



84 • R5

Here There Be Oozes

Imperial Mountains

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Scenario Goals

The scenario is complete when all enemies are dead. At the end of that round, read **26.2**.

Scenario Effects

Each character adds two **-1** cards to their attack modifier deck.

Introduction

Ooze. Is there a more repugnant or despised life form? It is the bane of many a mercenary, and the populace don't take well to them either. You recall stories of

oozes devouring farmlands from Vinneth to Gloomhaven, rich and poor alike. There's even one tale of a family said to leave their own pets out as offerings, just to keep the globes of snot at bay.

You gag and feel your foot slip. Lifting your boot, you see slime stretching from the sole to the ground. This sheep-eating ooze must be close. You follow the trail into a nearby cave and are hit by a rotten stench that causes your head to spin. You light a torch, pull your shirt over your nose, and march on. It takes a lot of work to banish the many thoughts you have of fleeing, especially when a bubbling,

sloshing sort of sound begins to rise around you. But you head deeper still, until finally you come upon it.

Questioning reality, your jaw hangs at the sight of the ooze before you. More massive than in any folktale told, this monstrosity must have been growing for centuries. Whole skeletons of dead creatures churn inside as it peers at you through nascent eyes. Yeah, this thing has eyes, and they are gross.

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