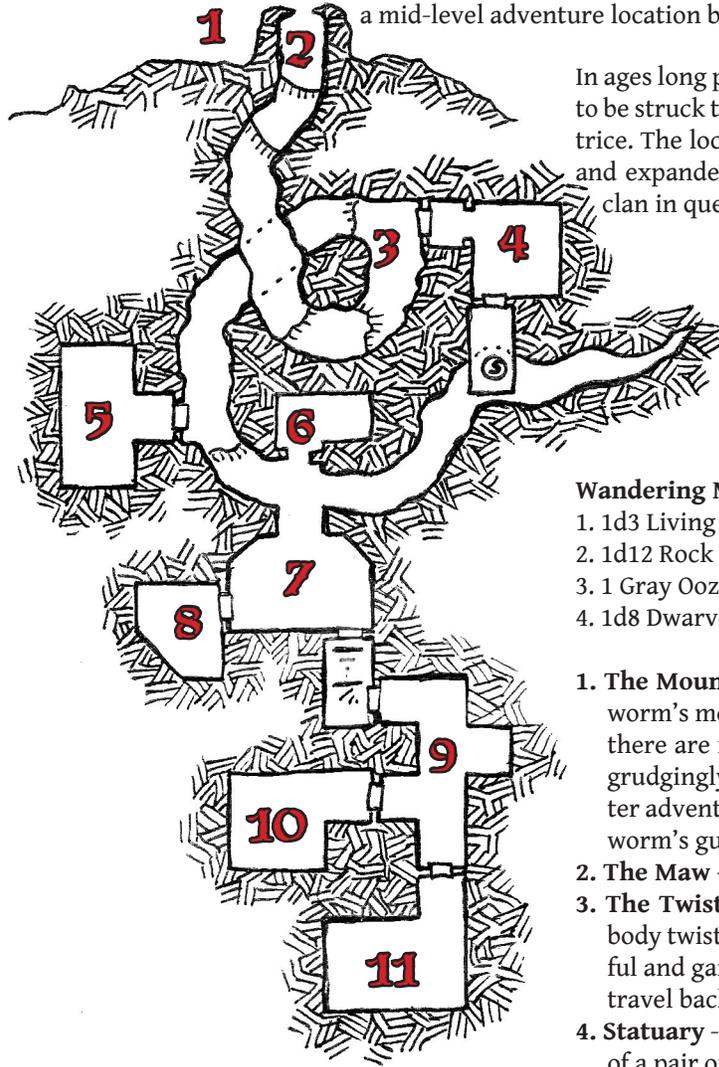


# INTO THE WORM'S GULLET

1 a mid-level adventure location by Dyson Logos of A Character For Every Game



In ages long past, a great worm erupted from the mountain face in a dire frenzy, only to be struck to stone almost immediately by its poor choice of meals - a young cockatrice. The local dwarves celebrated the demise of both the cockatrice and the worm and expanded the intestines of the worm into a homestead for the small dwarven clan in question.

But even that was ages ago and the worm fortress has been forgotten far from any useful veins of ore or trade caravans. Now adventurers are drawn here in search of the Heart of Dur, a magical ruby that is said to have been swallowed by a great wyrm. Only recently has a sage determined that this may actually be a reference to it being protected within the gullet of the petrified worm.

## Wandering Monsters (1 in 6, check every 2 turns, d4 for type)

1. 1d3 Living Statues, Rock (can occur twice, ignore if rolled again)
2. 1d12 Rock Baboons
3. 1 Gray Ooze escaped from room 5 (can only occur once, ignore if rolled again)
4. 1d8 Dwarven Acolyte Shadows (can occur twice, ignore if rolled again)

1. **The Mountain Face** - a score of **rock baboons** have set up their nest around the worm's mouth on the cliff face and the ground leading up to the mouth, although there are many more living in the area. They fight to protect their territory and grudgingly allow the apes in area 2 access in and out. They will continue to pester adventurers throughout their explorations, with scouting groups entering the worm's gullet after them (via the wandering monsters).

2. **The Maw** - 5 **white apes** live here and venture forth at night for food.

3. **The Twist** - a smooth wall with a door has been carved here where the worm's body twists downward into the mountain face. Mosaics on this landing are colourful and garish and magically confuse viewers, making those who fail their save to travel back towards the entrance instead of deeper into the worm.

4. **Statuary** - 2 **rock living statues** stand guard over the mangled and burned bodies of a pair of white apes. They will not attack the umber dwarf nor his acolytes. The

room to the south has a secret trap door to the tail of the worm. This door is not locked currently, but can be locked simply by opening and closing it again. Paintings on the walls indicate that this was once a bedroom for young dwarves.

5. **Fungus** - this moist room has been completely given over to fungal growth. 4 **shriekers** and a gray ooze are here along with the other harmless mushrooms and slime molds. Buried in the slime is a small coffer containing 4,000 gp protected by a poison needle trap.

6. **Chamber of the Acolytes** - once a small dwarven forge complete with hammer and anvil, now home to 4 **dwarven acolyte shadows** of the umber dwarf. If the anvil is struck by a hammer, it rings out a pure note and grants the hammer an additional +1 bonus to hit and damage beyond any bonuses the hammer may currently have. This effect lasts for 1 hour.

7. **The UMBER Hall - The UMBER Dwarf** (an insane dwarf now made mostly of stone) resides here along with four captive **white apes**. Treat the umber dwarf as a rock living statue with a faster movement rate and more intelligence. If he can, he'll try to escape deeper into the bowels of the worm and then use the secret door into area 4 (locking it behind him) in order to escape. Regardless, he won't help the adventurers to recover the heart in area X. The stone door to the stairs to areas 9 - 11 is locked and jammed. Treat the unlocking mechanism as a secret door for detection purposes.

8. **Retreat** - once a chapel to a dwarven god, this room is used by the umber dwarf in prayer and contemplation. Among the implements of worship is a **scroll** of *bles*, *resist fire*, *cure disease* and *cure serious wounds*. Anyone defiling this space (and any elves or orcs entering it) must make a saving throw or be **cursed** - reducing their prime requisite by half until the curse is removed.

9. **Alcoves** - each of the four alcoves in this hall (three of which contain doors) contains a glowing orange mist. Living things entering this mist must make a saving throw. A successful save increases Constitution by 2 for an hour, while a failed save reduces it by 2 for the same duration.

10. **Statuary Redux** - 3 **rock living statues** (in the form of dwarves) are arranged in a triangle in this room, around a large glowing ruby. The massive 1,000 gp ruby is incredibly hot via some unknown magic, dealing 1d6+1 damage per round to anyone touching it, although that is its only power.

11. **The Heart of the Worm** - a single pedestal in the middle of the room holds the Heart of Dur. The pedestal is actually an **earth elemental** bound to protect the ruby who will fight to the death to keep it here in the deepest part of the worm's gullet.