

USING THIS BOOKLET

Print it, fold it, *use it*. Track initiative and damage on the worksheet, draw on the battlemat, log the names of the NPCs for later! There's worldbuilding ideas you can use or ignore, for the town, the hills, the shore, but there's always a path to the next adventure! Hope you find this encounter helpful!

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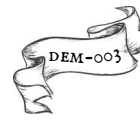
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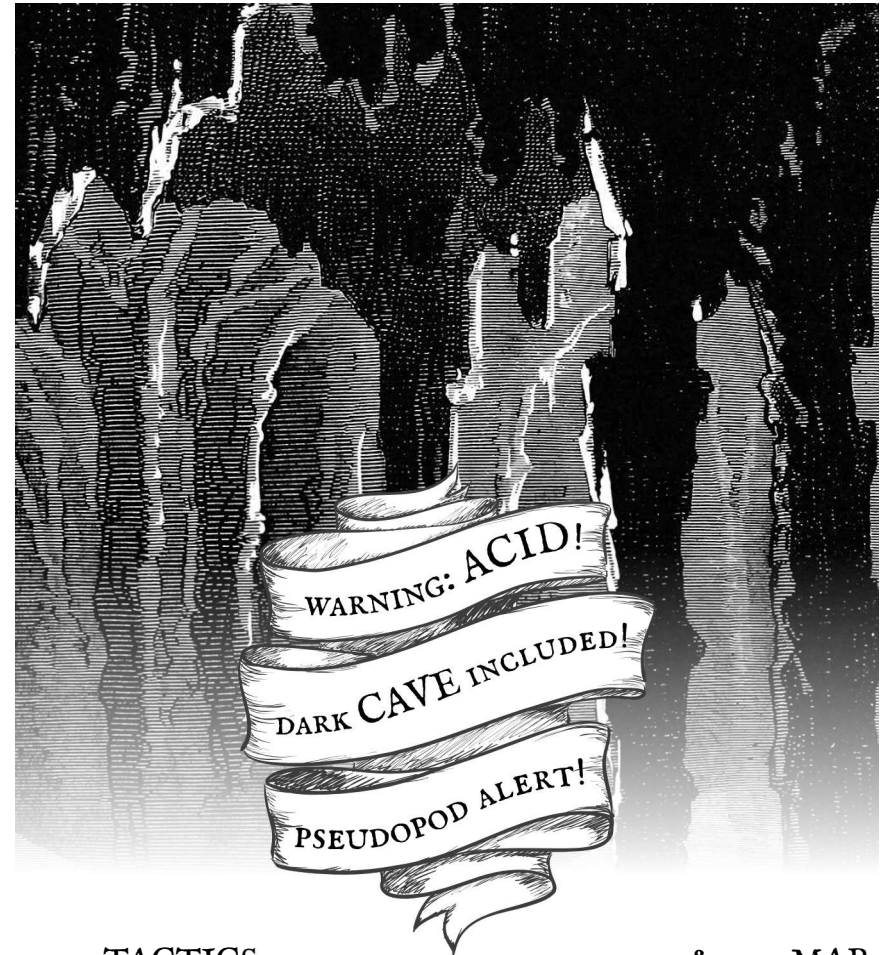
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THIS BOOKLET
HAS EVERYTHING YOU NEED TO MEET

1-6 Oozes in the Dark

A RANDOM UNDERDARK ENCOUNTER
FOR CHARACTERS OF LEVEL 2



OOZE TACTICS
STAT BLOCK FOR OOZE
CAVE LOOT

PRINT & PLAY MAP
NPC STORY HOOKS
BONUS REGIONAL LORE



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BEFORE THE ACTION

ADVENTURE HOOKS

How did the party end up in a cave, fighting a pile of acidic slime?

Rumors of Gold. Walking through **Whisper**, they overhear rumors of treasure in some local caves.

On the Road. The characters were in the hill country and stumbled across the cave on their own.

Doing a Favor. Someone talked the party into retrieving a stolen signet ring and gave them a hand-drawn map of Luolia, indicating several possible caves for investigation.

ENCOUNTER SETUP

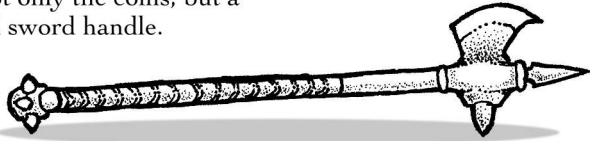
A breath of cool air blows across your faces as you move into the cave opening. It smells damp. A thin trickle of water runs from the back out the mouth of the cave.

WHAT DO THEY SEE?

With proficiency in Nature or Survival (or a relevant character background), the characters might notice some clues about the cave.

What is their success on a Wisdom (Perception) check?

- 12 No nests, no evidence of animals living here, no bones
- 16 In the light from the entrance, you notice a few coins at the back
- 20 Toward the back of the cave, you notice not only the coins, but a corroded sword handle.



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Gray Ooze

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8+9)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances acid, cold, fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any non-magical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non-magical ammunition made of metal that hits the ooze is destroyed after dealing damage.

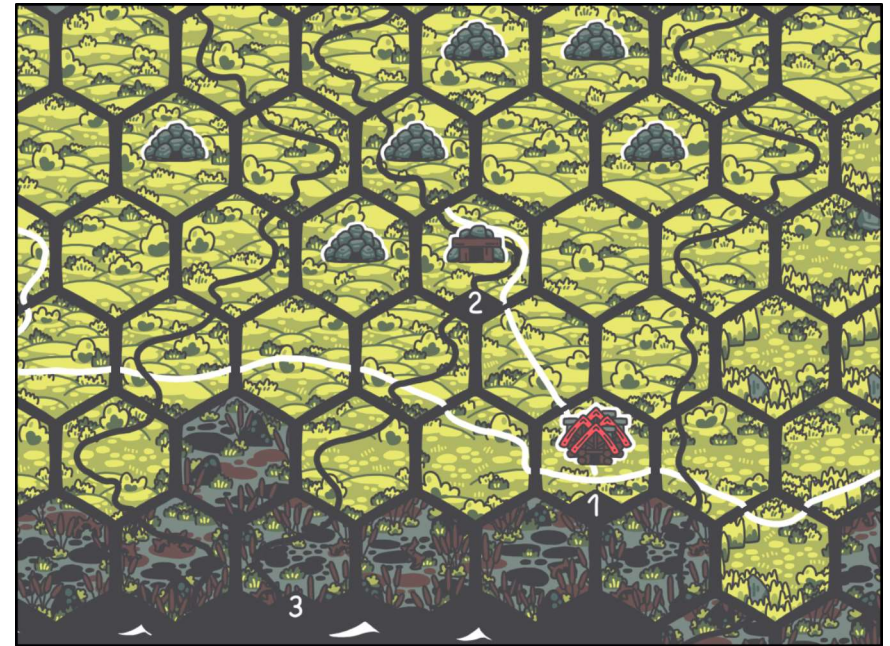
The ooze can eat through 2-inch-thick, non-magical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing non-magical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

LUOLIA PROVINCE



d12 AREA ENCOUNTERS

Luolia Province is hilly and coastal, riddled with caves.

- 1 watch out for that **swarm of rats**
- 2 2-4 **giant centipedes**
- 3 3 **giant bats** attack the camp
- 4 1 **rust monster**
- 5 3-5 **axe beaks** in a nest
- 6 instead of ooze, this cave has 1-2 **violet fungus**
- 7 flock of 1d4 **stirges**
- 8 1-6 **thugs** with their loot
- 9 a **giant poisonous snake** is waiting next to a stream
- 10 1-6 **giant weasels**
- 11 1 **angry elk**
- 12 3-5 **blood hawks** don't want you anywhere near the nests



1 WHISPER

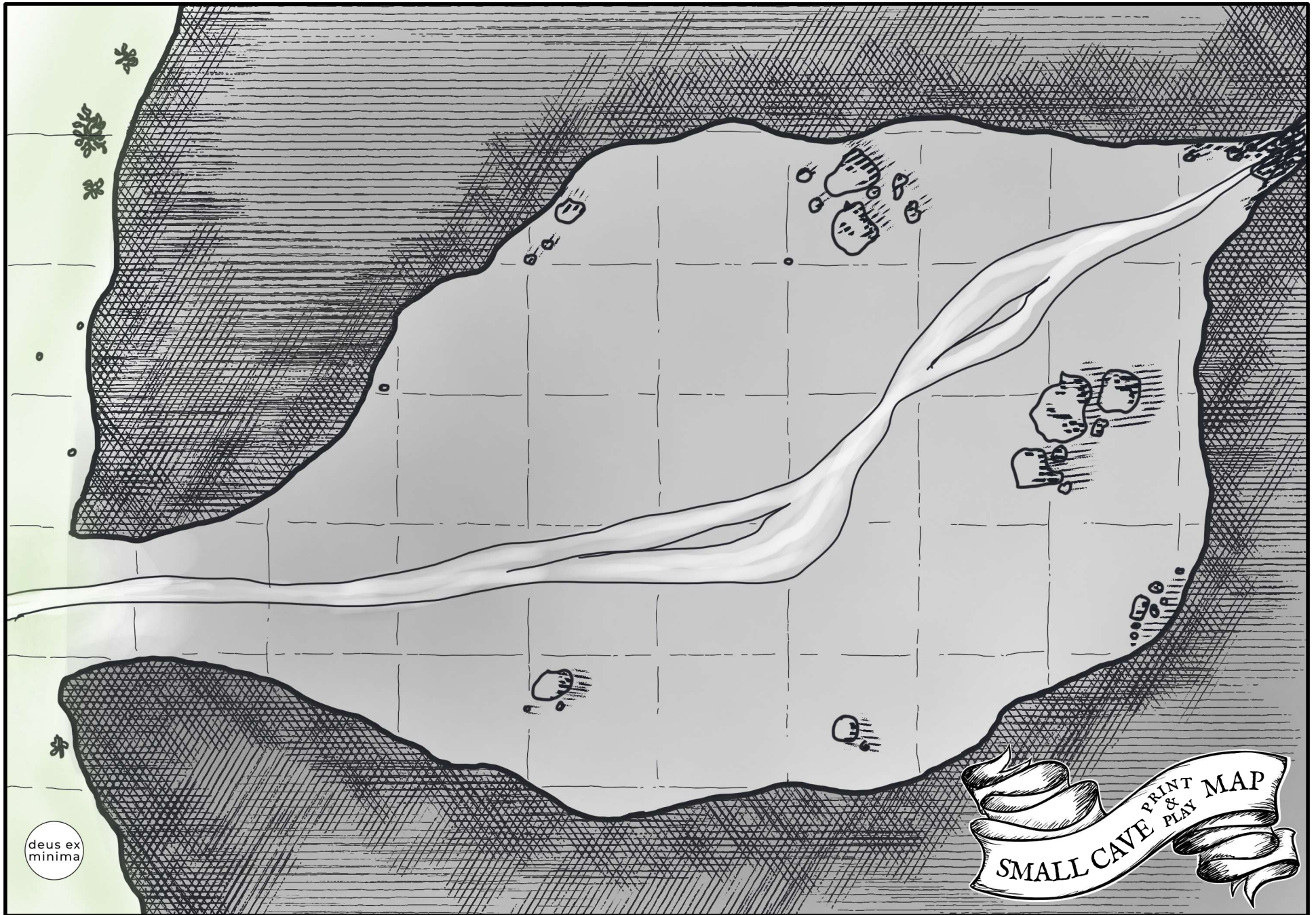
This frontier town sports the usual mix of shops and artisans. It also has secret representatives from almost every Thieves Guild in the Empire, although none of them know more than one or two others.

2 1000 HOLES

Nobody is really sure how many caves there are beneath this part of the Empire. Every local knows of someone who has been injured or just plain vanished while spelunking

3 THE FLATS

A broad coastal mud-flat, stretching for miles, cut with hundreds of small streams. The Flats teem with wading birds at high tide, clam diggers at low tide, and smugglers on cloudy, moonless nights.



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SMALL CAVE PRINT MAP
& PLAY MAP