

## PSYCHEDELIC FANTASIES MODULE 8

### PROTEUS SINKING

Written by Björn Wärmedal

Edited by Geoffrey McKinney

© Björn Wärmedal 2014

Published under exclusive license by Geoffrey McKinney

To submit a manuscript for publication in the Psychedelic Fantasies line, go to: <http://psychedelicfantasies.blogspot.com>

*Each adventure module in the Psychedelic Fantasies line is compatible with every old school version of the original fantasy role-playing game. These modules revel in unconstrained imagination. Every monster, every magic item, and every magic spell is a unique and never-before-seen creation of the author. No orcs, fireballs, or +1 swords will be found within. Leave the familiar behind to explore hitherto undreamed of wonders...*

### BACKGROUND

The Globonauts are bipedal slime creatures of a fluorescent blue colour. They travel through space and dimensions to find beauty and happiness, attempting to discern how these qualities come to be and how best to preserve them. They do not understand happiness themselves, however, as they are mostly in a melancholic mood.

During their travels their ship, the Proteus, was somehow infected with a powerful psychotropic virus, which eventually corrupted the entire ship and caused it to crash in a dark and disgusting swamp. The ship now lies propped up on top of a tentacle monster that at the same time tries to enter the ship to plunder it of anything organic (read: edible) and prevents the ship from sliding into the depths of the swamp.

All Globonauts, being tightly integrated into the dimensional energies of the ship, now feel confused and depressed. They dare not leave the ship – in fact they might not even be aware of the possibility – and they spend their time trying to survive mentally. This includes holding a perpetual colourful disco in one of the rooms on the ship, imbibing fluids and substances that all Globonauts feel is part of the activities of a proper party.

### THE NAVIGATORS AND THEIR BRAINS

Globonauts have built a ship that they cannot pilot themselves. Instead it relies on three mutated humanoid specimens engineered for the task. The three bodies sit in their seats on the bridge. Their skulls are open and a worms' nest of tubes and wires run from the inside of their skulls to the ceiling, connecting their bodies to their brains, located elsewhere. Each brain sits in a glass tank in a room somewhere on the ship (rooms 4, 23, and 26). It is fed through two tubes, one of which has been corrupted by the horrible psychotropic virus. This tube now feeds the brain a

greenish fluid with powerful hallucinogenic and poisonous qualities. The other tube feeds it with a pink fluid, rich in nutrients and mildly healing. If a brain is fed both of these at the same time, its alignment will be neutral (0). If it is fed only the green one it will be chaotic (-1) and if it is fed the pink one it will be lawful (+1). If a brain is fed neither it will shortly die. The alignment of the ship is entirely dependent on the alignment of the surviving brains. Add the numbers for all currently living brains: 1 or more is lawful, 0 is neutral and -1 or less is chaotic.

### VENTILATION SHAFTS, PIPES AND SPIDERLINGS

The inside of the ship is almost completely metal – steel or harder. All rooms have pipes running horizontally along the walls, close to the ceiling. The number of pipes varies and their function is hard to discern. If a battle in any room is especially violent and comes near the starboard or port walls – where most of the pipes run – feel free to impose a risk (maybe one in four or one in six) every round that a pipe is burst and affects the battle, taken from "What happens when the pipe breaks?" in the TABLES section.

All the rooms on the ship have ventilation shafts, most of them located high on the wall. These are often cleverly concealed through the use of patterns and architecture for aesthetic purposes, or simply located behind or above the aforementioned pipes. They are too small for any humanoid to move through, but the Spiderlings typically use them to travel across the ship very quickly and undetected. Because of this the Spiderlings can often appear in a room, as if out of nowhere. At times sound can also travel strange paths through the ventilation shafts, alerting the characters or monsters of events and intrusions in other parts of the ship.

The ship has been here for a year, filled with Globonauts and beings from the outside of it that walk around in it. Roughly one in six doors is open at any given time.

### WHY THE PCS ARE THERE

Well, really, why wouldn't they? A year or so ago when the ship crashed some peasants saw the burning thing in the sky and heard the boom. It has been viewed from a distance, and some have even gone there to check it out. The nose of the ship sticks out above the low trees nearby, and a red light blinks slowly atop it. The swamp is a danger in itself, where poisonous plants, snakes and spiders live aplenty. The oily black puddle in which the ship has crashed is inhabited by a vicious tentacle monster that will lash out at anything that comes near it at night. It is less active during the day.

Rumours have started spreading aplenty about the place. A nearby noble has even attempted to recruit for an expedition there, believing he can acquire magical and otherworldly things that can strengthen his power and help his agenda. Here is a collection of the rumours surrounding Proteus (d10):

1. "It is a vessel fallen from the divine halls. Gods and demons inhabit it, but they could be dead or need mortal assistance to rise to the skies again. Imagine what a god could pay you!"
2. "There's some kind of gelatinous beings inhabiting the place. They're immortal and incredibly attuned to magical energies."
3. "The meteor that crossed the sky a year ago has nothing to do with it. In reality it's an ancient tower toppled over by a giant tentacle monster. Nobody had paid any attention to the swamp before the meteor, or it would have been noticed earlier."
4. "Somewhere inside is a garden where all the plants are made of gold."
5. "Strange music from some unearthly type of instrument can be heard from some of the rooms. It's surely a sign of witchcraft. Some who heard it swear that it's the wailing of souls being devoured."
6. "Don't tell the temple about this, but I met a witch who'd been inside! She went in search of her kin, but found something completely different. She says the whole place is the body of a magical being with several brains!"
7. "Last month a well-equipped team of soldiers and magicians went in. One of them came back outside, but he died from severe burn injuries a day later. He couldn't speak, but I swear his eyes looked like he'd seen a dragon."
8. "The place is so dark. Light is your best friend. It is the only thing that can save you from madness in there."
9. "I swear to you that there's knowledge in that place that shouldn't by any right means have ended up there! The magical beings inside can read the minds and hearts of everyone in the world. They're all demons, or close to it."
10. "I had a look at the thing. You could definitely go inside, though I didn't dare. It's in a big oily pit, you see. There's a hole in it near the surface, but you'd need a boat to get there. There's creatures in that swamp that wouldn't need a boat, and there's creatures who wouldn't cross that surface by any means unless they had no other choice, if you know what I mean."

## FROM THE OUTSIDE

The ship's fore is sticking out of the oily pit at a 30 degree angle, pointing to the north, and the ship is leaning towards its starboard side. The hull is covered in dead vegetation that it tore up as it crashed. Naturally, there are more than a few plants that are now rooted on it as well. At the top of the fore a red light blinks like a slow pulse.

An inspection of the ship will reveal two possible ways in – both being hull breaches. There are no visible doors. One breach leads to room 1. The PCs will have to use some sort of equipment to climb up to it, though the tip of the ship sticks out of the oily pit and is above ground. The second breach leads to room 17 and lies very close to the surface on the port side of the ship.

The ship has internal gravity that works in all rooms except those with hull breaches. Most of the time the PCs will not feel the tilt of the ship when they are inside.

## HOW THE WHOLE SHENANIGAN ENDS

Should all three Navigator brains be brought to a functioning (lawful) capacity and their bodies still be functional, the ship can actually repair itself and fly off – if and only if all the intruding tentacles are permanently killed. Should all the brains be killed or switched to a chaotic state the ship will be a more hostile place. Murphy's Law immediately goes into effect. Anything that can go wrong will do so, at the worst possible time.

If the cargo bay door is opened, the ship will flood and sink in very short order, bringing the tentacle monster with it to the bottom of the pit.

## UPPER DECK

1. A large crack in the fore-starboard wall allows entrance to the ship. The walls are decorated with beautiful mosaics of galaxies. Among them are hieroglyphs poetically explaining how the Globonauts fold space and pierce dimension walls to effortlessly pass through space-time.

2. Along the port wall of this room is a row of windows, letting daylight in (no matter what time of day it *should* be outside). On the starboard wall two vertical glass pipes run from floor to ceiling. One is filled with a pink fluid, and the other one is filled with sickly greenish fluid. They both run through a box with a large lever that points straight upwards. When flipped towards the pink, the flow of green fluid will be stopped and vice versa. The two pipes control the influx of fluids to the brain in room 4, and a switch of balance has immediate effect. Two statues are situated in the middle of the room facing each other at about 5' distance. The statues depict Globonauts in armour, armed with two one-hand axes each. If the ship is **chaotic** they will harshly threaten the PCs in the common tongue and attack if the PCs do not seem to leave. If the ship is **neutral** they will stand still and only issue polite warnings and say that trespassers are generally not welcome, though the statues will become violent should they be attacked. If the ship is **lawful** one statue will be an inanimate statue and the other will warn the PCs that the ship is a dangerous place, but offer to answer one question from the group to better the odds of survival. The guard statues have stats like Globonauts with 3 HD, 2 attacks and AC as plate mail.

3. This is a fairly nondescript room. A small closet stands by the starboard wall from which scraping sounds emerge. The closet door is blocked from the outside. Inside is one spacesuit and some kind of rat-like toy that is scratching against the door. It is a harmless sort of perpetuum mobile. There is a hatch-like door on the aft wall that is actually an airlock. The outer door in the airlock has a small window.

4. In the middle of this otherwise unremarkable room is a large glass tank with a brain in it. Connected to the tank are two tubes. One is letting a sickly greenish fluid into the tank, the other a pink fluid. The lever in room 2 controls it.

5. Disco music plays loudly in this room, lights are flashing and the blipediblop of Globonauts conversing fills the air. The room is eternally stuck in some sort of Globo-disco, which d20+6 Globonauts are attending. There is an awkward tension in the air, as if they all know the situation should be horribly embarrassing but they cannot really place why. Entering here is like entering any other house party uninvited. Someone might be offended, most are too drunk to care, and there is some chance that someone will take some kind of interest in the PCs. A table can be found littered with drinks, presumably alcoholic or with similar effects. Whether it is customary to bring your own drink, or all right to take the drink of another, is uncertain.

6. In this dark, silent passage, no light or sound reaches even an inch farther than 10' from its source. The floor is solid, but footsteps do not make any sound at all. Anything farther away than 10' is therefore entirely invisible and silent to the observer.

7. Gas room, upper floor. The floor consists of twelve 10'x10'x2" lead plates that are either raised to floor level or dropped to the floor of the room below (room 24). How the plates rise and fall depends on the mood of the ship. If the ship is **chaotic** one random plate will rise every round, stay up for two rounds, and then drop again. If the ship is **neutral** one random plate *adjacent to the currently raised one* will rise every round, stay up for two rounds, and then drop again. If the ship is **lawful** the default position of the plates is up, but one random plate will drop every round and stay down for two rounds before rising again. This means that there are two plates out of position every given round, giving the characters one round to move away from a recently risen plate before it may fall again. The room below the plates is filled with a thick greenish brown fog. (See room 24 for more information.) In the middle of the port wall there is a small alcove in which two glass pipes run from the ceiling and down through the poisonous fumes in the room below.

8. When entering this room the characters are actually exiting the ship – in space! The ceiling, floors and walls are not present at all, with the exception of the fore and aft walls. A very thin and fragile chain is stretched across the gap from the fore to the aft door.

9. The port and fore walls in here are covered with beautiful ambient paintings that move, displaying supernovas, gas clouds, stars, comets, etc. The fore wall has a hatch-like door, on both sides of which stands an oversized statue of a Globonaut. The statues are actually closets containing two spacesuits each. Depending on the ship's current alignment these may be locked, unlocked or even open. The opening mechanism is not hidden, but is not immediately visible either (placed on the side or back). The door in the fore wall leads to an airlock. Both doors to the airlock can not be open simultaneously. When one is open the other one is securely blocked, and the mechanics of this are easily identified. When the inner door is closed and the handle to the outer door is turned the first thing that happens is that all air exits the airlock, so that occupants will not be flung out in space when the door opens.

10. Garden of Globo-Zen. This dark, damp, warm room is filled with a jungle-like forest. Most of the plants are fluorescent green, purple and blue. Plants grow densely, providing many places to hide, or get tangled up in. A careful search of the plants and forest ground will reveal that a number of flowers have formed and dropped small gold marbles instead of nectar for years. The total value of these marbles is around 200 gp and it takes 2d6 turns to collect them all.

11. Apparently sleeping chambers, though all beds are empty. Five bunk beds on each side of the room, each of which has a small chest (3' by 2' base, 1' high, 10 pounds weight) standing by its foot-end. Each chest contains 1-6 gold pieces. Also roll on "What is in the Globonaut Chest?" in the TABLES section once for each. Slobbery movement can be heard now and then from the room below.

12. Tribunal room. An ancient Globonaut sits in the middle of the room, rocking slowly from side to side. It is facing the fore wall, along which stands a long bench. Tubes and wires hang from the ceiling and connect to a helmet that the Globonaut is wearing. This Globonaut is an old decrepit Judge. As the PCs enter the room he will declare the court open and sternly ask them to sit. One of them (if ship is **chaotic** it is anyone, if ship is **neutral** it is the most shifty-looking one, if ship is **lawful** it is the one with the most criminal past or intentions) will be declared to be the defendant and accused of a crime. If the ship is **lawful** this may be a real crime that the character has previously committed, otherwise it could be anything. The defendant gets to plead guilty or innocent, and account for its version of the event. After this the Judge will declare a sentence. The sentence is always that the group (the defendant and companions, that is) must go to a room they have not yet been in and collect a black orb roughly half a foot in diameter and weighing 25 lbs. Which room depends on whether the Judge found the defendant guilty, whether the defendant sounded sincere and in general how hard the Judge thinks the defendant should be punished. (All of this is also affected by the ship's current alignment, which greatly affects the Judge's judgement). Should they return

with the orb and give it to the Judge it will be transformed to gold and handed back to them, its weight and value akin to 250 gp. The Judge may also reward them with a scroll it is sitting on, containing the spell Truth-seeing (detailed in the SPELLS section). Should they wish to fight the Judge, consider it a Globonaut with two attacks and 3 HD.

## MIDDLE DECK

13. Bridge. There are no windows or view screens of any kind in here. The entire fore consists of lights and switches, all within reach from three chairs. The chairs are occupied by humanoid bodies, the upper half of their skulls removed and connected to a bundle of wires and tubes that lead to the ceiling and through the aft wall just above the staircase down. The bodies cannot see or hear anything, but will respond to touch with confused gestures, mostly trying to feebly fend off any contact. They intermittently make a move to adjust a turning wheel, flip a switch or push a button. If (when) the PCs interfere and make their own adjustments to anything the bodies will hastily attempt to compensate and stabilize everything, most of the time failing to do so because of the inadequate state of their brains. Feel free to roll on "What does that button/switch do?" in the TABLES section. If any body is killed its corresponding brain will also die. Likewise, a body will die if its corresponding brain is killed. The only sound heard in the room is the faint hum of computers and a rhythmic thumping from room 22.

14. A Globonaut cyborg is lying on the floor. Its upper body is Globonaut and its lower body consists of four insect-like mechanical legs. It appears to be very advanced and alive. It will gesture to the PCs and flail its legs about, apparently unable to get up. If they help it up it will clumsily attempt to reciprocate (unless the ship is **chaotic**, in which case it will attack them), helping the PCs with something they seem to need help with. This can be anything from killing an enemy or healing one PC for d8 HP to pointing on their map to offer corrections or warnings. Note that it cannot speak and will help with only one thing of its own choice, then it will attempt to make its way to room 5 by the closest route. The walls in the room are covered with shelves, stocked full with insects made from metal scraps. If touched there is a 1 in 6 chance that an insect will start flapping its wings swiftly; the buzzing sound will cause more and more of the insects to respond in a similar manner. After a couple of rounds a handful of them will fly across the room to a different position, after which they will cease moving one by one until all is quiet again.

15. There is an empty seat in here that faces a screen on the port wall which depicts a blueprint of the ship, circling through the three decks. It shows the ship's tilted position in 3D, and all rooms with hull breaches (1, 17, 18, 19, 21, 31, 32, 33, 34, and 35) blink red. Another image shows a green bar and a pink bar, the balance of toxic vs. healthy influx of substances to the navigator brains. If nothing has changed since the PCs entered, these bars are equally high.

16. This room is burned out. In the middle of the room hovers a tiny flame, no bigger than that of a typical candle. When anything comes within 3' of it, it starts to turn red and become more turbulent. Exactly three rounds later it erupts, engulfing the room in flames for one whole round. The flames cause 2d10 damage to anyone it touches and will incinerate equipment that is not resistant to scorching flame. Incidentally, for the duration of the inferno, room 20 freezes over completely. Everyone in there will have to Save vs Paralysis or take d10 freezing damage. A successful save reduces damage to d4. Any Globonauts or Spiderlings therein will die automatically, as they are not very tolerant of the cold.

17. A flowery and sweet smell rises from the room below. In the middle of the room stands a pool, roughly 3' in diameter. It is filled with a thick black liquid, not unlike the mud of the swamp outside, but it smells strongly of disinfectant or strong spirits. It is a powerful brew similar to alcohol, and it will get anyone imbibing it horribly drunk very quickly. The effect wears off in one turn per mouthful. There are no residual effects. The hull is ruptured in the port wall, a few feet above the surface of the swamp pit.

18. This is the cargo bay. Entering from this deck means entering onto broken scaffolding, as the floor is one deck below. The stairs are long since gone. Several large cracks near the floor in the starboard wall are sealed by way of tentacles growing in through them. The floor is partly covered in black mud and water, mostly in the aft-starboard corner. There is a faint flicker of light from apertures in the ceiling. Many wires, tubes and chains hang everywhere. Although the cargo bay doors are closed, the controlling mechanism still functions. It is located on the port side of the huge doors, and a soft blinking green light on it makes it easy to see. Spread around the room are several boxes of various sizes. Most contain rotting organic matter such as fruits, vegetables or meat. One of the boxes contains a bag of 300 gp and a scroll with the spell Gelatinous Transmogrification (detailed in the SPELLS section).

19. There is a fracture in the hull near the floor below the stairs. A bit of water has leaked in, but the hole is mostly plugged tight by a part of the Tentacle Monster. 1d2 tentacles move slowly around, tasting the air and sensing for movement of prey. There is a number of small boxes on the floor. They contain mostly valueless origami figures or small wooden board game pieces.

20. The room feels like a sauna, and the extremely humid air will dampen any non-magical flame that enters. The heat and water vapour seem to come from everywhere.

21. A smell of swamp and rot fills this room. The starboard wall has a thin crack through which a tentacle has emerged. The tentacle is pinned to the floor with an old spear. The tentacle is dead. An overturned work bench lies on the floor, as well as broken and scattered glass equipment.

22. The thumping sound in this room is caused by a malfunctioning biomechanical servant trying to walk out through the fore corner wall. It has a humanoid upper body, more or less only a skeleton now, and its lower body consists of four insect-like mechanical legs. It is no longer alive, but attempting to carry out a pre-determined routine. If it is turned towards the door it will walk out and turn aft. It will then go through the corridors on the deck clockwise, lap after lap. It opens and closes doors with one of its mechanical legs. From the centre of the bottom, where its legs are fastened, hangs a bunch of live wires. When someone touches the biomechanical servant there is a 1 in 6 risk of inadvertently touching the live wires. If touched they will deal d6 damage and the victim will have to Save vs Paralysis or be paralysed for a turn. Apart from the servant the room is mostly empty. There is a small desk here with a square parchment that covers most of it. Advanced mathematical formulas are scribbled all across it, densely and in small hand writing. The desk drawers are all empty apart from one that contains a scroll with something that looks like it could be a spell but really is not anything worthwhile.

23. This room used to be central to the ship's ventilation system, but the air-cleaning equipment is now simply home to the eggs and babies of the Spiderlings that have their nest here. The place is swarming with literally hundreds of Spiderlings, and they will attack anyone entering to defend their young ones. Hanging from the ceiling is also a large glass tank within which one of the navigator brains is placed. Just like the brain in room 4, there are two tubes connected to this that supply fluid to it: one green and one pink. The influx of fluids is controlled by the lever in room 24.

24. Gas room, lower floor. This is the bottom half of room 7. It is completely filled with a thick, almost liquid, greenish and brown fog. Inhaling the gas is poisonous. For every round inhaling, the victim must take 1 HP damage and Save vs Poison. A failed save indicates an effect from "Random Mutations" in the TABLES section. The mutation will take 3 painful rounds to complete, during which time attack rolls against him have a +2 bonus. At the middle of the port wall two glass pipes, placed in an alcove, run from floor to the ceiling of room 7. Through one passes a sickly green fluid and through the other one passes a pink fluid. A few feet above the floor they pass through a box similar to the one in room 2, with a lever that points upwards in its current position. This lever controls the fluid balance to the brain in room 23.

25. Garden of Globo-Zen , see room 10.

## LOWER DECK

26. An entirely black room. From the ceiling in the middle hangs a tank with a brain in it. It is fed with two tubes similar to the other two brains. These tubes are controlled by a lever in room 27. The tank is lit from within, providing an eerie light that illuminates only very weakly. No other light source can penetrate the darkness. Two Globonauts hide in the dark starboard and port ends of the room. Each is connected to his own tube that provides him with nutrition – sadly of the tainted green variant. Consider them chaotic and hostile, though their reach is limited to 20 feet from the starboard and port walls respectively, as the dangerous tubes have short reaches.

27. Right below the stairs and 60' aft the way is a little obstructed by thin pillars – only an inch or so wide and set irregularly a couple of feet apart. If fighting or other tumult takes part near these there is a 1 in 3 risk for every round that a section of the ceiling will cave in because pillars are struck down; The room directly above is the Spiderling nest (room 23). Also, a low whining noise can be heard in this room. It comes from a gas pipe running along the port wall. The pipe is broken and is leaking a mild psychotropic hallucinogenic. For every turn spent in this room characters will have to Save vs Poison. Should any of them fail, the last enemy or monster they fought will enter through the entrance through which the party entered the room. It is a hallucination that they all share, but it cannot hurt them in any way. In fact, it will not even attack, but will stand there or circle them threateningly. Note that the effect is cumulative. Several versions that may all differ slightly from each other can enter the room, one for each turn someone fails the save. When the characters leave the room their heads will be cleared of the gas within a few rounds. On the middle of the port wall two vertical glass pipes – one with sickly green fluid and one with pink fluid – run from floor to ceiling passing through a box with a lever pointing up. The set up is identical to the ones in rooms 2 and 24. This one controls the fluid balance to the brain in room 26.

28. An old drapery hangs across the room, fore to aft. On the port side of it sits what appears to be an old man, more mechanised than human. He sits with his back to it with his legs crossed. On the starboard side sits what appears to be an old, mostly mechanised, human woman the same way. They show no signs of life, but look as though they are in good material condition. Along the walls are piles and rows of garment rolls, all of them tattered and torn. The biomechanical beings have many cords running from them, all ending in plugs of different kinds. A search of the room will reveal matching outlets here and there on the walls. There are exactly enough plugs and outlets to plug them all into walls and run one coupling between the man and woman. Should these all be connected the beings will, together and in perfect harmony, start re-weaving the hanging drapery, replacing every fibre with thin golden thread seemingly created from thin air at their fingertips.

They can produce 10' by 10' golden fabric per 4 turns this way as long as they have another piece of fabric to start from. The pure gold value of 10' by 10' is around 100 gp, though the exquisite handicraft may well set the fabric value higher than that. They pay no heed to anything happening around them. Any attack aimed at either of them is an automatic success and will kill him or her. If one dies the other stops functioning immediately.

29. Along the port wall in this room are shelves stocked full of glass tanks with brains, the same kind as the three navigator brains. These are not connected to any wires or tubes. The brains are dark grey and a bit too raisin-like to be "alive". A workbench stands in the middle of the room, with tools spread about. Everything needed to take the brain out of a head and place it in a glass tank is present, even easy-to-understand instructions and a glass tank connected to only a pipe with pink fluid. A lever beside it on the wall controls whether it is active or not. Any brain so connected will move the lawful/chaos balance towards the lawful side with one point and may replace one of the other brains to control a navigator should one be killed/destroyed.

30. The centre of the room is dominated by a very large flower pot, completely overgrown with sweet-smelling flowers and strange mushrooms. Eating any causes nausea, paranoia, or hallucinations. The aft starboard corner is occupied by a glass tube with a door, big enough to fit two ordinary humanoids or one Globonaut. There is a large blue button on the side of it with a stylized picture of an injured Globonaut and a healthy Globonaut with an arrow pointing from the former to the latter. The tube is a machine for healing injuries, made for Globonauts. If the tube is occupied and its door closed when the button is pushed a potentially traumatising event sequence will occur that completes its course in 3 turns. The floor inside the tube will open to reveal a pair of sharp blades that spin at incredible speed. If the question "Will it blend?" ever comes up at this point, the answer is "Yes it will." The machine operates on the premise that Globonauts are made of goo, and the easiest way to heal one is to slosh it and rebuild. When everything is well mixed, a mechanical arm will come out from a hatch in the ceiling and start the rebuilding process, attempting to rebuild everything to what it was before the blend using multicoloured laser beams. If there was only one person inside, with no clothes or equipment, it will simply be restored to its original self minus any injuries or mutations it had before. The machine assumes that every material in the tube – including clothes and equipment – should be an inseparable part of the finished product, so leather will be used for building a tougher shell or carapace on some areas, metal will form biomechanical components, paper will be mixed with hair or skin, etc. Any equipment so blended will lose any magical properties it might have had (while spell books, scrolls and similar are reduced to their raw material), but will affect the "healed" character with its properties. At the referee's discretion this could mean that a sword turns into

a mechanical natural weapon, or a bunch of paper or parchment makes the character more flammable, or leather armour gives improved AC, etc. Such a monstrous transformation may lead to death, however; Save vs. Spell. A *successful* save indicates that the character's magical resistance was too strong. Magical fields could not be properly aligned in the face of material incompatibility, and the rebuild of the character fails, leaving it a mostly-organic and completely dead puddle of slosh.

31. Cargo bay, see room 18.

32. Along the starboard wall, especially in the aft end, water is collected. There are two tentacles in it, but they are both floating in a lifeless manner. A broken pipe running along the starboard wall has leaked some sort of yellowish fluid into the water. It is not immediately dangerous, but prolonged exposure leads to paralysis. In the middle of the room is a 10' by 10' cubicle made of translucent white glass, with an opening on the port side just about wide enough for a Globonaut. The floor inside it is white, apart from five green squares arranged in a cross pattern in the middle. This cubicle is a teleportation device, and the green squares are a sort of dial to decide the destination. When someone enters the cubicle, rhythmic music starts playing and the squares on the floor start blinking. Three rounds later everyone inside the cubicle will disappear and the music will stop. Where they end up is entirely dependent on which combination of green squares was pushed as the music played. In short, it is entirely up to the referee. A suggestion is to make a table of fun/plausible/interesting destinations in the campaign setting and roll for which one it is.

33. Near the port door a lightly glowing orb hovers a couple of feet off the ground. It is a little more than a foot in diameter and has a hole on one side with a handle within. It cannot be moved at all, unless someone sticks a hand into the hole – in which case it will attach itself firmly to the hand and assume a weight of 5 lbs. It cannot be removed from the hand, unless used as a brass knuckle. A successful hit with the orb will deal 2d8 damage to its target and cause a shock wave that hits everyone within 20'. The shock wave causes no damage, but anyone hit by it has a 1 in 3 risk of falling to the ground. After this the orb detaches itself from its wearer and resumes hovering, immovable, a couple of feet off the ground. Two tentacles stick through the hull near the ceiling along the starboard wall. They are slightly weary, having been struck by the orb before.

34. A skeleton lies in the aft starboard corner. It is the remains of an adventurer dressed in rags, and it has a belt with d4 throwing darts across its chest. At its side lies a bag containing a scroll with the *Sturm Vorbereitung* spell (detailed in the SPELLS section). Within its chest cavity a 15' tentacle is rolled up and waiting. It enters the ship through a small hole in the hull behind the skeleton and will attack anyone poking at the remains of the adventurer.

35. Just as in room 20, the hull in this room is breached and plugged by tentacles at the starboard wall near the fore corner. There are 1d4 tentacles reaching into the room. Measured from the fore starboard corner they can reach 40'. Note that the section directly beneath the Spiderling nest is pillared the same way as in room 27 (corresponding to the 10'x60' section in that room).

36. A long table takes up most of the centre of this room. No chairs are present. (Globonauts do not use them). Above the table a row of smaller crystal chandeliers are placed. If anything is set at the table – an object, life-form or otherwise – the chandeliers will come alight and bathe the room in a very bright white light.

## MONSTERS

### Globonauts

Number Encountered: 1d3 (5d6)  
Alignment: Same as ship  
Movement: 60' (20')  
Armour Class: As unarmoured  
Hit Dice: 2  
Attacks: 1  
Damage: 1d6  
Save: F2  
Morale: 8  
XP: 30

The Globonauts are the crew-members of the ship. They are guided by emotions and whims, more than anything else. As such they appear irrational and unpredictable to the common human. They are humanoid, slightly taller and much wider than the average human. They are made of a translucent blue jelly. Soft and slimy to the touch, they can make parts of their body dense and hard for shorter times (for example, when using a tool or attacking someone).

### Spiderlings

Number Encountered: 1d6 (3d100)  
Alignment: Chaotic  
Movement: 80' (40')  
Armour Class: As chain mail  
Hit Dice: 1  
Attacks: 1 (bite)  
Damage: 1/poison  
Save: F1  
Morale: 5  
XP: 25

Spiderlings are the twisted and mutated offspring of the Globonauts' pet spiders infected with the psychotropic virus. They are the vector through which the virus could spread all across the ship quickly. Made from jelly, much as the Globonauts themselves, they are somewhat sturdier and have poisonous fangs. Their bite causes 1 hit point damage, and the victim must Save vs. Poison or suffer an additional 1d6 damage at a rate of one point per round.

### Tentacles

Number Encountered: See room descriptions.  
Alignment: Neutral  
Movement: none  
Armour Class: As chain mail  
Hit Dice: 2  
Attacks: 1  
Damage: 1d8/special  
Save: F2  
Morale: 10  
XP: 50

The tentacles are black and slimy. They attack by hitting and attempting to grab their victims, sensing their movements and location through photosensitive cells spread all across the tentacle. When a tentacle loses all HP there is a one in three chance that it is detached – either through a cut or because the monster simply decides so. A tentacle that has detached will grow back in 1d4 turns. The tentacle does 1d8 damage per attack. A successful attack also results in the victim being gripped. The victim will suffer another 1d3 damage per round and -2 modification on all actions for the duration of the grip due to constriction. The tentacle will lose its grip if it takes damage. If there is debris lying around (which there is in most rooms where the tentacles are), the tentacles can use this for range attacks, at 1d4 damage. They will do this only if their target is out of reach and does not appear to be closing in.

## SPELLS

### Truth-seeing

Level: 1  
Duration: 1 turn  
Range: 30'  
For the duration of the spell the caster can see through all lies and small memory lapses of a single individual within range. Whether the target is innocently misremembering exact details, or whether he is telling an outright lie, the spell-caster will know the truth behind the statements.

### Gelatinous Transmogrification

Level: 2  
Duration: Permanent  
Range: 50'  
Turns a volume of caster level\*1d10\*1000 cubic feet (1000 cubic feet is the equivalent of a 10' by 10' by 10' cube) of air or other gas into an organic gel (edible and nutritious, though not very tasty). The caster decides the centre of the transmogrification, from which the effect will spread outwards like an explosion, except no fiery destruction or shock wave. All air/gas within the affected area will simply turn to jelly.

## Sturm Vorbereitung

Level: 2

Duration: 2 Rounds per caster level

Range: 10'

Anyone within range when the spell is cast will have a +2 armour class bonus and a +1 attack bonus for the duration of the spell, as long as he stays within the affected area.

## TABLES

### What is in the Globonaut Chest? (d20)

1. The chest is unlocked, and the key is in the lock. As the chest is opened its bottom turns into a portal to room 20. The chest is in fact a portal that leads to whatever place was directly beneath it when it was last *locked*. The portal is open only when the lid of the chest is open.

2. 25 white pearls, the size of egg yolks. Worth 250 gp.

3. A towel, a few blankets and a thin booklet with impressively realistic pictures of Globonauts, posing in positions the PCs are unlikely to encounter on the ship.

4. A small white box with a little button on it. It plays soft ambient music when you press the button. The sound is audible to anyone within 100 feet, though blocked by walls or similar. It is not loud, and it is almost impossible to detect the source just by listening for it.

5. A set of five thin wooden sticks, brown with red rune-like markings here and there. You lay them out across each other so that matching runes touch, forming a pentagon. When they are all in the right position an image of someone you want to communicate with is shown inside the frame they form. You can send a telepathic message of no more than five syllables to this person, or read one very specific memory from the person. This works only once per day.

6. A big lump of grey clay.

7. A weapon or tool, probably human-made and of exquisite handicraft. It belonged to a distant noble and is of high sentimental value to its rightful owner.

8. One pound of yellow goo, about the size of a fist. It can be formed to anything and will keep that shape as long as its owner wants it to, unless subjected to *substantial* brute force or magic – in which case it will once again become a blob. It cannot be divided into smaller pieces.

9. Cooking utensils, made of titanium or similar extremely durable and shiny metal.

10. A dozen potions with suitable random cleric spells of first to third level. Half are reversed spells.

11. A small pig that is apparently full grown but only a little bit larger than a hamster. There is a bit of food for it in one

corner of the chest, as well as a little folded up towel that it sleeps on. Light for the little cute bugger is provided by a small marble that shines dimly.

12. The inside of the chest is a masterful diorama, showing the rooms of the nearest castle – secret passages and all. Ghostly copies of everyone in the castle are moving about, mimicking the real occupants and movements in the castle in real time. They can be seen talking, but make no sound.

13. Big stack of perfectly square parchments of exquisite quality. Set of five half-foot long wooden sticks. One flat end and one rounded end. The small sticks are never-ending crayons of different colours.

14. A cube, 1' per side, with a small funnel at the top and translucent sides showing a complicated maze of cogwheels, strings and pistons. Whenever something is dropped into the funnel the mechanisms will start churning for a minute. Aside from sounds of ticking and grinding a melancholic melody is played at a low volume. A weak voice carries a song of lost love and heartache. In a minute or so a fine dust – the remains of whatever was poured into the funnel – materializes a couple of inches to one side of the cube (always the same side), about an inch up in the air compared to the base of the cube. The strange mechanical thing is actually used for grinding coffee beans and similar.

15. Two magical gold rings, worth 300 gp each. Anyone wearing one of the rings will be able to locate and telepathically communicate with whomever wore the ring last, unless no-one else has worn it for more than three days. A small stone in each ring indicates whether the three day limit has passed. When the ring changes bearer the stone turns dark red, then fades slowly back to white over the following three days unless it changes bearer again.

16. A old and worn shoe with a scorpion resting inside. Anyone touching must Save vs. Poison or suffer 1d6 damage.

17. Game board in wood; the Towers of Hanoi.

18. One foreign gold coin lying on a small red cushion. It is larger than a common gold piece, so it is worth 2 gp.

19. The head of a goblin, perfectly stuffed, mounted on a board as a wall piece. The goblin looks terrified and its eyes wander amongst the PCs, intermittently blinking. It is not alive in any manner, but it appears to be so because the taxidermist set a spell on it.

20. A big black pointy hat. Fits anyone but will start to sing opera songs rather loudly when worn. Flattery may shut it up. If treated well it could become helpful. It can whisper the secret agendas of people within 20' of it to its wearer. It is terribly hard to keep satisfied, however. Incredibly ego-centric and narcissistic. Loves opera singing above all else in the world. Does not respond to threats at all.

### What does that button/switch do? (d10)

1. All lights are turned on in the Spiderling nest, causing the spiders to flee in panic. From now on there will be 1-3 Spiderlings in every room and corridor, unless the light is turned off again soon. It is immediately noticeable because sounds of slimy movement resound through the ventilation shafts and d6 Spiderlings emerge onto the bridge in two rounds.
2. The ship goes dark, in the same way as room 6. No light reaches farther than 10' from its source.
3. The party going on in room 5 starts shifting nature towards a heavy metal moshpit, spreading panic and anger amongst all the Globonauts.
4. For a short time some sort of engines are activated, causing the ship to lurch forward and to the side. The ship will now be stranded on the ground, having dragged the tentacle monster with it out of the dark pit. The monster is furious, naturally.
5. All the gas from room 24 is pumped into the Garden of Globo-Zen (room 10/25).
6. Room 8 ceases to be outer space and is instead another planet on which the whole ship minus that section appears to be landed. It is a desert planet with a very thin and rather poisonous atmosphere; spacesuits are still needed. Walking out without one leads to immediate death unless a Save vs. Poison succeeds, in which case the character will be gasping for air for another 1d4 rounds before dying. When using any other exit from the ship it will be in the swamp as per usual. Only the airlocks from rooms 3 and 9 lead to the foreign planet. Far off in the distance a huge towering city can be seen.
7. All doors lock (or unlock, if they were already locked).
8. Loading equipment in the cargo bay starts moving about. Cranes, chains and tractor-like robots now move around more or less randomly in there.
9. All closed corridor sections on the middle deck are suddenly filled with clear, cold water.
10. A random object from somewhere in the campaign setting (could be literally anything) is teleported onto the bridge of the Proteus. Roll d6:  
1: *mundane simple object (tool, shoe, shirt, bowl, etc.)*  
2: *large mundane object (door, table, large rock, etc.)*  
3: *expensive personal item (gold comb, silverware, jewelry, etc.)*  
4: *common hand weapon*  
5: *exotic weapon*  
6: *domestic animal*

### What happens when the pipe breaks? (d6)

1. Flammable gas leaks out and is ignited by a torch (if any are lit), causing an explosion and 2d6 damage to everyone within 20' (Save vs. Breath weapon for half).
2. A burst of acid sprays out, dealing 1d8 damage to everyone within 10' (Save vs. Breath weapon to avoid).
3. A small plume of steam starts leaking from a pipe, dealing 1d6 damage per round to anyone immediately beside it.
4. Red fumes spray out and fill the room within a couple of rounds making it almost impossible to see. They extinguish all flames and cause everyone to be sluggish and slow. It all disappears in 1-3 turns, including effects.
5. A pipe breaks right off and some sort of jelly starts pouring out of it, forming a puddle on the floor that – when big enough – will turn into a Globonaut.
6. 1d4 pipes get angry because of the sudden commotion and decide to fight back. Anyone within 5' of the wall where the pipes run will have to Save vs. Paralysis or be grabbed and constricted, taking 1d4 damage per round until a STR check is made. Anyone so grabbed will also suffer a -2 penalty to all actions (including the STR check) while held.

### Random Mutations (d10)

1. Grows 1-3 tentacles from shoulders. Gets 1 extra attack per round, but AC has a -1 penalty.
2. One arm grows a hard carapace and now acts as a shield.
3. Head grows to double size.
4. Grows insect wings. They are fragile, heal slowly and will not grant ability to fly. May help to jump higher and/or farther, though.
5. Knee joints are reversed.
6. Upper half of head becomes a compound eye. Gains infra-red vision up to 30', 360 degree field of view.
7. Becomes swollen all over. Counts as very encumbered, always. DEX reduced by 2 (though not lower than 3).
8. Grows a 3' long trunk.
9. Grows spikes along spine, half a foot long.
10. Turns a bright, fluorescent, random colour. If this happens more than once the victim will change colour every now and then, going through as many colours as times this result was rolled.

## Random Encounters (d20)

1-4. Spiderlings

5-9. Globonauts

10-11. Harmless creature from the swamp outside, such as a small non-venomous snake, some kind of rat, a bird, a large rat or cat, etc.

12. Small venomous snake, 2' long, very aggressive

Movement: 120' (60')

Armour Class: As plate mail

Hit Dice: 1

Attacks: 1 (bite)

Damage: 1d6 + Save vs Poison (failed save equals death)

Save: F1

Morale: 10

XP: 80

13. Large venomous snake, 6' long, aggressive

Movement: 120' (60')

Armour Class: As chain mail

Hit Dice: 3

Attacks: 1 (bite)

Damage: 1d6 + Save vs Paralysis (failed save leads to paralysis for 1d6 turns; it takes the snake 2 turns to fully devour a common humanoid that makes no resistance)

Save: F2

Morale: 8

XP: 80

14. Mutated crocodile 10' long, very aggressive

Movement: 100' (50')

Armour Class: As chain mail

Hit Dice: 3

Attacks: 2 (bite, special)

Damage: 1d6/special

Save: F3

Morale: 10

XP: 150

The crocodile's special attack depends on the mutation (d6):

1. acid spray, 1d6 (Save vs. Breath attack to avoid)
2. scorpion tail, 1d6 + Save vs. Poison or die
3. club tail, 1d6
4. mental shock, Save vs. Spell or take 2d4 damage
5. venomous spikes (range attack!), Save vs. Poison or fall unconscious for 1d6 turns
6. has extra head; another bite attack for 1d6 damage

15. Large cat, 3' long, somewhat cautious

Movement: 130' (50')

Armour Class: As leather

Hit Dice: 2

Attacks: 2 (bite, claws)

Damage: 1d6/1d4

Save: F2

Morale: 6

XP: 60

16. Crazy stupid mutated bird, very aggressive

Movement: 140' (30')

Armour Class: As chain mail

Hit Dice: 1

Attacks: 1 (claws)

Damage: 1d6

Save: F4

Morale: 11

XP: 50

The bird will switch target every round if possible. It is hard to corner because of its flying ability.

17. Gelatinous blob

Movement: 40' (10')

Armour Class: As unarmoured

Hit Dice: 1

Attacks: 1 (acidic touch)

Damage: 1d4

Save: F1

Morale: 8

XP: 10

This fluorescent blob is neither a globonaut nor a spiderling. It is dangerous if touched or if the ship is in a **chaotic** state, but it is otherwise mostly irrational.

18-20. Party of 1d3+1 adventurers. There is a 1 in 3 chance that they are wounded from a recent encounter and a 1 in 6 chance that they have learned something that could potentially be very helpful to the PCs, should the adventurers choose to reveal it. Consider them to be 1st-level Fighters (with a 1 in 6 chance of a spell-caster in the group) with studded leather armour and spears or short swords. Consult a monster reaction table or something similar to determine their reaction to the PCs.

