

HEART OF THE ATOM ISA ACCELERATED

INTRODUCTION. You are a group of explorers loyal to your instigator and financier, the young Lady Dashwood. The power source—the heart—of your rocket, was stolen by none other than the arch-villainess, the Silver Sorceress Argencia, with the Power to Crush Men. You have tracked her down: she's hiding among a nomadic tribe of traders, who live and travel on gigantic hermit crab like creatures, the tremendostaceans.

As you start to ascend the creature via its walkways and rope ladders, past the market stalls and domiciles that cling to the side, the whole thing shakes, a roaring fire spewing underneath it, and the shell takes off to the sky and beyond, merchants, natives and customers alike scrambling to hang on to something.

STARTING SCENE. Argencia strides up the walkways above you, no doubt heading for the interior of this shell—her rocket. Muscled and oiled men and women in strappy leather surround her, and blue-skinned goblins with daedalic wings break off into groups to hinder your ascent.

SPACE. The forgiving type: cold but not freezing, with little but not no air, and gravity largely remains on the crusty rocket.

FALLING OFF. Close calls only. 1: Caught by a curious, giant translucent space squid, 2: Entangled in ropes or netting, 3: “Saved” by Argencia’s *Tug at Heartstrings* power and immediately *Crushed*.

CHASING AND CHOICES. PCs are trying to catch up with Argencia, who’s heading to the piloting HQ at the top. Generally a choice between a direct but dangerous method (up a rope), and a slower but safer way (the long way around on a walkway).

ROPE ASCENT. Direct way to get up a level, but must endure bombardment from daedalic goblins.

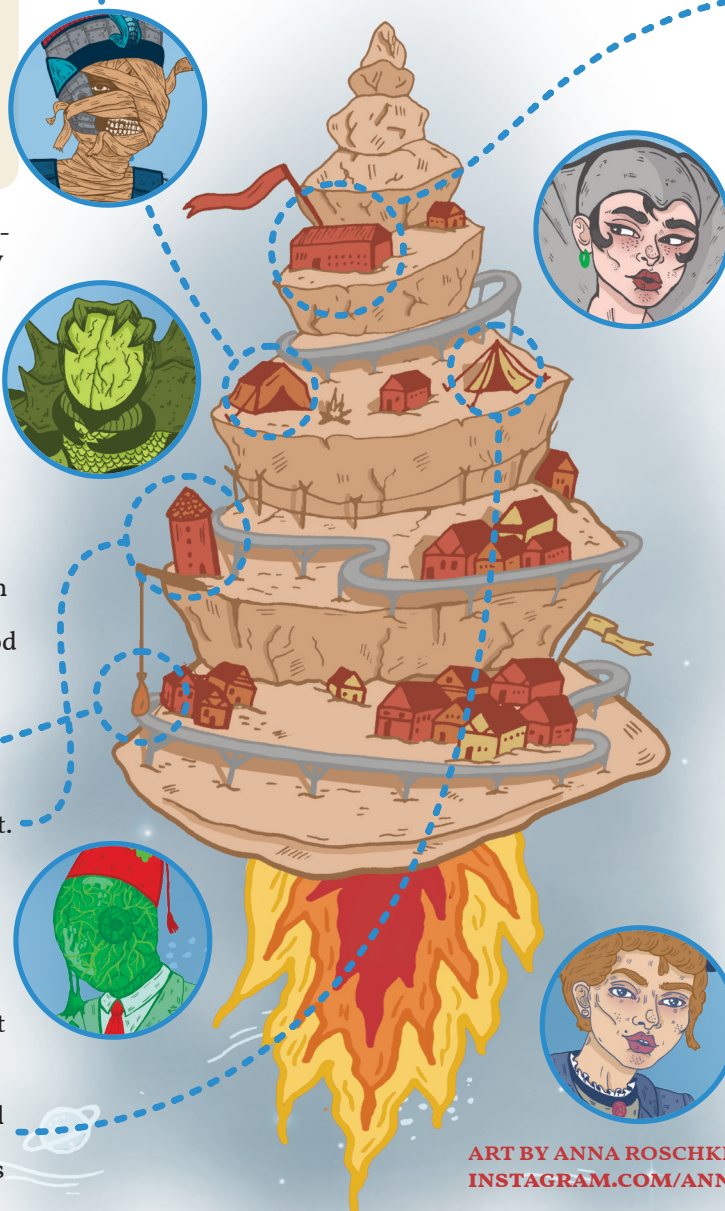
DAEDALIC GOBLIN. HD 1; hp 3; Defense 11; Armor 1 (fragile); Attack +1. *Freezing sword*, 1d6 dmg, localized frost. *Unreliable flight* (much better downwards). *Experimental bombs*. Occasionally explode when hit.

BOMBS (1D10). 1: Sneezing, 2: Snoozing, 3: Sticky, 4: Fiery (melting the ground, and refreezing almost instantly, possibly leaving a character’s feet trapped), 5: Angry ice moon wasps, 6: Lovely scent, reminiscent of a spring bouquet, 7: Premature explosion, 8: Dud (1d4 blunt damage), 9: Acid, 10: Near-instantly freezing water

MAGNIS, THE PAINT SELLER. Enemies throw these things at PCs when they reach Magnis. *Undercoat*: paint all over the body for a protective layer equal to light armor, for a few hours or until washed off. *Tartanite*: comes out as

tartan patterns. No two tubs create the same pattern. *Galaxine*: mirror paint. *Magwoo*: this pigment has an eerie tendency to attract sorcerers to whatever it’s painted on. *Piercer*: lets you paint functional holes onto things. Only the very end of a tube left.

TAQUE’S EMPORIUM FOR EXPLORERS & FORTUNE HUNTERS. Very much in demand what with heading into space. *Basic breathing bowl helmet*: all glass, with a



comfortable neck seal, and attached air tank. *Advanced breathing bowl helmet*: with active filter instead of air tank. *Ultimate breathing bowl helmet*: as the advanced model, but additionally comes with propellant backpack, for short bursts of ballistic or vertical jumps. *Labaster travel syringe*: injects compressed, slow-release, vital humors to survive the inhospitable atmosphere of the wastes.

TREMENDOSTACEAN PILOTING HQ. With bleepy, bleepy consoles, flashing lights, but also plush sofas and lava lamps.

TOY BOY OR WOMAN. HD 1; hp 3, Defense 9; Armor 0; Attack +1. *Leather straps*. *Scented oils*. Beautiful, stunning. Cowardly. Prone to shrieking in fear.

ARGENCIA. HD 5; hp 15; Defense 13; Armor 1 (magic); Attack +5; Staff with *Heart crystal*, 1d6 dmg. *Crush Men* (humanoid identifying as male must succeed at opposed Mind check, or have sense of self stripped away, grovel, and submit utterly to Argencia for 1 scene). *Tug at Heartstrings* (opposed Agility check, or target is pulled a long distance towards the caster, stunned by emotion for 1 round). *Protect Me!* (designated toy boy or woman or crushed man, throws itself into harm’s way for you, once per round, free action). *Emergency Eject* (transport self, and creature(s) touched, into random location in the Ultracosm; only affects living tissue, so all equipment and clothing is left behind).

RANDOM EVENTS. 1: One of *Effluvion*, *Birdmaster* & *Purveyor of Fabulous Fauna*’s war chickens is panicked and loose. 2: One of his terror bird younglings takes off, but it’s dragging ropes and netting behind it. 3: A goblin practically drowning in *piglin horde furs* (risqué ensemble in the style of the beasts of the wastes, re-invented for the modern thinker) from *Lomarc’s Fashionistas of Tomorrow* stumbles about. 4: Goblin dowsed in *Lomarc’s liquid silver* and now looking like silver sheet ghost.

CHARACTER POWER & EQUIPMENT NOTES. *Level Playing Field*: useful for ascents. *Phase*: inside of tremendostacean is mostly organic matter, and a fiery engine. *Monkey paw*: unlucky goblins! *Drawn (greed)*: merchants still greedy even in this crisis. *Profane Semblance of Life*: how about on a goblin or its daedalic wings? *Linen straps*: ropes. *Friends in expensive places*: a merchant here, or a toy boy. *Breadth of Ages (warfare)*: recognize good ambush spots and fragile constructions to slow Argencia down. *Handy second pair of arms*: good for climbing or climbing while carrying another. *The Stars Are Right*: yes, maybe the rocket has to turn suddenly right now because of this big comet. *Spyglass*: to better foresee traps.

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