

“The Digestive Gauntlet”

Intro

This is a one-way gauntlet/dungeon with only one Entrance and one Exit. We hope you'll make it to the end, safely. Move speed is limited to 20ft max due to difficult/unfamiliar terrain. Players will roll for different saves along the route and suffer 1d4 damage on fails.

Chamber 1 (Mouth)

As they enter, the entrance seal shut, they were greeted with an acid spray (salivary amylase / first round of digestive juices), guillotine blades and smashing boulders (teeth) coming from the ceiling and the floor trying to chomp/grind them up to tinier pieces.

Players roll Constitution save for the digestive juices and Dexterity save to evade the teeth.

Sinkhole and tube at the end of Chamber 1 (Gullet/Oesophagus)

Just ahead of them, is a giant hole that would take them down a long drop – they cannot see the bottom but they have no other choice. Investigation check will reveal that the tube is tight. Tiny PCs will fall right through (Dexterity save to avoid fall damage), Small PCs can choose to ‘climb’ down (Strength save to avoid slipping – I’d do 3x to simulate the long drop) and Medium PCs will have to muscle their way down like Small PCs but if they can’t do it in 3 rounds, they’ll suffer Exhaustion. DMs can help (lower DC or roll together taking the higher number) to simulate peristalsis, the muscular contractions in the gullet that helps to push food down to the stomach.

Chamber 2 (Stomach)

Spend about 3-5 Rounds here to simulate the length of time food actually stays in the stomach. Suggested events/encounters here;

- Corrosive liquid (gastric acid) starts at their ankles. Do a low Constitution save.
- Investigating around the stomach will stimulate the stomach and it'll spray more corrosive liquid. Another Con save, that gets higher (26).
- Stomach contents – Add your own flavour here!
- Falling objects from the tube they came through before.
- Successful Investigation check may reveal the Valve/Drainage (sphincter) that they can try to pry open with high Strength check (Team effort) to allow them to force their way out earlier than they should.

Corridor 1 – Small intestines.

Very narrow corridor that seems to only be wide enough for a PC to move in a single file. The walls, ceiling and floor are completely covered by thousands of tiny "fingers" (Intestinal villi) that rub all over their sides in an attempt to drain away their life force. Constitution save but this time, it's 1d4 Necrotic damage. Possible encounters include the 'residents' here. Each of them, busy as bees doing what they do best... Either pestering the party (Good bacteria – because it aids digestion) or the walls of the corridor (Bad bacteria – because it makes you sick).

Corridor 2 – Large intestines.

Much wider corridor but there is constant quakes and wall compresses (large intestines trying to squeeze as much water as possible from remaining undigested food). Dexterity or Strength save to avoid falling or being squashed. The air along this corridor starts smelling really bad. DM to choose when to do Constitution save the closer they get to the last chamber – where shit sits.

Chamber 3 – Rectum

Final chamber before the PURGE! As the familiar rumble is heard, the quake restarts and as the walls begin rush inwards, it is best for everyone to – BRACE YOURSELVES!