

## Soggy Room (Front)

A dark, damp stone room, cluttered with stone debris. A sheen of murky water gently ripples, the flush rim of a large pipe presents a locked grating, behind it hay nests something bundled in a dingy white cloth. A door slumps from its frame, bleeding light around its edges.

The water quivers, and jellifies as it gathers at the center, poorly depicting a woman.

She sticks out her lop-sided, drooping tongue and throws some of herself-it burns (BATTLE)!

She spells out "Sorry!" with herself before watering down, resheening the floor. Options:

- TALK to the water
- Go through the door (NEXT CARD)
- To OPEN the locked pipe either pick the lock (EVADE 10) or USE a key.

## Soggy Room (Back)

### Slime woman BATTLE:

- HEART: 20
- BAM: 1
- EVADE: 6
- CRIT: 8

### Slime woman TALK:

- TALK 8: The water swirls excitedly, all HEART is restored!
- TALK 5: A key flows to you from a dark, dingy corner, behind rubble. GET key.

- The water ripples affectionately

### Dingy white cloth (OPEN):

- 1.KEY
- 2.CHERRY
- 3.COCONUT
- 4.BANANA
- 5.GRAPES
- 6.ORANGE