

A Whale of a Time...

Questionable decisions* were made and now you find yourself in the rapidly closing maw of a giant mechanical sky-whale. As it plummets to the distant ground below, broken and on fire...

Speaking of broken, the airship's also seen better days. Days that involved its envelope being free of holes and properly attached to the rest of it.

* Involving a local tavern, a friendly airship captain, a conversation on the value of mechanical sky-whale Ambergris and more rum than might be medically advisable.

The Maw

Full of panicked sky Ghost Krill that the mecha sky-whale has scooped up, ready to process. A group of player characters are here too, where they've been thrown from their recently swallowed airship...

START HERE

The Brain

Overeager firefighting water elementals will ensure the PCs are well doused. Opens the maw for two height segments and can trigger a gag reflex. No, it can't turn off the lightning. Does some other things.

+/- 1 to the next encounter roll.

Blow Hole

Emergency ballast cannon, currently firing out regular bursts of water. Could be a way past the lightning field as it'll shoot someone out pretty quick, and quite possibly also knock them unconscious in the process.

Lightning Fin

Power collector used to charge the bio matrix spline capacitors, now broken and acting as the source for a very friendly lightning field around the skywhale that's attracted to anything outside of the whale. If making friends with a few million volts of elemental energy doesn't sound fun, this may require some aggressive maintenance before departure.

Griselda

"They said I ~~was mad~~ to live in a sky-whale, ~~mad~~ I tell you, who's mad now, eh!?" ~~Giselda is definitely mad as a box of spoons, but maybe she knows the inner secrets of the sky-whale.~~ Good luck with that, you're far more likely to get a story about her cat first...
+/- 2 to the next encounter roll.

Emergency Brake

This should be incredibly useful, however it's not. The burnt remains of these giant parachutes instead make for a room full of floating cloth scraps, smoke and fire. Maybe an intact spare is in a fireproof store. If only the signs weren't also on fire it would probably be easy to find.

Ambergris "Store"

Sweet, precious Ambergris. Once it's been dried and matured. A rather more pungent, organic, digestive system kind of an odour pervades the air currently. Like an outhouse in summer, after a festival. Breathing should be kept to a minimum.

Encounters (D10)

Final Finfare - Huge SWAB + reroll and add any negative result.

This'll whaley hurt - Many medium/small SWABs.

You'll be here a whale - Encounter Griselda and lose a turn. See NPC above.

Narwhal get it - The Gelatinous Tubes are whaley pleased to see you.

There's no whale it'll hold - Collapsing structure causes extra problems.

That's a bit cruwhale - Ghost Krill swarm attacks!

I don't feel whale - Smoke and fumes are bad for breathing, vision and hangovers.

Quit whalest you're ahead - Some small SWABs.

They've run out of fuwhale - No encounter, enjoy.

Ride the monowhale - A shortcut! Move one space.

Enemies

SWAB's (Sky Whale Anti-Bodies) - Anti whose body? The PCs who just crashed into their Sky-whale for one. SWABs come in 3 sizes with lots of sharp, nasty tools.

Ghost Krill - the size of a small bat and made of eerie green ectoplasm, these can choke if inhaled. Their screeching wail tests the soundest mind to breaking.

Gelatinous Tube - Like a gelatinous cube, but a cylinder. One that also happens to produce a clear oily coating. Of course it's poisonous. And slippery. They also roll...

Beast Belly

Ghost Krill are sucked into giant vents and ~~turned into the fuel the sky-whale uses.~~ Well normally they would, but there is ~~the crashed wreck of an airship jammed in here instead.~~ The wreck is being dismantled by a gang of smaller mecha robo antibodies. It looks familiar...

Engine Halls

Unnecessary amounts of dangerous moving parts: CHECK.

Thermal sterilisation vents: CHECK. Ghost krill-tenderising auto hammers: CHECK. It'll get easier once you know the timing...?

Getting Out!

How to get out of this alive: Disabling the friendly lightning field might make life easier. Dislodging your vessel from the maw could handy too, assuming you can persuade it to open first. Some might say an airworthy vessel is useful, but at this stage that might be a luxury too far. Sky-whale Ambergris would be spiffy too - may as well make the trip worthwhale!

Height Tracker

Each time the PCs change room, move a counter down the chart.

Stage 4+ Movement will gain interesting new challenges.

Stage 5+ Free fall and the floor is a wall sometimes.

Falling 1

Still Falling 2

Falling Faster 3

Turbulence 4

Nose Down 5

Flipping 6

Spinning 7

Petunia Bowl 8

Round, Ground 9