

# **RHAPSODY OF BLOOD**

## **CHOIR OF SOULS**



**MARIA RIVERA**



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# **Rhapsody of Blood: Choir of Souls**

## ***Writing***

Maria Rivera

## ***Layout***

Jay Iles

## ***Playtesting***

Vincent Eaton-Valencia, Jason Tocci, Eduardo L.,  
Agatha C., and Taejas Kudva.

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ufopress.co.uk ufopressrpg@gmail.com

Twitter: @ufopressrpg facebook.com/UFOpressRPGs

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# INTRODUCTION

I still can't believe that I could talk Jay into making *Rhapsody of Blood*. This is the least I could do.

Each explorer here fills in a stat combination not found in the core *Rhapsody of Blood* book.

**The Assassin** is a killer and a poisoner.

**The Captain** is a supportive leader and combatant.

**The Joker** is a trickster and a jack-of-all-trades.

**The Knight** is an honorbound warrior.

**The Mascot** is an animal or creature that is sapient.

**The Medic** is a perceptive healer.

**The Professor** is an inventor and a tinkerer.

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- Maria

# THE ASSASSIN

## MAKING THE ASSASSIN

### STATS

You start with this array; add 1 to a stat of your choice.

Iron  $\pm 0$  Glass  $\pm 0$  Sulphur -1 Mercury +1

Blood starts at 0.

### LOOKS

*Ambiguous, Concealed, Feminine, Masculine.*

*Lanky body, lithe body, fit body, warped body*

*Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, \_\_\_\_\_.*

*Name: Deviant, Weary, Dagger, Edge, Whisper*

### COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

### GEAR

Make a weapon (1 perk, 1 flaw), plus one:

- Heavy Cloak (1 Armour)
- Crossbow (*ranged, reload*)
- 3 uses of a poison (describe it, 1 use gives a weapon lingering or stun)

Pick two pieces of utility gear:

- A small light source.
- Dark cloaks and camouflage.
- Thieves' tools.
- As many rations as you need.

### DEATH MOVE

*When you die*, you may reveal that your body was a mere shadow or effigy, and you actually survived. Tell us where you were all along. That trick won't work again. Cross off this move.



## ASSASSIN MOVES

*Pick two:*

### FREE RUNNING

*When you Flow Like Water*, on a 10+ you can ask the GM to give you an additional cost to choose another option from the list.

### NOTHING IS TRUE

*When you See Clear*, add these questions to the list:

- What here is not what it appears to be?
- How are my enemies truly vulnerable to me?

### POISONER

*When you spend time in a safe space crafting a poison*, describe it. You can use it to give a weapon *lingering* or *stun*.

### SACRED TOXINS

Poisons you make or have also give weapons they're applied to the *holy* tag.

### SNIPER

*When you take advantage of an Opening with a ranged or thrown weapon and your enemy can't see you*, treat the result as if you rolled a 10+.

## BLOOD GIFTS

*When you raise Blood*, advance a stat or pick one:

### EVERYTHING IS PERMITTED

*When you successfully Strike an enemy*, you can **mark contamination** to gain the lost Quality as a spell. The GM will tell you what it does.

### SHADOW-WALKING

*When you hide in the shadows*, you can **mark contamination** to move from one shadow to another, bringing any people you wish with you.

### KNIVES OF SHADOW

You can craft knives from the very shadows. Treat them as weapons with flexible, ranged, painful.

### VENOM VEINS

*When you bleed*, you can **mark contamination** to turn the spilt blood into a poison that gives weapons *lingering* or *stun*.



# THE CAPTAIN

## MAKING THE CAPTAIN

### STATS

You start with this array; add 1 to a stat of your choice.

Iron  $\pm 0$  Glass -1 Sulphur +1 Mercury  $\pm 0$

Blood starts at 0.

### LOOKS

*Ambiguous, Concealed, Feminine, Masculine*

*Bulky body, fit body, muscular body, lithe body*

*Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, \_\_\_\_\_*

*Brigitte, Ash, Reinhardt, Tirant, Alonso, Rodrigo*

### COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

### GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Flail (*cleave, brace*)
- Tower Shield (1 Armour)
- Sigil of Authority (Use it to give an order to an explorer. If they follow through, they gain fleeting advantage. Only works once.)

Pick two pieces of utility gear:

- Lantern and oil.
- Bandages and healing salves.
- Assorted coins from your home country.
- As many rations as you need.

### DEATH MOVE

*As you're dying*, name another explorer to lead the expedition. They gain all Captain Moves, even those you haven't chosen.



## CAPTAIN MOVES

Pick two:

### ALWAYS VIGILANT

You have everyone's back. You may **Stand With Me** outside of confrontations.

### GET BEHIND ME!

When you take the hit for a teammate, roll +Sulphur. On a hit, you take the blow. On a 7-9, it's worse than you thought: the GM will give you an additional cost: harm, contamination, or lost gear.

### INSPIRE

When you Face the Horde, on a 12+, you and your teammates heal 2 Harm.

### RALLY

When all hope seems lost and you rally your teammates, roll +Sulphur. On a hit, pick one:

- They gain fleeting advantage to **Strike** and **Face the Horde**.
- They gain 2 Armour.

On a 7-9, the GM will give you a cost: harm, contamination, or lost gear.

### STANDARD BEARER

You proudly carry the banner of your expedition with you. When you show your pride and wave the banner, gain fleeting advantage to **Stand With Me**.

## BLOOD GIFTS

When you raise Blood, advance a stat or pick one:

### DON'T SPLIT THE PARTY

When an ally Summons Aid, you can mark contamination to physically show up.

### SHARED INFORMATION

When you Drink Deep, you can mark contamination to share the spell with your allies.

### TRAILBLAZER

When you Travel the Labyrinth, you may choose to mark contamination to automatically gain 1 hold.

### WAR CRY

When you let out an intimidating war cry, mark contamination to choose an option from **Stand With Me** and apply it to yourself.



# THE JOKER

## MAKING THE JOKER

### STATS

You start with this array; add 1 to a stat of your choice.

Iron  $\pm 0$  Glass -1 Sulphur  $\pm 0$  Mercury +1

Blood starts at 0.

### LOOKS

*Ambiguous, Concealed, Feminine, Masculine*

*Scrawny body, lithe body, spindly body, frail body*

*Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, \_\_\_\_\_*

*Akira, Jack, Nancy, Ivan, Renart, Lilith*

### COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

### GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Odd fighting style (*cleave, close*)
- Nice leather jacket (1 Armour)
- Lucky charm (destroy to negate up to 2 Harm)

Pick two pieces of utility gear:

- Glowing crystals.
- Survivalist gear.
- A deck of playing cards.
- As many rations as you need.

### DEATH MOVE

Well, the charade's up. Switch to a different playbook or die. You get to keep your stats and Blood Advances, but none of your Joker moves.



**JOKER MOVES***Pick two:***ACE UP MY SLEEVE**

*When you hold the enemy's attention*, tell the GM what trick you pull out and Line It Up **+Mercury** instead of **+Glass**.

**COPYCAT**

Choose a move from another Explorer playbook.

*If you pick the Packrat's Cornucopia move*, you only have 3-stock.

*If you pick the Mascot's Real Person move*, you have an animal form instead.

**I CAN DO THAT BETTER**

*When you observe another explorer's miss*, if you do the same thing, make that move with fleeting advantage.

**LEGERDEMAIN**

*When you Flow Like Water or Dodge an attack*, on a 12+, you get an opportunity to acquire an asset: gain 1-Relic.

**TRUMP CARD**

*Exactly once during a confrontation with an Acolyte*, you may declare to have a solution to your current predicament. Tell the GM what it is and roll **+Mercury**. On a hit, you defeat the Acolyte by the skin of your teeth. On a 7-9, it costs you a lot. Cross off an unmarked Blood Advance other than Retirement: you cannot take that advance. If there are none left, immediately take Retirement. On a miss, you mess up real bad: trigger your Death Move.

**BLOOD GIFTS***When you raise Blood, advance a stat or pick one:***DUMMY!**

*When you Flow Like Water*, you may leave behind an effigy of yourself. Mark contamination to have it act in your place.

**LAST SURPRISE**

*When you successfully Strike an enemy*, **mark contamination** to damage them twice instead.

**LAUGH AWAY THE PAIN**

You can **mark contamination** to clear a Minor Wound, or raise Blood to clear a Major Wound.

**WILD CARD**

Choose a Blood Gift from another Explorer playbook.



# THE KNIGHT

## MAKING THE KNIGHT

### STATS

You start with this array; add 1 to a stat of your choice.

Iron +1 Glass ±0 Sulphur -1 Mercury ±0

Blood starts at 0.

### LOOKS

*Ambiguous, Concealed, Feminine, Masculine*

*Built body, muscular body, lithe body, hard body*

*Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, \_\_\_\_\_*

*Alexander, Bertrand, Jeanne, Athena, Camilla, Brunhild*

### COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

### GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Honored Longsword (*piercing, heirloom*)
- Plate Armour (1 Armour)
- Squire (A contact of your choice)

Pick two pieces of utility gear:

- Torches and fire lighting kit.
- Titles and honors.
- A warhorse.
- As many rations as you need.

### DEATH MOVE

*When you die*, name another explorer who was moved by your bravery. They gain the ***Knight's Honor*** move, except their base honor is 5 instead of 3.



## KNIGHT MOVES

*You get this move:*

### KNIGHT'S HONOR

Your honorable soul protects you from **the castle's** corruption. Start with 3-honor and reset to 3 every time you return to a safe camp. Spend 1-honor to avoid marking contamination.

*Pick one:*

### GLORIOUS COMBAT

*When you successfully Strike an enemy,* you may spend 1-honor to do one of the following:

- Create another Opening immediately.
- Remove one of the options from the 7-9 list for this exchange.

### HONORABLE ALLY

*When you Stand With Me,* you may spend 1 honor and roll **+Iron** instead of **+Sulphur**.

### NERVES OF STEEL

Your honor protects you even from physical harm. You may spend honor 1-for-1 to reduce harm taken.

### NOBLE CHARGE

*When you Face the Horde,* on a hit, you may choose an additional option. If you do, gain 1-honor, up to a maximum of 3-honor.

## BLOOD GIFTS

*When you raise Blood, advance a stat or pick one:*

### BLOOD SWORD

You craft a legendary sword with your own blood. It is a weapon with *lingering, piercing, heirloom*.

### DARK KNIGHT

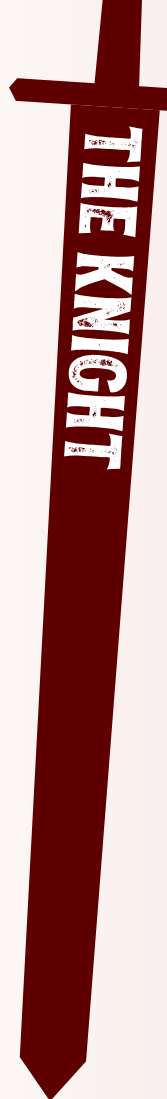
You may **mark contamination** instead of spending honor for any of your *Knight Moves* or *Guiding Light*.

### GUIDING LIGHT

*When you attune your senses to the castle,* you may spend honor 1-to-1 to ask a question from the *See Clear* list.

### SUMMON BLADE

You can't lose your Bloodline's weapons. You may **mark contamination** to immediately call a weapon with heirloom to you.





# THE MASCOT

## MAKING THE MASCOT

### STATS

You start with this array; add 1 to a stat of your choice.

Iron +1 Glass -1 Sulphur ±0 Mercury ±0

Blood starts at 0.

### LOOKS

*Ambiguous, Concealed, Feminine, Masculine*

*Normal animal, dire animal, cartoonish animal*

*Human voice, animal noises, a weird combination*

*Montresor, Rex, Lucky, Teddie, Whiskers, Grump*

### COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

### GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Claws, fangs, or other natural weapons (*piercing, close*)
- Thick hide or suit (1 Armour)
- A clever disguise (can pass a denizen of the castle)

Pick two pieces of utility gear:

- A collar with a glowing light.
- Pouches full of materials.
- A bag of healing salves.
- As many rations as you need.

### DEATH MOVE

Your death inspires the other explorers to act, at least for the time being. They all gain fleeting advantage.



## MASCOT MOVES

*Pick two:*

### BEST FRIEND

Choose an explorer you have a covenant with. *While the covenant has a rating of 1 or more*, you have access to a single move of theirs, your choice.

### LITERAL PACKRAT

You get the Packrat's Cornucopia move, but you only have 3-stock.

### REAL PERSON

You have a human form you can switch to at will.

### STAMPEDE

You can communicate with other animals. *When you coordinate your efforts with them*, gain fleeting advantage.

### UNNATURAL HABITAT

*When you Flow Like Water in an environment that resembles your natural habitat*, roll +Iron instead of +Mercury.

## BLOOD GIFTS

*When you raise Blood, advance a stat or pick one:*

### CREATURE OF DARKNESS

*When you consume a fallen Acolyte*, you gain their properties. Mark contamination to use following:

- If it was strengthening the Regent, give another explorer fleeting advantage.
- If it was guarding the Regent, negate a hit worth 3 Harm or less.
- If it was speeding the world's blight, prevent the Regent's clock from ticking down.

### RABID ATTACK

You can **mark contamination** to maul an enemy brutally and create an Opening for other explorers to use.

### QUESTIONABLE SOURCES

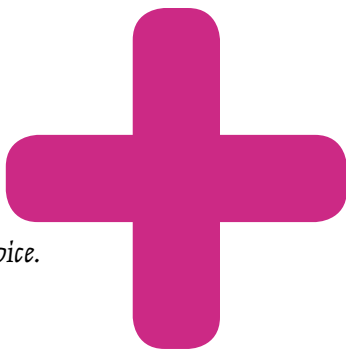
*When you draw upon your most feral instinct*, **mark contamination** to Drink Deep with +Iron instead of +Sulphur.

### WILD ROAR

*When you let out a powerful roar*, **mark contamination** and gain fleeting advantage to *Strike* and *Face the Horde*.



# THE MEDIC



## MAKING THE MEDIC

### STATS

You start with this array; add 1 to a stat of your choice.

Iron  $\pm 0$  Glass +1 Sulphur  $\pm 0$  Mercury -1

Blood starts at 0.

### LOOKS

*Ambiguous, Concealed, Feminine, Masculine*

*Thin body, fit body, portly body, hard body*

*Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, \_\_\_\_\_*

*Srishti, Elizabeth, Charaka, Galen, Benedict, Sushruta, Paul, Virginia*

### COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

### GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Syringe (*lingering, close*)
- Thick suit and mask (1 Armour)
- First Aid Kit (Use to heal 1 additional Harm)

Pick two pieces of utility gear:

- Candles and matches
- Bandages and healing salves
- Anti-venoms and stimulants
- As many rations as you need.

### DEATH MOVE

You can't prevent your own death, but you can save others. **When someone else would die**, tell us how you helped them survive instead, and cross off this move.

## MEDIC MOVES

*You get Triage, and pick one other:*

### TRIAGE

*When you assess the type of harm another character has taken, roll*

**+Glass**. On a 10+, choose 3. On a 7-9, choose 1.

- You may ask a question from the *See Clear* list, gaining fleeting advantage when you act upon the answer. You may choose this option multiple times.
- You treat their wounds. They heal 2 Harm.
- You make sure they're not in any danger from the castle's effects. The next time they would mark contamination, they ignore it.

### DOCTOR'S ORDERS

*When you give another explorer advice and they follow through with it, they gain fleeting advantage.*

### FIRST AID

*When you heal or tend to an ally, they heal 1 additional Harm.*

### PHYSICIAN, HEAL THYSELF

*When you tend to your own wounds, you can use all of the Medic moves on yourself, even ones you haven't chosen, but excluding your Death Move.*

### PROFESSIONAL DISTANCE

*When you heal or aid someone but keep yourself emotionally distant, roll Stand With Me with **+Glass** instead of **+Sulphur**.*

## BLOOD GIFTS

*When you raise Blood, advance a stat or pick one:*

### ELDRITCH BLOODLETTING

*When you would take harm, you can choose to **mark contamination** 1-for-1 instead.*

### HEALER'S TOUCH

*When you treat someone else's wounds, **mark contamination** to heal yourself for the same amount.*

### HEALING CORRUPTION

*When you deal damage to an enemy, you can **mark contamination** to hold 1. Spend that hold to heal yourself or an ally 1 harm.*

### VOID NEEDLE

*When you wield a stabbing weapon, you can **mark contamination** to give it *lingering* or *stun*.*



# THE PROFESSOR

## MAKING THE PROFESSOR

### STATS

You start with this array; add 1 to a stat of your choice.

Iron -1 Glass  $\pm 0$  Sulphur +1 Mercury  $\pm 0$

Blood starts at 0.

### LOOKS

*Ambiguous, Concealed, Feminine, Masculine*

*Lanky body, strange body, pretty body, wide body*

*Asian, South Asian, Black, Caucasian, Hispanic, Latino, Indigenous, Middle Eastern, \_\_\_\_\_*

*Dr. Micawber, Amadeus, Victoria, Sergio, Roger, Samuel, Kukui*

### COVENANTS

Pick a covenant you have at rank 1 with the player to your left. See page 16 of *Rhapsody of Blood* for examples. Add details and context to the covenant you have with the player to your right.

### GEAR

Start with a weapon (1 perk, 1 flaw), plus one:

- Unstable Gun Prototype (*ranged, painful*)
- Armoured Plates (1 Armour)
- Repair Kit (Can use it up to make an ineffective invention fully functional.)

Pick two pieces of utility gear:

- Light bulbs and mechanical lanterns.
- Miscellaneous trinkets.
- A toolbox.
- As many rations as you need.

### DEATH MOVE

You have created an invention specifically for this moment. Tell the GM what it does. Afterwards it becomes a valuable object worth 3-Relic.



**PROFESSOR MOVES**

*You get Invention, and pick one other:*

**INVENTION**

*When you spend time in a safe space developing and building a new invention, roll +Sulphur.* On a hit, you build the invention. Choose 1 and describe it:

- It's a weapon. Give it 2 perks and 1 flaw
- It's an enhancer. Pick an exploration move that it gives advantage to.
- It's just shiny and vaguely useful. Gain 2-Relic.

On a 7-9, choose 1 drawback from below.

- It requires a portion of darkness. **Mark contamination.**
- It's not as effective. Weapons have 1 more flaw, enhancing objects give fleeting advantage, and shiny stuff is just worth 1-Relic.
- You got hurt in the process. Take 1 Harm.

**JURY RIG**

*When you build an invention on the fly,* roll with disadvantage, and choose an additional drawback on a 7-9.

**MORE FIREPOWER**

Weapons you invent have 1 more perk.

**USEFUL BLING**

*When you invent a shiny object,* choose 1 more from the same list.

**VERSATILITY**

Your Enhancers boost two exploration moves instead of one.

**BLOOD GIFTS**

*When you raise Blood, advance a stat or pick one:*

**ARCANE DEVICE**

*When you build an invention,* you can **mark contamination** to store a spell in it. You don't need to know the spell beforehand.

**CONTAMINATION ENGINE**

*When you next have shelter,* you build a device that stores the effects of **the castle**. Describe it. Any explorer may shift contamination into it 1-for-1; for every 3 contamination it stores, advance the Regent's clock.

**FRIDGE LOGIC**

*When you Line It Up by contemplating the weird and surreal nature of the castle,* roll +Sulphur instead of +Glass. You may **mark contamination** to roll with advantage.

**PUSHING THE LIMIT**

*When you build an invention,* you may **mark contamination** to treat a Professor move you don't have as if you had it.