

## 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

## Slime TALK:

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

ter.

## Treasure:

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