TELEPORTATION ADMINISTRATION SUBSTATION 'BIG PINEAPPLE'

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Fool ape wizards like Hi Xaphon constantly introduce copying errors into quantified rituals of movement, getting lost and blocking the channels of channeling.

At divine congress XVII-blue sentient rights for mortals were introduced and sub-deity Free Tower Windhawk was tasked with building substations to serve as way-posts and rest-stops for wizards lost in the metaplanar weave.

Unfortunately, clerical errors during teatime at divine congress IX-pig, introduced budget cuts that crippled the substation infrastructure.

A poorly planned financing fix at divine congress CCXL-prune designated the substations temporospatial over-spill-fills, cursing them with non-euclidean geometries and regular deliveries of *ichor* byproduct gamma.

0. Entry Portal, very safe, only 1d6x10' drop.

1. Landing Platform, occasional debris.

2. Inn, Reception and Processing, even humans are welcome.

3. Rooms, no mummies allowed, long stays not advised.

4. Admin Ctrl, where Big Golem links with traveler angel services.

5. Soylent Love, a drink for every woe, a bartender for every tale.

6. Cryomat Facility, long-term storage for homeless metaversals.

7. Deep Verse Observation Lounge, a place to see how small the visitor is.

8. The Warehouse. Danger. No visitors.

9. Cargo Bay, where the suit golems unload waste shipments and croon to the silver ship people.

10. Failed Agriponics, abandoned since cabbage mole incident.

11. Agriponics Tourism Experience, has cannibal bush goats.

12. Pepi Power Products™ Bucolic Village® for the well-to-do wizard or witch. Beset by astral survivalist barbarians.

13. Portal Gun to (1) entry portal, (2) wizard's home, (3) bar at the end of time, (4) glass city, (5) war zone, (6) heaven or hell.

42. Mindfulness-Minigolf® for metaverse seekers of eternal truths and meaning, proven effective in 200% of cases!

Referee! This can be a horror survival game! The challenge is time: stuck in a rotting non-euclidean planar substation for weeks, while they wait for rescue angels, will the heroes starve?

Track **weeks**. *Track* **supplies**, *too. One supply is enough for a hero to not starve for a week. Heroes start with 1d4 supplies each. A dead hero is worth 1d4 supplies.*

Rescue angels *are due in 6+1d6 weeks. They are short on time and only check 4 random areas.*

Non-euclidean movement. *Passages and areas are choked with divine waste and weird geometries. Str check to clear or Int check to intuit geometries and pass. Success: 1 week to next area. Fail: 2 weeks. After clearing /intuiting, passage takes 1 turn.*

Interior channels are karmically clogged and require double time.

Multiple heroes can work together, only one success is needed.

Area 4: Big Golem can summon rapid response angels to his room in 1d8 weeks.

Area 11: sustain 1d2 farmers indefinitely if stock (2d6 supplies) is not eaten. Area 10 can be reactivated and support 1d2 more. They live happily ever after ... or?

Evil referees may add meatcrawlers, eaters, garbage disposal agents, motorheads, speed demons and other metamonstrosities.

The heroes return to their world, but (1) 1d200 years have passed, (2) a reality shift has made their enemies love them, (3) cats now speak and run gambling dens and international trade cartels, (4) elves have become dwarves, dwarves have become humans, humans have become halflings, (5) they arrive 3d100 years in the past, (6) everything is ok! Everyone was yellow all along.

WEEKS: ○○○○○○○○○○○○○○○○○○○○○○○○

meatcrawlers eat sentients, eaters eat supplies, GDAs are demonic agents of disposal, motorheads are single-minded golem angels, speed demons deal in human resources, others are others.

SUPPLIES: ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

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