

IN THE GOOEY CLUTCHES OF M'CUS

COLD OPEN:

On a usually safe road, hot sunny morning, 1d6 goblins of the "snot-nose" clan attempt to steal heroes medical supplies.

- They are obviously sick

Session + Encounter start as PCs notice them.

Goblins fight only in self-defence, flee after first turn, can be bargained or parlayed with.

Proceed to town.

TOWNSHIP OF NOOS:

Mining town, everybody is busy with great market festival.

Over course of day almost all people become sick with disease that causes excessive mucus production.

- PCs: medium save vs. disease when drinking water or get sick
- Nobody seems to be really bothered by disease.

In the evening everybody heads for abandoned mine/temple to "get cured" by priests.

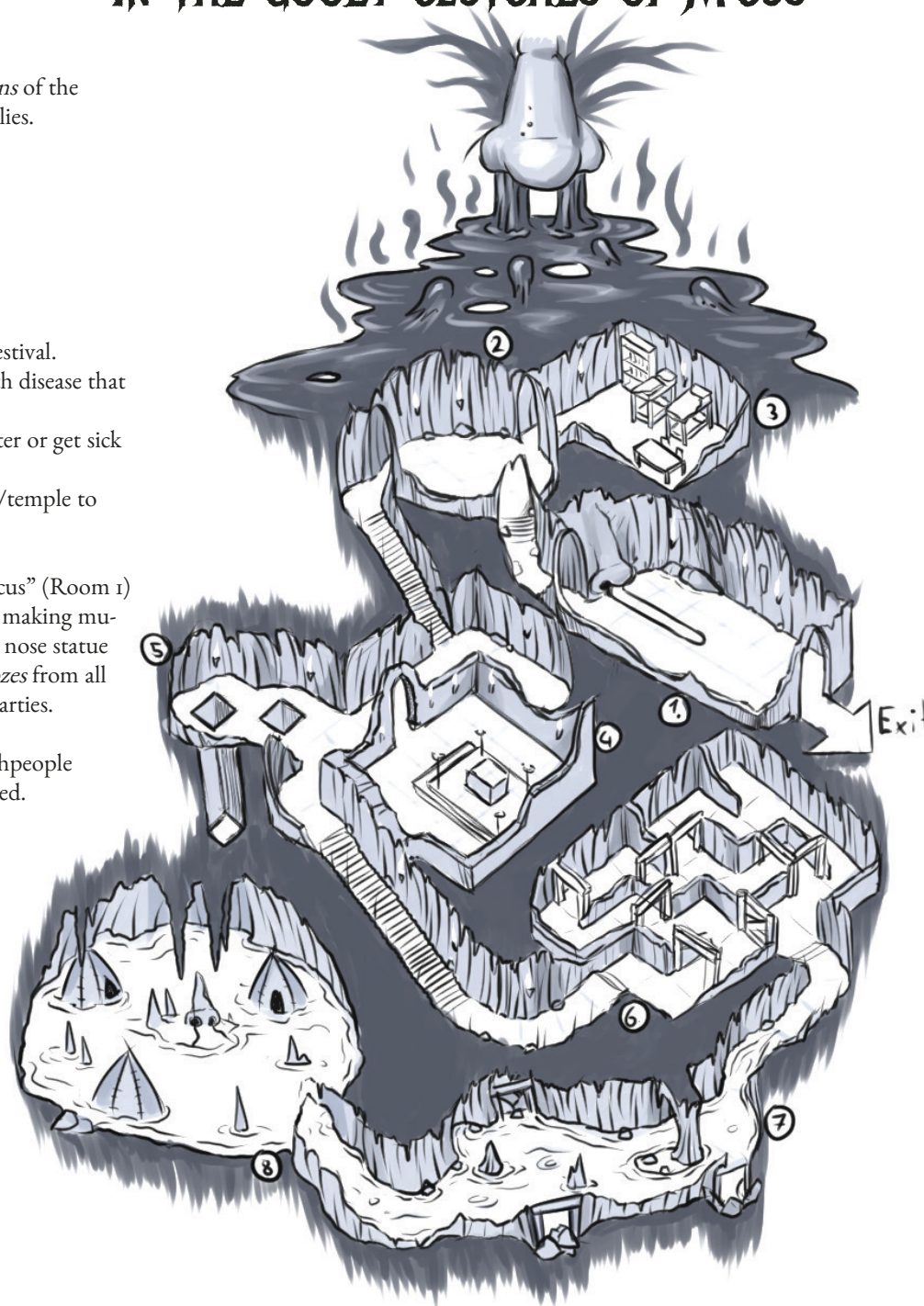
Abandoned mine is shrine to Nose-shaped God "M'cus" (Room 1) Priests hand out potions for free that cure disease by making mucus spring from peoples noses and scoot up the great nose statue like slugs, then retreat further into shrine to craft Oozes from all the "harvested" mucus which are sold to interested parties.

This repeats every day.

Characters will get sick again if they stay due to ill fishpeople polluting cities water supply - they need tp be removed.

TREASURE + FOR SALE (1d10)

- 1-5: value in gp.
- 6-7: Bottle of nosecleaning: (50gp)
"sucks up" mucus within 1 ft. removes diseased for 1d6 turns. after 3+1d6 days a small ochre jelly bursts from it.
- 8: Arrow of sneezing: (50gp)
If arrow flies within 15 ft of creature it sneezes, revealing it's position
- 9: Towel of curing: (100gp)
use during short rest - removes diseased needs to be washed thoroughly.
- 10: Wand of coughing: (150gp)
3 charges, expend charge, make every creature within 60 ft cough violently. (disadv. + reveals position)



DUNGEON: MINES OF M'CUS

No doors, areas 1,2,3 and 4 contain torches to provide dim light conditions, areas 7 and 8 are covered in glowing lichen (dim light).

1. Entryway / Nose Statue - 1d4 *cultists*, tiny creature can fit through nostrils, ends up in center of area 4.
2. Main Hall - a couple of crates containing icky robes or one of the treasures.
3. Living Quarters - 2d4 *cultists*, sleeping or reading, one of which is a *spellcaster*.
4. Slime Laboratories - 1d4 *cultists* (one of which is a *spellcaster*) trying to convert mucus into *black pudding* - succeed in 1d4 turns if uninterrupted.
5. Experimental Pits - 2 people are trapped there by magical means. can be used to replace dead heroes or as follows:
Ooze host: (weak humanoid) 1 in 8 chance/turn to vomit out small *ochre jelly* when freed. Clinically insane. Holes open when spellcasters are killed or through dispelling.
6. Mine labyrinth - 1 *gelatinous cube*, moving always along the right wall. can't use stairs, covers entire width of corridor but above there is a 3 ft gap and some beams.
7. Flooded Mineshaft - abandoned in hurry, contains gems and minerals worth 5d4*10gp - need to be mined with pickaxe: easy Intelligence + tools check or Parts collapse for 1d10 bludgeoning damage.
8. Colony Cave - 2d6 diseased *fishpeople* (one of which is a *priest*) worship M'cus which manifests him. If they are defeated or statue in room center is knocked over infections stop and oozes/ M'cus die.
Priest may summon (difficult spellcasting check) *Avatar of M'cus*: hovering nose shaped black pudding but attacks are ranged. (shooting from nostrils)