Special Rules

The Elder Ooze has Shield C, but this is reduced by 1 for each normal or elite Ooze on the map at any time. No more than Cx2 normal or elite Oozes can be on the map at any time.

Whenever the Elder Ooze exits a hex, place one damage token in that hex. These represent slime. In addition, whenever any normal or elite Ooze dies, place one slime in the hex it occupied. Slime cannot be placed in a hex that already has slime, and it does not alter whether a hex is empty, featureless, or unoccupied.

Whenever any character enters a hex with slime, place it on their character mat. Any character with any amount of slime treats all hexes as difficult terrain and gains disadvantage on all their attacks. If a character with slime is targeted by a heal ability, they remove one slime from their mat. Each character also removes one slime from their mat at the start of each of their turns. Whenever any monster enters a hex with slime, that slime is removed from the map, and the monster performs L/2, self (rounded up).

All normal Oozes may enter the hex occupied by the Elder Ooze, and vice versa. If this occurs, the normal Ooze dies, and the Elder Ooze performs X, self, where X is the current hit point value of the Ooze when it died. All normal Oozes focus on moving toward and entering the hex occupied by the Elder Ooze, then find a focus as normal and perform any other abilities as if they had no movement.

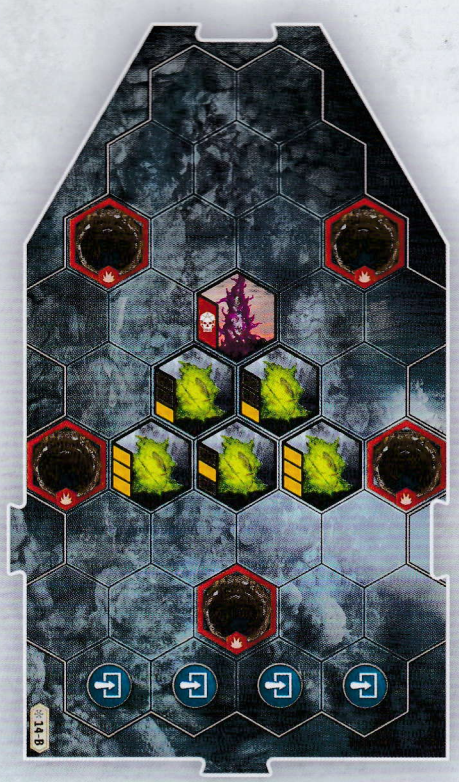
Whenever the Elder Ooze dies, instead of a loot token, it drops its standee in the hex it occupied. All normal Oozes will still focus on moving toward and entering this hex. If any normal Ooze does enter it, place the Elder Ooze back into that hex with 0 hit points and perform the same steps of the normal Ooze dying and the Elder Ooze healing.

Whenever the Elder Ooze suffers damage, after any effects are resolved, spawn one normal Ooze, with a current hit point value equal to the damage suffered, at any empty hex within 3 of the Elder Ooze (or its standee). If spawned in a hex with slime, the Ooze heals as if it had entered the hex as normal. If the Elder Ooze would ever suffer damage greater than a normal Ooze's maximum hit point value, it suffers damage equal to this value instead. If an Ooze cannot be placed when the Elder Ooze suffers damage, then the normal Ooze with the lowest current hit point value performs X, self instead, where X is the damage suffered.

Scenario Key

Loot

x15
x3
x3
x2
x1



Boss Special 1

The Elder Ooze performs:
+1
-1, the target must lose one item for no effect (any persistent effects of the item are no longer applied)
Then all characters adjacent to the Elder Ooze gain one slime.

Map Layout

Boss Special 2

The Elder Ooze focuses on the farthest enemy and performs:
+1, 8
2, all, 1