

Soggy Room (Front)

Dark damp square cement shelter. A pipe protrudes perpendicular to wall. Wall-pipe-droplets drip down, sheening the floor with cold mildew water. A large pipe rim shyly pokes above the water sheen, modestly presenting a locked grating. A door slumps from its frame, bleeding light arounds its edges.

The sheen quivers, bunches to-

ward the center, and jellifies. The slime is forcing a BATTLE!

The slime waters down to the floor, returning to its former state. Options:

- TALK to the slime
- Go through the door (NEXT CARD)
- To OPEN the locked pipe and reveal its treasures, either pick the lock (HAS EVADE 10), or USE a key

Soggy Room (Back)

Slime BATTLE:

- HEART: 20
- BAM: 1
- EVADE: 7
- CRIT: 4
- Drops: CANDY

Slime TALK:

- HAS HEART 10: The slime responds to your empathy with an apologetic jelly hug.
- Ripples spread across the wa-

ter.

Treasure:

- 1.KEY
- 2.TOKEN
- 3.MOLOTOV
- 4.THROWING STARS
- 5.CANDY
- 6.SODA

Sleeping Ugly (Front)

You are in a room with a slumbering troll, a locked door, and a treasure chest.

To get to the chest, you must either tip-toe around the troll or fight it.

- Sneak around Troll and OPEN the chest (CHECK evade 14 FAIL BATTLE)
- BATTLE the Troll and OPEN the chest

- Go to door and USE key (NEXTCARD)

Sleeping Ugly (Back)

5.CANDY

6.SODA

Battle: Troll

- H: 16 (48)

- B: 14

- E: 1

- C: 4 (8)

- Drops: key

Treasure Chest

- 1.KEY

- 2.TOKEN

- 3.MOLOTOV

- 4.THROWING STARS

Monk Up Your Mind (Front)

You come across a meditating monk sitting in front of two doors.

- “Philosophical banter here”
CHECK STAT HEARTS 17 FAIL
GAME OVER
- BATTLE MONK
- LEFT DOOR
- RIGHT DOOR

Monk Up Your Mind (Back)

Battle: MONK

- H: 20
- B: 5
- E: 24
- C: 12