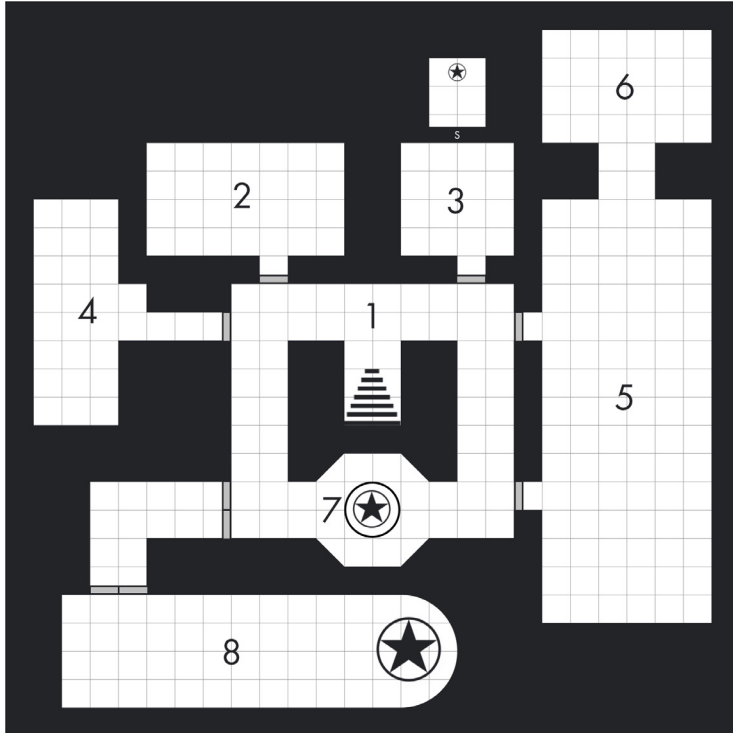


# The Ooze Cult's Lair

A Dndspeak One-Page Dungeon



**1. Basement Entrance:** A hidden trap door entrance in the basement of the tavern leads to a staircase.

**2. Laboratory:** This is where the cultists try and unlock the magical properties of the green ooze found in Room 8. There are rows of strange alchemic devices found in this room. There is also a number of strange potions. Roll on **Table A** below to find out what happens if you drink one.

**Monsters:** 2 Cultists (mixing potions)

**Loot:** 1d10 random potions, Alch. Supplies

**Table A - Random Potion Effects**

1	Glowing green potion that gives 1d8 HP
2	Bubbling blue potion that turns skin dark blue
3	Bright pink potion that makes all hair fall out
4	Stinky yellow potion that poisons you
5	Chucky red potion that allows you to fly
6	Crystal clear potion that turns you into an ooze

**3. Recruitment Office:** This is where new recruits go to be stripped of their earthly possessions. The recruitment officer also gives new recruits their Ooze name. There is a secret room to the north that they use to store valuable possessions.

**Monsters:** 1 Cultist (Recruitment Officer)

**Loot:** 1d100 gps, random adventuring gear

**Story Hook:** The Sinister God of Slime Uur'glaz-lop demands more sacrifices! The cult that worships this shapeless fiend has a hidden lair obscured by a trap door in the basement of The Copper Cup Tavern. Townsfolk report seeing cloaked figures leaving the basement of the tavern at odd hours and on several occasions, people staying at the tavern have gone missing. The locals ask your adventurers to investigate.

**4. Dormitory:** This is the room where the cultists sleep. The formless foe Uur'glaz-lop demands that the cultists sleep in metal tubs filled with green slime. There are 8 metal tubs in here filled with a viscous green slime. The slime comes from the portal in Room 8.

**Monsters:** 1d6 cultists (sleeping in the slime tubs)

**5. The Great Hall:** This is where the cultist dine on delicious green slime. There are two massive wooden tables (stained green with all the weeks of slime being spilt on it) and rows of chairs in the center of the room.

**Monsters:** 1d6 Cultists (eating bowls of slime)

**6. The Kitchen:** Large vats of boiling slime line the kitchen walls. A metal sink overflowing with green-stained wooden bowls are currently being washed by a low-ranking cultist.

**Monster:** 1 Cultist (washing dishes)

**7. Statue of Uur'glaz-lop:** A great stone statue of Ooze God Uur'glaz-lop towers before you. There are 50 holes drilled into the statue that all ooze green slime like a chunky fountain. Roll on **Table B** below to see what happens if your players touch the slime.

**Table B - Random Slime Effects**

1	Player's bones turn to ooze for 1d6 hours
2	Player becomes fanatical about Uur'glaz-lop
3	Player gains a resistance to poison damage
4	Player gains 1d8 temporary HP
5	Player gains one random fact about oozes
6	The ooze in the fountain is a Gelatinous Cube

**8. The Slime Shrine/Portal:** A massive swirling portal dominates the eastern wall. This portal was opened by the great Uur'glaz-lop so that he may bestow upon his faithful flock a torrential flood of green slime every few days. Slime Priest Oor'lo-Plop (formally tavernkeeper James Trulley) oversees the collection of the slime from the portal. Cultists collect the slime in buckets and bring them to the various rooms within the dungeon.

**Monsters:** 1d6 Cultists (placing slime into buckets), Slime Priest Oor'lo-Plop (same stats as a Cultist, but with double the health) and his Grey Ooze minion.

**Loot:** Slime Priest Oor'lo-Plop carries a magical staff blessed by Uur'glaz-lop that can summon one friendly Grey Ooze per day.