

THE HEAL WORLD

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**Based on Epic Levels
Mad Dungeon podcast
episode 017**

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Overview: This is the true story - of you visiting a planet that's also a living god - trapped in a time loop - working together to stop a violent demagogue from committing deicide - to find out what happens when people stop being polite - and start getting healed: The Heal World.

Heal World: Its surface is an inhuman face surrounded by grasping tentacles. Glowing neon veins cover its slimy surface of skin, hair, pustules, tendrils and other bio material. This benevolent, living-god planet heals pilgrims that come to visit, but always takes something in exchange. You may gain the one of the following boons in exchange for a dead monster tribute and personal sacrifice: perfect vision, go back to your prime youth, never hunger again, or blessed with entrancing beauty. After you receive your boon, roll a d4 for your curse: **1- hands are tongs**, **2- avatar of Heal World grows from your torso**, **3- you're weaker than you appear and can only carry half the weight you normally could**, **4- bleeding nipples, cover with tape or bleed out**. Ask your players why they are visiting Heal World, and what dead monster they brought. Nair'B Niloc disguised as a kindly cultist walks you through the ceremony, and Blood Tits arrives shortly after.

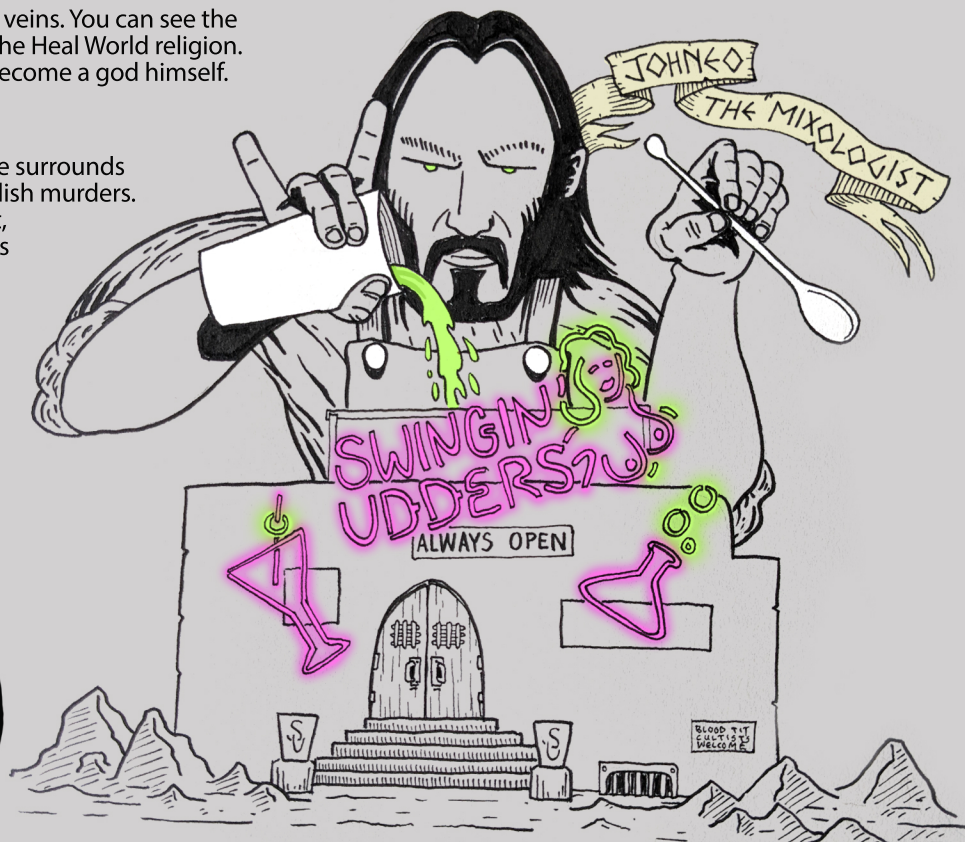
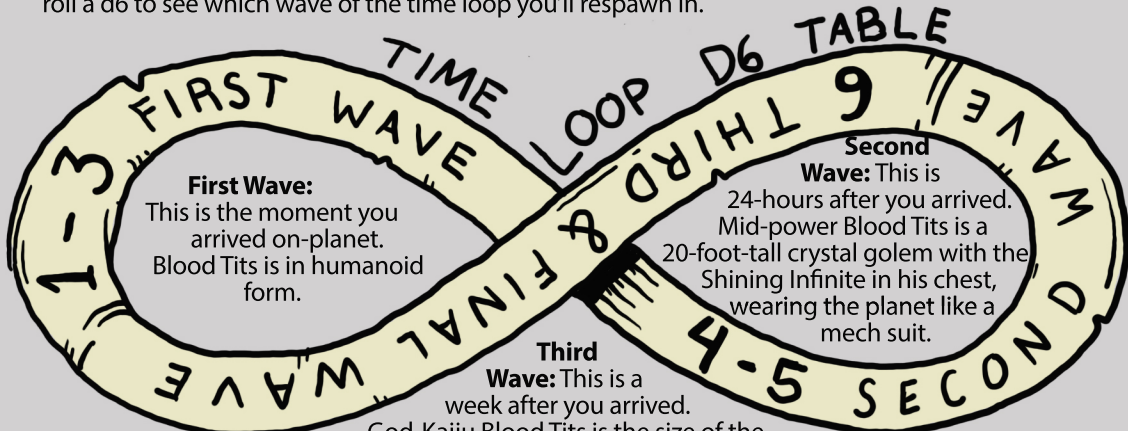
Cultists: These shirtless pilgrims from a thousand worlds wear infinity scarfs made from the leather of Heal World's surface. Every cultist has a boon and a curse to prove their devotion.

Church: This collection of abandoned and now repurposed spaceships makes up a small village on the edge of a cliff overlooking the gorge that leads to Nair'B's cavern. In the village square is a pulpit and altar where Blood Tits preaches to his congregation, and where Heal World bestows its boons and curses. In the second wave Blood Tit's is wearing and controlling these buildings like his own appendages.

Arch-Bishop Blood Tits (he/him): He has all four boons and curses, and has glowing, pulsing neon veins. You can see the blood coursing through his body and out of his nipples. He was the leader of the monastic ways of the Heal World religion. Now, he's utilizing a virus to siphon the planet's power into himself to overtake the god planet to become a god himself. You die everytime you meet Blood Tits until you have the antidote.

The Infection Ritual: Blood Tits' barbaric rage virus has plunged Heal World into constant warfare. He surrounds himself with the infected. Their glowing, pulsing, neon veins compel them to commit the most ghoulish murders. It's transmitted through the infected blood. The blood spilt from the infected is corrupting the planet, and building Blood Tits' power to replace Heal World as a new god planet. Blood Tits' infected acolytes drink from his blood spraying nipples and work to spread the infection as a small faction of rebels tries to keep it at bay.

Time loop: When any member of the party dies, you all respawn in Nair'B's cabin. Everyone has their memory and carries the items of the previous loop, except the person who died. You are given the Mark of the Shining Infinite after your first re-spawn, an infinity symbol around your nipples. It's the highest honor that one can get from Heal World and is revered by its cultists. When you die, roll a d6 to see which wave of the time loop you'll respawn in.



The Antidote: You need to collect three ingredients in order to counteract the virus. During the first wave, collect blood from Blood Tits while he's still human. During the second wave, steal The Shining Infinite from his crystal golem form. During the third wave, collect concentrated milk from the Ur Tit. Then, go back to the first wave and convince Johneo to synthesize the antidote.

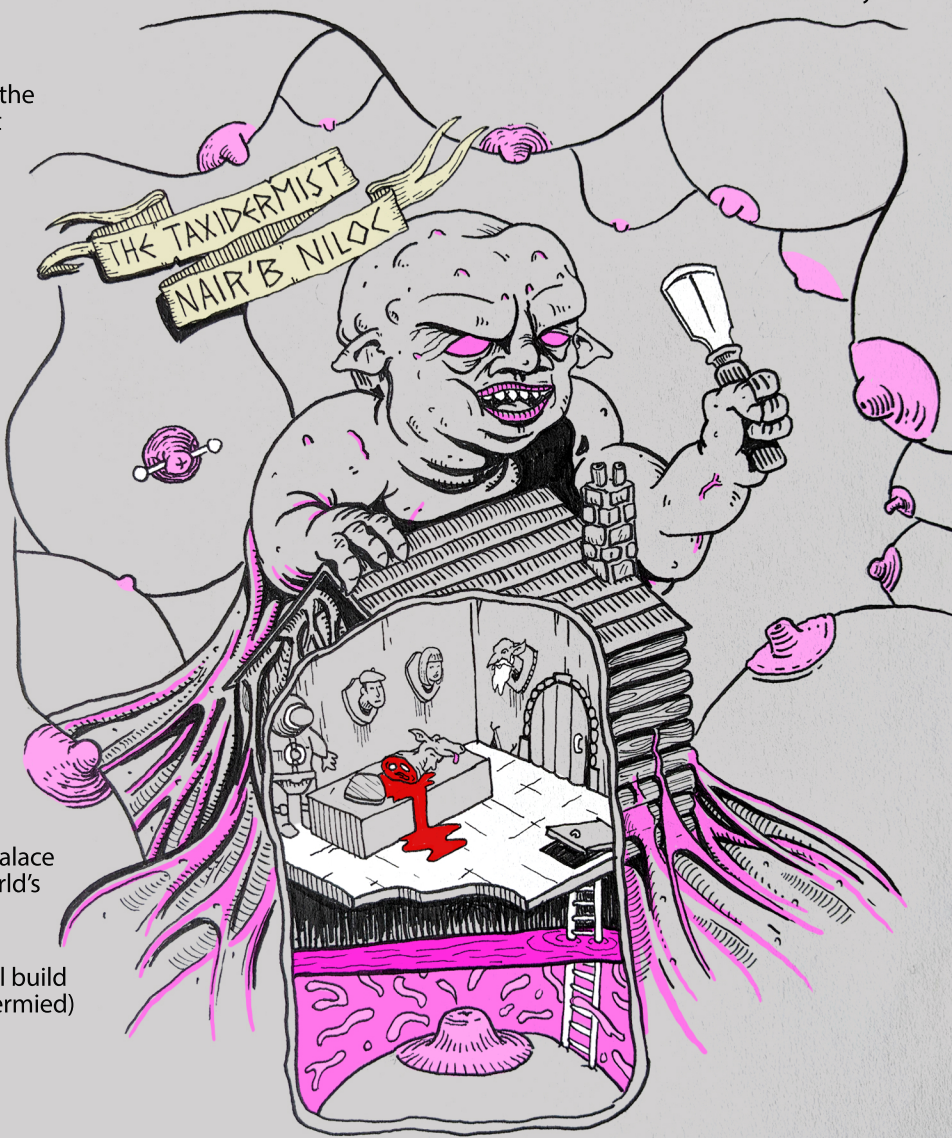
Nair'B Niloc (he/him): This satyr-like avatar of Heal World is growing out of the planet, and can move through any surface in his cavern. He taxidermies the monster tributes thrown into the gorge by pilgrims, and is in charge of the Heal World's menagerie, the time loop chamber, and is guardian of the Ur Tit. He's here to teach you how to stop Blood Tits and save Heal World.

Nair'B's Cavern: This massive cave's walls and ceiling are made of thousands of dried and shriveled mammaries. Corrupted neon veins light the chamber, leading to each nipple that's dripping the rotten milk of the poisoned planet. A path through taxidermied monsters leads to a comforting log cabin growing from the cavern's surface, smoke billowing from the chimney.

Nair'B's Cabin: This taxidermy workshop is furnished with comfort in mind. Animal heads line the walls. In a corner is a set of atmospheric diving suits and a hidden trapdoor in the floor that leads to the lair of the Ur Tit. Inside the trapdoor is a tunnel flooded with embryonic fluid. This where you respawn everytime you die, suckling a teat of Heal World, being reborn into this world. Everytime you respawn, the head of the character who died is mounted on the wall as a reminder of Heal World's mercy.

Lair of the Ur Tit:
If you attempt to swim the tunnel to the deeper cave that houses the primordial Ur Tit, you'll have to fight leach-like white blood cells and amoeba-like antibodies that'll try to stop you. The Ur Tit produces the healing milk from which all life spawns.

Swingin' Udders: A massive neon sign welcomes parishioners to this pub that never closes. The interior is decked out like a cyberpunk harem. Floor tiles light up as you walk. Cosmic neon lights illuminate Johneo as he mixes cocktails in this mixologist prison. Non-infected cultists mingle on their lunch break or dance on stripper poles. Behind the bar is the secret entrance to Johneo's laboratory.



Johneo, The Mixologist (he/him): This Victorian era bartender & scientist is the only person that can make the antidote. He was the one who created the bio-virus in the first place. Blood Tits has drugged and kept Johneo in this self-imposed prison, he loves it here. You have to win him over to make the antidote reagent to heal the world using the ingredients you've collected.

Crystal Palace: Heal World has grown around this 15,000 foot tall, glowing, rock-candy mountainous palace that looms in the distance. It houses the Shining Infinite, a floating power-gem, the source of Heal World's power. Flying crystal bats protect it, but touching the Crystal Palace kills you instantly.

Epilogue: The time loop ends after you defeat Blood Tits by administering the antidote. Heal World will build you a new spaceship as a reward. The planet is repopulated with the now reanimated (previously taxidermied) monsters from across the universe, and tended to by Nair'B.