

# BY ESOPHAGUS BROOD

Ages past, a massive worm was petrified erupting from a nearby stony hill. Local dwarves moved in, died off, and were replaced by other creatures. Recently it was the hiding place of the Heart of Dur, a magical ruby that was recovered by brave adventurers. But recovery of the heart awakened something darker and it is time to return and set things right.

This adventure is a distant sequel to "Into the Worm's Gullet".

This dungeon takes place in and around a giant petrified worm that is gradually coming to unlife. Within its bowels, foul creepy crawlies now spawn and seek to defend their lair and bring chaos to the world. It was designed for characters around levels 5-7.

Four new creatures are in this adventure - stat them out as you feel is appropriate to your game and power level of play. You can find sample versions of them for Dungeon Crawl Classics, Labyrinth Lord, Swords & Wizardry at <http://rpgcharacters.wordpress.com>

## JUNGLE OF THE WORM

The jungles surrounding the worm have grown thick and foul over the years, and now they are beginning to rot from within, consumed by tiny writhing monstrosities.

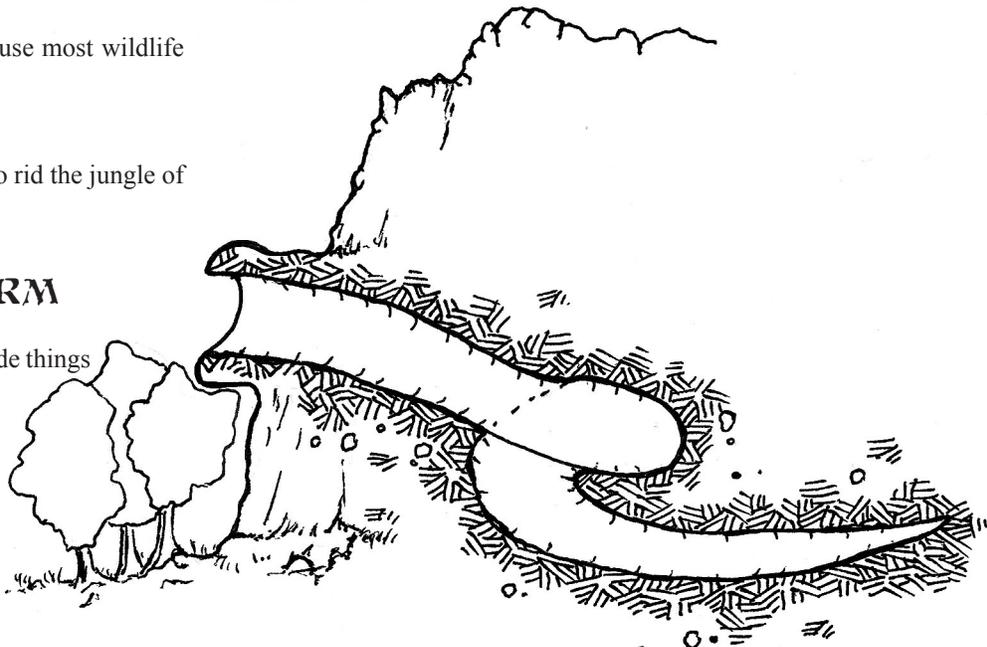
If the characters have discovered the way to the worm (either by having a good ranger amongst them, or through researching the prior expedition here, or having been on said expedition) then there will only be 1d2 encounters along the way through the jungle. Without this guidance there will be 1d4+1 encounters.

### Roll 1d8 for each jungle encounter

1. 1d3 Worm-infested treants - the worms have driven these treants insane and they attack in a psychotic frenzy
2. 1d6+1 Apes, Man-Eating
3. 2d6+1 Baboons, Higher
4. 1d4 Apes, Infested
5. 1d2 Giant Rhinoceros Beetles - very wary because most wildlife in the area has gone crazy.
6. 1d2 Shambling Mounds
7. Morass of quicksand
8. Grove of 1d6 dryads who seek the party's help to rid the jungle of the worms

## FACE OF THE WORM

Where the Worm's face erupts from the stony hillside things are obviously not well. While moss hangs down from the worm's mouth thirty feet overhead, a dribble of moisture also descends - a moisture that is foul and tainted. The worm's head seems to have torn it's way upwards through the face of the hill, leaving a path up that first passes underneath the head before coming around to the mouth.



Climbing this path puts the characters in the line of fire of the infested apes above who will hurl rocks down upon them and then rush them, attempting to engage them while they are awkwardly climbing the face of the hill.

Guarding the face of the worm are six infested apes who live atop the head. One of whom is the leader of the apes, a massive monster of maximum hit points who deals +1 damage with every attack. In the midst of fighting the apes, a flow of fetid worms escapes from the mouth of the Worm and joins in the fray (2 fetid worms per character present.)

## GUTS OF THE WORM

While the Worm is slowly coming back to life, it is beyond the ability to the characters to kill directly. Within the Worm it is a foul and damp place, reeking of rotting flesh.

2d12 Fetid Worms erupt from the walls around them as they progress into the foul interior and seek to consume them. If the party remains within the guts of the worm too long, additional fetid worms will flow forth as needed to get them into action again.

Beyond the twist in the Worm's guts, a flickering light can be seen. A hooded lantern is the only possession of the young dwarf who came here seeking his fortune. Now he is completely overwhelmed by the worms, and the true heart of the Worm beats within his chest, a massive rotting organ that has split open his rib cage. He commands the new worms that are growing here, a pair of 30 foot long obsidian worms that are slowly eating away at the guts of the Worm, working their way from the tail forward.

The killing blow on the poor dwarven mutant will rupture the heart, and a fist-sized ruby will be exposed. However the ruby is cursed and anyone taking it will be drawn back here and twisted to be the new heart of the Worm. Only the destruction of the ruby will slay the Worm for ever.