

FOUR HORSEMEN PRESENT

GRUESOME OOZES



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GRUESOME OOZES

The Rogue Genius “Gruesome” line seeks to expand Pathfinder campaigns by exploring either iconic tropes or terrifying new ideas for monstrous encounters. The *Guide to Gruesome Oozes* presents new templates with example monsters that a GM can add to any adventure to create novel and memorable encounters. A GM can use these creatures, and templates as less familiar threats to experienced players, clues or elements for a specific background story, or to just have a powerful new ooze as the focus of a climactic final battle.

All the gruesome templates are designed to play into a specific fearsome idea and provide an extra dose of horror for encounters with oozes. Some of the gruesome templates are inspired by classic fiction, while others are intended to tie into specific background or environmental themes. Each template includes all the game rules needed to run it (including a new mechanic, shock value, explained in detail below) and enough descriptive material and suggestions for use to make it easy for a GM to add them to an ongoing adventure, or build whole new encounters around them.

GRUESOME OOZES?

Oozes pop up from time to time, but they aren’t particularly exciting. Most do some sort of material-specific acid damage and might engulf you, but overall the monster is usually a big dumb blob of slime. As long as you know how to avoid splitting them or they aren’t at the bottom of a pit, they aren’t real threats to intelligent players. So oozes get regulated to random encounters or trap enhancers. Classic monsters like the gelatinous cube and gray ooze are dangerous in the right context, but they don’t inspire the fear that hungry oozing piles of acidic slime should.

The idea behind gruesome oozes is to “spice up” these monsters, to make them more interesting (and frightening) for players and GMs. Rather than face another black pudding or ochre jelly, players find themselves fighting a monster can spread exponentially until it drowns the world in acid or an ooze that slowly digests humanoids from within while controlling their helpless victim’s every motion. Creatures that have more wrong with them than “just” being a run-of-the-mill ooze, gruesome

oozes have uncanny appearances, smells, and sounds that makes them more frightening to even veteran characters (generally represented by each template’s shock value – see below), while the fact that they are difficult to identify makes them more of a mystery for players.

CREATING GRUESOME OOZES

Creating a gruesome ooze is just a matter of adding one of the gruesome templates presented below to an existing ooze.

DESCRIPTIVE TEXT

Each gruesome template begins with a short section of italicized descriptive text based off of the example creature, offering the GM some idea how to convey the sights, sounds, and smells of oozes with the template to players. Since these templates can be added to a wide range of creatures, these descriptions are all necessarily a bit vague, but the GMs should easily be able to add details from the description of the base ooze a template is added to.

EXAMPLE CREATURE

All gruesome ooze templates include an example ooze with the template applied for ready use in any game.

BACKGROUND

After the example creature is a short outline of the concept behind the gruesome template with suggestions for how oozes of this kind come to be, what kinds of roles they take in combat, and where they might be found.

SHOCK VALUE

All gruesome oozes have a “shock value”, which represents a supernatural, disturbing quality that even the most frightening oozes don’t possess. The shock aura ability means the ooze has the frightful presence universal monster rule with a range of 30 feet, if they do not normally possess it. The template’s shock value increases both the DC of the ability and the effective hit dice of the ooze for the purpose of affecting other creatures with frightening presence. Once a creature encounters an ooze with the shock aura, it gains some resistance to the awful visage of similar monstrosities. A character is only subject to this save once per day from the same type of gruesome ooze; regardless of how many times the character runs into that kind

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of gruesome creature. This is a mind-affecting fear effect that requires line of sight.

There's a limit to how shocking even the most gruesome ooze can be. If an ooze has multiple gruesome templates, its shock value is equal to the highest shock value of any of the templates +1, regardless of how many templates it has.

Format: shock (8 HD, DC 15); *Location:* aura

CR

Each gruesome template adjusts the CR of the ooze it is applied to.

AC

Some gruesome ooze templates add to the AC of the ooze it is applied to.

DEFENSIVE ABILITIES / SPECIAL ATTACKS

Some gruesome oozes gain defensive abilities, special attacks, or other abilities that build off of their gruesome features, either extending unusual powers, or giving it abilities that match its thematic elements.

ABILITIES

Gruesome oozes gain increases or take decreases to ability scores as indicated.

FEATS

Some gruesome oozes gain bonus feats as indicated.

WEAKNESSES

Gruesome oozes are designed to have weaknesses (although in some cases these are fairly minor), to help make them more interesting and memorable.

KNOWLEDGE CHECKS

Since each template adds new powers and weaknesses to the base ooze they are applied to, this section adds entries a GM can use to allow PCs to get some idea of what they are up against. The DC's of these checks are based on the base DC of Knowledge (local) checks used to gain information about any type of ooze – DC 10 + CR for typical monsters. Making this base DC allows a player to identify a creature as “something similar to” the base ooze but with odd differences, while checks hitting higher DCs gain information outlined in this entry (in addition to whatever information they gain about the base creature's abilities and weaknesses).

OTHER USES

All gruesome ooze templates are designed for application to creatures with the ooze type, but that doesn't mean that they can't be applied to a wider variety of creature types. This section offers suggestions on varying creature types that could also fit well with the template.

GRUESOME OOZE TEMPLATES

The following templates can be used to create special oozes with gruesome and fearful themes and abilities.

INTRUDER

Rolling and twitching like a massive wad of translucent slime, this blob is surrounded by twisting mind-bending refractions of light. It leaves a deep trench in the ground behind it, destroying the earth as it moves.

INTRUDER CARNIVOROUS BLOB CR 15

XP 51,200

N Colossal ooze

Init +0; **Senses** blindsight 60 ft., tremorsense 120 ft.; **Perception** –5

Aura frightful presence (18 HD, DC 16)

DEFENSE

AC 2, **touch** 2, **flat-footed** 2 (–8 size)

hp 216 (16d8+144)

Fort +14, **Ref** +5, **Will** +0

Defensive Abilities alien reality (DC 27), reactive strike*, split* (sonic or slashing, 32 hp), ruination (15d6, DC 27); **DR** 10/–; **Immune** acid, ooze traits;

Resist electricity 30, fire 30

Weaknesses fading, sink, vulnerable to cold

OFFENSE

Speed 20 ft., **burrow** 20 ft., **climb** 20 ft., **swim** 20 ft.; **wake of destruction**

Melee slam +17 (8d6+19 plus 1d4 Con drain, grab, and destruction)

Space 30 ft.; **Reach** 30 ft.

Special Attacks absorb flesh*, constrict (8d6+19 plus 1d4 Con drain)

STATISTICS

Str 36, **Dex** 11, **Con** 28, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +33 (+37 grapple); **CMD** 43 (can't be tripped)

Skills Climb +21, Swim +21

SQ subjective gravity

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ECOLOGY

Environment any
Organization solitary
Treasure none

On distant worlds or in the depths of space, intruders might force their way in from strange realms or an unknowing arcanists might conjure one from some bizarre dimension. Regardless of origin, the intruder is so abhorrent that reality itself rejects it. The intruder find itself under constant attack from a universe esperate to banish it homeward. Everything the intruder touches becomes unmade, and eventually the ooze surrenders. Rare intelligent intruders might seek some method to anchor their corporeal form before they fade away. Those without the wisdom to seek anchors only occasionally find some force or magic capable of sustaining them.

However, even mindless intruders can wreak terrible havoc before disappearing.

CREATING AN INTRUDER CREATURE:

Intruder is an acquired template that can be added to any creature with the ooze type.

Shock Value: 3

CR: +2 to base ooze's CR

Defensive Abilities: An intruder ooze retains all of the special defenses of the base creature. Intruder oozes gain the following additional defensive abilities.

Alien Reality (Su): The intruder ooze carries a small bubble of altered space which allows it to temporarily survive normal reality. This distortion causes perplexing mirages to appear around the ooze as the mortal mind tries to make sense of the impossible. Ranged attacks against the ooze have a 50% miss chance. Creatures entering or exiting this 10-foot-radius aura must succeed on a Fortitude save (DC 10 + $\frac{1}{2}$ the intruder ooze's HD + the ooze's Con modifier) or be nauseated for 1d4 rounds. Creatures succeeding on the save are sickened for the duration.



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Ruination (Su): Anything touching the intruder ooze is unmade, a casualty in the universe's failed attempts to prevent the ooze's passage. Any creature attacking the intruder ooze with a natural or unarmed attack takes 1d6 points of damage per CR of the intruder ooze, as reality warps and twists away from the creature's presence. A Fortitude save (DC 10 + 1/2 the intruder ooze's HD + the ooze's Con modifier) halves this damage. Melee weapons that strike the intruder ooze must make this save or gain the broken condition. Broken weapons that strike the ooze must succeed on this save or be destroyed. This is a polymorph effect. The ooze cannot voluntarily end this effect.

Movement: The intruder ooze retains all of the base creature's movement speeds, and gains a burrow speed equal to its base speed.

Subjective Gravity (Ex): The intruder is not wholly within our reality, and is not as tightly bound by the rules of nature. It always acts as if the plane it is in possesses subjective directional gravity (*Pathfinder Roleplaying Game: Gamemastery Guide*), and can make a DC 16 Wisdom check to alter the direction of gravity as a free action, with a +6 bonus on subsequent checks in successive rounds until the ooze succeeds.

Wake of Destruction (Ex): The intruder ooze can burrow through any material, including metal. It leaves a tunnel or hole behind itself as if the material had been disintegrated (as the *disintegrate* spell), however this space might fill in or collapse depending upon the surrounding material and loading.

Special Attacks and Abilities: An intruder ooze retains all of the base creature's special attacks and abilities. The ooze gains the following additional special attacks and abilities.

Destruction (Su): An intruder ooze can use its curse as a weapon by touching creatures or objects around it. This is a melee touch attack, with creatures or objects hit being affected as if they had struck the ooze (as the ruination ability). The ooze can affect creatures or objects as part of an attack or full attack action, dealing normal damage in addition to the ruination effect on a successful hit. Any creature or object struck multiple times in a round is only subjected to this extra damage once. Any creature grappled or engulfed by the ooze is subject to destruction once per round at the beginning of the ooze's turn.

Ability Scores: +4 Con

WEAKNESSES

Fading (Ex): An intruder ooze clings to its point in time and space. Only a rare few manage to find a way to remain anchored over the long term, but intruders that force reality to accept their presence might go on to spawn strange new strains of ooze within the world. An intruder ooze takes 1 point of Constitution drain each day. When its Constitution drain equals its Constitution score, it disappears, drawn back to its dimension of origin. An intruder ooze that manages to find a temporary anchor (usually in the form of an artifact or something it cannot destroy) loses this flaw as long as it holds the anchor. An intruder ooze that manages to permanently anchor itself through some powerful force, magic, or divine intervention loses the intruder template. The ooze might gain some other suitable template or templates at GM discretion.

Sink (Ex): Intruder oozes cannot cease destroying reality around them. An intruder ooze on the ground must move at least 10 feet each round or it sinks 10 feet in the direction of the downward force of gravity through the ground or any other material. If the ooze is unable to move, it sinks 10 feet each round.

KNOWLEDGE CHECKS

Base +5: Oozes are strange forms of life, and some are native to other realms or dimensions. These often unintentional invaders are anathema to our reality, destroying all they touch. Most eventually lose a tenuous grip within our universe, and return to whatever alien place spawned them.

Base +10: Intruder oozes have no control over their reality eroding nature, as it is simply a byproduct of their presence. They even eat through the ground beneath them, if they do not stay in constant motion. Each carries a small pocket of an alien dimension with them wherever they go. This bubble distorts perceptions, and causes trauma to living creatures transitioning from one side to the other.

Base +15: Intruder oozes can anchor themselves to our dimension through a powerful force, but can remain indefinitely by using an indestructible object (such as an artifact) as an anchor.

OTHER USES

The intruder template can apply to any creature that represents some strange alien creature caught between worlds while attempting ingress to our reality. This template might be particularly appropriate for aberrations, fey, or outsiders that simply do not belong within a mundane universe.

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EMULATION

Yellow-orange pseudopods grasp out from the dying man's mouth, pulling out the body of a massive amoeboid creature.

EMULATION OCHRE JELLY

CR 6

XP 2,400

N Large ooze

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

Aura frightful presence (8 HD, DC 13)

DEFENSE

AC 6, touch 6, flat-footed 6 (-3 Dex, -1 size)

hp 63 (6d8+36)

Fort +8, **Ref** -1, **Will** -3

Defensive Abilities shell, split*; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

Weaknesses digestion

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid and grab)

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

Special Attacks constrict (2d4+3 plus 1d4 acid*), possession (DC 19)

STATISTICS

Str 14, **Dex** 5, **Con** 22, **Int** —, **Wis** 1, **Cha** 7

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)

Skills Climb +10

SQ compression, deceptive, stolen intellect

ECOLOGY

Environment temperate underground or marshes

Organization solitary

Treasure none

*= ochre jelly ability

While most oozes are mindless and driven by sheer instinct, strange circumstances can lead to one gaining a semblance of intelligence. Usually this occurs when the ooze consumes a humanoid — some fragment of memory and essence survives digestion, forever changing the ooze. The ooze yearns for more, and seeks out similar creatures. Once found, it crawls inside, subsuming control over body and mind. The poor creature becomes a prisoner in constant agony as the ooze devours

it slowly from within. Worse still, the ooze is seldom content with only one victim. When the body becomes hollowed out, it emerges, mindlessly seeking another to act as a shell.

CREATING AN EMULATION

CREATURE:

Emulation is an acquired template that can be added to any mindless creature with the ooze type.

Shock Value: 2

CR: +2 to base ooze's CR.

Defensive Abilities: An emulation ooze retains all of the special defenses of the base creature. Emulation oozes gain the following additional defensive abilities.

Shell (Ex): An emulation ooze cannot be targeted by attacks or spells while it is possessing a victim. Any attempt to target the ooze affects the possessed humanoid.

Special Attacks and Abilities: An emulation ooze retains all of the base creature's special attacks and abilities. The ooze gains the following additional special attacks and abilities.

Compression (Ex): An emulation ooze can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing. It can fit within a creature up to one category smaller when using the possession ability.

Deceptive (Ex): An emulation ooze is a paradoxically flawless liar when possessing a creature. The ooze believes it is the creature, and might even react with true horror or denial at learning the unpleasant reality. Any lies told by the ooze are indiscernible from the truth by both Sense Motive and magic. Obvious proof of falsehood still reveals the lie for what it is. Note that the ooze lacks creativity, and is unlikely to lie about anything except its nature and possession.

Possession (Su): An emulation ooze can enter the body of a humanoid creature to take control as a full-round action. This requires the emulation ooze to grapple or pin the target. The humanoid can resist the ooze's control with a Will save (DC 10 + ½ the emulation ooze's HD + ooze's Con modifier). The victim may attempt an additional Will save each day or when forced to take actions against its nature (as the *dominate person* spell). Succeeding on the save does not remove the emulation ooze from the creature's body, which

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requires a successful CMB check as if escaping from the pinned condition. Each round the humanoid fails to remove the ooze, it must make another Will save or the emulation ooze regains control over the body. This otherwise acts as a *magic jar* spell (caster level 10th or the ooze's Hit Dice, whichever is higher), except that it does not require a receptacle. The ooze may exit the humanoid as a full-round action.

Stolen Intellect (Ex): An emulation ooze gains an Intelligence ability score as long as it possesses a humanoid host body. However, this is only a temporary gain from its host's usurped mind. The ooze lacks any ability to plan over the long term, reason logically, or imagine creative solutions. The ooze retains any immunity to mind-affecting effects, but gains any feats or skills possessed by the host creature. The ooze does not gain any other racial or



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class abilities. Creatures may attempt a DC 15 Sense Motive check after interaction with an emulation ooze possessed host to note the odd behaviors.

Ability Scores: +4 Dex, +6 Cha

WEAKNESSES

Digestion (Ex): The emulation ooze cannot help but harm or eat its host from within. Every 24-hours the ooze remains within the host deals 1d6 acid damage to its host. This damage is immediately apparent with a DC 25 Perception check. When the host reaches ½ hit points or less due to this damage, the DC of the Perception check becomes 15.

KNOWLEDGE CHECKS

Base +5: While most oozes are mindless instinct-driven blobs, some get a taste for intelligence by consuming humanoid creatures. They learn to force themselves inside hosts, taking control over mind and body.

Base +10: Any host the emulation ooze takes is temporary, as the ooze slowly consumes the brain and organs. This takes a toll on the host's appearance, visible to anyone with an eye for it. While possessing a victim, the ooze truly believes it to be the victim, rendering it difficult to otherwise identify possessed creatures.

OTHER USES

This template could potentially combine with the exponential template (see below) to create a spreading wave of oozes driven to consume and replace all humanoids. It could also apply to mindless aberrations or vermin that might gain a taste for intelligence.

EXPONENTIAL

Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime. With a loud wet tearing-sound, it somehow divides into two cubes of equal size.

EXPONENTIAL GELATINOUS CUBE CR 4

XP 1,200

N Large ooze

Init -5; **Senses** blindsight 60 ft., lifesense 120 ft.; **Perception** -5

DEFENSE

AC 4, **touch** 4, **flat-footed** 4 (-5 Dex, -1 size)

hp 54 (4d8+36)

Fort +10, **Ref** -4, **Will** -4

Defensive Abilities improved split (electricity, fire);

Immune electricity, fire, ooze traits

Weaknesses hunger

OFFENSE

Speed 15 ft.

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

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

Special Attacks consumption, engulf*, paralysis*

STATISTICS

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

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

SQ combine, divide, transparent*

ECOLOGY

Environment any underground

Organization solitary, pair, concern (4-8), disaster (16-64), armageddon (256-4,096)

Treasure incidental

*= gelatinous cube ability

Many oozes are well known for their hunger and ability to split when exposed to certain damage. Intelligent adventurers even turn this advantage into a flaw, forcing the ooze to subdivide before destroying the weakened creatures en masse. Occasionally, an ooze takes a strange evolutionary turn or becomes exposed to odd magic, gaining the ability to endlessly divide as long as it continues to consume organic material. The ramifications of this relatively minor shift can lead to disaster or even apocalyptic events depending on the speed and nature of the response. If the exponentially growing waves of oozes are not destroyed or contained they might devour civilizations or worlds before dying off once food grows scarce.

CREATING AN EXPONENTIAL CREATURE:

Exponential is an acquired or inherited template that can be added to any corporeal creature with the ooze type. It is recommended that only mindless oozes be used with this template, due to the potential for the logical abuse of its abilities.

Shock Value: 1

CR: +1 to base ooze's CR.

Defensive Abilities: An exponential ooze retains all of the special defenses of the base creature. Exponential oozes gain the following additional defensive abilities.

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Improved Split (Ex): If the base creature gains the split universal monster ability if it did not already possess it. Select any two types of damage (acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic). The ooze splits when successfully hit with an attack that deals one of these damage types, but the attacks still cause the ooze to split. If the ooze possesses the split ability, select an additional type of damage that the ooze is immune to, and that causes it to split. When the ooze splits, both copies have the same current hit point total as the original (do not divide current hit points in half). Any damaging ability possessed by the ooze cannot cause it or another exponential ooze to split. If one or more exponential oozes has used the combine ability to increase in size, then splitting lowers the ooze's size by one category.

Senses: An exponential ooze retains all of the base creature's senses. The ooze gains lifesense with a range of 120 feet.

Special Attacks and Abilities: An exponential ooze retains all of the base creature's special attacks and abilities. The ooze gains the following additional special attacks and abilities.

Combine (Ex): One exponential ooze is capable of "eating" another, growing considerably in size and power. Two exponential oozes of the same base creature type and size can combine with one another. This requires a full-round action and for the two exponential oozes to be adjacent to each other. The oozes become a single creature with the exponential template and the giant creature simple template (see *Pathfinder Roleplaying Game: Bestiary*). Large groups of exponential oozes can continue to combine in this manner, each time a pair of the same size combining to become a creature one size category larger (to a maximum of Colossal size). For example, four Medium-sized oozes could combine to form a single Huge-sized ooze, or eight Large-sized oozes could combine to form two Gargantuan-sized oozes or one Colossal-sized ooze.

Consumption (Ex): If the base creature does not deal acid damage, it gains an additional 1d4 acid damage on all natural attacks. If the base creature deals acid damage, then its acid damage loses any restrictions on what sort of material the ooze can damage.

Divide (Ex): As a full-round action usable once per day, the exponential ooze can split (as the improved split ability) into two identical copies of itself with full hit points. The copies of the ooze possess the exponential template, but cannot use the combine or divide abilities for 24 hours.

Ability Scores: +2 Con

WEAKNESSES

Hunger (Ex): Exponential oozes require a constant supply of organic matter to fuel their growth and reproduction. In the absence of sustenance, the oozes instinctually combine with one another to prevent competition. An exponential ooze must move towards the nearest life each round. If the exponential ooze goes more than 24 hours without dealing acid damage to a plant or creature with a Constitution score, it loses its improved split and divide abilities. For every day beyond the first the ooze goes without dealing acid damage to a plant or creature with a Constitution score, it loses 1 hit point per Hit Die it possesses (which may kill the ooze).

KNOWLEDGE CHECKS

Base +5: Not all oozes are as limited in how often they can reproduce or split from certain damage types. These creatures can become a plague, devouring all life in their path to fuel endless growth.

Base +10: Exponential oozes grow in size and numbers with alarming speed. One or two might become dozens in a matter of days, or overwhelm the world in a matter of weeks. Given sufficient food, there is no limit to their numbers. However, if contained, the oozes starve to death just as quickly.

OTHER USES

The exponential template applies to the ooze creature type, and is probably not appropriate for other creature types without significant revision. At the least, it is recommended that any creature with the template be mindless, as an intelligent exponential creature might continually expose itself to whatever damage makes it split.

HIVE MIND (MYTHIC)

An ooze is a dumb creature, capable of little more than simple instinct. The same applies to a single ant, but a swarm acts with cumulative focus and accomplishes surprising feats. Large groups of oozes exposed to eldritch wellsprings or

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abundant magical pollution might begin forming interconnections, even across different varieties. As they grow in number, they might cross a line into true sapience. If permitted to multiply without ceasing, their power expands to awe-inspiring heights.

Societies or cities that unintentionally create an ooze hive mind try to find some method of co-existence with their alien neighbor. However, it can be difficult or impossible for two such different groups to live side-by-side in peace forever. Eventually, the humanoids see the hive mind as a threat, or vice versa. Victory often goes to whichever side strikes first... which is usually the hive.

CREATING HIVE MIND CREATURE:

Hive mind is an acquired or inherited template that can be added to any corporeal creature with the ooze type.

Shock Value: ½ mythic rank.

CR: +½ mythic rank to base ooze's CR.

Mythic Rank: A hive mind ooze gains the mythic subtype (*Pathfinder Roleplaying Game: Mythic Adventures*) and a mythic rank determined by the number of oozes within the hive mind (see hive mind).

Mythic Subtype: All component members of a hive mind ooze gain a bonus to natural armor and spell resistance equal to its mythic rank, 8 bonus hit points per mythic rank, the epic quality added to its damage reduction, the mythic power and surge universal monster abilities, ability score bonuses based on mythic rank, and mythic feats. These bonuses are the same for each component creature.

Mythic Abilities: The hive mind ooze gains the following abilities.

Hive Mind (Su): Each ooze within the hive shares a combined consciousness and power. This power waxes and wanes with the size of the hive. All oozes within the hive mind can sense anything perceived by any other hive mind ooze within 1 mile per mythic rank. All oozes within the hive mind share the same skills, languages, and feats, determined by the highest CR ooze within the hive. All oozes within the hive possess the same mental ability scores, mythic rank, and mythic abilities, determined by the number of oozes within the hive (see below). To contribute to the hive mind, an ooze must be at least Small-sized, although smaller oozes may gain the benefits of the hive mind, and a swarm of oozes counts as a single

ooze for this purpose. Any mindless ooze touched by a hive mind ooze is automatically subsumed into the hive mind, immediately gaining all accompanying benefits. Intelligent oozes cannot join a hive mind. Any ooze belonging to the ooze hive mind is immune to mind-affecting effects.

Number of Creatures	Mythic Rank	Int/Wis/Cha Ability Scores
10 or less	1	10
11-20	2	12
21-30	4	14
31-40	6	16
41-50	8	18
51+	10	20

Psychic (Ex): An ooze hive mind possesses strong mental powers. All hive mind oozes gain the telepathy universal monster ability with a range equal to 30 feet per mythic rank. Any ooze within the hive mind can use *detect thoughts*, as a spell-like ability with a caster level equal to the hive mind's mythic rank, within its telepathic range. The ooze can suppress or resume this ability as a free action. When an ooze uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a Will save (DC 10 + ½ the hive mind ooze's HD + hive mind's Charisma modifier).

Additional Mythic Abilities: The hive mind ooze selects an additional mythic ability from the list below for every mythic rank it possesses beyond the 1st. The hive mind might lose access to some mythic abilities if enough of its components are killed.

Control (Ex): The hive mind crushes the mind of humanoids, temporarily forcing them into the collective. Hive mind oozes with this ability typically keep it secret at all costs, rather than provoke the fear of humanoid societies. This acts as the *dominate person* spell usable once per day (with a caster level equal to the hive mind's mythic rank). The spell-like ability must be cast through a single member of the hive, and the range is limited to within the ooze's telepathy. The target is allowed a Will save to negate (DC 10 + ½ the hive mind ooze's HD + Charisma modifier). The hive mind may spend a use of mythic power

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to grant a dominated humanoid the hive mind template for 24 hours (treat the humanoid as an ooze for all mythic abilities). If the humanoid is freed from the domination, they immediately lose all benefits of the template.

Dual Initiative (Ex): As the universal monster ability of the same name (see *Pathfinder Roleplaying Game: Mythic Adventures*).

Evolve (Su): The hive mind can alter the abilities of individual oozes to resemble similar abilities of other oozes within the hive. If any component member of the hive mind possesses any of the following abilities, then the hive mind can grant one of these abilities (or the specific version of the ability) to any other ooze within the hive as a swift action: acid, constrict, engulf, grab, split, or transparent. The hive mind may only grant one ability in this manner, but can alter the ability granted each round if it wishes. For example, if an ochre jelly and a gray ooze both belong to a hive mind, then the hive mind can grant the gray ooze the ochre jelly split ability, or the ochre jelly the gray ooze transparent ability (but not both at the same time).

Increased Pool (Ex): The hive mind's available uses of mythic power per day is doubled.

Induct (Ex): The hive mind can accept intelligent oozes into its collective. The target is allowed a Will save to negate if unwilling (DC 10 + ½ the hive mind ooze's HD + Charisma modifier). On a successful save, the ooze can never again be forcibly added to the collective. While belonging to the collective, the intelligent ooze's mental ability scores become standard for the hive as normal. An intelligent ooze added to the collective is counted as 10 mindless oozes for the purposes of mythic rank and mental ability scores. Once joined, an intelligent ooze can only become freed from the collective by a *miracle* or *wish* spell.

Link (Ex): The hive mind is adept at having individuals fight in perfect tandem. All oozes within the hive mind always go in the same round of initiative as the highest initiative of any hive member present. Any members of the hive may make a single melee or ranged attack against the same creature as a standard action and use the highest attack roll (plus bonuses) of any attacking ooze.

Perfect Coordination (Ex): The hive mind gains a bonus teamwork feat. Creatures within the hive mind gain the feat as a bonus feat even if they do not meet the prerequisites. The hive mind may select a new teamwork feat to share every 24 hours, or may spend a use of mythic power to switch this bonus teamwork feat as an immediate action.

Prescient (Su): The hive mind becomes capable of predicting the future. All oozes within the hive cannot be surprised, and gain a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever the ooze is considered flat-footed. The hive mind can cast *augury* at will and *divination* once per day as spell-like abilities. The hive mind can spend a use of mythic power to automatically succeed at the percentage chance for a successful *augury* or *divination*.

Spellcasting: The hive mind gains spellcasting as an oracle or sorcerer with a level equal to its mythic rank. The spell levels available for spontaneous casting are shared between all oozes within the hive mind. So, if a single ooze uses a 1st-level spell slot, that slot is not available to any other ooze within the hive for the remainder of the day. However, multiple members of the hive mind can cast spells from the same pool at the same time. This ability may be taken up to twice, granting the hive access to both oracle and sorcerer spellcasting.

WEAKNESSES

Shared Experience (Ex): All oozes within a hive mind share the experiences of all others, which can make traumatic events like death jarring for the combined consciousness. Whenever any ooze within the hive mind is killed, all other oozes within the hive mind take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1-minute.

Shared Power (Ex): While all oozes within the hive benefit from the mythic subtype (potentially with a higher mythic rank than normal for a creature of the given CR), they all share the same uses of mythic power per day.

KNOWLEDGE CHECKS

Base +5: While any individual ooze is a mindless creature, there are tales of huge masses of oozes joining together in an insect-like hive mind. The hive possesses psychic powers that increase or decrease depending on the number of oozes involved.

FOUR HORSEMEN PRESENT

Base +10: Powerful hive minds gain a variety of psychic, telepathic, or prescient abilities. However, the hive mind as a whole must share mythic and magical resources. Likewise, the close connection between the oozes can be a double-edged sword, as all feel the death of a component part.

OTHER USES

The hive mind template with moderate modifications could represent any shared psychic consciousness. Such a strange cumulative entity could occur amongst almost any creature type. For a particularly dangerous or epic situation, consider combining the hive mind template with either the emulation or exponential templates (or both!). However, GMs should carefully consider the ramifications of such an enemy, given the ease with which it can become an insurmountable foe for players.

EXAMPLE HIVE MIND

The quivering piles of tumorous flesh crawl over and across each other in perfect coordination.

HUNGRY FLESH HIVE MIND CR 6/MR6

XP 2,400

N Large ooze

Init -3; **Senses** blindsight 60 ft., scent; Perception +3

DEFENSE

AC 16, touch 8, flat-footed 14 (-3 Dex, +2 insight, +8 natural, -1 size)

hp 95 (5d8+73); regeneration 5 (acid or fire)

Fort +6, **Ref** +0, **Will** +4

Defensive Abilities amorphous; **Immune** ooze traits

Weaknesses shared experience, shared power

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +5 (1d6+4 plus disease and grab)

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

Special Attacks constrict (1d6+4 plus disease), mythic power (6/day, surge +1d8)

Spell-Like Abilities (CL 6, concentration +9)

At will—*augury*

1/day—*divination, dominate person* (DC 15)

STATISTICS

Str 16, **Dex** 5, **Con** 20, **Int** 17, **Wis** 16, **Cha** 17

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 14 (can't be tripped)

Feats Combat Reflexes^M, Improved Initiative^M, Lunge^M, Outflank^B

Skills Craft (alchemy) +8, Climb +8, Perception +8, Stealth -2, Swim +5

Languages Common, Dwarven, Elven; telepathy 180 ft.

SQ compression, hive mind (control, dual initiative, increased pool, link, perfect coordination, prescient) monstrous growth*, psychic, reactive regeneration*, slime trail*

ECOLOGY

Environment any land or underground

Organization solitary, cluster (2-5), or hive (31-40)

Treasure incidental

*= hungry flesh ability

Decades of dumping failed alchemical experiments down the drain led to the creation of hungry flesh oozes within the sewers of a vast metropolis. As their numbers grew, continued exposure to further magical pollution caused the ravenous creatures to form a hive mind. Gaining in power and intelligence, they began coordinating their movements and feeding habits to avoid discovery (and likely destruction). Years passed, but as their numbers grew ever greater, food began to grow scarce. The hive mind had little choice but to begin preying on the undesirable and forgettable elements within the city, reaching up from sewers or crushing wills to draw them underground.

The hungry flesh hive mind foresees that even these carefully calculated actions have not gone unnoticed. It's humanoid prey begins to put the pieces together. While they would never guess at the true source of the disappearances, it is only a matter of time before investigators venture into the sewers. Even if the oozes devour all invaders, the logical progression of events is easy to predict.

Rather than wait for discovery and extermination, the hungry ooze hivemind has elected to strike the first decisive blow. The alchemical laboratories that birthed it shall be the first to fall, with the alchemists forced to produce ever-greater numbers of hungry flesh oozes. As the hive swells, it aims to sweep out across the city, subsuming all humanoid flesh into the collective.

GRUESOME ABERRATIONS

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