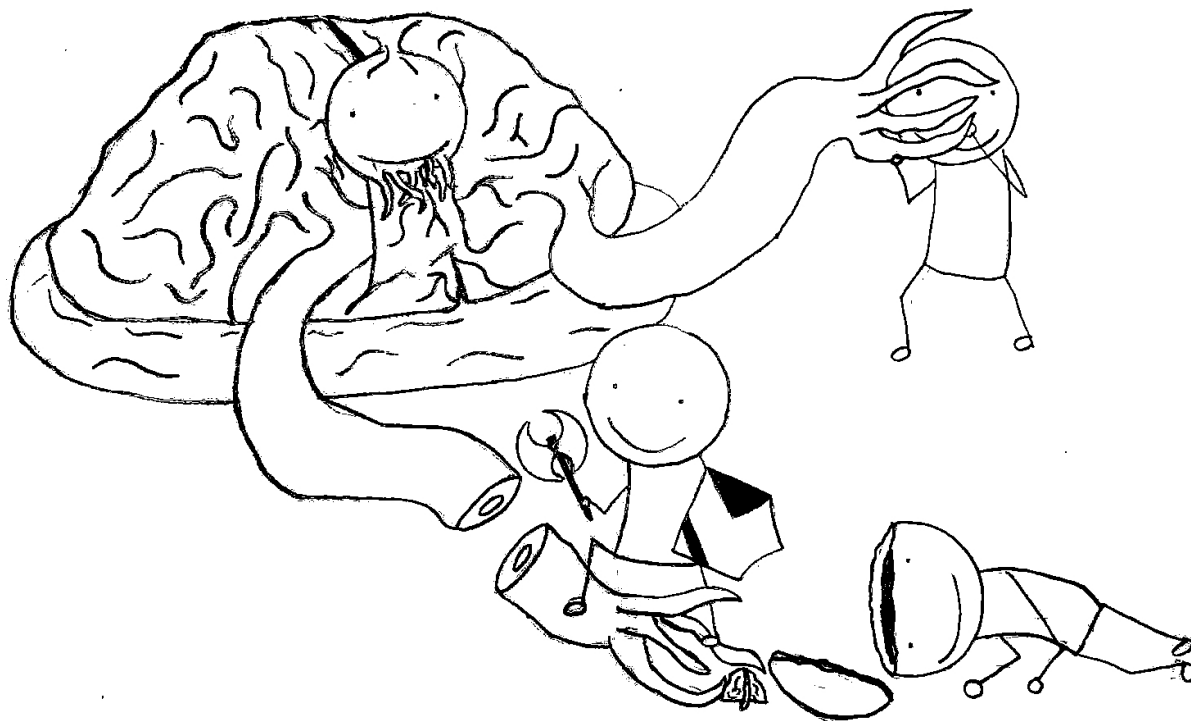


Dungeon Module S2

Into the Elder Worm

By Jeff Simpson

AN EXPERT ADVENTURE FOR CHARACTER LEVELS 14



The Elder Worm, a purple worm of galactic size, has been released from its cosmic prison and is on the loose! Dare you crawl inside its guts to find out what dreadful creatures make homes in its bones and swim in its stomach? Are you tough enough to journey Into the Elder Worm?

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Proudly made without the use of intelligence; artificial or otherwise.

Thank you to: Patriarch Charles XIX, Alberich, Chandara Vrinn, Dominic Esperado Sanchez III, Obel "The Orca", Phillip Goat, Audriel, Black Leaf, Bilfy, Mith'raha, Modini Kaddabarah, Vinnie Jones

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There is considerable information contained herein which is descriptive and informative with respect to what players see and do. Note that this does not mean that you, as Dungeon Master must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players.

-Ernest Gary Gygax, Rest in Peace

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Special Module 2: Into the Elder Worm

His flesh is the colour of mottled bruise; he snakes and cuts through the land as do the mightiest rivers - the Hubur, the Celadon, the Styx. All pale when stood against The Elder Worm who was old when the world was young. From this chiefest and greatest of Purple Worms, all manner of beasts are born, spawned in his gullet. Now this terror and the armies of horrid creatures it births have tunnelled through realities to your home. You are the only heroes capable of stopping this mad beast from destroying everything you know and love.

Perhaps around 2009 I came up with the idea of a dungeon inside a purple worm which was to use the newly-released Pathfinder rules. The project never materialized and some three years later, Luke Rejec released a “one-page dungeon” featuring this exact concept. Of course the “dungeon” is completely unusable so it is time to dust off this decade-old idea and present a dungeon that you can actually play. Enjoy.

The monsters found within this book will be taken from TSR's **Dungeons and Dragons Basic** and **Expert** Rulebooks. Any other new monsters, along with other new content will be *italicized* and given details in the **Appendix**. The *roper* and *kopru* will be taken from XL-1 Quest for the Heartstone and X-1 Isle of Dread respectively but will be given rules in the **Appendix**. All content may require adjustment for use in your own campaign milieu.

The over-view map of the Elder Worm uses no defined scale while all interior dungeon maps use a 10-foot scale. Being meant for use with the **Cook Expert Set**, content from **AD&D** should be carefully reviewed by the referee so as not to disturb the balance of the adventure.

Background

A malevolent alien, *Pr'tanuk the Mind-Flayer* has infected the Elder Worm's brain and is piloting it throughout time and space to cause all sorts of problems. Some potential hooks include:

- The Elder Worm is on track to crush the Player Character's local watering-hole where the favoured concubines of each character are currently partying.
- If the Elder Worm is not stopped, it will eat the Sun.
- The monsters being spawned from it's guts are raising hell nearby and the king and/or various peasants petition the party to find the source of such a host of creatures.
- The party must travel to another dimension and sages tell them that the easiest way of doing so is to hi-jack the Elder Worm and “drive” it to new worlds.
- A powerful artifact can only be destroyed by submerging it in the Elder Worm's cerebral fluid.

In assaulting the Elder Worm, several considerations must be made; first, the Elder Worm is an immensely powerful beast that could consume a god making him all but impossible to match in a traditional fight. The Elder Worm can only be defeated by entering his skull and defeating **Pr'tanuk the Mind-Flayer**. If your players are dead-set on attacking the Elder Worm, use the stats for Hastur from **Deities and Demigods**.

Second, the Elder Worm is capable of birthing large armies of monsters including basilisks, cyclopes, giant bats, various goblinoids, and anything else you might wish to have included in an army of monsters. At the high levels required for this adventure, Player Characters may have armies of their own which can be used to play out large-scale combat, perhaps to create an opening for the Player Characters to insert themselves into the Elder Worm. The details of such a mass combat shall not be covered in this volume but the system of your choice, such as Chainmail, Spells & Swords, or Warhammer Fantasy Battles, may be used to play out such a combat.

Dungeon Masters should be wary of wish spells. While encouraged, Referees must take care to ensure that they are used responsibly. The more one tempts fate, the more likely their wish should be twisted and perverted.

Areas 1 through **6** of **part 5**, the Nervous Dungeon of Pr'tanuk, are under a Teleport Trap effect that re-directs any would-be invaders to **area 5** of **part 4**, the gizzard. **Area 6** of **part 5**, the cranial cavity, is also protected against scrying.

Many spells will function differently when used in or on the Elder Worm. Observe the following:

Disintegrate Using this spell on the flesh of the Elder Worm causes acidic blood to spurt out of the wound, forcing the the caster to take 3-24 points of acid damage though they may make a Save vs Dragon Breath to reduce this damage by one-half.

ESP This spell cannot be used on the Elder Worm while it is possessed by Pr'tanuk; if used once the Mind-Flayer is defeated, the caster must make a Save vs Spells at -4 or be made permanently insane.

Feeblemind This cannot be used on the Elder Worm.

Hold Portal This spell also works on fleshy sphincters.

Knock & Wizard Lock These spells may only be used on doors of bone and has no effect on fleshy sphincters.

Lower Water & Part Water These spells function on pits of bio-acid as if they were water.

Pass-Wall This spell functions through the flesh of the Elder Worm without issue.

Transmute Flesh to Stone This spell may be cast on the Elder Worm though in practice it has little effect as it will only affect one cubic foot of the Elder Worm per casting.

Transmute Rock to Mud This spell may be used on any bone or calcium-stalagmites within the Elder Worm though they are not transmuted to mud but rather pools of acid.

The Elder Worm's innards are lit with an un-earthly yellow-turquoise glow from some unknown quirk of biology. Many of the doors are fleshy sphincters which open and close with a mere touch; these are marked with a squiggly line on maps. Other doors are made of bone and function as normal ones of wood; these are marked with a rectangle on maps.

Attempting to eat any parts of the Elder Worm is unadvised.

Ceilings are generally 18' in height except in **areas 11 of part 3** and **6a of part 4** where it reaches 40' in height.

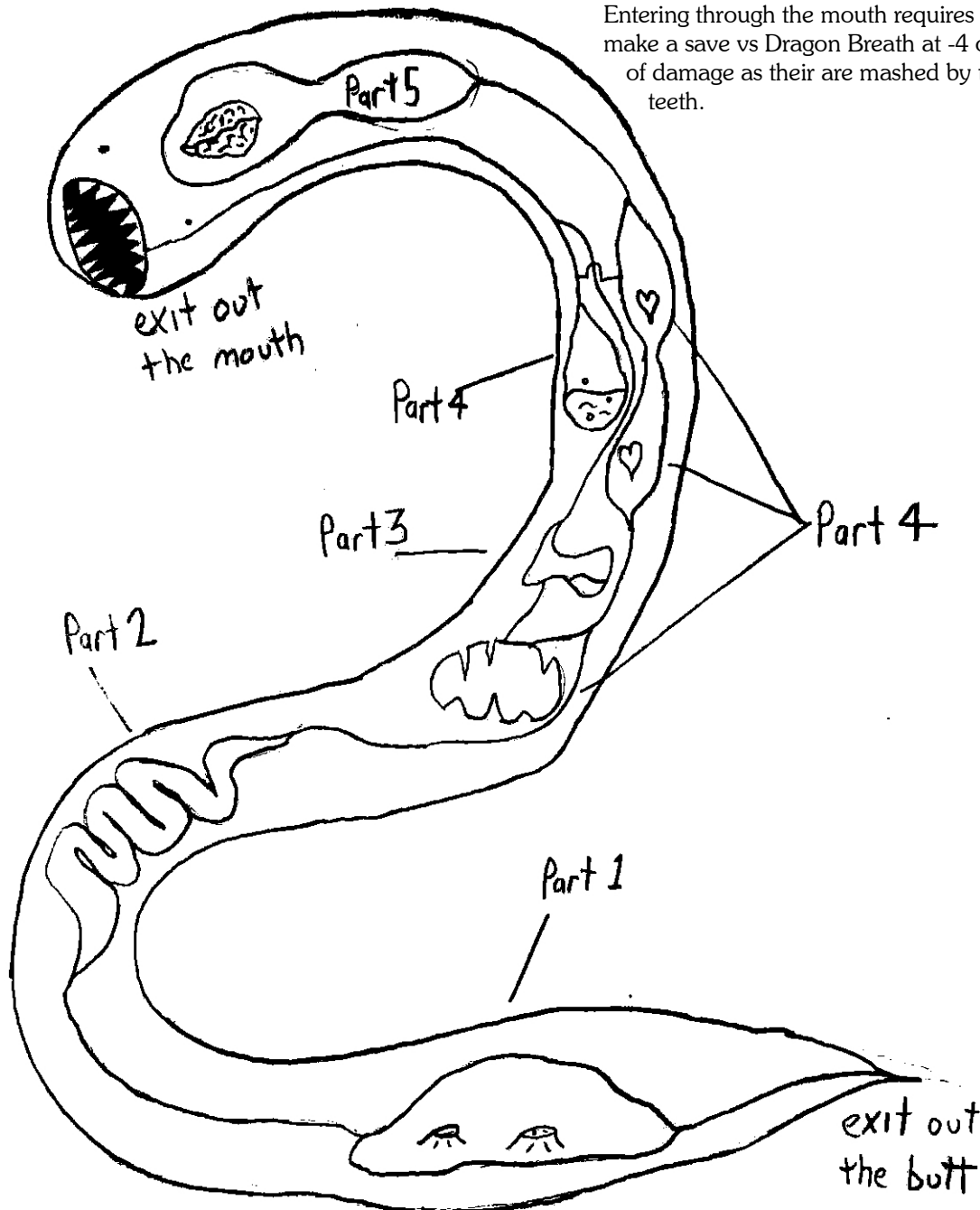
Due to the unstable footing that is a moving creature's gore-soaked viscera, no dexterity bonuses will be accounted for in Armour Class and all Saves vs Dragon Breath will be taken at a -2 penalty.

Assume that travelling between each map takes 2 turns, thus requiring a wandering monster roll upon entering the first area of each map.

Entering the Worm

The Elder Worm can be entered one of two ways: the first being through his mouth which leads to **area 7 of part 4** or second, through his rear which spews hordes of monsters and which leads to **area 1 of part 1**.

Entering through the mouth requires each character to make a save vs Dragon Breath at -4 or take 3-18 points of damage as their are mashed by the Elder Worm's teeth.



Part 1: The Spawning Pits

The creatures here are bathed in the adrenaline of the Elder Worm and are thus violent and unpredictable. They shall always resort to combat lest they be charmed.

1 This assembly area is full of troops preparing to move out of the worm to conquer. There are 3 cyclopes, 2 bugbears each handling a basilisk, and 6 minotaurs. They carry no treasure of note and will fight to the death

2 The 3 gargantuan tarantellas (10HD) in this room are vampiric in nature and heal one-half of the damage they deal through their fangs. A fourth spider, this one long-dead, is in the corner of the room; it has been covered in webs and its body is planning on being used as an egg-sac for the surviving spider's broods. Cutting through the spider's innards will reveal a secret door to **area 9**.

3 A fire giant serves as the requisitions officer for the troops in this area. Several mundane weapons are on display, stabbed into the wall. There is a 4-in-6 chance that the giant charges at the party for trespassing, but if he does not, he will give them any mundane gear they ask for.

4 The bone-door to this armoury is stuck. Within are barrels full of spears, polearms, and blades, none of which are magical, as well as rope, pitons, and whetstones. If a turn is spent searching, a wand of lightning bolt (3 charges), a potion of levitation, and a potion of clairvoyance can be found.

5 This room is covered in a dense fog (harmless) which will not dissipate without the use of powerful magics. The fog does not rise higher than 3' off the ground. Hanging from the ceiling by umbilical cords are half-formed bodies of various creatures, many unrecognizable. There is a 4-in-6 chance that any character exploring the room will stub their toe on a chest, dealing 1 point of damage unless wearing full-plate. The chest is unlocked and contains 8,000sp, 500gp, and a baby purple worm (1hp) which will bite anyone who opens the chest, causing the victim to save vs Poison or die in 1-6 rounds.

6 This room is filled with pits of orange-green slime from which are birthed all manner of beasts. There are 12 new-born minotaurs here as well as the Deliverer (use stats for a narwhal), a corpulent fiend who pulls the children from the pits. A passage leads to **area 1** of **part 2**.

7 Behind a stuck bone-door is a single goblin who refuses to join any conflict as he is too weak. He claims to be a Tooth Fairy. Giving him a tooth permanently reduces your hit points by 1, but he will pay you with a 100gp gem. He has 99 gems, hidden in a pocket-dimension and there is a cumulative 1% chance that one (no more) of these gems can cast Wizard Eye once per day.

8 This chamber is empty and reeks of rotten musk.

9 A half-digested hill giant lies dead in this room, a star-shaped amulet around his neck. This is a key to open the strange door in **area 10** of **part 4**. It radiates faint magic.

Part 2: The Intestinal City of Polypborg

The creatures here are far more civilized than those of the Spawning Pits and will treat the Player Characters cordially, though from a point of neutrality.

Wandering the streets are ogres, skeletons, and gnolls riding driver ants.

1 This church contains a shrine to Grimbus, God of Worms, Flukes, and Maggots which weeps an icy blue cloud of vapours from pores in the stone. The vapour is harmless to inhale but highly flammable, exploding for 6-36 damage if fire is brought into the room. If the shrine is prayed to with a true heart, the petitioner will no longer take damage from a purple worm's stomach acids (including those in the Spit-Pit of **area 4**, a boon meant to allow the faithful to live the rest of their lives in contemplation within the chosen children of Grimbus.

2 A sign outside this tavern names it as the "Onz-Inn" and it is tended by a kindly spectre named Kukbez. He serves some sort of distilled mucous in tankards made out of the molars of giants. He will also rent rooms for 5,000gp per night which are genuinely safe locations to sleep in.

3 This abandoned restaurant still has several sky-metal dishes sitting on the tables. They are worth 5,000gp if the party takes a turn to gather them all. Writhing tadpole-beasts wriggle in these dishes and if eaten (they scream as they slide down one's throat), they will act as a potion of ultra-healing (2-16+4). There are 7 such of these tadpole-beasts.

4 These buildings made out of yellowed bone are largely homes to lower-class citizens of the Elder Worm. They will politely ask visitors to leave so that they may continue in their drudgery.

5 Separate passages lead to **areas 1** and **5** of **part 4**.

"Street" Locations

A A shady-looking skeleton leans up against the back-side of the church here. He offers to sell the party a rusty old lamp. If bought for 200,000gp, a genie will materialize out of the lamp to explain that he has expended all of his wishes but promises power if you release him from the bondage of the lamp. Releasing him is exceedingly simple and results in the genie giving the party the *Lamp of Comfort*.

B There are 4 frost giants throwing dice in this alley. If the party attempts to take the passage north of this, they will be met by a fire giant who whistles, resulting in 3 of the frost giants approaching from behind with the 4th joining the fire giant. They demand 50,000gp in "road taxes" or will attack. They all wield weapons too large for humans but the frost giant does have both a potion of flying and of speed, each containing 2 doses due to the immense size of his potion flasks.

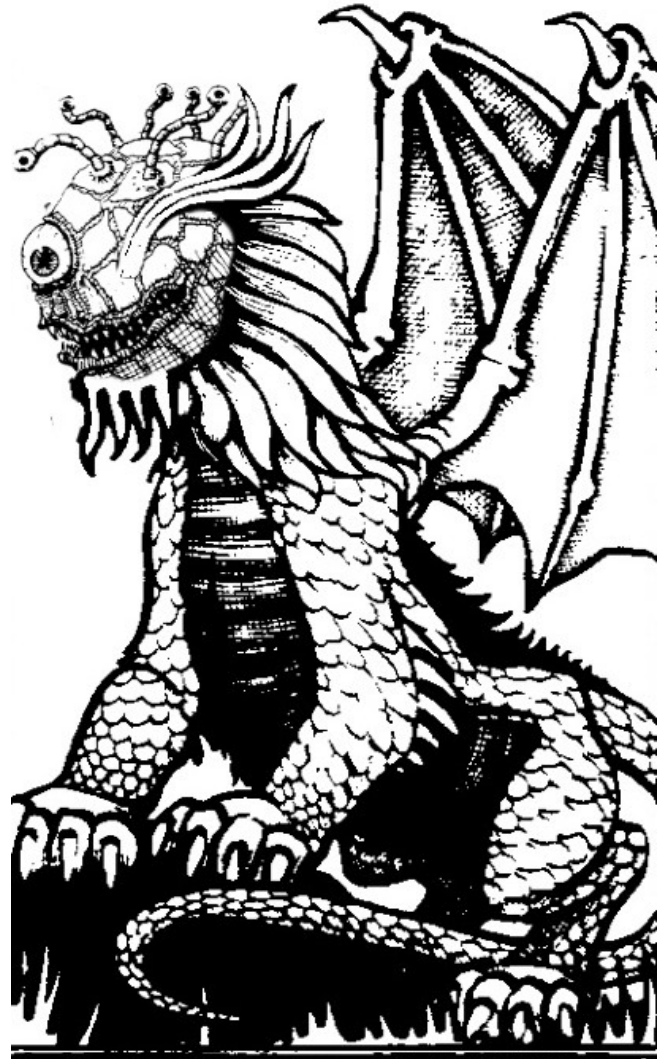
Part 3: The Stomach Sea

The air here is sticky and hot and each turn there is a 1-in-20 chance (roll secretly) that a character will contract *Violet Worms*, a parasitic infection.

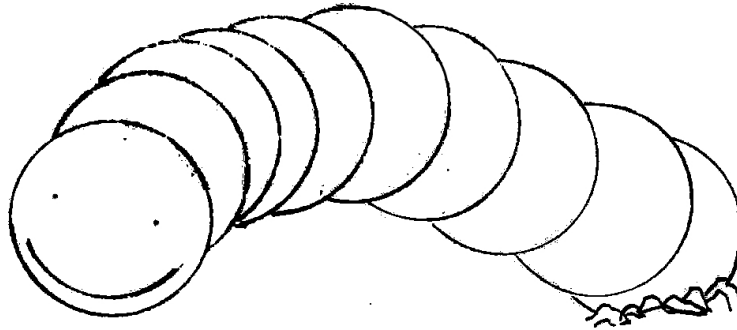
- 1 A set of "stairs" leads to **area 7** of **part 4**.
- 2 There is a 100% chance that a wandering monster appears while in this room.
- 3 A drunken hill giant rants and raves here in-between quaffs from a steel barrel of some unknown liquor. He also possesses several smaller bottles, one of which contains brandy worth 90gp, 2 containing potions of healing, and one containing a potion of growth.
- 4 Dominating the north wall of this chamber is a massive bovine eye some 8' in diameter. It gazes plaintively but will do nothing unless shown a reflective surface at which point its iris will open up into a tunnel leading to **area 5** of **part 4**.
- 5 A robed troll lies dead. His body is on top of a rune of temporal stasis; once uncovered, anyone who views it must save vs spells or is frozen in time forever or until dispelled. His robe is an *Eyed Jacket*.
- 6 A giant toad is chewing on a severed hand. It looks at the party and begins to bloat its vocal sack as if to croak. If the party does nothing, the toad will let out a weak burp then leave. If attacked, it explodes in a spray of orange defoliant which forces anyone within 30' to make a save vs Dragon Breath or take 6-36 points of damage as their skin burns. Protection against fire or disease prevents this damage.
- 7 Three large eyes are mounted to the wall, though one will open its iris to bite the nearest character (use stats for a giant crocodile, no movement speed). The other two merely look on in terror. If defeated, one can reach into the iris-mouth and find 3 potions of healing, a scroll of polymorph self, and a wand of enemy detection (2 charges).
- 8 This cavern pulsates in rhythm with the Elder Worm's hearts. For each character who enters the cave, secretly roll a save vs Spells; those who fail find themselves lost in an illusory maze in which they will wander around this small room trying to find their way out. Those who succeed would normally be able to attack their friends to snap them out of the illusion, but an invisible stalker lies in wait in this room to attack them.
- 9 A shard of bone juts out from the wall here, blood slowly oozing out from around it. If removed, it will be revealed as a wand of paralyzation (4 charges). The blood, which detects as magic, can be bottled (enough for 3 doses) and drank as a potion of longevity.
- 10 A misshapen lump of quivering bodyparts twitches in the centre of this chamber.
- 11 This cave seems to be a pool of clean water but the water is only 1' deep; beneath it is a massive *gelatinous juggernaught* which is used to break down food.

12 A bizarre creature, the *See-Dragon* lives on this island and will attack anyone entering the room. His favoured tactics involve firing one of his eye-breaths **each round** as it strafes opponents, or using its anti-magic breath on a heavily armed opponent before attacking with his claws to grab them and drop them in the stomach juices where the gelatinous cube awaits.

13 The *See-Dragon's* treasure horde is stored here, consisting of 37,500cp, 16,000sp, 8,000gp, 81 10gp rose quartz, a 400gp platinum necklace, a 1,300gp platinum bracelet, a 1,300gp silver and aquamarine necklace, an 800gp silver ring, a 9,975gp rare book written in harpy on the planes, a mace +2, a sword +1, +3 vs dragons, a staff of healing, a potion of giant strength, a potion of invisibility, and a skeleton with musculature still over his hand, a *Hell-Bound Hand*.



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Part 4: The Organ Abyss

Areas 1-4 use the **Hearts** map.

Area 5 uses the **Gizzard** map.

Areas 6-10 use the **Spit Pit** map.

1 Crates full of old mining equipment used for clearing plaque off the hearts can be found here. Most of it is mundane, but a war pick +1 which casts disintegrate when a natural 20 is rolled for attack can be found.

2 A sickly-looking heart beats arrhythmically. There are 12 caecilia inhabiting this heart that will slither out in waves of 1-4 to fight any intruders.

3 The heart in this chamber appears in even worse shape than its mate to the south; several of the aortae have been severed and the heart slowly pumps blood from these wounds. Climbing through one of the open aortae leads to a secret chamber within the heart.

4 This secret vault contains a dark-robed corpse wearing a white-gold ring and clutching a gnarled tree root. The ring is a ring of wishes with 1 charge. The corpse was once an astral assassin who wished for a powerful poison - little did he know, the poison was so deadly it must be handled with tongs. If added to a meal or force-fed to a creature, it will kill them with no save but would-be poisoners must take care to never touch the root lest the same fate befall them.

5 This cavern is filled with stalactites and stalagmites formed of calcium. It is always shifting and grinding to crush bits of unwanted material, therefore all ground-movement is reduced to 20' per round. There are three areas marked with X's on the map; each of these represents a *roper* who will attack intruders. The southern portion of this cavern contains a chest with 3 scrolls in it; one with Cure Serious Wounds and Create Food, one with Magic Missile, Knock, Curse, and Pass-Wall, and one with Haste, Water Breathing, and Anti-Magic Spell. Next to the chest is a steel kayak (weighing 1600cn) that is not affected by the acids of the Elder Worm. It only seats 3 however.

6a This pool of neon-green acid is the Elder Worm's spittle-sac. Contacting it with flesh deals 3-18 points of damage per round. Each round there is a 1-in-100 chance that the Elder Worm spits his venom, causing everyone within this area to save vs Dragon Breath or be ejected out of the worm's mouth in a wave of acid, dealing 6-36 points of damage. There is a 4-in-6 chance that the sea dragon from **area 6c** is present here, waiting to ambush anyone attempting to hover or sail over the acid pool

6b The sea dragon's horde is here and is placed entirely within a steel chest. It consists of 100 gemstones worth a total of 40,000gp, made up of rubies, chrysoberyls, hematite, and jaspers, a dagger +3, a potion of flying, and a ring of spell storing (Floating Disc, Phantasmal Force, and Locate Object).

6c There is a 2-in-6 chance that a sea dragon is present here, frolicking in the burning venom.

7 Passages here lead to **area 1** of **part 4** or to the Elder Worm's mouth which serves as a potential exit.

8 There is a 100% chance of a wandering monster being present here, stranded in this cavern. If characters can find a way to transport him to another shore, he will give up his meagre treasures, a silver dagger, a day's rations, and a scroll with Insect Plague and Continual Darkness on it.

9 These two islands of flesh are seemingly safe, but after 1 round of a character standing on either of them, they will rise at a steep angle to dump the character into the acid.

10 There are several shacks made of bone on this shore. The northernmost shack has no obvious entry but does have a star-shaped indent that matches the amulet in **area 9** of **part 1**. Within this shack is a book of 3 scrolls containing the spells Dispel Evil, Dispel Magic, and Wall of Ice. The shack south of this contains the corpse of a dead giant wearing a worthless copper crown with glass beads and a matching ring. The ring is actually a ring of water-walking (this functions on acid) and the crown is cursed (-1 AC). Travelling through the sphincter leads to **area 3** of **part 4**.

Part 5: Pr'tanuk's Nervous Complex

When rolling for wandering monsters on this level, a d4+4 will be used instead of a d8.

1 This chamber is flooded to a depth of 1' with cerebral fluid and contains 4 *kopru*. The cerebral fluid crackles with some form of bio-energy that inflicts a -2 penalty on all saving throws. During combat, the *kopru* will attempt to charm targets, suggesting that they will give an award to the character who can do the best goldfish impersonation, hoping they will drown in the cerebral fluid.

2 The walls of this small chamber are covered in a matted fur and the room is quite comfortable, if a bit stale smelling.

3 This barracks contains 9 fleshy pods which the *kopru* normally sleep in. There are 3 *kopru* here, awake, and one is larger than the others (10HD). The larger one has a strange crystalline growth coming out of its head; this is his pineal gland and if harvested is worth 60,000gp.

4 The sphincter to Pr'tanuk's bedroom is warded, instantly alerting him to intruders. The bedroom has long been abandoned since his fusing with the Elder Worm and it is hard to determine the function of different alien furniture. There is a chest hidden on an extra-dimensional plane which can be discovered with Pr'tanuk's resonance crystal (see **area 6**). In it is the wealth of kings: 19,000cp, 45,000sp, 26,000ep, 42,000gp, 12,000pp, a sword +1 (casts light), sword +2 (casts charm), a curse shield -2, a ring of invisibility, a scroll of magic missile, and a potion of healing.

5 This library features two *kopru* librarians and many books. Most of these books are seemingly blank, only able to be read by someone with telepathy. Their contents are largely astrological in nature. There are 5 books however written in Medusan. Wise players may notice that three of the texts have numbers in their titles; these books are trapped.

- SEVEN HOURS OF HELLFIRE A magical ward, which can be disabled by 2 castings of dispel magic, will force a reader to save vs Spells or forever lose their spell-casting ability. Thieves are capable of detecting this magical ward as if it were a trap. In this book however is a scroll with the spells Control Weather, Invisible Stalker, Dimension Door, Fly, Mirror Image, and Sleep.

- TWO COFFINS FOR THE KING This empty book will explode when opened as if a 10th level fireball was cast.

- RED BLOOD, YELLOW GOLD A book of un-ending knowledge, this book allows the reader to cast Contact Higher Plane once per day.

- BLOOD FOR SILVER This spellbook contains every magic user spell within in the **Cook Expert Rules**.

- IF ONE IS BORN A SWINE Whoever opens this book is forced to make a save vs Spells or be polymorphed into a pig. Should they save against this effect, they must make an

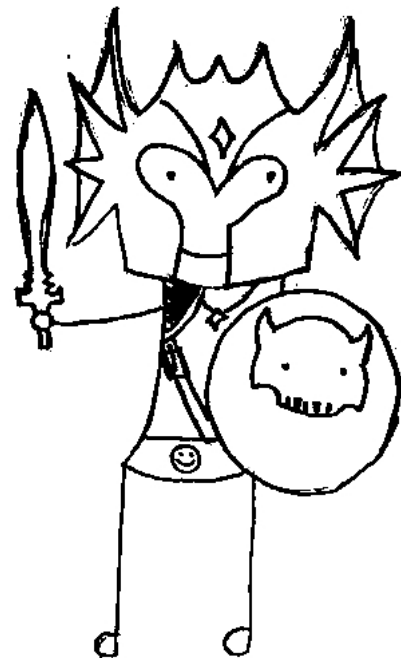
additional save vs Spells or be cursed with a spell of weakness that causes them to save at -4 against any of Pr'tanuk's abilities.

6 A massive green brain floats in a pool of cerebral fluid. Growing out of this brain are two tentacles, each ending in four small tentacles, and an alien creature with smooth pale-blue skin. This is **Pr'tanuk the Mindflayer** and he will kill anyone who enters.

On any given round, he can use **both** of his tentacle attacks as well as a mental power. If alerted by the ward on his bedroom door, he will automatically receive surprise on the first round of combat. On the first round he will attempt to confuse the party. On the second round he will cast feblemind against an obvious spellcaster. On the third round he will cast geas on a fighter, instructing them to read from his favourite book, Two Coffins For the King (see **area 5**). On the fourth round he will cast hold monster against any remaining fighters.

Around Pr'tanuk's neck is a crystal that hums at a higher frequency the closer the players get to the secret chest in **area 4** of **part 5**. Possessing the crystal allows the players to discover this chest without further issue.

Defeating Pr'tanuk will cause the Elder Worm to relax and enter a period of hibernation but in return for removing this parasite, it will offer to transport the party to any location in time and space.



Appendix: Monsters and Items

Wandering Monsters

Wandering Monsters have a 1-in-6 chance of appearing, checked every 2 turns and in accordance with the below chart.

1	3-18 Bugbears
2	2-8 Fire Giants
3	1 Ochre Jelly
4	1-4 Basilisks
5	1-12 Carrion Crawlers
6	1-4 Rust Monsters
7	2-12 Caecilia
8	1-3 Frost Salamanders

New Monsters

Creatures capable of using spell-like abilities such as the *Kopru* or *Pr'tanuk* will use the better of a magic-user's or fighter's saving throws for their given level.

Gelatinous Juggernaut AC 10; HD 36* (200hp); Move 0'; 1 absorption (4-40); Save as Fighter 14 (immune to paralysis, poison, petrification, death magic, charm); Alignment Neutral; XP 8250

The Gelatinous Juggernaut is over 100,000 cubic feet in volume.

Kopru AC 3; HD 8+4; Move 30' (10'); Attacks 1 bite (1-4) and 1 tail (3-18) or charm; Save As F/MU 9; Morale 9; Alignment Chaotic; XP 650

The kopru are amphibians with tentacled, sphinctered mouths and large eyes. Kopru have a +2 bonus on saving throws against magical attacks.

The charm of a kopru requires a successful save vs Death Ray to avoid or else that character will refuse to attack the kopru. Such a charm may be broken by a dispel magic or the death of the kopru who inflicted the charm.

Roper AC 0; HD 12***; Move 30' (10'); Attacks 1 bite (5-30) or 6 strands (weakness); Save As Fighter 10; Morale 10; Alignment Chaotic; XP 3500

Each tentacle can reach out 60' to grab prey; if struck by such an attack, the victim has their strength cut in half for 3 turns (no saving throw) and will be brought to the roper's mouth on the following turn so that they may be bitten. Such a tentacle can be cut by an enchanted and edged weapon that deals at least 5 points of damage.

These blows do not subtract from the creature's over-all hit points. Ropers are immune to spells of the third level or below as well as cold and lightning damage.

Pr'tanuk the Mind-Flayer* AC 5 or 0; HD 20*** (see below for hit points); Move 0'; Attacks 8 tentacles (special) and 1 spell (confusion, feeblemind, geas, or hold monster); Save As F/MU 14; Morale 12; Alignment Alien; XP 5,450

Pr'tanuk and the Elder Worm's brain have fused together to create an entirely new, utterly bizarre creature who has 2 tentacles that operate independently of Pr'tanuk's spells. Each tentacle ends in 4 baby tentacles making their own attack rolls (attacks as HD 13). A player struck by one of these baby tentacles will find it reaching through their nose and mouth in an attempt to rip out their brain. This will take 4 rounds to accomplish, subtracting one round for each tentacle that hit. For example, if the left tentacle hits Simon Alistair the Elder with 1 baby tentacle, he will be killed in 3 rounds unless the tentacle is severed. The right tentacle however, hit Brer Reynard with all 4 baby tentacles, meaning he is killed instantly.

The two larger tentacles each have 40 hit points and an Armour Class of 5. Pr'tanuk and the central brain also have 40 hit points and an Armour Class of 0.

Pr'tanuk can cast the following spells as natural abilities: *confusion*, *feeblemind*, *geas*, and *hold monster*.

The contained adventure is intended for use with the **Cook Expert Set** and as such, the Mind-Flayer's "psionic" abilities have been replaced with his use of spells; if you are using this adventure in a game that features rules for psionics, feel free to use those instead.

See-Dragon* AC -2; HD 14*** (72hp); Move 90' (30') or 240' (80'); Attacks 2 claws (2-8)/breath weapon or 1 eye-breath (7-42); Save As Fighter 14; Morale 12; Alignment Chaotic; XP 4200

The See-Dragon possesses five different eye stalks that are each capable of using a different dragon's breath weapon (white, black, green, blue, red). Each breath cannot be used again until each other breath has been used. Its main breath weapon is a 80'x30' cone of anti-magic which can be avoided with a Save vs Dragon Breath at -4 to the roll. If affected, it lasts for 1-6 rounds. If the See-Dragon hits with both claws, it is capable of picking up a character. It cannot use the anti-magic breath and eye-breaths in the same round.

In combat it will either attack with its anti-magic breath and 2 claws, hoping to pick up a character and drop them into the *Gelatinous Juggernaut* on the following round, or do strafing runs with its eye-breaths.

New Items & Other Content

Eyed Jacket Wearing this long coat gives the wearer 360° vision, making them immune to being flanked or surprised from behind. If light is cast against a wearer of this coat, they suffer a -4 on their saving throw.

Hell-Bound Hand If you sever your own hand and place this hand musculature over the stump it will permanently affix to your arm; skin will never grow but you'll gain a strength score of 18, can animate dead up to your own hit-dice, and cast finger of death (0' range) once per day.

Lamp of Comfort Once per day, when a command word is spoken, the lamp opens up to a small demi-plane resembling a comfortable silk-pillowed harem palace. It is tended to by several invisible servants who bring exotic fruits and green-wines to the patrons.

Violet Worms This parasitic infection targets the lower gut of the afflicted and lowers their constitution by one each day. It may be cured by means of a cure disease spell or similar effect or by means of a character under the effects of diminution entering the host body where they must fight a 10HD purple worm.



Pre-Generated Characters

I suggest not using the thief as there is not enough for them to do in this adventure. As well, his hit die have been increased to d6; if you disagree with this, set his HP to 37. Adjusted Thac0 scores have been provided which include bonuses from abilities and items but not magic weapons. Saves for PP, MW, and RSS include bonuses from high wisdom scores.

All spell-casters have access to **every** spell though suggested spell-lists are given below.

DRP = Death Ray & Poison

MW = Magic Wands

PP = Paralyzation & Petrification

DB = Dragon Breath

RSS = Rods, Staves, & Spells

Thac0 M = Melee attack value

Thac0 R = Ranged attack value

All characters carry with them standard adventuring equipment including rations, rope, iron spikes, and any other mundane gear they may wish.

Lanzelet von Loherangrin, Fighter 14; HP 100; Str 17, Int 15, Wis 10, Dex 17, Con 16, Cha 11; DRP 4+, MW 5+, PP 6+, DB 5+, RSS 8+; Thac0 M 8, Thac0 R 8, AC -2

Gear: Sword +1 (Flames on Command), Chainmaille +3, Shield +2, Axe +2, 8 Arrows +1, Shortbow, 30 Arrows, Boots of Leaping, Girdle of Giant Strength, Potion of Polymorph Self, Potion of Healing

Brer Reynard, Thief 14; HP 55; Str 15, Int 14, Wis 13, Dex 16, Con 8, Cha 8; DRP 7+, MW 7+, PP 5+, DB 9+, RSS 6+; Thac0 M 11, Thac0 R 10, AC 1
Gear: Leather +3, Crossbow, 6 Bolts +2, 20 Bolts, Dagger +2 or +3 vs Goblinsoids, Ring of Protection +1, Potion of Invulnerability, Potion of Healing
Skills: Open Locks 99, Remove Traps 99, Pick Pockets 125, Move Silently 99, Climb Surfaces 99, Hide in Shadows 99, Hear Noise 1-5

Confessor Benedict Dominico Franciscus, Cleric 14; HP 59; Str 15, Int 16, Wis 16, Dex 10, Con 10, Cha 11; DRP 3+, MW 2+, PP 5+, DB 8+, RSS 5+; Thac0 M 11, Thac0 R 12, AC -1
Gear: Chainmaille +3, Shield +2, Mace +3, Ring of Fire Resistance, Potion of Speed, Potion of Healing
Spells: Detect Magic, Light, Protection vs Evil, Cure Light Wounds, Cure Light Wounds, Cure Light Wounds; Bless, Bless, Find Traps, Silence 15', Hold Person; Cure Disease, Remove Curse, Curse, Striking, Striking; Neutralize Poison, Protection vs Evil 10', Cure Serious Wounds, Cure Serious Wounds, Cure Serious Wounds; Commune, Dispel Evil, Raise Dead, Raise Dead

Simon Alistair the Elder, Magic-User 14; HP 54; Str 12, Int 18, Wis 11, Dex 13, Con 13, Cha 14; DRP 6+, MW 7+, PP 6+, DB 9+, RSS 6+; Thac0 M 14, Thac0 R 13, AC 6

Gear: Displacer Cloak, Helm of Read Languages, Staff of Wizardry (8 charges), Potion of Treasure Finding, Potion of Healing

Spells: Hold Portal, Light, Sleep, Magic Missile; Invisibility, Levitate, Mirror Image, Web; Dispel Magic, Dispel Magic, Fire Ball, Hold Person; Confusion, Dimension Door, Polymorph Self, Wizard Eye; Cloudkill, Hold Monster, Animate Dead; Disintegrate, Invisible Stalker, Flesh to Stone

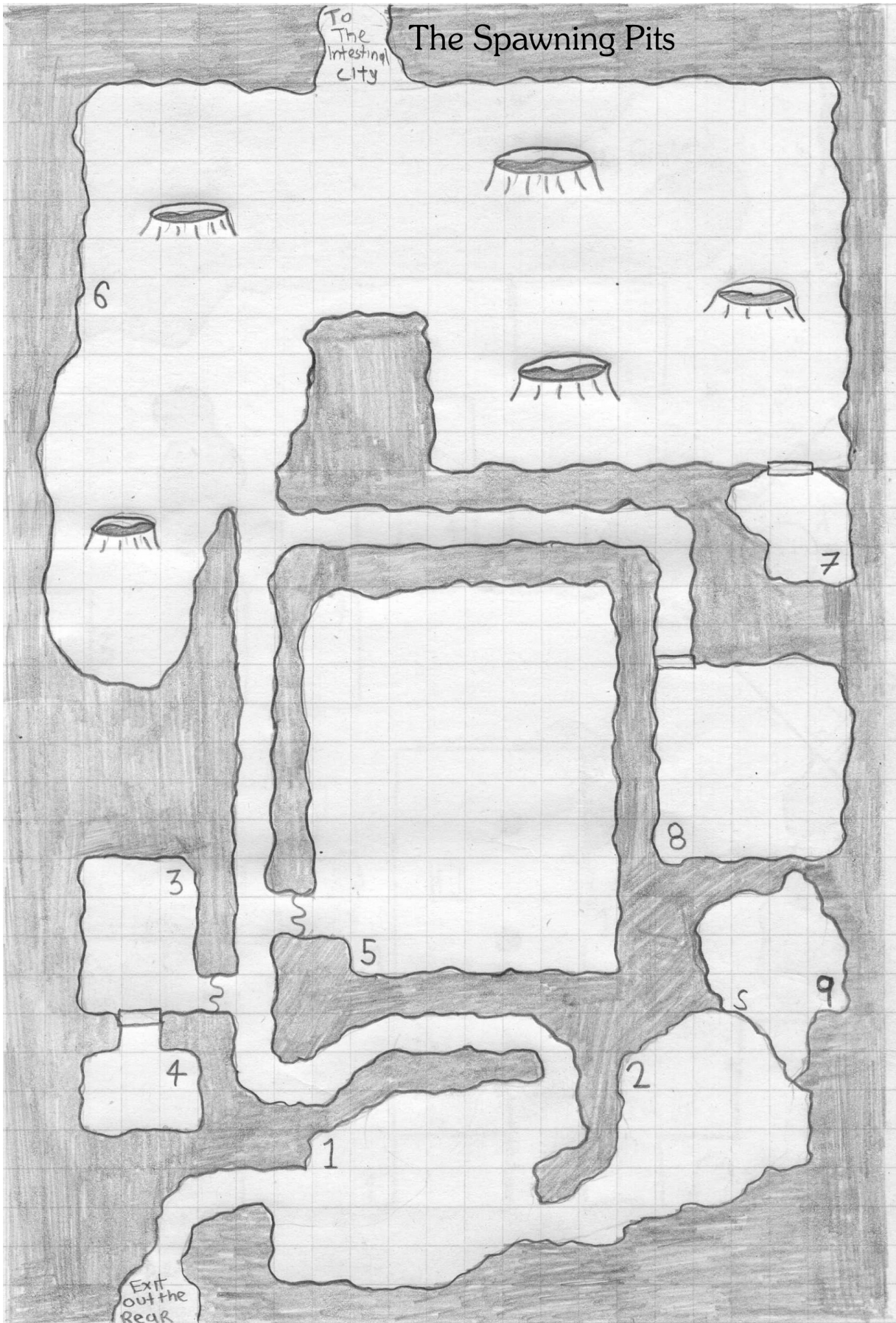
Fjalarbrokkur Dvalinn, Dwarf 12; HP 89; Str 16, Int 13, Wis 9, Dex 15, Con 15, Cha 4; DRP 2+, MW 3+, PP 4+, DB 4+, RSS 6+; Thac0 M 10, Thac0 R 11, AC 2
Gear: Chainmaille +2, Dwarven Warhammer +3, Ring of Invisibility, Potion of Growth, Potion of Healing

Lemminkäinen Samildánach, Elf 10; HP 47; Str 17, Int 15, Wis 12, Dex 10, Con 8, Cha 13; DRP 6+, MW 7+, PP 8+, DB 8+, RSS 8+; Thac0 M 10, Thac0 R 12, AC 2
Gear: Elven Chainmaille +3, Sword +1 (2 wishes), Bow +1, 8 Arrows +1, 30 Arrows, Ring of X-Ray Vision, Medallion of ESP 30', Potion of Clairvoyance, Potion of Healing
Spells: Detect Magic, Light, Ventriloquism; Continual Light, Locate Object, Phantasmal Force; Lightning Bolt, Haste, Water Breathing; Charm Monster, Polymorph Other, Wall of Fire; Animate Dead, Conjure Elemental

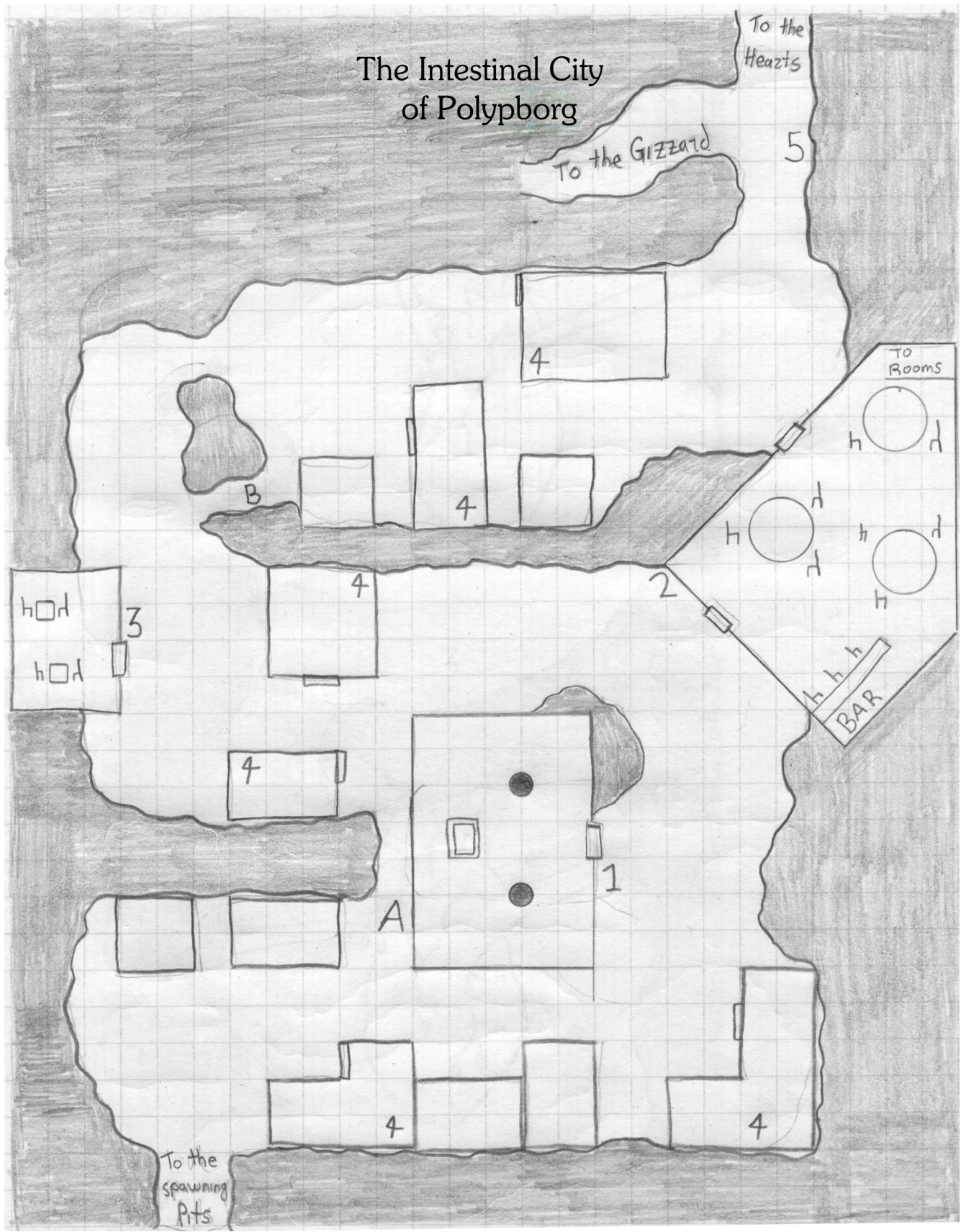
"Lucky" Underhill, Halfling 8; HP 40; Str 15, Int 14, Wis 13, Dex 16, Con 7, Cha #; DRP 2+, MW 2+, PP 3+, DB 4+, RSS 5+; Thac0 M 13, Thac0 R 11, AC 3
Gear: Leather +2, Shortbow +1, 4 Arrows +2, 40 Arrows, Dagger +2, Elven Cloak and Boots, Potion of Gaseous Form, Potion of Healing

To
The
Interesting
City

The Spawning Pits



The Intestinal City of Polypborg



The Stomach Sea





The Gizzard

To the
Stomach
Sea

To the
Intestinal
Circus

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The Hearts

To the
Nervous
Complex

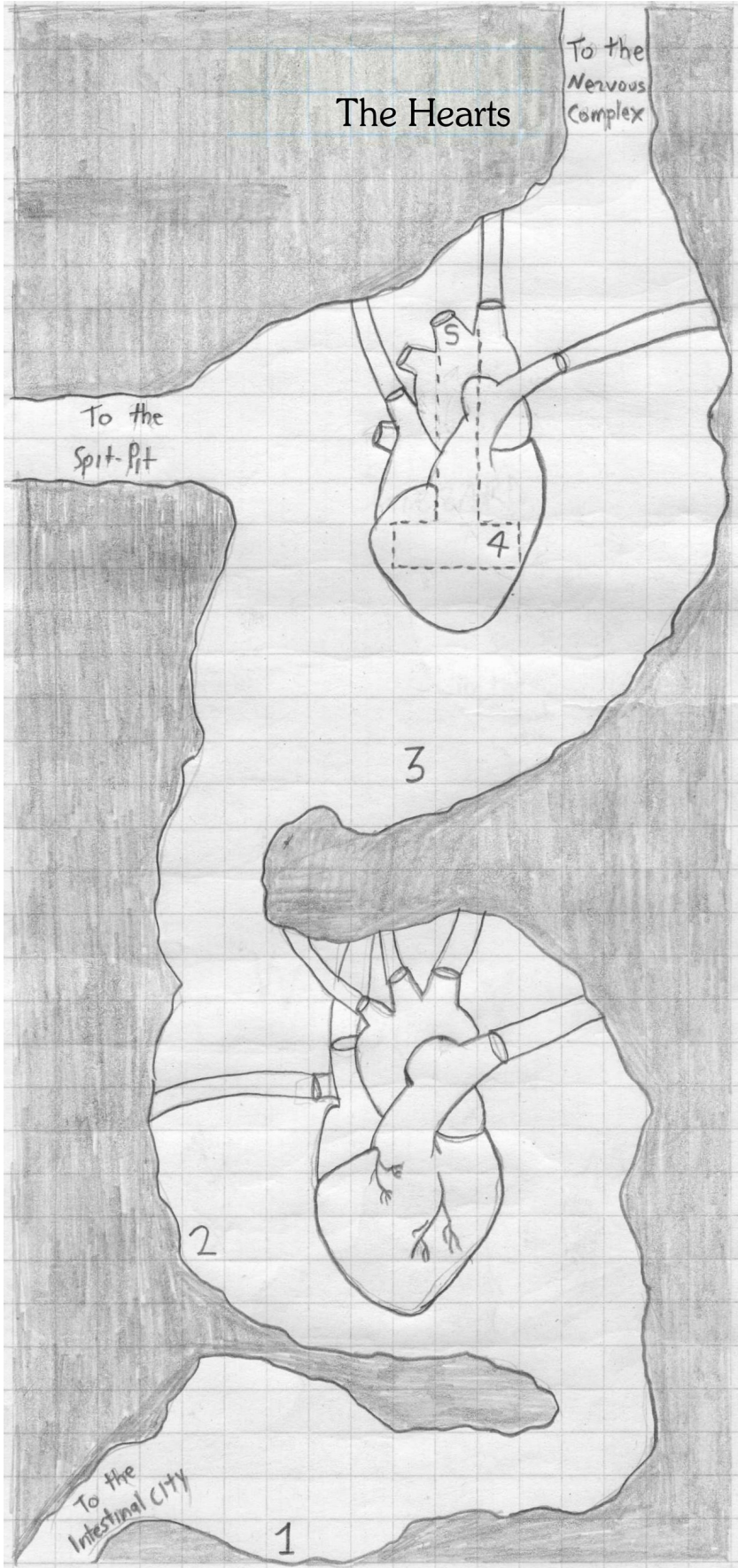
To the
Spit-Pit

3

2

To the
Intestinal City

1



The Nervous Complex

