**This map pack should include**

* Has separate copies of the maps not bound into the text
* This checklist (containing copy of map for Serendipity)
* Maenad stat blocks extra

**Maps included**

Prominade upper level 2 map

Exovac ops

God keeper level

Cavern Aleph

Cavern Flowers

Cavern Hazatee

Remaining Maenad caverns

Directions aboard ship – the *Serendipity*

In space, north and south etc. are meaningless; however, directions aboard ship are given roughly as per the chart on page 107. In practical terms this means that directions aboard ship as given and used by those aboard it are as follows:

**Up and down –** refer as they would on a planet with 1g gravity; no matter if the speaker is in 0g and upside down. Up is Up.

**Fore and Aft** are like north and south in that they are the center point of the compass rose; Fore refers to the forward third of the ship but in general any where closer to the front of the vessel than where you are presently, also “forward”

Aft of course means towards the ‘back’ end of the ship.

**Port and Starboard** – imagine an invisible line running through the m idle of the vessel, fore to aft. All to the left of that is Port. All to the right Starboard.

***Maps***

Map particulars

The map sections are roughly vertical to one another – representing (parts of) levels 4 and 7 respectively

**Directions**

**Fore** is to the **left** side of the maps

**Aft** is to the **right.**

The particular section of Aft/7 is located in the back left third of the level, or the Aft, port corner, as they would say.

***Scale*** *– ship, deck planes etc. each square is 10’ Corridors on the Serendipity on average are slightly rounded, and average as tall as they are wide. So a 20’ wide (two square) corridor would have a (somewhat) vaulted 20’ ceiling.*

***Scale*** *– On P-4710a / Space Trader Nick’s map Ea. hex is approximately 30 meters across (about 30 yards, or close enough for our purposes)*

**Aft/7**

Has seen a lot of back and forth in the last progression, it may be the most beat up section of the ship at the moment.

While the ship’s gravity drive is offline the vessel is adrift, albeit very slightly. However, on the outer hull, as this area is, those effects are relatively severe. *Gravity here is rated ZERO.*

Artificials, Vecs and aquatics will have the least (read: no) problems adjusting.

**Exovac operations staging area uno, dos, and tres** Lockers abound at each corner containing grip shoes and grip pad equipped gloves that both fit over an existing vacuum or environment suit (like adjustable sandals, though these can lock into clamps on such suits).

**Secure transfer** Atmo-mag locks; this area has force fields that maintain separate and discreet atmo from the remainder of the deck; further, each contains a seven wavelength sterilizer field

All of these have been powered down but could be reactivated in minutes, even by someone only vaguely inclined toward these controls.

**Cargo inspection chamber** Somewhat like the CHI checkpoint at a terrestrial border crossing but more thorough and or paranoid. In pleasanter times, anyone spending any amount of time aboard the ship would be subject to an inspection here first.

Contains small sterilizer bath, containment fields, and a very low level sensor bed.

**Cargo conference chamber** In the center of the room, a bright sphere casts light and shadows across the whole chamber - A live Holo displays a fight occurring somewhere else aboard the ship (An attempt to drive intruders out of command) .

**Personnel station - commander supercargo** The corpse of the cargo commander is suspended here, floating as though a river corpse, sprawled face down halfway through the doorway, facing down as though he and gravity both died simultaneously mid-fall.

**Exovac operations central** *hub has seen a recent firefight* Controls available here will allow lighting, atmo in the area shown to be controlled. This section of the ship (this map) could be spaced if desired from here, though the party would need at least one person who had some idea what they were doing (Judge’s option).

**Bounce chambers -** Two of the four Jump pads herein are still active, though this multi-level vertical corridor has the same gravity conditions as the rest of the ship. At present the only force controlling access from one level to another is *Serendipity* herself. Transit tubes can be navigated directly (if slowly) in micro gravity; however, in any case, only Core/4 and Aft/7 can be physically accessed from this bounce chamber (and it’s twin on Core/4)

**CENTRAL CORE**

Within minutes of the misjump and Serendipity’s sudden expulsion into material space, the un-dead pouring into the vessel’s form were purged from the area directly below the drive chamber and bleeding into the adjacent two levels through direct action of the ship’s Little Goddess.

Subsequently, and acting on her directives, her attendants and keepers have ben working to secure the God’s Hall and gather as many as possible within her direct manifest shadow as possible. Many have made or attempted to make their way to the inner part of the ship on seeing the un-dead adding to the confusion.

Gravitational effects are least severe here as this is nearly the center of the vessel. *Treat as Low gravity throughout.*

**God keeper attendant cells** Like the ‘priest holes’ of old, these cells provide small, discrete, but dedicated homes for the Green Maiden’s attendants and other shipboard God-keepers. At least two fights have transpired here in the last progression and both god-keepers and maenads have camped herein for extended periods during that time. The whole place looks quite picked over and is a general mess.

An uncompleted mural along the left wall depicting the Star Garden has been added to in the last progression, by two graphically inclined maenads with ties to cavern Flowers (see Act Three), adding an increasingly imaginative but presumably fictional range of flowers and foliage along the far right side of the wall.

*Bounce chamber*

– all but one of the three bounce pads are offline; at present the only force controlling access from one level to another is *Serendipity* herself. Transit tubes can be navigated directly (if slowly) in micro gravity; however, in any case, only Core/4 and Aft/7 can be physically accessed from this bounce chamber (and it’s twin on Aft/7)

*God keeper attendant communal* *shrine*

Has signs of being used as a sleeping and staging area until very recently. Approximately the same time the party boarded the ship (or escaped from the nave, if that’s the scenario being played) the head attendant called an evacuation and the 12 or so sentients here gathered their things and are presently making their way towards aeroponics (traveling to the upper right corner of the map enclosed, functionally).

**Lesser Nave**

This is the starting location for spacer zeros native to the Serendipity, (see pages XXX and YYY)