

GAMEMASTER'S NOTEBOOK

1001 Slimes

Wintertree Software - www.wintertreeredux.com



1001 Slithering Slimes

The adventurers are investigating the catacombs beneath a nameless, ruined keep. Their venture so far has been unproductive, with little more than a few rodents and nuisance monsters, and no treasure at all.

GM: You see something on the ground ahead of you. It looks like some kind of debris.

Party Leader: Can we see what type?

GM: It might be a body, or just a pile of rags.

Party Leader: Jarmak will poke it with a pole, and be ready to jump back if it's alive or trapped; I'll be ready with an arrow nocked.

GM: It's definitely a body, or what's left of one. Now it's only bones with some bits of cloth and leather, and the remains of a sword.

Garin: Remains? I will examine this.

GM: The leather wrapping on the hilt is intact, but the metal of the blade is pitted and corroded, and would break if you hit anything with it.

Kalthros: That's strange. We've found almost nothing down here. What would damage a blade like that and just leave it?

Jarmak: Hey, what's that weird humming noise coming from back there?

Slimes are one of the quintessential low-level fantasy RPG monsters. Every dungeon, every catacomb, every cave, always seems to have slimes. Even swamps and dark, damp forests have slimes. There are slimes everywhere. But how many slimes are listed in a typical RPG manual? Five? Ten? Before long, the players know the exact stats, and especially resistances and vulnerabilities, for each and every one of them. Red slime? Hit it with ice. Blue slime? Fire. Green slime? Don't let it touch you, that's acid. Ho-hum, another slime. Wait, what's going on here, that slime just shrugged off a fireball! Maybe it's not so low-level after all....

Enough with the color-coded slimes already! Here are 1001 different slimes, blobs, oozes, and other gooey monsters. They have different descriptions, different types of attack, different defenses, and different special effects: Some just glow in the dark or make whistling noises, but others can launch blobs of slime as missiles, engulf their opponents, and more. The players won't know what these slimes do without finding out the hard way.

No exact stats are given because they vary so greatly across game systems, so you should just pick an existing blob-monster of similar size from your game and use its attack value, health points, and so forth. You might want to write down a base set of slime stats in your GM notebook (physical or electronic) and use that, making changes as needed when one of the 1001 Slimes specifies extra armor and the like.

You can use this list during game preparation, or even worldbuilding, to select the sorts of slimes you want in an area. Alternatively, you can use it during a game to throw in a random slime for an encounter. Either pick the next one off the list, roll 3d10 of different colors and select that numbered entry, or just look through and pick a slime (or goo, ooze, blob, jelly, etc.) that strikes your fancy.

These items were created using our program TableMaster, available at your friendly local game store (tell them to inquire about trade discounts), or on the Wintertree Software website if your FLGS absolutely will not special-order it for you. The table that created them was created for this collection.

Slime picture by J.M. Woiak and Heather Shinn of the STINKYGOBLIN.

1001 Slithering Slimes

1: The Black Ooze is blotchy black in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can charm enemies via a puff of spores. This tiny specimen can attack only one opponent at a time with its pseudopods.

2: The Amethyst Jelly is light amethyst-purple in color. Its attacks do acid damage. It is immune to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This tiny specimen can attack only one opponent at a time with its pseudopods.

3: The Tan Blob is mottled tan with purple blotches. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

4: The Mustard Jelly is dark mustard-yellow with brown blotches. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

5: The White Ooze is mottled white in color. Its attacks do both crushing and cold damage. It is resistant to slashing damage but vulnerable to poison attacks. Its smooth skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

6: The Gray Goo is light gray with green speckles. Its attacks do both crushing and poison damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

7: The Amber Goo is blotchy amber with brown blotches. Its attacks do cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This small specimen can attack up to two opponents at a time with its pseudopods.

8: The Rusty Slime is mottled rusty-red in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This tiny specimen can attack only one opponent at a time with its pseudopods.

9: The Violet Goo is light violet in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

10: The Black Ooze is dull black in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

11: The Lemon Pudding is dark lemon-yellow in color. Its attacks do both crushing and fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This tiny specimen can attack only one opponent at a time with its pseudopods.

12: The Orange Jelly is light orange in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can throw

pieces of itself up to 15 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

13: The Green Ooze is mottled green in color. Its attacks do both crushing and necrotic damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can throw pieces of itself up to 10 feet as a ranged attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

14: The Gray Ooze is light gray in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can throw pieces of itself up to 10 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

15: The Orange Pudding is mottled orange in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This huge specimen can attack up to five opponents at a time with its pseudopods.

16: The Umber Sludge is blotchy umber in color. Its attacks do both crushing and acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

17: The Gray Blob is translucent gray in color. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It can slowly change colors to match its background. This small specimen can attack up to two opponents at a time with its pseudopods.

18: The Copper Blob is dull copper in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can throw pieces of itself up to 15 feet as a ranged attack. This huge specimen can attack up to five opponents at a time with its pseudopods.

19: The Green Ooze is translucent green in color. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can absorb magic used against it. This tiny specimen can attack only one opponent at a time with its pseudopods.

20: The White Blob is muddy white in color. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

21: The Yellow Glob is dull yellow in color. Its attacks do both crushing and electrical damage. It is immune to fire damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

22: The Gray Jelly is dark gray in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to fire attacks. Its slimy skin is equivalent to light armor. It can throw pieces of itself up to 10 feet as a ranged attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

23: The Jade Jelly is muddy jade-green in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

24: The Yellow Ooze is blotchy yellow in color. Its attacks do necrotic damage. It is resistant to poison damage but

vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

25: The Umber Glob is blotchy umber with black protrusions. Its attacks do both crushing and fire damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its ColoredLumps skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

26: The Purple Slime is muddy purple in color. Its attacks do poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can throw pieces of itself up to 10 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

27: The Umber Ooze is mottled umber in color. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

28: The Black Glob is mottled black in color. Its attacks do fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

29: The Green Slime is light green in color. Its attacks do both crushing and fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It emits a squishing noise as it moves. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

30: The Amber Ooze is light amber in color. Its attacks do fire damage. It is resistant to slashing damage but vulnerable to cold attacks. Its smooth skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

31: The Green Pudding is dull green with yellow streaks. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

32: The Gray Glob is translucent gray in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

33: The Green Sludge is light green in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It glows in the dark. This small specimen can attack up to two opponents at a time with its pseudopods.

34: The Black Goo is dull black in color. Its attacks do necrotic damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This tiny specimen can attack only one opponent at a time with its pseudopods.

35: The Silver Blob is dull silver in color. Its attacks do both crushing and cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

36: The White Slime is blotchy white in color. Its attacks do acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

37: The Azure Glop is dull azure-blue in color. Its attacks do cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This large specimen can attack up to four opponents at a time with its pseudopods.

38: The Brown Pudding is muddy brown in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

39: The Yellow Jelly is blotchy yellow in color. Its attacks do crushing damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

40: The Green Blob is light green with yellow globules beneath its translucent surface. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

41: The Violet Blob is mottled violet in color. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

42: The Green Goo is dark green with gray blotches. Its attacks do both crushing and electrical damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can throw pieces of itself up to 20 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

43: The Ivory Pudding is muddy ivory in color. Its attacks do fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

44: The Mauve Sludge is dark mauve in color. Its attacks do both crushing and electrical damage. It is immune to slashing damage but vulnerable to acid attacks. Its smooth skin is equivalent to heavy armor. It can move extremely quickly in combat. This small specimen can attack up to two opponents at a time with its pseudopods.

45: The Red Ooze is light red with gray globules within it. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

46: The Black Blob is translucent black with white globules within it. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

47: The Green Blob is dark green in color. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

48: The Amber Jelly is light amber with gray speckles. Its attacks do both crushing and cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

49: The Red Blob is dark red with brown streaks. Its attacks do cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can contract itself into a stone-like form with very heavy armor. This large specimen can attack up to four opponents at a time with its pseudopods.

50: The Gray Glop is translucent gray in color. Its attacks do necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

51: The Puce Ooze is light puce in color. Its attacks do both crushing and poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can throw pieces of itself up to 25 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

52: The Gray Jelly is mottled gray in color. Its attacks do both crushing and cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

53: The Green Ooze is light green in color. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

54: The Black Jelly is translucent black in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This large specimen can attack up to four opponents at a time with its pseudopods.

55: The Amber Blob is blotchy amber in color. Its attacks do both crushing and fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

56: The Violet Ooze is dark violet in color. Its attacks do both crushing and poison damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

57: The Amethyst Pudding is muddy amethyst-purple in color. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can move extremely quickly in combat. This huge specimen can attack up to five opponents at a time with its pseudopods.

58: The Pallid Sludge is mottled pallid in color. Its attacks do electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

59: The Yellow Sludge is dull yellow in color. Its attacks do both crushing and cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can cause paralysis with a successful attack. This small specimen can attack up to two opponents at a time with its pseudopods.

60: The Puce Pudding is light puce in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

61: The Copper Blob is translucent copper in color. Its attacks do crushing damage. It is immune to slashing damage

but vulnerable to electrical attacks. Its membranous skin is equivalent to light armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

62: The Ruby Glop is light ruby-red in color. Its attacks do acid damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can cause paralysis with a successful attack. This large specimen can attack up to four opponents at a time with its pseudopods.

63: The Red Blob is dull red in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This small specimen can attack up to two opponents at a time with its pseudopods.

64: The Gray Glop is blotchy gray in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to acid attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

65: The Salmon Glop is light salmon-orange in color. Its attacks do necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

66: The Green Slime is muddy green in color. Its attacks do both crushing and electrical damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its membranous skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This tiny specimen can attack only one opponent at a time with its pseudopods.

67: The Ochre Ooze is muddy ochre in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can cause fear with a successful attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

68: The Green Ooze is dark green in color. Its attacks do fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can throw pieces of itself up to 10 feet as a ranged attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

69: The Tan Blob is mottled tan in color. Its attacks do both crushing and fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

70: The Emerald Ooze is translucent emerald-green in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can throw pieces of itself up to 20 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

71: The Emerald Jelly is dull emerald-green with white blotches. Its attacks do both crushing and fire damage. It is immune to slashing damage but vulnerable to cold attacks. Its granulated skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

72: The Orange Jelly is muddy orange in color. Its attacks do both crushing and cold damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

73: The Orange Pudding is dark orange with green bumps. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to heavy armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

74: The Azure Goo is light azure-blue in color. Its attacks do electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

75: The Amber Slime is muddy amber with green speckles. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

76: The Green Slime is muddy green in color. Its attacks do acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

77: The Umber Glop is translucent umber in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

78: The Scarlet Glop is light scarlet in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its glistening skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

79: The Ochre Glop is muddy ochre in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This large specimen can attack up to four opponents at a time with its pseudopods.

80: The Gray Goo is light gray in color. Its attacks do both crushing and acid damage. It is immune to fire damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

81: The Green Jelly is blotchy green in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can move extremely quickly in combat. This huge specimen can attack up to five opponents at a time with its pseudopods.

82: The Orange Ooze is dark orange in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

83: The Purple Glop is mottled purple in color. Its attacks do both crushing and fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can sink into soil, sand, etc, and emerge to attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

84: The Silver Ooze is blotchy silver in color. Its attacks do crushing damage. It is immune to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

85: The Sepia Ooze is translucent sepia with gray streaks. Its attacks do necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

86: The Sepia Sludge is blotchy sepia in color. Its attacks do fire damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its glistening skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

87: The Saffron Goo is dark saffron-orange in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

88: The Umber Ooze is mottled umber in color. Its attacks do necrotic damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can charm enemies via a whistling sound. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

89: The Amber Blob is muddy amber in color. Its attacks do electrical damage. It is resistant to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

90: The Ochre Blob is blotchy ochre in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This large specimen can attack up to four opponents at a time with its pseudopods.

91: The Yellow Glop is dull yellow in color. Its attacks do both crushing and poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

92: The Jade Ooze is dull jade-green in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

93: The Ruby Slime is light ruby-red with purple globules within it. Its attacks do both crushing and necrotic damage. It is immune to slashing damage but vulnerable to fire attacks. Its leathery skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

94: The Tan Blob is mottled tan in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can throw pieces of itself up to 15 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

95: The Violet Slime is light violet in color. Its attacks do cold damage. It is resistant to slashing damage but vulnerable to fire attacks. Its smooth skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

96: The Orange Sludge is light orange in color. Its attacks do both crushing and poison damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its leathery skin is equivalent to medium armor. It can slowly change colors to match its background. This huge specimen can attack up to five opponents at a time with its pseudopods.

97: The Green Slime is dark green in color. Its attacks do both crushing and electrical damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

98: The Copper Jelly is translucent copper in color. Its attacks do both crushing and cold damage. It is resistant to

slashing damage but vulnerable to fire attacks. Its leathery skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

99: The Tan Pudding is mottled tan in color. Its attacks do both crushing and poison damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can contract itself into a stone-like form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

100: The Black Slime is muddy black in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

101: The Rusty Blob is muddy rusty-red with black globules within it. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to fire attacks. Its slimy skin is equivalent to medium armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

102: The Jade Ooze is translucent jade-green with black globules beneath its translucent surface. Its attacks do cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It glows in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

103: The Sepia Jelly is blotchy sepia with black globules beneath its translucent surface. Its attacks do crushing damage. It is immune to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

104: The Crimson Goo is muddy crimson in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This small specimen can attack up to two opponents at a time with its pseudopods.

105: The Amber Goo is muddy amber with green streaks. Its attacks do both crushing and necrotic damage. It is immune to slashing damage but vulnerable to poison attacks. Its granulated skin is equivalent to heavy armor. It can throw pieces of itself up to 20 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

106: The Gold Goo is dull gold with brown bumps. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its bumpy skin is equivalent to light armor. It can throw pieces of itself up to 15 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

107: The Rose Jelly is mottled rose-pink in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

108: The Copper Ooze is muddy copper with brown bumps. Its attacks do cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

109: The Primrose Jelly is dark primrose-yellow in color. Its attacks do crushing damage. It is immune to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can, if larger than small sized, voluntarily split into two pieces. This small specimen can attack up to two opponents at a time with its pseudopods.

110: The Black Blob is dull black in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to light armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

111: The Olive Goo is blotchy olive-green in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can throw pieces of itself up to 10 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

112: The Purple Blob is light purple in color. Its attacks do acid damage. It is immune to slashing damage but vulnerable to cold attacks. Its smooth skin is equivalent to heavy armor. It can throw pieces of itself up to 20 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

113: The Gold Glop is muddy gold in color. Its attacks do both crushing and fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It glows faintly in the dark. This huge specimen can attack up to five opponents at a time with its pseudopods.

114: The Azure Ooze is dull azure-blue in color. Its attacks do both crushing and necrotic damage. It is immune to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

115: The Violet Slime is light violet with yellow stripes. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It can cause paralysis with a successful attack. This large specimen can attack up to four opponents at a time with its pseudopods.

116: The Copper Glob is muddy copper in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to cold attacks. Its membranous skin is equivalent to heavy armor. It can throw pieces of itself up to 10 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

117: The Blue Jelly is dark blue in color. Its attacks do fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

118: The Blue Glob is dark blue in color. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

119: The Gray Blob is mottled gray with red warts. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

120: The Black Ooze is dull black in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This large specimen can attack up to four opponents at a time with its pseudopods.

121: The Off-white Pudding is mottled off-white with red bumps. Its attacks do both crushing and acid damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

122: The Black Blob is dull black in color. Its attacks do both crushing and acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can contract itself into a stone-like

form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

123: The Tan Ooze is blotchy tan with gray streaks. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

124: The Ruby Ooze is dark ruby-red in color. Its attacks do both crushing and poison damage. It is immune to cold damage but vulnerable to slashing attacks. Its leathery skin is equivalent to light armor. It can charm enemies via a humming sound. This small specimen can attack up to two opponents at a time with its pseudopods.

125: The Cobalt Ooze is muddy cobalt-blue in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This small specimen can attack up to two opponents at a time with its pseudopods.

126: The Black Slime is translucent black in color. Its attacks do cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

127: The Gray Blob is translucent gray in color. Its attacks do both crushing and fire damage. It is immune to slashing damage but vulnerable to necrotic attacks. Its slick skin is equivalent to medium armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

128: The Tan Glop is muddy tan in color. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its glistening skin is equivalent to light armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

129: The White Jelly is muddy white with brown globules beneath its translucent surface. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

130: The Red Blob is dark red in color. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can sink into soil, sand, etc, and emerge to attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

131: The White Glob is muddy white in color. Its attacks do fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

132: The Umber Jelly is translucent umber in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can absorb magic used against it. This large specimen can attack up to four opponents at a time with its pseudopods.

133: The Jade Goo is light jade-green in color. Its attacks do crushing damage. It is immune to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can throw pieces of itself up to 15 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

134: The Gray Jelly is mottled gray with brown streaks. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This huge specimen can attack up to five opponents at a time with its pseudopods.

135: The Blue Glob is dark blue in color. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can slowly change colors to match its background. This huge specimen can attack up to five opponents at a time with its pseudopods.

136: The Puce Sludge is translucent puce in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It leaves a trail of slime behind it as it crawls. This huge specimen can attack up to five opponents at a time with its pseudopods.

137: The Black Blob is muddy black in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

138: The Purple Glob is muddy purple in color. Its attacks do both crushing and cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

139: The Sepia Blob is translucent sepia in color. Its attacks do both crushing and necrotic damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

140: The Jade Goo is translucent jade-green in color. Its attacks do both crushing and necrotic damage. It is immune to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

141: The Umber Ooze is dull umber with red bumps. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

142: The Tan Blob is blotchy tan in color. Its attacks do poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

143: The Blue Pudding is translucent blue in color. Its attacks do necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

144: The Green Blob is mottled green in color. Its attacks do both crushing and poison damage. It is resistant to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to medium armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This tiny specimen can attack only one opponent at a time with its pseudopods.

145: The Black Blob is translucent black in color. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This small specimen can attack up to two opponents at a time with its pseudopods.

146: The Ochre Glob is mottled ochre in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can throw pieces of itself up to 25 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time

with its pseudopods.

147: The Copper Goo is muddy copper in color. Its attacks do cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It glows faintly in the dark. This small specimen can attack up to two opponents at a time with its pseudopods.

148: The Amber Glob is dark amber in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can throw pieces of itself up to 25 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

149: The Azure Goo is dull azure-blue with black bumps. Its attacks do acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its bumpy skin is equivalent to medium armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

150: The Violet Slime is dark violet in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can cause paralysis with a successful attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

151: The Brown Ooze is mottled brown in color. Its attacks do electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can throw pieces of itself up to 15 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

152: The Gray Pudding is mottled gray in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slick skin is equivalent to heavy armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

153: The Gray Glop is mottled gray in color. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to poison attacks. Its slimy skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This tiny specimen can attack only one opponent at a time with its pseudopods.

154: The Green Blob is light green with white blotches. Its attacks do crushing damage. It is immune to acid damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It can throw pieces of itself up to 10 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

155: The Azure Jelly is light azure-blue in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

156: The Black Sludge is dull black in color. Its attacks do electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

157: The Orange Sludge is mottled orange in color. Its attacks do both crushing and cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

158: The Red Jelly is light red in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can form mouths on its pseudopods, giving it additional bite attacks. This large specimen can attack up to four opponents at a time with its pseudopods.

159: The Tan Glob is mottled tan in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This tiny specimen can attack only one opponent at a time with its pseudopods.

160: The Brown Ooze is blotchy brown in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It form itself into a roughly quadripedal shape. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

161: The Green Glop is dark green in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

162: The Gray Blob is dark gray in color. Its attacks do crushing damage. It is immune to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It glows faintly in the dark. This tiny specimen can attack only one opponent at a time with its pseudopods.

163: The Mauve Slime is light mauve in color. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its granulated skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This tiny specimen can attack only one opponent at a time with its pseudopods.

164: The Sepia Slime is mottled sepia in color. Its attacks do cold damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

165: The Saffron Ooze is dark saffron-orange in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its granulated skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This tiny specimen can attack only one opponent at a time with its pseudopods.

166: The Umber Glop is mottled umber in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can form mouths on its pseudopods, giving it additional bite attacks. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

167: The Green Glop is mottled green in color. Its attacks do both crushing and cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

168: The Black Goo is muddy black in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to acid attacks. Its membranous skin is equivalent to heavy armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

169: The Saffron Glop is light saffron-orange in color. Its attacks do both crushing and fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

170: The Puce Ooze is mottled puce in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This huge specimen can attack up to five opponents at a time with its pseudopods.

171: The Scarlet Slime is light scarlet in color. Its attacks do both crushing and necrotic damage. It is resistant to

poison damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

172: The Scarlet Slime is mottled scarlet in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

173: The Ruby Slime is dull ruby-red with gray globules beneath its translucent surface. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

174: The Rusty Ooze is dark rusty-red in color. Its attacks do both crushing and acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

175: The Sepia Glob is muddy sepia with black globules beneath its translucent surface. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

176: The Umber Slime is blotchy umber with green bumps. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can throw pieces of itself up to 20 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

177: The Green Jelly is light green in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can move extremely quickly in combat. This large specimen can attack up to four opponents at a time with its pseudopods.

178: The Gray Glop is blotchy gray with yellow warts. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its warty skin is equivalent to medium armor. It emits a whining noise as it moves. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

179: The Brown Jelly is muddy brown in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

180: The Gold Glop is dull gold in color. Its attacks do both crushing and fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This huge specimen can attack up to five opponents at a time with its pseudopods.

181: The Gray Ooze is light gray in color. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

182: The Gray Sludge is dull gray in color. Its attacks do fire damage. It is resistant to slashing damage but vulnerable to poison attacks. Its membranous skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

183: The White Pudding is mottled white in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can attack via a cloud of spores. This huge specimen can attack up to five opponents at a time with its pseudopods.

184: The Salmon Goo is mottled salmon-orange in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its glistening skin is equivalent to light armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

185: The Gray Ooze is muddy gray with brown warts. Its attacks do both crushing and cold damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its warty skin is equivalent to medium armor. It can throw pieces of itself up to 20 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

186: The Silver Goo is dull silver in color. Its attacks do both crushing and cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

187: The Black Blob is blotchy black in color. Its attacks do poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This large specimen can attack up to four opponents at a time with its pseudopods.

188: The Gray Pudding is dull gray with black protrusions. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

189: The Yellow Goo is translucent yellow in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

190: The Magenta Slime is muddy magenta in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

191: The Brown Sludge is dull brown with yellow protrusions. Its attacks do cold damage. It is immune to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can move extremely quickly in combat. This tiny specimen can attack only one opponent at a time with its pseudopods.

192: The Purple Glob is dark purple in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This huge specimen can attack up to five opponents at a time with its pseudopods.

193: The Blue Glop is translucent blue in color. Its attacks do both crushing and cold damage. It is immune to fire damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

194: The Indigo Slime is muddy indigo-blue in color. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

195: The Gray Ooze is light gray in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a

time with its pseudopods.

196: The Lemon Blob is light lemon-yellow in color. Its attacks do poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

197: The Gray Blob is mottled gray with orange streaks. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can charm enemies via touch. This small specimen can attack up to two opponents at a time with its pseudopods.

198: The Ruby Blob is light ruby-red in color. Its attacks do both crushing and cold damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can sink into soil, sand, etc, and emerge to attack. This large specimen can attack up to four opponents at a time with its pseudopods.

199: The Red Slime is blotchy red in color. Its attacks do cold damage. It is immune to acid damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This tiny specimen can attack only one opponent at a time with its pseudopods.

200: The Copper Blob is mottled copper in color. Its attacks do necrotic damage. It is resistant to fire damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

201: The Puce Blob is light puce with brown streaks. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to fire attacks. Its membranous skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This small specimen can attack up to two opponents at a time with its pseudopods.

202: The Black Pudding is blotchy black with white warts. Its attacks do necrotic damage. It is resistant to fire damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can throw pieces of itself up to 10 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

203: The Maroon Slime is muddy maroon in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to acid attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

204: The Orange Glop is dark orange in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can throw pieces of itself up to 15 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

205: The Gray Ooze is light gray in color. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can move extremely quickly in combat. This large specimen can attack up to four opponents at a time with its pseudopods.

206: The Yellow Goo is dull yellow in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This huge specimen can attack up to five opponents at a time with its pseudopods.

207: The Crimson Jelly is muddy crimson in color. Its attacks do fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This tiny specimen can attack only one opponent at a time with its pseudopods.

208: The Gray Sludge is translucent gray in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This small specimen can attack up to two opponents at a time with its pseudopods.

209: The Bone Goo is translucent bone-white in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its smooth skin is equivalent to light armor. It can move extremely quickly in combat. This small specimen can attack up to two opponents at a time with its pseudopods.

210: The Yellow Ooze is mottled yellow in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can throw pieces of itself up to 10 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

211: The Green Slime is dull green in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This small specimen can attack up to two opponents at a time with its pseudopods.

212: The Ivory Sludge is translucent ivory in color. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It glows faintly in the dark. This large specimen can attack up to four opponents at a time with its pseudopods.

213: The Gray Sludge is light gray in color. Its attacks do electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This large specimen can attack up to four opponents at a time with its pseudopods.

214: The Red Glop is muddy red with gray protrusions. Its attacks do crushing damage. It is immune to fire damage but vulnerable to slashing attacks. Its ColoredLumps skin is equivalent to light armor. It can slowly change colors to match its background. This large specimen can attack up to four opponents at a time with its pseudopods.

215: The Gray Blob is dull gray with orange warts. Its attacks do poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its warty skin is equivalent to heavy armor. It can move extremely quickly in combat. This tiny specimen can attack only one opponent at a time with its pseudopods.

216: The Ivory Goo is dull ivory in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This tiny specimen can attack only one opponent at a time with its pseudopods.

217: The Yellow Pudding is dull yellow with brown blotches. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This huge specimen can attack up to five opponents at a time with its pseudopods.

218: The Black Ooze is mottled black with yellow blotches. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can absorb magic used against it. This large specimen can attack up to four opponents at a time with its pseudopods.

219: The Mauve Slime is blotchy mauve in color. Its attacks do acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

220: The Red Slime is blotchy red in color. Its attacks do both crushing and electrical damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to light armor. It glows faintly in the

dark. This large specimen can attack up to four opponents at a time with its pseudopods.

221: The Green Blob is dull green in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

222: The Black Slime is blotchy black in color. Its attacks do electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can, if larger than small sized, voluntarily split into two pieces. This tiny specimen can attack only one opponent at a time with its pseudopods.

223: The Mustard Sludge is blotchy mustard-yellow in color. Its attacks do both crushing and acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This large specimen can attack up to four opponents at a time with its pseudopods.

224: The Crimson Ooze is translucent crimson with brown streaks. Its attacks do both crushing and poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

225: The Purple Goo is light purple in color. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It glows in the dark. This tiny specimen can attack only one opponent at a time with its pseudopods.

226: The Sepia Ooze is translucent sepia in color. Its attacks do electrical damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can contract itself into a stone-like form with very heavy armor. This tiny specimen can attack only one opponent at a time with its pseudopods.

227: The Mauve Glob is dull mauve with black stripes. Its attacks do electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

228: The Puce Goo is dark puce in color. Its attacks do crushing damage. It is immune to poison damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It can attack via a cloud of spores. This huge specimen can attack up to five opponents at a time with its pseudopods.

229: The Tan Blob is mottled tan in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It glows faintly in the dark. This large specimen can attack up to four opponents at a time with its pseudopods.

230: The Jade Sludge is blotchy jade-green in color. Its attacks do fire damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

231: The Lemon Goo is dark lemon-yellow with brown streaks. Its attacks do electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

232: The Black Blob is muddy black in color. Its attacks do crushing damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

233: The Olive Blob is dark olive-green in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This huge specimen can attack up to five opponents at a time with its pseudopods.

234: The Silver Goo is dull silver in color. Its attacks do poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

235: The Gray Jelly is light gray with white speckles. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to fire attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

236: The Brown Pudding is muddy brown with black globules beneath its translucent surface. Its attacks do cold damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its leathery skin is equivalent to heavy armor. It can absorb magic used against it. This tiny specimen can attack only one opponent at a time with its pseudopods.

237: The Sepia Glop is translucent sepia in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to poison attacks. Its slimy skin is equivalent to light armor. It can cause paralysis with a successful attack. This small specimen can attack up to two opponents at a time with its pseudopods.

238: The Violet Ooze is light violet in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It emits a humming noise as it moves. This small specimen can attack up to two opponents at a time with its pseudopods.

239: The Ochre Jelly is dull ochre in color. Its attacks do both crushing and fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its glistening skin is equivalent to light armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This large specimen can attack up to four opponents at a time with its pseudopods.

240: The Amber Slime is light amber in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can attack via a cloud of spores. This large specimen can attack up to four opponents at a time with its pseudopods.

241: The Ochre Ooze is muddy ochre in color. Its attacks do necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This small specimen can attack up to two opponents at a time with its pseudopods.

242: The Black Slime is translucent black in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

243: The Jade Ooze is light jade-green in color. Its attacks do both crushing and fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

244: The Orange Slime is translucent orange in color. Its attacks do cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

245: The Gray Blob is mottled gray in color. Its attacks do crushing damage. It is resistant to electrical damage but

vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

246: The Gray Slime is muddy gray in color. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

247: The Olive Jelly is blotchy olive-green with blue protrusions. Its attacks do both crushing and acid damage. It is immune to cold damage but vulnerable to slashing attacks. Its ColoredLumps skin is equivalent to light armor. It can form mouths on its pseudopods, giving it additional bite attacks. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

248: The Yellow Sludge is dark yellow in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It glows faintly in the dark. This small specimen can attack up to two opponents at a time with its pseudopods.

249: The Off-white Slime is muddy off-white in color. Its attacks do fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can absorb magic used against it. This large specimen can attack up to four opponents at a time with its pseudopods.

250: The Ochre Glop is muddy ochre in color. Its attacks do both crushing and necrotic damage. It is immune to acid damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

251: The Gold Slime is muddy gold in color. Its attacks do acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This large specimen can attack up to four opponents at a time with its pseudopods.

252: The Silver Blob is translucent silver in color. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can throw pieces of itself up to 5 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

253: The Red Ooze is light red in color. Its attacks do both crushing and cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

254: The Off-white Ooze is blotchy off-white in color. Its attacks do necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can slowly change colors to match its background. This small specimen can attack up to two opponents at a time with its pseudopods.

255: The Brown Jelly is muddy brown in color. Its attacks do electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can charm enemies via touch. This tiny specimen can attack only one opponent at a time with its pseudopods.

256: The Jade Jelly is blotchy jade-green in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can sink into soil, sand, etc., and emerge to attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

257: The Ochre Glob is translucent ochre in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can form mouths on its pseudopods, giving it additional bite attacks. This tiny specimen can attack only one opponent at a time with its

pseudopods.

258: The Orange Jelly is dark orange in color. Its attacks do both crushing and electrical damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

259: The Purple Goo is light purple in color. Its attacks do fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can cause paralysis with a successful attack. This large specimen can attack up to four opponents at a time with its pseudopods.

260: The Red Slime is light red in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This huge specimen can attack up to five opponents at a time with its pseudopods.

261: The Puce Blob is translucent puce in color. Its attacks do both crushing and cold damage. It is immune to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This small specimen can attack up to two opponents at a time with its pseudopods.

262: The Copper Jelly is translucent copper with brown protrusions. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its ColoredLumps skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

263: The Jade Ooze is dull jade-green in color. Its attacks do both crushing and poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can move extremely quickly in combat. This huge specimen can attack up to five opponents at a time with its pseudopods.

264: The Sepia Pudding is mottled sepia in color. Its attacks do poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

265: The Gray Glop is muddy gray in color. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can form mouths on its pseudopods, giving it additional bite attacks. This huge specimen can attack up to five opponents at a time with its pseudopods.

266: The Scarlet Slime is translucent scarlet with yellow blotches. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

267: The Brown Blob is muddy brown in color. Its attacks do both crushing and acid damage. It is immune to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

268: The Ochre Slime is blotchy ochre in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can move extremely quickly in combat. This small specimen can attack up to two opponents at a time with its pseudopods.

269: The Violet Goo is dull violet in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

270: The Gray Jelly is dark gray in color. Its attacks do both crushing and cold damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

271: The White Ooze is blotchy white in color. Its attacks do both crushing and electrical damage. It is resistant to slashing damage but vulnerable to poison attacks. Its slimy skin is equivalent to light armor. It can throw pieces of itself up to 10 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

272: The Sepia Blob is blotchy sepia in color. Its attacks do both crushing and poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

273: The White Ooze is translucent white in color. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its granulated skin is equivalent to medium armor. It glows faintly in the dark. This small specimen can attack up to two opponents at a time with its pseudopods.

274: The Amber Jelly is blotchy amber in color. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It form itself into a roughly bipedal shape. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

275: The Gray Glop is light gray in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its glistening skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This tiny specimen can attack only one opponent at a time with its pseudopods.

276: The Gray Glob is light gray in color. Its attacks do both crushing and fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

277: The Violet Glop is translucent violet in color. Its attacks do both crushing and electrical damage. It is immune to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

278: The Azure Goo is blotchy azure-blue in color. Its attacks do cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

279: The Green Ooze is light green in color. Its attacks do both crushing and acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This huge specimen can attack up to five opponents at a time with its pseudopods.

280: The Magenta Glob is light magenta with gray globules within it. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

281: The Primrose Pudding is dull primrose-yellow with orange blotches. Its attacks do both crushing and cold damage. It is resistant to slashing damage but vulnerable to poison attacks. Its membranous skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

282: The Sepia Blob is dull sepia in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

283: The Brown Blob is blotchy brown in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

284: The Rusty Goo is translucent rusty-red in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can contract itself into a stone-like form with very heavy armor. This small specimen can attack up to two opponents at a time with its pseudopods.

285: The Mauve Glop is translucent mauve in color. Its attacks do both crushing and acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

286: The Amethyst Ooze is dull amethyst-purple in color. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

287: The Red Blob is translucent red in color. Its attacks do both crushing and poison damage. It is immune to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can contract itself into a stone-like form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

288: The Ochre Jelly is mottled ochre with red blotches. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

289: The Maroon Goo is dark maroon in color. Its attacks do fire damage. It is resistant to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This huge specimen can attack up to five opponents at a time with its pseudopods.

290: The Gray Glob is light gray in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its membranous skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

291: The Black Glop is translucent black in color. Its attacks do cold damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its membranous skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

292: The Red Ooze is light red in color. Its attacks do both crushing and acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can throw pieces of itself up to 15 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

293: The Salmon Glob is translucent salmon-orange in color. Its attacks do both crushing and fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It glows in the dark. This small specimen can attack up to two opponents at a time with its pseudopods.

294: The Emerald Glop is blotchy emerald-green in color. Its attacks do both crushing and acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can contract itself into a stone-like form with very heavy armor. This huge specimen can attack up to five opponents at a time with its pseudopods.

295: The Ochre Ooze is dull ochre with yellow blotches. Its attacks do both crushing and poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can throw pieces of itself up to 10 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

296: The Green Blob is light green in color. Its attacks do both crushing and poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can slowly change colors to match its background. This small specimen can attack up to two opponents at a time with its pseudopods.

297: The Red Ooze is mottled red with brown globules beneath its translucent surface. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can throw pieces of itself up to 15 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

298: The Scarlet Ooze is muddy scarlet with gray blotches. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can slowly change colors to match its background. This tiny specimen can attack only one opponent at a time with its pseudopods.

299: The Gray Blob is dark gray in color. Its attacks do poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

300: The Black Pudding is translucent black in color. Its attacks do both crushing and cold damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

301: The Blue Glop is light blue with brown globules beneath its translucent surface. Its attacks do both crushing and cold damage. It is immune to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

302: The Umber Glob is dull umber in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

303: The Yellow Ooze is muddy yellow in color. Its attacks do cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It emits a whining noise as it moves. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

304: The Amber Slime is light amber in color. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It glows in the dark. This small specimen can attack up to two opponents at a time with its pseudopods.

305: The Orange Blob is light orange in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can cause fear with a successful attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

306: The Yellow Pudding is mottled yellow in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

307: The Olive Ooze is light olive-green in color. Its attacks do both crushing and cold damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This tiny specimen can attack only one opponent at a time with its pseudopods.

308: The Purple Jelly is blotchy purple in color. Its attacks do both crushing and fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It glows faintly in the dark. This huge specimen can attack up to five opponents at a time with its pseudopods.

309: The Ruby Jelly is dark ruby-red in color. Its attacks do both crushing and electrical damage. It is immune to acid damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

310: The Magenta Ooze is mottled magenta with blue globules beneath its translucent surface. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

311: The Green Blob is dark green with black warts. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can throw pieces of itself up to 10 feet as a ranged attack. This huge specimen can attack up to five opponents at a time with its pseudopods.

312: The Bone Glop is blotchy bone-white in color. Its attacks do cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It glows faintly in the dark. This tiny specimen can attack only one opponent at a time with its pseudopods.

313: The Green Goo is muddy green in color. Its attacks do both crushing and cold damage. It is immune to slashing damage but vulnerable to fire attacks. Its slick skin is equivalent to medium armor. It can cause fear with a successful attack. This large specimen can attack up to four opponents at a time with its pseudopods.

314: The Mauve Slime is blotchy mauve with black globules within it. Its attacks do fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

315: The Green Blob is light green in color. Its attacks do crushing damage. It is immune to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can contract itself into a stone-like form with very heavy armor. This huge specimen can attack up to five opponents at a time with its pseudopods.

316: The Brown Ooze is translucent brown in color. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its leathery skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

317: The Gray Ooze is dull gray in color. Its attacks do both crushing and poison damage. It is resistant to slashing damage but vulnerable to acid attacks. Its granulated skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

318: The Maroon Sludge is blotchy maroon in color. Its attacks do both crushing and poison damage. It is resistant

to slashing damage but vulnerable to fire attacks. Its slimy skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

319: The Black Slime is dull black with white streaks. Its attacks do cold damage. It is immune to acid damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can absorb magic used against it. This large specimen can attack up to four opponents at a time with its pseudopods.

320: The Amber Glob is dark amber in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It glows in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

321: The Gray Slime is mottled gray in color. Its attacks do fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

322: The Black Glob is muddy black with gray warts. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It glows faintly in the dark. This huge specimen can attack up to five opponents at a time with its pseudopods.

323: The Black Ooze is muddy black in color. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This large specimen can attack up to four opponents at a time with its pseudopods.

324: The Amber Glob is dark amber with brown globules within it. Its attacks do crushing damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This large specimen can attack up to four opponents at a time with its pseudopods.

325: The Black Goo is dull black in color. Its attacks do both crushing and poison damage. It is immune to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can throw pieces of itself up to 15 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

326: The Emerald Ooze is muddy emerald-green in color. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

327: The Gray Jelly is dark gray in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

328: The Puce Goo is translucent puce with brown blotches. Its attacks do both crushing and poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

329: The Emerald Glop is light emerald-green with brown blotches. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

330: The Olive Blob is dark olive-green in color. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

331: The Black Slime is dull black in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

332: The Red Slime is light red with orange blotches. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its leathery skin is equivalent to light armor. It can, if larger than small sized, voluntarily split into two pieces. This tiny specimen can attack only one opponent at a time with its pseudopods.

333: The Red Glob is dark red in color. Its attacks do poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

334: The Yellow Slime is dark yellow in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

335: The Turquoise Goo is mottled turquoise-blue with green speckles. Its attacks do both crushing and electrical damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This tiny specimen can attack only one opponent at a time with its pseudopods.

336: The Steel Slime is light steel-blue in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It form itself into a roughly quadripedal shape. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

337: The Amethyst Blob is light amethyst-purple with green stripes. Its attacks do both crushing and acid damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can throw pieces of itself up to 20 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

338: The Gray Ooze is light gray with purple globules within it. Its attacks do poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its leathery skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

339: The Orange Ooze is mottled orange in color. Its attacks do electrical damage. It is immune to slashing damage but vulnerable to cold attacks. Its membranous skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

340: The Orange Goo is light orange in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to light armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

341: The Gold Glop is mottled gold in color. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This tiny specimen can attack only one opponent at a time with its pseudopods.

342: The Gold Jelly is dull gold in color. Its attacks do acid damage. It is resistant to electrical damage but vulnerable

to slashing attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This tiny specimen can attack only one opponent at a time with its pseudopods.

343: The Gray Pudding is dull gray in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

344: The Rusty Glob is dark rusty-red in color. Its attacks do electrical damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its smooth skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

345: The Gray Slime is dark gray in color. Its attacks do cold damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to heavy armor. It can throw pieces of itself up to 25 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

346: The Purple Blob is muddy purple with brown globules beneath its translucent surface. Its attacks do fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

347: The Umber Sludge is muddy umber in color. Its attacks do poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

348: The Amber Slime is blotchy amber in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

349: The Steel Sludge is translucent steel-blue in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It can move extremely quickly in combat. This tiny specimen can attack only one opponent at a time with its pseudopods.

350: The Mustard Ooze is dark mustard-yellow in color. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It glows in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

351: The Violet Glob is light violet with black bumps. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This tiny specimen can attack only one opponent at a time with its pseudopods.

352: The Ruby Slime is mottled ruby-red with green globules beneath its translucent surface. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can cause paralysis with a successful attack. This large specimen can attack up to four opponents at a time with its pseudopods.

353: The Amber Blob is translucent amber in color. Its attacks do both crushing and cold damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can throw pieces of itself up to 20 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

354: The Black Ooze is dull black in color. Its attacks do cold damage. It is immune to fire damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This large specimen can attack up to four opponents at a time with its pseudopods.

355: The Silver Sludge is dull silver in color. Its attacks do crushing damage. It is immune to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can attack via a cloud of spores. This tiny specimen can attack only one opponent at a time with its pseudopods.

356: The Brown Sludge is translucent brown in color. Its attacks do both crushing and fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It form itself into a roughly bipedal shape. This large specimen can attack up to four opponents at a time with its pseudopods.

357: The Gray Slime is dark gray with blue bumps. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its glistening skin is equivalent to light armor. It can throw pieces of itself up to 5 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

358: The Red Ooze is dark red with green streaks. Its attacks do both crushing and necrotic damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

359: The Umber Jelly is muddy umber in color. Its attacks do both crushing and necrotic damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This tiny specimen can attack only one opponent at a time with its pseudopods.

360: The White Glop is mottled white in color. Its attacks do both crushing and necrotic damage. It is immune to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

361: The Red Slime is dark red with purple blotches. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It can contract itself into a stone-like form with very heavy armor. This tiny specimen can attack only one opponent at a time with its pseudopods.

362: The Crimson Ooze is blotchy crimson with orange blotches. Its attacks do both crushing and necrotic damage. It is immune to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

363: The Saffron Blob is translucent saffron-orange in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This tiny specimen can attack only one opponent at a time with its pseudopods.

364: The Brown Blob is translucent brown with blue bumps. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its bumpy skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This large specimen can attack up to four opponents at a time with its pseudopods.

365: The Amber Ooze is dark amber in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

366: The Yellow Ooze is dark yellow in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

367: The Red Jelly is light red in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This large specimen can attack up to four opponents at a time with its pseudopods.

368: The Sepia Goo is muddy sepia in color. Its attacks do both crushing and cold damage. It is immune to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to light armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

369: The Mauve Ooze is light mauve in color. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can contract itself into a stone-like form with very heavy armor. This large specimen can attack up to four opponents at a time with its pseudopods.

370: The Indigo Glob is translucent indigo-blue in color. Its attacks do crushing damage. It is immune to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

371: The White Blob is blotchy white in color. Its attacks do poison damage. It is immune to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to heavy armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This large specimen can attack up to four opponents at a time with its pseudopods.

372: The Purple Jelly is dull purple in color. Its attacks do acid damage. It is immune to slashing damage but vulnerable to cold attacks. Its slick skin is equivalent to light armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

373: The Tan Glob is translucent tan in color. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

374: The Sepia Jelly is blotchy sepia in color. Its attacks do both crushing and fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This huge specimen can attack up to five opponents at a time with its pseudopods.

375: The Primrose Slime is blotchy primrose-yellow in color. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

376: The Brown Jelly is translucent brown in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to cold attacks. Its membranous skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

377: The Violet Ooze is dark violet in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to cold attacks. Its smooth skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This small specimen can attack up to two opponents at a time with its pseudopods.

378: The Umber Glop is blotchy umber in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to acid attacks. Its slick skin is equivalent to medium armor. It can throw pieces of itself up to 5 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

379: The Amber Glop is dark amber in color. Its attacks do fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can form mouths on its pseudopods, giving it additional bite attacks. This small specimen can attack up to two opponents at a time with its pseudopods.

380: The Black Pudding is blotchy black in color. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This tiny specimen can attack only one opponent at a time with its pseudopods.

381: The Sepia Goo is blotchy sepia in color. Its attacks do electrical damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its smooth skin is equivalent to heavy armor. It can throw pieces of itself up to 15 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

382: The Black Ooze is muddy black in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

383: The Emerald Ooze is dark emerald-green with brown streaks. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This tiny specimen can attack only one opponent at a time with its pseudopods.

384: The Amethyst Sludge is translucent amethyst-purple in color. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can move extremely quickly in combat. This small specimen can attack up to two opponents at a time with its pseudopods.

385: The Puce Goo is muddy puce in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This small specimen can attack up to two opponents at a time with its pseudopods.

386: The Mauve Ooze is dark mauve in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

387: The Black Ooze is mottled black in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It can absorb magic used against it. This huge specimen can attack up to five opponents at a time with its pseudopods.

388: The Violet Blob is dark violet in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can absorb magic used against it. This large specimen can attack up to four opponents at a time with its pseudopods.

389: The Black Glop is muddy black in color. Its attacks do fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can attack via a cloud of spores. This large specimen can attack up to four opponents at a time with its pseudopods.

390: The Gray Glob is dull gray in color. Its attacks do crushing damage. It is resistant to acid damage but

vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

391: The Saffron Slime is light saffron-orange with black bumps. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can charm enemies via a puff of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

392: The Emerald Sludge is light emerald-green with purple warts. Its attacks do crushing damage. It is immune to fire damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This huge specimen can attack up to five opponents at a time with its pseudopods.

393: The Umber Ooze is translucent umber in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

394: The Yellow Slime is mottled yellow in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It can charm enemies via touch. This large specimen can attack up to four opponents at a time with its pseudopods.

395: The Gray Glob is muddy gray with purple stripes. Its attacks do both crushing and necrotic damage. It is resistant to fire damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It leaves a trail of slime behind it as it crawls. This huge specimen can attack up to five opponents at a time with its pseudopods.

396: The Red Pudding is dark red in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This huge specimen can attack up to five opponents at a time with its pseudopods.

397: The Yellow Jelly is blotchy yellow with green warts. Its attacks do poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can throw pieces of itself up to 15 feet as a ranged attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

398: The Primrose Blob is dark primrose-yellow in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

399: The Gray Blob is mottled gray in color. Its attacks do crushing damage. It is immune to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to medium armor. It glows faintly in the dark. This large specimen can attack up to four opponents at a time with its pseudopods.

400: The Amethyst Slime is dark amethyst-purple with green blotches. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can form mouths on its pseudopods, giving it additional bite attacks. This small specimen can attack up to two opponents at a time with its pseudopods.

401: The Black Goo is mottled black with brown blotches. Its attacks do both crushing and fire damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This tiny specimen can attack only one opponent at a time with its pseudopods.

402: The White Glop is blotchy white in color. Its attacks do crushing damage. It is immune to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

403: The Emerald Jelly is light emerald-green with brown speckles. Its attacks do cold damage. It is immune to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

404: The Red Sludge is dark red in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to fire attacks. Its smooth skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

405: The Silver Ooze is dull silver in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This huge specimen can attack up to five opponents at a time with its pseudopods.

406: The Amber Goo is mottled amber with orange blotches. Its attacks do necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

407: The Green Blob is dark green in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to fire attacks. Its smooth skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

408: The Maroon Goo is dark maroon in color. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

409: The Red Glob is translucent red in color. Its attacks do poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can cause fear with a successful attack. This small specimen can attack up to two opponents at a time with its pseudopods.

410: The Black Ooze is translucent black in color. Its attacks do crushing damage. It is immune to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This large specimen can attack up to four opponents at a time with its pseudopods.

411: The Silver Slime is dull silver in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its smooth skin is equivalent to medium armor. It form itself into a roughly quadrupedal shape. This small specimen can attack up to two opponents at a time with its pseudopods.

412: The Black Ooze is translucent black with brown streaks. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can form mouths on its pseudopods, giving it additional bite attacks. This small specimen can attack up to two opponents at a time with its pseudopods.

413: The Umber Goo is translucent umber in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It glows in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

414: The Tan Ooze is muddy tan in color. Its attacks do both crushing and cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

415: The Violet Goo is dark violet in color. Its attacks do cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

416: The Aqua Slime is light aqua-blue in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to heavy armor. It form itself into a roughly quadripedal shape. This huge specimen can attack up to five opponents at a time with its pseudopods.

417: The Gold Slime is muddy gold in color. Its attacks do both crushing and fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It can attack via a cloud of spores. This large specimen can attack up to four opponents at a time with its pseudopods.

418: The Umber Blob is blotchy umber in color. Its attacks do both crushing and electrical damage. It is resistant to acid damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can throw pieces of itself up to 20 feet as a ranged attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

419: The Black Blob is mottled black in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

420: The Black Blob is mottled black with green blotches. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

421: The Olive Pudding is dark olive-green in color. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This tiny specimen can attack only one opponent at a time with its pseudopods.

422: The Ochre Jelly is mottled ochre in color. Its attacks do cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can attack via a cloud of spores. This huge specimen can attack up to five opponents at a time with its pseudopods.

423: The Tan Blob is muddy tan in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

424: The Jade Pudding is light jade-green in color. Its attacks do crushing damage. It is immune to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can absorb magic used against it. This large specimen can attack up to four opponents at a time with its pseudopods.

425: The Black Ooze is translucent black in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can form mouths on its pseudopods, giving it additional bite attacks. This huge specimen can attack up to five opponents at a time with its pseudopods.

426: The Gray Blob is muddy gray with brown globules within it. Its attacks do poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can, if larger than

small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

427: The Amber Blob is light amber in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

428: The Orange Slime is light orange in color. Its attacks do cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

429: The Blue Slime is dark blue with brown blotches. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

430: The Gray Sludge is dark gray in color. Its attacks do both crushing and fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

431: The Green Jelly is muddy green with white protrusions. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its ColoredLumps skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

432: The Gray Pudding is muddy gray in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

433: The Copper Blob is translucent copper in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

434: The Red Slime is muddy red with blue warts. Its attacks do acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can contract itself into a stone-like form with very heavy armor. This large specimen can attack up to four opponents at a time with its pseudopods.

435: The Olive Slime is muddy olive-green in color. Its attacks do crushing damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can sink into soil, sand, etc, and emerge to attack. This small specimen can attack up to two opponents at a time with its pseudopods.

436: The Gray Jelly is dark gray with white blotches. Its attacks do poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It emits a humming noise as it moves. This small specimen can attack up to two opponents at a time with its pseudopods.

437: The Azure Goo is light azure-blue in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can attack via a cloud of spores. This large specimen can attack up to four opponents at a time with its pseudopods.

438: The Indigo Goo is light indigo-blue in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

439: The Puce Jelly is mottled puce in color. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

440: The White Goo is dull white with brown speckles. Its attacks do crushing damage. It is immune to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

441: The Black Ooze is mottled black in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to light armor. It form itself into a roughly bipedal shape. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

442: The Green Jelly is translucent green in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to acid attacks. Its leathery skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This small specimen can attack up to two opponents at a time with its pseudopods.

443: The Orange Ooze is light orange with black globules beneath its translucent surface. Its attacks do electrical damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

444: The Puce Blob is dull puce with white blotches. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

445: The Aqua Slime is dull aqua-blue in color. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

446: The Red Blob is dark red in color. Its attacks do both crushing and acid damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

447: The Silver Goo is translucent silver in color. Its attacks do fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

448: The Puce Glob is blotchy puce with purple streaks. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This huge specimen can attack up to five opponents at a time with its pseudopods.

449: The Rusty Goo is blotchy rusty-red in color. Its attacks do both crushing and necrotic damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

450: The Silver Ooze is dull silver in color. Its attacks do poison damage. It is immune to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can move extremely quickly in

combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

451: The Violet Jelly is dark violet in color. Its attacks do fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

452: The Black Glob is mottled black in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can throw pieces of itself up to 5 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

453: The Gold Glop is muddy gold in color. Its attacks do both crushing and fire damage. It is immune to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

454: The Gold Blob is dull gold in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its glistening skin is equivalent to light armor. It can sink into soil, sand, etc, and emerge to attack. This large specimen can attack up to four opponents at a time with its pseudopods.

455: The Lemon Ooze is light lemon-yellow in color. Its attacks do crushing damage. It is immune to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It glows faintly in the dark. This large specimen can attack up to four opponents at a time with its pseudopods.

456: The Emerald Ooze is dull emerald-green in color. Its attacks do both crushing and cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

457: The Green Jelly is muddy green with brown globules beneath its translucent surface. Its attacks do both crushing and cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It form itself into a roughly quadripedal shape. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

458: The Red Goo is muddy red in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

459: The Crimson Goo is dark crimson in color. Its attacks do poison damage. It is immune to slashing damage but vulnerable to acid attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This huge specimen can attack up to five opponents at a time with its pseudopods.

460: The Sepia Glob is muddy sepia in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It glows faintly in the dark. This large specimen can attack up to four opponents at a time with its pseudopods.

461: The Black Sludge is translucent black in color. Its attacks do fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

462: The Turquoise Slime is dark turquoise-blue in color. Its attacks do poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

463: The Green Glop is dark green in color. Its attacks do both crushing and electrical damage. It is resistant to

slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

464: The Tan Sludge is mottled tan in color. Its attacks do cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

465: The Tan Ooze is mottled tan in color. Its attacks do crushing damage. It is immune to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

466: The Tan Slime is blotchy tan in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can charm enemies via touch. This large specimen can attack up to four opponents at a time with its pseudopods.

467: The Yellow Ooze is mottled yellow with gray blotches. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

468: The Yellow Ooze is light yellow with brown globules beneath its translucent surface. Its attacks do both crushing and fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can throw pieces of itself up to 20 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

469: The Ivory Glob is translucent ivory in color. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

470: The Umber Ooze is dull umber in color. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It form itself into a roughly bipedal shape. This large specimen can attack up to four opponents at a time with its pseudopods.

471: The Amber Glob is muddy amber with red bumps. Its attacks do necrotic damage. It is immune to slashing damage but vulnerable to fire attacks. Its granulated skin is equivalent to heavy armor. It can form mouths on its pseudopods, giving it additional bite attacks. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

472: The Gold Blob is translucent gold in color. Its attacks do both crushing and cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

473: The Pallid Blob is blotchy pallid in color. Its attacks do both crushing and acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its leathery skin is equivalent to light armor. It can throw pieces of itself up to 5 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

474: The Off-white Sludge is dull off-white in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

475: The Jade Glop is muddy jade-green in color. Its attacks do both crushing and fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

476: The Black Ooze is translucent black in color. Its attacks do poison damage. It is immune to electrical damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

477: The Sepia Slime is mottled sepia in color. Its attacks do both crushing and fire damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

478: The Olive Ooze is light olive-green in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can move extremely quickly in combat. This tiny specimen can attack only one opponent at a time with its pseudopods.

479: The White Pudding is blotchy white in color. Its attacks do cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

480: The Red Slime is muddy red in color. Its attacks do acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

481: The Saffron Jelly is dull saffron-orange in color. Its attacks do acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

482: The Gray Jelly is muddy gray in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

483: The Sepia Ooze is translucent sepia with orange streaks. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can absorb magic used against it. This large specimen can attack up to four opponents at a time with its pseudopods.

484: The Olive Pudding is dark olive-green in color. Its attacks do crushing damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It emits a whistling noise as it moves. This tiny specimen can attack only one opponent at a time with its pseudopods.

485: The Sepia Blob is translucent sepia in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It glows in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

486: The Violet Sludge is dark violet in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It emits a squishing noise as it moves. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

487: The White Jelly is translucent white with red warts. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can throw pieces of itself up to 20 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

488: The Yellow Glob is blotchy yellow in color. Its attacks do both crushing and acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This small specimen can attack up to two opponents at a time with its pseudopods.

489: The Green Ooze is dark green in color. Its attacks do both crushing and necrotic damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

490: The Rose Slime is light rose-pink in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to acid attacks. Its glistening skin is equivalent to heavy armor. It can throw pieces of itself up to 15 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

491: The Silver Blob is blotchy silver in color. Its attacks do both crushing and fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

492: The Black Jelly is blotchy black in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

493: The Purple Ooze is muddy purple in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its granulated skin is equivalent to light armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

494: The Yellow Glop is dull yellow in color. Its attacks do poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

495: The Black Jelly is dull black with gray blotches. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

496: The Mustard Jelly is muddy mustard-yellow in color. Its attacks do poison damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its smooth skin is equivalent to medium armor. It form itself into a roughly bipedal shape. This huge specimen can attack up to five opponents at a time with its pseudopods.

497: The Lemon Ooze is muddy lemon-yellow in color. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This huge specimen can attack up to five opponents at a time with its pseudopods.

498: The White Ooze is blotchy white in color. Its attacks do cold damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its granulated skin is equivalent to medium armor. It can throw pieces of itself up to 15 feet as a ranged attack. This huge specimen can attack up to five opponents at a time with its pseudopods.

499: The Green Blob is light green in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This large specimen can attack up to four opponents at a time with its pseudopods.

500: The Black Glob is blotchy black in color. Its attacks do necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

501: The Puce Blob is mottled puce in color. Its attacks do fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This tiny specimen can attack only one opponent at a time with its pseudopods.

502: The Umber Jelly is blotchy umber in color. Its attacks do both crushing and poison damage. It is immune to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

503: The Umber Jelly is blotchy umber in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

504: The Crimson Ooze is dark crimson with white streaks. Its attacks do both crushing and fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

505: The Gray Slime is mottled gray with black blotches. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

506: The Umber Goo is translucent umber in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

507: The Gray Glop is dark gray in color. Its attacks do both crushing and cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It glows in the dark. This tiny specimen can attack only one opponent at a time with its pseudopods.

508: The Yellow Blob is dull yellow in color. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It can charm enemies via a puff of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

509: The Black Glob is mottled black in color. Its attacks do necrotic damage. It is immune to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

510: The Black Goo is muddy black in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It form itself into a roughly bipedal shape. This large specimen can attack up to four opponents at a time with its pseudopods.

511: The Mauve Slime is mottled mauve with brown blotches. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can throw pieces of itself up to 15 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

512: The Orange Glop is dull orange with gray streaks. Its attacks do acid damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can charm enemies via a humming

sound. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

513: The Gray Goo is dark gray in color. Its attacks do acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

514: The Tan Blob is blotchy tan in color. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This tiny specimen can attack only one opponent at a time with its pseudopods.

515: The Jade Slime is light jade-green in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

516: The Off-white Jelly is mottled off-white with green streaks. Its attacks do both crushing and acid damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

517: The Rusty Blob is light rusty-red in color. Its attacks do electrical damage. It is immune to slashing damage but vulnerable to acid attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

518: The Gray Glop is light gray in color. Its attacks do both crushing and acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

519: The Red Slime is muddy red in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This large specimen can attack up to four opponents at a time with its pseudopods.

520: The Gray Sludge is blotchy gray with black globules beneath its translucent surface. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

521: The Gold Glob is mottled gold in color. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

522: The Black Goo is dull black in color. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can throw pieces of itself up to 20 feet as a ranged attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

523: The Orange Blob is blotchy orange in color. Its attacks do necrotic damage. It is immune to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

524: The Emerald Jelly is mottled emerald-green in color. Its attacks do electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

525: The Mauve Goo is dull mauve in color. Its attacks do poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This huge specimen can attack up to five opponents at a time with its pseudopods.

526: The Red Blob is mottled red in color. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This tiny specimen can attack only one opponent at a time with its pseudopods.

527: The Gray Jelly is muddy gray in color. Its attacks do crushing damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

528: The Emerald Ooze is dark emerald-green in color. Its attacks do both crushing and poison damage. It is immune to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can throw pieces of itself up to 20 feet as a ranged attack. This huge specimen can attack up to five opponents at a time with its pseudopods.

529: The Off-white Goo is muddy off-white with blue blotches. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its smooth skin is equivalent to medium armor. It can move extremely quickly in combat. This huge specimen can attack up to five opponents at a time with its pseudopods.

530: The Green Slime is blotchy green in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

531: The Ochre Ooze is blotchy ochre in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This tiny specimen can attack only one opponent at a time with its pseudopods.

532: The Amber Glop is muddy amber in color. Its attacks do crushing damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It glows in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

533: The Red Goo is translucent red in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its glistening skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

534: The Ochre Ooze is muddy ochre in color. Its attacks do necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This large specimen can attack up to four opponents at a time with its pseudopods.

535: The Gray Slime is muddy gray in color. Its attacks do fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

536: The Violet Ooze is blotchy violet in color. Its attacks do electrical damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

537: The Copper Pudding is muddy copper with red protrusions. Its attacks do poison damage. It is resistant to

necrotic damage but vulnerable to slashing attacks. Its leathery skin is equivalent to light armor. It glows in the dark. This small specimen can attack up to two opponents at a time with its pseudopods.

538: The Gray Jelly is blotchy gray with purple warts. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can form mouths on its pseudopods, giving it additional bite attacks. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

539: The Gold Jelly is muddy gold in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This large specimen can attack up to four opponents at a time with its pseudopods.

540: The Crimson Blob is translucent crimson in color. Its attacks do cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

541: The Brown Pudding is mottled brown in color. Its attacks do fire damage. It is immune to cold damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can throw pieces of itself up to 20 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

542: The White Jelly is dull white in color. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can throw pieces of itself up to 20 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

543: The Gray Blob is blotchy gray in color. Its attacks do both crushing and cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

544: The Black Ooze is blotchy black in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

545: The Black Slime is dull black in color. Its attacks do necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

546: The Gray Jelly is dark gray in color. Its attacks do both crushing and fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

547: The Gray Slime is blotchy gray in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to fire attacks. Its leathery skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

548: The Ochre Jelly is dull ochre with yellow streaks. Its attacks do acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

549: The Sepia Ooze is blotchy sepia in color. Its attacks do both crushing and fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will try to engulf

enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

550: The Tan Glob is blotchy tan in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

551: The Salmon Jelly is dark salmon-orange in color. Its attacks do poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can cause paralysis with a successful attack. This small specimen can attack up to two opponents at a time with its pseudopods.

552: The Orange Glop is light orange in color. Its attacks do both crushing and fire damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can cause paralysis with a successful attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

553: The Gray Jelly is dark gray in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can slowly change colors to match its background. This large specimen can attack up to four opponents at a time with its pseudopods.

554: The Black Goo is mottled black with brown globules within it. Its attacks do electrical damage. It is resistant to slashing damage but vulnerable to fire attacks. Its slick skin is equivalent to medium armor. It glows faintly in the dark. This tiny specimen can attack only one opponent at a time with its pseudopods.

555: The Red Slime is mottled red with green blotches. Its attacks do both crushing and necrotic damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

556: The Gray Ooze is blotchy gray in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

557: The Blue Blob is blotchy blue with white blotches. Its attacks do both crushing and acid damage. It is immune to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It can charm enemies via a humming sound. This small specimen can attack up to two opponents at a time with its pseudopods.

558: The Umber Slime is blotchy umber with red blotches. Its attacks do both crushing and cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

559: The Green Sludge is mottled green in color. Its attacks do cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

560: The Rose Blob is light rose-pink in color. Its attacks do cold damage. It is resistant to slashing damage but vulnerable to acid attacks. Its slick skin is equivalent to medium armor. It can absorb magic used against it. This huge specimen can attack up to five opponents at a time with its pseudopods.

561: The Scarlet Ooze is translucent scarlet with brown speckles. Its attacks do both crushing and acid damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can throw pieces of itself up to 10 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

562: The Gold Slime is mottled gold with gray blotches. Its attacks do both crushing and electrical damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can sink into soil, sand, etc, and emerge to attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

563: The Gold Jelly is blotchy gold in color. Its attacks do crushing damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can throw pieces of itself up to 5 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

564: The Yellow Slime is light yellow in color. Its attacks do electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It form itself into a roughly quadripedal shape. This small specimen can attack up to two opponents at a time with its pseudopods.

565: The Black Slime is translucent black in color. Its attacks do both crushing and acid damage. It is immune to slashing damage but vulnerable to cold attacks. Its leathery skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

566: The Jade Goo is translucent jade-green in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can cause fear with a successful attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

567: The Green Blob is dark green in color. Its attacks do both crushing and acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This large specimen can attack up to four opponents at a time with its pseudopods.

568: The Orange Goo is muddy orange in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can absorb magic used against it. This huge specimen can attack up to five opponents at a time with its pseudopods.

569: The Yellow Jelly is translucent yellow with purple warts. Its attacks do necrotic damage. It is immune to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

570: The Green Sludge is muddy green in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can attack via a cloud of spores. This huge specimen can attack up to five opponents at a time with its pseudopods.

571: The Red Jelly is light red with brown streaks. Its attacks do crushing damage. It is immune to fire damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

572: The Tan Blob is blotchy tan with purple blotches. Its attacks do cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

573: The Ruby Goo is light ruby-red in color. Its attacks do electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This huge specimen can attack up to five opponents at a time with its pseudopods.

574: The Olive Blob is light olive-green in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can form

mouths on its pseudopods, giving it additional bite attacks. This huge specimen can attack up to five opponents at a time with its pseudopods.

575: The Ochre Ooze is blotchy ochre in color. Its attacks do necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It form itself into a roughly quadripedal shape. This small specimen can attack up to two opponents at a time with its pseudopods.

576: The Silver Ooze is muddy silver with green blotches. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can attack via a cloud of spores. This large specimen can attack up to four opponents at a time with its pseudopods.

577: The Purple Slime is light purple with blue warts. Its attacks do fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can throw pieces of itself up to 15 feet as a ranged attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

578: The Black Pudding is mottled black in color. Its attacks do necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

579: The Purple Slime is translucent purple in color. Its attacks do acid damage. It is immune to poison damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

580: The Umber Jelly is blotchy umber with green blotches. Its attacks do acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

581: The Umber Goo is blotchy umber in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

582: The Red Blob is translucent red in color. Its attacks do both crushing and acid damage. It is immune to slashing damage but vulnerable to cold attacks. Its glistening skin is equivalent to medium armor. It can throw pieces of itself up to 15 feet as a ranged attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

583: The Mauve Pudding is light mauve in color. Its attacks do necrotic damage. It is immune to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can charm enemies via a piping sound. This huge specimen can attack up to five opponents at a time with its pseudopods.

584: The Mustard Goo is light mustard-yellow in color. Its attacks do poison damage. It is immune to slashing damage but vulnerable to acid attacks. Its smooth skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

585: The Gray Blob is mottled gray in color. Its attacks do both crushing and fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

586: The Violet Slime is muddy violet in color. Its attacks do both crushing and poison damage. It is immune to cold damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This tiny specimen can attack only one opponent at a time with its pseudopods.

587: The Puce Jelly is dull puce in color. Its attacks do both crushing and cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This small specimen can attack up to two opponents at a time with its pseudopods.

588: The Green Glob is blotchy green in color. Its attacks do both crushing and necrotic damage. It is immune to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

589: The Ochre Glob is translucent ochre in color. Its attacks do both crushing and fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

590: The Mauve Blob is light mauve in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to medium armor. It can cause fear with a successful attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

591: The Green Jelly is dull green with black warts. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can form mouths on its pseudopods, giving it additional bite attacks. This huge specimen can attack up to five opponents at a time with its pseudopods.

592: The Emerald Glob is light emerald-green in color. Its attacks do crushing damage. It is immune to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

593: The Lemon Blob is dark lemon-yellow in color. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to light armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

594: The Gold Jelly is blotchy gold in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can charm enemies via a whistling sound. This tiny specimen can attack only one opponent at a time with its pseudopods.

595: The Black Slime is mottled black in color. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

596: The Brown Glop is translucent brown in color. Its attacks do cold damage. It is immune to poison damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

597: The White Jelly is dull white in color. Its attacks do both crushing and acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

598: The Green Goo is dull green in color. Its attacks do both crushing and cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

599: The Lemon Jelly is dull lemon-yellow in color. Its attacks do crushing damage. It is immune to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This large specimen can attack up to four opponents at a time with its pseudopods.

600: The Violet Pudding is light violet in color. Its attacks do both crushing and fire damage. It is immune to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

601: The Ivory Glob is dull ivory in color. Its attacks do cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

602: The Amber Ooze is light amber in color. Its attacks do both crushing and cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can cause fear with a successful attack. This small specimen can attack up to two opponents at a time with its pseudopods.

603: The Black Goo is blotchy black in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can charm enemies via touch. This large specimen can attack up to four opponents at a time with its pseudopods.

604: The White Jelly is mottled white with purple blotches. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

605: The Steel Glob is translucent steel-blue in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to poison attacks. Its smooth skin is equivalent to light armor. It can cause paralysis with a successful attack. This huge specimen can attack up to five opponents at a time with its pseudopods.

606: The Black Slime is mottled black in color. Its attacks do fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can move extremely quickly in combat. This large specimen can attack up to four opponents at a time with its pseudopods.

607: The Black Jelly is dull black with red blotches. Its attacks do necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can contract itself into a stone-like form with very heavy armor. This large specimen can attack up to four opponents at a time with its pseudopods.

608: The Brown Slime is translucent brown in color. Its attacks do both crushing and acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This large specimen can attack up to four opponents at a time with its pseudopods.

609: The Green Goo is dark green in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It glows faintly in the dark. This large specimen can attack up to four opponents at a time with its pseudopods.

610: The Orange Ooze is blotchy orange in color. Its attacks do fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can charm enemies via touch. This tiny specimen can attack only one opponent at a time with its pseudopods.

611: The Amber Ooze is muddy amber in color. Its attacks do both crushing and necrotic damage. It is resistant to

electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

612: The Gray Slime is blotchy gray with purple warts. Its attacks do both crushing and acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It emits a whistling noise as it moves. This huge specimen can attack up to five opponents at a time with its pseudopods.

613: The Puce Ooze is dark puce in color. Its attacks do crushing damage. It is immune to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

614: The Tan Glop is blotchy tan in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can throw pieces of itself up to 15 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

615: The Gray Ooze is muddy gray with yellow blotches. Its attacks do both crushing and poison damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

616: The Mauve Glob is blotchy mauve with green bumps. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its bumpy skin is equivalent to heavy armor. It can throw pieces of itself up to 25 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

617: The Puce Slime is dark puce in color. Its attacks do acid damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

618: The Pallid Jelly is muddy pallid in color. Its attacks do crushing damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

619: The Purple Pudding is muddy purple in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can cause fear with a successful attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

620: The Ruby Blob is translucent ruby-red in color. Its attacks do electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

621: The Yellow Goo is dark yellow in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

622: The Mustard Glob is light mustard-yellow with green streaks. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

623: The Rusty Glob is dark rusty-red in color. Its attacks do crushing damage. It is immune to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can cause fear with a successful attack. This small specimen can attack up to two opponents at a time with its pseudopods.

624: The Blue Slime is light blue in color. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can move extremely quickly in combat. This small specimen can attack up to two opponents at a time with its pseudopods.

625: The Sepia Blob is muddy sepia with white bumps. Its attacks do acid damage. It is resistant to slashing damage but vulnerable to fire attacks. Its bumpy skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

626: The Umber Goo is blotchy umber with gray streaks. Its attacks do fire damage. It is resistant to slashing damage but vulnerable to poison attacks. Its smooth skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This huge specimen can attack up to five opponents at a time with its pseudopods.

627: The Purple Slime is dark purple in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This huge specimen can attack up to five opponents at a time with its pseudopods.

628: The Green Blob is light green in color. Its attacks do necrotic damage. It is resistant to slashing damage but vulnerable to cold attacks. Its glistening skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

629: The White Goo is muddy white in color. Its attacks do crushing damage. It is immune to poison damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This tiny specimen can attack only one opponent at a time with its pseudopods.

630: The Black Blob is mottled black in color. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

631: The Puce Slime is light puce with red streaks. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

632: The White Jelly is dull white in color. Its attacks do both crushing and acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can sink into soil, sand, etc, and emerge to attack. This small specimen can attack up to two opponents at a time with its pseudopods.

633: The Brown Glob is muddy brown in color. Its attacks do electrical damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

634: The Emerald Slime is translucent emerald-green in color. Its attacks do both crushing and necrotic damage. It is immune to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can contract itself into a stone-like form with very heavy armor. This large specimen can attack up to four opponents at a time with its pseudopods.

635: The Gray Blob is blotchy gray in color. Its attacks do necrotic damage. It is resistant to slashing damage but vulnerable to fire attacks. Its granulated skin is equivalent to light armor. It can cause paralysis with a successful attack. This huge specimen can attack up to five opponents at a time with its pseudopods.

636: The Gray Blob is blotchy gray in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can slowly change colors to match its background. This small specimen can attack up to two opponents at a time with its pseudopods.

637: The Lemon Ooze is translucent lemon-yellow in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This huge specimen can attack up to five opponents at a time with its pseudopods.

638: The Indigo Sludge is dark indigo-blue in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

639: The Red Slime is translucent red in color. Its attacks do both crushing and cold damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its granulated skin is equivalent to medium armor. It can sink into soil, sand, etc, and emerge to attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

640: The Orange Jelly is dull orange in color. Its attacks do both crushing and cold damage. It is resistant to slashing damage but vulnerable to fire attacks. Its membranous skin is equivalent to heavy armor. It can throw pieces of itself up to 25 feet as a ranged attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

641: The Yellow Glop is dark yellow with green streaks. Its attacks do both crushing and cold damage. It is resistant to slashing damage but vulnerable to fire attacks. Its slick skin is equivalent to medium armor. It can form mouths on its pseudopods, giving it additional bite attacks. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

642: The White Ooze is translucent white with gray globules beneath its translucent surface. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This tiny specimen can attack only one opponent at a time with its pseudopods.

643: The Amber Slime is mottled amber in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can throw pieces of itself up to 25 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

644: The Tan Sludge is dull tan in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This tiny specimen can attack only one opponent at a time with its pseudopods.

645: The Bone Ooze is translucent bone-white in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

646: The Indigo Blob is light indigo-blue in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can form mouths on its pseudopods, giving it additional bite attacks. This tiny specimen can attack only one opponent at a time with its pseudopods.

647: The Mauve Pudding is blotchy mauve in color. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

648: The Umber Goo is blotchy umber with blue stripes. Its attacks do crushing damage. It is immune to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This tiny specimen can attack only one opponent at a time with its pseudopods.

649: The Black Slime is mottled black in color. Its attacks do both crushing and acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

650: The Amber Ooze is light amber in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can contract itself into a stone-like form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

651: The Black Glob is blotchy black in color. Its attacks do crushing damage. It is immune to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can throw pieces of itself up to 20 feet as a ranged attack. This tiny specimen can attack only one opponent at a time with its pseudopods.

652: The Magenta Ooze is light magenta in color. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This huge specimen can attack up to five opponents at a time with its pseudopods.

653: The Yellow Glop is light yellow in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

654: The Silver Goo is dull silver in color. Its attacks do poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This huge specimen can attack up to five opponents at a time with its pseudopods.

655: The Mauve Sludge is mottled mauve with orange globules within it. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This huge specimen can attack up to five opponents at a time with its pseudopods.

656: The Puce Ooze is mottled puce in color. Its attacks do crushing damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

657: The Brown Blob is muddy brown in color. Its attacks do both crushing and electrical damage. It is immune to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It form itself into a roughly quadrupedal shape. This small specimen can attack up to two opponents at a time with its pseudopods.

658: The Green Sludge is translucent green in color. Its attacks do electrical damage. It is resistant to acid damage but vulnerable to slashing attacks. Its leathery skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This tiny specimen can attack only one opponent at a time with its pseudopods.

659: The Gray Slime is mottled gray in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to poison attacks. Its smooth skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

660: The White Slime is blotchy white in color. Its attacks do crushing damage. It is immune to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This huge specimen can attack up to five opponents at a time with its pseudopods.

661: The Emerald Slime is light emerald-green with blue stripes. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

662: The Blue Sludge is light blue in color. Its attacks do both crushing and poison damage. It is resistant to slashing damage but vulnerable to fire attacks. Its slimy skin is equivalent to medium armor. It glows in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

663: The Mauve Pudding is dark mauve in color. Its attacks do both crushing and cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

664: The Black Blob is dull black in color. Its attacks do crushing damage. It is immune to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This small specimen can attack up to two opponents at a time with its pseudopods.

665: The Mauve Glob is muddy mauve in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

666: The Crimson Jelly is mottled crimson in color. Its attacks do electrical damage. It is immune to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This huge specimen can attack up to five opponents at a time with its pseudopods.

667: The Jade Jelly is light jade-green in color. Its attacks do both crushing and cold damage. It is immune to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

668: The Purple Ooze is mottled purple in color. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

669: The Orange Slime is dark orange in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to acid attacks. Its leathery skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

670: The Mauve Blob is blotchy mauve in color. Its attacks do both crushing and poison damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can form mouths on its pseudopods, giving it additional bite attacks. This tiny specimen can attack only one opponent at a time with its pseudopods.

671: The Red Blob is dark red in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

672: The Rusty Blob is light rusty-red in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This large specimen can attack up to four opponents at a time with its pseudopods.

673: The Green Ooze is dull green in color. Its attacks do both crushing and acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

674: The Black Goo is dull black with gray globules within it. Its attacks do cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

675: The Jade Slime is light jade-green in color. Its attacks do both crushing and fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

676: The Sepia Goo is blotchy sepia in color. Its attacks do acid damage. It is immune to slashing damage but vulnerable to poison attacks. Its membranous skin is equivalent to medium armor. It emits a humming noise as it moves. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

677: The Gray Glop is dull gray in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to acid attacks. Its membranous skin is equivalent to light armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

678: The Bone Blob is muddy bone-white in color. Its attacks do acid damage. It is immune to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

679: The Blue Jelly is light blue in color. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It can cause paralysis with a successful attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

680: The Blue Slime is dull blue in color. Its attacks do acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can throw pieces of itself up to 15 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

681: The Tan Slime is muddy tan in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

682: The Mustard Sludge is dark mustard-yellow in color. Its attacks do both crushing and acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

683: The Copper Slime is translucent copper with gray globules within it. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can attack via a cloud of spores. This huge specimen can attack up to five opponents at a time with its pseudopods.

684: The Sepia Blob is mottled sepia in color. Its attacks do both crushing and cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

685: The Brown Ooze is dull brown in color. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

686: The Puce Goo is dark puce in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

687: The Mauve Slime is muddy mauve in color. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

688: The Black Blob is muddy black in color. Its attacks do necrotic damage. It is immune to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

689: The Gray Slime is muddy gray in color. Its attacks do necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can contract itself into a stone-like form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

690: The Cobalt Jelly is dark cobalt-blue in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

691: The Brown Glob is muddy brown in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can slowly change colors to match its background. This large specimen can attack up to four opponents at a time with its pseudopods.

692: The Red Ooze is dark red in color. Its attacks do fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

693: The Mauve Slime is light mauve in color. Its attacks do electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can charm enemies via a whistling sound. This small specimen can attack up to two opponents at a time with its pseudopods.

694: The Steel Glob is muddy steel-blue in color. Its attacks do crushing damage. It is immune to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

695: The Purple Blob is blotchy purple in color. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This tiny specimen can attack only one opponent at a time with its pseudopods.

696: The Black Slime is mottled black with brown bumps. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This large specimen can attack up to four opponents at a time with its pseudopods.

697: The Umber Glob is translucent umber in color. Its attacks do both crushing and acid damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can cause fear with a successful attack. This large specimen can attack up to four opponents at a time with its pseudopods.

698: The Orange Slime is blotchy orange with brown warts. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

699: The Ochre Blob is blotchy ochre in color. Its attacks do both crushing and electrical damage. It is immune to acid damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

700: The Rose Ooze is dark rose-pink in color. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can sink into soil, sand, etc, and emerge to attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

701: The Gray Jelly is dark gray in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

702: The Green Jelly is translucent green in color. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It can throw pieces of itself up to 15 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

703: The Amethyst Ooze is dull amethyst-purple in color. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to fire attacks. Its slimy skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

704: The Azure Ooze is muddy azure-blue in color. Its attacks do fire damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

705: The Amethyst Jelly is mottled amethyst-purple with white bumps. Its attacks do both crushing and necrotic damage. It is immune to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can sink into soil, sand, etc, and emerge to attack. This huge specimen can attack up to five opponents at a time with its pseudopods.

706: The Amber Ooze is translucent amber with brown globules beneath its translucent surface. Its attacks do necrotic damage. It is resistant to slashing damage but vulnerable to poison attacks. Its granulated skin is equivalent to light armor. It can throw pieces of itself up to 20 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

707: The Puce Blob is blotchy puce in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

708: The Yellow Goo is light yellow in color. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

709: The Purple Ooze is light purple in color. Its attacks do both crushing and fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

710: The Purple Goo is muddy purple in color. Its attacks do electrical damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

711: The Ochre Slime is dull ochre in color. Its attacks do both crushing and cold damage. It is immune to acid damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can contract itself into a stone-like form with very heavy armor. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

712: The Red Glob is light red in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

713: The Black Slime is dull black in color. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to fire attacks. Its glistening skin is equivalent to light armor. It can charm enemies via a humming sound. This small specimen can attack up to two opponents at a time with its pseudopods.

714: The Orange Goo is mottled orange in color. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can sink into soil, sand, etc, and emerge to attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

715: The Magenta Ooze is dark magenta in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This huge specimen can attack up to five opponents at a time with its pseudopods.

716: The Copper Goo is translucent copper in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

717: The Jade Glop is dull jade-green in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can throw pieces of itself up to 5 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

718: The Purple Pudding is blotchy purple in color. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

719: The Emerald Ooze is dark emerald-green in color. Its attacks do electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its glistening skin is equivalent to light armor. It can charm enemies via touch. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

720: The Black Ooze is translucent black in color. Its attacks do both crushing and acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

721: The Tan Ooze is blotchy tan with green globules beneath its translucent surface. Its attacks do cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This large specimen can attack up to four opponents at a time with its pseudopods.

722: The UMBER Goo is translucent umber in color. Its attacks do necrotic damage. It is immune to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

723: The Black Sludge is translucent black in color. Its attacks do acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

724: The Gray Glob is light gray in color. Its attacks do both crushing and cold damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its membranous skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

725: The Mustard Jelly is dull mustard-yellow in color. Its attacks do both crushing and poison damage. It is resistant to slashing damage but vulnerable to acid attacks. Its granulated skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

726: The Sepia Slime is blotchy sepia in color. Its attacks do fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can move extremely quickly in combat. This small specimen can attack up to two opponents at a time with its pseudopods.

727: The Mauve Slime is light mauve with green streaks. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

728: The White Ooze is dull white in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It can slowly change colors to match its background. This huge specimen can attack up to five opponents at a time with its pseudopods.

729: The Red Goo is blotchy red in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its granulated skin is equivalent to medium armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

730: The Green Ooze is light green with brown blotches. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

731: The Cobalt Jelly is blotchy cobalt-blue in color. Its attacks do electrical damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can form mouths on its pseudopods, giving it additional bite attacks. This large specimen can attack up to four opponents at a time with its pseudopods.

732: The Off-white Blob is muddy off-white in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

733: The Amber Ooze is dark amber in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can throw pieces of itself up to 5 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

734: The Sepia Blob is muddy sepia with black globules beneath its translucent surface. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

735: The Yellow Goo is dark yellow in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its membranous skin is equivalent to medium armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

736: The Brown Glob is blotchy brown with blue bumps. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to fire attacks. Its granulated skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

737: The Rusty Ooze is light rusty-red in color. Its attacks do both crushing and cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It emits a whistling noise as it moves. This small specimen can attack up to two opponents at a time with its pseudopods.

738: The Yellow Glob is muddy yellow in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to poison attacks. Its smooth skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

739: The Gold Pudding is dull gold in color. Its attacks do fire damage. It is immune to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

740: The Red Glop is light red with green blotches. Its attacks do crushing damage. It is immune to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

741: The Mauve Jelly is dark mauve in color. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

742: The Magenta Goo is mottled magenta in color. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

743: The Orange Glop is dull orange in color. Its attacks do necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

744: The Maroon Jelly is light maroon in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

745: The Rose Glob is translucent rose-pink in color. Its attacks do electrical damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

746: The Azure Slime is dark azure-blue in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its granulated skin is equivalent to medium armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

747: The Sepia Blob is muddy sepia in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its leathery skin is equivalent to medium armor. It glows in the dark. This tiny specimen can attack only one opponent at a time with its pseudopods.

748: The Green Slime is blotchy green in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

749: The Bone Jelly is muddy bone-white in color. Its attacks do both crushing and cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can form mouths on its pseudopods, giving it additional bite attacks. This huge specimen can attack up to five opponents at a time with its pseudopods.

750: The Green Slime is mottled green in color. Its attacks do crushing damage. It is immune to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

751: The Puce Pudding is mottled puce with green globules within it. Its attacks do necrotic damage. It is resistant to slashing damage but vulnerable to poison attacks. Its slimy skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

752: The Black Sludge is dull black in color. Its attacks do both crushing and cold damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

753: The Yellow Pudding is dark yellow in color. Its attacks do both crushing and acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

754: The Copper Blob is translucent copper in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

755: The Yellow Glob is dark yellow in color. Its attacks do poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This huge specimen can attack up to five opponents at a time with its pseudopods.

756: The Silver Ooze is blotchy silver in color. Its attacks do both crushing and cold damage. It is immune to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It glows in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

757: The Gray Blob is dull gray in color. Its attacks do necrotic damage. It is immune to slashing damage but vulnerable to fire attacks. Its slimy skin is equivalent to medium armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This small specimen can attack up to two opponents at a time with its pseudopods.

758: The Umber Glob is mottled umber in color. Its attacks do necrotic damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

759: The Black Jelly is blotchy black in color. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can throw pieces of itself up to 10 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

760: The Umber Blob is dull umber with red blotches. Its attacks do both crushing and necrotic damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

761: The Amethyst Blob is light amethyst-purple in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It glows in the dark. This small specimen can attack up to two opponents at a time with its pseudopods.

762: The Mauve Glop is translucent mauve in color. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

763: The Bone Ooze is dull bone-white in color. Its attacks do both crushing and cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can move extremely quickly in combat. This tiny specimen can attack only one opponent at a time with its pseudopods.

764: The Bone Slime is translucent bone-white in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This small specimen can attack up to two opponents at a time with its pseudopods.

765: The Tan Ooze is blotchy tan in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

766: The Off-white Slime is translucent off-white in color. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It emits a whistling noise as it moves. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

767: The Black Jelly is muddy black in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It glows in the dark. This large specimen can attack up to four opponents at a time with its pseudopods.

768: The Tan Slime is translucent tan in color. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

769: The Gray Goo is light gray in color. Its attacks do both crushing and fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

770: The Brown Pudding is dull brown in color. Its attacks do both crushing and necrotic damage. It is immune to poison damage but vulnerable to slashing attacks. Its leathery skin is equivalent to light armor. It can sink into soil, sand, etc, and emerge to attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

771: The Gray Blob is light gray in color. Its attacks do electrical damage. It is immune to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

772: The Ochre Sludge is mottled ochre in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can cause fear with a successful attack. This huge specimen can attack up to five opponents at a time with its pseudopods.

773: The Orange Glop is dull orange in color. Its attacks do fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can slowly change colors to match its background. This large specimen can attack up to four opponents at a time with its pseudopods.

774: The Jade Blob is dark jade-green in color. Its attacks do poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can throw pieces of itself up to 15 feet as a ranged attack. This huge specimen can attack up to five opponents at a time with its pseudopods.

775: The Gray Blob is light gray in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can throw pieces of itself up to 15 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

776: The Blood Jelly is light blood-red in color. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to acid attacks. Its leathery skin is equivalent to medium armor. It glows in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

777: The Maroon Ooze is muddy maroon in color. Its attacks do fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

778: The Red Blob is muddy red with gray protrusions. Its attacks do fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This tiny specimen can attack only one opponent at a time with its pseudopods.

779: The Yellow Ooze is muddy yellow in color. Its attacks do necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

780: The Blue Slime is dark blue in color. Its attacks do fire damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its smooth skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

781: The Sepia Blob is mottled sepia in color. Its attacks do poison damage. It is immune to acid damage but

vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

782: The Silver Glop is muddy silver in color. Its attacks do cold damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can sink into soil, sand, etc, and emerge to attack. This large specimen can attack up to four opponents at a time with its pseudopods.

783: The Amber Goo is dark amber in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It can slowly change colors to match its background. This tiny specimen can attack only one opponent at a time with its pseudopods.

784: The Gray Ooze is blotchy gray in color. Its attacks do both crushing and necrotic damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

785: The Black Goo is mottled black in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

786: The Umber Glop is dull umber with purple streaks. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This tiny specimen can attack only one opponent at a time with its pseudopods.

787: The Violet Goo is light violet with gray streaks. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This large specimen can attack up to four opponents at a time with its pseudopods.

788: The Umber Slime is blotchy umber in color. Its attacks do acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

789: The Amber Ooze is blotchy amber in color. Its attacks do both crushing and acid damage. It is immune to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

790: The Mauve Goo is light mauve in color. Its attacks do electrical damage. It is resistant to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

791: The Mauve Glob is translucent mauve with red streaks. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

792: The Rusty Blob is translucent rusty-red in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can absorb magic used against it. This tiny specimen can attack only one opponent at a time with its pseudopods.

793: The Umber Ooze is blotchy umber in color. Its attacks do both crushing and acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This tiny specimen can attack only one opponent at a time with its pseudopods.

794: The Mauve Jelly is dark mauve in color. Its attacks do both crushing and poison damage. It is immune to acid damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It can move extremely quickly in combat. This small specimen can attack up to two opponents at a time with its pseudopods.

795: The Crimson Pudding is light crimson in color. Its attacks do necrotic damage. It is immune to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

796: The Bone Goo is blotchy bone-white in color. Its attacks do fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

797: The Black Ooze is muddy black in color. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

798: The Gray Goo is translucent gray in color. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

799: The Puce Blob is light puce with brown stripes. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to acid attacks. Its glistening skin is equivalent to medium armor. It can form mouths on its pseudopods, giving it additional bite attacks. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

800: The Blue Slime is muddy blue in color. Its attacks do both crushing and cold damage. It is resistant to slashing damage but vulnerable to poison attacks. Its slick skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

801: The Ochre Blob is blotchy ochre in color. Its attacks do both crushing and poison damage. It is immune to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It emits a whistling noise as it moves. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

802: The Red Blob is light red in color. Its attacks do electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can cause fear with a successful attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

803: The Teal Jelly is translucent teal-blue in color. Its attacks do both crushing and acid damage. It is immune to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

804: The Red Blob is muddy red with brown streaks. Its attacks do necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

805: The Orange Blob is dull orange in color. Its attacks do acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

806: The Bone Goo is translucent bone-white in color. Its attacks do poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can travel on walls and ceilings

with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

807: The Gray Glob is blotchy gray with brown warts. Its attacks do both crushing and necrotic damage. It is immune to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This large specimen can attack up to four opponents at a time with its pseudopods.

808: The Tan Jelly is muddy tan in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can charm enemies via a piping sound. This large specimen can attack up to four opponents at a time with its pseudopods.

809: The Brown Blob is muddy brown with red warts. Its attacks do cold damage. It is resistant to slashing damage but vulnerable to acid attacks. Its warty skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

810: The Primrose Blob is dark primrose-yellow with red blotches. Its attacks do acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This small specimen can attack up to two opponents at a time with its pseudopods.

811: The Purple Slime is light purple in color. Its attacks do both crushing and cold damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its smooth skin is equivalent to heavy armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

812: The Scarlet Slime is light scarlet in color. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This large specimen can attack up to four opponents at a time with its pseudopods.

813: The Brown Slime is dull brown in color. Its attacks do crushing damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It glows in the dark. This huge specimen can attack up to five opponents at a time with its pseudopods.

814: The Emerald Slime is mottled emerald-green in color. Its attacks do both crushing and cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

815: The Red Jelly is dull red in color. Its attacks do electrical damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This huge specimen can attack up to five opponents at a time with its pseudopods.

816: The Rose Glob is light rose-pink in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

817: The Primrose Pudding is dull primrose-yellow with gray bumps. Its attacks do electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

818: The Emerald Slime is dull emerald-green with black bumps. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

819: The Mauve Glob is translucent mauve in color. Its attacks do both crushing and acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This huge specimen can attack up to five opponents at a time with its pseudopods.

820: The Orange Blob is translucent orange in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

821: The Blood Goo is dull blood-red in color. Its attacks do electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

822: The Lemon Ooze is light lemon-yellow with brown blotches. Its attacks do both crushing and electrical damage. It is immune to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

823: The Jade Slime is mottled jade-green with brown speckles. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can throw pieces of itself up to 15 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

824: The Umber Ooze is muddy umber in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This small specimen can attack up to two opponents at a time with its pseudopods.

825: The Mauve Jelly is muddy mauve with blue blotches. Its attacks do electrical damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This small specimen can attack up to two opponents at a time with its pseudopods.

826: The Black Blob is blotchy black in color. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can slowly change colors to match its background. This huge specimen can attack up to five opponents at a time with its pseudopods.

827: The Rose Slime is dark rose-pink in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

828: The Brown Sludge is dull brown in color. Its attacks do both crushing and cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It glows faintly in the dark. This tiny specimen can attack only one opponent at a time with its pseudopods.

829: The Puce Glob is muddy puce in color. Its attacks do both crushing and necrotic damage. It is immune to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

830: The Red Ooze is blotchy red with purple blotches. Its attacks do fire damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It will try to engulf enemies,

attacking at double strength if successful. This large specimen can attack up to four opponents at a time with its pseudopods.

831: The Amber Goo is dull amber in color. Its attacks do both crushing and poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can cause fear with a successful attack. This huge specimen can attack up to five opponents at a time with its pseudopods.

832: The Umber Ooze is mottled umber in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

833: The Amber Glob is light amber in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

834: The Mauve Blob is mottled mauve in color. Its attacks do both crushing and fire damage. It is immune to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

835: The Orange Slime is dull orange with black streaks. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

836: The Orange Slime is translucent orange in color. Its attacks do both crushing and acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can move extremely quickly in combat. This large specimen can attack up to four opponents at a time with its pseudopods.

837: The Ruby Ooze is muddy ruby-red in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to medium armor. It form itself into a roughly quadrupedal shape. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

838: The White Slime is muddy white in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

839: The Orange Slime is dull orange with green globules within it. Its attacks do crushing damage. It is immune to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can cause fear with a successful attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

840: The Pallid Glop is muddy pallid with green globules beneath its translucent surface. Its attacks do both crushing and electrical damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This large specimen can attack up to four opponents at a time with its pseudopods.

841: The Purple Ooze is light purple in color. Its attacks do both crushing and cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can form mouths on its pseudopods, giving it additional bite attacks. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

842: The Black Ooze is translucent black in color. Its attacks do crushing damage. It is immune to slashing damage but vulnerable to cold attacks. Its slimy skin is equivalent to medium armor. It can throw pieces of itself up to 15 feet

as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

843: The Green Ooze is dark green in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

844: The Gray Blob is blotchy gray in color. Its attacks do both crushing and acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

845: The Blue Ooze is mottled blue in color. Its attacks do both crushing and electrical damage. It is immune to slashing damage but vulnerable to poison attacks. Its slick skin is equivalent to medium armor. It can charm enemies via a humming sound. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

846: The White Ooze is blotchy white in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This huge specimen can attack up to five opponents at a time with its pseudopods.

847: The Puce Glop is muddy puce in color. Its attacks do both crushing and cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It glows faintly in the dark. This huge specimen can attack up to five opponents at a time with its pseudopods.

848: The Black Goo is muddy black with purple streaks. Its attacks do both crushing and acid damage. It is immune to slashing damage but vulnerable to poison attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

849: The Black Blob is dull black in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This huge specimen can attack up to five opponents at a time with its pseudopods.

850: The Gray Blob is dark gray in color. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

851: The Umber Ooze is translucent umber in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

852: The Gray Blob is light gray in color. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to cold attacks. Its leathery skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This large specimen can attack up to four opponents at a time with its pseudopods.

853: The Black Sludge is mottled black in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

854: The Silver Slime is dull silver in color. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to heavy armor. It can cause fear with a successful attack. This small specimen can attack up to two opponents at a time with its pseudopods.

855: The Sepia Ooze is blotchy sepia in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This huge specimen can attack up to five opponents at a time with its pseudopods.

856: The Green Blob is mottled green with brown blotches. Its attacks do cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can attack via a cloud of spores. This tiny specimen can attack only one opponent at a time with its pseudopods.

857: The Gray Sludge is translucent gray with green globules beneath its translucent surface. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

858: The Lemon Blob is light lemon-yellow in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This tiny specimen can attack only one opponent at a time with its pseudopods.

859: The Puce Goo is muddy puce in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

860: The Green Pudding is dull green in color. Its attacks do cold damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can contract itself into a stone-like form with very heavy armor. This large specimen can attack up to four opponents at a time with its pseudopods.

861: The Amber Ooze is mottled amber in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

862: The Emerald Jelly is dull emerald-green in color. Its attacks do crushing damage. It is immune to slashing damage but vulnerable to acid attacks. Its membranous skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

863: The Brown Slime is muddy brown with green blotches. Its attacks do crushing damage. It is immune to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This large specimen can attack up to four opponents at a time with its pseudopods.

864: The Black Ooze is translucent black in color. Its attacks do cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

865: The Green Glop is blotchy green in color. Its attacks do cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

866: The Brown Glob is blotchy brown in color. Its attacks do both crushing and electrical damage. It is resistant to slashing damage but vulnerable to cold attacks. Its glistening skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

867: The Red Slime is dull red in color. Its attacks do necrotic damage. It is resistant to fire damage but vulnerable to

slashing attacks. Its slimy skin is equivalent to heavy armor. It can throw pieces of itself up to 10 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

868: The Green Jelly is light green in color. Its attacks do necrotic damage. It is resistant to slashing damage but vulnerable to cold attacks. Its smooth skin is equivalent to light armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

869: The Brown Sludge is blotchy brown in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

870: The Indigo Jelly is blotchy indigo-blue in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can form mouths on its pseudopods, giving it additional bite attacks. This small specimen can attack up to two opponents at a time with its pseudopods.

871: The Amber Blob is light amber in color. Its attacks do fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can move extremely quickly in combat. This large specimen can attack up to four opponents at a time with its pseudopods.

872: The Olive Sludge is translucent olive-green in color. Its attacks do both crushing and fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It emits a squishing noise as it moves. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

873: The Red Blob is light red with brown globules beneath its translucent surface. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

874: The Jade Goo is muddy jade-green with black globules beneath its translucent surface. Its attacks do crushing damage. It is immune to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

875: The Gray Jelly is mottled gray in color. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This huge specimen can attack up to five opponents at a time with its pseudopods.

876: The Brown Jelly is mottled brown in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can throw pieces of itself up to 10 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

877: The Ochre Glob is mottled ochre in color. Its attacks do both crushing and acid damage. It is immune to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It glows in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

878: The Bone Pudding is mottled bone-white with brown warts. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

879: The Orange Ooze is mottled orange in color. Its attacks do both crushing and acid damage. It is resistant to

electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This huge specimen can attack up to five opponents at a time with its pseudopods.

880: The Ivory Ooze is muddy ivory in color. Its attacks do both crushing and fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can throw pieces of itself up to 20 feet as a ranged attack. This small specimen can attack up to two opponents at a time with its pseudopods.

881: The Copper Ooze is translucent copper in color. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

882: The Black Ooze is blotchy black with purple globules beneath its translucent surface. Its attacks do both crushing and electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can slowly change colors to match its background. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

883: The Gray Slime is translucent gray in color. Its attacks do both crushing and electrical damage. It is immune to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can cause fear with a successful attack. This small specimen can attack up to two opponents at a time with its pseudopods.

884: The Copper Sludge is translucent copper in color. Its attacks do necrotic damage. It is resistant to slashing damage but vulnerable to cold attacks. Its smooth skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

885: The Black Blob is muddy black in color. Its attacks do both crushing and cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This large specimen can attack up to four opponents at a time with its pseudopods.

886: The Violet Slime is mottled violet with green globules beneath its translucent surface. Its attacks do cold damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

887: The Black Goo is dull black in color. Its attacks do both crushing and fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It glows in the dark. This small specimen can attack up to two opponents at a time with its pseudopods.

888: The Orange Goo is dark orange in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

889: The Amber Glob is blotchy amber in color. Its attacks do both crushing and acid damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can move extremely quickly in combat. This large specimen can attack up to four opponents at a time with its pseudopods.

890: The Ochre Ooze is translucent ochre with white globules within it. Its attacks do acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its membranous skin is equivalent to light armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This small specimen can attack up to two opponents at a time with its pseudopods.

891: The Emerald Jelly is dark emerald-green in color. Its attacks do both crushing and poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It emits a whining noise as it moves. This small specimen can attack up to two opponents at a time with its pseudopods.

892: The Ivory Slime is translucent ivory in color. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can cause paralysis with a successful attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

893: The Green Slime is light green in color. Its attacks do fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It glows faintly in the dark. This large specimen can attack up to four opponents at a time with its pseudopods.

894: The Cobalt Glop is light cobalt-blue with white blotches. Its attacks do electrical damage. It is immune to slashing damage but vulnerable to acid attacks. Its slimy skin is equivalent to heavy armor. It can slowly change colors to match its background. This large specimen can attack up to four opponents at a time with its pseudopods.

895: The Primrose Blob is muddy primrose-yellow in color. Its attacks do both crushing and fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It commonly clings to ceilings and drops on those below. This large specimen can attack up to four opponents at a time with its pseudopods.

896: The Tan Goo is muddy tan in color. Its attacks do both crushing and poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This large specimen can attack up to four opponents at a time with its pseudopods.

897: The Green Jelly is mottled green with brown bumps. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

898: The Red Ooze is muddy red in color. Its attacks do both crushing and fire damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can absorb magic used against it. This small specimen can attack up to two opponents at a time with its pseudopods.

899: The Yellow Goo is translucent yellow with orange stripes. Its attacks do electrical damage. It is resistant to slashing damage but vulnerable to poison attacks. Its granulated skin is equivalent to heavy armor. It can cause fear with a successful attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

900: The Silver Ooze is dull silver in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It can form mouths on its pseudopods, giving it additional bite attacks. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

901: The Purple Sludge is translucent purple in color. Its attacks do both crushing and electrical damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

902: The Purple Ooze is dark purple with red blotches. Its attacks do both crushing and cold damage. It is resistant to fire damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This huge specimen can attack up to five opponents at a time with its pseudopods.

903: The Orange Pudding is blotchy orange with gray speckles. Its attacks do both crushing and fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

904: The Umber Goo is mottled umber with black globules within it. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

905: The Umber Glob is dull umber in color. Its attacks do fire damage. It is immune to acid damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This tiny specimen can attack only one opponent at a time with its pseudopods.

906: The Green Slime is translucent green in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its smooth skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

907: The Olive Goo is muddy olive-green in color. Its attacks do both crushing and acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its glistening skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

908: The Purple Glob is muddy purple in color. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

909: The White Slime is muddy white in color. Its attacks do cold damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its granulated skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

910: The Green Goo is dark green in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

911: The Gray Slime is dark gray in color. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can slowly change colors to match its background. This large specimen can attack up to four opponents at a time with its pseudopods.

912: The Brown Jelly is dull brown in color. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

913: The Rusty Blob is blotchy rusty-red with brown bumps. Its attacks do poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its bumpy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

914: The Cobalt Glop is light cobalt-blue in color. Its attacks do both crushing and electrical damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can charm enemies via a piping sound. This small specimen can attack up to two opponents at a time with its pseudopods.

915: The Ruby Goo is muddy ruby-red in color. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This small specimen can attack up to two opponents at a time with its pseudopods.

916: The Puce Jelly is translucent puce in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This huge specimen can attack up to five opponents at a time with its pseudopods.

917: The Black Ooze is dull black in color. Its attacks do necrotic damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

918: The Green Slime is dark green in color. Its attacks do poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

919: The Mustard Slime is muddy mustard-yellow with purple bumps. Its attacks do both crushing and poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This small specimen can attack up to two opponents at a time with its pseudopods.

920: The Rusty Glob is dull rusty-red in color. Its attacks do poison damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can charm enemies via a puff of spores. This huge specimen can attack up to five opponents at a time with its pseudopods.

921: The White Blob is blotchy white with orange speckles. Its attacks do electrical damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It form itself into a roughly quadripedal shape. This large specimen can attack up to four opponents at a time with its pseudopods.

922: The Jade Blob is dark jade-green in color. Its attacks do both crushing and acid damage. It is resistant to slashing damage but vulnerable to fire attacks. Its granulated skin is equivalent to light armor. It leaves a trail of slime behind it as it crawls. This tiny specimen can attack only one opponent at a time with its pseudopods.

923: The Green Jelly is light green with brown globules beneath its translucent surface. Its attacks do both crushing and necrotic damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It glows faintly in the dark. This large specimen can attack up to four opponents at a time with its pseudopods.

924: The Red Glop is translucent red in color. Its attacks do both crushing and fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can move extremely quickly in combat. This tiny specimen can attack only one opponent at a time with its pseudopods.

925: The Orange Ooze is translucent orange in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This huge specimen can attack up to five opponents at a time with its pseudopods.

926: The Maroon Slime is light maroon in color. Its attacks do both crushing and cold damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

927: The Olive Blob is light olive-green in color. Its attacks do crushing damage. It is resistant to electrical damage

but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It can throw pieces of itself up to 10 feet as a ranged attack. This large specimen can attack up to four opponents at a time with its pseudopods.

928: The Salmon Ooze is dull salmon-orange in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

929: The Green Jelly is light green in color. Its attacks do both crushing and poison damage. It is immune to electrical damage but vulnerable to slashing attacks. Its glistening skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

930: The Green Glob is blotchy green in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

931: The Umber Sludge is translucent umber with orange warts. Its attacks do both crushing and necrotic damage. It is immune to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This large specimen can attack up to four opponents at a time with its pseudopods.

932: The Primrose Glop is dark primrose-yellow in color. Its attacks do necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This large specimen can attack up to four opponents at a time with its pseudopods.

933: The Mauve Slime is translucent mauve in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

934: The Red Ooze is dark red in color. Its attacks do both crushing and cold damage. It is immune to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can move extremely quickly in combat. This small specimen can attack up to two opponents at a time with its pseudopods.

935: The Maroon Blob is mottled maroon with gray speckles. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

936: The Silver Blob is dull silver in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It form itself into a roughly bipedal shape. This tiny specimen can attack only one opponent at a time with its pseudopods.

937: The Gray Ooze is translucent gray in color. Its attacks do acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This tiny specimen can attack only one opponent at a time with its pseudopods.

938: The Ochre Blob is dull ochre in color. Its attacks do both crushing and fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It emits a piping noise as it moves. This small specimen can attack up to two opponents at a time with its pseudopods.

939: The Blue Glob is muddy blue in color. Its attacks do fire damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can sink into soil, sand, etc, and emerge

to attack. This small specimen can attack up to two opponents at a time with its pseudopods.

940: The Gray Slime is dark gray with purple globules beneath its translucent surface. Its attacks do crushing damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This tiny specimen can attack only one opponent at a time with its pseudopods.

941: The Rusty Slime is dark rusty-red with brown protrusions. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can absorb magic used against it. This small specimen can attack up to two opponents at a time with its pseudopods.

942: The White Goo is dull white in color. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

943: The Gray Sludge is blotchy gray in color. Its attacks do both crushing and poison damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can throw pieces of itself up to 25 feet as a ranged attack. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

944: The Puce Ooze is dark puce in color. Its attacks do both crushing and fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It emits a squishing noise as it moves. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

945: The Salmon Slime is blotchy salmon-orange in color. Its attacks do cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

946: The Sepia Blob is muddy sepia with red streaks. Its attacks do both crushing and poison damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to medium armor. It commonly clings to ceilings and drops on those below. This small specimen can attack up to two opponents at a time with its pseudopods.

947: The White Blob is translucent white in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to light armor. It glows faintly in the dark. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

948: The Ochre Slime is mottled ochre in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can contract itself into a stone-like form with very heavy armor. This large specimen can attack up to four opponents at a time with its pseudopods.

949: The Red Jelly is dark red in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can charm enemies via touch. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

950: The Amethyst Glop is dull amethyst-purple in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can absorb magic used against it. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

951: The Puce Goo is dark puce with purple globules beneath its translucent surface. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can sink into soil, sand, etc, and emerge to attack. This large specimen can attack up to four opponents at a time with its pseudopods.

952: The Brown Pudding is blotchy brown with orange stripes. Its attacks do both crushing and fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

953: The White Pudding is translucent white in color. Its attacks do both crushing and poison damage. It is immune to cold damage but vulnerable to slashing attacks. Its glistening skin is equivalent to heavy armor. It can attack via a cloud of spores. This small specimen can attack up to two opponents at a time with its pseudopods.

954: The Olive Jelly is dull olive-green in color. Its attacks do both crushing and fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can slowly change colors to match its background. This huge specimen can attack up to five opponents at a time with its pseudopods.

955: The Orange Blob is light orange in color. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It can cause fear with a successful attack. This large specimen can attack up to four opponents at a time with its pseudopods.

956: The Indigo Jelly is blotchy indigo-blue in color. Its attacks do crushing damage. It is immune to electrical damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

957: The Red Slime is dark red with green globules beneath its translucent surface. Its attacks do both crushing and necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can, if larger than small sized, voluntarily split into two pieces. This small specimen can attack up to two opponents at a time with its pseudopods.

958: The Black Jelly is muddy black in color. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This huge specimen can attack up to five opponents at a time with its pseudopods.

959: The Off-white Blob is mottled off-white in color. Its attacks do both crushing and acid damage. It is resistant to poison damage but vulnerable to slashing attacks. Its granulated skin is equivalent to heavy armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

960: The Mauve Slime is light mauve in color. Its attacks do crushing damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slick skin is equivalent to medium armor. It emits a humming noise as it moves. This large specimen can attack up to four opponents at a time with its pseudopods.

961: The Red Slime is light red in color. Its attacks do both crushing and poison damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This large specimen can attack up to four opponents at a time with its pseudopods.

962: The Olive Goo is mottled olive-green in color. Its attacks do both crushing and acid damage. It is immune to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This large specimen can attack up to four opponents at a time with its pseudopods.

963: The Tan Glop is dull tan in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can travel on walls and ceilings with no difficulty. This small specimen can attack up to two opponents at a time with its pseudopods.

964: The Emerald Slime is dark emerald-green in color. Its attacks do crushing damage. It is immune to cold damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This large specimen can attack up to four opponents at a time with its pseudopods.

965: The Brown Blob is muddy brown with red protrusions. Its attacks do fire damage. It is resistant to poison damage but vulnerable to slashing attacks. Its leathery skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

966: The Silver Pudding is muddy silver in color. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can slowly change colors to match its background. This small specimen can attack up to two opponents at a time with its pseudopods.

967: The Gray Ooze is blotchy gray in color. Its attacks do both crushing and poison damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This tiny specimen can attack only one opponent at a time with its pseudopods.

968: The Azure Goo is muddy azure-blue in color. Its attacks do both crushing and fire damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This tiny specimen can attack only one opponent at a time with its pseudopods.

969: The Silver Ooze is dull silver in color. Its attacks do both crushing and cold damage. It is resistant to slashing damage but vulnerable to electrical attacks. Its slimy skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

970: The Black Blob is muddy black with green warts. Its attacks do necrotic damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its warty skin is equivalent to light armor. It can cause fear with a successful attack. This small specimen can attack up to two opponents at a time with its pseudopods.

971: The Jade Glop is light jade-green in color. Its attacks do both crushing and poison damage. It is immune to slashing damage but vulnerable to fire attacks. Its leathery skin is equivalent to light armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

972: The Lemon Glop is muddy lemon-yellow in color. Its attacks do both crushing and electrical damage. It is resistant to slashing damage but vulnerable to necrotic attacks. Its slimy skin is equivalent to medium armor. It will try to engulf enemies, attacking at double strength if successful. This tiny specimen can attack only one opponent at a time with its pseudopods.

973: The Gray Blob is dark gray with brown blotches. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

974: The Saffron Slime is light saffron-orange in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It glows in the dark. This large specimen can attack up to four opponents at a time with its pseudopods.

975: The Violet Slime is dark violet in color. Its attacks do both crushing and electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

976: The White Jelly is dull white in color. Its attacks do both crushing and acid damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This large specimen can attack up to four opponents at a time with its pseudopods.

977: The Gray Goo is dull gray in color. Its attacks do both crushing and electrical damage. It is resistant to cold damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This tiny specimen can attack only one opponent at a time with its pseudopods.

978: The Umber Ooze is translucent umber in color. Its attacks do both crushing and necrotic damage. It is resistant to poison damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

979: The Cobalt Sludge is mottled cobalt-blue in color. Its attacks do both crushing and necrotic damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This small specimen can attack up to two opponents at a time with its pseudopods.

980: The Umber Jelly is mottled umber with purple streaks. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its membranous skin is equivalent to medium armor. It can slowly change colors to match its background. This tiny specimen can attack only one opponent at a time with its pseudopods.

981: The Primrose Ooze is muddy primrose-yellow in color. Its attacks do crushing damage. It is resistant to poison damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This small specimen can attack up to two opponents at a time with its pseudopods.

982: The Emerald Ooze is dull emerald-green in color. Its attacks do both crushing and cold damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

983: The Black Goo is dull black with gray streaks. Its attacks do both crushing and fire damage. It is resistant to slashing damage but vulnerable to poison attacks. Its membranous skin is equivalent to heavy armor. It can move extremely quickly in combat. This small specimen can attack up to two opponents at a time with its pseudopods.

984: The Black Ooze is muddy black in color. Its attacks do both crushing and cold damage. It is immune to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

985: The Scarlet Goo is light scarlet in color. Its attacks do crushing damage. It is resistant to cold damage but vulnerable to slashing attacks. Its granulated skin is equivalent to medium armor. It will, if larger than tiny sized, split in two when struck by an attack it is resistant to. This tiny specimen can attack only one opponent at a time with its pseudopods.

986: The Maroon Slime is dull maroon with yellow speckles. Its attacks do both crushing and poison damage. It is resistant to acid damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It can travel on walls and ceilings with no difficulty. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

987: The Black Blob is muddy black in color. Its attacks do crushing damage. It is resistant to necrotic damage but

vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

988: The Green Pudding is mottled green with gray globules beneath its translucent surface. Its attacks do both crushing and cold damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

989: The Black Goo is mottled black in color. Its attacks do electrical damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can spread itself in a very thin layer on surfaces. This tiny specimen can attack only one opponent at a time with its pseudopods.

990: The Gray Slime is dull gray in color. Its attacks do crushing damage. It is resistant to acid damage but vulnerable to slashing attacks. Its leathery skin is equivalent to light armor. It constantly forms and dissolves eyes all over its body, making it impossible to sneak up on. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

991: The Black Blob is dull black in color. Its attacks do both crushing and fire damage. It is resistant to acid damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

992: The Yellow Blob is blotchy yellow with green streaks. Its attacks do acid damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to heavy armor. It can form a large mouth, which will bite any enemy hit by two or more pseudopods. This small specimen can attack up to two opponents at a time with its pseudopods.

993: The Rusty Goo is blotchy rusty-red with blue bumps. Its attacks do poison damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It leaves a trail of slime behind it as it crawls. This huge specimen can attack up to five opponents at a time with its pseudopods.

994: The White Sludge is mottled white in color. Its attacks do both crushing and acid damage. It is resistant to electrical damage but vulnerable to slashing attacks. Its leathery skin is equivalent to heavy armor. It will try to engulf enemies, attacking at double strength if successful. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

995: The Gray Sludge is translucent gray in color. Its attacks do crushing damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its slick skin is equivalent to heavy armor. It can form mouths on its pseudopods, giving it additional bite attacks. This small specimen can attack up to two opponents at a time with its pseudopods.

996: The Orange Ooze is translucent orange in color. Its attacks do both crushing and necrotic damage. It is resistant to fire damage but vulnerable to slashing attacks. Its smooth skin is equivalent to medium armor. It can, if larger than small sized, voluntarily split into two pieces. This large specimen can attack up to four opponents at a time with its pseudopods.

997: The Olive Slime is muddy olive-green in color. Its attacks do both crushing and cold damage. It is immune to necrotic damage but vulnerable to slashing attacks. Its slimy skin is equivalent to medium armor. It can attack via a cloud of spores. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

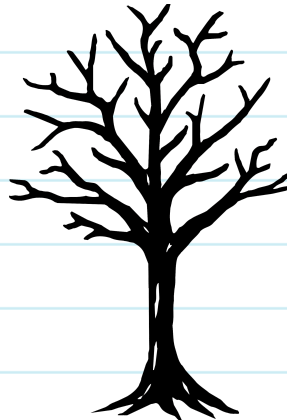
998: The Lemon Jelly is dull lemon-yellow in color. Its attacks do electrical damage. It is resistant to acid damage but vulnerable to slashing attacks. Its slimy skin is equivalent to heavy armor. It can spread itself in a very thin layer on surfaces. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

999: The Yellow Slime is dark yellow in color. Its attacks do necrotic damage. It is immune to poison damage but vulnerable to slashing attacks. Its slick skin is equivalent to light armor. It can spread itself in a very thin layer on

surfaces. This huge specimen can attack up to five opponents at a time with its pseudopods.

1000: The Silver Glob is dull silver in color. Its attacks do cold damage. It is resistant to necrotic damage but vulnerable to slashing attacks. Its leathery skin is equivalent to light armor. It can move extremely quickly in combat. This medium-sized specimen can attack up to three opponents at a time with its pseudopods.

1001: The Umber Glob is translucent umber with red streaks. Its attacks do crushing damage. It is resistant to fire damage but vulnerable to slashing attacks. Its granulated skin is equivalent to light armor. It will try to engulf enemies, attacking at double strength if successful. This large specimen can attack up to four opponents at a time with its pseudopods.



Wintertree Software

www.wintertreeredux.com

Some art (slime) by J.M. Woiak and Heather Shinn of the STINKYGOBLIN