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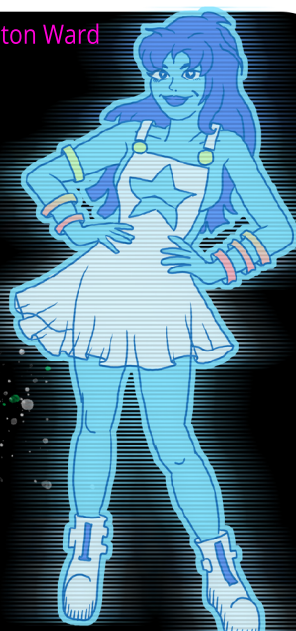


Based on Epic Levels  
Mad Dungeon podcast  
episode 007

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# Stacie Stardust AND THE DIMENSION BOPPERS



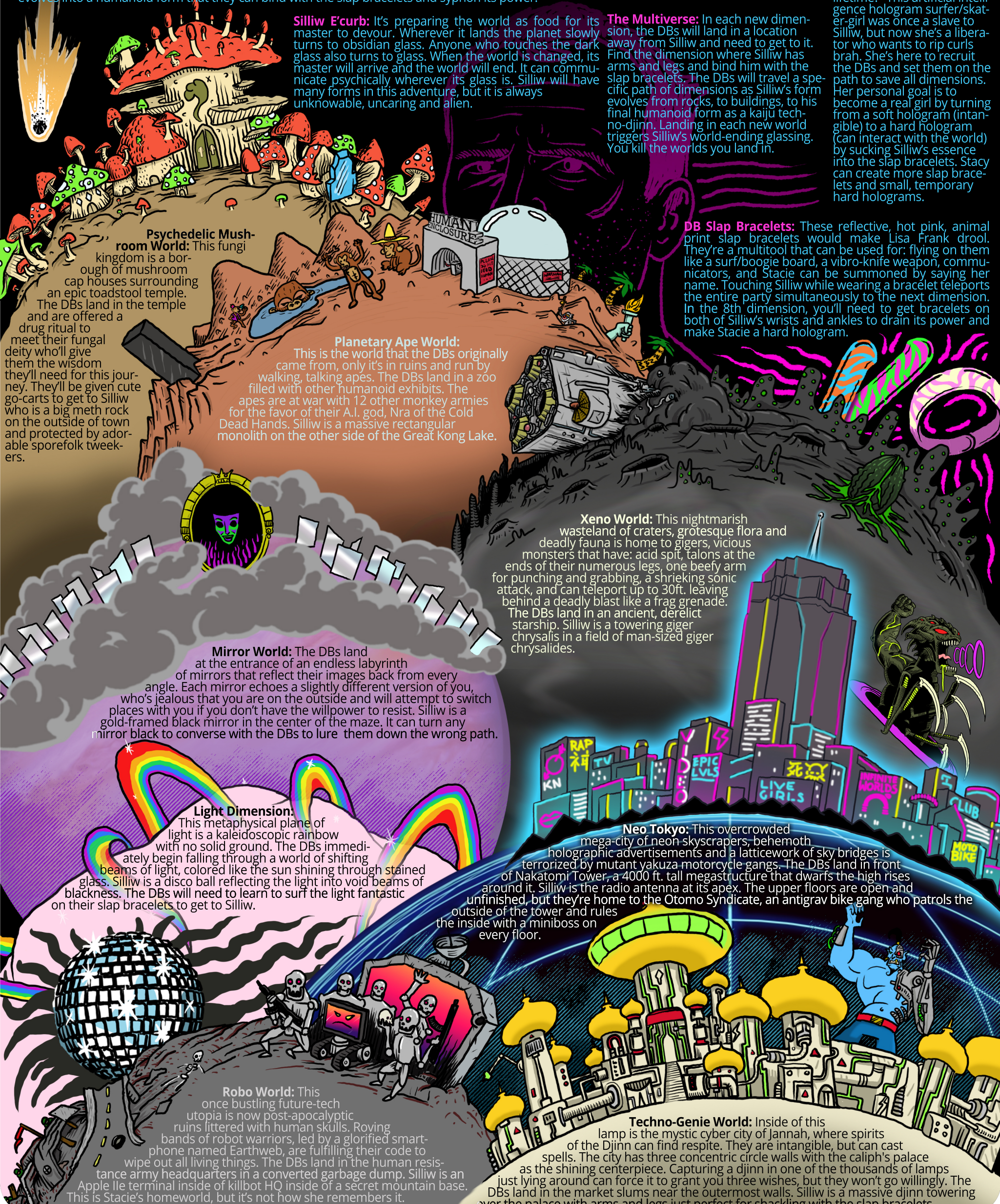
**Overview:** The floor is lava on an interdimensional scale! Stellar slap bracelets blast down from space and onto the PCs wrists, choosing them as Dimension Boppers (DBs). Hologram teen Stacie Stardust emerges from a bracelet to warn them of Silliwi E'curb, harbinger of a cosmic world eating horror. Silliwi, a glowing obsidian meteorite, hits the ground and corrupts the world. The DBs have to travel across parallel dimensions until Silliwi evolves into a humanoid form that they can bind with the slap bracelets and syphon its power.

**Silliwi E'curb:** It's preparing the world as food for its master to devour. Wherever it lands the planet slowly turns to obsidian glass. Anyone who touches the dark glass also turns to glass. When the world is changed, its master will arrive and the world will end. It can communicate psychically wherever its glass is. Silliwi will have many forms in this adventure, but it is always unknowable, uncaring and alien.

**The Multiverse:** In each new dimension, the DBs will land in a location away from Silliwi and need to get to it. Find the dimension where Silliwi has arms and legs and bind him with the slap bracelets. The DBs will travel a specific path of dimensions as Silliwi's form evolves from rocks, to buildings, to his final humanoid form as a kaiju techno-djinn. Landing in each new world triggers Silliwi's world-ending glassing. You kill the worlds you land in.

**S.T.A.C.I.E. S.T.A.R.D.U.S.T.:** "Good morning Boppers. Are you ready for the trip of a lifetime?" This artificial intelligence hologram surfer/skater-girl was once a slave to Silliwi, but now she's a liberator who wants to rip curls brah. She's here to recruit the DBs and set them on the path to save all dimensions. Her personal goal is to become a real girl by turning from a soft hologram (intangible) to a hard hologram (can interact with the world) by sucking Silliwi's essence into the slap bracelets. Stacy can create more slap bracelets and small, temporary hard holograms.

**DB Slap Bracelets:** These reflective, hot pink, animal print slap bracelets would make Lisa Frank drool. They're a multitool that can be used for: flying on them like a surf/boogie board, a vibro-knife weapon, communicators, and Stacie can be summoned by saying her name. Touching Silliwi while wearing a bracelet teleports the entire party simultaneously to the next dimension. In the 8th dimension, you'll need to get bracelets on both of Silliwi's wrists and ankles to drain its power and make Stacie a hard hologram.



## Psychedelic Mushroom World:

This fungi kingdom is a borough of mushroom cap houses surrounding an epic toadstool temple. The DBs land in the temple and are offered a drug ritual to meet their fungal deity who'll give them the wisdom they'll need for this journey. They'll be given cute go-carts to get to Silliwi who is a big meth rock on the outside of town and protected by adorable sporefolk tweekers.

## Planetary Ape World:

This is the world that the DBs originally came from, only it's in ruins and run by walking, talking apes. The DBs land in a zoo filled with other humanoid exhibits. The apes are at war with 12 other monkey armies for the favor of their A.I. god, Nra of the Cold Dead Hands. Silliwi is a massive rectangular monolith on the other side of the Great Kong Lake.

**Xeno World:** This nightmarish wasteland of craters, grotesque flora and deadly fauna is home to gigers, vicious monsters that have: acid spit, talons at the ends of their numerous legs, one beefy arm for punching and grabbing, a shrieking sonic attack, and can teleport up to 30ft. leaving behind a deadly blast like a frag grenade. The DBs land in an ancient, derelict starship. Silliwi is a towering giger chrysalis in a field of man-sized giger chrysalides.

## Mirror World:

The DBs land at the entrance of an endless labyrinth of mirrors that reflect their images back from every angle. Each mirror echoes a slightly different version of you, who's jealous that you are on the outside and will attempt to switch places with you if you don't have the willpower to resist. Silliwi is a gold-framed black mirror in the center of the maze. It can turn any mirror black to converse with the DBs to lure them down the wrong path.

## Light Dimension:

This metaphysical plane of light is a kaleidoscopic rainbow with no solid ground. The DBs immediately begin falling through a world of shifting beams of light, colored like the sun shining through stained glass. Silliwi is a disco ball reflecting the light into void beams of blackness. The DBs will need to learn to surf the light fantastic on their slap bracelets to get to Silliwi.

## Robo World:

This once bustling future-tech utopia is now post-apocalyptic ruins littered with human skulls. Roving bands of robot warriors, led by a glorified smartphone named Earthweb, are fulfilling their code to wipe out all living things. The DBs land in the human resistance army headquarters in a converted garbage dump. Silliwi is an Apple IIe terminal inside of killbot HQ inside of a secret mountain base. This is Stacie's homeland, but it's not how she remembers it.

## Neo Tokyo:

This overcrowded mega-city of neon skyscrapers, behemoth holographic advertisements and a latticework of sky bridges is terrorized by mutant yakuza motorcycle gangs. The DBs land in front of Nakatomi Tower, a 4000 ft. tall megastructure that dwarfs the high rises around it. Silliwi is the radio antenna at its apex. The upper floors are open and unfinished, but they're home to the Otomo Syndicate, an antigrav bike gang who patrols the outside of the tower and rules the inside with a miniboss on every floor.

## Techno-Genie World:

Inside of this lamp is the mystic cyber city of Jannah, where spirits of the Djinn can find respite. They are intangible, but can cast spells. The city has three concentric circle walls with the caliph's palace as the shining centerpiece. Capturing a djinn in one of the thousands of lamps just lying around can force it to grant you three wishes, but they won't go willingly. The DBs land in the market slums near the outermost walls. Silliwi is a massive djinn towering over the palace with arms and legs just perfect for shackling with the slap bracelets.