

Worms Among the Flesh

New occupations, backgrounds, drives and sigils.

The Giant's Carcass

An incursion in search of eternity.



TROPHY

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Worms Among the Flesh

The following are new options for treasure-hunters for use with the Incursion *The Giant's Carcass*, or any other session of Trophy.

OCCUPATIONS

Butcher (*skilled in killing, calming, animals*)

Bodyguard (*skilled in defending, looking out, enduring*)

Medicus (*skilled in wounds, sickness, humours*)

Prostitute (*skilled in seduction, haggling, body language*)

Undertaker (*skilled in masking, religion, symbols*)

BACKGROUNDS

While all these Backgrounds imply that the treasure-hunter is unable to follow their former profession because of physical disabilities, that does not mean that they necessarily see this as a problem, or something they want or need to have changed. Rather, the reason they are not following their former calling could originate in a cruel society, a double-dealing rival, or something that is not related to their disability at all—or perhaps the treasure-hunter's inability to come to terms with their circumstances is actually the flaw that drives them to seek “magical solutions” by going on an incursion.

Hoarse-voiced Singer (*skilled in drinking*)

Limping Dancer (*skilled in performance*)

Palsied Scribe (*skilled in lore*)

Scarred Courtesan (*skilled in poison*)

Worn-out Gladiator (*skilled in fighting*)

Weak-eyed Scout (*skilled in listening*)

DRIVES

Escape your dreary life in the slums of Fort Duhrin

Heal the wound your enemy gave you in the streets of Tesod's Rest

Make your rival in the twin cities Ror and Rar regret their victory

Show the spouse that had you imprisoned in Barsul

Triumph over the critic that humiliated you in songs sung in Ambaret

Become the giant you always knew you were

SIGILS

These work the same as rituals and can be chosen in their place.

Collarbone (*break something important*)

Earlobe (*cause bleeding from the ears*)

Eyelash (*temporarily blind another*)

Fingernail (*cause deep scratches to manifest*)

Liver (*cure any poison*)

Stomach (*turn something inside out*)



HIGHER SIGILS

These may only be discovered in the Carcass. If a treasure-hunter wants to put these on their body, they have to first succeed at a Risk Roll that is treated like the use of a ritual.

Breath (*call up a hurricane or suck all life from a place*)

Black Bile (*crush a person's hope and take their strength for your own*)

Blood (*give a person superhuman energy and power; make somebody young*)

Phlegm (*age someone or something until it is old and frail*)

Yellow Bile (*make a person angry and give them strength; heal a debility*)

Heart (*become immortal*)



INCURSION

The Giant's Carcass

*Come to me with sword and axe and lance,
And as my trophy, I shall take your hands.*

*Come to me with spells that you deem wise,
And as my trophy, I shall take your eyes.*

*Come to me and tell me who is right or wrong,
And as my trophy, I shall take your tongue.*

*Come to me with song and poem and art,
And as my trophy, I shall take your heart.*

Once, there lived the most powerful wizard in all the land. Their magic was strong, unusual and unthought-of, but they wanted nothing more than to discover and learn. Legend has it that they even ventured into the Kalduhr to wrest magical secrets from this place, and to insure their own immortality. And they were successful: they came back even greater than before, and with time, they grew to an immense stature, first overshadowing trees, then cities, then mountains.

That was when the gods decided to intervene against this giant: the godsmith Vestor forged a mighty lance; the demon-enchantress Terca provided a deadly poison; and the hero Chant pierced the giant's side. Crying out, the wizard fell with a mighty sound, levelling hills and forests under their enormous body.

And there they lie, still, a giant's carcass, not alive, but not truly dead. The legends claim that the giant still wears the sigil the forest gave them on their heart, and that this is what keeps them alive. Even more outrageous legends claim that brave treasure-hunters might enter the Giant's Carcass and there retrieve the sigil, thus becoming immortal.

THEME

Body

INCURSION: THE GIANT'S CARCASS

STARTING QUESTIONS

- ◇ What would you change about your body?
- ◇ What do you like about your body?

MOMENTS

- ◇ When the treasure-hunters approach the Carcass, describe how huge it is. Tell them about hillocks and cliffs that turn out to be limbs or the torso.
- ◇ The giant is not truly dead. Everywhere the treasure-hunters go, there are puddles or streams of blood they have to wade through. The color and composition vary with the Ring they are in.
- ◇ Crusted carvings on the wall, twisted by the healing flesh.
- ◇ Crude lichen battling an infection. You never knew lichen could groan.
- ◇ A sluggish stream of lymph comes up to your knees. It smells vaguely of flowers.
- ◇ The cracked ends of bone rub together with the glacially slow breaths of the giant.

CONDITIONS

- ◇ Your hair falls out. Do you try to cover it? If yes, say with what. If not, ask another player to describe the mark that becomes visible on your skull.
- ◇ You hear the sound of a heart racing in your ears. Bo-bom. Bo-bom. What makes you so sure it's not your own heartbeat? Whose is it?
- ◇ If you clench your hands, blood wells from beneath your fingernails. Why does this assure you rather than disturb you?
- ◇ You have blisters on your feet, and the skin slowly sloughs off. This should hurt more.
- ◇ Your teeth feel loose. Somehow you know that one loud word—one shout—will be enough to push them out.
- ◇ The taste of blood is in your mouth. Did you bite yourself, or did you inhale a bit of the giant's blood?
- ◇ Hair sprouts on a body part it usually wouldn't. Where is it, and what do the myths of your culture say about people with hair in this spot?
- ◇ Your intestines are making noises that sound like words. What words do they repeat over and over again?
- ◇ With every breath, you hear the air whistle and wheeze. There is a word that wants to climb out of your throat—what is it? What does it mean to the person you like most in the party?

INCURSION: THE GIANT'S CARCASS

RING 1 — THE WOUND

The blood is dried, brownish, and smells of decay. It flakes at the touch.

MOMENTS:

- ◇ A large piece of scab falls and breaks apart, showering you with dry flakes.
- ◇ Pus oozes from the Wound's edge. It smells sharp and oddly clean.
- ◇ The edges of the Wound are healing ever-so-slowly, and you have to carve your way into it.
- ◇ The giant's bones are glowing with a dim yet steady light. Everything feels sepulchral.

TERRORS: Within the other periphery of the Wound, the giant-delvers have carved a settling into the giant's half-living flesh. Here they breed the Acheron larvae, grotesque mouthless beings making wet sounds with their enormous eyes. These larvae are feeding on the giant's flesh, and their excretions make a powerful drug that numbs pain and makes every touch feel like being enveloped in the softest velvet imaginable.

The giant-delvers revere the giant as some would a god, praying to them and carving tattoos and scars into their own bodies that reflect the wounds the giant took in the war. They will demand that the treasure-hunters do the same and will likely turn to violent coercion if they are reluctant. The delvers are wild-eyed and fanatical, yet they fight using only their bodies as weapons, enjoying every wound they take until they are quite overcome with ecstasy.

TEMPTATIONS: At the center of the delvers' camp, where the Wound is intersected by another injury, there is a shrine that houses the *Sigil of Black Bile*. If a treasure-hunter can cut it from the giant's flesh, they may put it on their own, acquiring—and being acquired by—this new sigil.

The path along the Wound is well-trodden, and there are many signs of previous expeditions. Some, the delvers will tell the newcomers, have returned from the Carcass, bringing strange flesh and mighty sigils with them.

INCURSION: THE GIANT'S CARCASS

RING 2 — THE LUNGS

The blood is a bright, cheerful red, full of oxygen and bubbles.

MOMENTS:

- ◇ Intermixed with blood is clear pleural fluid.
- ◇ Walking over the alveoli (about 2.5–12.5 cm in size) will make them pop like bubble wrap.
- ◇ Macrophagic dust cells waft up like pollen.
- ◇ The remnants of a delver are half-crushed into the other ligaments of the lungs.

TERRORS: When the treasure-hunters arrive at the Lungs, there is a steady wind of stale air in their faces, smelling of caves and something rotten. The pleural cavity is huge, filled with bronchi and bronchioles, dripping. They have to cross the lobe to reach the Spine, but the spongy underground is uneven, cresting in bronchioles and alveoli. A sudden shudder runs through the ground, and then the wind changes direction, comes from behind them and draws them tumbling into the cavity. Other things are pulled in, as well: a tiny songbird, a clot of flesh, blood and hair, the skull of a grave maggot—all buffeting the treasure-hunters, disorienting them, pushing them away from the Wound and deeper into the Lungs that grow greater and greater with the inhaled breath. The ground is unsteady with the earthquake-like convulsions. Will they keep in sight of each other? Ask the players what is sucked away from their treasure-hunters in the maelstrom of the giant's breath.

TEMPTATIONS: Like insects wrapped up in their cocoons, hermits live in the giant's lungs, ensconced in pulmonary lobules. They are bound tightly to their cells, contemplating the giant silently. They do not speak, and many of them have already grown into the giant. If one is pulled from their cell, they will weep and choke, speaking in rough whispers. Two of them carry the *Sigil of Breath* and the *Sigil of Blood*, and if the treasure-hunters are very, very careful, they might pull one of them off. But the hermits might wake and attack potential thieves with streams of bright blood or their air-stealing magic.

INCURSION: THE GIANT'S CARCASS

RING 3 — THE SPINE

The blood is a deep dark red and stains anything that touches it. It is sticky and clings to body parts.

MOMENTS:

- ◇ Some of the ribs are fractured and will seem to claw at you as you pass.
- ◇ You have to duck under the vertebrae, and every time you do, it becomes harder to stand up straight again.
- ◇ Clambering on the spine, you touch a nerve, and a vast shudder comes from a far part of the giant.
- ◇ Tiny dandruff butterflies flit around the spinal column. They are fragile and easily crushed.

TERRORS: The vertebrae that lead to the Heart are sharp-edged and likely to draw blood. Once a treasure-hunter suffers an open wound, corpse maggots crawling around will notice them. On closer inspection, these maggots seem to have faces. Some have vestigial arms and legs. As they crawl closer, ask the player what about their tattoos or skin markings seems familiar. Ask them which of the other party members carries a similar sign on their bodies.

The maggots murmur and mumble quietly, but as they come close, the treasure-hunters will see their mouths, full of sharp bones, broken bones, hinged wider than they should be. They are hungry, those maggots, those delvers, they want to feed on the treasure-hunters—but maybe they can be assuaged if you give them a pound of flesh?

TEMPTATIONS: The maggots talk. They are former delvers transformed. They speak their dreams and echo the treasure-hunters' desires. Ask the players what familiar phrases the treasure-hunters hear, and what speech pattern they recognize. The *Sigil of Yellow Bile* may be discovered on one of them.

INCURSION: THE GIANT'S CARCASS

RING 4 — THE AORTA

The blood is a deep red with flashes of oil stain colors—purple or black or ochre. And sometimes there is a rare flash of gold.

MOMENTS:

- ◇ It has grown very warm in this tight space, almost too hot to breathe.
- ◇ The walls are moving continuously—a smooth, almost soothing, movement.
- ◇ There is a long slash in the Aorta's wall. Acheron larvae are feasting here.
- ◇ There is a large blood clot blocking your way. It can be removed by force, though that will lead to a sluggish wave of more blood than usual.

TERRORS: The Aorta is a very tight crawl. The flesh of the walls seems very alive, and when the treasure-hunters have entered this narrow tunnel, the walls will start shivering and embracing them. Their embrace targets precisely those parts of the body the treasure-hunters hate the most or like the best. What will they give up to move quickly through this tight space? This almost seems like a birth canal—what do the treasure-hunters envision they might be born as?

TEMPTATIONS: The Heart's pulse can be heard as distant thunder—the treasure-hunters are close! Ask for a marching order. Who is in front? The *Sigil of Phlegm* might be found crammed into the waving, undulating walls.

INCURSION: THE GIANT'S CARCASS

RING 5 — THE HEART

Ask the players what color they think a giant wizard's blood should be. The blood here is precisely this shade.

MOMENTS:

- ◇ The heartbeat is very slow, but loud, like the sound of an alphorn, or the long bray of an elephant. What does it remind you of?
- ◇ Someone erected a shrine to the giant in the cavity that houses the Heart.
- ◇ There are bones lying exactly before the sigil, the skeletal hand still reaching out
- ◇ A spear has been thrust into the Heart, tiny and insignificant (if a treasure-hunter has a signature weapon, make it one of this kind instead)

TERRORS: The giant's magic is still alive here—they both resent the intrusion and yet welcome the opportunity to share their nightmares and dreams. Memories of the giant and memories of the treasure-hunters will start to intermingle and merge. Let the players tell you what spurred their treasure-hunters' desires, and mix that with the humiliations and triumphs of the giant.

There is only one *Sigil of the Heart* here. Only one of the treasure-hunters can attain it. Let them stumble through the memories, so that everyone has a shot at trying to be the first to grab hold of it.

TEMPTATIONS: The Sigil of the Heart is on prominent display here. It is the one thing that keeps the Giant's Carcass alive, and it can be grabbed by only one treasure-hunter. If this person successfully takes it into their body, it will make them immortal, but the sigil does not heal any harm that person might have suffered before.

