

# THE TRANS-DIMENSIONAL HOUSE PARTY

"It's about the vibe, right? If the vibe is right, the Gates will open. Some of the other's will explain it different, with graphs or math but to those of us that follow Granth's Way, that's all just noise..."  
~ Bradcliff Vanturk

"I said it's too noisy! Let's go outside, I can't hear myself think."

"...make you a drink? I have recipes for over 3.45 quintillion different libations, from across six different dimensions."  
~I.B.4.

"Whoa, The Golden Jungle. I haven't been here before."

"I've heard it called The Party The Never Ends, or The House That Never sleeps, The Trans-Dimensional House Party, oh even once that it was an inter-dimensional mycelium and we are all just partying inside of it. Isn't that wild?"  
~unknown

"But that proves my earlier point! The way our desires form the connections The House makes, what door opens to what place, it's quantifiable! I'm so close to proving my theorem..."  
~ Sarah Monroe

where the f@ck am I?!!?  
~ planar

# WHAT IS THIS?

**THE TRANS-DIMENSIONAL HOUSE PARTY** is a one-shot dungeon crawl for **Slugblaster**. It begins with an 'in-universe' post from **BOARDERLESS**, an underground zine/blog dedicated to slugblasting, which can be used as a handout. The rest of the content is designed to help make the adventure unique to your group. There are new characters to meet and dangers to kickflip over—so feel free to pick and choose the elements that excite you.

## WHAT'S GOING ON?

**THE TRANS-DIMENSIONAL HOUSE PARTY** is designed to be a “dungeon” crawl with a Slugblaster twist. Instead of a traditional dungeon, players must find a way to escape The House, an ever-expanding, endless network of rooms from across the multiverse, all hosting The Party of a lifetime—an all-encompassing, never-ending bash. No one is quite sure which came first: The House or The Party. Players will move from one radically different room to another, looking for a way out.

Every door in The House leads to a new room, each from a different dimension, with equally diverse occupants. It's a melting pot of partiers, all bringing their own customs and drinks, sharing them with reckless abandon.

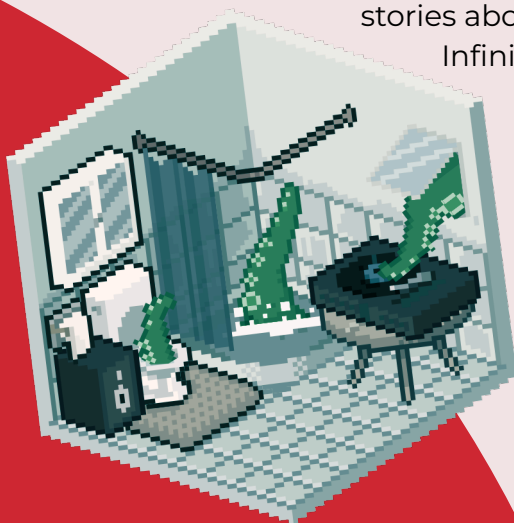
The Party consumes everyone who stumbles into it, offering them the time of their lives: the best music, the funniest people, and insane stunts like the ultimate keg stand from three stories up using anti-grav boots. And yet, only a few have stopped to notice how strange it all really is.

A contingent of androids also roam The House, cleaning rooms, keeping the bathrooms functional, and wiping slime off chandeliers. No one knows where they come from, but they continue their work tirelessly.

## HOW TO GET INTO THE HOUSE

There is no one way to get into The House, and there are as many stories about how people fell into the Infinite Honycomb as there are rooms.

The Followers In Granth's Way talk about vibes, while the Longbeards take a more scientific approach, claiming the oscillating dimensional doorways latch onto people with the highest probability of enjoying The Party.



# CHARACTERS

## BRADCLIFF VANTURK, A FOLLOWER IN GRANATH'S WAY, 3RD ORDER, POPULARIA

One of the higher-ranking members of the quasi-religious faction known as The Followers In Granath's Way (though no one knows who Granath is), Bradcliff found himself at The House after attending a 14-hour rave at The Beach. He quickly found his place among the Followers and ascended through its ranks even faster. If asked, Vanturk will speak of a special herb that, when ingested, will open the right door for you.

## SARAH MONROE, PHYSICIST, NULL

A mousy woman from Null, Sarah has a loud voice and will talk anyone's ear off if given the chance. While her dissertations are dense with terms that require a PhD to follow, she has uncovered a few key pieces of critical information. Perhaps she just needs a little help connecting the dots...

## I.B.4., BARTENDER, UNKNOWN

One of the many android staff roaming The House, I.B.4. is always stationed near a bar, mixing all sorts of drinks for guests. His catalog of recipes is almost as extensive as the things he's witnessed at The Party. If someone could crack the Miper Vault XL encryption and backup system that secures I.B.4.'s memory cortex, they might just find a way out of The House.

# Factions

Over time, factions have emerged in The House, though two stand out the most: Followers In Granth's Way and The Longbeards. There are other groups, but the line between an organized faction and a bunch of people who don't want to be alone is often blurry. In Slugblaster game terms, these two Factions are **crowds** and can be used as such if desired.

**FOLLOWERS IN GRANATH'S WAY** - A shamanic order of hipsters and "edgy types," the Followers are more of a hive mind than a traditional group. Divided into Orders, a loose hierarchy exists, tenuously held together by members of the 5th Order. What began as a way to help people cope when The Party overwhelmed them has since become twisted, now focused on embracing The Party and all it entails. "Keep The Party going" is a common mantra among the Followers.

**NPCs. Thruuquin** (1<sup>st</sup> Order, large, broken shirt of chainmail painted with smiley faces). **Robert** (2<sup>nd</sup> Order, prefers Robert, yogi, former accountant). **Babs** (emo-girl, more neon piercings than should be possible, always dancing).

**THE LONGBEARDS** - A group dedicated to analyzing The House and The Party, intent on uncovering the truth of where they are. Most of its members theorize that The House and The Party are actually separate entities, locked in some kind of symbiotic relationship. However, many members have their own ideas. With little formal hierarchy, popular opinion tends to hold the most sway, and many have started politicking for leadership roles.

**NPCs. Detmum** (Former Follower In Granath's Way, active, focused on task at hand). **Chip** (recent college graduate, left someone behind, studious). **Wilson** (software developer, hacker, tired of the constant noise).

# HOUSE GENERATOR

To generate a room, roll 2D6 for each column. Use the combined value to pick a row and piece the phrases together. A 9, 5 and 8 could be "IN A Living Room FROM Thennis Spar THERE IS I.B.4. mixing drinks, one of which supposedly uses a long discontinued flavor of Panic! energy drink" or "IN A Backyard FROM Operaebulum THERE IS Sarah Monroe giving a lecture on the fractal nature of desire and how The Party feeds on it".

BRDR< will pay top dollar to any crew that gets a sample of this "lost" flavor... -ed.

	IN A...	FROM...	THERE IS...
2	Bathroom	The Golden Jungle	A Granth Drum-circle attempting to unlock a door that's never opened
3	Guest Bedroom	The Slipmarket	A thin zone leading out of The House and back to wherever the players entered from
4	Dining Room	Ecclesiastica	A Longbeard encampment sending drones into other rooms
5	Living Room	Operaebulum	A game of Surface Thoughts in progress, where participants hack each others frontal lobes
6	Master Bedroom	Null	A deconstructed android being used as paraphernalia of some kind
7	Kitchen	Prismatia	A silent rave going on with a tentacle acting as DJ mixing tracks from artists across dimensions
8	Pool	Thennis Spar	Sarah Monroe giving a lecture on the fractal nature of desire and how The Party feeds on it
9	Backyard	Desnine	I.B.4. serving drinks, one of which supposedly uses a long discontinued flavor of <i>Panic!</i> energy drink
10	Bar	The Waking Pits	A rival crew!
11	Garage	Empyrean	Brad Vanturk performing 4 <sup>th</sup> dimensional yoga moves
12	Tree-house	Vastiche	A lost Rescue Agent trying to build a communication device to contact DARA