

**Overview:** It's hive mind vs. hive mind in this psychic invasion story! You're consensually swallowed by Jonah, a gargantuan psychic fish whose mission is to keep reality intact. Jonah's insides are a massive honeycombed hive-city whose inhabitants are psychically connected to Jonah's mind. Trolli, a million glow worms, is a hive mind of chaos. They've infested Jonah and are ripping reality apart. This has severed Jonah's psyche into four distinct brothers. To destroy Trolli, you must reintegrate the brothers and activate the sonic statue to save Jonah, the city and the world.

**Jonah:** This kind and loving psychic-fish city from another world has been saving mankind from the murderous forces of chaos for a millenia. Jonah's psychic mojo has been on the fritz ever since this Trolli infestation.

Jonah's Brothers Types

Frankie  
(tasmanian devil legs)  
Manic inventor, never sleeps,  
hairbrained ideas.

Joe  
(torso/belly) Sleepy, comfort, relaxation,  
leisure, luxury.

Nick  
(arms) - Gym rat bro, super buff,  
always talking about proteins and  
gains.

Kevin  
(head) - silent, introspective,  
wise, philosophical,  
very zen.

**Jonah Brothers:** The hive mind denizens of Jonah are all different types of people like any other big city, but inside their mind they're occupied by one of four Jonah Brothers personality traits. While there are thousands of the other three Jonah Brothers, there's only one Frankie. When different types of Jonah bros get close, psionic soundwaves appear around them. Four Jonah Bros can connect to become an uber-Jonah voltron. An uber-Jonah must activate the statue in the amphitheater kill the glow worms and close all the black holes.

**Districts of Jonah:** This hive city of labyrinthine passageways is self-contained and densely populated. Jonah provides all the resources necessary for this self sustaining city. Since the psychic split, the different Jonah brothers only stay in their part of the city.

**Treasure Stomach:** After you're swallowed, you land in this hidden room in the lower levels of Jonah. Piles of treasure are stacked to the ceiling, but four magic items are displayed on pedestals. The main way out is a tunnel that leads up to the base of the Uber-Jonah brothers statue in the amphitheater, but there's a hidden ladder that leads to Frankie's lab.

- Eye Patch of Truth Seeing: can see psychic energy trails and can tell Jonah brothers apart.
- Tri Cornered Hat of Command: gives advantage on social skill checks.
- Peg Leg of Speed: replace your leg with this and run twice as fast.
- Hook Hand of Sea Summoning: replace your hand with this and 1/day summon a sea creature. Roll 1d12: 1 tiny (shrimp, sea horse), 2-6 small (octopus, eel), 7-8 medium (dolphin, squid), 9 large (Shark), 10 huge (Orca, giant squid), 11 gargantuan (whale, kraken), 12 sea god (Dagon, Cthulhu).

**Frankie's Secret Lab:** Frankie's always here making lots of mad scientist projects that are half completed. He's frantically trying to reestablish the psychic link with his experiments. He has EKG meters that can locate glow worms, and proton packs that can close the black holes. The only entrances here are through the treasure room, and behind the 18th hole at the mini golf course in Nick's Date Night Mall.

**Nick's Gym:** Trainers are everywhere helping each other pump iron, do yoga, teach cardio classes and give nutritional advice. There's a swimming pool, rowing lanes, cycling track, ski hill, dance & martial arts studios, climbing wall and obstacle course. Everyone is super fit and incredibly attractive.

**Joe's Slumber Chamber:** There's unmatched comfort in this strange, M.C. Escher-esqe, non-euclidean architecture of beds, and the district itself is a giant bed. Sleep aids are everywhere: melatonin pills, white noise machines, eye masks & weighted blankets. Above each bed is a psychic viewing monitor where you can observe the sleeper's dreams. There's a special area for naughty times that connects to Nick's Gym.

**Kevin's Library!:** This room is built for meditation, quiet contemplation and finding inner peace. It houses psychic yoga mats that can put you in a trance. There are psychic books that you can touch to download their contents in an instant. The stacks are vast, confusing and nearly infinite. It takes a magic trick to find a book you're actually looking for. Kevins are librarians, but the Book Worm is in charge.

**The Book Worm:** This anthropomorphic centipede is spread and coiled from one end of the library to the other, and then some. Each of his millions of hands contains a face and are reading thousands of books at once. They give riddles and side quests for rewards. The bookworm wants dangerous and unknowable knowledge from books that they won't touch. They know where all the best books are.

**Nick's Date Night Mall:** How does one date a hive mind? Does a hive mind date itself? Between the gym and slumber chamber is a mall for dating activities: adult lingerie boutiques, ice cream shops, mini golf, jewelry shops, horse carriage rides, candy stores, a canal with a river walk and gondola rides. Musicians will serenade potential lovers in the streets and love is in the air.