

The Rumor 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 jut 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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Best Day Ever

Description: When you spoke to Penelope's parents they talked about Penelope's birthday last spring. They told you all it was the happiest they ever seen her. It was a tea party that they dragged the dining room table outside and the neighbors from the other distant farms all brought their children and mismatched chairs and tables. You see a little boy and 1D6 creatures sitting at the tables. The little boy will berate you and break things if you do not do what he says.

- If the players defy the little boy the creatures will attack.
- **Clue:** You remember Mrs. Mahowald mention that a mean little boy was at the party but his parents took him home before the party was ruined.
- **Puzzle:** If the players remove the little boy by any means a door appears on the table and opens to the next room.

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.

Inside the Machine

Description: The walls are smooth steel and you see these thick large cables with electricity jumping all around them hanging from the ceiling. There are two large sets of stairs that lead up and around the room and you think you can see a door on the other end. In the middle of the room is Penelope strapped to a dining chair and she seems to be unconscious.

- If a player approaches Penelope 1D6 creatures appear.
- **Puzzle:** If you wake Penelope up and get her to the door or kill all the creatures you all will escape from Penelope's mind.
- **Clue:** You remember that the doctor gave you a syringe with some sort of chemical that would wake Penelope back up. You reach in your pocket and find it.

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 |
| 3. Gingerbread | 6. Spider |

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, <1meter/<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 |