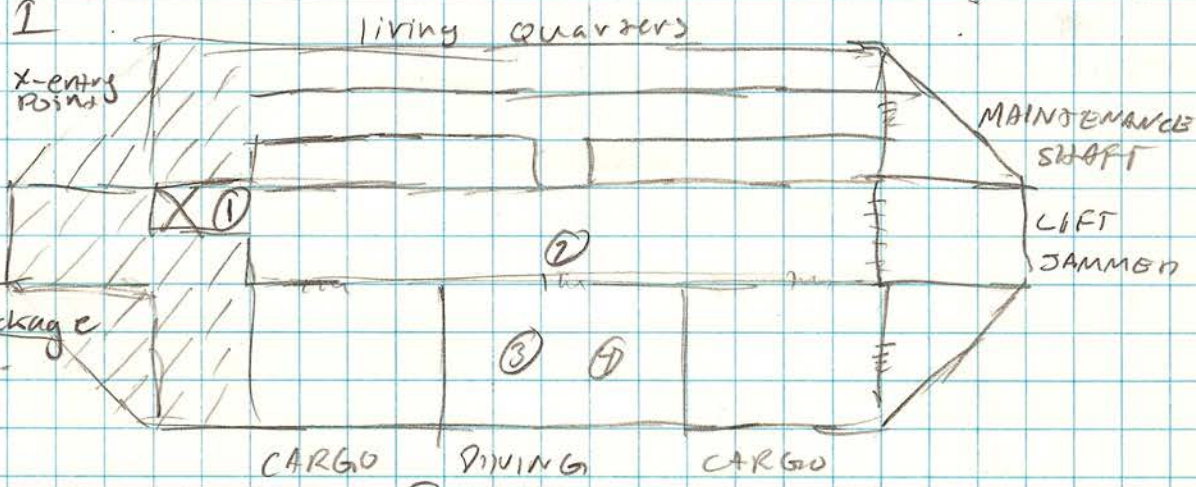


THE DERELICT

A Sci-Fi Horror Dungeon for one player

FLOOR 1

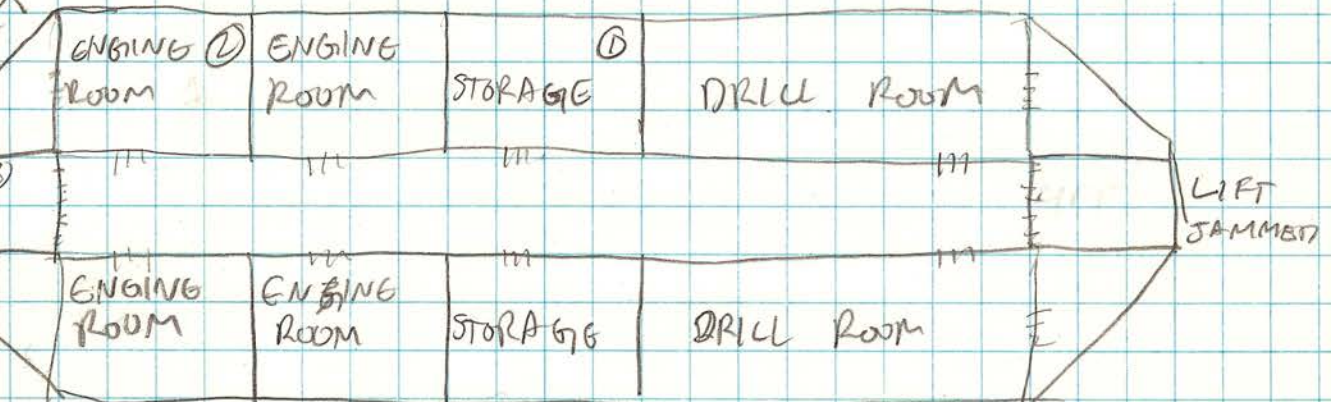
CREW DECK
 FLOOR ONE IS A
 FAIRLY NORMAL
 CREW DECK ASIDE
 FROM THE DAMAGE
 AND THE HOLE WRECKAGE
 THROUGH THE HULL
 OUT THE HULL.



- ① - FALLING DEBRIS TRAP/HAZARD
- ② - SLIPPING TRAP - BLOOD
- ③ - MANGLED BODIES - SANITY DMG
- ④ - BODIES HANGING FROM CEILING BY VISCERA SANITY

FLOOR 2

WORK DECK
 THIS DECK
 HOUSES
 THE GAMES
 & MINING
 TOOLS OF
 THE CREW.
 IT WOULD BE
 ORDERLY IF NOT FOR
 THE GORE.



- ① - IN STORAGE THERE ARE MINING TOOLS THAT CAN BE USED AS ARMS
- ② - CRAZED SURVIVOR IN MINING SPACE SUIT ATTACKS
- ③ - ROOM DECOMPRESSES & SPRAYS HALL WITH GORE. SANITY DMG. ALSO CONTAINS FIRST AID SUPPLIES

FLOOR 3

CARGO & NAVIGATION
 STORAGE OF ORG
 DOMINATES THIS FLOOR,
 LEAVING JUST ENOUGH
 SPACE TO STEER THE
 SHIP.



- ① - THERES MORE BLOOD THAN ANYWHERE ELSE IN THE HELM. ALL THAT'S LEFT IS SHREDS OF CLOTHES & LONG STRIPS OF DISCARDED SKIN. SANITY DMG.
- ② - ALIEN BATCHES FROM GAS ATTACKS