

# THE CAPSULE FROM BEYOND

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## Introduction

One day a large metal capsule appeared, ripping a hole through reality and crashing into the earth.

"That seems interesting," you said, before venturing inside.

Behind you, the formerly askew metal doors shut, leaving you in the dull red of emergency lighting.

## The Capsule's Outside

What crashed into your reality was a fat metallic obelisk, perhaps six by six good paces wide at the bottom and as tall as five men standing on each other's shoulders. The doors hang slightly open just above ground level, until the emergency power turns on.

## The Capsule's Inside

A simple square chamber. Consult the table for the details of this particular world (starting at **state 5**). The exit door shuts and locks after you enter.

## The Control Room

A rounded triangular chamber with three panels, two windows overlaid with displays, and a main control. **There's 57 fuel rods stored under the main control.**

## Jumping States (as per the Notebook)

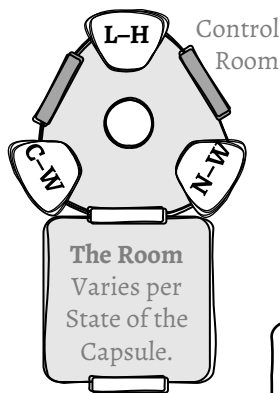
Each of the three binary states has its own panel that displays the state and has two slots for fuel rods. When you press the start button, each individual binary state changes as such:

- 0 rods to drop to 0-state
- 1 rod to remain at 1-state
- 2 rods to move to 1-state

## What is this thing?

It is travel contraption of some alien beings, made from foreign super-alloys and fueled by eldritch power. It has **eight different rooms**, each connected to a corresponding plane.

Travel between these rooms (and planes) is handled by shifting one or several of three binary states in the **control room**. Each combination of states results in a particular plane.



## The Displays

The displays shows the status of the capsule and a map of what worlds the rooms connect to.

Initial values:

- Heat: bar filled to just over 8/10.
- Power: bar filled to around 1/10.

It's completely understandable despite the alien glyphs.

Give brain, please.

## Describing the Capsule

The control room is all silvery metal, with an almost liquid sheen. No edge is hard. The Room is likewise styled, but heavily influenced by the local world (e.g. frost in State 0, space dust in State 7). Most functional objects are very easy to understand and use.

## Binary States

0-state	1-state
Narrow	Wide
Low	High
Cold	Warm

## Fuel Rods

Unspent fuel rods are very light, and seem to glow a dull blue. They whirr eerily in the hand. When spent, they become heavy and like raw black iron.



Brain Slayer

## To Open Outer Doors (any plane)

- Heat must be 4/10 or lower.
- Power must be 4/10 or higher.
- Main Key must be in.

(Can be broken with cannon-barrage-equivalent force.)

## To Lower Heat

- Repair a coolant tube: -1/10
- Per 10 fuel rods exhausted: -1/10
- Turn off Forge: -2/10

## To Increase Power

- Rile air elemental into frenzy: +2/10
- Per 10 fuel rods sacrificed: +1/10
- Per victim sacrificed: +1/10

STATE	LOCATION	ROOM INFORMATION
0 Narrow Low Cold	Elemental Plane of Ice	3 coffin-sized coolant tubes stand along each wall. Two are leaking and currently not providing any cooling. The floor is icy.
1 Wide Low Cold	A Desert World	A strange pantry emptied on food. A starved-to-death husk of some lanky gray-skinned humanoid lies on the floor. Holds a Brain-Breaker sword, extra effective vs. psychics. The husk twitches from contact, and will be revived by blood. Out to kill the <i>Brain Slayer</i> .
2 Narrow High Cold	A Cloud World	Trapped <b>air elemental</b> wants to be released on this plane. Can be fought or bargained with. Wards prevent it from entering control room.
3 Wide High Cold	The Void	<b>Treasury.</b> 12 numbered boxes opened with excessive violence or respective key. Boxes 1-3, 5, 9 contains gold- and gem idols. 4, 6 contain arcane tomes. 7, 8, 11 contains living flesh. 10, 12 contain madness-inducing ghosts.
4 Narrow Low Warm	Maelstrom Water Plane	Four fish people, desperately keeping their gills in the leaked water on the floor. Prepared to give treasure if you flood the craft. Have poisoned arrows they might threaten with. Willing to leave (and give reward) for the <i>Brain Slayer's</i> head. Talks about its powers.
5 Wide Low Warm	<b>Home world</b>	This is where you came from. Room contains a dead sorcerer with the <i>Notebook</i> , inside a Sacrificial Circle used to power the capsule.
6 Narrow High Warm	Elemental Plane of Fire	<b>Forge.</b> Transmutes 1 fuel rod into one of: Masterwork item (any), Numbered vault key, Repair foam, Anti-psychic circlet, Gemstone. Can be turned off. Restarting uses 1 fuel rod.
7 Wide High Warm	Planetary Dust Rings	A lone tentacled <i>Brain Slayer</i> lies wounded, both legs torn off. Has the Main Key. Needs a brain to recover. Still a dangerous foe, with ferocious psychic powers. Untrustworthy, but explicit promises are law to it. <i>Very</i> polite.