

# DUNGEON SLIME

The common Dungeon slime is typically formed from the residue of magical creatures or abandoned magical alchemical ingredients.

They do not possess any special abilities, but their oobleck-like form is quite bouncy. It is rare to see even the lowliest of adventurers fall to such a simple creature.



## TACTICS

- ↗ Dungeon Slimes are wary of other creatures and attempt to hide if they sense any near.
- ↗ It will preform **Bouncey** at all Melee attacks it can.
- ↗ It does not understand sturdyness and will **Slam** into the closest enemy.

# CAVE SLIME

## CREATURE 2

UNCOMMON N SMALL Ooze Mindless

**Hit Points** 44

**Speed** 30ft. 5 burrow.

**Perception** +12, Tremorsense 30 feet, no vision.

**Skills** Athletics +7, Stealth +4,

**Str +2, Dex +1, Con +4, Int -4, Wis -4, Cha -3**

**AC 14; Fort +12, Ref +8, Will +6**

**Immunities** Critical hits, Mental, Precision, Unconscious, Visual, Blinded.

**Melee Smack [1 ACTION]** +7, One target, Damage 1d8+4 bludgeoning.

**Amorphous** The slime can use the squeeze action as part of its move action and always gets one degree higher of successes.

**Coldbolt [2 ACTION]** The Cave slimes can conjure a bolt of arcane energy at a target within 45ft by concentrating its innately magical form. A creature must succeed a DC 10 Reflex saving throw or take 3d10 cold damage. (6/Day).

# DUNGEON SLIME

## CREATURE 1

N SMALL Ooze Mindless

**Hit Points** 24

**Speed** 25ft.

**Perception** +9, Tremorsense 30 feet, no vision.

**Skills** Athletics +6, Stealth +5,

**Str +1, Dex +2, Con +3, Int -4, Wis -4, Cha -3**

**AC 12; Fort +2, Ref +12, Will +4**

**Immunities** Critical hits, Mental, Precision, Unconscious, Visual, Blinded.

**Melee Slam [1 ACTION]** +6, One target, Damage 1d8+4 bludgeoning.

**Bouncey [REACTION]** The Dungeon Slime enjoys bouncing around rapidly, allowing it to jump away when it senses danger, as reaction to an incoming melee attack roll the slime gains temporarily a +2 Status AC bonus for the attack, if the attack fails the slime bounces 10ft away from the striking creature. (3/Day).

**Amorphous** The slime can use the squeeze action as part of its move action and always gets one degree higher of successes.

## CAVE SLIME

Cave slimes are typically more bottom-heavy and are created through the interaction of magical natural flora and liquids in isolated locations. Over time, influenced by the ambient magic of the area or the surrounding ecosystem, they gradually take on a distinct form. These slimes tend to become more magic-hungry as they develop and seek to consume magical grass or rocks. Due to their nature, they often form in caves, hence their name.



## TACTICS

- ↗ Cave Slimes do not understand what is a living creature and will not fear approaching interlopers.
- ↗ When it sees a creature from a distance it will start peppering it with **Coldbolt** off the bat, to "prepare" its meal.
- ↗ The Cave slimes detects softness, and will **smack** a creature wearing lighter armor due to its softer shell.



## TACTICS

- The Acidic slimes are aggressive, and use **Multitack** every turn, and prefer attacking the biggest target in the area.
- It will run in circles before attacking to create **Acidic puddles** in the area.

## Poison Slime

Poison slimes are exceedingly rare, and their creation involves very specific methods. Often, they originate from other slime types that have perished and become filled with poison gas or natural fumes. Another common method is the deliberate creation by an alchemist who specializes in poisons or in toxic underground caves and dungeons.

## Poison Slime

RARE N SMALL Ooze MINDLESS

**Hit Points** 33

**Speed** 30ft. 5 burrow.

**Perception** +11, Tremorsense 30 feet, no vision.

**Skills** Athletics +12, Stealth +20, Acrobatics +11,

**Str** +1, **Dex** +5, **Con** +2, **Int** -4, **Wis** -4, **Cha** -3

**AC** 16; **Fort** +4, **Ref** +19, **Will** +6

**Immunities** Critical hits, Mental, Precision, Unconscious, Visual, Blinded.

**Ranged Fume** +8, 40ft, One target, Damage 2d8+4 Poison, and 1d6 Poison Splash damage.

**Amorphight** The slime can use the squeeze action as part of its move action and always gets one degree higher of successes, it also slowfalls, 10ft a round.

**Lighter than Air [FREE ACTION]** The Poison Slime can jump into the air within 40ft, and can stick to walls

## TACTICS

- The Poison Slime is shy and tends to hide in the dark, regardless of the presence of people.

- It will use **Lighter than Air** whenever something gets close to it.

- Fume** is the best tool the Slime has to keep creatures at bay.

## ACIDIC SLIME

Acidic slimes are relatively uncommon compared to other types. They are typically created by the magical properties of creatures and items that have melted in a pool of acid, with the remaining magic dispersing within the acid pool, giving rise to an acidic slime.

Usually, only strong and chaotic magics can endure in acidic liquids, imparting a chaotic and aggressive nature to the slime formed by such magic.

## ACIDIC SLIME

## CREATURE 3

UNCOMMON N SMALL Ooze Mindless

**Hit Points** 44

**Speed** 30ft. 5 burrow.

**Perception** +12, Tremorsense 30 feet, no vision.

**Skills** Athletics +12, Stealth +6,

**Str** +2, **Dex** +1, **Con** +4, **Int** -4, **Wis** -4, **Cha** -3

**AC** 14; **Fort** +16, **Ref** +9, **Will** +6

**Immunities** Critical hits, Mental, Precision, Unconscious, Visual, Blinded.

**Melee Chomp! [1 ACTION]** +7, One target, Damage 1d8+4 Piercing, and 2d6 Acid Splash damage.

**Acid Slobber [2 ACTIONS]** the Acidic slime targets three creatures, spitting acid at them dealing 2d6 Acid splash damage within 40ft.

**Amorphous** The slime can use the squeeze action as part of its move action and always gets one degree higher of successes.

**Acidic Puddles** The Slime leaves behind a 5ft by 5ft puddle of acid wherever it was that stays for 1 round, a creature stepping into it takes 2d6 acid damage. whenever the Acidic Slime moves through it, it regains 1 health point.

