

# ENCOUNTER D10

The heroes face oozes as they enter the third level of the Delian Tomb.

## D10 Groups

Group	Creatures
1	Two creeping sludges
2	Two creeping sludges
3	Two creeping sludges
4	Two imit putties
5	Two imit putties
6	Two imit putties

## ENCOUNTER ADJUSTMENTS

---

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

- For six heroes, add **two creeping sludges**.
- For four heroes, remove **two imit putties**.
- For three heroes, remove **two creeping sludges** from the ceiling and **two imit putties**.

## TACTICS

---

The creeping sludges in the pit can reach the top of the pit with their abilities. They try to pull any heroes who are hanging from the ledge down into the pit. Meanwhile, the other oozes fall from the ceiling and attack the closest creature. If the pit is shut with just oozes inside, the creeping sludges inside climb the walls and try to break out of the pit when combat begins.

The oozes spend malice on the imit putty's Uncanny Impression ability to mimic powerful melee warriors. The creeping sludges use Oozen Grasp if they are positioned to target multiple creatures.

## ENDING THE ENCOUNTER

---

When the heroes outnumber the oozes two to one, the remaining oozes flee and each hero earns 1 Victory.