

# The Insightful Rot of The Tumorous Manse.

A manse in the dusty outskirts of the city has been lost to corruption.

## Why go there, d6?

- 1) Local authorities would like the rot to halt its spreading.
- 2) A rival assassin group requires intel on **Starkan**.
- 3) A pink robed wizard would like a **Fleshweed Seed**.
- 4) An eccentric collector would like the **Esoteric Book**: "Manifesting Dream Treasure".
- 5) A dark robed figure wants their brother **Balsan** recovered (in fact they would like to assassinate them)
- 6) Rumours of treasure left unguarded (**Mirror Dagger** and **Holy Vials**).

*The manse is made of blocks of sandstone. Interiors are bare but extant decorative touches are opulent. All work benches are ornate and made of exotic wood. Glass beakers and vials crystal-like and bejewelled.*

**Fleshweed:** Coral like growths of flesh. Tumours scintillating with pink tendrils. Happily grasps any flesh and chews it with tiny mouths.

**Ambulatory Fleshweed:** Dog sized clumps that wriggle like worms, or stumble on malformed legs. Aggressive in its chewing of flesh.

**Fleshweed Seed:** Whitepink fist sized pearl. Ever drips blood. Implanting into a brain will begin a new fleshweed growth.

## Survivors:

**Balsan** : Haggard, emaciated and delirious priest assassin. Mouth oozing **Fleshweed**, as is the back of now cracked skull. Fine robes blood and jelly stained. **Wants** food and to escape the manse. **Knows** **Starkan** found a **Fleshweed Seed** in a dream, **Balsan** sees these in his dreams now too.

**Starkan:** The consciousness of the head assassin priest in the form of a wall covering amalgamation of flesh and organs. Speaks, clearly, from six ambulatory mouths. **Wants** to be fed a another **Fleshweed Seed**. **Knows** that the fleshweed is reading us, and is making us better.

## Other Beings:

**Acolyte:** Pink, hairless apes with long, slug like head. Slughead terminates with single enormous human eye. Brute strength. Touch sends loving messages to the human mind "be calm, be happy, join us, etc". **Wants** to grow the **Fleshweed** to strengthen its connection to this world. **Knows** the thoughts of those nearby.

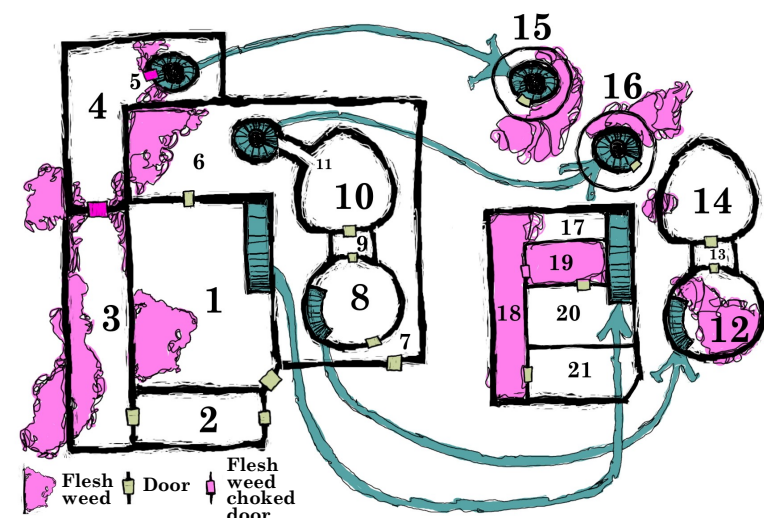
**Deacon:** Pale 8 foot malformed man. Face featureless save for two spiral horns. Wears elaborate adornments of twisting, scintillating **Fleshweed**—they handle this like a snake or scarf. Regenerates their flesh quickly and can swiftly consume a living being with their vestments. **Wants** brains for **Fleshweed Seeds**. **Knows** their invasion is just, glorious and inevitable.

**Mirror Dagger:** Infinitely sharp. Will effortlessly slice flesh when blade is an inch away. Wounds from it are difficult to heal. **Holy Vial:** Injecting makes flesh rubbery, twistable and impervious to all but the sharpest blades. Climbing of sheer surfaces becomes incredibly easy. Lasts d4 hours.

**Shrine:** A lolling tongue surrounded by an arch of eyeballs. The tongue will attempt to drag the flesh of passerbys into its maw, implanting a fleshweed nodule & **bestowing one of the following blessings, d6:**

- 1) Blessed one can part and direct **Fleshweed** like a conductor but their body will be overcome by **Fleshweed** in d6 days.
- 2) Blessed one can vivify once dead flesh in their presence. **Fleshweed** growths resembling the vivified being will erupt over body.
- 3) Blessed one can now read others mind but their brain will explode with a **Fleshweed** seed and growth in d6 days.
- 4) **Fleshweed** will no longer attempt to consume blessed one but **Acolytes** will attempt to pulverise this cursed body.

**Esoteric Books:** Generally emanate a vile energy. Written in a variety of exotic languages. If comprehensible the title is, d10: 1) Weaponizing Vermin 2) The Ensuring of Conflict 3) Manifesting Dream Treasure 4) Illuminating the Otherworld 5) Everyday Poisons 6) Labyrinth of The Mind 7) Meat Bacterium 8) My Time with The Brain Dwellers 9) Holy Rot and The Glory of the Slug 10) Politics of Death.



- 1) Assaulting stench of rot. Hundreds of barrels. A path between doors and stairs is cleared. Most barrels contain chunks of rotten meat. Workbench of chemicals and scalpel in SW corner of room. Exploding growths of **Fleshweed** sprouts from the barrels around workbench.
- 2) Arched cloister. Wiggling tendrils of **Fleshweed** hang from ceiling.
- 3) **Fleshweed** choked cloister. Pools of red liquid swim away from interlopers. Explosions of **Fleshweed** centred around pink congealant covered rat and human skeletons.
- 4) Enclosed courtyard. Blood splattered remnants of cleared **Fleshweed**. Evidence of consumed raw rats. **Balsan** is sleeping in dirt in corner.
- 5) Stone stairs dripping with a slithering red ooze. d4 **Acolytes** begins walking down stairs when door opened.

- 6) Dusty courtyard. Fist sized oozes of pink scatter like roaches when approached. **Acolyte** is placing an offering of meat at Shrine in center of billowing mass of fleshweed in NW corner.
- 7) Dusty courtyard. Dozens of destroyed **Esoteric Books** splayed in dirt—tossed from arched windows above.
- 8) Pitch black, no windows. Musty, faint rot. Barrels line wall. Workbench of chemicals and scalpel in center of room. Dead, faltered and dried out **Fleshweed** leaks from some barrels.
- 9) Pitch black. Stone bookshelf of d8 **Esoteric Books** opposite stone statue of robed man, one hand on heart, other holding poised dagger dripping liquid.
- 10) Pitch black. Stench of chlorine and ozone. Smashed, wrecked laboratory of stone and glass. Myriad chemicals. d4 **Acolytes** rifling through wreckage for **Fleshweed Seed**.

- 11) Dark stone stairs. d6 **Ambulatory Fleshweed** unleashed by **Deacon** at top of stairs.
- 12) Arched windows line room. Enormous gyrating mass of **Fleshweed** fills room, blocking way from stairs to north door. d6 **Acolytes** feeds mass of **Fleshweed** **Esoteric Books** and meat from north side of room.
- 13) d8 piled **Esoteric Books**. Behind books a **Fleshweed Seed** is hidden beneath purple silk.
- 14) **Deacon** deep communing with Shrine emerging from **Fleshweed** mass slopping out arch window (will not rouse without considerable agitation). Four statues of men, each with limbs removed showing anatomically accurate organs. In north is workbench of chemicals with a **Holy Vial**.

- 15) Balcony half filled with **Fleshweed**. An alluring Shrine emerges from the growth.
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- 17) Empty book shelves line corridor.
- 18) Flowering **Fleshweed** mass fills corridor and bulges out of arched windows.
- 19) **Fleshweed** mass fills room. Everything other than the stone walls has been consumed.
- 20) Walls covered in thin layer of **Fleshweed**. Several eyes and mouths roam around the flesh. **Starkan** is here in the form of diffused flesh. Blood soaked wooden furniture.
- 21) Two workbench of chemicals. One holds a **Holy Vial**. The other holds a **Mirror Dagger**.