

# Glyde's Gregarious Garden Gnomes in the Gargantuan Gauntlet

by save . vs . stozilla



## Hooks:

- i) the party was invited to tea; drugged, they wake up at the entrance to the Gauntlet, with Glyde cackling about his marbles, as he disappears in a cloud of smoke.
- ii) the party was warped into the entry, no memories of how they got here. Glyde calmly explains he would like his marbles back. Please.
- iii) while spelunking, the party stumbles on a garden gnome, babbling about magic marbles and a crazy wizard, leading the party into the Gauntlet.

Marble image from: <https://www.freeimages.com/license>.

Maze image edited by author. Source original is of a manual valve body from TCI

Automotive: [https://www.tciauto.com/pub/media/catalog/category/321000\\_1.jpg](https://www.tciauto.com/pub/media/catalog/category/321000_1.jpg).

**Background:** The mad wizard **Glyde** slowly lost his marbles, literally and figuratively. His underground garden maze (the Gargantuan Gauntlet) was his passion, tending to it over the decades following his retirement.

Recently, **Glyde** lost his **Magic Marbles**:

- 1) cats-eye called "**Mart**",
- 2) steelie named "**Bart**",
- 3) red onion named "**Cart**", &
- 4) root-beer clear named "**Tim**".

His memory all but gone, **Glyde** animated a garden gnome to go find them. Whenever the gnome returned empty-handed, **Glyde** created another gnome to help. Ongoing failure to find his marbles enraged **Glyde**, causing him to unleash a Curse where Gnomes doubled (exponentially) upon their return to the entrance.

The Gnome population grows exponentially until the Gauntlet cannot hold any more...then, KABOOM!

**Goal:** The party must find the marbles and the exit from the maze before it explodes in 2 days.

## Maze Mechanics\*:

- The DM shuffles a standard deck of cards and deals 3 or 4 cards face down. Players choose one card and turn it over. DM narrates encounter based on card value:
- Diamond cards (2-9) = a path with a Trap. The value of the card relates to the difficulty of the encounter (an 8 of Diamonds trap is more difficult to bypass than a 2 of Diamonds):
- Trap: the path is covered with a red fluid (slippery & flammable). Card value of 2-7 = immobilized, increasing chance of falling for 1D2 damage, 8 or 9 = sloped and abrupt end that deals damage (1D4/1D6).
- Ten & Face cards denote a monster encounter:
  - i. Garden Gnome (Ten)
  - ii. Shrieker Mushroom (Jack)
  - iii. Mushroom Folk (Queen)
  - iv. Sludge Pudding (King)
- Odd-numbered Spades is a dead-end.
- Even-numbered cards lead to paths with two choices at the next intersection while odd cards (not Spades) have three options
- Aces represent finding a **Magic Marble**!

\*Modified this concept from CRAIG PAYNE - 2011/12/28, <http://exploring-infinity.com/2011/12/28/building-a-better-labyrinth-a-maze-mechanic-idea/>

## Encounters

1. **Garden Gnomes** (3D8). Chatty; 4+ **Gnomes** create Great Cacophony, = Save vs. Charisma / Intelligence or suffer Major Distraction (-5 to Perception-type actions), becoming brain-dead listening to them. You may start to respond in kind, babbling nonsense, asking non-stop questions, etc. Garden Gnomes explode into powder when hit (easy target, 1 HP each).
  2. **Shrieker Mushroom** (max 3). Attracts Mushroom Folk in 4 Rounds. Save vs. or be Deafened.
  3. **Mushroom Folk** (1D6). Hard to hit; attack w/ mushroom spear, successful hit releases spores, victim must Save vs. Poison:
    - Save=impaired vision for 2 Turns, -4 to hit.
    - Fail=slowly become a Mushroom Folk in 1 day.
    - Mushroom Folk enjoy eating prepared **sludge pudding** (Item 7).
  4. **Sludge Pudding**. Splits in half (doubles) when hit with large instrument (traditional weapons). Can be damaged by caustic solutions or Garden Gnome powder (basic pH >8). Floats on red fluid but gains no traction on it, stays immobilized.
- >Note: 3+ **Gnomes powder** will shrink a **Sludge Pudding** by 1/4; a baker's dozen (13) of powdered **Gnomes** will dissolve an entire **Sludge Pudding**.

## Items

- 1) cats-eye "Mart". When thrown with force, +5 to Hit, 1D8+8 Damage. Pierces hard armour but shatters; can be re-used twice if it hits "soft" targets.
- 2) steelie "Bart". Smashes a hole in a wall of the Gauntlet, creating an exit to outside (single use).
- 3) red onion "Cart". Creates a wormhole to other dimension if thrown straight down hard enough to break it (single use).
- 4) root-beer clear "Tim". When thrown with force, by hand or sling, creates a Fireball that always hits! Roll **ALL** the dice for damage (single use).
- 5) mushroom spear: can be used by a non-mushroom folk but must roll 1D6 every use. On a 1, it turns to slime.
- 6) red fluid: can be collected and used like oil (create slippery areas, torch/lamp fluid, flaming missile).
- 7) prepared sludge pudding: mixed with red fluid in a bowl makes a tasty dessert, a delicacy in the Gauntlet.