

OLIVE SLIME

Source: 1e *Monster Manual* 2.

Olive slime is a hideous variant of green slime. This hideous stuff strongly resembles an ooze, but unlike most oozes, it is actually a plant. Olive slime is terrifying to encounter in any of its forms.

Multiple Approaches to Predation: Olive slime is not always encountered as an animate mass; it sometimes appears in a more latent form, looking like a puddle of olive-colored semi-liquid with the consistency and appearance of sour cream. Creatures contacting the olive slime in this state are subject to olive slime infection.

Parasitic Life Cycle: Olive slime is a horrifying parasite. In order to reproduce, it slays a humanoid creature, then infects it with more slime, at which point the victim becomes an animate, shambling humanoid made of slime. After a few weeks of animation during which the slime creature cooperates with other slime creatures and the olive slime that spawned it, the slime creature collapses into a new olive slime.

Unclear Origins: Like so many of the world's monsters, the origins of olive slime are not entirely clear. Some sages suggest that the first olive slime was the result of exposing green slime to the radiations of the Far Realms, while others posit a connection with Juiblex. The wisest of druids claim that olive slime, while of worldly origin, is not a natural plant; someone or something definitely had a hand in its creation.

Olive Slime

Level 17 Elite Controller

Small natural animate (blind, ooze, plant)

XP 3,200

HP 338; **Bloodied** 169

Initiative +13

AC 30; **Fortitude** 31; **Reflex** 27; **Will** 29

Perception +8

Speed 4, swim 6

Tremorsense 10

Immune gaze, poison; **Resist** 5 weapons; **Vulnerable** 5 fire

Saving Throws +2; **Action Points** 1

TRAITS

Aquatic

Olive slime doesn't breathe and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, olive slime moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. Olive slime cannot be knocked prone.

STANDARD ACTIONS

(mbasic) Olive Slam (poison) * At Will

Attack: Melee 1 (one creature); +22 vs. AC.

Hit: 3d8+8 damage, and ongoing 10 poison damage (save ends).

Double Slam * At Will

Effect: The olive slime uses *olive slam* twice.

(melee) Symbiotic Attachment (charm) * Recharges when first bloodied

Requirement: The olive slime must have combat advantage against the target.

Effect: The olive slime moves into the target's space, provoking opportunity attacks normally, then makes the following attack.

Attack: Melee 0 (one creature); +21 vs. Will.

Hit: 4d10+15 damage, and the olive slime enters the target's body (save ends). While in the target's body, the slime is removed from play and the target is dominated. While within a creature's body, the olive slime takes half of any damage inflicted on that creature, and if that creature takes fire damage, it may make an immediate saving throw to end this effect. When the effect ends, the olive slime reappears in the nearest unoccupied space to the target of this power.

Miss: Half damage.

MOVE ACTIONS

Slimy Slither * At Will

Effect: The olive slime shifts 4 squares.

DAY LONG ACTIONS

Spawn Slime Creature * At Will

If an olive slime or slime creature kills a humanoid and an olive slime spends an uninterrupted 24 hours upon the corpse within 1 week, the body rises as a slime creature.

Str 14 **Dex** 20 **Wis** 10

Con 25 **Int** 1 **Cha** 10

Alignment unaligned

Languages -

Small Slime Creature Level 17 Minion Skirmisher

Small natural humanoid (blind, ooze, plant)

XP 400

HP 1; a missed attack never damages a minion

Initiative +10

AC 31; **Fortitude** 29; **Reflex** 29; **Will** 29

Perception +13

Speed 7, swim 7

Tremorsense 10

Immune gaze, poison

TRAITS

Aquatic

The slime creature doesn't breathe and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, a slime creature moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

STANDARD ACTIONS

(mbasic) Slimy Blow (poison) * At Will

Attack: Melee 1 (one creature); +22 vs. AC.

Hit: 8 damage plus 5 poison damage.

Effect: The small slime creature shifts 1 square.

TRIGGERED ACTIONS

(close) Decomposing Stench (poison) * Encounter

Trigger: The slime creature is reduced to 0 hit points.

Attack (No Action): Close burst 1 (each creature in burst); +20 vs. Fortitude.

Hit: 6 poison damage, and the target is dazed until the end of its next turn. In addition, if this damage bloodies the target, at the end of the encounter, the target must make a saving throw or contract stage 1 olive slime infection.

Str 14 **Dex** 15 **Wis** 21

Con 13 **Int** 5 **Cha** 7

Alignment unaligned

Languages -

Medium Slime Creature Level 17 Minion Controller

Medium natural humanoid (blind, ooze, plant)

XP 400

HP 1; a missed attack never damages a minion

Initiative +8

AC 31; **Fortitude** 29; **Reflex** 27; **Will** 29

Perception +13

Speed 6, swim 6

Tremorsense 10

Immune gaze, poison

TRAITS

Aquatic

The slime creature doesn't breathe and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, a slime creature moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

STANDARD ACTIONS

(mbasic) Slimy Blow (poison) * At Will

Attack: Melee 1 (one creature); +22 vs. AC.

Hit: 10 damage, plus ongoing 5 poison damage and the target takes a -2 penalty to Will defense (save ends both).

TRIGGERED ACTIONS

(close) Decomposing Stench (poison) * Encounter

Trigger: The slime creature is reduced to 0 hit points.

Attack (No Action): Close burst 1 (each creature in burst); +20 vs. Fortitude.

Hit: 6 poison damage, and the target is dazed until the end of its next turn. In addition, if this damage bloodies the target, at the end of the encounter, the target must make a saving throw or contract stage 1 olive slime infection.

Str 14 **Dex** 10 **Wis** 21

Con 16 **Int** 5 **Cha** 7

Alignment unaligned

Languages -

Large Slime Creature

Medium natural humanoid (blind, ooze, plant)

HP 1; a missed attack never damages a minion

AC 29; **Fortitude** 31; **Reflex** 26; **Will** 29

Speed 5, swim 6

Immune gaze, poison

Level 17 Minion Brute

XP 400

Initiative +6

Perception +10

Tremorsense 10

TRAITS

Aquatic

The slime creature doesn't breathe and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, a slime creature moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

STANDARD ACTIONS

(mbasic) Slimy Blow (poison) * At Will

Attack: Melee 1 (one creature); +22 vs. AC.

Hit: 15 poison damage.

TRIGGERED ACTIONS

(close) Decomposing Stench (poison) * Encounter

Trigger: The slime creature is reduced to 0 hit points.

Attack (No Action): Close burst 1 (each creature in burst); +20 vs. Fortitude.

Hit: 6 poison damage, and the target is dazed until the end of its next turn. In addition, if this damage bloodies the target, at the end of the encounter, the target must make a saving throw or contract stage 1 olive slime infection.

Str 24 **Dex** 6 **Wis** 15

Con 16 **Int** 5 **Cha** 7

Alignment unaligned

Languages -

Olive Slime Infection

Level 17 Disease

Persistent hunger and a growing desire to simply ensure that you are safe and fed run through you. Your thought processes seem slower than normal.

Stage 0: The target recovers from the disease.

Stage 1: While affected by stage 1, the target feels a general numbness and lassitude. She takes a -2 penalty to Intelligence-based attacks and checks.

Stage 2: While affected by stage 2, the target also must consume twice the normal amount of food or lose 10% of its body weight each day. The target loses interest in most daily activities other than eating and must make a saving throw to undertake any other task.

Stage 3: The target's skin begins to turn green and she emanates an odor of rotting vegetation. At this point, the target is immobilized and helpless.

Stage 4: The target dies and rises as an olive slime creature of the appropriate size.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1, 2 or 3.

15 or less: The stage of the disease increases by 1.

16 to 23: No change.

24 or higher: The stage of the disease decreases by 1.