

# CREATION: INFECTED

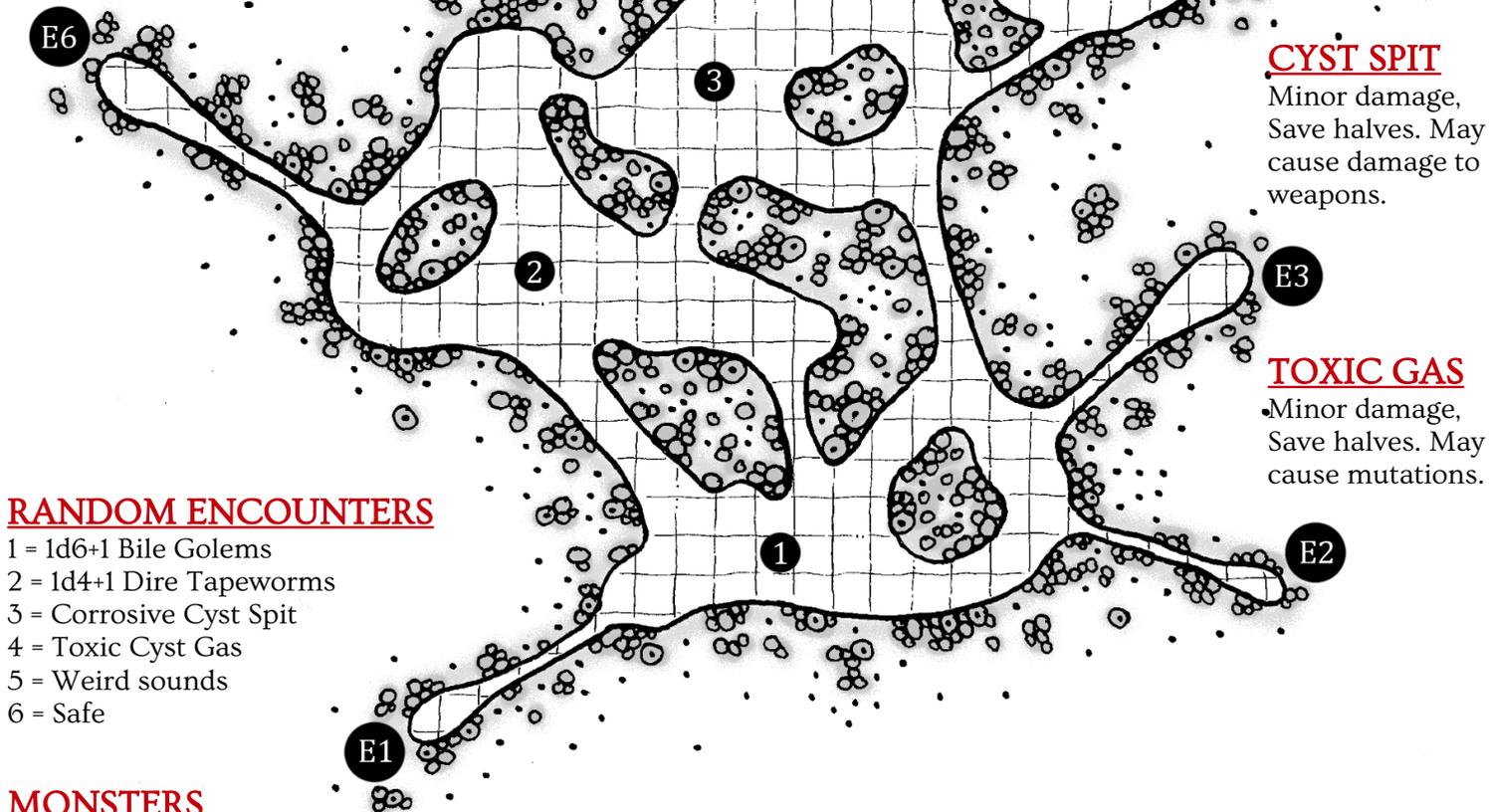
The lands are plagued with mysterious growths, almost cancerous in their appearance. They release spores that make people and livestock sick and eventually die. It all seems centered on one particular piece of land. Now it is up to the PC's to find the source of this disease, which threaten all of creation, and purge the land.

## GETTING IN

Six big entries exist, each resembling a sphincter on the ground. The actual opening is covered with a slimy membrane.

Roll a d6 to see where the PC's end up (E1-E6).

The caverns are slimy with walls that seem to contract and expand. The floor is soft and slippery and all movement is halved unless you wanna risk slipping. Dripping sounds and regurgitating noises echoes. Here and there small cysts protrude from the walls, floors or roof. They spit bile and release toxic gas from time to time.



## CYST SPIT

Minor damage, Save halves. May cause damage to weapons.

## TOXIC GAS

Minor damage, Save halves. May cause mutations.

## RANDOM ENCOUNTERS

- 1 = 1d6+1 Bile Golems
- 2 = 1d4+1 Dire Tapeworms
- 3 = Corrosive Cyst Spit
- 4 = Toxic Cyst Gas
- 5 = Weird sounds
- 6 = Safe

## MONSTERS

- Bile Golem** - Humanoid but smaller. Weakness to fire. Two claw attacks with risk of infection. Easily killed.
- Dire Tapeworms** - Long, thin, transparent worms. Bite attack. If PC is prone it can attack rectum and force entry.
- Patogenus** (boss) - Big humanoid covered in cysts. Attacks with Sword of Rot as last resort. Corrosive blood. Cowardous. Hard to kill. Can grab enemy and teleport to his putrid dimension.

## ROOMS

- 1 Stinking cesspool where Bile Golems are born. Toxic fumes. Easy Save to avoid turning into a Bile Golem.
- 2 In a cyst on the wall something shimmers. Pebble of Fertility. If buried in a field it guarantees good crops for three years. If swallowed during conception it guarantees a strong and healthy child, destined for greatness.
- 3 Patogenus lair. Hell bent on spreading his cysts across the land. Retreats to room 1 or 6, relying on minions.
- 4 This is where the Mother Cyst is located. It must be destroyed. Successful attack provokes Cyst Spit.
- 5 Three dead adventurers with random loot and a crude, homemade gas mask. Advantage against Cyst Gas.
- 6 A huge growth where Dire Tapeworms are born. Destroying it removes them from random encounters.