

THE DEATHLESS CYST

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The Deathless Cyst is the greatest achievement of Parnassus, the Biomancer. It is an endless soul receptacle, that allowed him to become immortal (at a price). The Cyst often captures and respawns the souls of many unlucky ones, forcing them to be reborn in it when they die. It is meant to be used as a "you wake up in this goo" event after a TPK, but remember: nothing truly dies here. Any time something dies, its soul is captured back into the Cyst, which spawns a new body for it (with a 1-in-6 chance of a random mutation; this mutations stack and every time one is rolled more than once reduce a random Ability Score by 1; when ability scores reach 0 players degenerate in a twisted shadow of their former selves). They are then reborn 1d3x10 minutes afterwards, naked. Many souls were captured over the years, which resulted in... peculiar degenerate creatures roaming this goey place. Can you escape the Deathless Cyst of Doctor Parnassus and its terrible marvels, or will you become one of the deformed monstrosities that stalk its bowels?

The Biomancer's Lair: access is impossible without Cyst Juice, that opens the door. Inside, a Flesh Portal allows instantaneous travel anywhere. You will probably come out from a giant uterus in the sky.

The Spawning Pool: Birthing Pods, where humanoids are reborn, are located here. Those are the only pods in the Cyst to allow housing of complex souls.

Rooms are connected by those tracts: the extremes look like toothless mouths, and open when something is near. They "swallow" what enters, making travel between rooms quite fast.

The Hekati Bonecave: bone tumors grow here, hanging from the walls like spikes on a torture device. If somebody is thrown onto them, they are hit by 1d12 spikes that work like knives. Sometimes, big spikes fall from the walls and are usable as a weapon (there are d8-4 when entering the room, 50% of them work like a sword, 25% like a greatsword, 25% like a spear).

The Descent: this is a long, muscular connective tract, large enough for many creatures to walk comfortably in it. It trembles every 30 minutes, causing those inside it to Save or fall flat on their asses. It is often one the favourite hunting spots of the predators around here.

The Nest: this is the home of the Nestlings, immovable creatures that died so much they became part of the Cyst's lifecycle. They produce Cyst Juice, which is extremely acid for anything but the Nestlings; it even scars the Cyst. Nestlings explode violently when they sense anyone nearby, when the Juice evaporates a little red pebble emerges (a newly born Nestling) that swells and fills itself with Cyst Juice in the next 10 minutes.

The Leathery: sickly scraps of bone and leather hang dead from the ceiling, like old hams. This room is deathly sick, and the air in it is heavy and lacks oxygen. Every 10 minutes inside it, creatures inside must Save or pass out (until something drags them away or they die). The leather is easily harvested and it seems to stick to living things like a parasite, working like armor (that wears off after being attacked). It's also apparently immune to Cyst Juice.

Parnassus, Bane of the Unicorns: this is the Cyst's creator. He has died so many times that he degenerated in an hungry mass of meat. Entrances are both sphincters dropping people from the ceiling, almost impossible to climb back up. Whenever something moves inside it, Parnassus starts filling its chamber with digestive juice, that slowly kills and digests whatever is inside. In 1d10 minutes, all the screams of pain and horror are gone, and his endless hunger waits for the next feast.

CREATURES:

Unicorns: flaccid, obese and pony-sized, the Unicorns of the Cyst are what remains of much nobler creatures trapped by it. They feed off nutrients in the ground, biting off small pieces of flesh that regenerate almost immediately. When hit, they release small toxic clouds, very dangerous to predators around. Their horns comes easily off their corpses, and can be opened like a scroll. They contain 1d4 spell levels worth of a single random spell.

Handmaidens: giant bees with human hands for feet. Big as a human torso. They secrete a sprinkly blue dust from their mouths, that lures their prey. Mostly spend their time grasping the ceiling and exchanging nutrients with the Cyst. Their barbed stingers ignore armor when they drop from above to kill their prey, which they eat and feed the Cyst with.

Silent Watchers: eyes with buglike legs, they scuttle all around the Cyst and give off light as a torch. They are as big as a Lantern, and don't need to be fueled. Can walk on the ceiling and walls. Feed by licking where they walk. Docile, can be killed by just squeezing too hard. When killed, they contain 1d4-1 small gems, which explode when dropped, stunning all those within 10 feet. In any room, there are d12-6 of them around.

MUTATIONS:

Crabby Hands: they work like a Heavy Weapon. You can't manipulate anything precisely anymore.

Skinless Scalp: you can sense anything moving 10 feet around you. You take double elemental damage.

Acidic Soul: you can vomit your own soul, which you control and acts as a green slime. You die if you're not back to your body in 1 hour.

Iron Hair: your body is covered in thick hair, that acts as Leather Armor. It instantly grows back if burned or cut. You can't wear any armor at all, or any clothes for that matter.

Electrical Heart: your heart produces and stores electricity. You can use it to attack at will by just touching any enemy (damage like a standard weapon), but you receive half the damage you inflict.

Octofeet: your legs now fork off into 8 long, thin and extremely movable finger-like appendages. They work like Thieves' Tool like a charme, and allow climbing at 1/2 your normal speed. However they reduce your land speed by half and make running impossible.

Healthy Eater: your ribcage becomes a giant mouth, filled with sharp teeth. You can swallow whole creatures smaller than you that you grapple, and be fed for a week. You can't eat normal food anymore.