Inside the Machine

Description: Off in the country side by a large city lays a small home owned by the Mahowald family. Life is normal away from the life of the big city but as Mr. Mahowald was injured and could no longer work and support the family his wife noticed strange things happening around the house. Things moving from where she left them, vegetables turning into candy, and the house itself began changing colors. Their daughter, Penelope, was noticed one day talking to someone in her room and when her mother went in to check on her she saw her daughter talking to a large creature with arms like a bear, legs like a spider, a head of a pigeon, and a body of a tiger. When Penelope's mother screamed the creature vanished in a puff of smoke and her daughter collapsed. Now a doctor specializing in mental conditions believes he has figured out how to help the young girl with his new device, though he has not tested it fully yet. You all are the only ones brave enough, or stupid enough, to reply to the doctor's request for "assistants"

Introduction

The players start strapped into chairs from the Mahowald's dining room and a strange contraption attached to their heads. The machine starts to make whirring noises and clicks every few seconds. The players are immediately jumped into the subconscious mind of Penelope.

Penelope's Mind

There are five "rooms" in Penelope's minds with different dangers and mysteries that will allow the players to progress forward. You do not have to go in any order but you must end in the "Inside the Machine" room. If a player investigates a room and succeeds read them the clue for that room. If a player dies in Penelope's mind they die just as they would anywhere else. Each room will also generate new monsters. Please have the players roll on the Imagination Creature Creation table to build their own monsters. If there are multiple monsters you may roll for each monster or roll once and apply it to all monsters for this room.

Penelope's Room

Description: Before you were strapped to the machine the Mahowald family gave you a tour of the house and you remember this room to be Penelope's but the walls are much higher and the shelves put out as if they could support an entire family. Her door is locked and no manner of strength or magic seems to be able to open it.

• If the players begin to climb up the shelves they hear rumbling from under the bed and 1D4+1 creatures crawl out from underneath.

• Puzzle: If the players retrieve Penelope's teddy bear the door unlocks and opens to the next room.

• Clue: You remember that Penelope was holding a teddy bear when you were attached to the machine and you notice it sitting on the highest shelf.

Penelope's Imagination

Creation

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Penelope's Room

Description: You appear in a large room with weapons and suits of armor along the walls. In the center there is a round table with an emblazoned seal that you have never seen before and the words "Lady Knight Penelope". After looking around you hear footsteps running down the hall and a bloodied man bursts through the door with 1D8 creatures follow after him as they continue attacking.

• If a player takes a weapon or suit of armor from the wall with them they may use it even when they leave Penelope's mind.

• Puzzle: If you fight off all the creatures the table opens up and reveals a secret door to the next room.

• Clue: You remember reading Penelope's diary about a dream of a "grand battle". The player will choose one thing Penelope said the monsters were weak against, x2 damage, and the GM will choose one thing they were immune to.

Nightmares

Description: You are in the Mahowald's house again but something is horribly wrong. The walls are white with ash and it smells of smoke. You see the home in absolute ruin but there is a closet that is closed and you hear whimpering inside.

• If the players go towards the closet 1D4 creatures suddenly appear from another room. If they avoid the closet or try to seal it 1D6 creatures appear.

• Puzzle: The closet door is locked from the inside and no amount of strength or magic will open it.

• Clue: You remember Mr. Mahowald telling you about how Penelope would always hide in the closet when she had nightmares and he had to sing her a lullaby to get her to open the door.

When I Grow Up

Description: You appear in a large room with weapons and suits of armor along the walls. In the center there is a round table with an emblazoned seal that you have never seen before and the words "Lady Knight Penelope". After looking around you hear footsteps running down the hall and a bloodied man bursts through the door with 1D8 creatures follow after him as they continue attacking.

• If a player takes a weapon or suit of armor from the wall with them they may use it even when they leave Penelope's mind.

• Puzzle: If you fight off all the creatures the table opens up and reveals a secret door to the next room.

• Clue: You remember reading Penelope's diary about a dream of a "grand battle". The player will choose one thing Penelope said the monsters were weak against, x2 damage, and the GM will choose one thing they were immune to.

Imagination Creature Creation

In Penelope's mind she has a vivid imagination of creatures. To build a creature roll 1D6 for each attribute below. Add HP and attacks as appropriate to the attributes. Do not be a shit bird about it but challenge the players.

Arms
1. Bear 4. Stone
2. Monkey 5. Goldfish
3. Gecko 6. Candy Canes

Legs
1. Horse 4. Lava
2. Lion 5. Tentacles

Head
1. Rhinoceros 4. Sloth
2. Pigeon 5. Banana
3. Oak Tree 6. Angler Fish

Body
1. Peanut 4. Tiger
2. Elephant 5. Wooden door
3. Ant 6. Gorilla

Size
1. Tiny, <1m/3 feet tall
2. Small, 1 meter/3 feet tall
3. Medium, 2 meters/6 feet tall
4. Large, 3 meters/9 feet tall
5. Huge, 4 meters/12 feet tall
6. Gigantic, 10 meters/30 feet tall

Other
1. Fire breath 4. Dragon Wings
2. Laser beam eyes 5. Invisibility
3. Spiked Tail 6. Can grant wishes for a price