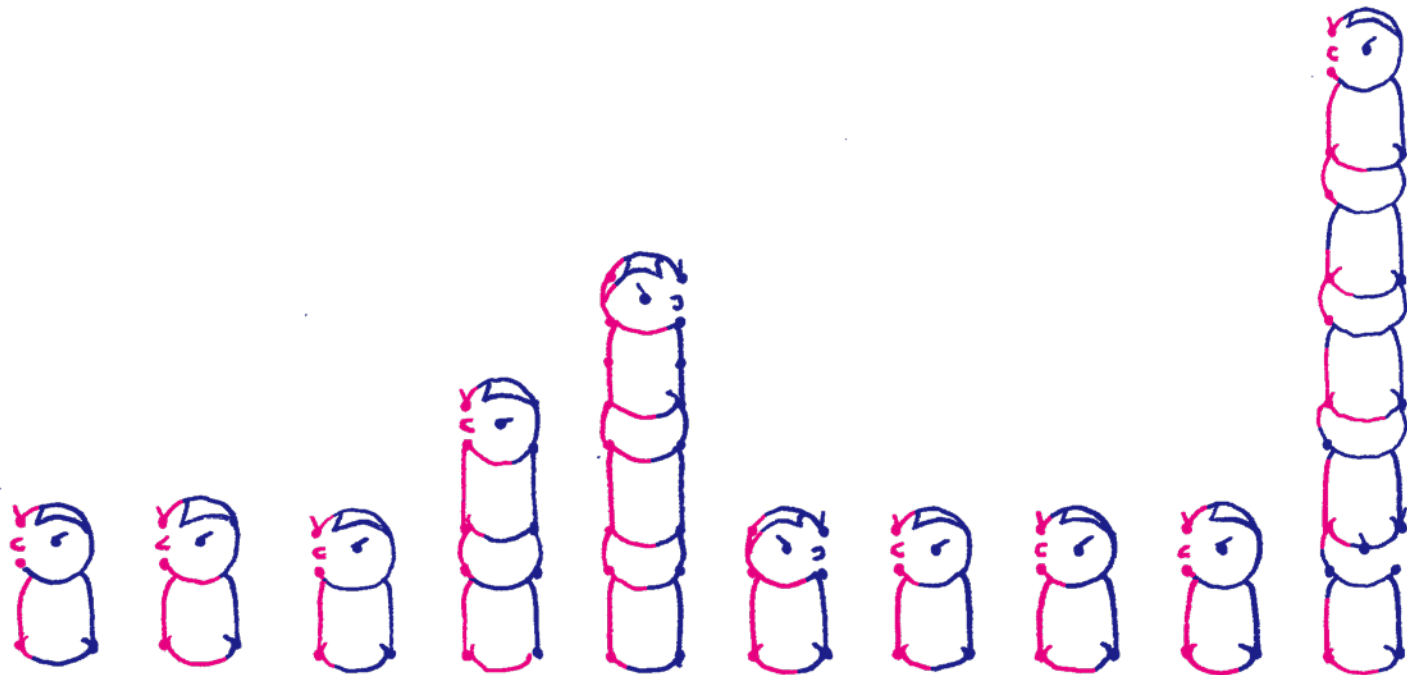
LOWLY SYNTHETIC SERVANTS, mass-printed to serve the ship's least glorious functions—but something's gone wrong in their making, turned them willful and rowdy.

They neglect their duties to roam and loiter in ad hoc gangs, playing and fighting like mean, mischievous children.

They fear and avoid the vampires, but treat the rest of the ship's residents as fair targets. *They have no manners and no remorse.*

FUN AND GAMES (roll 1d6)

1	KEEP-AWAY They catch you off-guard to snatch an item from your inventory and toss it around, gloating.
2	SLIMED! They make to drench or dunk you in a random POTION (T-04), chanting and clapping.
3	ARMED ROBBERY They menace you with a RAYGUN (T-04) and demand all your cash.
4	HIDE AND SEEK They scatter and dash off to hide in nearby rooms, waiting to jump out at you.
5	DOGPILE The whole pack swarms and pins you, hanging on with nails and teeth, laughing wildly.
6	ROCK FIGHT! They pelt you with rocks (1d3 damage) until you capture their "commander," or get your own rock into their "keep." The rules of this game make no sense.



B-19

THOPTER GOLEMS

2 HP | 2 ARMOR | 9 STR | 15 DEX | 8 WIL

EVASIVE: roll DEX to hit.

CLAMPS: roll DEX or be hauled up into the air.

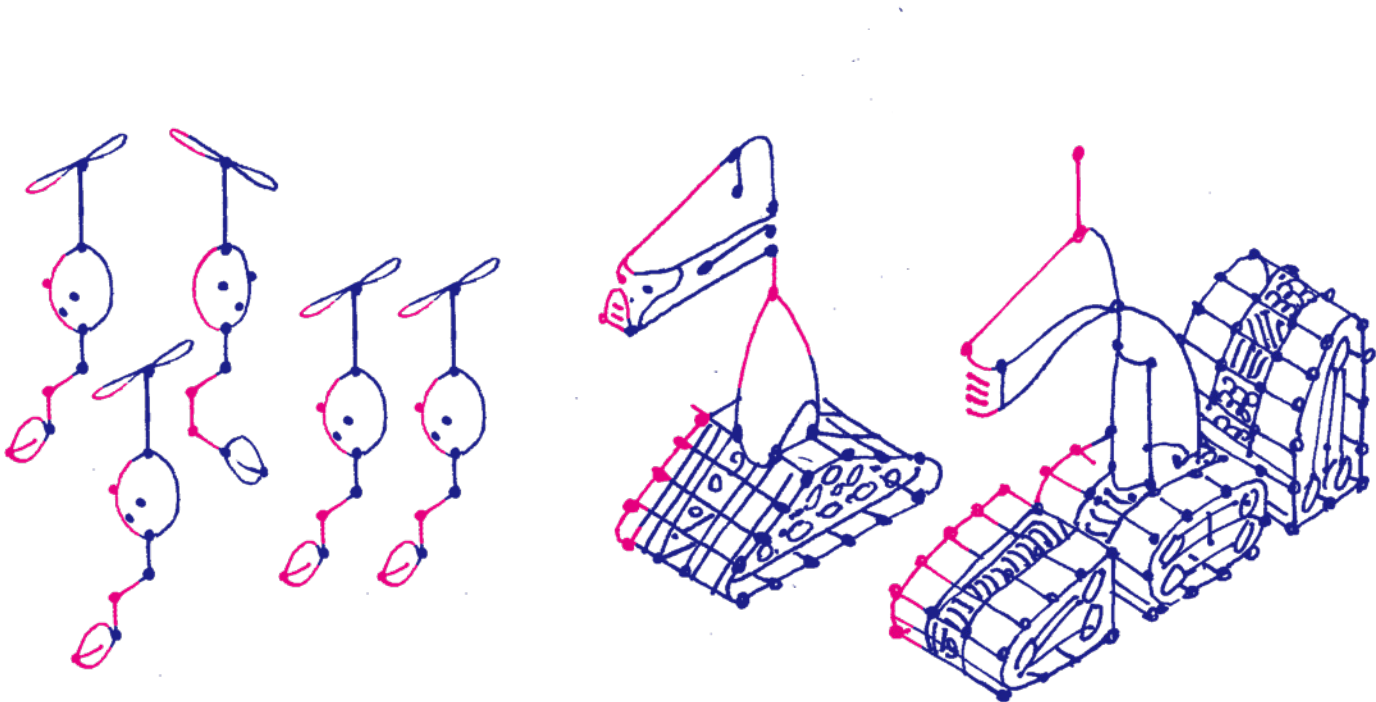
TASER BOLT: 2d6 DEX damage, 1 turn to recharge.

SIMPLE-MINDED SECURITY BOTS; they ignore you unless some higher system designates you a threat.

If they get you in their clamps, they carry you off to another part of the ship, dropping you roughly before flying away.

DESTINATION (roll 1d6)

1	TOWER STEPS (R-01)
2	ELEMENTAL ARCADE (R-X3)
3	PERSONALITY ARCHIVE (R-23)
4	DECONTAMINATION (R-09)
5	ETHERIC RESERVOIR (R-X1)
6	DUNGEON (R-30)



B-20

TANK GOLEMS

6 HP | 12 ARMOR | 16 STR | 8 DEX | 3 WIL

EYEBEAM: 6 damage, pierces all targets in a line; 1 turn to charge.

GRAVITY TREADS: 1d4 damage; the golem can move deftly across any surface, horizontal or vertical.

HEAVY WAR MACHINES, built for ground invasion. They have been programmed with a naive longing for the glory of battle and charge into combat with reckless bravery, shouting battle cries in robotic monotone.

Their logic pathways have badly calcified from disuse, leaving them prone to miscalculation and bad tactics.

B-21

BLOODTHIRSTY SWINE

12 HP | 14 STR | 10 DEX | 7 WIL

TUSKS: 3 damage.
DRAG BELOW: roll STR or be pulled below the sea; lose 1 STR per turn while held under, roll STR to escape.

THEY WERE HUMAN ONCE, or something like it, kidnapped from some faraway farm world. But when Mars fell and the bloodlords entered their long sleep, they were abandoned, left to fend for themselves on the blood sea.

They drank the blood and were cursed, transformed into twisted swine. They have nearly forgotten their human lives, and their eyes are dull and bestial.

Territorial and easily provoked.

SACRED ELDERS

Though lost to the curse, the pigs remain honored, and your treatment of them greatly impacts your standing with the swine tribes (if they should learn of it).

Harming an elder in self-defense is enough to demand steep compensation, either in treasure or indenture. Reckless killing will put you at war. Winning the elders trust wins the tribe's trust as well.



B-22

SWINE VILLAGERS

1 HP | 8 STR | 8 DEX | 8 WIL

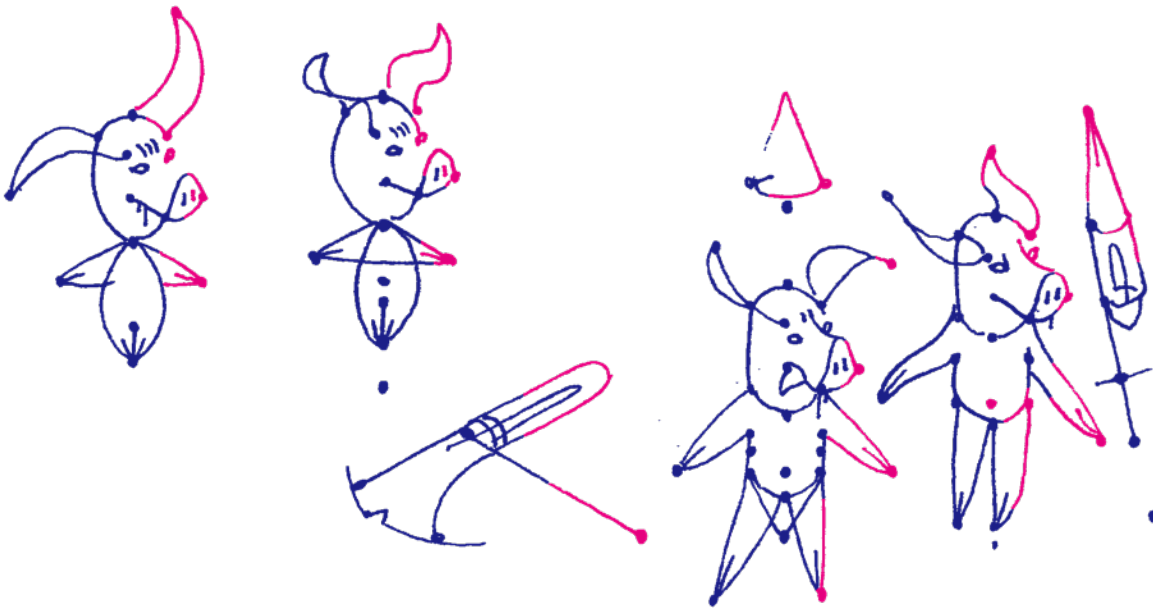
SHARP HOOVES: 1d3 damage.
SUPPORT: +1d6 armor to a nearby ally.

A DOUR AND MORBID FOLK, unshakably pessimistic, but occasionally wry. Life on the blood sea has hardened them against all sympathy and warm feeling.

Some resent their curse but most revere it, eager to join their honored elders.

OCCUPATIONS (roll 1d6)

1	EEL CATCHER: spear and net.
2	FORESTER: axe and rope.
3	TANNER: skinning knife and eelskin cloak.
4	SHIPWRIGHT: hand saw and a flask of oil.
5	BURGLAR: 1d3 gems.
6	SMITH: hammer, tongs and tinder box.



B-23

SWINE KNIGHTS

5 HP | 3 ARMOR | 15 STR | 13 DEX | 9 WIL

BLOOD AXE: 1d4 damage, double damage on 3.
IMMORTAL FURY: fight for 1d4 turns after death.

THE HOGLORD'S MIGHTY BRAVES, they defend the tribes from the monsters of the blood sea and beyond.

They are the patriarchs and sons of many scattered families, united for the first time in generations under the Hoglord's banner.

But some say the Hoglord has gone missing.

B-24

SWINE PRIESTS

3 HP | 3 ARMOR | 9 STR | 15 DEX | 16 WIL

SHARP HOOVES: 1d3 damage.

TERRIBLE OINKING: 1d3 WIL damage.

FOR GENERATIONS THEY WORSHIPED THE DRAGON (B-30), but have lapsed in their sacrifices, leaving the dragon's temple to be overtaken by wilderness.

With the Hoglord gone, they see an opportunity for power, but are distracted by infighting.

They each suspect one of their fellows of the Hoglord's murder.

B-25

HOGLORD'S HERALD

3 HP | 10 STR | 13 DEX | 12 WIL

SPIKED MACE: 1d4 damage.

SWINE SERMON: those who listen to the herald's cursed homily are slowly transformed into pigs. Each turn, roll WIL or grow a snout, (then ears, then hooves, then tusks, then a tail.)

THE HERALD'S HOARSE VOICE CAN BE HEARD FOR MILES, shouting for his missing lord from the back of his terrible steed.

He fears the worst, and suspects the priests of foul play.

SWINE PALANQUIN

20 HP | 16 STR | 14 DEX | 7 WIL

TRAMPLE: 1d8 damage.

WATERWALK: the creature prances across the sea's surface on the sharp points of its hooves.

B-26

HOGLORD'S LITTER

12 HP | 3 ARMOR | 12 STR | 6 DEX | 6 WIL

BITE: 1d4 damage.

RAM: 3 damage per litter-bearer to vehicles or structures.

CARVED FROM THE BONES OF A GREAT SWINE ELDER, whose spirit still lingers. The huge hog face occasionally jumps to life to snap at interlopers.

The Hoglord's seat is vacant.

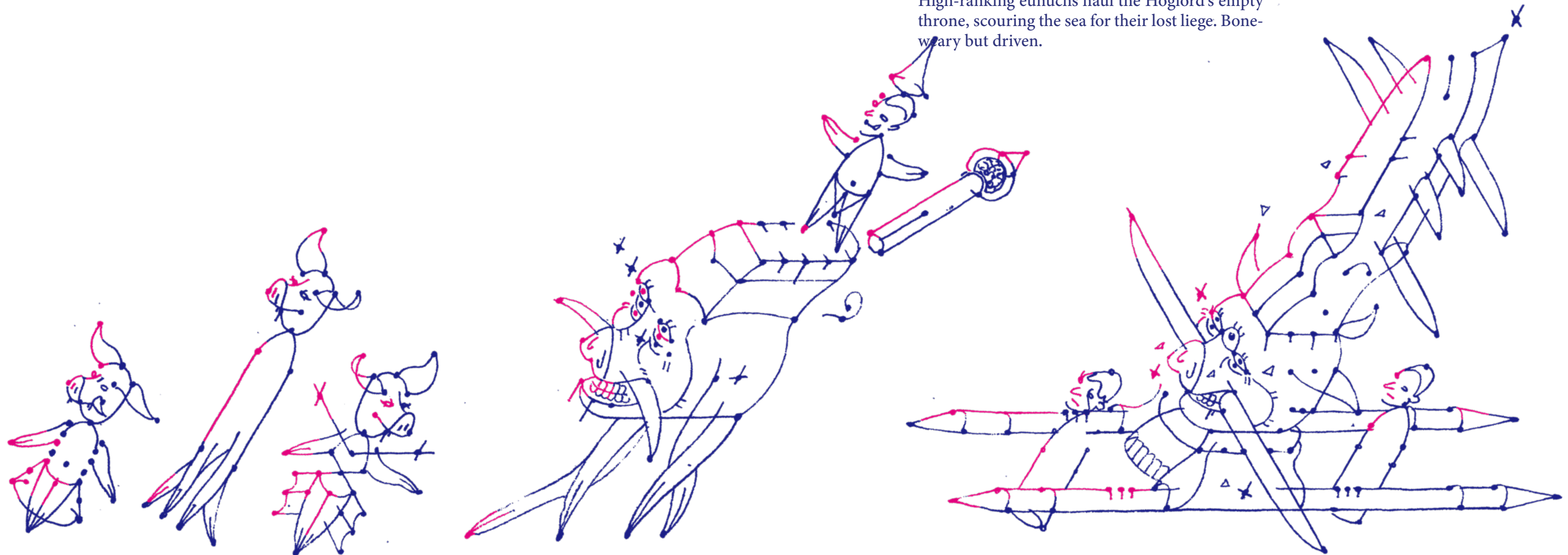
LITTER-BEARERS

3 HP | 13 STR | 9 DEX | 9 WIL

CEREMONIAL KNIFE: 4 damage, breaks on use.

WATERWALKING: move gracefully accross liquid surfaces.

High-ranking eunuchs haul the Hoglord's empty throne, scouring the sea for their lost liege. Bone-weary but driven.



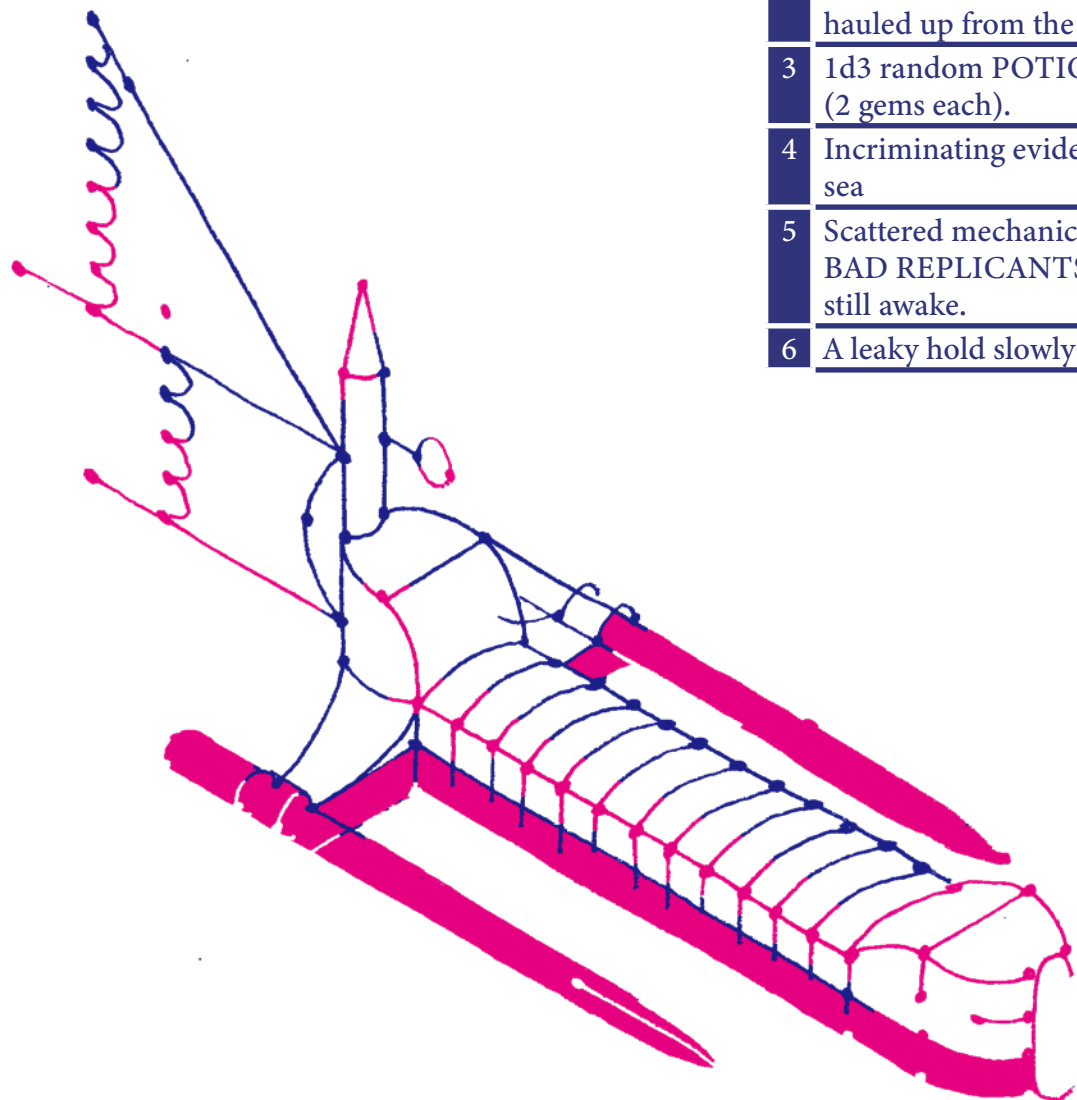
B-27

CURSED OARSMEN

3 HP | 14 STR | 10 DEX | 12 WIL
OAR: 1d3 damage, long reach

THE EUNUCH GALLEY CREWS OF THE HOG LORD'S NAVY, under sacred prohibition to never drink the blood, lest they grow hooves and loose grip on their oars.

They are strong and disciplined, singing and oinking to synchronize their rowing. *Their morale is perfect, fanatical unto death.*



B-28

FISHING GALLEY

12 HP | 3 ARMOR | 15 STR | 6 DEX | 0 WIL
RAM: 1 damage per oarsman to vehicles or structures.

A SMALL SHIP, AND SWIFT. Room for six.

CREW (roll 1d3)

1	One SWINE PRIEST (B-24)
2	Two SWINE KNIGHTS (B-23)
3	Three SWINE VILLAGERS (B-22)

...and four CURSED OARSMEN (B-27)

CARGO (roll 1d6)

1	1d6 MAN-FACED EELS (B-12)
2	A blood-stained BEAM SWORD (T-03) hauled up from the sea floor.
3	1d3 random POTIONS for sale (2 gems each).
4	Incriminating evidence, to be dumped at sea
5	Scattered mechanical body parts from 1d3 BAD REPLICANTS (B-18), severed heads still awake.
6	A leaky hold slowly filling with blood

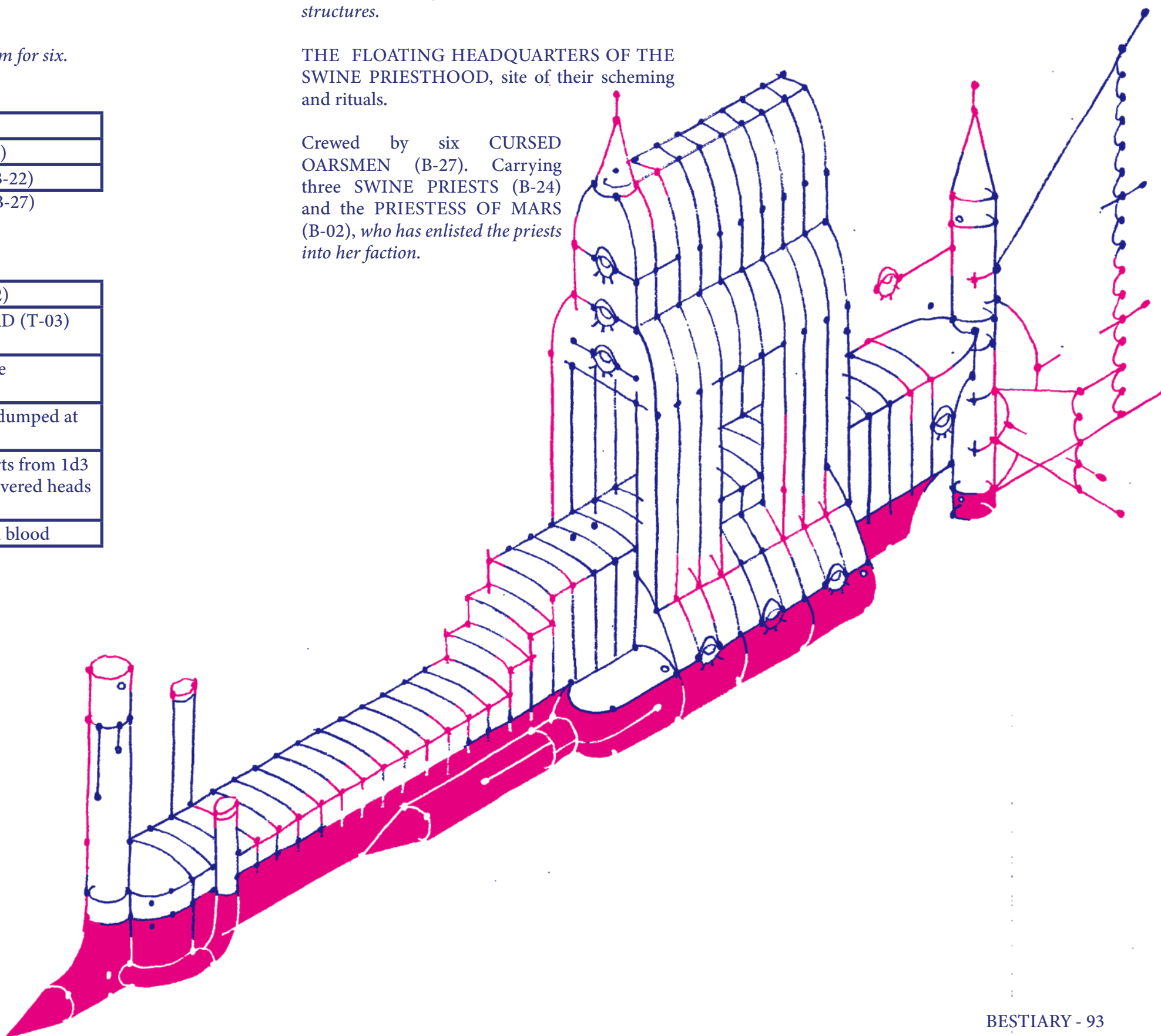
B-29

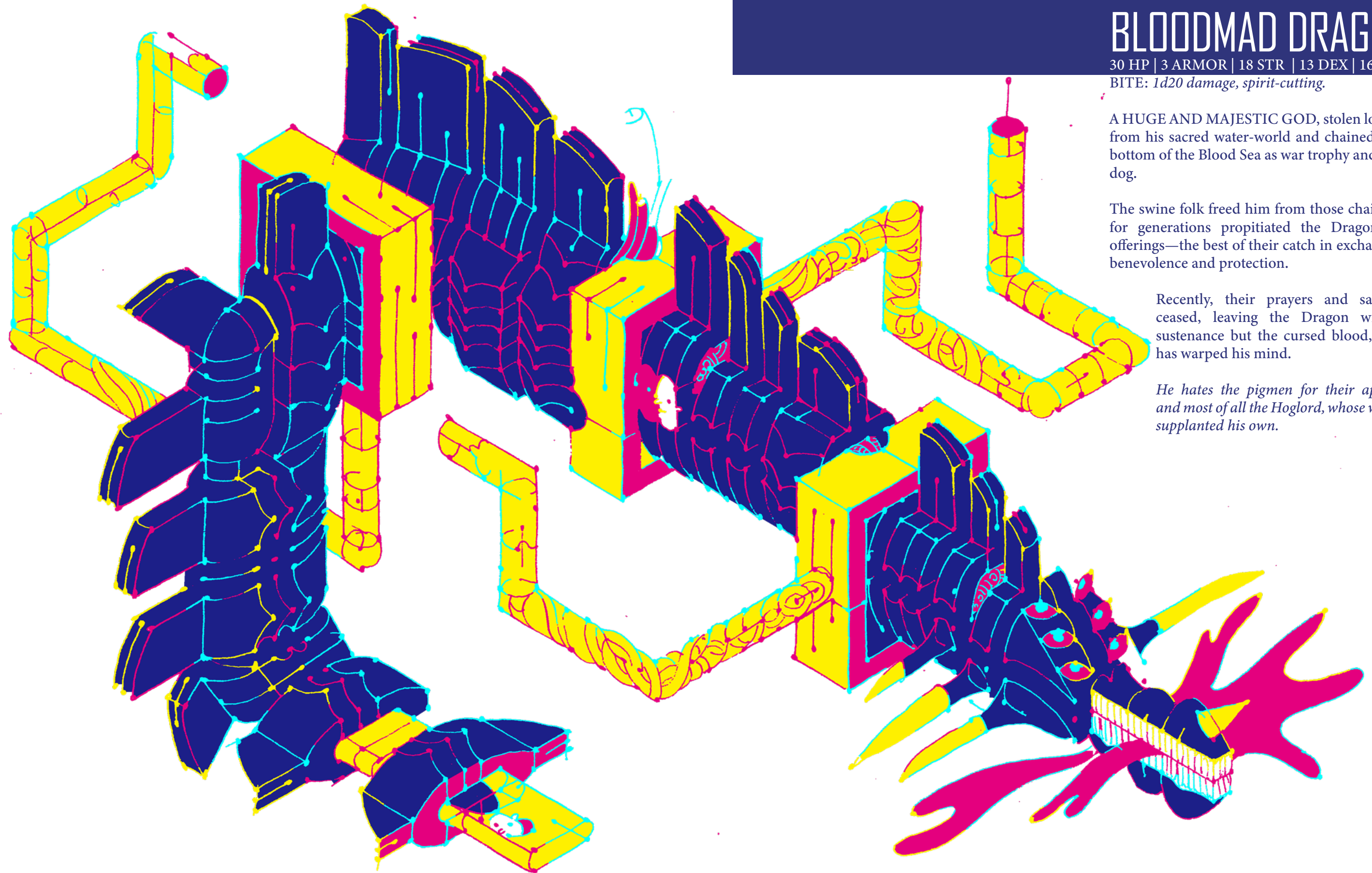
TEMPLE BARGE

12 HP | 3 ARMOR | 15 STR | 6 DEX | 0 WIL
RAM: 2 damage per oarsman to vehicles or structures.

THE FLOATING HEADQUARTERS OF THE SWINE PRIESTHOOD, site of their scheming and rituals.

Crewed by six CURSED OARSMEN (B-27). Carrying three SWINE PRIESTS (B-24) and the PRIESTESS OF MARS (B-02), who has enlisted the priests into her faction.





B-30

BLOODMAD DRAGON

30 HP | 3 ARMOR | 18 STR | 13 DEX | 16 WIL

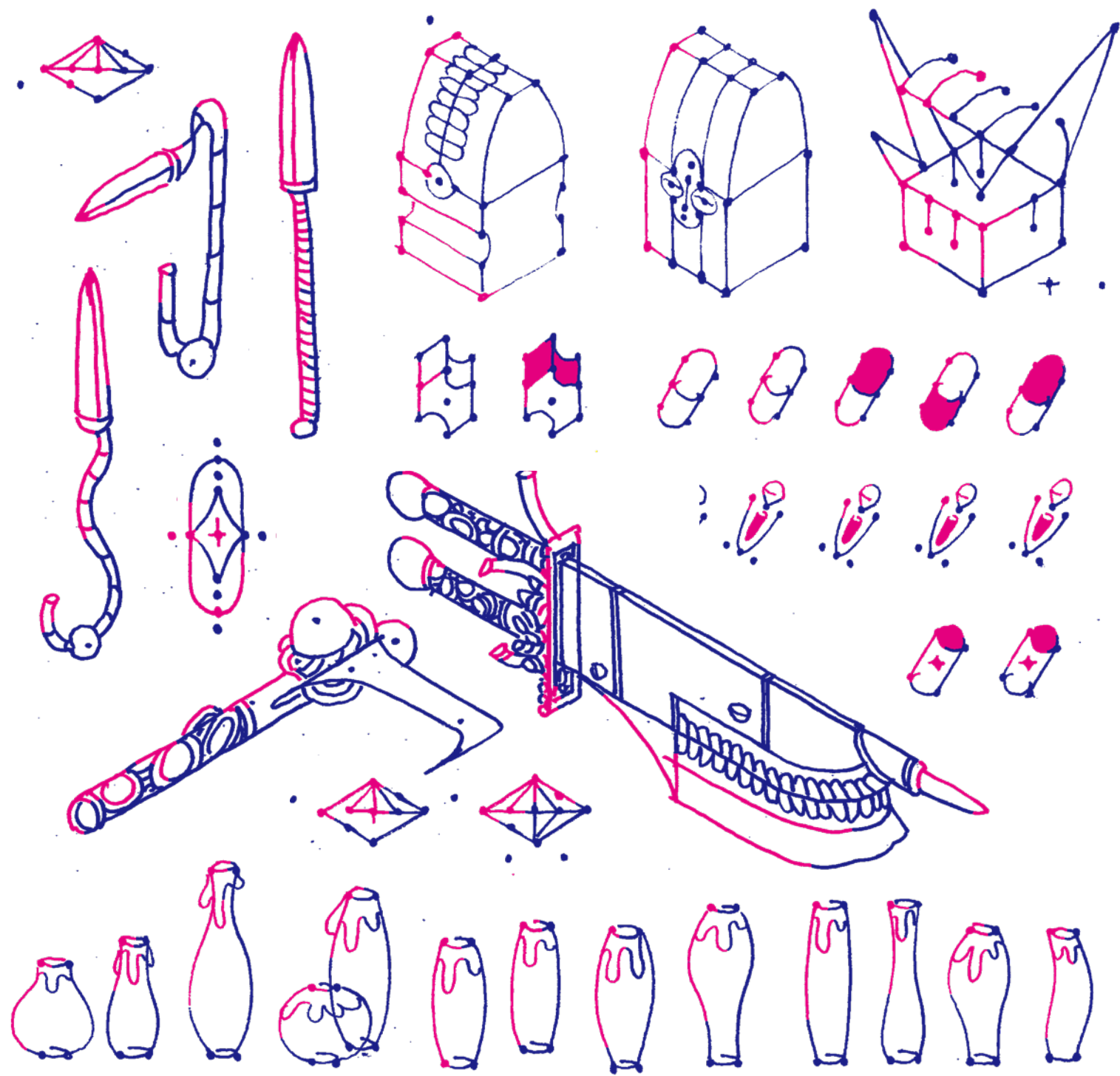
BITE: 1d20 damage, spirit-cutting.

A HUGE AND MAJESTIC GOD, stolen long ago from his sacred water-world and chained to the bottom of the Blood Sea as war trophy and guard dog.

The swine folk freed him from those chains and for generations propitiated the Dragon with offerings—the best of their catch in exchange for benevolence and protection.

Recently, their prayers and sacrifices ceased, leaving the Dragon with no sustenance but the cursed blood, which has warped his mind.

He hates the pigmen for their apostasy, and most of all the Hoglord, whose worship supplanted his own.



T-01 to T-04

TREASURY

TREASURE ROLL

When you loot a creature's belongings, or want to know what they're carrying, roll LUC and choose an appropriate treasure die:

Common	1d6
Notable	1d4+4
Arcane	1d4+6
Wild	1d10

T-01 RESOURCES

Basic units of trade and energy.

GEMS

Hard currency; sharp and heavy.

BATTERIES

For powering RAYGUNS (T-04) and other devices. *Exhausted* batteries recharge at the end of battle. *Trashed* batteries are destroyed and useless.

	Good luck....	Bad luck...
1	Two GEMS	MUNDANE CRAP
2		
3	BATTERY	One GEM
4		
5	POTION	BATTERY
6	GAUDY BAUBLE	
7	RAYGUN (battery included)	RAYGUN (battery missing)
8	ARMOR	ACCESSORY
9	FAMILIAR (friendly)	FAMILIAR (hostile)
10	MAGIC SWORD	CURSED SWORD

T-02 RELICS

Unique treasures specific to the locale; might unlock new areas. or enable special interaction.

TEENY TINY TEMPLE

Simply squint your eyes and visualize to shrink down and enter the minified interior space (R-X5).



DRAGON'S HEART

Aura of warmth; can be used as a BATTERY.



CORVETTE KEY

Grants command authority over the GEMLORD'S CORVETTE (R-X2).



CHROME FAIRY

A helpful flying drone with vast databanks of esoteric knowledge. Roll WIL to hack into ship systems or artificial lifeforms.



CAPTAIN'S KEY

Unlocks the sealed door to the DUNGEON (R-01a).



HOGLORD'S HEAD

All party members +2 armor (*horrible smell*).



T-03

MAGIC SWORDS

Roll for SOURCE (1d4), SHAPE (1d8),
BARGAIN(1d10) and LEVEL (1d3).

SOURCE & POWERS

The origin of the sword's power and its metaphysical alignment. For each level, the sword gains a random power. If you roll the same power for a second time, the power gains a unique evolution (use your own judgment and imagination).

I. HOLY SWORD

An angel of the Godsword, hardened in heaven's forge. *Spirit-cutting; double damage to vampires.*

1	BANE OF EVIL: <i>deals WIL damage to vampires in addition to its regular damage.</i>
2	STIGMATA: <i>while you wield the blade, you lose 1 HP per turn and can't be attacked by anyone with a lower WIL score.</i>
3	SHATTER: <i>spend 3 WIL to destroy a magical or psychic effect, forcefield or mystical barrier.</i>
4	RESURRECTION: <i>once per day, the wielder can return from the dead, waking after 3 turns with 1 HP.</i>
5	ANGEL WINGS: <i>spend 3 WIL for ten real-time minutes of flight.</i>
6	MANIFESTATION: <i>spend 5 WIL to transform the sword into a BLADED ANGEL (B-08) for 1d6 turns.</i>

II. CURSED SWORD

A tragic or evil weapon, oozing bad vibes. *Spend x HP to add x damage to an attack.*

1	ANTIMEME: <i>witnesses must roll WIL to recall any action taken with the sword.</i>
2	NIGHT BLADE: <i>spirit-cutting and invisible.</i>
3	PHYLACTERY: <i>while your wield the blade, you can't fall below 1 HP.</i>
4	REANIMATION: <i>spend 1 WIL to animate a slain creature for 1d6 turns.</i>
5	NIGHT CREATURE: <i>while you wield the blade, enter a berserk fugue: +4 armor, +4 STR.</i>
6	WRAITH FORM: <i>while you wield the blade, you can only be struck by spirit-cutting attacks, which deal double damage to you.</i>

IV. BEAM SWORD

A white-hot plasma blade. BATTERY required. *Exhaust a battery to double the damage of an attack.*

1	SMELT: <i>roll STR and trash a battery to destroy a target's armor, weapon or other equipment.</i>
2	MULTI-TOOL: <i>spend an action to change the sword's SHAPE.</i>
3	ETHER COIL: <i>+1 damage; spirit-cutting.</i>
4	CAPACITOR ARRAY: <i>+2 battery slots; each extra battery gives +1 damage.</i>
5	JAMMER: <i>deals WIL damage to artificial lifeforms in addition to its regular damage.</i>
6	AIMING SUBPROCESSOR: <i>+1d4 damage.</i>

IV. BIO SWORD

A vatgrown vampire weapon, the product of epochs of eugenic breeding. *Whenever you roll max damage, heal 1 HP.*

1	CANNIBAL: <i>consume another magic sword to gain +1 level. Blasphemous!</i>
2	DEVOURER: <i>deals STR damage to biological creatures in addition to its regular damage.</i>
3	NUMBING BITE: <i>deals DEX damage to biological creatures in addition to its regular damage.</i>
4	NERVE STIMULATOR'S: <i>+1 action each turn.</i>
5	HYPER-COAGULATORS: <i>+3 armor.</i>
6	UNLEASH: <i>spend 3 STR to transform the sword into a HOMUNCULUS (B-15) for ten realtime minutes.</i>

SHAPE

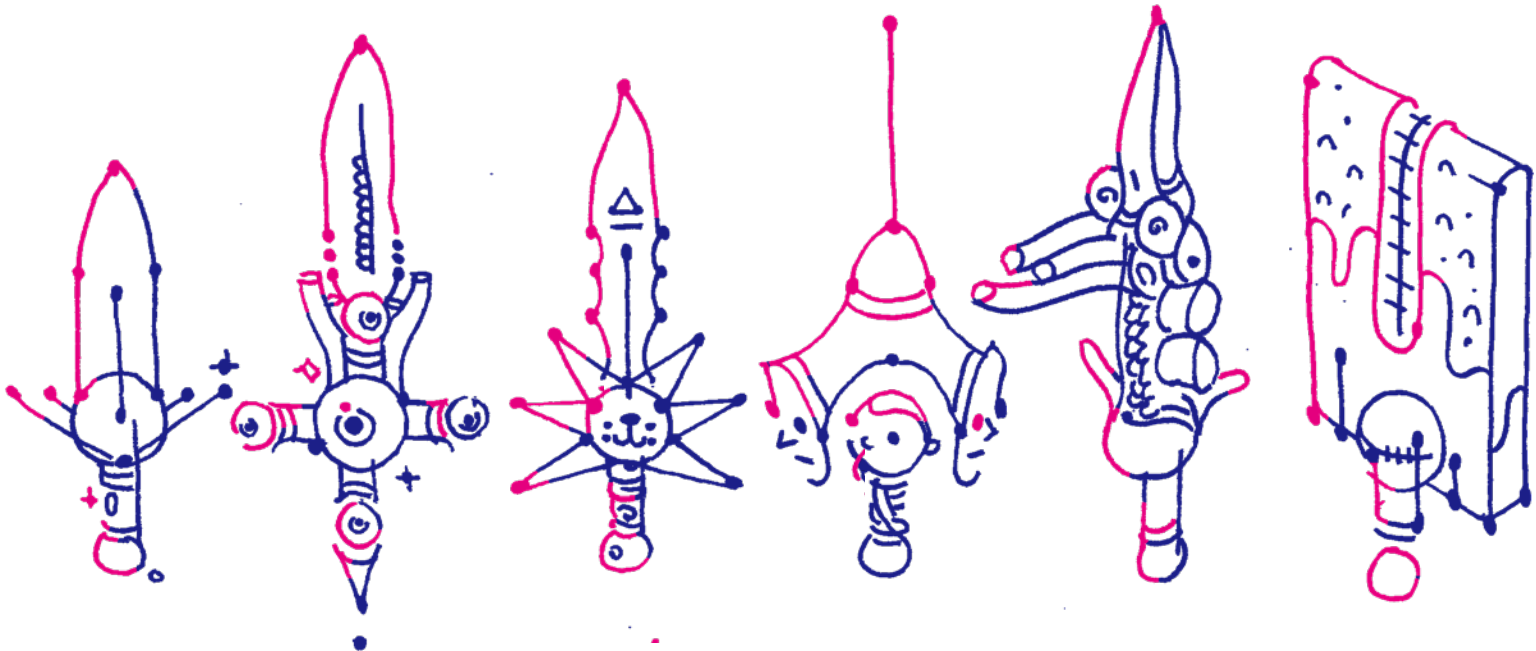
The sword's physical form determines its base statistics.

1	DIRK: <i>1d3 damage, double damage on 3.</i>
2	RAPIER: <i>1d4 damage; roll DEX to bypass armor.</i>
3	BROADSWORD: <i>1d4 damage; roll STR for max.</i>
4	GREATSWORD: <i>2d4 damage; roll STR to hit.</i>
5	KATANA: <i>1d4 damage; SHEATH (off-hand): +1 damage, +1 armor.</i>
6	GLAIVE: <i>1d6 damage; +1 armor.</i>
7	HOOK: <i>1d3 damage; on 1, target must roll DEX or be disarmed.</i>
8	SCYTHE: <i>1d3 damage; quadruple damage on 3; roll STR to hit.</i>

BARGAIN

To bond with a magic sword, you must submit to its bargain. Swords may turn hostile to rebuke broken bargains.

1	GLORY: <i>once you've drawn you sword, you may never retreat.</i>
2	HONOR: <i>you must abstain from lies and underhanded tricks.</i>
3	VENGEANCE: <i>you must help the sword hunt down its enemies.</i>
4	MERCY: <i>you must always spare a certain type of creature, beloved by the sword.</i>
5	FREEDOM: <i>you must swear to free the sword at the end of the current adventure.</i>
6	DESTRUCTION: <i>you must swear to destroy the sword at the end of the current adventure.</i>
7	SACRIFICE: <i>a limb or a cherished object must be offered up in tribute.</i>
8	PARASITE: <i>the swords is permanently integrated into your body; -1 HP.</i>
9	DOWRY: <i>a one-time payment of 1d6 gems is required to demonstrate your sincerity.</i>
10	MICROTRANSACTIONS: <i>it costs 1 gem to activate the sword for ten realtime minutes.</i>



T-04

MISCELLANY

FAMILIARS

Roll WIL to bond with a familiar. *Failure: comic mischief.*

1	PARASITIC NEMATODES: <i>when you would die, you are instead resurrected with -3 max WIL.</i>
2	PSYCHIC MOLD: <i>turns psychic energy into explosive growth.</i>
3	TRAINED FALCON: +1 DEX; <i>proud and sensitive.</i>
4	BLACK KITTEN: +1 LUC; <i>excessively curious in the classic way.</i>
5	ROBOTIC DOG: +1 damage; <i>battery included.</i>
6	POISON TOAD: <i>fast-acting psychedelic slime.</i>

POTIONS

(Drink me.)

1	EEL BROTH: <i>restore all lost STR.</i>
2	MANGROVE TEA: <i>restore all lost DEX.</i>
3	MOONSHINE: <i>restore all lost WIL.</i>
4	BLOOD WINE: <i>restore all lost HP— vampire delicacy, disgusting to everyone else (-3 WIL).</i>
5	STELLAR ECTOPLASM: <i>dematerialize (1 realtime hour).</i>
6	HOMUNCULUS CELL: <i>gain a random mutation (B-15).</i>

RAYGUNS

Battery required. *When you roll max damage, the battery is exhausted.*

1	LASER PISTOL: <i>1d6 damage; on 1, gain +1 action this turn.</i>
2	BRAIN MELTER: <i>1d4 WIL damage; trash a battery to quadruple the damage.</i>
3	REPULSER PISTOL: <i>1d3 damage; knocks the target back twice as many squares.</i>
4	FIRE BEAM: <i>1d4 fire damage +1 burn damage each turn until extinguished (stacking).</i>
5	LIGHTNING FLECHETTE: <i>10 DEX damage; each shot exhausts a battery.</i>
6	GHOST-EATING GUN: <i>1d4 damage; spirit-cutting.</i>

GAUDY BAUBLES

Worth as many GEMS.

1	RUBY RING: +1 STR
2	PEARL EARRINGS: +1 WIL
3	DIAMOND SLIPPERS: +1 DEX
4	GOLDEN TORC: +2 STR
5	SILVER BROACH: +2 DEX
6	PLATINUM CROWN: +1 ALL ABILITIES

MUNDANE CRAP

Maybe you can make use of it.

1	A SINGLE MATCH (strike anywhere)
2	COUNTERFEIT GEM
3	EMPTY BOTTLE
4	PATCHWORK SACK
5	OIL-SOAKED RAG
6	FRAYING ROPE

ARMOR

1	VACSUIT: -5 DEX; <i>exhaust a battery for one realtime hour of life support.</i>
2	COMMANDO ARMOR: +3 armor, +1 ranged damage, <i>battery required.</i>
3	CHAMELEON SUIT: <i>exhaust a battery for ten realtime minutes of invisibility.</i>
4	EELSKIN SUIT: <i>tripples swimming speed.</i>
5	DRAGON ARMOR: +5 STR, +5 armor, <i>robust life support; requires three batteries or the Dragon's Heart for power.</i>
6	TUNGSTEN PLATE: +10 armor, -5 DEX.
7	FIRE ARMOR: +3 armor; <i>melee attackers suffer 1d3 damage; fire immunity.</i>
8	ICE ARMOR: +3 armor; <i>melee attackers suffer 1d3 STR damage; cold immunity.</i>
9	LIGHTNING ARMOR: +3 armor; <i>melee attackers suffer 1d3 DEX damage; lightning immunity.</i>
10	PSI ROBES: +1 WIL, <i>spend 3 WIL to levitate for 10 realtime minutes.</i>

ACCESSORIES

1	ROCKET BOOTS: <i>exhaust a battery for ten realtime minutes of flight.</i>
2	FORCEFIELD BELT: +6 armor, <i>battery required.</i>
3	MIRROR SHIELD: <i>reflects energy attacks.</i>
4	TUNGSTEN SHIELD: +6 armor, -3 DEX.
5	BIO-SCANNER: <i>a digital overlay displays detailed stats on biological creatures.</i>
6	RING LASER: <i>1d4 damage, burns out on 4.</i>
7	EMP GRENADE: <i>ten foot radius, 4d4 WIL damage to artificial lifeforms; nearby ship systems reboot.</i>
8	PLASMA GRENADE: <i>ten foot radius, 2d3 damage; doubles deal double damage.</i>
9	ION GRENADE: <i>ten foot radius, disrupts forcefields.</i>
10	TIME BOMB: <i>ten foot radius, sends all creatures forward in time by ten realtime minutes.</i>
11	GECKO GLOVES: <i>climb on sheer surfaces.</i>
12	LIGHTNING GLOVES: <i>unarmed attacks deal +1d3 DEX damage</i>
13	SPIKED GLOVES: +1 unarmed damage.
14	SPIKED BOOTS: +1 unarmed damage.
15	SPIKED MANTLE: <i>melee attackers suffer 1d3 damage.</i>
16	STAG HELM: <i>walk on liquid surfaces.</i>
17	ICE HELM: <i>when you would die, you are instead encased in a shard of ice. Thaw with 1 HP after 1d6 days.</i>
18	FIRE HELM: +1d3 fire damage to melee attacks.
19	LIGHTNING HELM: <i>doubles the damage of your lightning attacks.</i>
20	PSI HELM: +1 WIL, <i>impenetrable mind shield.</i>

GAME OVER

SCORING

Oh you didn't think there would be points?

1 point for each explored room

2 point for each boss defeated or befriended

3 point for each completed quest

3 points for each surviving character

Special points may be awarded by the referee for expert or amusing play.

Finally, multiply your point total by the difficulty modifier.

HIGH SCORES

[illegible]