

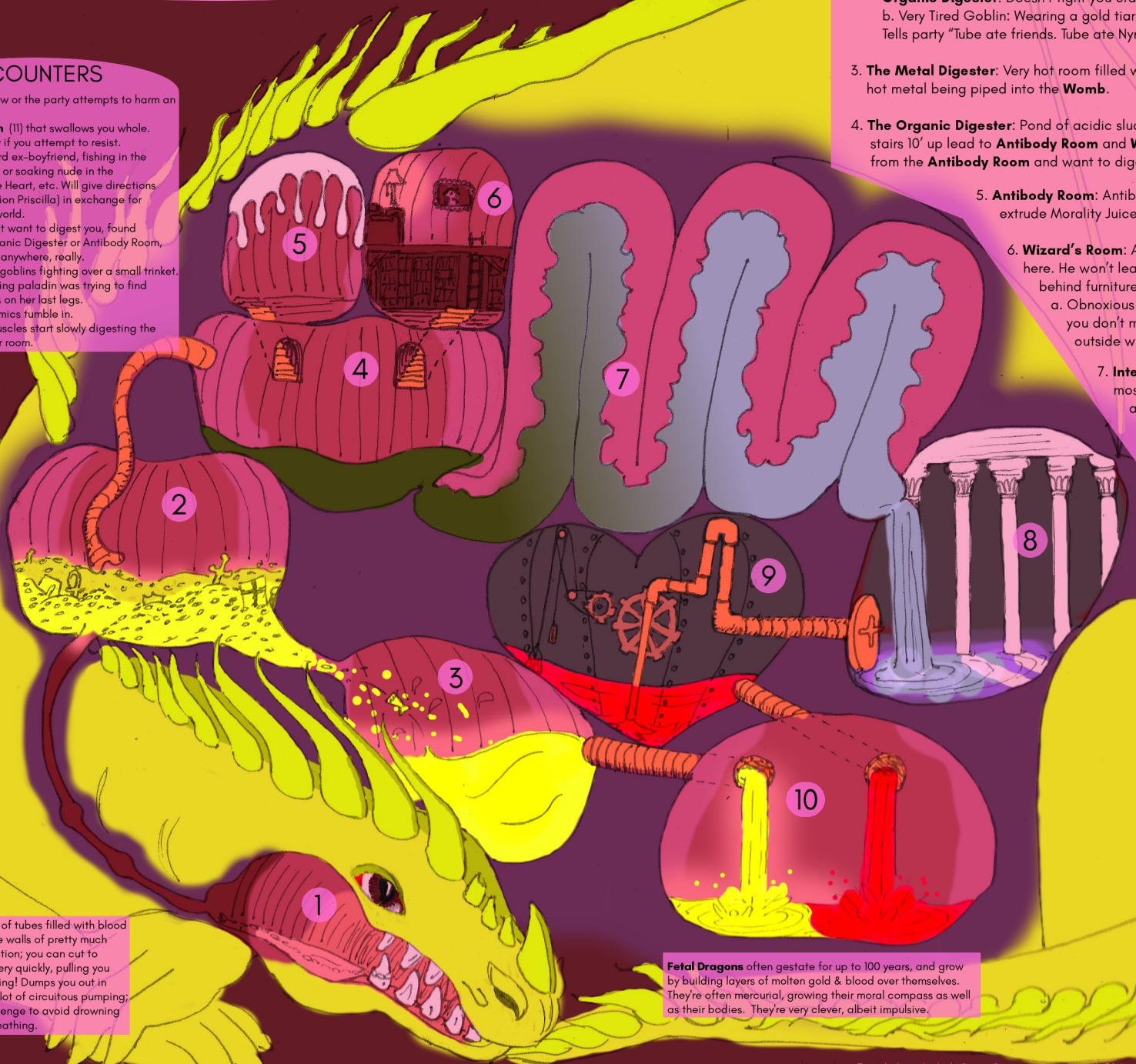
Shannon, the Gold Dragon

Shannon the Dragon accidentally swallowed her girlfriend, Priscilla the Nymph, and hasn't seen her in a few days. She's getting worried and wants you to get in there and see what's going on. She says you can keep any undigested treasure you find, but warns you to be careful in there; her body is a temple, after all.

ENCOUNTERS

Roll when action is low or the party attempts to harm an organ of Shannon.

1. Giant Tapeworm (11) that swallows you whole. Causes harm only if you attempt to resist.
2. Obnoxious wizard ex-boyfriend, fishing in the Organic Digester or soaking nude in the bloodbaths of the Heart, etc. Will give directions (if you don't mention Priscilla) in exchange for news of outside world.
- 3&4. Angry oozes that want to digest you, found usually in the Organic Digester or Antibody Room, but could end up anywhere, really.
5. Two chewed-up goblins fighting over a small trinket.
6. Some rough looking paladin was trying to find Priscilla, but she's on her last legs.
7. A pile of coin mimics tumble in.
8. A gurgle, and muscles start slowly digesting the party into another room.



Rooms

1. **The Mouth:** There's a snapped bungee cable tied to one tooth.
2. **The Sorting Stomach:** Heavy metals (Loot) slowly fall down the slightly slanted floor into the **Metal Digester**.
 - a. The Sentient Tube: Hits you around a bit and pulls you up one at a time into the **Organic Digester**. Doesn't fight you crawling back the other way.
 - b. Very Tired Goblin: Wearing a gold tiara, running around in circles avoiding the Tube. Tells party "Tube ate friends. Tube ate Nymph. Tube won't eat me!"
3. **The Metal Digester:** Very hot room filled with molten slag. Pipe full of molten hot metal being piped into the **Womb**.
4. **The Organic Digester:** Pond of acidic sludge on the floor, Maw leading to Intestines, two stairs 10' up lead to **Antibody Room** and **Wizard's Room**. Angry antibodies (Oozes) drop from the **Antibody Room** and want to digest you. (Slimy loot)
5. **Antibody Room:** Antibodies (**Oozes**) are born here, walls extrude Morality Juice.
6. **Wizard's Room:** A wizard who used to date Shannon lives here. He won't leave. Used to be another antibody room, walls behind furniture extrude Heat Resist Juice.
 - a. Obnoxious wizard ex-boyfriend. Will give directions (if you don't mention Priscilla) in exchange for news of outside world.
7. **Intestines:** A white water rafting adventure with mostly-digested skeletal pirates. They attack for about six rounds of travel before turning back, afraid of the **Liver**.
 - a. The skeleton pirates! They ride on a very wet, slimy, and threadbare magic carpet.
8. **Liver:** Purifies things literally and metaphorically. Asks you moral questions. Releases Antibodies (**Oozes**) if you don't pass. Grants bloodbreathing, entrance to **Heart** if you do. No lying!
9. **Heart:** Pumps blood, spalike heat. Pipe full of blood leads to **Womb**; very difficult challenge to get through without proper breathing abilities.
10. **Womb:** A dream-like room, with the following social combat taking place with all parties floating freely in a mix of blood & metal.
 - a. Fetal dragons (**Kobolds**) who have been grilling Priscilla about her intentions with Shannon. (Loot: the babies have their own baby hoards.)
 - b. Priscilla (a nymph with dragonfly wings), can't escape because she won't hurt the babies. Wants to shrink down and ride in a mouth "for safety". Will Save to resist swallowing.
11. **Tapeworm:** it's a big food bag with sharp teeth and it ate an antibody (**Ooze**) and some loot and a scroll of mass bloodbreathing and a Fetal dragon (**Kobold**) to save.

Rose Szabo & Tamara Raze made this.

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Blood Vessels: A series of tubes filled with blood which can be seen in the walls of pretty much every organ upon inspection; you can cut to them and they heal up very quickly, pulling you away. Good luck breathing! Dumps you out in the liver or heart after a lot of circuitous pumping; it is a very difficult challenge to avoid drowning without blood/water breathing.

Fetal Dragons often gestate for up to 100 years, and grow by building layers of molten gold & blood over themselves. They're often mercurial, growing their moral compass as well as their bodies. They're very clever, albeit impulsive.