

GREEN SLIME

Green slimes are yellow-green oozes that are highly poisonous. They often hunt by waiting in ambush, poisoning something that comes close enough, and then slowly slithering behind it while the poison does its work.

HEALTH		SPEED		SIZE		ARMOR	
12		6		small		0	
COM	CON	DEX	INT	PER	STR	WIL	
-3	+2	+1	-3	0	+2	0	

Squelch: A green slime can make a melee attack with a pseudopod. This attack deals 1d6+Str damage.

Poison goo: When a green slime attacks, it can use a stunt for 4 SP that causes the target to become poisoned. A poisoned creature must make a Constitution check against a difficulty of 11 at the start of each turn. If it fails, it takes 2 damage that ignores armor. If it succeeds, then it is no longer poisoned.