

# THE CASE OF THE SUSPICIOUS SHIP IN A BOTTLE

By ROOPE SORVO

The adventurers find themselves in possession of a curious package containing a ship in a bottle. Upon opening the bottle they find themselves whisked aboard the boat, trapped! To escape, the adventurers must find the ship in the bottle aboard the ship in the bottle. However, they can only escape by breaking the bottle; opening the bottle pulls them into the bottle inside the bottle. It is possible to go multiple bottles 'deep' this way.

Created by a talented mage, the ship in a bottle is a world in itself. The ship is manned by a crew of magically created homunculi that once acted as the mage's servants. However, there's only so many demands the crew could handle, and eventually the homunculi staged a mutiny against their creator, entombing him into one of his own clone vats. Now their own masters, the crew is not happy about the arrival of some upstart intruders aboard their world, let alone ones that want to shatter it.

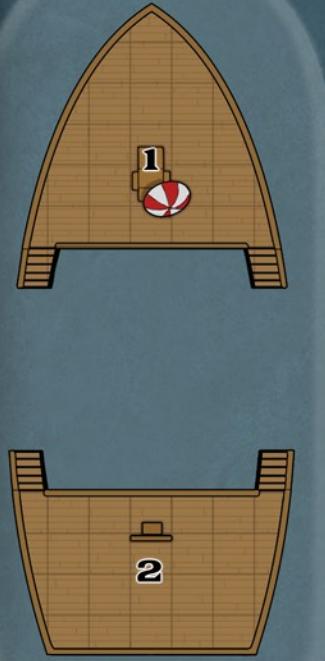


Illustration by [Roopie Sorvo](#)

1. FORECASTLE: Equipped with a comfortable lounge chair and a parasol.
2. AFT DECK: Never meant for seafaring, the ship's steering wheel is inoperational.
3. MAIN DECK: The favourite haunt of the crew.
4. MUSIC ROOM: A small stage stands in front of few rows of benches. The mage held amateurish musical performances here; if encountered here, the homunculi will instinctively clap at all performances.
5. STUDY: The countless of handwritten symphonies make it clear that the mage did not know how to actually read notes.
6. KITCHEN: Both the kitchen and the adjoining pantry are maintained by magic despite the years of disuse.



7. GALLERY: Contains several paintings and numerous sculptures of the mage himself. If the collection is tampered with, the mage's giant-sized portrait animates and climbs out of the frame to punish the meddlers.
8. DINING HALL: The mage's last, unfinished meal has been rotting on the table for years.
9. TROPHY ROOM: Decorated with a collection of mounted heads and taxidermied bodies of various magical beasts. The unicorn is animated and will attempt to poke the eyes out of any intruders, resulting in the high number of eye-patches among the homunculi.
10. BEDROOM: The finely appointed bedchamber has been taken over by the 'captain' of the crew, a homunculus pirate named Big Booty Randall.



11. WALK-IN CLOSET: A magic full body mirror compliments anyone who looks at themselves through it.
12. KILN: This space is where the mage crafted his magical servants: after the mutiny the crew has continued the creation process, resulting more and more degenerate homunculi due to the lack of skills and thinning resources.
13. HOLD: The containers once stored materials for crafting the homunculus crew, but those components have long since ran out.
14. CLONE VATS: Six glass cases house inanimate clones of the mage, with one exception: one case contains the real mage, trapped by his crew. This makes little difference, as all of them think of themselves as the genuine article.