

# BOTTLED REST

**PLAYER SUMMARY:** The moon arrived one week ago. It descended from the sky and now hovers above the city streets. Since it's arrival no one in the city can sleep. Chaos has erupted. But there's hope, a figure was seen walking the surface of this moon - someone is up there! The rulers have tasked you with investigating. Get up to the moon and find a way to restore sleep to the people of the city.

**GAME MASTER SUMMARY:** The moon is a vessel for a dynasty of space voyaging pirates called the Felicitans. These pirates travel the galaxy draining sleep from towns and cities, bottling it and selling it as a tonic on the Astral Black Market. The moon is a harvester, factory and home for the Felicitans. It is powered by a captured lunar godling called Somnia an entity that powers the moon and allows the Felicitans to steal sleep.

## FACTIONS

**FELICITANS:** Cat faced alien pirates who sell stolen sleep on the black market. The Felicitans are negotiators, they'll cut the PCs into a share of the profit from this haul if they can capture the rogue Crystalings on board.

**CRYSTALINGS:** Crystal headed freedom fighters have snuck onto the Moon. Seeking revenge on the Felicitans by destroying the Bottled Rest factory.

**SOMNIA:** A godling of insomnia, abducted and enslaved to drain sleep. She is desperate to escape and wants to be freed. If she does the Moon will plummet to the ground.

## Dream Rash - d6 (+1 if infected twice)

- 1 - An itchy rash, that's it.
- 2 - The rash flakes sand, leaving a trail
- 3 - Your eyes are moons that shine bright moonlight
- 4 - Moths are drawn to you.
- 5 - Your rash spells out messages from Somnia - you are connected now.
- 6 - The rash is a pitch black, void that covers you, head to toe.
- 7 - Dream leech. While your companions sleep, you gently wrap your unhinged jaws around their heads. Those without dreams can never properly rest. Salt damages you.

## DREAM RASH SEVERITY

**MILD** (fail) d6 hours  
**MODERATE** (fail badly) d6 days  
**SEVERE** (fail terribly) d6 years

## BOTTLED REST

When found roll % to see which brand:

**Original** (65-70): 8 hours rest for 4  
**Diet** (20-64): Original w/o the calories  
**Gold** (10-19): 8 hours rest instantly  
**Raw** (1-9): Original + roll on dream rash.

**1. EXHAUST PIPES** 20 rusty pipes, smell of ash & cinnamon. Pumping noxious smoke. A Felicitan, **Feelix**, is sitting up here having a smoko. He is indifferent to intruders and has red welts on him (Dream Rash).

**2. THE FILTER ROOM** Purple haze filled, loud sound of extractor fans, slippery. Face covering needed or save for Dream Rash. Exit via fans.

**3.1 FILTER: REM GAS** Damp pink haze, descends 40ft, fungus encrusted filter sphere. Save or eyes vibrate till they fall out (30% they still work), the gas gives visions of Somnia crying for help.

**3.2 FILTER: LIGHT SLEEP GAS** Spicy red haze, descends 40ft (with maintenance hatch halfway). Save or fall asleep while climbing down. Raw Liquid Rest pools at bottom of shaft.

**6. CRYSTALING INTERROGATION:** Room of light pulsing geodes. **Crystaling Alpha** tied to an altar. **Felicitan Enhanced Interrogator** is chipping off bits of it's face wants to know where his partner is hiding. Secret Door under altar to snake pit.

**7. ASTRAL SNAKE PIT:** Giant mirror black snake on a pile of bones. Smell of animal musk and rotting meat. Giant black **Astral Snake** lays cosmic eggs.

**8. ASTRAL EGGS:** Clinical. Walls of eggs, chute in middle. Astral eggs (1000gp), chute goes to Lake of Raw Rest. **d4 Scientists** inspect eggs. Cracked eggs induce Dream Rash

**9. RAW REST** Lake of sludge the colour of night, oily slick, quartz crystals. Pipes from ceiling (room 8/11) into sludge. Sludge is Raw Rest - save for Dream Rash. **d6 baby Astral Snakes** hide.

**10. CROSSROADS** 4 pathways, up, down, east and west. Felicitan hazmat suits hang - one is broken. **2 Felicitan Guards** prevent entry up to Room 12

**11. THE GROVE** Autumnal trees, a warm breeze. Bright pink fruit. Fruit is nostalgia inducing. Characters that eat might stay in the grove forever. **d4 Felicitan Workers**.

**12. CONTROL DECK** On a large marble chair sits a gaunt Felicitan wearing a hat made of moon rock and quartz shards. **Felicitan Chief Succotash** (psychic force field, control) Hat allows the wearer full control of the Moon by controlling Somnia. 30% chance of visions of Somnia's past, wearer is compelled to free her.

**13. THE FACTORY** A factory line, Bottled Rest is packaged and boxed. For sale on the Astral Black Market. Voice spouts motivational statements to **d6 disgruntled Felicitan Workers** + **d4 guards**.

**14. QUALITY CONTROL** Boxes descend down a series of conveyour belts to be boxed and stored here. Overseen by a neurotic **Felicitan Middle Manager**.

**15. THE EYE** Steep staircase. **Surveillance Eye** watches. Eye punishes lazy workers by sending them to the Filter Room (Room 1). Motivated workers may pass.

**16. FELICITAN REST PODS** Twenty sleeping pods, tall ladders. **2d6 Felicitan Workers** sleeping. Cat hair on everything.

**17. THE TUBES** A confusing tangle of metal tunnels. Without directions randomly determine tunnel exit (Rooms 13, 16, 18, 19 are direct connections but The Tubes could lead anywhere)

**18. CRYSTALING HIDEOUT** A cozy nook, decorated. An armchair and woolen rug, schematics of Moon scattered on floor. **Crystaling Gamma** has been hiding here, planning to rescue Alpha (Room 6).

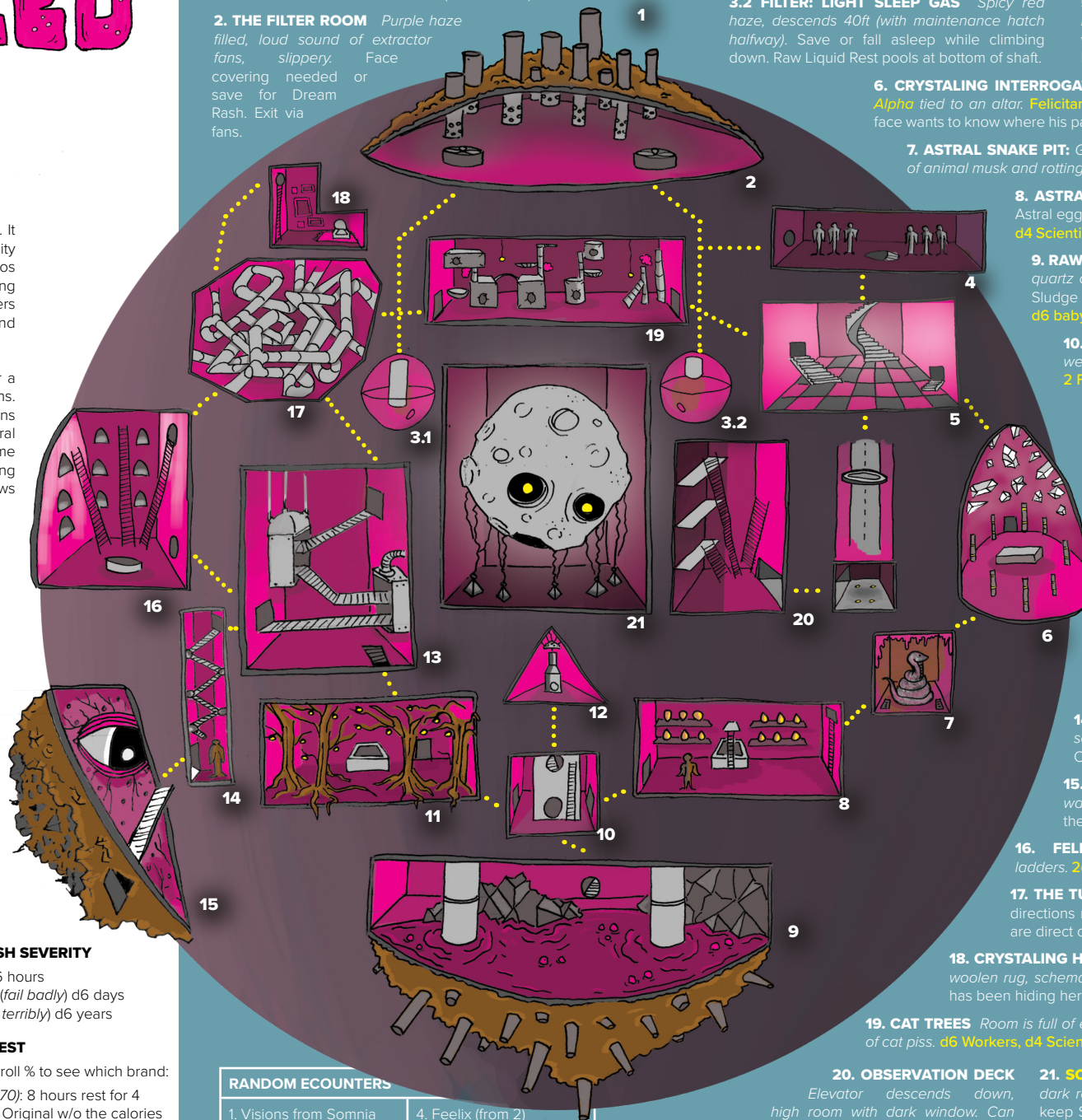
**19. CAT TREES** Room is full of enormous cat trees, with a bar down one end. Smell of cat piss. **d6 Workers**, **d4 Scientists** sip Bottled Rest, gossiping, scratching, sleeping.

## 20. OBSERVATION DECK

Elevator descends down, high room with dark window. Can see Somnia floating in Room 21. Control panels. **d4 Scientists** & **Chief Scientist Mixy** (turns feral if provoked) fine-tuning Somnia's sleep extraction. Access to Room 21 via locked door on window.

## 21. SOMNIA

Small, sad, luminescent moon floating in a dark room, connected to nodes. In pain, moaning. Nodes keep Somnia trapped. Somnia will fold into a crescent and disappear if nodes are broken. The Moon will crash to the ground without her power. Those who free Somnia are blessed and learn to astral project, they are marked by the Gods of sleep. Those who touch Somnia never sleep again.



## RANDOM ECOUNTERS

- |                         |                         |
|-------------------------|-------------------------|
| 1. Visions from Somnia  | 4. Feelix (from 2)      |
| 2. d6 Felicitan Workers | 5. Mop Golem            |
| 3. Crystaling Gamma     | 6. Scientists (from 20) |