

Source of courage

(Level 4)

by Ulises Martinez

A parasite-infested purple worm has been terrorizing the lands and devouring entire settlements. Fortunately, due to the parasites, its heart burst some hours ago and now its carcass lies still. The party is sent to see if they can rescue anyone inside.

1. The mouth

To enter the purple worm, the party must find a way to open its mouth, be it either through a Strength check or through trying to break the worms' teeth. The teeth have an AC of 10 and 50 Hp and are vulnerable to Bludgeoning damage.

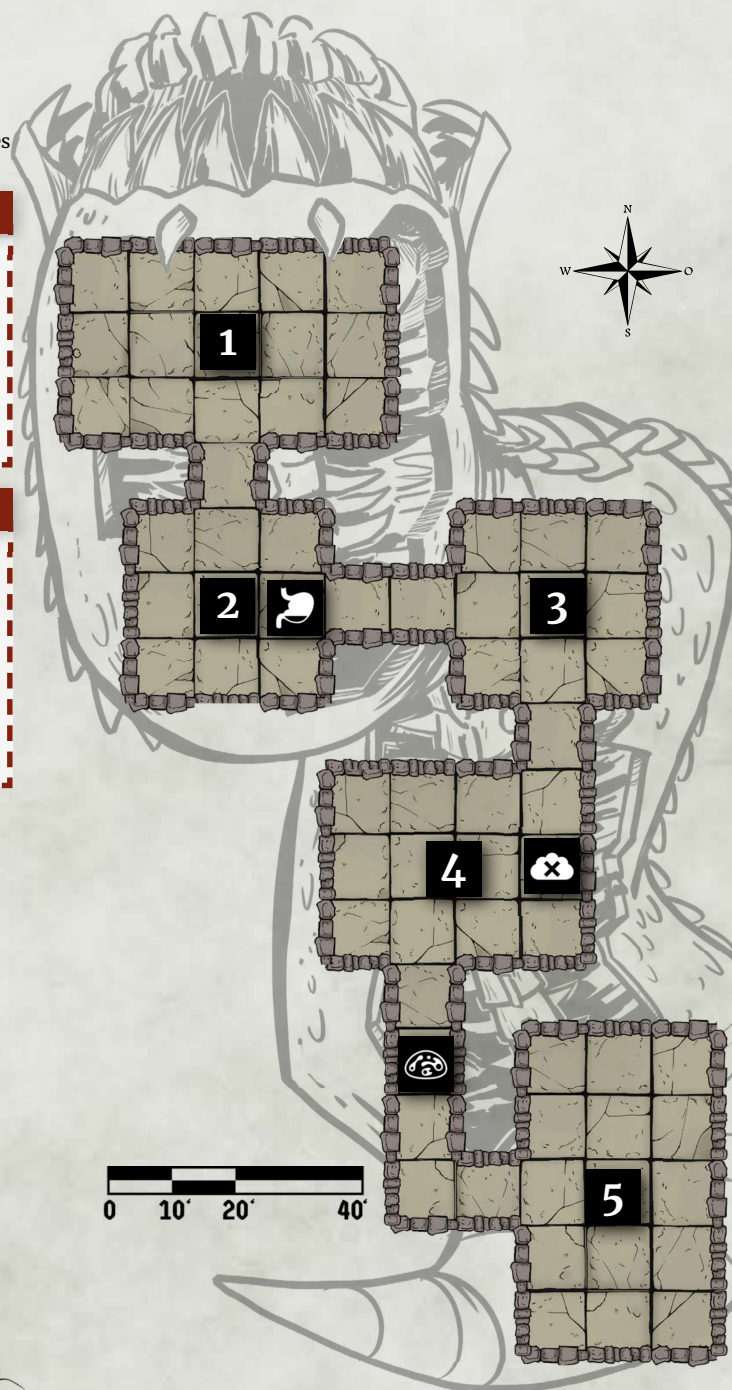
Upon entering the mouth, two Swarms of Parasites will come bursting out of the worm's flesh and attack the adventurers.

2 × Swarms of Parasites

2. Stomach

The floor of this room seems to be filled with gastric acids. A creature that ends its turn while in the acid must make a DC 18 Constitution saving throw, taking 3d8 acid damage on a failed save, or half as much damage on a successful one.

Two decomposing bodies float on the acid. It seems someone already tried to cross, for there is a rope hanging from a dagger stuck to the upper part of this room. Crossing to any room by swinging through the rope requires a successful DC 15 Strength (Athletics) check, or a DC 15 Dexterity (Acrobatics) check.



3. The survivors

Some of the humanoids who were devoured and are still alive await in this room. The survivors can tell the party that some of them went out and tried finding a way out, but haven't come back.

4. Gastric Cloud

This room is filled with a gastric cloud. Every creature that enters the room must succeed on a DC 13 Constitution saving throw, becoming hostile towards the party on a fail, until leaving the room.

Four Maddened survivors have become maddened by the gas and are hostile towards the party.

4 × Maddened survivor

Segment from room 4 to 5

The glands in the floor of this segment release a particular form of acid when being stepped on. Any creature that steps on the floor of this segment must make a Dexterity saving throw. On a fail, the creature must roll on the following table to determine the effect of the acid.

1d6	Effect
1	Acid corrodes the creature's armor (-1 to AC).
2-5	Acid corrodes the creature's skin, dealing 1d8+3 Acid damage.
6	Acid corrodes the creature's weapon (-1 to Damage rolls).

5. Parasitic lair

This room seems to be a hole carved in by the parasites. When the party enters, tons of parasites will crawl in through the floor and form a horrifying Parasite golem, the final boss of this microdungeon.

1 × Parasite golem