



MYTHIC MONSTERS: OOZES TOO

BY JASON NELSON

PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



MYTHIC MONSTERS: OOZES TOO

CREDITS

Authors: Jason Nelson

Artist: Chris McFann

Design and Layout: Rick Hershey

Legendary Games Team Members: Clinton J. Boomer, Benjamin Bruck, Matt Goodall, Jim Groves, Tim Hitchcock, Jonathan Keith, Jason Nelson, Tom Phillips, Neil Spicer, Todd Stewart, Russ Taylor, Greg Vaughan, and Clark Peterson

Proofreading: Alistair Rigg

Business Director: Rachel Ventura

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WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAME-
master who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published monsters demonstrate that a “mythic monster” does not need to be an ultra-powerful death machine - you can have mythic monsters from CR 1 to CR 30 and all points in between - but there are less than 50 monsters in the book. They are all classics, to be sure, but the game has evolved and there are so many more. That is where the *Mythic Monsters* series from Legendary Games comes in.

What you won't find inside this product are individual monster illustrations. You already have them. Fantastic, glorious illustrations for every monster in every bestiary. You also won't find descriptive text for these monsters. You already have that too. Every mythic monster could be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful champion, the last remnant of a mightier primeval race, a singular being unto itself, or perhaps a newly evolved master race looking to supplant the ordinary beings of its ilk that came before. To repeat these narratives for every monster, with slight variations, would be redundant. You can create the perfect origin story and background for mythic versions of ordinary monsters that fits precisely with your world. What you need are the stats, 100% crunch, and that is what *Mythic Monsters* delivers.

The *Mythic Monsters* series contains updated mythic stat blocks for every creature combined with innovative, exciting, and cinematic mythic abilities that clearly set these monsters apart from the ordinary. Monsters that leave your players saying “What was THAT?” Monsters that leave them feeling like mythic heroes when they triumph, whatever their level. Every issue brings you mythic versions of 12 monsters you already know and love, all tied together by a creature type or theme, plus one all-new mythic monster you've never seen before! All brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that created the mythic monsters in *Pathfinder Roleplaying Game Mythic Adventures*.



SPECIAL ELECTRONIC FEATURES

We've hyperlinked the electronic version of this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the [d2opfsrd.com](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: OOZES TOO

OOZES ARE IN SOME WAYS THE SIMPLEST OF MONSTERS. USUALLY MINDLESS AND ALWAYS hungry, they have a long legacy in the game as hazards above ground and below. But oozes have an image problem: people think they're boring, that one ooze is pretty much the same gloopy acid-burning, metal-eating monster as the next. It doesn't matter if they're gray, black, white, brown, green, dun, ochre, or plaid; they're all the same. Not anymore. The mythic rules provide the perfect springboard for taking the most basic of creatures, the ooze, and turning it into something unique and terrifying. This product showcases the great variety of oozes that populate the pathfinder roleplaying game, from the tiny but terrifying **brain ooze** and the simple **amoeba swarm**, to the **garden ooze** that might live in a farmer's field and the alien plasma ooze whose energetic beams lay waste to all it surveys. It also includes unique variants of familiar favorites like the **black pudding** and the **gelatinous cube**. Between them, *Mythic Monsters: Oozes* and *Mythic Monsters: Oozes Too* not only contain almost every ooze that exists in the first three hardback bestiaries for the pathfinder roleplaying game, including their common variants, but a few more that aren't, and two that are entirely new! .

The *Mythic Monsters* series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson



MYTHIC OOZES MONSTERS

THE ORIGINS OF OOZES ARE MURKY, AND certainly the oozes themselves aren't talking about their genesis even if they know. Their substance is primordial and their minds are, for the most part, nonexistent; they could simply be the lingering remnants of protomatter and protoculture that have existed long before the rise of civilization, doing nothing but consuming and reproducing in their unevolved simplicity across the eons. On the other hand, the notion of oozes being created as a sort of magical residuum is appealing, whether they are a toxic sludge created as a byproduct of magical experimentation and manufacture or an intentional distillate or congelation brewed for some deadly purpose. In any case, while oozes are perfectly serviceable as monsters, including mythic monsters, it stands to reason that the game should provide opportunities for players to put oozes at their disposal.

MYTHIC PATH ABILITIES

3RD-TIER ARCHMAGE PATH ABILITY

Oozechemist (Su): You gain the bottled ooze alchemist discovery, and you can create an ooze by expending a spell or alchemical extract whose level is equal to the ooze's CR. In addition, if you expend one use of mythic power while creating a bottled ooze, you can create a mythic ooze, either by applying the savage template as described in the Mythic Monster Advancement section of chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures* or by using one of the mythic oozes described in this product or in *Mythic Monsters: Oozes* by Legendary Games. Note that this

increases the ooze's CR, which increases the level of spell or extract that must be used to bottle it.

If you already have the bottled ooze discovery, you can spend one or more uses of mythic power when using that discovery. Each use of mythic power you expend reduces the level of extract that you must expend to bottle an ooze by two. This allows you to bottle oozes with a CR that exceeds the highest-level extract you can use, provided you reduce its effective CR to be equal to or less than the highest level of extracts you can use.

SPELLS

SUMMON SLIME I

School conjuration (creation or summoning; see below); **Level** alchemist 1, sorcerer/wizard 1, summoner 1

Casting Time 1 round

Components V, S, M (a vial of acid)

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned ooze

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons an ooze that appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a move action, you can direct it to attack a particular enemy or not to attack, but you cannot command it to perform other actions. This spell creates an ooze from the 1st level list on the table below. You choose which kind of ooze to summon, and you can choose a different one each time you cast the spell.

When casting any *summon slime* spell, you can create a 5-foot square patch of slippery slime in lieu of a 1st-level ooze, equivalent to a *grease* spell (though you may cast it only upon a solid surface, not on an object). As an inanimate hazard, a patch of slime cannot be commanded to move

or take actions. You can add one or more of the following effects to the patch of slime you create. Each effect you add causes the slime to be treated as equivalent to a creature one level higher (see the Summon Slime Monsters table below). You cannot add the same effect more than once

Acidic slime (+1 level): Creatures moving through the slime's space take 1 point of acid damage per square they enter. A creature falling prone in the acidic slime takes an additional 1d6 points of acid damage regardless of how many squares of slime he has crossed.

Caustic slime (+2 levels): As acidic slime above. In addition, this slime also emits toxic acidic vapors that deal 1 point of Constitution damage to creatures passing through a square containing the vapors (DC 13 Fortitude negates). A creature falling prone in a square of acidic slime takes a -2 penalty to its saving throw against the vapors. This is a poison effect.

Foul slime (+2 levels): Any creature touching the slime is exposed to slimy doom. Creatures falling prone in the slime take a -2 penalty to their save against this disease.

Green slime (+3 levels): Any creature touching the slime is exposed to green slime.

Large slime (variable): You can increase the radius of the patch(es) of slime you create by 5 feet for each level increase you apply.

Casting the spell in this fashion is a creation effect rather than a summoning effect.

SUMMON SLIME II

School conjuration (creation or summoning);

Level alchemist 2, sorcerer/wizard 2, summoner 2

This spells functions like *summon slime I*, except that you can summon one ooze from the 2nd-level list or 1d3 oozes of the same kind from the 1st-level list. If you summon multiple oozes, you can command all of them with the same move action.

SUMMON SLIME III

School conjuration (creation or summoning);

Level alchemist 3, sorcerer/wizard 3, summoner 3

This spells functions like *summon slime I*, except that you can summon one ooze from the 3rd-level list, 1d3 oozes of the same kind from the 2nd-level list, or 1d4+1 oozes of the same kind from the 1st-level list.

SUMMON SLIME IV

School conjuration (creation or summoning);

Level alchemist 4, sorcerer/wizard 4, summoner 4

This spells functions like *summon slime I*, except that you can summon one ooze from the 4th-level list, 1d3 oozes of the same kind from the 3rd-level list, or 1d4+1 oozes of the same kind from a lower-level list.

SUMMON SLIME V

School conjuration (creation or summoning);

Level alchemist 5, sorcerer/wizard 5, summoner 5

This spells functions like *summon slime I*, except that you can summon one ooze from the 5th-level list, 1d3 oozes of the same kind from the 4th-level list, or 1d4+1 oozes of the same kind from a lower-level list.

SUMMON SLIME VI

School conjuration (creation or summoning);

Level alchemist 6, sorcerer/wizard 6, summoner 6

This spells functions like *summon slime I*, except that you can summon one ooze from the 6th-level list, 1d3 oozes of the same kind from the 5th-level list, or 1d4+1 oozes of the same kind from a lower-level list.

SUMMON SLIME MONSTERS

1st level

amoeba, giant
amoeba swarm

2nd level

garden ooze

3rd level

gelatinous cube

4th level

crystal ooze
electric jelly
frost cube
gray ooze
slithering tracker

5th level

id ooze
ochre jelly
dun pudding
white pudding

6th level

black pudding
brain ooze
brown pudding
hungry fog
magma ooze

MYTHIC SPELLS

SUMMON SLIME (ALL)

The oozes you summon are considered mythic creatures and gain one use of mythic power. If attacked by an effect that would bypass any resistance or immunity they possess, including but not limited to energy resistance and damage reduction, they can spend this use of mythic power as an immediate action to retain their usual immunity or resistance for 1 minute. Your summoned oozes gain no other mythic abilities.

Augmented (6th): If you expend two uses of mythic power, you can add the **agile**, **invincible**, or **savage** mythic simple template to oozes you summon with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

MYTHIC AMOEBA, GIANT**CR 2/MR 1**

XP 600

Pathfinder Roleplaying Game Bestiary 2

N Small ooze (aquatic, mythic)

Init -5; **Senses** blindsight 30 ft.; **Perception** -5**DEFENSE****AC** 7, touch 6, flat-footed 7 (-5 Dex, +1 natural, +1 size)**hp** 23 (2d8+14)**Fort** +3, **Ref** -5, **Will** -5**Immune** ooze traits**OFFENSE****Speed** 10 ft., climb 10 ft., swim 20 ft.**Melee** slam +3 (1d3+1 plus 1d3 acid and grab)**Special Attacks** constrict (1d3+1 plus 1d3 acid), mythic power (3/day, surge 1d6)**STATISTICS****Str** 12, **Dex** 1, **Con** 16, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +1; **CMB** +1 (+5 grapple); **CMD** 6 (can't be tripped)**Feats** Extra Mythic Power^{MF}**Skills** Climb +9, Swim +9**SQ** amphibious, fissile filth^{MA}, symbiotic grappler^{MA}**ECOLOGY****Environment** any land or underground**Organization** solitary or colony (2-9)**Treasure** none**SPECIAL ABILITIES**

Fissile Filth (Ex) When a mythic giant amoeba takes piercing or splashing damage, or when it is killed by damage of any kind, its cellular membrane ruptures, splashing adjacent creatures with caustic filth. This deals 1d3 points of acid damage and exposes affected creatures to **filth fever**. As a full-round action, a mythic giant amoeba can divide itself into a mythic amoeba swarm. When it divides, it can enter the squares of other creatures without provoking attacks of opportunity. Any creature sharing the swarm's space at the end of the turn in which it divides is affected by its caustic filth as described above.

Symbiotic Grappler (Ex) When a giant amoeba is grappling another creature, half of any damage dealt to the amoeba is dealt to the grappled creature instead.

MYTHIC AMOEBA SWARM**CR 2/MR 1**

XP 600

Pathfinder Roleplaying Game Bestiary 2

N Fine ooze (aquatic, mythic, swarm)

Init -5; **Senses** blindsight 30 ft.; **Perception** -5**DEFENSE****AC** 14, touch 13, flat-footed 14 (-5 Dex, +1 natural, +8 size)**hp** 17 (2d8+8)**Fort** +0, **Ref** -5, **Will** -5**Immune** ooze and swarm traits**OFFENSE****Speed** 10 ft., climb 10 ft., swim 20 ft.**Melee** swarm (1d6 acid plus distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** cling^{MA}, distraction (DC 11), mythic power (3/day, surge 1d6)**STATISTICS****Str** 1, **Dex** 1, **Con** 10, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +1; **CMB** —; **CMD** —**Feats** Extra Mythic Power^{MF}**Skills** Climb +3, Swim +3**SQ** amphibious, fusion^{MA}**ECOLOGY****Environment** any land or underground**Organization** solitary or colony (2-9)**Treasure** none**SPECIAL ABILITIES**

Cling (Ex) If a creature leaves a mythic amoeba swarm's square, a large number of amoebas continue to cling to that creature. This deals 1d3 points of damage to the swarm; however, the target creature continues to take 1d6 points of acid damage at the end of his turn each round until the amoebas are removed. Removing the amoebas is a full-round action and a DC 13 Reflex save. An ally can use the aid another action to grant a +2 circumstance bonus to this save, though the ally takes 1 point of acid damage while doing so. The amoebas are also destroyed if the target takes any amount of damage from an area effect. The save DC is Constitution-based and includes a +2 racial modifier.

Fusion (Ex) A mythic amoeba swarm can fuse itself into a single mythic giant amoeba as a full-round action. Fusing together in this way heals it of 1d8+2 points of damage.

MYTHIC BRAIN OOZE

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Bestiary 3

NE Tiny ooze (mythic)

Init +7; Senses blindsight 60 ft.; Perception +11

Aura psychic noise (10 ft., DC 19, 1d4 rounds)

DEFENSE

AC 27, touch 20, flat-footed 21 (+4 armor, +4 Dex, +2 dodge, +2 insight, +3 natural, +2 size)

hp 109 (10d8+64)

Fort +7, Ref +9, Will +6

Defensive Abilities evasion, prescience; DR 5/epic; Immune ooze traits

OFFENSE

Speed 5 ft., fly 60 ft. (good)

Melee 2 tentacles +13 touch (1d6 electricity plus neural pulse)

Space 2 1/2 ft.; Reach 5 ft.

Special Attacks brain drain^{MA}, mythic power (3/day, surge 1d6)

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*anticipate peril*, *detect thoughts*, *mage armor*At will—*augury*, *charm monster* (DC 18), *dominate animal* (DC 17), *dominate person* (DC 19)3/day—*dispel magic*, *modify memory* (DC 18), *moment of prescience***STATISTICS**

Str 4, Dex 19, Con 18, Int 15, Wis 12, Cha 19

Base Atk +7; CMB +9; CMD 23 (can't be tripped)

Feats Defensive Combat Training, Dodge^{MF}, Iron Will, Mobility, Weapon Finesse^{MF}

Skills Bluff +10, Diplomacy +5, Fly +23, Perception +11, Sense Motive +11, Stealth +17

Languages Aklo (can't speak); telepathy 100 ft

SQ extended reach^{MA}, future sight^{MA}, mythic mentalism^{MA}**ECOLOGY**

Environment any ruins or underground

Organization solitary, pair, flight (3–6), or colony (7–12)

Treasure incidental

SPECIAL ABILITIES

Brain Drain (Su) Whenever a mythic brain ooze deals Intelligence damage with its neural pulse ability, it gains a temporary +1 bonus to its Charisma score; this bonus stacks with multiple successful attacks, up to a maximum of +10, and the bonus is lost at a rate of 1 point per hour.

Extended Reach (Ex) A mythic brain ooze has 5-foot reach with its tentacles even though it is Tiny. In addition, by spending one use of its mythic power it can extend its natural reach to 10 feet for 1 minute.

Future Sight (Su) A mythic brain ooze gains the following additional spell-like abilities: constant—*anticipate peril*; at will—*augury*; 3/day—*moment of prescience*.

Mythic Mentalism (Su) By spending one use of its mythic power, a mythic brain ooze can use the mythic version of *dispel magic*, *dominate person*, or *modify memory* as a spell-like ability, treating its mythic rank as its mythic tier for the purpose of determining any tier-based effects.

Neural Pulse (Su) Creatures hit by a brain ooze's tentacle must succeed at a DC 19 Fortitude save or take 1d6 points of Intelligence damage and be staggered for 1d4 rounds. Each time a brain ooze causes Intelligence damage, it gains 5 temporary hit points. The save DC is Constitution-based.

Prescience (Su) Limited precognitive abilities grant a brain ooze a +2 insight bonus on initiative checks, on Reflex saves, and to its Armor Class. Brain oozes are never surprised or flat-footed.

Psychic Noise (Su) The discordant psychic noise emitted by a brain ooze dazes nearby creatures for 1d4 rounds. When a creature begins its turn within the aura, it must succeed at a DC 19 Will save to negate this effect. Whether or not the save is successful, that creature cannot be affected again by the same brain ooze's psychic noise for 24 hours. An affected creature may attempt a new save to shake off the effect at the end of each of its turns. This is a mind-affecting effect. The save DC is Charisma-based.

MYTHIC BROWN PUDDING**CR 8/MR 3**

XP 4,800

Tome of Horrors Complete (brown pudding), Pathfinder Roleplaying Game Bestiary (variant black pudding)

N Huge ooze (mythic)

Init -5; Senses blindsight 60 ft.; Perception -5

DEFENSE

AC 11, touch 3, flat-footed 11 (-5 Dex, +8 natural, -2 size)

hp 139 (11d8+90)

Fort +9, Ref -2, Will -2

Defensive Abilities split (piercing and slashing, 10 hp);
DR 10/epic; Immune ooze traits**OFFENSE**

Speed 20 ft., swim 20 ft.

Melee slam +10 (2d4+6 plus 2d6 acid and grab) or 2 slams
+10/+10 (2d4+4 plus 2d6 acid and grab)

Space 15 ft.; Reach 15 ft. (10 ft. with amorphous attacks)

Special Attacks amorphous attacks^{MA}, constrict (2d4+6
plus 2d6 acid), corrosion, engulf^{MA} (DC 19, 2d6 acid),
mythic power (5/day, surge 1d6+1), undertow**STATISTICS**

Str 19, Dex 1, Con 22, Int —, Wis 1, Cha 1

Base Atk +8; CMB +14 (+18 grapple); CMD 19 (29 vs. bull
rush, drag, or reposition; can't be tripped)Feats Extra Mythic Power^{MF}, Potent Surge^{MF}

Skills Climb +12, Swim +12

SQ amphibious, camouflage^{MA}, foul water^{MA}**ECOLOGY**

Environment temperate or warm marshes

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) A brown pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature takes damage from a brown pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a brown pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a brown pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Amorphous Attacks (Ex) A mythic brown pudding can deform and extrude its amorphous substance in a variety of ways when attacking. By decreasing its reach to 10 feet, it can make two slam attacks per round rather than one. Finally, a mythic black pudding is not considered grappled when it is grappling an opponent (including creatures pinned by its engulf ability).

Camouflage (Ex) Since a brown pudding looks like normal mud when at rest, a DC 20 Perception check is required to notice it in its natural environment before it attacks. Creatures with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the mythic brown pudding. Any creature that fails to notice a mythic brown pudding and walks into it automatically suffers damage as if struck by the pudding's slam attack and is immediately subject to a grab attempt by the pudding.

Corrosion (Ex) An opponent that is being constricted or engulfed by a mythic brown pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Foul Water (Ex) A mythic brown pudding taints the waters in which it resides. Swimming creatures within 10 feet of a brown pudding are exposed to **blinding sickness** unless they are holding their breath; water-breathing creatures are automatically exposed. In addition, whenever a brown pudding takes damage it sprays a noxious liquid, causing all adjacent creatures to become nauseated (DC 21 Fortitude negates). Nauseated creatures can attempt a new saving throw at the end of their turn each round to recover. This saving throw is Constitution-based.

Undertow (Ex) A brown pudding can create powerful suction in water. It can direct this suction in all directions, affecting creatures in the water up to 10 feet away from the pudding in a spherical burst, or in a 20-foot cone-shaped burst. This undertow acts as a drag combat maneuver affecting all Large or small creatures in the affected area, pulling them towards the mythic brown pudding. Creatures dragged into the mythic brown pudding's space are engulfed. This ability does not provoke attacks of opportunity against the pudding or on creatures dragged by it. This ability replaces the suction ability.

MYTHIC CARNIVOROUS CRYSTAL**CR 14/MR 5**

XP 38,400

Pathfinder Roleplaying Game Bestiary 3

N Medium ooze (earth, extraplanar, mythic)

Init -5; **Senses** blindsight 120 ft.; Perception -5**Aura** subsonic hum (60 ft., DC 24)**DEFENSE****AC** 22, touch 5, flat-footed 22 (-5 Dex, +17 natural)**hp** 208 (16d8+136)**Fort** +11, **Ref** +0, **Will** +0**Defensive Abilities** crystalline refraction^{MA}, split (critical hit from a bludgeoning or sonic attack, 15 hp); **DR** 10/-; Immune cold, electricity, ooze traits; **Resist** fire 20**Weaknesses** brittle, vulnerable to sonic**OFFENSE****Speed** 10 ft., climb 10 ft.**Melee** slam +18 (7d8+9/18-20 plus entrap)**Special Attacks** crystalline wave^{MA}, crystallize, entrap (DC 24, 1d10 rounds, hardness 15, hp 10), mythic power (5/day, surge 1d8), demineralization^{MA}, razor sharp**STATISTICS****Str** 22, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +12; **CMB** +18; **CMD** 23 (can't be tripped)**Feats** Extra Mythic Power^{MF}, Potent Surge^{MF}, Vital Strike^{MA, MF}**Skills** Climb +14, Stealth +0 (+5 in rocky environs); Racial Modifiers +5 Stealth (+10 in rocky environs)**SQ** cage of shards^{MA}, freeze, resonance^{MA}**ECOLOGY****Environment** any underground (Plane of Earth)**Organization** solitary, colony (2-4), or formation (5-10)**Treasure** incidental**SPECIAL ABILITIES**

Brittle (Ex) Bludgeoning and sonic attacks can inflict critical hits on a mythic carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to split, even if the attack causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.

Cage of Shards (Ex) A mythic carnivorous crystal's entrap attack surrounds a creature in razor-sharp crystalline shards and fibers that twist and slash reflexively when creatures try to destroy them or break free. A

creature attacking the entrapping crystals or trying to break them with a Strength check takes 2d6 points of slashing damage and 1d6 points of bleed damage.

Crystalline Wave (Sp) As a full-round action, a mythic carnivorous crystal can transmute metal objects within 10 feet into crystal. This affects these objects as transmute metal to wood (caster level 16th), but the hardness of transmuted objects is reduced to 0 and their hit points are reduced by half. Armor or shields affected by the crystalline wave lose one point of armor bonus every time a creature wearing them takes bludgeoning damage or falling damage; a natural attack roll of 19 or 20 is not required. If a creature is using a crystal armor and shield, determine which item is damaged randomly (50% chance of either). A mythic carnivorous crystal can increase the radius of this effect by 10 feet per point of mythic power it spends.

Crystalline Refraction (Su) When a mythic carnivorous crystal is struck by a ray, whether the ray affects it or not, the ray is refracted and targets a random creature within 30 feet of it, using the ray's original attack roll. If targeted by an effect that produces multiple rays, such as *scorching ray*, determine the additional target for each ray separately. The mythic carnivorous ooze can spend one use of its mythic power as an immediate action to reflect a ray back on the creature that created it; a ray reflected in this way does not affect the mythic carnivorous crystal. If targeted by an effect that creates multiple rays, this reflection affects only a single ray.

Crystallize (Ex) A creature entrapped by a mythic carnivorous crystal's attack must succeed at a DC 24 Fortitude save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new carnivorous crystal emerges from the remains. The save DC is Constitution-based.

Demineralization (Ex) When a mythic carnivorous crystal confirms a critical hit against a living creature, it rapidly leaches trace minerals from their blood, organs, and body structures, dealing 1d3 points of Strength, Dexterity, and Constitution damage and causing the target to become fatigued (or exhausted if already fatigued). A DC 24 Fortitude save negates the fatigue and reduces the ability damage to 1 point from each ability score.

Mindless Vital Strike (Ex): A mythic carnivorous crystal gains Vital Strike as a bonus feat, even though it is mindless.

Razor Sharp (Ex) A mythic carnivorous crystal's slam attack deals devastating piercing and slashing damage, and threatens a critical hit on a roll of 18, 19, or 20.

Resonance (Ex) Mythic carnivorous crystals share a rudimentary common sentience with other carnivorous crystals within 300 feet, transmitted by their subsonic hum. If any of them are aware of an opponent, all of them are. If any of them flank an opponent, all of them gain a +2 bonus to attack rolls against the flanked creature. In addition, the save DC against a mythic carnivorous crystal's subsonic hum is increased by 1 for every other carnivorous crystal within 60 feet.

Subsonic Hum (Su) An active mythic carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a DC 24 Fortitude save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's subsonic hum for 24 hours. This is a sonic mind-affecting effect. The save DC is Constitution-based.

MYTHIC CINDERSMOKE OOZE

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2 (poisonous magma ooze)

N Large ooze (fire, mythic)

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

Aura acrid gases^{MA} (5 ft., DC 20)

DEFENSE

AC 8, touch 4, flat-footed 8 (-5 Dex, +4 natural, -1 size)

hp 126 (9d8+86)

Fort +9, **Ref** -2, **Will** -2

Defensive Abilities split (cold and slashing, 8 hp); **DR** 5/epic; **Immune** fire, ooze traits

Weaknesses vulnerability to cold, vulnerability to water

OFFENSE

Speed 10 ft., **climb** 10 ft.

Melee slam +15 (2d6+15 plus 2d6 fire, grab, burn, and poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks burn (2d6 fire, DC 20), constrict (2d6+15 plus 2d6 fire, burn and poison), lava bomb^{MA}, mythic power (4/day, surge 1d8), searing heat^{MA}, toxic fumeroles^{MA}

STATISTICS

Str 30, **Dex** 1, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

Base Atk +6; **CMB** +17 (+21 grapple); **CMD** 22 (can't be tripped)

Feats Extra Mythic Power^{MF}, Potent Surge^{MF}

Skills Climb +18

SQ lava body, pyroclastic rupture^{MA}

ECOLOGY

Environment any volcano or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Acrid Gases (Ex) Any creature beginning its turn adjacent to a mythic cindersmoke ooze is affected by its burn ability, and the superheated gases in this area also blur the vision of adjacent creatures, rendering them dazzled for as long as they remain adjacent to the ooze and for 1d4 rounds thereafter. A DC 20 Fortitude save negates. The save DC is Constitution-based.

Lava Body (Ex) A cindersmoke ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes 4d6 points of fire damage unless the attacker makes a DC 20 Fortitude save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt. A creature striking a cindersmoke ooze with a natural weapon, unarmed strike, or melee touch attack takes this damage with each successful attack if it fails this save. Each attack against the cindersmoke ooze deals damage to the weapon (or creature) separately and requires a separate save. The save DC is Constitution-based.

Lava Bomb (Ex) As a full-round action, a mythic magma ooze can expel a ball of hardened lava rock at a square within 60 feet. A creature in that square takes 6d6 points of bludgeoning damage from the impact of the lava bomb (DC 24 Reflex half). In addition, the target square and all surrounding squares are affected as per the ooze's burn attack. The ooze must wait 1d4 rounds before using this ability again. The save DC is Strength-based.

Poison (Ex) *Magma Ooze Poison:* slam-injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.

Pyroclastic Rupture (Ex) When a mythic cindersmoke ooze splits, its semisolid exterior ruptures in a 20-foot-radius burst of clinging magma. Every creature within this radius immediately takes damage as per the ooze's burn attack (DC 20 Reflex half) and is exposed to its poison. In addition, creatures failing their Reflex save are entangled by the magma for 1d4 rounds, taking 2d6 points of fire damage each round they remain entangled. This fire damage (though not the entangled condition) can be ended by total immersion in a large volume of water or by a cold effect dealing at least 10 points of damage to the target.

Searing Heat (Ex) A mythic magma ooze deals 2d6 points of fire damage with its burn attack. In addition, as a swift action the ooze can spend one use of its mythic power to allow the ooze's exceptional abilities to bypass fire resistance or immunity until the beginning of its next turn.

Vulnerability to Water (Ex) A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Fortitude save to avoid being stag-

gered for 2d4 rounds. A magma ooze that is immersed in water must make a DC 20 Fortitude save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.

Toxic Fumarole (Ex) When a mythic cindersmoke ooze takes damage from an attack by an adjacent creature, as an immediate action it can vent a puff of superheated sulfurous fumes onto that attacker, dealing 2d6 points of fire damage and causing the attacker to become sickened for 1d4 rounds; a DC 20 Fortitude save reduces the effect to 1 round. If the attacker is already sickened, the attacker also becomes nauseated for 1d4 rounds. A mythic cindersmoke ooze can spend one use of its mythic power to activate this ability even if it has already taken an immediate action during the current round.

NOTE: This monster was renamed from "mythic poisonous magma ooze" to the more elegant and evocative "mythic cindersmoke ooze"; the name cindersmoke ooze does not appear in any official product or monster description.



MYTHIC CRYSTAL OOZE**CR 5/MR 2**

XP 1,600

Pathfinder Roleplaying Game Bestiary (variant gray ooze)

N Medium ooze (aquatic, mythic)

Init -5; Senses blindsight 60 ft.; Perception -5

DEFENSE

AC 7, touch 5, flat-footed 7 (-5 Dex, +2 natural)

hp 70 (4d8+52)

Fort +10, Ref -4, Will -4

Immune cold, fire, ooze traits

OFFENSE

Speed 10 ft., swim 30 ft.

Melee slam +6 (1d6+4 plus 1d6 acid, grab, and paralysis)

Special Attacks acid, contagious crystallization^{MA}, mythic power (4/day, surge 1d6), rapid corrosion^{MA}, smother^{MA}**STATISTICS**

Str 16, Dex 1, Con 28, Int —, Wis 1, Cha 1

Base Atk +3; CMB +6 (+10 grapple); CMD 11 (can't be tripped)

Feats Extra Mythic Power^{MF}

SQ transparent

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a crystal ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a crystal ooze takes the same amount of acid damage unless the wearer succeeds on a DC 21 Reflex saving throw. A wooden or metal weapon that strikes a crystal ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Contagious Crystallization (Su) A creature grabbed by a crystal ooze takes 2 points of Dexterity damage and is *slowed* (as the spell) for 1 round as its body begins transmuting into fibrous crystal unless it succeeds on a DC 21 Fortitude save. This is a petrification effect. A creature whose Dexterity is reduced to zero through contagious crystallization is transmuted into crystal for 24 hours. This effect does not affect any gear worn

by the target but otherwise functions as flesh to stone. After 24 hours, the target turns back into flesh but her Dexterity damage is still present, most likely leaving her helpless (though this damage can be healed naturally or magically), and she also takes 1d4 points of Constitution drain due to the leaching of trace elements and minerals from her body by the mythic crystal ooze. The save DC is Constitution-based.

Paralysis (Ex) A crystal ooze secretes a paralytic toxin that causes those whom it strikes to become paralyzed for 3d6 rounds if they fail a DC21 Fortitude save. This is a poison effect. The save DC is Constitution-based.

Rapid Corrosion (Ex) A mythic crystal ooze's acid ignores the hardness of metal objects unless they are mythic magical items. If it remains in contact with an unattended wooden or metal object for 1 full round, its touch deals 24 points of acid damage.

Smother (Ex) As described in the New Universal Monster Rules in the Mythic Monsters chapter of *Pathfinder Roleplaying Game Mythic Adventures*.

Transparent (Ex) Due to its lack of vivid coloration, a crystal ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check (DC 20 if the ooze is in the water) is required to notice the crystal ooze. Any creature that fails to notice a crystal ooze and walks or swims into it automatically takes damage as if struck by the ooze's slam attack and must save or be paralyzed.

MYTHIC DUN PUDDING**CR 9/MR 3**

XP 6,400

Pathfinder Roleplaying Game Bestiary (variant black pudding), *Tome of Horrors Complete* (variant dun pudding)

N Huge ooze (mythic)

Init -5; **Senses** blindsight 30 ft., tremorsense 60 ft.; **Perception** -5**DEFENSE****AC** 6, touch 3, flat-footed 6 (-5 Dex, +3 natural, -2 size)**hp** 119 (10d8+74)**Fort** +8, **Ref** -2, **Will** -2**Defensive Abilities** split (piercing and slashing, 10 hp); **DR** 5/epic; **Immune** ooze traits**OFFENSE****Speed** 20 ft., burrow 20 ft.**Melee** slam +9 (2d6+6 plus 2d6 acid and grab) or 2 slams +9/+9 (2d6+4 plus 2d6 acid and grab)**Space** 15 ft.; **Reach** 10 ft. (5 ft. with amorphous attacks)**Special Attacks** amorphous attacks^{MA}, constrict (2d6+6 plus 2d6 acid), corrosion, grinding grit^{MA}, mythic power (5/day, surge 1d6+1)**STATISTICS****Str** 19, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +7; **CMB** +13 (+17 grapple); **CMD** 18 (28 vs. bull rush, drag, and reposition; can't be tripped)**Feats** Extra Mythic Power^{MF}, Potent Surge^{MF}**SQ** camouflage, sandcatcher, undermine^{MA}**ECOLOGY****Environment** temperate or warm deserts**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

Acid (Ex) A dun pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a dun pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 20 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a dun pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. If a dun pudding remains in contact with a wooden or metal object for 1

full round, it inflicts 19 points of acid damage (no save) to the object. The save DCs are Constitution-based.


Amorphous Attacks (Ex) A mythic dun pudding can deform and extrude its amorphous substance in a variety of ways when attacking. By decreasing its reach to 5 feet it can make two slam attacks per round rather than one. Finally, a mythic dun pudding is not considered grappled when it is grappling an opponent (including creatures pinned by its engulf ability).

Camouflage (Ex) Since a dun pudding looks like a mound of sand and dust when at rest, a DC 20 Perception check is required to notice it before it attacks. Creatures with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the dun pudding. Dwarves can use stonecunning to notice a dun pudding. Any creature that fails to notice a mythic dun pudding and walks into it automatically suffers damage as if struck by the pudding's slam attack and is immediately subject to a grab attempt by the pudding.

Corrosion (Ex) An opponent that is being constricted or engulfed by a mythic dun pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Grinding Grit (Ex) A mythic dun pudding's gelid form is infused with coarse particulates that wear away at their targets. Each time an object fails its Reflex save against the dun pudding's acid, the target object permanently loses 1 point of hardness. This loss of hardness can be repaired with make whole, with each point of hardness repaired consuming 10 hit points that would normally be applied to the item's hit points. An item reduced to 0 hardness is destroyed unless it is constructed of a material that normally has 0 hardness.

This grinding grit has a similar effect on natural armor. Each time a dun pudding damages a creature with natural armor with its slam, constrict, or engulf attack, that creature loses 1 point of its natural armor bonus (DC 20 Fortitude negates), to a minimum of 0. Lost points of natural armor heal naturally at a rate of 1 point per day. They can also be restored by magical healing, with each point of lost natural armor bonus restored consuming 10 hit points of healing. A regenerate spell restores all lost points of natural armor bonus immediately. Natural armor bonuses gained through magic, including polymorph effects, are affected by this ability as described above. Enhancement bonuses to natural armor, such as those gained from a *barkskin*



spell or amulet of natural armor, are affected similarly, but when the enhancement bonus is reduced to zero the effect is either dispelled (if a temporary effect) or suppressed for 24 hours (if a permanent effect, such as a magic item). An enhancement bonus to natural armor is affected before an actual natural armor bonus to Armor Class if a creature has both.

Sandcatcher (Ex) A mythic dun pudding has blindsight 30 feet and tremorsense 30 feet rather than blindsense 60 feet, and it gains a burrow speed of 20 feet in place of a climb speed.

Undermine (Ex) A dun pudding often rests underneath an upper layer of sand, burrowing underneath prey and then agitating and undermining the sand below their feet. If within 10 feet of the surface, a dun pudding can duplicate the effect of a [shifting sand](#) spell (Reflex DC 20) at will. Creatures falling prone within the shifting sand take a -2 penalty to their Reflex save to avoid the dun pudding's engulf attack.

In addition, a dun pudding can maintain this effect while burrowing deeper underground, creating a sloping sand pit (Climb DC 25) 10 feet deep and 10 feet wide as a full-round action, increasing by 10 feet in depth and width per round thereafter, to a maximum of 50 feet. Creatures within the pit are still subject to the effects of the [shifting sand](#), and climbing creatures knocked prone by failing their Reflex save slide back down to the bottom of the pit.

MYTHIC FROST CUBE**CR 5/MR 2**

XP 1,600

Pathfinder Roleplaying Game Bestiary (variant gelatinous cube)

N Large ooze (mythic)

Init -5; Senses blindsight 60 ft.; Perception -5

Aura freezing sporesMA (5 ft.)

DEFENSE

AC 6, touch 4, flat-footed 6 (-5 Dex, +2 natural, -1 size)

hp 70 (4d8+52)

Fort +10, Ref -4, Will -4

Defensive Abilities fast healing 3 (see freezing spores);

Immune electricity, ooze traits; Resist fire 30

Weaknesses vulnerable to cold

OFFENSE

Speed 10 ft.

Melee slam +2 (1d6 plus 1d6 acid)

Space 10 ft.; Reach 5 ft.

Special Attacks engulf (DC 12, 1d6 acid, 3d6 nonlethal cold, and paralysis), mythic power (4/day, surge 1d6), paralysis (3d6 rounds, DC 21)

STATISTICS

Str 10, Dex 1, Con 28, Int —, Wis 1, Cha 1

Base Atk +3; CMB +4; CMD 9 (can't be tripped)

Feats Extra Mythic PowerMF

SQ heat sink^{MA}, silent slitherer^{MA}, transparent**ECOLOGY**

Environment any underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES**Acid (Ex)** A frost cube's acid does not harm metal or stone.**Engulf (Ex)** Although it moves slowly, a frost cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The frost cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or

aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis, acid, and freezing spores, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Freezing Spores (Ex) A mythic frost cube is laced with brown mold, and any creature adjacent to the cube at the beginning of its turn takes 3d6 points of nonlethal cold damage. In addition, because of its brown mold infestation a mythic frost cube gains fast healing 3 when within 5 feet of a fire effect.**Heat Sink (Su)** When a mythic frost cube would take damage from a fire effect, it instead converts the first 30 points of fire damage into temporary hit points, gaining 1 temporary hit point for every 3 points of damage it ignores (maximum 30 temporary hit points). An effect that deals more than 30 points of fire damage can harm the cube, as only the first 30 points from each attack are absorbed and converted in this fashion.**Paralysis (Ex)** A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 21 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.**Silent Slitherer (Ex)** The DC to spot a mythic frost cube is increased (see its transparency ability), and this DC is not reduced by the cube's movement. In addition, a mythic frost cube takes no penalties for squeezing into or through spaces at least 5 feet wide.**Transparent (Ex)** Due to its lack of coloration, a mythic frost cube is difficult to discern. A DC 20 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

MYTHIC GARDEN OOZE**CR 3/MR 1**

XP 800

Pathfinder Roleplaying Game Bestiary 3

N Small ooze (mythic)

Init +3; Senses blindsight 60 ft.; Perception -5

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 27 (3d8+14)

Fort +3, Ref +4, Will -4

Immune acid, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +3 (1d4 plus 1d8 acid and trip)

Special Attacks acid, mythic power (3/day, surge 1d6),
spew sludge^{MA}, stink^{MA}**STATISTICS**

Str 11, Dex 16, Con 15, Int —, Wis 1, Cha 1

Base Atk +2; CMB +1; CMD 14 (can't be tripped)

Feats Extra Mythic Power^{MF}

Skills Climb +8

SQ camouflage

ECOLOGY

Environment temperate forests, marshes, and urban

Organization solitary, pair, or patch (3-5)

Treasure none

SPECIAL ABILITIES

Acid (Ex) A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Camouflage (Ex) A garden ooze is difficult to spot when it is at rest among plant growth of any type. A DC 15 Perception check is required to notice the ooze is a separate entity and not a diseased portion of the plant it rests upon. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.

Spew Sludge (Ex) As a move action, a mythic garden ooze can expel a slurry of liquefied earth and decayed plant matter into an adjacent square. That square is treated as difficult terrain until the sludge dries (taking 1 hour), and the slippery sludge causes a -2 penalty on Acrobatics checks within that square, on saving throws against effects that would forcibly move a creature in

that square or knock that creature prone, and to the combat maneuver defense of a creature in that square against bull rush, drag, reposition, and trip combat maneuvers. A mythic garden ooze may spend one use of its mythic power to spew sludge in a 10-foot cone-shaped spread rather than a single square. After using this ability, a mythic garden ooze must wait 1d4 rounds before using it again.

Stink (Ex) Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Fort DC 13 negates). This is a poison effect. The save DC is Constitution-based.

MYTHIC PLASMA OOZE**CR 20/MR 8**

XP 307,200

Pathfinder Roleplaying Game Bestiary 3

N Gargantuan ooze (mythic)

Init +2; **Senses** blindsight 60 ft., x-ray vision^{MA}; **Perception** -5**Aura** magnetic pulse (30 ft., DC 28)**DEFENSE****AC** 16, touch 8, flat-footed 14 (+2 Dex, +8 natural, -4 size)**hp** 347 (21d8+253)**Fort** +15, **Ref** +9, **Will** +2**Defensive Abilities** split (slashing or sonic, 46 hp); **DR** 20/—^{MA}; **Immune** acid, electricity, bludgeoning and piercing damage, ooze traits; **Resist** cold 30**OFFENSE****Speed** fly 30 ft. (perfect)**Melee** slam +25 (4d6+21 plus 4d6 electricity, 4d6 fire, and grab)**Ranged** 1d4 plasma rays +13 touch (4d6 electricity and 4d6 fire/19-20/x3^{MA}) or focused plasma beam +18 touch (8d6 electricity and 8d6 fire/18-20/x3^{MA})**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** constrict (4d6+21 plus 4d6 electricity and 4d6 fire), engulf (DC 34, 4d6 electricity and 4d6 fire), focus beam^{MA}, mythic power (10/day, surge 1d10+1), plasma furnace^{MA}, power surge^{MA}**STATISTICS****Str** 38, **Dex** 15, **Con** 26, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +15; **CMB** +33 (+37 grapple); **CMD** 45**Feats** Critical Focus^{MA}, ^{MF}, Extra Mythic Power^{MF}, Potent Surge^{MF}, Toughness^{MA}, ^{MF}**Skills** Fly +4**SQ** magnetic repulsion^{MA}, no breath**ECOLOGY****Environment** any**Organization** solitary**Treasure** none**SPECIAL ABILITIES****Augmented Critical (Ex)** A mythic plasma ooze's plasma rays have a critical threat range of 19-20 and deal x3 damage on a critical hit.**Damage Reduction (Ex)** A mythic plasma ooze gains DR 20/— instead of DR 10/epic.

Focus Beam (Su) As a full-round action, a mythic plasma ooze can combine its plasma rays into a single focused discharge. It gains a +5 competence bonus to its attack roll with this beam, dealing 8d6 points of electricity and 8d6 points of fire damage on a hit, with a critical threat range of 18-20. A mythic plasma ooze can also spend two uses of its mythic power when using its focused beam to increase its competence bonus to the attack roll to +10, increase damage to 8d10 points of electricity and fire damage, and increase its critical threat range to 15-20 for that attack.

Magnetic Pulse (Su) A plasma ooze is surrounded by an aura of magnetism that allows it to attract metallic objects and creatures. At the start of the ooze's turn as a free action, the ooze makes a combat maneuver check against all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons within 30 feet. If it beats the CMD of a metal or armored creature with this check, that creature is pulled 10 feet closer to the ooze and cannot move away from the ooze for 1 round. If this causes the creature to move into a square occupied by the plasma ooze, the ooze can attempt to engulf that creature as a free action. If it beats the CMD of a creature wielding a metal weapon, that weapon is disarmed and pulled 10 feet closer to the ooze. Unattended metal objects of size Large or smaller are automatically pulled toward a plasma ooze. This magnetism is supernatural in nature and affects all metal objects.

Magnetic Repulsion (Su) At the start of a mythic plasma ooze's turn as a free action, it can invert the polarity of its magnetic pulse ability, allowing it to push metal or metal-armored creatures or objects away rather than pulling it towards themselves. Metal or partially metal projectiles, including arrows, bolts, and sling bullets, are harmlessly deflected, and metal or metal-armored creatures trying to move towards the ooze are affected as repulsion (DC 28 Will negates). This effect lasts until the beginning of the ooze's next turn. The save DC is Constitution-based.

Mindless Critical Focus (Ex) A mythic plasma ooze gains Critical Focus as a bonus feat, even though it is mindless.

Mindless Toughness (Ex) A mythic plasma ooze gains Toughness as a bonus feat, even though it is mindless.

Plasma Furnace (Ex) When a mythic plasma ooze constricts or engulfs one or more creatures or objects, it can spend one use of its mythic power to increase the

electricity and fire damage it deals with these attacks to 4d10 rather than 4d6 for 1 minute. This electricity and fire damage ignores energy resistance or immunity as well as the hardness of non-mythic objects.

Plasma Ray (Su) As a standard action, a plasma ooze can fire 1d4 plasma rays at up to 4 separate targets within 60 feet (no more than one ray can attack a single creature). Each ray deals 4d6 points of electricity damage and 4d6 points of fire damage on a hit.

Power Surge (Ex) When a mythic plasma ooze attacks a creature that has immunity or resistance to electricity or fire damage, it can spend one use of its mythic power to ignore that creature's resistance for 1 minute or their immunity for 1 round.

X-ray Vision (Su) As described in the New Universal Monster Rules in the Mythic Monsters chapter of Pathfinder Roleplaying Game Mythic Adventures.

MYTHIC SORCEROUS CUBE

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary (variant gelatinous cube)

N Large ooze (mythic)

Init +4^{MF}; Senses blindsight 60 ft.; Perception +1

DEFENSE

AC 13, touch 4, flat-footed 13 (+4 armor, -5 Dex, +5 natural, -1 size)

hp 238 (13d8+180)

Fort +14, Ref -1, Will +10; +4 vs. petrification, polymorph, and transmutation effects

DR 10/epic; Immune electricity, ooze traits; Resist acid 10; SR 24

OFFENSE

Speed 10 ft.

Melee slam +8 (1d6+1 plus 1d6 acid and paralysis)

Space 10 ft.; Reach 5 ft.

Special Attacks command oozes^{MA}, engulf (DC 18, 1d6 acid and paralysis), mind meld^{MA}, mythic power (7/day, surge 1d8), paralysis (3d6 rounds, DC 28)

Bloodline Spell-Like Abilities (CL 10th; concentration +18)

At will—*reality wrinkle* (10 rounds per day)

11/day—*protoplasm* (+3 ranged touch, entangled 1d3 rounds and 1 point of acid damage per round)

Sorcerous Spells Known (CL 10th; concentration +18)

5th (4/day)—*feblemind* (DC 23)

4th (7/day)—*confusion* (DC 22), *dimension door*, *shout* (DC 22)

3rd (8/day)—*fireball* (DC 21), *fly*, *gaseous form*, *stinking cloud* (DC 21)

2nd (8/day)—*blur*, *hypnotic pattern* (DC 20), *invisibility*, *minor image* (DC 20), *mirror image*

1st (8/day)—*color spray* (DC 19), *entropic shield*, *expeditious retreat*, *magic missile*, *shocking grasp*, *unseen servant*

o (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 18), *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*

Bloodline protean

STATISTICS

Str 13, **Dex** 1, **Con** 30, **Int** 12, **Wis** 12, **Cha** 26

Base Atk +8; **CMB** +10; **CMD** 15

Feats Ability Focus (paralysis), Arcane Strike^{MF}, Eschew Materials, Extra Mythic Power^{MF}, Improved Initiative^{MF}, Intensify Spell, Lunge, Silent Spell, Still Spell, Toughness^B

Skills Fly +5, Knowledge (arcana) +10, Knowledge (dungeoneering) +5, Knowledge (planes) +5, Linguistics +3, Spellcraft +14, Use Magic Device +18

Languages Aklo, Common, Protean (can't speak)

SQ bodiless casting^{MA}, sorcerous origins^{MA}, spell absorption^{MA}, suspended magic^{MA}, transparent

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Acid (Ex) A mythic sorcerous cube's acid does not harm metal or stone.

Bodiless Casting (Su) A mythic sorcerous cube can spend one use of its mythic power to ignore either the verbal or somatic component of a spell that it casts, or it can spend two uses of its mythic power to ignore both. This does not increase the level of the spell or its casting time.

Command Oozes (Su) A mythic sorcerous cube can compel the obedience of other oozes as though it was using the Command Undead feat to control undead (DC 20 Will negates), issuing its commands empathically rather than requiring spoken commands. It may use this ability up to 9/day, though it may control only 14 Hit Dice of oozes at a time. Gelatinous cubes count as only half their actual number of Hit Dice when determining how many can be controlled.

Mind Meld (Sp) A mythic sorcerous cube can read the thoughts of any creature it has engulfed as a free action, as if using detect thoughts (DC 20 Will negates), and as a full-round action the cube can ask an engulfed creature a single question as if interrogating a corpse with speak with dead (DC 21 Will negates). As a full-round action, a mythic sorcerous cube can also spend one use of its mythic power to use one of the following spell-like abilities on an engulfed creature: *charm*

monster (DC 22), *dream* (DC 23), *modify memory* (DC 22), or *suggestion* (DC 21).

Sorcerous Origin (Ex) Mythic sorcerous cubes have the spellcasting ability and class skills of 10th-level sorcerers. They gain bloodline spells and other class abilities as per the bloodline they possessed in life, usually the aberrant, protean, ooze, or starsoul bloodlines. A mythic sorcerous cube with the protean bloodline, like the one above, typically knows the following mythic spells: *color spray*, *confusion*, *dimension door*, *fireball*, *fly*, *gaseous form*, *magic missile*, *stinking cloud*. This modifies the spellcasting ability of a non-mythic sorcerous cube.

Spell Absorption (Su) A sorcerous ooze gains spell resistance of 11 plus its CR. In addition, when a spell fails to overcome a mythic sorcerous cube's spell resistance, it can spend one use of its mythic power as an immediate action to absorb the spell into itself. It can use the spell's energy to heal 1d4 hit points per level of the spell. If the spell is a 5th-level or lower-level spell on the sorcerous/wizard list, the mythic sorcerous cube can absorb knowledge of that spell for 1 minute, allowing it to cast that spell using its own spell slots as if it knew the spell. If it uses the stolen spell against its original caster, the mythic sorcerous cube increases the spell's caster level and save DC by 2.

Suspended Magic (Ex) A mythic sorcerous cube can suspend any number of rods, staves, or wands within its gelatinous mass simultaneously and can activate one such item per round as a standard action. As long as a staff or wand has at least one charge remaining, it is unaffected by the cube's acid regardless of its material composition. A mythic sorcerous cube can also benefit from up to two magical rings suspended within its body.

Transparent (Ex) Due to its lack of coloration, a mythic sorcerous cube is difficult to discern. A DC 20 Perception check is required to notice a motionless mythic sorcerous cube. Any creature that fails to notice a mythic sorcerous cube and walks into it is automatically engulfed.

A nearly invisible shimmering hum undulates through the air, which seems to bend and ripple as compressed waves of sound compact and distort the air itself as waves and walls of sound cascade and fade as it moves.

SONIC SLIME

CR 12/MR 5

XP 12,800

N Large ooze (incorporeal, mythic)

Init +7; Senses blindsense 300 ft., blindsight 120 ft.; Perception +0

DEFENSE

AC 24, touch 20, flat-footed 17 (+4 deflection, +7 Dex, +4 natural, -1 size)

hp 190 (12d8+136)

Fort +12, Ref +11, Will +4

Defensive Abilities incorporeal; DR 10/epic; Immune acid, sonic, ooze traits

OFFENSE

Speed fly 60 ft. (good)

Melee slam +11 (4d6 sonic plus disruptive harmonics)

Space 10 ft.; Reach 5 ft.

Special Attacks cacophonous tide^{MA}, disruptive harmonics, doppler drag^{MA}, thunderlance, mythic power (4/day, surge 1d8+1)

Spell-Like Abilities (CL 12th; concentration +20; save DCs are Con-based)

At will—*shatter* (DC 20), *sympathetic vibration*

STATISTICS

Str —, Dex 25, Con 27, Int —, Wis 10, Cha 1

Base Atk +9; CMB +17 (+21 drag); CMD 31 (35 vs. drag, can't be tripped)

Feats Extra Mythic Power^{MF}, Improved Drag^{B, MF}, Potent Surge^{MF}

Skills Fly +9

SQ reverberating residue^{MA}, sonic disruption^{MA}, sonic suppression, transparency, wake up the echoes^{MA}

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Cacophonous Tide (Su) Whenever a sonic slime moves, it generates a rising wave of sound that causes any creature adjacent to it at the end of the slime's turn to become deafened and nauseated (DC 24 Fortitude negates) for as long as they remain adjacent to the sonic slime. Creatures that move away can attempt a new saving throw each round at the end of their turn to remove these effects. A sonic slime can spend one use of its mythic power as a move action to affect all creatures in a 30-foot-radius spread centered on itself, with the effects lasting until the beginning of its next turn. It can continue the effect in subsequent rounds by spending one use of mythic power per round. The save DC is Constitution-based.

Disruptive Harmonics (Ex) A sonic slime creates a harmonic vibratory resonance in creatures it damages with its slam attack. The target gains one of the following conditions each time it takes damage from a sonic slime's attack (DC 24 Fortitude negates); determine this effect by rolling 1d6 with each attack: 1, deafened 24 hours; 2, fatigued; 3, nauseated 1d4 rounds; 4, sickened 1d4 minutes; 5, staggered 1d6 rounds; 6, stunned 1 round. These conditions stack; if a target would be affected by the same effect again, the duration is increased but not the severity of the effect. The save DC is Constitution-based.

Doppler Drag (Ex) A sonic slime gains Improved Drag as a bonus feat. In addition, it can spend one use of its mythic power to use the trample special attack (4d6 sonic, Reflex DC 23) for 1d4 rounds, and whenever a creature fails its save against the sonic slime's trample it can attempt a combat maneuver check to drag that creature along behind it. A creature successfully dragged by a mythic sonic slime is also affected by its cacophonous tide ability.

Reverberating Residue (Ex) The presence of a sonic slime within an enclosed space alters the harmonic properties of that space, causing sound waves to coalesce and linger, even intensifying rather than fading. A sonic slime must remain within an area for at least 1 hour, and this effect fades 1d6 hours after it leaves the area. As long as the reverberating residue is present, sonic effects deal 1 additional point of damage per die, and saving throws against sonic or language-dependent effects take a -2 penalty. In addition, a sonic slime can



spend one use of its mythic power to create an intense pool of lingering sonic energy that remains in place for 24 hours, covering a 40-foot-square area. This concentrated residue acts like a shocking floor trap but deals sonic damage. Creatures not in contact with the floor but within 20 feet of it (including creatures missed by the trap's attack roll) take 2d6 points of sonic damage. In addition, all creatures within 20 feet of the floor are affected by the sonic slime's cacophonous tide for as long as the trap remains triggered.

Sonic Disruption (Su) A sonic slime can use shatter and sympathetic vibration at will as spell-like abilities (caster level 10th), though the latter ability requires 10 minutes of concentration. A sonic slime can expend one use of its mythic power to duplicate the effects of the mythic versions of these spells. In addition, a sonic slime's vibratory energies are very disruptive to force effects. Rather than dealing its normal damage, the touch of a sonic slime affects objects made of force as disintegrate (caster level 10th, DC 24 Fortitude partial) and other force effects or effects that provide a deflection bonus to AC as dispel magic (caster level 12th). Magical silence effects are similarly dispelled by the touch of a sonic slime. The save DC is Constitution-based.

Sonic Suppression (Ex) While not moving, a sonic slime absorbs sound, as if surrounded by magical silence that fills its own space and all adjacent squares.

Thunderlance (Ex) A sonic slime can focus its sonic energies into a narrow pulse of sound. When a mythic sonic slime hits a target while using the charge action, it deals double damage (quadruple damage on a critical hit) and can make a combat maneuver check against that target. If the check succeeds, the target is knocked backwards 10 feet and knocked prone.

Transparency (Ex) A sonic slime is composed of sound waves and is invisible when motionless, gaining total concealment against visual detection. When it is moving, its location can be perceived as a blurry distortion in the air, granting it concealment (20% miss chance). Combined with its sonic suppression, this makes a motionless sonic slime almost impossible to detect, requiring a DC 44 Perception check (reduced to DC 24 for creatures able to see invisible creatures).

Wake Up the Echoes (Su) A sonic slime draws forth the power and sound of magical incantations within 30 feet, bending them in a cacophony of weirdling echoes. Creatures within 30 feet gain the caster croak spellb-


light as long as they remain within 30 feet, though the 20% chance of failure also applies to exceptional, spell-like, and supernatural abilities using speech, music, sound, or with the sonic descriptor, not just spells with verbal component. A creature casting a spell with a verbal component within this area acquires the caster croak spellblight permanently (DC 24 Will negates), though it can be cured using the normal methods. The save DC is Constitution-based.

In addition, when a creature within 30 feet of a sonic slime attempts to cast a spell with a verbal component, including incantations and words of power, or use a language-dependent or sonic ability of any type (including bardic performance), the sonic slime can attempt to absorb that magical energy as an immediate action. If the target fails a DC 24 Will save, the effect is negated and the sonic slime absorbs the effect. If the target is casting a mythic spell, the sonic slime must expend a use of its mythic power to try to absorb the power of the magical words.

On its next turn, the sonic slime may release the stored magical effect as a swift action (regardless of its normal casting time). If it is a beneficial effect, it targets the sonic slime (and any other sonic slimes within range, if it affects multiple creatures) or is centered on the sonic slime. If it is a harmful effect, it targets a random enemy or area containing one or more enemies. If no valid targets are available or if the sonic slime does not discharge the effect by the end of its next turn, the magical energies are simply absorbed, granting the sonic slime temporary hit points equal to twice the level of the absorbed spell; these temporary hit points stack, up to a maximum of 100 temporary hit points. If the effect is not a spell, the sonic slime gains 1d12 temporary hit points.

Alternatively, a sonic slime can spend one use of its mythic power as a standard action to discharge the stored energy as a cascade of inchoate ancient sounds in a babble of languages that it has absorbed through the ages. All creatures within 30 feet are affected as mythic confusion (DC 24 Will negates) lasting for a number of rounds equal to the level of the absorbed spell (or 1d6 rounds if the absorbed effect is not a spell). Any magical silence effects or effects in that area that grant protection against sonic damage are affected as *mythic dispel magic* (caster level check +12). However, these empyreal echoes contain strange and hidden meaning, allowing each creature within the area to





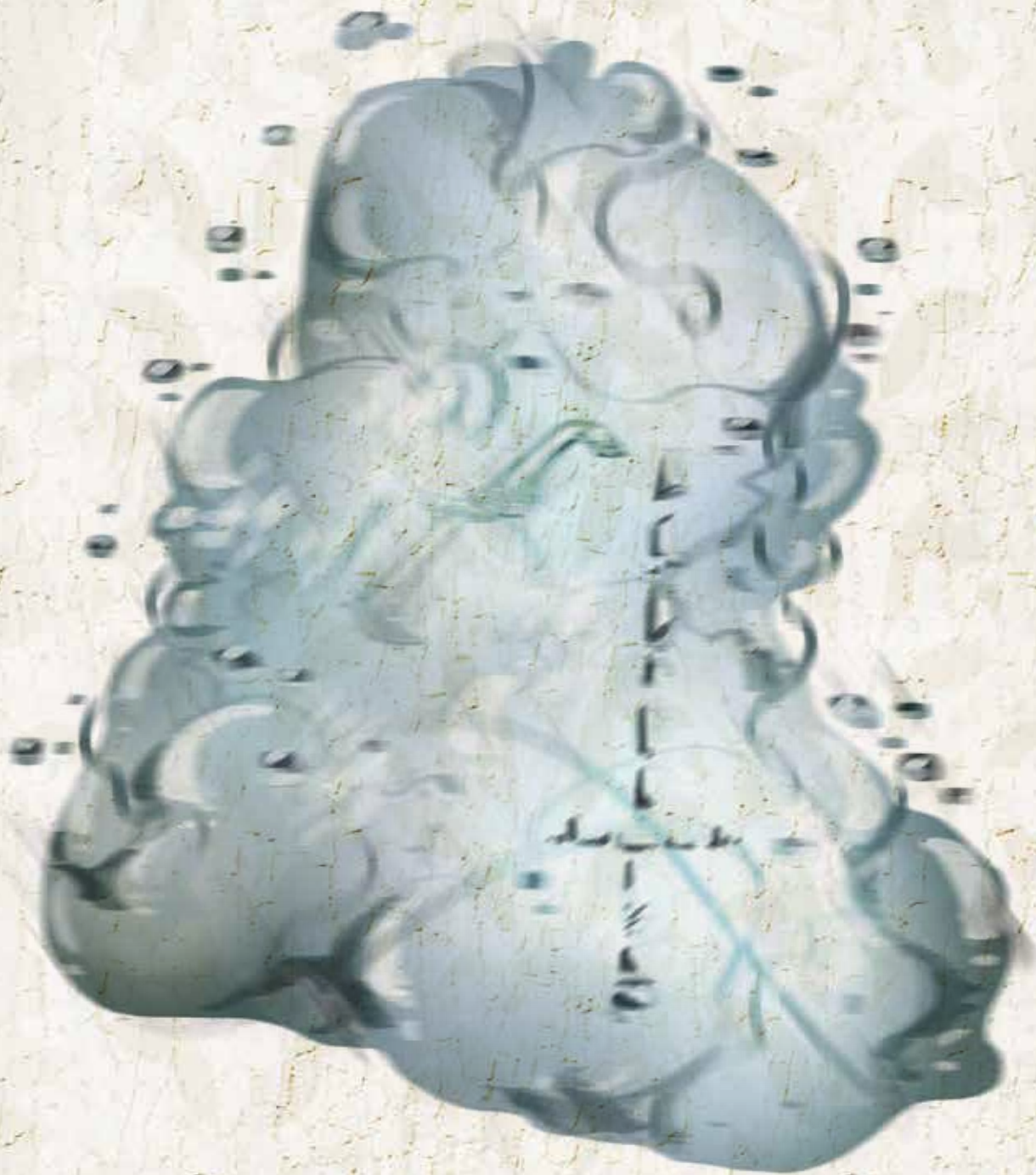
make a single Knowledge or Sense Motive check with a bonus of 1d10 or to cast a single divination spell with an increased caster level, adding 1d4 to her normal caster level.

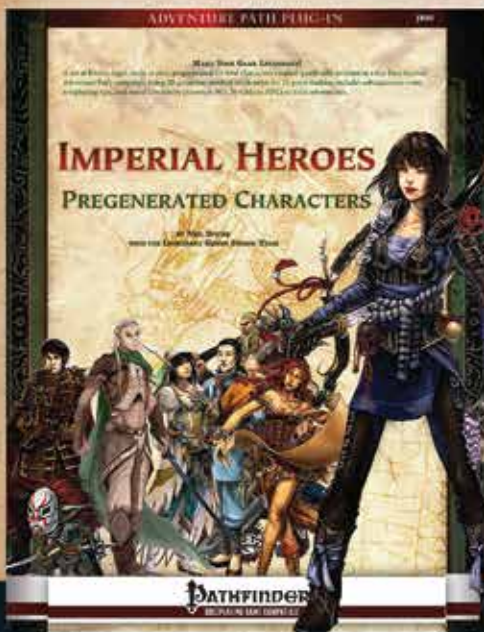
Sonic slime is formed from the echoic residuum of thunderous cataclysms. Earthquakes, volcanic eruptions, titanic explosions of mythic magic, and the world-shattering impact of comets, meteors, and other similar extraplanetary bodies falling from the heavens, especially when influenced by magic in some way, all can produce the kind of reality-warping sonic devastation that causes a sonic slime to coalesce into existence. Not all sonic slimes are the product of such devastation, however, as they can also form from the lingering echoes of the words and songs of creation sung by gods and angels at the dawn of time, the hammering of their great divine forges whereat they hammer out their relics and regalia, or from the howls, roars, and shrieks of chthonic beasts and titanic progenitors sealed for eternity in tarterian prisons or whose death rattles heralded the rise of form and substance to the world from endless nothing.

Given their often primordial origins, sonic slimes are some of the most ancient of creatures, though they often exist unnoticed by other creatures of the world, having little interest in anything but an endless sussurant absorption and reverberation of the panoply of sounds and wonders that exist in the world. They float in the endless crashing surf and soar amidst booming thunderheads or rest within the cracks deep below the earth where the bones of the world grinds together. In an odd way, sonic slimes are repositories of the eldest noise and speech of the world, though they record these ancient sayings without understanding or awareness and excrete them rather than expressing with coherent thought. To a sonic slime, sound is naught but sustenance and motion, their motive force and substance of being. Nevertheless, quite by chance sonic slimes may unveil ancient wisdom or immanent whispers long lost to mortal ears.

Sonic slimes are beings of formless sonic energy. When quiescently floating or drifting in midair, they are virtually undetectable, silent and invisible as they ride the ambient waves of sound and vibration through solid, liquid, or gaseous environments. When sounds are muted or follow the rhythms of nature, they may drift in this way for years at a time, but when those sounds are disrupted with the irregular staccato of civilization, from conversation to combat, most sonic slimes will simply drift away in search of smoother sound fields. Some hang in the vicinity of such irregularities, feeding in some unknown way on the vibrato-

ry patterns in the ambient sonics, but rarely some unknown particularity in those sounds agitates a sonic slime, perhaps triggering some kind of primitive reflex related to a prior sonic encounter, such as one with powerful sonic energies or language-dependent magic. In these cases, sonic slimes become hostile and aggressive, seeking out the source of such disruptions to either destroy them or assimilate their strident cadence to the sonic library imprinted upon the sonic slime's essence.





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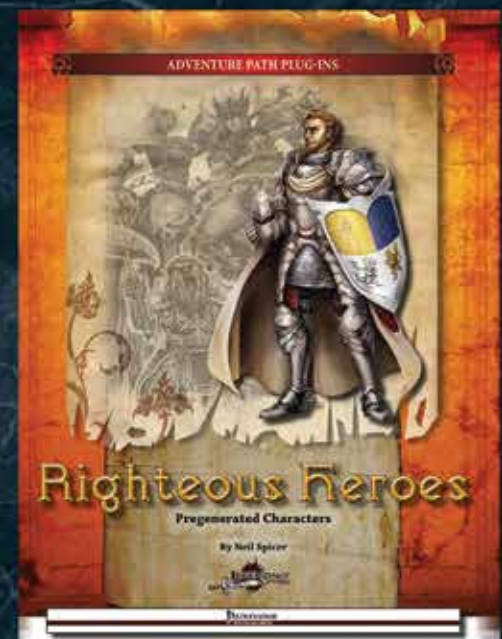


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