

ENCOUNTER D12

The heroes face oozes in a diabolic room of traps.

D12 Groups

Group	Creatures
1	Two gelatinous balls
2	One creeping sludge (captain) Four black ichors (minion squad)
3	One creeping sludge (captain) Four black ichors (minion squad)
4	One crawling claw

ENCOUNTER ADJUSTMENTS

If this encounter has more or fewer than five heroes, make the following adjustments:

- For six heroes, add **two creeping sludges** as their own group.
- For four heroes, remove **a creeping sludge** and **four black ichors**.
- For three heroes, remove **a creeping sludge**, **four black ichors**, and **both gelatinous balls**.

PUSHED INTO THE GAUNTLET

It is possible a creature make be force moved into the gauntlet (see [D11. The Gauntlet](#)). When a creature starts their turn in the gauntlet, or enters it for the first time on their turn, they take 5 damage.

HAND ON THE REINS

The crawling claw was created for the sole purpose of working the control panel. On their turn, the claw triggers dart traps in the room, targeting two creatures in the main room of this area. Each target must make an Agility test:

- ≤11:** 9 poison damage, M<3 weakened (save ends)
- 12-16:** 7 poison damage, M<2 weakened (EoT)
- 17+:** 5 poison damage

The tunnel to reach the control panel is a very tight squeeze, and the position of the control panel makes ranged attacks against the hand nearly impossible. A creature of size 1S or larger trying to get through it must make an Agility test when they enter or start their turn in the tunnel:

- ≤11:** The creature takes 2 damage per space they move through the tunnel and can move at half speed down the tunnel this turn.
- 12-16:** The creature can move at half speed down the tunnel this turn.
- 17+:** The creature can move at full speed down the tunnel this turn.

While a creature is squeezing down the corridor, strikes against them gain a double edge.

If the crawling claw is removed from the controls, a hero adjacent to the controls can use an action to use them against the monsters. They can also turn off the gauntlet from here.

TACTICS

The oozes aim to force heroes back into the gauntlet if they can, to dispatch them more ably. However, they're otherwise not especially tactical. Thanks to their amorphous trait, they pursue heroes down the narrow tunnel to the south with ease, and the creeping sludges can pull creatures out of that tunnel, reverting some of their progress on reaching the control panel.

ENDING THE ENCOUNTER

Once the heroes secure the control room, the oozes flee and the heroes earn 1 Victory each.

STAT BLOCKS

OOZE MALICE	LEVEL 1+ MALICE FEATURES
At the start of any ooze's turn, you can spend malice to activate one of the following features.	
Liquify ♦ 3 Malice An ooze in the encounter deforms and loses its color, becoming invisible and hidden until it uses an ability, takes damage, or the effect ends at the start its next turn.	
Congeval ♦ 5 Malice Two oozes adjacent to each other combine into a bigger ooze. Choose one of the oozes to be absorbed by the other ooze. The absorbed ooze disappears. The remaining ooze's size, speed, and potent effects all increase by 1 (to a maximum of 2), and it gains temporary Stamina equal to the absorbed ooze's remaining Stamina.	
Gush ♦ 5+ Malice An ooze in the encounter thrashes and sputters in a 1 burst area. The ooze makes a free strike against each adjacent enemy and object within distance. The ground within or beneath the affected area is considered difficult terrain for enemies and deals 3 acid damage whenever an enemy enters an affected square or starts their turn there. The area increases by 1 for every 2 malice spent on this feature.	