

Gargoyle Gulch

C&C Adventure

For 4-6 Characters, Levels 6-8

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Gargoyle Gulch

A C&C Adventure

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By Brian Miller

Background

Gargoyle gulch is a deep V-shaped boulder-filled valley formed by erosion which contains a dry creek bed. Occasionally, rain clouds transform the dried up creek bed into a thin, shallow stream while prolonged torrential downpours can lead to a flash flood. The jagged walls of the gulch contain caves which serve as the lair of of gelatinous slimes. When the gulch becomes muddy, the slimes exit the cave and make their way to the only humanoid settlement near the gulch, a tiny hovel known simply as "Statuetown". Statuetown is inhabited by a small number of artists who specialize in sculpting both beautiful and hideous statues from the ring of ten-foot boulders which surround the few homes in the community. The slimes hollow out the statues then animate them to attack the townsfolk.

"Protagonist Thunderbolt", the elder cleric of the chapel of Zeus in Statuetown has convinced the townsfolk that the gargoyles are statues that Zeus animates with magic rain to punish the evil hearted people in town and those who refuse to worship him. To prevent that from happening again, he's swayed the townfolk into hang artists who refuse to worship Zeus or whose sculptures resemble gargoyles, accusing them of being evil because of their ungodly ways or sinister-looking artwork. The only way for the party to save the innocent artists is by proving the gargoyles aren't their works come to life to punish non-believers and evil doers, which can only be accomplished by revealing the influence of the gelatinous slimes and then only stopped by traveling to gargoyle gulch and invading the caves to destroy the gelatinous slimes and their mother slime and the hollow gargoyles they've animated.

Introduction

Just after nightfall you arrive in a strange hovel surrounded by many stone statues. The statues depict animals, common people, gods and even some famous adventurers. The center of the town is filled with many gallows, arranged in a circle in preparation for a mass-hanging. The windows are lit in only half the buildings in town. The inn is clearly marked by a statue of bearded man holding a sign over his head that says "Respite of the Weary Traveler". Inside, the fireplace is warm and dry and empty tables await. There's a tiny statue in the center of each table and tiny statues that hold napkins or bottles of condiments and one that holds a menu. The innkeeper behind the bar resembles the statue you saw outside. Behind him a half-dozen wooden pegs extend from the wall. Three of them still hold keys.

He looks in your direction and says, "Tonight is not fit for travel. If I were you I'd stay indoors where it's safe. A hard rain is comin'. And when it rains the gargoyles come home to feed."

Rumors

The party begins with the following rumors. The facts of each rumor are provided for the CK after each rumor listed and should not be shared with the party members.

1. Gargoyles always roost on rooftops. (False, that's a myth spread by clerics.)
2. Gargoyles are attracted to light. (True since it indicates the presence of humanoids.)
3. Some artists in town can bring their statues to life. (False.)
4. An evil cleric has been animating the statues. (True, but only in some cases.)
5. The cleric in the chapel secretly worships an Elder Elemental God. (False.)
6. There's a boulder filled valley near Statuetown. (True.)
7. Gargoyles aren't actually made of stone. (True in most cases, but false for this adventure.)
8. Where there's wet caves, there are slimy creatures. (True.)
9. Gargoyles are highly intelligent and cunning creatures. (False, they have low intelligence.)
10. Gargoyles defeat stronger opponents by dropping them from high places. (Oh, so true.)
11. Gargoyles only come to life at night. (False, the gelatinous slimes avoid sunlight which dries them out, but once hidden inside a gargoyle statues, they can make them come out during the daytime.)
12. Gargoyles are animated by magic bands made of precious metals. (False, their horn rings are just magic items they wear.)
13. A mad alchemist in town often makes explosive potions by accident. (False, he's not mad and it's not by accident.)

CK Information for Distributing Treasures

For each encounter in which the party defeats a hostile enemy, they find 1 random magic item per 4 HD of creatures defeated (see *Random Magic Items Table*).

CK information For Determine the Number of Monsters per Encounter

The lairs contain mostly variable numbers of creatures and may have a potentially large number of foes. For each encounter other than the the final encounter, the CK should begin with 6 or monsters facing the party and add more to increase the challenge level as necessary, simply stating that more show up as needed to challenge the party.

Encounter 1

As you enjoy your beverages and or food you hear raindrops against the roof. The sound gets louder and louder. The innkeeper suggests you

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rent your rooms then go to them and keep the lights out until morning, then he douses the fire and puts out all the lanterns.

The slimes come into town and animate some statues while the gargoyles land on the roof, then attack the party, breaking through their windows if they're in their rooms. 1d6 Gargoyles enter through each window at a maximum rate of 2 per round (with 3 windows for a maximum total of 3d6 gargoyles). Once defeated, they shatter and the gelatinous slimes inhabiting their hollow bodies try to escape back out the window.

Hollow Gargoyles (Their vital stats are *hd 5d8, hp 30 each, ac 16, mv 45 ft. or 75 ft. flying, chaotic evil. Their prime attributes are physical. They attack with a 2 claws causing 1d6 damage each and a bite inflicting 1d6 damage and a horn doing 1d4 damage. If both claws hit, then the bite automatically hits each round until the target makes a strength check of 18. They can breath a gush of slime causing 1d4 acid damage and the target must make a strength save of 16 or be paralyzed for 1 round. They aren't affected by normal non-magic weapons though siege weapons do harm them. They have darkvision up to 60 ft. When killed, they shatter releasing a gelatinous slime.*)

Gelatinous Slime (Their vital stats are *hd 2d10, hp 16 each, ac 3, mv 20 ft., neutral. Their prime attributes are physical. They attack with a bash causing 1d4 damage and 1d4 acid damage. On a successful hit, the target must make a strength save of 16 or be paralyzed for 1 round. They aren't affected by lightning and cold causes no damage if they make their save or 1d4 damage and acts as a slow spell if they miss their save. They have blindsense up to 60 ft. detecting creatures by changes in air pressure. Upon death, they turn into water. Exposure to direct sunlight causes 1d4 evaporation damage per round.*)

Encounter 2

The next morning you step outside to see an angry mob ready to hang what looks like a number of artists dressed in sculpting smocks.

The party must convince this large crowd of 90 people that the sculptors are innocent to prevent them from being hanged. They can do this by describing the events of the previous night. "Protagonist Thunderbolt", the cleric from the chapel of Zeus demands actual proof or the artists will be hung the next day at noon. The party has until then to visit the gulch and return with hard evidence.

Encounter 3

Suddenly a bright flash and loud boom interrupts the proceedings.

Whether the party was convincing or not, the crowd is dispersed when Nuke Sunburst lobs 2 potions of sunburst into the crowd, then turns invisible and makes a quick escape to his alchemy shop. Thereafter, the party is told they can earn the trust of the town by apprehending

Nuke who they believe has gone insane and is potentially dangerous. Thereafter, Protagonist returns to his chapel.

"Nuke Sunburst" (Male Human Alchemist, 6th level Cleric and 6th level Wizard. (His vital stats are *hp 33, ac 10, mv 30 ft., chaotic good. His prime attributes are intelligence, constitution and wisdom. His attributes are strength 7, dexterity 12, constitution 16, intelligence 13, Wisdom 13 and charisma 8.*

He attacks with a spell or 2 sunburst potions – see New Magic Items – which, for 1 round, stuns all creatures with 20 ft. who fail a wisdom save of 16 and blinds all creatures within 60 ft. who fail a dexterity save of 16. he has a spell resistance of 10. He wears a ring which can cast mirror image 3 times per day and carries a bag of holding (10000gp capacity containing his potion ingredients which only he can mix) and has 1 random magic item – see Treasure Table.

PRIEST SPELLS

0th – Light, Detect Magic, Detect Poison, Purify Food and Drink

1st – Command, Cure Light Wounds, Detect Secret Doors, Sound Burst

2nd – Darkness, Silence, Lesser Restoration

3rd – Glyph of Warding (Explosive for 6d8 damage), Dispel Magic

WIZARD SPELLS

0th – Read Magic, Endure Elements, Ghost Sound, Light, Mage Hand

1st – Change Self, Charm Person, Comprehend Languages, Sleep, Spider Climb

2nd – Darkness, Invisibility, Web

3rd – Hold Gargoyle (see New Spells), Explosive Runes (5d6 damage)

Nuke is perfectly sane. He will not sell any potions but will mix 1 random potion for each party member in exchange for his release. Characters may request a potion of sunburst (see New Magic Items) rather than a random potion. If asked, Nuke informs the party that he saw the gargoyles fly west towards the gulch not too far out of town. He offers to lead them there in exchange for their assistance in defeating Protagonist, the insane priest who wants to hang all non-believers and makers of strange statues.

Encounter 4

The doors of the chapel read "Open 8am to 5pm, but Zeus is here 24/7." The chapel is dim and filled with shadows except where bullseye lanterns illuminate a 20 ft. tall statue of Zeus behind the altar. The statue stands between two blue velvet tapestries which stretch from ceiling to floor. Protagonist, the cleric floats in front of the statue with his feet 15 ft. off the ground. He looks at your curiously and says, "I didn't know you were believers. Welcome to the sanctum of Zeus. My spells are for...er...at your disposal."

Here, the party must battle and defeat the mad cleric "Protagonist Thunderbolt" who's determined to go on with the hangings regardless of whether any proof of the accused sculptors' innocence is provided or not. His chapel holds a magic 20 ft. statue of Zeus which

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grants an attribute point to anyone who sacrifices a magic item on the altar. The attribute is granted by a lightning bolt that leaps from the statues eyes causing 6d6 damage to the target.

"Protagonist Thunderbolt" (Male Human 10th level Cleric. (His vital stats are hp 80, ac 19, mv 30 ft., lawful evil. His prime attributes are wisdom, dexterity and charisma. His attributes are strength 10, dexterity 13, constitution 16, intelligence 12, Wisdom 13 and charisma 15.

He attacks with a spell or weapon causing 1d6+3 damage. He has a spell resistance of 10. He wears +3 chainmail and carries a +3 mace and has a gargoyle figurine of wondrous power - see New Magic Items.

PRIEST SPELLS

0th - Light, Create Water, Detect Magic, Detect Poison, Purify Food and Drink

1st - Command, Cause Light Wounds, Fear, Sanctuary, Sound Burst

2nd - Darkness, Silence, Hold Person, Spiritual Weapon

3rd - Cause Serious Wounds, Glyph of Warding (Explosive for 10d8 damage), Summon Gargoyle (see New Spells)

4th - Hallow (holding Sanctuary), Un-discernable Lies, Air Walk

5th - Atonement, Lightning Strike (see New Spells)

When the party enters, Protagonist has already cast an airwalk and is standing in front of the statue with the bottom of his feet 15 ft. in the air (out of the range of most combat weapons when swung from the ground). He also previously cast a hallow spell on the chapel which grants him a sanctuary spell the moment a non-believer enters the chapel. He has 2 gargoyle statues hidden behind a tapestry near the front of the chapel (which he uses when casting Summon Gargoyle (see New Spells). Protagonist has been casting summon gargoyle on statues from town and using indiscernable lies to fool the townsfolk. Every night he casts atonement on himself to prevent the loss of his spells for his evil misdeeds including his current "witch hunt" of non-believers.

Encounter 5

On your trip to gargoyle gulch, just outside of Statuetown you come across a small stream flowing westward. The stream is mere inches deep and the current is not very strong.

A little ways along the creek the party will encounter 3 Xorns panning for gold in a dried up section of the creek bed. If informed that they're not doing it right, they will insist that party prove their intelligence before being willing to take their advice. The characters may do so by answering a riddle.

Riddle of the Xorn: "What always grows bigger every time you touch it?" Answer: A puddle or water.

Each character gets one guess. If nobody guesses correctly, the Xorns attack out of anger for having their intelligence insulted. Otherwise,

they reward the party with a magic gem that detects gold 3 times per day. They love to eat precious metals and for each coin they give, they spit out a gem (formed from their saliva) worth twice the amount they were given. Each Xorn can eat up to 1000 coins worth of precious metals. They don't eat gems so they don't care if the party takes them, nor do they have any interest in eating the parties gems.

3 Xorn (Their vital stats are hd 8d8, hp 48, ac 23, mv 20 ft. or 20 ft. burrowing, neutral. They attack with 3 claws causing 1d8 damage each and a bite that does 2d8 damage. They're immune to cold and fire and petrification and only take half damage from electricity. They're made of stone and can phase through earth at normal movement rate without leaving a tunnel. A move earth spell knocks them back 30 ft. and stuns them for 1 round. A phase door kills them if phasing through the ground. Move earth, transmute rock to mud and stone to flesh soften a xorn, causing it great pain and reducing it to ac 15 for 1 round while preventing it from phasing through earth for that round. They have full 360 degree darkvision up to 60 ft. due to having 3 eyes.)

Encounter 6

Directly ahead is "Fat man's lament", a narrow pass that enters the gulch while tall stone walls on both sides. The pass varies between 2 and 5 feet in width. Overhead, some large flat rocks lean against each other, forming numerous arches which you must pass under to get to the other side.

While the party is passing through, 2 stone arches give way and collapse. The first character in the party must make a dexterity save of 20 to avoid the falling stones (with such a high number being required because there's so little room to maneuver). If a stone hits a party member, that character takes 10d6 damage and breaks a random limb (roll a d4 where 1=left arm, 2=right arm, 3=left leg and 4=right leg). Broken limbs must be set (requiring a successful wisdom check of 12 by the setter and a constitution check of 20 by the character to avoid screaming from the pain). Thereafter, 8 points of healing must be applied before the limb can be used again and those healing points do not return lost hit points.

Encounter 7

Aside from the shallow creek running through the middle of the gulch, it's also filled with many boulders, many of which have holes in at least one side. They boulders greatly increase in number and concentration on the west side of the creek. Some resemble large rectangular stones like you'd see in a castle wall.

The boulders are the remains of the Temple of Jubilex where an evil cleric sacrificed herself to become the mother mucous (see New Monsters). For each round a character investigates the ruins they have a 1 in 20 chance of finding 1 of 3 random magic items

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(see *Treasure Table*) hidden among the rubble as well as a stone from the base of a statue that reads "Jubilex, Lord of oozes, jellies, slimes and puddings".

If the party lingers more than 20 rounds, a 20 ft. tall 20 hit dice earth elemental in the shape of a statue of Jubilex rises from the ground, tumbling a pile of boulders aside to attack, surprising on a 1-4 on a d6.

Earth Elemental (Its vital stats are *hd 20d8, hp 120, ac 24, mv 20 ft. or 20 ft. burrowing, neutral*. It attacks with 2 fists causing 2d10 damage each. On a successful hit, it's attacks inflict maximum damage to targets who are touching the ground, and cause -4 damage to airborne targets. It's immune to petrification and only takes half damage from electricity. It regenerates 2 hit points per round while touching the ground. It's made of stone and can phase through earth at normal movement rate without leaving a tunnel. A move earth spell knocks it back 30 ft. and stuns it for 1 round. A phase door kills it if phasing through the ground. Move earth, transmute rock to mud and stone to flesh soften it, causing it great pain and reducing it to ac 15 for 1 round while preventing it from phasing through earth for that round. It has darkvision up to 60 ft. and can detect anything standing on the ground within 60 ft.)

Encounter 8

There are many caves in the rocky slopes surrounding the V-shaped gulch, but only 1 has a trail of dried up slime which leads from the shallow creek up the eastward slope and into a low but wide mouthed cavern opening.

The party must explore the caves to find the source of the gelatinous slimes and destroy it (see Encounter 9). Along the way they stumble across a dying NPC sculptor (see *Pre-generated characters* and roll a random non-spell caster or pick one). The NPC claims a statue they created came to life in town and stole a treasure chest from the chapel then ran out of town, heading towards the gulch. The NPC tracked the statue back to the gulch and the cave, but was ambushed by gargoyles. The NPC has 1 hit point left and claims the statue and it's treasure chest are just a little bit further down the same tunnel.

The party must travel through several caves and defeat 20 hollow gargoyles (with each one hosting a slime and wearing a Gargoyle Horn ring - see *New Magic Items*) and 20 Gelatinous Slimes. After defeating the gargoyles, they discover a 60 ft. wide chasm leading straight down 200 ft. to a vast chamber where the mother slime lives (see Encounter 9).

Hollow Gargoyles (Their vital stats are *hd 5d8, hp 30 each, ac 16, mv 45 ft. or 75 ft. flying, chaotic evil*. Their prime attributes are physical. They attack with a 2 claws causing 1d6 damage each and a bite inflicting 1d6 damage and a horn doing 1d4 damage. If both claws hit, then the bite automatically hits each round until the

target makes a strength check of 18. They can breath a gush of slime causing 1d4 acid damage and the target must make a strength save of 16 or be paralyzed for 1 round. They aren't affected by normal non-magic weapons though siege weapons do harm them. They have darkvision up to 60 ft. When killed, they shatter releasing a gelatinous slime.)

Gelatinous Slime (Their vital stats are *hd 2d10, hp 16 each, ac 3, mv 20 ft., neutral*. Their prime attributes are physical. They attack with a bash causing 1d4 damage and 1d4 acid damage. On a successful hit, the target must make a strength save of 16 or be paralyzed for 1 round. They aren't affected by lightning and cold causes no damage if they make their save or 1d4 damage and acts as a slow spell if they miss their save. They have blindsense up to 60 ft. detecting creatures by changes in air pressure. Upon death, they turn into water. Exposure to direct sunlight causes 1d4 evaporation damage per round.)

Encounter 9

In a vast cavern, you discover the pool of "Mother mucous", the greater gelatinous slime.

"Mother Mucous", Greater Gelatinous Slime (Her vital stats are *hd 100d10, hp 800, ac 3, mv 20 ft., neutral*. Her prime attributes are physical. She attacks with a bash causing 5d4 damage and 10d4 acid damage. On a successful hit, the target must make a strength save of 16 or be paralyzed for 1 round and a dexterity save of 16 or be engulfed. Engulfed creatures automatically take bash and acid damage each round until making a successful dexterity check of 16 to escape imprisonment. She isn't affected by lightning and cold causes no damage if she makes her save or 1d4 damage and acts as a slow spell if she misses her save. She has blindsense up to 60 ft. detecting creatures by changes in air pressure. Upon death, she turns into water. Exposure to direct sunlight causes 1d4 evaporation damage per round.)

The mother slime's body contains a Gargoyle Horn (see *New Magic Items*), Gargoyle Head Staff +3 (see *New Magic Items*), a Cloak of Gargoyle Wings (see *New Magic Items*) and 3 random magic items (see *Treasure Table*). Upon her defeat, the 20 ft. deep pool of slime turns into water and the items sink to the bottom where the party can swim down to retrieve them.

Ending the Adventure

Once the party has and saved the artists in town, defeated the mad cleric Protagonist and destroyed the gargoyles and slimes, they can rest up in town for their next adventure or train for their next level. Ironically, The residents of the local bar don't believe their stories without proof (which will be difficult to provide unless the party somehow managed to capture a live slime.)

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New Magic Items

Gargoyle Horn

When placed on the head, this horn permanently grafts itself to the head of the target conferring 1 horn attack for 1d4 damage (requires 1 action) and rendering the wearer immune to normal non-magical weapons (not including siege weapons).

EPP value: 10000, GP value: 40000

Gargoyle Horn Ring

Each of these rings is identical to a random magic ring but only works when worn on a gargoyle horn.

EPP value: 2500, GP value: 10000

Gargoyle Figurine of Wondrous Power

The command word (its name) is carved on the bottom side of the base of this small stone statuette. When its name is spoken, the statue becomes a 1d6 ft. gargoyle, functioning as a normal gargoyle.

EPP value 5000, G.P. value 20000

Gargoyle Head Staff +3

This staff can cast Summon Gargoyle (2 charges), Hold Gargoyle (1 charge), Gargoyle Petrification (3 charges) or Gargoyle Fear (2 charges). The staff has 10-20 charges and each spell costs 1 charge.

EPP value 1500, GP value 6000

Cloak of Gargoyle Wings

When the gem clasp of this cloak is clasped, the cloak turns to batwings with a stone texture and appearance which confer flight at a movement rate of 75 ft. per round.

EPP value 5000, GP value 20000

Potion of Sunburst

Comes in a corked glass vial. When shattered or uncorked, the liquid reacts violently with air to instantly evaporate with loud boom and a brilliant flash of light. The causes all creatures within 20 ft. to make a wisdom save of 16 or be stunned for 1 round. The light flash causes 6d6 damage to any creature within 60 ft. which is harmed by exposure to sunlight, and blinds all creatures within 60 ft. for 1 round unless a dexterity save of 16 is made. The explosion is sound and light-based with only enough concussive damage to break the bottle.

EPP value 250, GP value 1000

New Spells

Summon Gargoyle, 3rd Level Wizard

CT 1 R touch D 1 round/level

SV none SR yes Comp V, S, M

This spell turns a man-size or smaller statue into a free-willed gargoyle for 1 round per level of the caster. The material component is a fragment of a gargoyle. Note that the gargoyle isn't under the control of the caster and may attack its creator.

Hold Gargoyle, 3rd Level Cleric

CT 1 R Touch D 1 round/level

SV none SR yes Comp V,S,M

This spell acts like a hold person but affects a single gargoyle. The target gargoyle's save is at -1 per 2 levels of the caster. The material component is a small stone fragment from the roof of a temple.

Gargoyle Petrification, 5th Level Wizard

CT 1 R 50 ft. D 1 hour/level

SV wis neg SR yes Comp V, S,M

This spell causes the target to turn into an inanimate hideous stone gargoyle unless the target makes a wisdom versus petrification. The material component is a small stone statuette worth 1000 gold pieces.

Gargoyle Fear, 3rd Level Illusionist

CT 1 R 50 ft. D 1 round/level

SV str neg SR yes Comp V, S, M

When cast, the target is covered with an illusion of a gargoyle and their eyes glow with a sinister red aura. While the illusion persists, they gain the ability to paralyze with fear 1 creature of up to 4 hit dice per round (with a charisma save versus fear permitted). The material component is the gem eye of a gargoyle.

Lightning Strike, 5th Level Cleric

CT 1 R 150 ft. D instantaneous

SV dex half SR yes Comp V, S, DF

This spell is identical to Flame Strike except that the column is a pillar of lightning instead of fire. The material component is the lightning bolt holy symbol of a priest of Zeus.

New Monsters

HOLLOW GARGOYLES

NO. ENCOUNT. 8-32

SAVES: P

SIZE: Medium (6 ft.)

INT: Low

HD: 5 (d8)

ALIGNMENT: CE

MOVE: 45 ft.

TYPE: Automaton

Or 75 ft. flying

TREASURE: 5

AC: 16

XP: 25+5

ATTACKS: claw x 2 (1d3) and bite (1d6) and gore (1d4)

SPECIAL: Darkvision 60 ft., Improved Grab, Host, Breath Weapon, Immunity, Shatter

Improved Grab – If a gargoyle successfully hits a single victim with both claws then the bite automatically hits for each round the grasp is maintained. Breaking the grasp requires a strength save of 18.

Host – Each contains and is animated by a gelatinous slime.

Breath Weapon – Can breathe a gush of slime causing 1d4 damage and dissolves flesh and wood. Any creature struck by the breath weapon must also make a strength save or be paralyzed for 1 round.

Immunity – Unaffected by normal non-magic weapons (not including siege weapons).

Shatter – Upon death, a hollow gargoyle shatters, releasing the gelatinous slime within.

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GELATINOUS SLIME

NO. ENCOUNTER. 1-100

SIZE: Large (5 ft.)

HD: 2 (d10)

MOVE: 20 ft.

AC: 3

ATTACKS: slam (1d4)

SAVES: P

INT: Plant

ALIGNMENT: N

TYPE: Ooze

TREASURE: 5

XP: 10+2

SPECIAL: Acid, Paralysis, Blindsight 60 ft., Immunity, Vulnerability, Transparent, Hollow Stone, Animate Statue, Dissolve

Acid – Causes 1d4 damage and dissolves flesh or wood.

Paralysis – On contact, target must make a strength save or be paralyzed for 1 round.

Blindsight 60 ft. – Can detect creatures within 60 ft. by changes in air pressure.

Immunity – Unaffected by electricity. Cold does no damage if save is made and only causes 1d4 damage and acts as a slow spell when save is failed.

Vulnerability – Exposure to direct sunlight causes 1d4 evaporation damage per round.

Transparent – Undetectable unless within 5 ft. in which case a successful wisdom check is required to detect their presence.

Hollow stone – Using their acid, they borrow inside an object made of stone (preferably a statue) and hollow it out. Once they have carved out their hideaway, they stop excreting acid.

Animate statue – After forming a nook in a statue, they exude a slime that animates and controls the statue, then use it to hunt for living material which serves as their food.

Dissolve – Upon death, turns into water.

SIZE: Large (100 ft.)

HD: 100 (d10)

MOVE: 20 ft.

AC: 3

INT: Plant

ALIGNMENT: N

TYPE: Ooze

TREASURE: 10

XP: 500+100

ATTACKS: slam (5d4) or engulf (see below)

SPECIAL: Acid, Engulf, Paralysis, Blindsight 60 ft., Immunity, Transparent, Hollow Stone, Animate Statue

Acid – Causes 10d4 damage and dissolves flesh or wood.

Engulf – Target must make a dexterity save or be drawn inside the slime, automatically suffering slam and acid damage each round thereafter, until dead or successfully making a dexterity check to escape.

Paralysis – On contact, target must make a strength save or be paralyzed for 1 round.

Blindsight 60 ft. – Can detect creatures within 60 ft. by changes in air pressure.

Immunity – Unaffected by electricity. Cold does no damage if save is made and only causes 1d4 damage and acts as a slow spell when save is failed.

Vulnerability – Exposure to direct sunlight causes 1d4 evaporation damage per round.

Transparent – Undetectable unless within 5 ft. in which case a successful wisdom check is required to detect their presence.

Hollow stone – Using their acid, they borrow inside an object made of stone (preferably a statue) and hollow it out. Once they have carved out their hideaway, they stop excreting acid.

Animate statue – After forming a hideaway nook in a statue, they exude a slime that animates and controls the statue, then use it to hunt for living material which serves as their food.

Dissolve – Upon death, turns into water.

“MOTHER MUCOUS” (GREATER GELATINOUS SLIME)

NO. ENCOUNTER. 1

SAVES: P

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Random Magic Item Table

1. Potion of Spider Climb	2. Wizard Scroll (1 spell Levels 2-4)	3. Short Staff +2 with 1 random spell
4. Pouch of Caltrops	5. Ring of Feather Falling	6. Scroll Of Protection From Odors
7. Potion of Loudness (always yell)	8. Chain mail +2 with 1 random spell	9. Leather +2 with 1 random spell
10. Boots of Jumping	11. Priest Scroll (3 spells Levels 1-3)	12. Flail +2 with 1 random spell
13. Scroll of Protection from Birds	14. Sling +2 with 1 random spell	15. Oil of Disenchantment
16. Reversible Cloak (+1 Prot. or Blending)	17. Ogre Fire Skull	18. Scroll of Protection from Arrows
19. Chain mail +2 with 1 random spell	20. Jewelry worth 850 GP	21. Potion Of Skunk Control
22. Bag of Holding (10000 GP capacity)	23. Chain mail +2 with random spell	24. Bracers of Protection AC 13
25. Backpack of 0 th level Spell Components	26. Potion of Goblin Control	27. Scroll Of Protection From Bees
28. Backpack of 1 st level Spell Components	29. 3 Arrows +2 with 1 random spell	30. Leather +2 with 1 random spell
31. Backpack of 2 nd level Spell Components	32. Staff +2 with Continual Flame	33. Potion of Sweet Water
34. Backpack of 3 rd level Spell Components	35. Ring of Swimming	36. Helmet +2
37. Mace +2 with 1 random spell	38. Sword -1 with 1 random spell	39. Gem worth 1000 GP
40. Oil of Slipperiness	41. Wizard Scroll (1 spell Levels 2-4)	42. Potion of Gaseous Form
43. Sword +2 with 1 random spell ability	44. Bag of 250 GP and a 100 GP gem	45. Sword +2 int 10 speaks 1ability
46. Potion of Cure Serious Wounds	47. Studded Leather +2	48. Leather +2 with 1 random spell
49. Wand of Enemy Detection (20 ch.)	50. Potion Of Cure Light Wounds	51. Scroll of Protection from Poison
52. Wizard Scroll (4 spells of Levels 0-2)	53. Chain mail +2	54. Cursed Sword +2 with detect gems
55. Leather +2 with 1 random spell	56. Potion of Bird Attraction	57. Scroll of Protection from Ants
58. Sword +2 with 1 random spell	59. Robe of Odors (any smell)	60. Priest Scroll (2 spells Levels 0-3)
61. Spear +2 with 1 random spell	62. Cursed Potion, Turn into a Goblin	63. Ring of Water Breathing
64. Potion of Invisibility with Inaudibility	65. Chain mail+2 with 1 random spell	66. Ring of Water Walking
67. Potion of Gaseous Form	68. Shield +2 with 1 random spell	69. Potion of Cure Insanity
70. Sword +2 with 1 random spell	71. Gem with Continual Flame	72. Cursed Scroll, Turn into an Orc
73. Potion Of Neutralize Poison	74. 3 Darts +2 with 1 random spell	75. Potion of Ogre Strength
76. Wizard Scroll (3 spells of Levels 0-2)	77. Potion of Pass without Trace	78. Scroll of Protection from Rats
79. Two gems worth 500 GP each	80. Leather +2 with 1 random spell	81. Bag of 500 GP
82. Leather +2 with 1 random spell	83. Sword +2 with 1 random spell	84. Potion of Remove Curse
85. Priest Scroll (5 spells of Levels 0-2)	86. Boots of Ogre Tracks	87. Potion of Cure Disease
88. Silver Plated Sword worth 1500 GP	89. Gold Plated Shield worth 500 GP	90. Potion of Growth
91. Necklace worth 1250 GP	92. Priest Scroll (1 spell of Levels 2-4)	93. Priest Scroll (3 spells of Levels 1-3)
94. Robe of Protection +2	95. Ring of Regeneration 1 hp/round	96. Potion of Diminution
97. Axe +2 with 1 random spell	98. Potion of Poison	99. Scroll of Protection from Spiders
100. CK's choice (or create an item)		

Pre-generated Characters

The stats in this section are provided to assist players in quickly generating characters for the adventure or the help the CK to quickly whip up NPCs for use in an encounter. Aside from the statistics provided below, each character also receives 3 roles from the Treasure Table and 3 rolls from the Trinkets Table as well as items listed in the "Standard Adventurers Pack" and any miscellaneous items needed (such as thieves tools or spell components) or desired by the character. Each character begins with 3000 gp (2900gp of it in gems of the players choice and the remaining 100gp in any portable denomination of coins – i.e. not all in copper). Each character may also select one armor and one weapon type of their choice from the C&C Players Guide and consider them both +3 items. Players should also consult the Players Guide for specifics pertaining to class and abilities.

The characters listed are considered to be goblins, yes, goblins, but any race may be substituted as the CK permits. Characters may be either male or female (though some names are more appropriate for a particular gender). If the players wish to rename their characters, they may. These names are just provided for starters.

BtH includes strength bonus.

Name	Class	Level	Hp	BtH
1. Mogue	Fighter	8	81	11
2. Zynth	Priest	8	57	4
3. Kellian	Wizard	9	28	2
4. Lefty	Rogue	9	55	3
5. Xania	Ranger	7	71	9
6. Droll	Druid	7	50	4
7. Lester	Illusionist	7	29	2
8. Price	Bard	8	81	8
9. Bryce	Knight	8	72	8
10. Chuck	Monk	9	83	9
11. Nog	Barbarian	7	77	8
12. Angel	Paladin	9	73	9

Name	S	I	W	D	C	Ch	AL
1. Mogue	18	8	11	13	16	12	CG
2. Zynth	9	14	17	9	14	18	LG
3. Kellian	8	17	12	11	9	13	NG
4. Lefty	11	13	9	18	16	11	N
5. Xania	18	8	11	13	16	12	LN
6. Droll	14	10	18	10	13	10	NG
7. Lester	12	16	13	13	13	9	LN
8. Price	13	8	11	17	16	12	CG
9. Bryce	15	12	12	17	13	15	LG
10. Chuck	15	11	15	15	11	14	LN
11. Nog	17	10	11	13	18	12	N
12. Angel	15	12	13	14	10	18	LG

Standard Adventurers Pack

Contents: Backpack, 2 belt pouches, 1 week rations, tinder box, torch, silver dagger, water skin (full), wineskin (oil), boots, spare clothes, wooden stake, small mallet, small bag, rain-cloak. Optional: 20 ft. rope, sprig of wolvesbane, sprig of garlic.