

# Journals of Dread

Book 1

# THE SECRETS OF THE OOZES

by  
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# JOURNALS OF DREAD BOOK 1: SECRETS OF THE OOZES

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# INTRODUCTION

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In many fantasy roleplaying games, fighting monsters is a fundamental part of the experience. Exciting encounters with fantastic beasts, unknown horrors, and combating dangerous foes makes for a memorable gaming session.

**Journal of Dread Book 1: Secrets of the Oozes** adds many new elements to creatures players may have previously encountered and thought familiar or predictable. This journal brings a new sense of fear and respect to the creatures presented herein to your game.

The Journal of Dread series offers new options for players and gamemasters alike. In mechanical terms, it provides new game material for ooze-themed items, weapons, spells, and a host of new ooze creatures ready to command a new level of respect from your players.

While the concepts presented in this tome serve to expand previously established rules, this book also offers a new system that can be applied to standard hazards. Called *living hazards* and loaded with ready-to-play examples, this system enables you to create brand-new hazards for your campaign world.

What you have before you is a toolbox—a collection of various options and rules that will make your players quiver with fear and shudder at the sight of slime. If they're lucky enough, they too may learn the secret of the ooze...

## CREDITS

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## BONUS CONTENT

Like many other [dzopfsrd.com Publishing products](#), this book includes additional bonus content originally appearing in other products. We hope you'll take a look at the referenced source material in the dzopfsrd.com store or wherever you prefer to shop. In this book we include two monsters from Frog God Games Tome of Horrors 4, the Ebon Ooze and the Gelatinous Emperor and two spells from Rite Publishing's [101 Swamp Spells](#).

*"My name is Morthios Delthain.*

*It was in the dark chambers of the crumbling ruins of Dakthanos, within one of the lonely towers that I, Septimus Nazgroth, saw the first of the eldritch creatures, twenty long years ago. Within the fortresses walls, and among the forgotten shadows of a forest which had hidden it for so many centuries, the untamed wilds of the overgrown hillside had long kept the place from the discovery of man. My adventuring companions to this twisted place I never truly knew. Hasty and without fear, they foolhardy accepted my invitation on the empty promises of treasure alone. Only exchanging names upon an initial meeting to seal their employ, they recklessly followed me into oblivion.*

*The warrior had been the first to die, his body crushed beneath the weight of a fallen stone only moments after we had found entrance into the dread place. The cleric perished in battle only a short time later. His declarations of faith did little to hinder the dead from rising. Left with only the rogue, outmatched and depleted of my spells, we were forced to flee into the darkness until his screams where nothing but faint echoes. Barring ourselves behind what remained of an old wooden door, we sought refuge in one of abandoned spires. Confident in our safety, we rested among the littered bones and dust of the forgotten tower. She took the first watch, allowing me to rest and regain spells as best the situation would allow. I had only just completed my studies and drifted off when her screams began. I beheld a gelatinous horror, its massive form cascading down the stone wall like a*

*crested wave. An echoing silence fell as the monstrosity engulfed her, her cries swallowed by its quivering form.*

*As I struggled to my feet I produced a metal amulet and thrust it towards the monster. In as much as a commanding tone as I could muster I shouted, "I am Morthios Delthain! I have come here seeking audience with you great Orb'lathin. I have come here to learn of your kind!" My words lent power to the strange symbol I bore, and as it began to shed a sick emerald light about the chamber, the creature halted its advance. In an ancient and unearthly voice the creature spoke to me, each slow sound seemed choked in a bubbling froth. "Do you wizard, think you are truly prepared to understand my kind? Dare yourself brave enough to learn the secret of the ooze?"*

*Of the vast revelations gifted to me during the time spent with the ancient beast, all of the natural laws and preconceived notions I had of their kind were dispelled. As the horror spoke, its gargling symphony of dark and twisted words pierced straight into the fabric of my most primal fears. With each of its bellowing cries, a blasphemous truth assailed my mind. Each of my thoughts became distorted and offered insane possibilities which no mortal, no matter how great the mind, could even begin to fathom their depths.*

**Excerpt taken from the tome: Voices in the Dark Volume VI., Personal Essays & Journal of Morthios Delthain**

# LIVING HAZARDS

The world of adventurers are filled with many dangers beyond that of fantastic creatures, rampaging dragons and evil wizards. Hazards are location or site-based threats that exist to harrow a hero. While hazards are in many ways similar to traps, many are presented as a natural (or unnatural depending upon its origin) danger that exists in an ecology rather than a constructed threat.

Living hazards are a common danger in many underground, swamp and dungeon-based environments.

From glistening patches of acidic slime to gargantuan puddles of quivering, life ebbing jelly, living hazards can serve as an interesting and sometimes lethal challenge to an adventuring party.

The hazards presented here are all living creatures and the rules presented only cover the Ooze Living Hazard Type.

## Living Hazard Statistics

All living hazards have a statistical block. Presented in that information are the following elements: Name, CR, XP, Type, Init, Detection, Hit Points, Speed, Space, Trigger, Defensive Abilities, Immunities/Weakness, Effect, Saving Throw, Special Qualities, and Environment.

Directly following these statistics are the hazard's Description, Effects, and the method to bring about the hazard's Destruction. These

characteristics and in game functions of these statistics are described on **Table: Living Hazard Statics**.

**Name and CR:** The hazard's name is presented first, along with its challenge rating (CR). Challenge rating is a numerical indication of how dangerous the hazard is—the higher the number, the deadlier the challenge. Listed below are the

**Table: Living Hazard Statics**

CR	HD (d8)	Average Hit Points*	Special Ability Save DC
1	2	9	11
2	3	13	11
3	4	18	12
4	5	22	12
5	7	31	13
6	9	40	14
7	10	45	15
8	12	54	16
9	14	63	17
10	15	67	17
11	16	72	18
12	17	76	18
13	19	85	19
14	20	90	20
15	22	99	21
16	24	108	22
17	26	117	23
18	28	126	24
19	30	135	25
20	34	153	27

number of hit dice the living hazard receives based upon its CR.

**Init:** The living hazard's initiative modifier. Unless otherwise noted or granted by a special quality, a

living hazard's initiative modifier is always +0. A living hazard that enters the initiative count only after it becomes active (see Trigger). Unless otherwise noted in its entry, any type of effects (such as ability damage) produced by the living hazard activate at the beginning of the living hazard's turn.

**Actions per Round:** A living hazard only receives a single action per round (this typically is a movement-based action) as many of the living hazards effects do not require an action.

**XP:** Listed here are the total experience points that PCs earn for destroying, defeating or overcoming the hazard's challenge.

**Size and Type:** Each hazard has a listed size and type which broadly defines its abilities. Some living hazards may also have one or more subtypes. Full details for the Ooze Living Hazard type are given in the the end of this section.

**Table: Living Hazard Size Bonuses**

Living Hazard Size	Space	Bonus Hit Points*	Detection Modifier
Fine	*	-30	8
Diminutive	*	-20	6
Tiny	*	-10	4
Small	5 ft.	0	2
Medium	5 ft.	10	0
Large	10 ft.	20	-2
Huge	15 ft.	30	-4
Gargantuan	20 ft.	40	-6
Colossal	30 ft.	80	-8

**Detection:** Creatures that succeed on a Perception check detect the presence of the hazard. The DC of this check depends on the hazard itself. Success generally indicates that a creature has visually detected the presence of the hazard before it becomes a threat. While sight may be the most obvious method of detection, other factors such as sound or odor may also

factor into the character's method of detection. The base DC for the Perception checks required to detect a living hazard is 15 (this may be modified based upon environment, the hazard's size, and other situational factors as determined by the game master.)

**Hit Points:** The living hazard's hit points. These are calculated using the Living hazard (Ooze) statistic Table (above) using the listed type. The Hazard calculates hit dice based upon its type and CR. In addition, a living hazard also receives a number of bonus hit points based on its size as listed on the Living Hazard Size Bonus Table.

Hit points for all Living Hazards are also modified by their size (see **Table: Living Hazard Size Bonuses**)

\*If a living hazard would receive a negative amount of hit points that would reduce its base hit point score below zero, the hit points for the hazard become "1" instead.

**Attacking a Living Hazard:** Unless otherwise noted, a living hazard is always struck by an attack directed at it. The attacker need not roll to strike a living hazard. If an effect would require an attack to be directed against the living hazard, the hazard is considered to have a base AC 5 and is modified by the hazard's size.

**Saving Throws:** Unless specifically noted by a living hazard's type, subtype or an ability it possesses, a living hazard fails all saving throws against all effects that can affect living creatures.

**Speed:** The hazard's land speed, and additional speeds as necessary for the creature. A living hazard without a listed speed still has the ability to move, although the speed of its locomotion

may require many hours (or even days) to travel a measurable distance. The base speed of each living hazard is defined by its type and/or modified by its subtype.

**Trigger:** A hazard's trigger determines how and when the hazard activates. The Trigger types are: Location, Proximity, Touch, and Special. These are described below:

**Location:** A location trigger activates a living hazard's effects when someone stands in a particular square.

**Proximity:** This trigger activates the hazard when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can trigger a proximity hazard but not one with a location trigger.

**Touch:** A touch trigger activates the hazard's effects when touched and is one of the most common triggers of a living hazard.

**Special:** The living hazard is particularly attuned or sensitive to a special property. These special properties (such as magic or a particular type of energy) are listed in the living hazard's statistics and it automatically becomes aware of the presence of a creature or effect when it enters within the listed range.

\* A successful Stealth check, magical silence, and other effects that would overcome the detection trigger prevent the living hazard from activating.

### **Defensive**

**Abilities/DR/Immune/Resist/Weaknesses:** All of the hazard's unusual defensive abilities. Damage reduction, immunities, resistances, and spell resistances are listed here. These are treated exactly the same as the rules which govern creatures. The explanation for any unique or

unusual abilities will be found in the living hazard's descriptive text. All of the living hazard's unusual weaknesses are listed here. Any weakness noted with a (D) indicate instant destruction of a hazard affected by the listed energy types.

**Effects:** The effects caused by the living hazard. The rules covering these effects are listed below. Unless otherwise stated in their descriptions, a living hazard's continuous effects occur at the end of each of the hazard's turns. This brief description is expanded upon in the hazard's descriptive text.

**Living Hazard Attacks:** Unless described otherwise in its entry, some living hazards, in order to attack, must move into an opponent's space. It can occupy the same space as a creature of any size. A living hazard can move through squares occupied by enemies and vice versa without impediment, although the living hazard provokes an attack of opportunity if it does so. Creatures with the living hazard type don't make standard melee attacks. Instead, they have effects that function either once the hazard either occupies the same space as the target or the target interacts with the hazard in a certain way (as described in the hazard's effects entry.)

**Hazard Effects & Saving Throws:** Sometimes a hazard's effects allow a target to make a saving throw to avoid some or all of the effect. The saving throw entry in the hazard's description defines which type of saving. The DC of any living hazard's special attacks are equal to  $10 + \frac{1}{2}$  the living hazard's HD (see Living Hazard Statics Table.) A full explanation of how these saving functions are explained in the creature's effects.

**SQ:** Special qualities that the living hazard possess. Full details for these qualities are given at the end of the stat block or in the universal

living hazard rules presented at the end of this section.

**Environment:** The regions and climates in which the hazard is typically encountered are listed here

## Living Hazard Types

Each living hazard has one type, which broadly defines its abilities. A living hazard cannot violate the rules of its subtype without a special ability or quality to explain the difference — hazard templates can often change a creature's type drastically.

### **OOZE (LIVING HAZARD)**

The traits for an ooze living hazard are as follows:

**Hit Dice:** d8

**Speed:** Ooze living hazards have a base speed of 5 ft. unless otherwise noted in its entry.

**Immunities:**

- Mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Poisons, sleep effects, paralysis, polymorph, and stunning.
- Critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Living ooze hazards eat and breathe, but do not sleep.

## Universal Living Hazard Abilities

The following rules are common abilities shared by many living hazards. Each ability includes any unique rules and formulas used to calculate the required DC's of the ability.

### **Adhesive (Ex)**

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Any creature which either begins or ends their turn in a square containing a hazard with this ability automatically gains the grappled condition. Unless otherwise noted in the hazard's descriptive text, a creature grappled by a hazard with this property automatically fails all checks when attempting to break free of the hazard's grapple. Once killed, or a specific condition has been met (listed within the hazard's description), the hazard will release the hold on a victim.

### **Ambush**

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This hazard has the ability to automatically strike a target which triggers it. The ambush ability is usually possessed by a hazard with a Location Trigger. A creature that has failed its perception check to detect the hazard is automatically struck when it enters into the designated location square. A creature that has detected (and is aware) of the presence of the hazard prior to meeting the requirement to trigger it, is allowed a saving throw to avoid an automatic strike. If an ambush allows a saving throw, it is usually a Reflex save (DC 10 + 1/2 living hazard's HD + Size bonus; the exact DC is given in the hazard's descriptive text).



### Camouflage (Ex)

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Hazards with this ability blends in or is difficult to discern from its natural surroundings. As described in its entry, and while active in such environments, the hazard gains a +10 bonus to its detection DC.

### Caustic (Ex)

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A hazard with this ability produces a harmful acid that deals an amount of damage to a range of various types of organic or inorganic materials (no save). Unless otherwise specified, a caustic hazard typically deals damage equal to  $\frac{1}{2}$  the living hazards Challenge Rating. The exact damage and material types harmed by this ability are listed in detail the hazard's description. A living hazard struck by a mentioned material type item suffers any effects and listed damage if it come into contact with the hazard. A caustic hazard can only deal damage to each target creature or object once per round, no matter how many times it comes into contact with a target object.

***Caustic Example:** A fighter with three attacks uses a sword to strike a green slime living hazard, the sword suffers 2d6 damage (ignoring the metal's hardness score) only once per round. This damage is dealt after the first, initial contact is made with the object or creature and deals the same again at the beginning of the affected creature's next round. If the object or creature survives the damage dealt by the caustic hazard, it may continue to make attacks or function normally.*

### Engulf (Ex)

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A hazard with this ability can simply engulf large or smaller sized creatures in its path as part of it's action by merely moving over its opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the hazard but if they do so they are not entitled to a saving throw to avoid this effect. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the hazard moves forward. Engulfed creatures are subject to the hazard's effects (as described by its entry) gain the pinned condition, are in danger of suffocating, and are trapped within its form until they are no longer pinned. The save DC is equal to  $10 + \frac{1}{2}$  the living hazards HD + it's size bonus; the exact DC is given in the hazard's descriptive text. This formula is also used to calculate the hazard's CMB or CMD bonus when a creature attempts to escape a pinned condition.

### Replication (Ex)

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At the start of any round that a living hazard with this ability has met the condition(s) required, it may as a full round action, generate another living hazard of its same type. This new living hazard has the same statistics as an unwounded (or "fresh") version of the living hazard which spawned it. The new living hazard immediately rolls initiative and enters into the combat.

### Sense (Ex)

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A living hazard with the sense ability is particularly sensitive to a certain type of property or special condition, and can automatically pinpoint the location within the listed range. The exact nature of the ability's functions and range is specified in the hazard's descriptive text.

## Trample (Ex)

Typically, only a large sized or larger living hazard possesses this ability. As part of its move action, a hazard with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the hazard merely has to move over opponents in its path.

The starting type and amount of damage dice is relative to the size of the living hazard. A living hazard gains a maximum number of damage dice equal to the hazard's size (see **Table: Hazard Size and Damage Dice**) + a number of additional damage dice equal to  $\frac{1}{2}$  its hit dice (maximum equal to its Challenge Rating.)

Targets of a trample can make an attack of opportunity, but at a  $-4$  penalty. If targets forgo an attack of opportunity, they can attempt to avoid the hazard and receive a Reflex save to take half damage. The save DC against this attack is  $10 + \frac{1}{2}$  hazard's HD + hazard's Size modifier (the exact DC is given in the hazard's descriptive text). A trampling hazard can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

**Table: Hazard Size and Damage Dice**

Hazard's Size	Base Damage Dice	Base Damage	Bonus Size Damage
Large	d6	1d6	4
Huge	d8	1d8	8
Gargantuan	d10	2d6	12
Colossal	d12	3d8	16

## Sample Living Hazards

### ARCANE OOZE (CR 11)

XP 12,800

Type Medium Living Hazard (ooze); Init +0; Detection DC 15

HP 82; Speed 20 ft.; Space 5 ft.; Trigger Special (arcane sight 120 ft.)

Immunities slashing and piercing weapon damage; Vulnerabilities *dispel magic* (D, see below), SR 18 (see effects)

Effects consume magic (30 ft. range, DC 18, see below);

Saving Throw Will (partial)

SQ healing resistance

Environment any

#### DESCRIPTION

Arcane oozes shimmer bright blue and its liquid surface seems to have reflective bits of metal floating within which sparkle in the presence any light source.

Bane to all beings who cast spells, this unusual ooze is found in troves of magical items, laboratories, or other locations in which magical equipment or spellcasters may be found. While not much is known about the life-cycle of these strange hazards, some have theorized that they are the byproduct of broken magical items. Whenever used, these damaged magical items begin to hemorrhage the held magical energy stored within them, each lost charge creating a small chance (1% per lost charge) that an arcane ooze will form. If such occurs, the magic item is destroyed as it melts into a viscous mucus-like slime. On the next round a fully formed arcane ooze forms, gaining an amount of Hit Dice equal to the remaining charges of the consumed item.

Arcane oozes feed upon arcane energies and are drawn to them like a moth to a flame. Possessing a unique form of *arcane sight* (as a constant version of the spell of the same name), this ooze

seeks out only creatures that can cast arcane spells or whom carry magic items. When confronted with multiple such creatures, it will target the highest level spellcaster or creature carrying the most powerful magic items first. The arcane ooze has no effect on non-magical items or non-spellcasters, even those possessing spell-like abilities.

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#### ABILITIES

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#### Consume Magic (Ex)

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An arcane ooze which finds a source of food becomes visibly excited as it begins to quiver and violently shake. Each round as a free action the arcane ooze can target a single magical item or spellcaster with its consume magic ability. The targeted item or spellcaster must attempt a DC 18 Will saving throw. A magic item's saving throw bonus is equal to  $2 + \frac{1}{2}$  its caster level (rounded down). A successful Will saving throw reduces the number of rounds, charges, lost spells and damage suffered by one-half (rounded down).

If the target of the ooze's consume magic ability is an item, that item immediately ceases to function for 2d6 rounds and is drained of 1d10 charges if of the appropriate type (rod, staff, wand). The item so affected is also permanently drained of 1d4 of its caster levels. A magical item reduced to 0 caster level is permanently drained of all its power and becomes a masterwork version of whatever item it was while enchanted. These lost caster levels cannot be restored by anything less than a *limited wish*, *wish*, or *miracle* spell. A magical item that suffers partial caster level loss may lose some of its abilities (as determined by the magic item.) An item that succeeds its Will save does not suffer lost item caster levels.

If the target is a spellcaster, the target randomly loses 1d6 of his highest level unused spell slots for

the next 24-hours or, if the target has no unused spell slots, suffers 3d10 points of damage as the ooze draws upon the residual magic contained within their empty minds. In addition to these effects, the ooze may immediately cast one of these stolen spells as a free action that does not incur an attack of opportunity. For the purpose of the spell's variable effects (DC, range, damage, etc.), the stolen spell is treated as if cast by the spellcaster from which the spell had been stolen, although the arcane ooze may choose the target or recipient(s) of the spells effects.

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#### Healing Resistance (Ex)

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An arcane ooze possess a unique form of spell resistance. Each time that a spell fails to overcome this resistance, the ooze may gain a number of temporary hit points equal to the absorbed spell's level. An arcane ooze that steals a spell from a spellcaster may choose not to cast the stolen spell, and may instead gain a number of temporary hit points equal to twice the stolen spell's level. These temporary hit points stack and last for a one-hour period, afterward they disappear.

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#### DESTRUCTION

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A *dispel magic* that overcomes an arcane ooze's spell resistance instantly destroys a patch of arcane ooze.

## GLACIAL JELLY (CR 9)

XP 6,400

Type Huge Living Hazard (ooze); Init +0; Detection DC 11 (21)

HP 99; Speed 10 ft. (30 ft. in cold regions);

Space 15 ft.; Trigger special (heatsense 120 ft.)

Immunities cold, slashing and piercing weapon damage;

Vulnerabilities fire (see below)

Effects chilling aura (60 ft. range, DC 17, see below); Saving

Throw Fortitude (partial)

SQ transparent (+10 detect in snow/ice), strengthening cold

Environment any cold

### DESCRIPTION

Glacial jelly is a liquid-like growth found in the frozen tundras, arctic mountains, and other extremely cold areas which are constantly blanketed with snow or ice. An active hunter in the frozen environments it's found, this living hazard has the ability to detect warm blooded creatures through its heat sense. In snow covered environments, the transparent body of this gelatinous ooze becomes almost invisible when not moving.

### ABILITIES

#### Chilling Aura (Ex)

A single patch of glacial ooze produces a supernatural cold which always surrounds its form. Warm blooded creatures that come within

60 ft. of a glacial jelly slime suffer 5d4 points of cold damage at the beginning of each of their rounds. A Creature which suffers 10 or more damage from a glacial ooze's chilling aura must also make a DC 17 Fortitude save or suffer 1d4 points of Dexterity damage and become slowed (as per the spell *slow*) for 1d6 rounds.

#### Transparent (Ex)

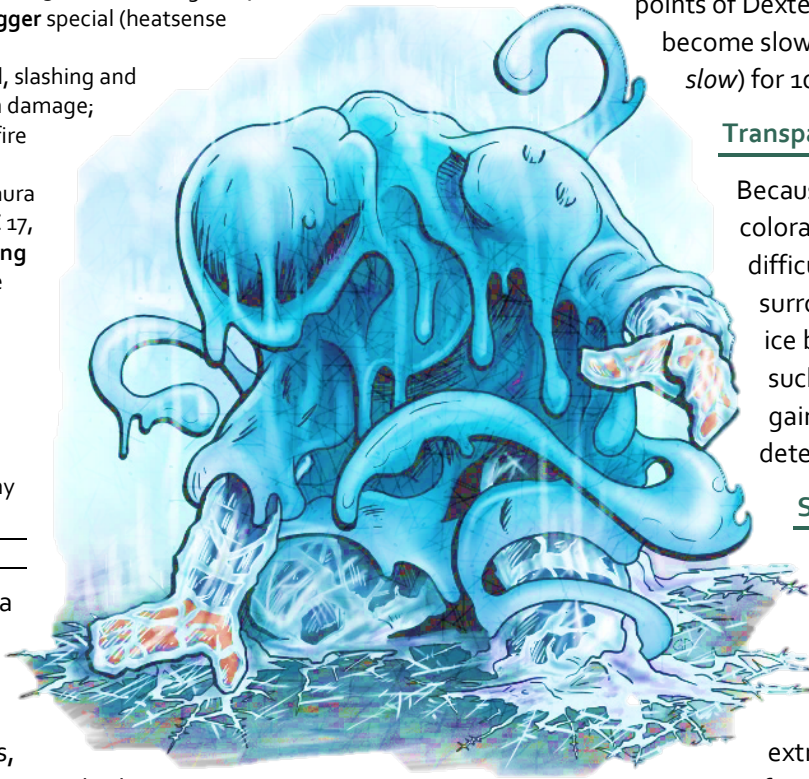
Because of its lack of coloration, a glacial jelly is difficult to discern from its surroundings in snow and ice based environments. In such places, the glacial jelly gains a +10 bonus to its detection DC.

#### Strengthening Cold (Ex)

A glacial jelly most thrives while in environments of extreme cold. While active in areas of extreme cold (-20° F) or the target of a spell with the [cold] descriptor, the glacial jelly gains the following bonuses: a +20 ft. to movement; +4 to the DC of its chilling aura, all damage dice (including the Dexterity damage) increase to d6's rather than d4's. If gained from a spell, these bonuses last a number of rounds equal to the spell's level.

### DESTRUCTION

Spells or effects with the [fire] descriptor, or fire itself deals double damage to a glacial jelly. In addition, whenever a glacial jelly is dealt fire damage it becomes stunned for one round. While stunned, a glacial jelly's chilling aura ceases to function until the start of the hazard's next round.



## GREEN SLIME (CR 4)

XP 1,200

Type Medium Living Hazard (ooze); Init +0; Detection DC 15

HP 32; Speed 5 ft. (climb 5 ft.); Space 5 ft.; Trigger location

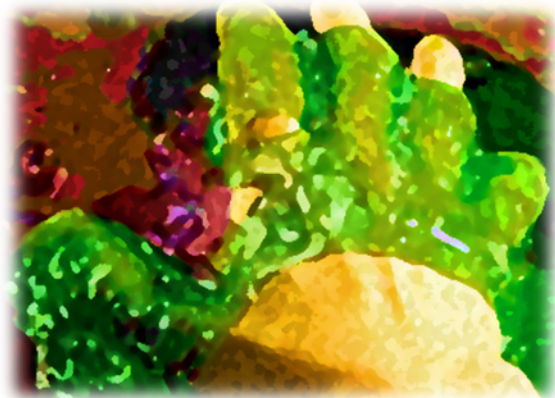
Immunity weapon damage; Weaknesses fire (D), cold (D), remove disease (D), sunlight (D, see below)

Effect 1d6 Constitution damage; Saving Throw Reflex (see below); SQ Adhesive

Environment any underground

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### DESCRIPTION



This relatively common dungeon danger is a malicious variety of normal slimes often found seeping from cracks in subterranean walls.

Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It often drops from walls and ceilings when it detects movement (and possible food) below.

Green slime devours flesh and organic materials on contact and is capable of dissolving metal.

Once a creature enters a space containing green slime the hazard activates. If located on a ceiling, the slime silently detaches from its space and drops into the triggering creature's space. If a creature attempts to move through a square containing green slime, and they are aware of the

slime, they may attempt a Reflex save (DC 12) to avoid contact.

If the slime is located on the ground or on the surface of an item and a creature fails to notice it (either purposely or through a failed check to notice it), they are automatically subject to the slimes effects once they move into a square, or touch the object it coats, which contains it. Squares filled with green slime are considered difficult terrain.

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### ABILITIES

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

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### Adhesive (Ex)

Any creature which ends their turn in a square containing green slime automatically gains the grappled condition. A creature grappled by green slime automatically fails all checks when attempting to break free of the slime's grapple. Once the slime attaches itself to a creature it must be destroyed to cause it to release a hold on its victim.

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### DESTRUCTION

On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, or a *remove disease*\* spell destroys a patch of green slime. When exposed to direct sunlight, the slime's effects are rendered inert after 1 round of exposure. A patch of green slime that remains exposed to sunlight is completely destroyed at the end of the second round.

## MIND SIPHON JELLY (CR 7)

XP 3,200

**Type** Tiny Living Hazard (ooze); **Init** +0; **Detection DC** 23  
**HP** 35; **Speed** 5 ft. (climb 5 ft.); **Space** -; **Trigger** proximity  
(intelligent creatures, 60 ft.)

**Weaknesses** acid (D), fire (D), cold (D)

**Effect** dominating siphon (DC 15, 1d6 Intelligence  
damage); **Saving Throw** Will (negates)

**SQ** replication

**Environment** any

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### DESCRIPTION

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A Domination Jelly is a tiny, sticky, gray ball of ooze about 3 inches in diameter. It hides its form in subterranean realms, caverns, and dark caves. While seemingly mindless, this small quivering blob begins to rapidly quiver once an intelligent humanoid creature approaches within 60 ft., triggering the hazard into action.

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### ABILITIES

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#### Dominating Siphon (Sp)

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The mind siphon jelly possesses a potent spell-like ability that it uses to assail its foes. Once per day, when a living creature with an Intelligence score approaches within 60 ft. the jelly begins to rapidly vibrate. As it does this, it produces an inaudible sound which it can focus upon a single creature within 30 ft. This frequency causes the targets mind to fall under the jelly's control (as if by the *dominate person* spell). The victim receives a Will save (DC 15) to resist these effects. If a mind siphon jelly targets a humanoid creature of the same subtype that it was created from, the target suffers a -4 to saving throws made to resist its dominate person effect.\*

If the save is successful, the victim instantly develops a long lasting headache which imposes a 25% spell failure chance, and a -2 penalty to all Intelligence based skill checks. These negative effects fade after 1d4 hours.

If a targeted creature fails its save, the creature has fallen victim to the mind siphon jelly and now is under the hazard's control. Unlike the standard version of the spell, a mind siphon jelly's dominate person ability only has a duration of 24 hours. Each time that a creature fails its Will saving throw to resist the domination effect, they also suffer the loss of 1d4 Intelligence damage (no save).

Once control is established, the jelly telepathically orders the victim to remain in its lair and protect it. The jelly takes special care in issuing orders that will not put the dominated victim in harms way unless the jelly itself is threatened. The ultimate desire of this seemingly mindless blob requires a victim to succumb to enough Intelligence damage to reduce their score to 0 and render them comatose. It is then that this tiny creature forces its way into the victim's skull (typically through the mouth, nose, or ear cavity) and effectively "mates" with the creature's non-functioning brain matter. Over the course of the next 1d6 hours the jelly replicates (a process which kills the victim) and creates another of its kind.

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### DESTRUCTION

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The mind siphon jelly, if it can be found, is easily killed by the application of any amount of fire, cold, or acid.

\*When first encountering a mind siphon jelly, a Game Master must determine (randomly or selected) the type of humanoid brain matter that gave "birth" to the original jelly.

## **RUST PUDDING (CR 9)**

**XP 6,400**

**Type** Huge Living Hazard (ooze); **Init** +0; **Detection DC 11**

**HP 83; Speed 15 ft.; Space 15 ft.; Trigger** Proximity (metalsense 120 ft.)

**DR 10/bludgeoning; Weaknesses** Electricity (D)

**Effects** metal corrosion (DC 17); **Saving Throw** Special (see below)

**SQ** engulf (Reflex DC 17)

**Environment** any underground

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### DESCRIPTION

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This amber-hued pudding is composed a semi-solidified corrosive membrane that dissolves metal objects. In locations with plentiful sources of consumable metals (such as iron mines), these living hazards can exist for untold years. However, if denied consumable material for more than a month, a rust pudding begins drying. Eventually this causes the creature's form to dry up into harmless flakes of rusted metal which eventually blow away or become scattered by foot traffic.

Using its keen detection of metal, a rust pudding automatically notices and locates metal objects and creatures within 120 feet, just as if it possessed the blindsight ability. It will then began its slow yet unceasing pursuit of it's prey. It's not unheard of for rust puddings to pursue victims for days or weeks if it remains within range of their metalsense.

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### ABILITIES

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#### **Engulf (Ex)**

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Though rust puddings have no reasoning ability, the insatiable hunger of these slow-moving hazards lead them to attempt to engulf anything they come across that bears even trace amounts of metal. A rust pudding will attack any creature wearing armor which includes any amount of metal or wielding metal weapons but are invariably drawn to those with the greatest

amounts of such materials (they would prefer a fighter in full plate armor to a character wielding a dagger but otherwise carrying no other metal objects or items.) The saving throw required to avoid a rust pudding's engulf attack is Reflex DC 17.

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### **Metal Corrosion (Ex)**

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A rust pudding that engulfs a common metal object causes it to swiftly rust and corrode. During the first round, the engulfed object takes half its maximum hp in damage and gains the broken condition. At the beginning of the second round the pudding consumes the item. Against an engulfed magical item or creature made of metal, a rust pudding deals 3d6 points of damage and ignore the weapons hardness.

Normal metal objects receive no saving throw against the effect of a rust pudding, while magical metal objects and metal creatures can attempt a DC 17 Fortitude save. Magic objects which succeed this saving throw negate the pudding's corrosives effects, while metal-based creatures suffer only one-half the inflicted damage. A metal weapon which strikes a rust pudding suffers 1d6 points of damage and ignores the weapons hardness. Magical weapons are allowed a saving throw to ignore this damage.

While this living hazard is only directly dangerous to metal and metal-based creatures, the true danger presented to creatures of flesh is succumbing the unfortunate fate of possibly drowning while engulfed within the creature.

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### DESTRUCTION

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Any amount of electricity damage destroys rust pudding (such as spells with the [electricity] descriptor.)

## SEWER SLIME (CR 2)

XP 600

Type Medium Living Hazard (ooze); Init +0; Detection DC 15

HP 23; Speed 10 ft., swim 30 ft.; Space 5 ft.; Trigger location

Immunities weapon damage; Vulnerabilities fire (D, see below)

Effects acidic cling (3d6 acid, DC 11, 1d4 Charisma damage); Saving Throw Fortitude (partial)

SQ ambush (DC 11), stench (30 ft. aura, DC 11, sickened)

Environment any underground

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### DESCRIPTION

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Sewer Slime is a noxious and highly caustic form of animated waste. Made up of an unholy foulness, this slime is a magically induced hazard that forms in places where alchemical liquids are improperly disposed of in the sewage systems



beneath cities. This toxic, corrosive material devours flesh and organic materials on contact and, like many types of slime, is even capable of dissolving metal. Colored a dull brown and constantly bubbling with filth, this wet and sticky slime clings to sewer walls, floors, and ceilings as it travels underground tunnels in search of organic matter to feed upon.

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### EFFECT

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#### Ambush (Ex)

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Like many other slimes, septic slime drops down on unsuspecting targets when it detects movement. A creature which has failed its perception check to detect a sewer simile is automatically struck when it enters into the designated location square. An opponent who has detected the presence of a sewer hazard prior to triggering it is allowed a DC 11 Reflex saving throw to avoid a sewer slime's ambush.

#### Acidic Cling (Ex)

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Any creature that begins their turn in a patch of sewer slime suffers 3d6 acid damage and gains the grappled condition. A creature that suffers 10 or more acid damage must also make a DC 11 fortitude save or also suffer 1d4 Charisma damage. A creature grappled by a sewer slime automatically fails all checks when attempting to break the hazard's hold upon them. Once the slime is attached to a creature, it must be destroyed before it will release its hold on a victim.

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### DESTRUCTION

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Anything that deals fire damage instantly destroys a patch of sewer slime.



## SHADOW SLIME (CR 4)

XP 1,200

**Type** Medium Living Hazard (ooze); **Init** +0; **Detection** DC 15 (25 in dimly lit areas)

**HP** 33; **Speed** fly 15 ft.; **Space** 5 ft.; **Trigger** special (lifesense 60 ft.)

**Immunities** cold; **Vulnerabilities** sunlight (D, see below)

**Effect** strength siphon (30-ft.-radius, 1d3 Str damage, see below); **Saving Throw** Fortitude (partial)

**SQ** replication, unnatural aura (30 ft.)

**Environment** any

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### DESCRIPTION

This purple hued, flying slime is the byproduct of the destruction of a powerful negative energy aligned creature (such as a ghost or greater shadow) is destroyed on a material plane world. Acting almost as a remaining presence of the shadowy conduit used by such creatures when traveling into this world, a patch of shadow slime radiates an unnatural aura felt by animals with keen senses. This affects all normal animals that come within 30-feet of the slime; the animal refuses to willingly approach an area that contains the hazard. The animal handler can force an unwilling creature into the radius using the handle animal skill, although the DC of all such checks are made at a -8 penalty.

Unlike most slimes, a patch of shadow slime is an active hunter that claims underground areas such as tombs and crypts as a domain. Completely silent and always remaining in shadowed areas away from sunlight, the slime becomes a true threat once it detects the presence of living creatures through its lifesense ability. Once detected, the slime begins to hover towards them, always taking care to remain out of physical reach of weapons. In conditions of dim to low light, the hazard receives a +10 to the detection DC to notice the presence of a shadow slime.

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### ABILITIES

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#### Strength Siphon (Ex)

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Living creatures that come within 30 ft. of the shadow slime suffer 1d3 points of Strength damage at the beginning of each of their rounds. Creatures affected by a slime's strength siphon are allowed a DC 12 Fortitude save to reduce the damage suffered by one-half. Each point of strength damage dealt to the creature becomes "stored" by the shadow slime. At the start of any round in which the slime has accumulated 10 or more of these points it may, as a full round action, generate another shadow slime. This new creature immediately rolls initiative and enters into the combat. A typical shadow slime begins an encounter with 1d4 points of strength already stored within its form.

If two or more shadow slime are within 20 feet of each other, they can work together to enhance their strength damaging effects. For each shadow slime within the radius they add an additional +2 to the Fortitude save DC (maximum +10) of each other slime's effect. In addition, for each other shadow slime present, it adds an additional +1 (max +5) to the strength damage it deals with its strength siphon ability.

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### DESTRUCTION

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Any effect that inflicts positive energy (such as a *cure light wounds* spell) instantly destroys a patch of shadow slime. Exposing shadow slime to direct sunlight causes the shadow slime to erupt into black flames. On the first round of exposure the shadow slime suffers damage equal to one-half its current hit point total and destroys it utterly on the second consecutive round of exposure if it does not escape. A shadow slime destroyed in this way explodes, showering any creature within a 10-ft.-radius with a wave that deals 3d4 points of negative energy.

## SKULL JELLY (CR 1)

XP 400

**Type** Diminutive Living Hazard (ooze); **Init** +0; **Detection** DC 27

**HP** 1; **Speed** 5 ft.; **Space** -; **Trigger** touch

**Immunities** slashing and piercing weapon damage;

**Vulnerabilities** remove disease (D, see below)

**Effects** brain burst (10-ft.-radius, 2d6 acid plus disease);

**Saving Throw** Will (negates)

**Environment** any underground

### DESCRIPTION

A skull jelly is a small quivering orb of gray ooze that is usually found inhabiting the hollowed skulls of dead creatures. Other than their rancid smell and the faint “smacking” noises the jelly makes when feasting upon decaying brains, these strange creatures seem to do little else.

### EFFECT

#### Brain Burst (Ex)

After fully consuming a meal a skull jelly sits quietly until their host is disturbed (such as someone searching a corpse for treasure). When the jelly detects movement nearby it immediately expands until it explodes out of it’s host with a sickening “pop”, sending goo splattering on all creatures within 10 ft. of an infested corpse. Creatures within the area of effect suffer 2d6 acid damage and must resist the to the jelly's mind shift disease.

#### Mind Shift

**Type** disease, contact; **Save** Wisdom DC 11 (see below);

**Onset** 1 hour; **Frequency** 1/day

**Effect** 1d2 Wisdom and the creature suffers an alignment shift (see special); **Cure** 3 consecutive saves

**Special:** An affected creature does not automatically become aware of this odd affliction. Only a DC 15 Heal

check identifies that a character is afflicted with this disease. Upon each failed saving throw, a creature not only suffers the listed Wisdom damage, their alignment radically shifts according to the chart below.

A character whose class relies upon certain alignments (such as a druid, or cleric) may be temporally denied access to certain abilities while their alignments are temporally shifted. This may (depending upon their actions), require them to make amends or atone before again regaining the use of specific class abilities.

The mass imbibing of strong alcohol (5 drinks or more within the span of an hour) allows a creature infected by the Mind Shift disease to instead

make a DC 15 fortitude saving in place of the required Will saving throw.

A creature that reaches 0 Wisdom lapses into a jabbering state of madness and dies. 1d6 rounds after the creatures demise, it's brain liquefies and spawns a number of skull jellies equal to 1d4 + the creatures original Wisdom score modifier. These diminutive creatures seem to

leak from the dead creature's ears and slowly crawl away. If closely examined, a DC 15 Heal check will reveal that victim no longer has a brain. Creatures which die from mind shift disease cannot be brought back to life unless by the aid of powerful magic. Only a *miracle*, *limited wish*, or *wish* spell will restore such creatures to life.

### DESTRUCTION

Even though a skull jelly instantly dies once it uses it's brain burst ability, a *remove disease\** spell instantly destroys a skull jelly.

Table: Random Alignment Shift

d10	Alignment:
1	Lawful Good
2	Lawful Neutral
3	Lawful Evil
4	Neutral Good
5	Neutral
6	Neutral Evil
7	Chaotic Neutral
8	Chaotic Good
9	Chaotic Evil
10	No Change

## SUNDERFLOW OOZE (CR 15)

XP 51,200

**Type** Gargantuan Living Hazard (ooze); **Init** +0; **Detection** DC 0

**HP** 139; **Speed** 20 ft.; **Space** 20 ft.; **Trigger** Proximity (tremorsense 120 ft.)

**Defensive Abilities** hardness 8; **Vulnerabilities** sonic (see destruction)

**Effect** sundering trample (10d8+16); **Saving Throw** DC 27 Reflex (negates, see below)

**Environment** any mountainous

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### DESCRIPTION

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So named by the dwarves, these dangerous living hazards seek to destroy items beneath the weight of its titanic bulk, each one adding to an ever increasing collection of fragmented treasures. This colossal ooze is composed of massive boulders, broken stone and thousands of pieces of destroyed armor, weapons, and other items tethered together by its bulk. Living primarily along mountainous peaks and feeding upon each item that becomes crushed beneath it, this hazard is constantly seeking to increase in size as it travels, continually absorbing and adding to its already massive form.

A sunderflow ooze triggers once it detects the presence of creatures using its tremorsense ability, it is common that this living hazard will simply wait to be "discovered". Due to the size and sheer bulk of this hazard, it is noticed by any non-blinded creatures within visual range. Due to the unusual appearance of this hazard, paired along with the destroyed items so commonly mistaken for treasure intermixed into its form, many unwary adventurers willingly approach. Akin to a landslide, it hurtles forward with surprising speed, attempting to crush anything in its path.

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### ABILITIES

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#### Sundering Trample (Ex)

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A sunderflow ooze can simply overrun any creature that is at least one size category smaller than itself by merely moving over opponents in its path. A sunderflow ooze can only deal this damage to each target once per round, no matter how many times its movement takes it over a target creature. Targets of this effect may choose to make an attack an attack of opportunity against the sunderflow at a -4 penalty; or they may forgo this attack to be allowed a Reflex save DC 21 to attempt to avoid being crushed. On a successful saving throw, the victim of this effect suffers one-half damage and is pushed into an adjacent square of their choice.

On a failed save, the target suffers the full 10d8+16 points damage. In addition, one-half of the damage inflicted to the victim is also dealt to each item held, worn, and/or carried by the creature.

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### DESTRUCTION

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In addition to the standard effects of its Sonic vulnerability, each time a sunderflow ooze is dealt damage from a source with the sonic energy descriptor, it becomes stunned for 1 round.

## VAMPIRIC SLIME (CR 6)

XP 2,400

**Type** Large Living Hazard (ooze); **Init** +0; **Detection DC** 11  
**HP** 60; **Speed** 10 ft. (climb 5 ft.); **Space** 10 ft.; **Trigger**  
special (bloodsense 90 ft.)

**Immune** slashing and piecing weapon damage;

**Weaknesses** fire (D), sunlight (see below)

**Effect** blood extraction (DC 14, 2d4 Con damage); **Saving**  
**Throw** Fortitude (half)

**SQ** Adhesive

**Environment** any underground

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### DESCRIPTION

This rare and dangerous slime can be found in dark recesses of underground ruins, dungeons, and cavern systems. Vampiric slime (also called "blood slime") is a pale blue, translucent mucous-like substance that can cling to walls and ceilings. When it detects movement via its bloodsense ability, it begins to move towards the victim, taking the shortest path possible in an attempt to attach itself to its prey.

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### ABILITIES

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#### Blood Extraction (Ex)

Once the vampiric slime enters into a space containing another creature, they are automatically subject to the slimes effects. Any creature which comes into contact with vampiric slime suffers 2d4 points of Constitution damage per round while it extracts its victim's blood. The victim of such an attack receives a DC 14 Fortitude saving throw to reduce this damage by half.

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#### Adhesive (Ex)

Any creature which ends their turn in a patch of vampiric slime automatically gains the grappled condition. A creature grappled by a vampiric slime automatically fails all checks when attempting to break the hazard's hold upon them. Once the slime attaches itself to a creature it

must be exposed to natural sunlight or a *daylight* spell to cause it to release a hold on its victim.

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### DESTRUCTION

Exposing a vampiric slime to direct sunlight deals 6d6 damage on the first round of exposure and destroys it utterly on the second consecutive round if it does not escape. Anything that deals fire damage destroys a vampiric slime instantly but deals the same amount of damage to the victim coated in the slime.

## VOID SLIME (CR 5)

XP 1,600

**Type** Medium Living Hazard (ooze); **Init** +0; **Detection DC** 15 (30 impact crater)

**HP** 31; **Speed** 5 ft.; **Space** 5 ft.; **Trigger** Proximity (15 ft.)

**Immunities** fire, acid; **Vulnerabilities** cold (see below)

**Effects** infectious burst (30 ft. range, DC 17, see below);

**Saving Throw** Fortitude (negates)

**Environment** any non-arctic

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### DESCRIPTION

This alien slime is brought into a world by the destructive impact of the meteors upon which they form. While little is known of this hazard's true origins, the events which follow the appearance of this hazard have been the stuff of nightmares. In some cases, contact with this slime has brought about events which have single-handed brought about the end of worlds if left unchecked.

Specked with silver along it's stone-like surface, this midnight hued slime is difficult to detect amid the site of devastation wrought by the impact of the meteor. While mobile, the slime is found primarily found within or near craters. A DC 30 Spot check is required to detect the slime in these environments (DC 15 in other places). Thankfully, the conditions of most worlds prove deadly to the life span of this slime and dies off relatively quickly once it reaches a world; within a

number of days equal to the hazard's HD (a typical specimen lives for 7 days), after which it becomes a harmless tar-like substance.

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#### ABILITIES

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#### Infectious Burst (Ex)

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Unlike other types of slime, void slime doesn't seek out creatures or typically move. Instead, void slime lies where it lands after being released by the meteorite's impact. It remains there until a living creature approaches within 30 ft. of it. When creature has been detected within the proximity, the void slime suddenly swells into a large bubble and explodes, showering all creatures within a 30-ft.-radius with an acidic, tar-like goo that clings to flesh. A void slime will repeat this process every 1d10 rounds until either destroyed, or it no longer detects creatures within the area (15 ft.) of its proximity trigger.

When it explodes, all living creatures within the 30 ft. radius of a void slime suffer 3d6 points of acid damage. This acid damage persists for unless neutralized by cold (see destruction), lasts for another 1d4+1 rounds, and deals another 2d6 points of damage in each round.

Creatures who are 20 feet away (or further) when the void slime explodes are

allowed a DC 17 Reflex to avoid the damage and disease based effects. Creatures within 15 ft. of the hazard are not allowed a saving throw, and are fully subject to the hazard's full effects.

In addition to dealing persistent acid damage, a void slime's the tar-like substance begins to intermix into their bloodstream. Each time a creature suffers acid damage from a void slime's Infectious burst they must succeed a DC 17 Fortitude save or gain an alien disease called Void Rot. Each round that the acid damage persists, the DC to resist the disease increases by +1.

#### Void Rot

**Type** disease, injury; **Save** Fortitude DC 19

**Onset** 1 hour; **Frequency** 1/hour

**Effect** 1d4 Constitution damage and 1 Cha damage and target is fatigued; **Cure** 2 consecutive saves

**Special** Should a creature perish while infected, it rises as a void slime zombie 2d4 hours later (see creature templates)

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#### DESTRUCTION

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If targeted by a spell with the [cold] descriptor, the hazards "life-span" is reduced by a number of day's equal to the spell's level. If struck by a weapon or by an effect which deals cold damage, each successful strike reduces the hazard's "lifespan" by one. Void slime has no effect on wood, metal, or stone, and is unaffected by acid, heat, or sunlight.

# Ooze Hunting Gear

Ooze-hunting rangers and underground explorers have developed several alchemical and magical items to protect them from ooze attacks.

**Acid Bane Oil:** This thick mucus-like oil can be used to coat metallic items such as weapons or armor. Such a coating neutralizes the metal eating acid of black puddings and gray oozes, protecting the item from 1d4+1 contacts with an ooze's acidic touch. **Cost** 50 gp; **Create Craft** (alchemy) DC 24.

**Ooze Grease:** This alchemical concoction can be spread over a Medium or Small creature's body as a full-round action. It provides a +5 alchemical bonus on Escape Artist checks, grapple checks to avoid a grapple, and Reflex saves to avoid an ooze's improved grab or engulf abilities, but gives a -5 penalty to disarm checks, grapple checks to start or maintain a grapple or pin, and other checks that may be hindered by a loose grip (such as Climb). One application lasts for up to 1 hour and can be removed with soap and water. **Cost** 50 gp; **Create Craft** (alchemy) DC 25; **Weight** 1 lb.

**Ooze Oil:** This alchemical liquid was created to combat oozes of any type. When used as a grenade-like ranged weapon, it deals 3d6 points of damage to any creature of the ooze or ooze subtype on a successful hit and 1d6 points of splash damage. On the round following a direct hit, the ooze must make a DC 19 Fortitude save or take an additional 1d6 points of damage. Ooze oil does not affect creatures not of the ooze type. **Cost** 150 gp; **Create Craft** (alchemy) DC 26.

**Sovereign Glue:** This fluid immediately thickens ooze protoplasm, acting as a permanent *slow* spell on the creature. Applying the glue is a standard action that provokes an attack of opportunity. Applying universal solvent to an ooze under the effect of the glue returns the ooze to normal (without doing damage, see below). **Cost** 25 gp; **Create Craft** (alchemy) DC 15

**Universal solvent:** This substance dissolves ooze protoplasm. A single application inflicts 4d6 points of damage to an ooze (Fortitude half DC 19). Applying the solvent is a standard action that provokes an attack of opportunity, or it can be thrown as a splash weapon (affecting only the targeted ooze) for half damage. Stone salve has the same effect against gray oozes. **Cost** 50 gp; **Create Craft** (alchemy) DC 17.

**Bladeguard:** This clear resin protects a weapon from harmful attacks from oozes, rust monsters, and similar things, rendering the weapon immune for 24 hours. One pot can coat one single two-handed weapon, two one-handed or light weapons, or 50 ammunition items. Applying it takes 1 full round. Immersing the weapon in water or similar liquid washes it off. **Cost** 40 gp; **Create Craft** (alchemy) DC 15.

**Ooze Repellent:** This sweet-smelling blue paste keeps ooze creatures at bay if spread on the skin. Medium-sized or smaller ooze creatures automatically avoid you. While not automatically driven away like their smaller counterparts, larger-sized ooze creatures must make a DC 18 Fortitude saving throw in order to attack you. Once applied, ooze repellent remains effective for

1 hour or until you spend 1 round washing it off.  
**Cost** 150 gp; **Create Craft** (alchemy) DC 20.

### **HUNGRY GEM**

**Aura** strong conjuration; **CL** 15th; **Slot** —; **Price** 11,250 gp;  
**Weight** —

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#### DESCRIPTION

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This disgusting gemstone is composed of semi-hardened, flesh-like material that constantly weeps a pale pink fluid from its surface. When the gem is smashed into a jellied paste and dropped onto the ground (a standard action), it begins to swell into a massive pile of pink goo that continues to increase in size each round. Three rounds after it's activated, the goo forms into a Carnivorous Blob. The duration of this summons lasts for a full 2 minutes (20 rounds), during which time the carnivorous ooze is under the control of the creature that broke the gem.

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#### CONSTRUCTION REQUIREMENTS

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**Feats** Craft Wondrous Item; **Spells** *summon monster VII*;  
**Cost** 5,125 gp

### **OOZE BANE AMULET**

**Aura** moderate divination; **CL** 8th; **Slot** neck; **Price** 2,500 gp; **Weight** —

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#### DESCRIPTION

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This oddly shaped-symbol enables its wearer to detect any ooze within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. The amulet also grants its wearer as if they were under the constant effects of a *hide from ooze* spell. If a warded creature touches an ooze creature, or attacks any creature with the ooze type (even with a spell), the spell abruptly ends and the amulet becomes inert for 24 hours.

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#### CONSTRUCTION REQUIREMENTS

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**Feats** Craft Wondrous Item; **Spells** *hide from ooze*; **Special** creator must be at least 10<sup>th</sup> level; **Cost** 1,250 gp

### **RING OF BURBLING**

**Aura** faint divination; **CL** 5th; **Slot** none; **Price** 27,000 gp;  
**Weight** -

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#### DESCRIPTION

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This odd ring appears to be formed of an unshaped metal, seemingly as if it was formed into a ring shape while molten but never refined.

The wearer gains the ability to communicate with ooze creatures and living hazards with the ooze subtype, and can ask simple questions of and receive basic answers from them. The spell doesn't make ooze creatures any more friendly or cooperative than normal. While most ooze creatures have no Intelligence score (and are unable to communicate), the wearer of this ring becomes able to "understand" the bubbling, plopping, and squelching noises made by the creatures as a form of language in much the same way that druids are able to speak to normal plants via a *speak with plants* spell.

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#### CONSTRUCTION REQUIREMENTS

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**Feats** Forge Ring; **Spells** *tongues*; **Cost** 13,500 gp

## RING OF OOZE CONTROL

**Aura** moderate transmutation; **CL** 10th; **Slot** ring; **Price** 140,000 gp; **Weight** -

### DESCRIPTION

This ring allows the wearer to control up to 20 HD worth of unintelligent ooze per day. Ooze within 60 ft. of the ring that fail a Will save (DC 18) are placed under the wearer's control for a 24 hour period, up to the ring's 20 HD maximum. At the start of each new 24 hour period, the controlled ooze may attempt a new Will saving throw to overcome the ring's effect. Ring-controlled ooze that are later destroyed still count against the 20 HD daily limit that the ring can control.

### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring; **Spells** *ooze puppet*; **Cost** 70,000 gp

## RING OF THE QUIVERING CUBE

**Aura** strong conjuration; **CL** 17th; **Slot** ring; **Price** 125,000 gp; **Weight** -

### DESCRIPTION

This odd ring always seems greasy to the touch. Serving as a special gate to the plane of ooze, this magical ring acts as a means to summon a unique

**Table: Ooze Summoned by Ring**

D%	Ooze Summoned
01-15	Gray Ooze
16-30	Dementia Slime*
31-50	Slime Mold
51-65	Ram Jelly*
66-75	Ochre Jelly
76-85	Gelatinous Cube
86-95	Deathstench Ooze*
96-99	Giant Amoeba
00	Black Pudding

gelatinous cube. When the ring is twisted about on the character's finger (a standard action), the call goes out, and a gelatinous cube with the advanced and giant creature template appears on the next round. Although the summoned ooze's Intelligence score indicates that it's a mindless creature, it is through magic that the creature will faithfully obey and serve the wearer of the ring, but never for more than 1 hour per day. If the ooze or the ring is ever killed, the ring becomes non-magical and worthless.

### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring; **Spells** *conjure gelatinous cube*, *ooze puppet*; **Cost** 62,500 gp

## SACK O' GOO

**Aura** moderate conjuration; **CL** 12th; **Slot** —; **Price** 14,200 gp; **Weight** XXX

### DESCRIPTION

This foul smelling green leather sack appears empty. Anyone that reaches into the bag feels a slimy, hard ball the size of a large marble. If the ball is removed and tossed up to 20 feet away, it turns into a random ooze. The ooze is uncontrolled and free willed and remains active for 10 minutes (or until slain), at which point it melts into a puddle of sludge and then disappears. Use the following table to determine what oozes are drawn out of the sack.

Oozes produced are always random, and only one may exist at a time. Up to 10 oozes can be drawn from the bag each week, but no more than two per day. Statistics for these ooze can be found in their respective creature entries.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *summon monster V*; **Cost** 28,500 gp

\* indicates a new ooze found in chapter XXX (rick you need to go back and insert the chapter #)



## SLIME SWORD

**Aura** moderate conjuration; **CL** 12th; **Slot** none; **Price** 28,450 gp; **Weight** 4 lbs.

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### DESCRIPTION

The slime sword functions as a +2 longsword. Three times per day, upon scoring a successful critical hit, the weapon's blade gains a green radiance as it begins to loudly hiss and melts onto the flesh of the target. The length of metal instantly turns into a vicious smile and producing the same effects as if the creature was struck by a patch of green slime in addition to any damage inflicted by the blade. Whenever the critical is confirmed and until the start of the weapon wielders next turn, the blade of a slime sword disappears and renders the weapon useless.

---

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Magic Arms and Armor; **Spells** *acidic wave*; **Cost** 14,225 gp

## STAFF OF THE

## SLIME LORD

**Aura** strong abjuration; **CL** 13th; **Slot** none; **Price** 82,000 gp; **Weight** 5 lbs.

---

### DESCRIPTION

Made from a hollow tube of clear crystal or glass that has been filled with green slime, this staff allows use of the following spells, expending the number of charges indicated:

**1 charge:**

- *Slime fall*
- *Conjure gelatinous cube*
- *Halt ooze*

**2 charges:**

- *Vomit ooze*
- *Ooze sphere*

**3 charges:**

- *Slime barrier*

---

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Staff; **Spells** *slime fall*, *conjure gelatinous cube*, *vomit ooze*, *halt ooze*, *ooze sphere*, *slime barrier*; **Cost** 41,000 gp

## Cursed Ooze Items

### OOZE CLOAK

**Aura** strong abjuration; **CL** 15th; **Slot** shoulders; **Price** N/A; **Weight** 1 lb.

---

### DESCRIPTION

This cloak is usually made of an emerald hued silk, although it can be made of thin leather. A *detect magic* spell falsely identifies it as a *cloak of resistance +5*. The garment can be handled without harm, but as soon as it is actually donned, the wearer must instantly succeed on a DC 20 Fortitude save or be affected by a *flesh to ooze\** spell. Each day at sunrise the foul magic again forces the unfortunate character to make a new Fortitude saving throw, this time with a cumulative -4 per day that the cloak remains. Once donned, an ooze cloak can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak.

---

### CONSTRUCTION REQUIREMENTS

Magic Items cloak of resistance +5.

## SLIME PLATE

**Aura** strong abjuration; **CL** 16<sup>th</sup>; **Slot** body; **Price** n/a; **Weight** 35 lbs.

---

### DESCRIPTION

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This suite of armor is ornately decorated with swirling patterns of eldritch symbols.

Magical analysis indicates that this armor is a normal suit of +3 breastplate. The armor works normally in all circumstances until a character does battle against ooze creatures. Once the cursed properties active the armor cannot be removed by a character wearing it without the aid of *remove curse* spell. The wearer suffers a –10 penalty to his AC against all attacks made by ooze creatures. In addition he also suffers this penalty to all CMB and Reflex rolls made to escape a grab or avoid being engulfed by an ooze creature. The true nature of the armor does not reveal itself until the character comes within 60 ft. of a creature of the ooze type.

---

### CONSTRUCTION REQUIREMENTS

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+3 breastplate

# New Ooze Spells

## ACIDIC WAVE

**School** conjuration (summoning) [acid]; **Level** sorcerer/wizard 6

---

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (alchemical reagents worth 200 gp)

---

### EFFECT

**Range** medium (100 ft. + 10 ft./2 levels)

**Effect** 10-ft.-radius spread + 5 ft./2 levels

**Duration** 1 rnd./level

**Saving Throw** Reflex (negates); **Spell Resistance** no

---

### DESCRIPTION

You create an explosive wave of acidic goo that radiates out from point you choose (within range) and violently spreads to the limit of the listed area. The wave of acidic goo clings to cover the walls and ceilings of enclosed areas as well as the floor. This acidic slime is treated as difficult terrain and deals 3d6 +1 per caster level (+10 maximum) points of acid damage to any creature which begins their turn in contact with a surface coated with the slime. In addition, each creature within the spells radius at the time of its casting (including flying creatures), becomes coated by slime.

This green slime devours flesh and organic materials on contact and even dissolves metal. A patch of green slime deals 1d6 points of Constitution damage per round that it remains in contact with flesh. All items in possession of a creature coated in this slime are also exposed to the potent acid. All items carried by the creature that are composed of metal, suffers 2d6 points of

damage per round. Damage dealt to items in this way bypasses the items hardness. As a full round action that provokes an attack of opportunity, the slime can be scraped off a creature ending its effects. Unlike normal green slime, the slime created by this spell is unaffected by fire, cold, sunlight, and evaporates at the end of the spell's duration.

## AWAKEN OOZE

**School** transmutation; **Level** sorcerer/wizard 5

---

### CASTING

**Casting Time** 24 hours

**Components** V, S, M (oils worth 2,000 gp)

---

### EFFECT

**Range** touch

**Target** animal or tree touched

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

---

### DESCRIPTION

You awaken an ooze creature to human-like sentience. To succeed, you must make a Will save (DC 10 + the ooze's current HD). The ooze is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. If you cast awaken again, any previously awakened creatures remain friendly to you, but they no longer undertake tasks for you unless it is in their best interests.

An awakened ooze gains 3d6 Intelligence, +1d3 Charisma, and +2 HD. An awakened ooze loses the benefits gained from the Mindless feature of

its creature type. The ooze also gains access to a number of feats based upon its HD. The ooze also gains a number of additional skill points adjusted by the creature's new Intelligence score. An awakened ooze can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any). This spell does not function if cast on an ooze with an Intelligence greater than 2.

## BODY OF OOZE

**School** transmutation [acid]; **Level** sorcerer/wizard 7, witch 7

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### CASTING

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**Casting Time** 1 standard action

**Components** V, S

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### EFFECT

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**Range** personal

**Target** you

**Duration** 1 rnd./level (D)

**Saving Throw** Reflex (see text); **Spell Resistance** no (harmless)

---

### DESCRIPTION

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You transmute into living ooze, granting you several abilities. You gain the ooze subtype and gain an immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

You are immune to poison, sleep effects, paralysis, polymorph, and stunning. While in ooze form you are subject to critical hits or flanking. Nor do you take additional damage from precision-based attacks, such as sneak attack.

You gain a natural slam attack that deals damage equal to your size (1d4 for Small characters or 1d6 for Medium characters) plus 1d6 points of acid damage per every two caster levels (maximum 5d6). You also gain the engulf special ability. As part of a standard action, you may move over an opponent up one size category larger than your

size, engulfing them in your newly acquired form. Targeted creatures can make attacks of opportunity against you, if they do so, they are not entitled to a saving throw against your engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed. On a success, they are pushed back or aside (target's choice) as you move forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and suffer 10d6 points of acid damage each round they remain trapped within.



## CONJURE

### GELATINOUS CUBE

**School** conjuration (summoning) [acid]; **Level** sorcerer/wizard 3, summoner 2

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**CASTING**

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**Casting Time** 1 round

**Components** V, S, M (a flask of acid worth 10 gp)

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**EFFECT**

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

**Effect** one summoned gelatinous cube

**Duration** 1 rnd./level (D)

**Saving Throw** none; **Spell Resistance** no

---

**DESCRIPTION**

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You summon a gelatinous cube that immediately attacks creatures near it. You have no control over the creature, and it may attack you if there are no more obvious opponents. The gelatinous cube is treated as a summoned creature and has the extraplanar subtype.

### FLESH TO OOZE

**School** transmutation (polymorph); **Level** sorcerer/wizard 6

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**CASTING**

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**Casting Time** 1 standard action

**Components** V, S, M (alchemical reagents worth 100 gp)

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**EFFECT**

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**Range** close (25 ft. + 5 ft./level)

**Duration** permanent

**Saving Throw** Fortitude (negates);

**Spell Resistance** no

---

**DESCRIPTION**

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This functions like baleful polymorph, except the target becomes an ooze. A creature of 3 HD or less becomes a gray ooze, 4–9 HD becomes a gelatinous cube or ochre jelly, and 10+ HD

becomes a black pudding. Alternatively, instead of a creature you may target a quantity of inert flesh (such as that created by the *stone to flesh* spell) of sufficient mass, which becomes an ooze of your choice.

Because a target's gear does not transform with it, any items fall under or within the ooze's body, which may mean the items are destroyed. If the ooze has the split ability, splitting the ooze creates one ooze that retains the creature's original identity (for the purpose of memories or restoring the creature) and one normal mindless ooze of that type.

### HALT OOZE

**School** abjuration; **Level** sorcerer/wizard 3

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**CASTING**

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**Casting Time** 1 standard action

**Components** V, S, M (a bit of grease)

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**EFFECT**

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**Range** medium (100 ft. + 10 ft./level)

**Targets** up to three ooze creatures, no two of which can be more than 30 ft. apart

**Duration** 1 rnd./level

**Saving Throw** Will negates (see text); **Spell Resistance** yes

---

**DESCRIPTION**

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This spell renders as many as three ooze creatures immobile. A non-intelligent ooze creature gets no saving throw; an intelligent ooze creature does. If the spell is successful, it renders the ooze immobile for the duration of the spell (similar to the effect of *hold person*). The effect is broken if the halted creatures are attacked or take damage.



## HIDE FROM OOZE

School abjuration; Level ranger 1, sorcerer/wizard 1

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### CASTING

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**Casting Time** 1 standard action

**Components** V, S

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### EFFECT

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**Range** touch

**Targets** one touched creature/level

**Duration** 10 min./level (D)

**Saving Throw** Will negates (harmless); see text; **Spell**

**Resistance** yes

---

### DESCRIPTION

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Ooze creatures cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Non-intelligent ooze creatures are automatically affected and act as though the warded creatures are not there. An intelligent ooze creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature touches an ooze creature, or attacks any creature (even with a spell), the spell ends for all recipients.

## MAZE OF OOZE

School conjuration (teleportation); Level sorcerer/wizard

9

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### CASTING

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**Casting Time** 1 standard action

**Components** V, S

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### EFFECT

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

**Target** one creature

**Duration** see text

**Saving Throw** none; **Spell Resistance** yes

---

### DESCRIPTION

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You banish the subject into an extra dimensional labyrinth composed of caustic slime. Each round on its turn, it may attempt a DC 25 Intelligence check to escape the labyrinth as a full-round action. In addition, each round the subject remains in the maze, they suffer 1d4 Constitution damage (no save) and each metal, wooden, paper or leather item in their possession suffers 2d6 points of damage that ignores all hardness. If the subject doesn't escape and survives for the duration, the maze disappears after 10 minutes, freeing the subject. On escaping or leaving the ooze maze, the subject reappears where it had been when the spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space.

Spells and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape a *maze of ooze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

## OOZE PUPPET

School transmutation; Level sorcerer/wizard 4

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### CASTING

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**Casting Time** 1 standard action

**Components** V, S, M (a small piece of silver wire coated in slime)

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### EFFECT

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**Range** medium (100 ft. + 10 ft./level)

**Target** one ooze

**Duration** 1 hour/level

**Saving Throw** Fortitude (negates); **Spell Resistance** yes

---

### DESCRIPTION

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Telekinetically forcing your will upon an unwilling creature of the ooze subtype, you gain control of its actions. The targeted creature receives a Fortitude saving throw to resist the initial effects of this spell. Once control is established, you must have line of sight to the ooze to manipulate it, but distance is not otherwise a factor unless you and the ooze are on different planes (at which point the spell ends). As a move action, you can force a target under the effects of this spell to move, attack, and otherwise perform actions as you desire, within the limits of its abilities.

Although most ooze are mind-less creatures, the effects of this spell is the result of telekinetic force and not mental control. They still instinctively resist this telekinetic control. Thus, if forced to take a self-destructive action, the ooze gains a new Fortitude saving throw to negate the effects of the spell.

## OOZE SPHERE

School evocation [acid]; Level druid 4, sorcerer/wizard 4

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### CASTING

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**Casting Time** 1 standard action

**Components** V, S, M/DF (tallow, brimstone, and powdered iron)

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### EFFECT

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**Range** medium (100 ft. + 10 ft./level)

**Effect** 5-ft.-diameter sphere

**Duration** 1 rnd./level

**Saving Throw** Reflex negates; **Spell Resistance** yes

---

### DESCRIPTION

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An acidic globe of slime rolls in whichever direction you point and causes acid damage to those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 5d6 points of acid damage to that creature, though a successful Reflex save negates that damage. An ooze sphere rolls over barriers less than 4 feet tall. In addition to the acid damage it deals, it causes 2d6 damage to all wooden and metal substances it touches, ignoring the items hardness.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and causes acid damage. It is instantly destroyed if it comes into contact or is targeted by a spell or effect that causes cold or fire damage.

The surface of the sphere has a slimy yielding consistency akin to a sponge and so does not cause damage except by its acid. It cannot push aside unwilling creatures or batter down large obstacles. An ooze sphere winks out of existence if it travels beyond the spell's range.

## OOZE SWARM

**School** conjuration (summoning); **Level** druid 9, sorcerer/wizard 9

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### CASTING

**Casting Time** 10 minutes  
**Components** V, S

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### EFFECT

**Range** medium (100 ft. + 10 ft./level)  
**Effect** two or more summoned creatures, no two of which can be more than 30 ft. apart  
**Duration** 10 min./level (D)  
**Saving Throw** none; **Spell Resistance** no

---

### DESCRIPTION

This spell opens a portal to the Elemental Plane of Ooze and summons creatures from it. When the spell is complete, 2d4 advanced gelatinous cubes appear. Ten minutes later, the casters choice of 1d3 black puddings appear. Ten minutes after that, one carnivorous blob appears. Each ooze has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell. The ooze creatures obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the oozes. You can dismiss them singly or in groups at any time.

## SLIME BARRIER

**School** conjuration (summoning) [acid]; **Level** sorcerer/wizard 7

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### CASTING

**Casting Time** 1 standard action  
**Components** V, S

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### EFFECT

**Range** medium (100 ft. + 10 ft./level)  
**Effect** wall of churning acid up to 20-ft. long/level, or a ringed wall with a radius of up to 5 ft. per two levels; either form is 20 ft. high  
**Duration** 1 min./level (D)

**Saving Throw** Reflex half or Reflex negates; see text;  
**Spell Resistance** yes

---

### DESCRIPTION

An immobile, vertical curtain of churning semi-solid acidic slime springs into existence. Any creature passing through the wall takes 1d4 points of acid damage of per caster level (maximum 15d4), with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save. In addition, contact with the wall deals 1d4 points of Constitution damage as the corrosive acid devours flesh. A successful reflex save halves the damage but does not reduce the Constitution damage. An ooze barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

## SLIME FALL

**School** evocation (acid); **Level** druid 2, sorcerer/wizard 2, witch 2

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### CASTING

**Casting Time** 1 standard action  
**Components** V, S

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### EFFECT

**Range** close (25 ft. + 5 ft./2 levels)  
**Area** 5-foot radius burst  
**Duration** 1 round/2 levels  
**Saving Throw** Reflex partial; **Spell Resistance** yes

---

### DESCRIPTION

The area of this spell is covered in acidic goo, dealing 2d6 points of acid damage to all creatures within it. Creatures that the spell initially damages must succeed at a Reflex save or become nauseated for 1 round. The area remains coated in slime for the spell's duration. Any creature that starts your turn within the spell's



area takes 1d6 points of acid damage (Fortitude saving throw for half) but does not become nauseated even on a failed saving throw.

## SLIME METAL

**School** transmutation [acid]; **Level** anti-paladin 1, cleric 1, ranger 1

### CASTING

**Casting Time** 1 standard action

**Components** V, S

### EFFECT

**Range** touch

**Target** one melee weapon

**Duration** 1 rnd./level (see text)

**Saving Throw** Fortitude negates (object); **Spell**

**Resistance** yes (object)

### DESCRIPTION

The target weapon is coated in a thick acidic slim, that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d6 points of acid damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is exposed to direct sunlight or a spell with the [light] descriptor above 3rd level. This effect does not stack with the caustic or caustic burst weapon special ability or any other effect that grants the weapon extra acid damage. It does not function on weapons with the flaming, frost, fiery burst or icy burst weapon special ability or any other effect that grants a weapon extra acid damage.

## SLIME ORB

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 4

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (small vial of preserved green slime), F (emerald worth 100 gp)

### EFFECT

**Range** long (400 ft. + 40 ft./level)

**Effect** one arrow of green slime

**Duration** 1 round + 1 round per four levels

**Saving Throw** Fortitude (partial); **Spell Resistance** no

### DESCRIPTION

You conjure a sickly colored, tiny glowing orb of green light. With but a small motion, this orb springs from your hand and speeds towards its target. You must succeed on a ranged touch attack to hit your target. Upon impact, the orb deals 5d6 points of acid damage with no splash damage. For every four caster levels you possess, the acid, unless neutralized, lasts for an additional round (to a maximum of 5 additional rounds at 20<sup>th</sup> level), dealing another 3d6 points of damage in each round. In addition to the acid damage, a creature struck by a slime orb also suffers the loss of 1d4 points of Constitution damage each round that the acid persists. A successful Fortitude halves the constitution damage suffered, but not the acid damage.

## SLIME SEED

School conjuration (creation) [acid]; Level sorcerer/wizard 6

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### CASTING

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**Casting Time** 1 standard action

**Components** V, S, M (see description) 50 gp

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### EFFECT

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**Range** touch

**Targets** four small sapphires worth 100 gp each, or eight flawed jade worth 50 gp each

**Duration** 10 min./level or until used

**Saving Throw** none or Reflex half; see text; **Spell**

**Resistance** no

---

### DESCRIPTION

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Depending on the version of slime seeds you choose, you turn sapphires into splash weapons that you or another character can throw, or you turn flawed jade into bombs that you can detonate on command.

- **Acid Grenades:** As many as four sapphire turn into special thrown splash weapons. An acid grenade has a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target. Together, the sapphires are capable of dealing 1d6 points of acid damage per caster level (maximum 15d6) divided among the sapphires as you wish. No sapphire can deal more than 10d6 points of damage. Each sapphire grenade explodes upon striking any hard surface. In addition to its regular acid damage, all creatures adjacent to the explosion take 1 point of acid damage per die of the explosion. A creature in the area that makes a successful Reflex saving throw takes only half damage.
- **Slime Bombs:** You turn as many as eight jade gems worth 50 gp apiece into special bombs. The gems are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each gem instantly bursts into a jet of acidic slime, causing 1d10 points of acid damage + 1 point per caster level (max +10) to every creature in a 5-foot-radius burst. This potent acid

lingers for additional round beyond the first, inflicting another 1d6 acid damage at the start of the creatures round. A creature in the area that makes a successful Reflex saving throw takes only half damage and prevents the additional round of damage.

## VOMIT OOZE

School conjuration (summoning); Level sorcerer/wizard 3

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### CASTING

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**Casting Time** 1 standard action

**Components** V, S, M (a piece of preserved gelatinous cube)

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### EFFECT

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**Range** touch

**Effect** special

**Duration** 3 rounds/ special

**Saving Throw** Fortitude (partial); **Spell Resistance** no

---

### DESCRIPTION

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Upon a successful touch attack, you cause a living creature to suffer increasingly painful bouts of intestinal distress. At the beginning of each of the affected creature's turns it suffers 1d6+1 per level (maximum +10) damage and gains the sickened condition until the beginning of their next turn. A successful Fortitude saving throw halves the damage suffered but does not negate the sickened condition. In addition, whenever dealt maximum damage (a "6" is rolled on the damage die), the target of this spell vomits forth an ooze based upon the afflicted creature's Hit Dice. A creature of 7 HD or less vomits forth a gray ooze, 13 HD creates a gelatinous cube or ochre jelly, and 15+ HD vomits forth a black pudding. The ooze created from this spell is free willed and attacks creatures nearest to it at the start of each of its turns. The spell, along with its damage and nauseating effects, immediately ends once an ooze is created.

# BONUS SPELLS

## SUMMON GRAY OOZE

School conjuration (summoning); Level druid 4, summoner 3, witch 4

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**CASTING**

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**Casting Time** 1 round  
**Components** V, S, DF

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**EFFECT**

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**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** one summoned gray ooze  
**Duration** 1 round/level (D)  
**Saving Throw** none; **Spell Resistance** no

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**DESCRIPTION**

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Source: [101 Swamp Spells by Rite Publishing](#)

This spell summons to your side a gray ooze. It appears where you designate and acts immediately, on your turn.

As it is non-intelligent, you are unable to communicate with it and you cannot control it (though you retain the ability to dismiss it).

If you are in marsh terrain, the ooze you summon has the advanced creature template; in addition, if the terrain contains deep bog, you may summon a crystal ooze instead of a gray ooze.

At 11th level, you may summon an id ooze instead of a normal gray ooze. As it is intelligent, it treats you as an ally.

## SUMMON OCHRE JELLY

School conjuration (summoning); Level druid 4, summoner 3, witch 4

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**CASTING**

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**Casting Time** 1 round  
**Components** V, S, DF

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**EFFECT**

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**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** one summoned ochre jelly  
**Duration** 1 round/level (D)  
**Saving Throw** none; **Spell Resistance** no

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**DESCRIPTION**

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Source: [101 Swamp Spells by Rite Publishing](#)

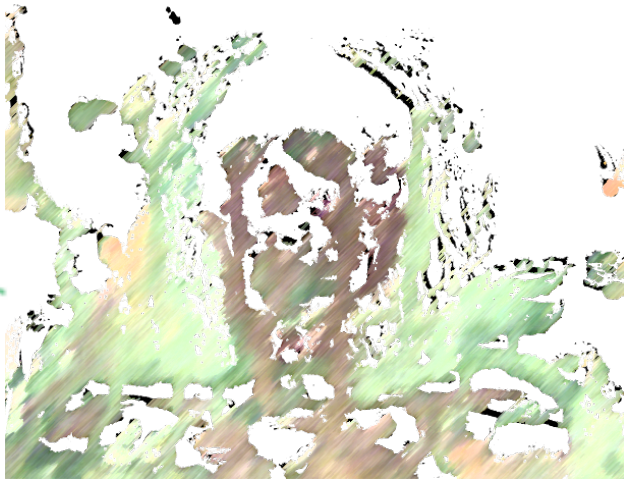
This spell summons to your side an ochre jelly. It appears where you designate and acts immediately, on your turn. As it is non-intelligent, you are unable to communicate with it and you cannot control it (though you retain the ability to dismiss it).

Though it is a summoned creature, it is still able to use its abilities, including its ability to split. However, when the duration of the spell ends, all the additional jellies disappear as well.

If you summon an ochre jelly in marsh terrain, it has the giant creature simple template.



# New Ooze CREATURES



## CORPSE PUPPET (CR 5)

*Swollen almost to the point of bursting apart, this bloated shell of foul-smelling flesh struggles to perform the most basic of actions. A strange black fluid leaks from its every orifice.*

**XP 1,600**

**N** Large ooze

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

### DEFENSE

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

**hp** 63 (6d8+36)

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

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

### OFFENSE

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

**Melee** slam +5 (2d4+3 plus grab)

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

**Special Attacks** digest bone, inhabit

### STATISTICS

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

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

**Skills** **Climb** +10

**SQ** compression

### SPECIAL ABILITIES

#### Digest Bone (Ex)

A corpse puppet secretes a digestive acid that dissolves only bones. This potent acid directly attributes to the Constitution damage suffered by a still living victim once the ooze has inhabited them. Creatures not composed of or made wholly of bone (skeletal undead), are immune to the corpse puppet's acid damage.

#### Inhabit (Ex)

A corpse puppet can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting a body requires 1 minute, and the victim must be a medium or larger sized creature. The ooze can abandon the body at any time as a full-round action. Any attack against the host deals one-half its damage to the corpse puppet as well, although the jelly's resistances, and immunities may negate some or all of this damage.

When a corpse puppet inhabits a dead body, it effectively transforms the corpse into a zombie of the appropriate size under its control. If a corpse puppet inhabits a living victim, it can neutralize the effects of its own acid and control the victim's movement and actions as if using dominate monster. A corpse puppet quickly consumes a living victim, dealing 1d6 points of Constitution damage per 10 minutes spent within the host's body.

A corpse puppet-inhabited creature is easy to spot, as its skin takes on a milky sheen and becomes swollen with the bulbous ooze inside. A remove disease or heal spell cast on a still living victim forces the corpse puppet to abandon its host.

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**ECOLOGY**

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**Environment** underground or urban crypts

**Organization** solitary

**Treasure** none

## DEATHSTENCH OOZE

(CR 6)

*This seething mass of bubbling filth churns and moves of its own foul-smelling accord. Intertwined within this creature's form you see the sinking and partially decayed remains of its previous victims.*

**XP** 1,200

**N** Medium ooze

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

**Aura** stench (30 ft., DC 22, 10 rounds)

---

**DEFENSE**

---

**AC** 5, **touch** 5, **flat-footed** 5 (-5 Dex)

**hp** 72 (9d8+32)

**Fort** +10, **Ref** -3, **Will** -3

**Defensive Abilities** ooze traits; **Immune** cold, fire

---

**OFFENSE**

---

**Speed** 10 ft.

**Melee** 2 slams +11/+6 (1d6+6 plus 1d6 acid and grab)

**Special Attacks** acid, constrict (1d6+6 plus 1d6 acid)

---

**STATISTICS**

---

**Str** 22, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 17 (can't be tripped)

**SQ** nausea

---

**SPECIAL ABILITIES**

---

### Death Throes (Su)

---

When a deathstench ooze is slain, its body explodes in a fetid explosion of sickening puss,

soaking all creatures nearby in foul-smelling gore. All living, breathing creatures within a 10-foot burst must make a DC 22 Fortitude save or gain the sickened condition for 1d6 rounds. If a creature is already sickened and fails this saving throw they become nauseated instead. The save is Constitution-based

---

**Nausea (Ex)**

---

The noxious vapors and foul fluids that constantly weep and leak from a deathstench's body are particularly heinous to those the creature grapples. Each round a creature begins its turn with the grappled condition (grappling with a deathstench ooze), the grappled foe must make a DC 22 Fortitude save or gain the nauseated condition for one minute. Each turn at the beginning of its turn, as a free action a nauseated victim can attempt a DC 22 Fortitude save to end the nauseated condition. The save DC is Constitution-based.

---

**ECOLOGY**

---

**Environment** warm marshes and underground

**Organization** solitary

**Treasure** none

## DEMENTIA SLIME (CR 3)

*Surging forward with frightening speed, this mucus colored blob appearance is heralded by a gibbering of familiar voices. From the rolling mass there wildly reaches an amorphous pseudopod dripping with faintly glowing blue fluid.*

### XP 800

N Large ooze

**Init** +1; **Senses** blindsight 60 ft.; Perception -5

---

#### DEFENSE

---

**AC** 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)  
**hp** 50 (4d8+32)

**Fort** +9, **Ref** +2, **Will** -4

**Immune** electricity, ooze traits

---

#### OFFENSE

---

**Speed** 40 ft.

**Melee** slam +5 (1d6+5 plus dementia)

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

**Special Attacks** engulf, wisdom damage

---

#### STATISTICS

---

**Str** 17, **Dex** 12, **Con** 26, **Int** -, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +7; **CMD** 17 (can't be tripped)

**SQ** voice mimicry

---

#### SPECIAL ABILITIES

---

### Dementia (Ex)

---

A dementia slime secretes a madness inducing slime. A target hit by a slime's melee or engulf attack must succeed on a DC 20 Fortitude save suffer as if under the effects of a *confusion* spell (CL 8th) for 1d4 rounds. The save DC is Constitution-based.

### Engulf (Ex)

---

A dementia slime 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 dementia slime merely has to move over the opponents, affecting as many as it can cover.

Opponents can make attacks of opportunity against the slime, 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 15 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the slime moves forward. Engulfed creatures are subject to the slime's wisdom drain, 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.

### Voice Mimicry (Ex)

---

A dementia slime can perfectly mimic the sound of humanoid sobbing and other voices it has heard. If the mimicked voice is familiar to them, a victim of this ability receives no opposed Sense Motive check to detect the deception. If the listener has never heard the voice the dementia slime is attempting to mimic, the listener takes a -8 penalty on the Sense Motive check.

### Wisdom Damage (Su)

---

Each round a creature remains pinned by the dementia slime's engulf ability, the slime deals 1d4 points of Wisdom damage.

---

#### ECOLOGY

---

**Environment** any underground

**Organization** solitary

**Treasure** incidental

## GUARDIAN OOZE (CR 6)



*Challenges in their own right, it is the twisted wills of some dungeon builders to imbue a rudimentary intelligence to a number of ooze creatures by way of powerful magic. This may be due to some strange belief that if such creatures possessed the facilities to think, they would be able to follow and carry out the orders of those who would claim themselves as their "masters". Sometimes this works as planned, but more often than not, if such awakened creatures are not kept content, it is through the very intelligence granted to them that they are actively able to solve problems and overcome obstacles which would otherwise safeguard against their endless hunger.*

XP 2,400

N Huge ooze

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

---

### DEFENSE

---

AC 3, touch 4, flat-footed 4 (-5 Dex, -2 size)

hp 139 (9d8+99)

Fort +16, Ref -2, Will -2

Immune electricity, ooze traits; SR 14

---

### OFFENSE

---

Speed 15 ft.

Melee slam +13 (2d6+12 plus 1d6 acid)

Space 15 ft.; Reach 10 ft.

Special Attacks engulf, paralysis

---

### STATISTICS

---

Str 26, Dex 1, Con 32, Int 2, Wis 1, Cha 3

Base Atk +6; CMB +16; CMD +10 (can't be tripped)

Feats Ability Focus (Paralysis), Improve Natural Weapon (slam), Lunge, Step Up, Weapon Focus (slam)

Skills Climb +17

SQ transparent

---

### ECOLOGY

---

Environment any underground

Organization solitary

Treasure incidental

---

### SPECIAL ABILITIES

---

#### Acid (Ex)

---

A gelatinous cube's acid does not harm metal or stone.

#### Engulf (Ex)

---

Although it moves slowly, a gelatinous 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 gelatinous 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 21 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 and acid, 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.

#### 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 27 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

#### Transparent (Ex)

---

Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 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.

### GUARDIAN OOZE

#### TEMPLATE (CR +2)

"Guardian" is an inherited template that can be added to any living corporeal ooze without an Intelligence score (referred to hereafter as the base creature). A guardian ooze retains all the base creature's statistics and special abilities except as noted here.

**CR:** Same as the base creature + 2

**Special Qualities and Defenses:** A guardian ooze gains the following:

**SR:** Spell resistance equal to 10 + ½ the ooze's hit dice.

**No longer mindless:** A guardian ooze gains a bonus to its intelligence score (see abilities) and is

no longer consider a mindless creature. As such, it becomes susceptible to mind-affecting spells and effects. The ooze gains a number of skills and feats based on its newly adjusted Hit Dice.

However, it has a +4 racial bonus on its Will saves against such spells and effects.

**Abilities:** Increase from the base creature as follows: Str +8, Con +6, Int +2, Cha +2.

**Skills:** A guardian ooze gains skill points equal to (2 + its new Intelligence score modifier, minimum 1) x (Hit Dice) to account for its new Intelligence score of 2. Oozes do not have any class skills.

**Feats:** A guardian ooze gains a number of feats equal to its newly modified Hit Dice. Typical feats include Ability Focus, Improved initiative, Lightning Reflexes, Iron Will, Power Attack, and Stealthy.

### LIVING FLOWSTONE (CR 6)

*A thunderous cacophony of crushing stone and tremors herald the arrival of this strange creature. Cascading down the cliff-side like a liquid avalanche, it resembles a fluid mass of gray protoplasm.*

**XP 2,400**

N Large ooze

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

---

#### DEFENSE

---

**AC** 17, touch 9, flat-footed 17 (+8 natural, -1 size)  
**hp** 92 (8d8+56)

**Fort** +9, **Ref** +2, **Will** -3

**DR** 5/bludgeoning

**Defensive Abilities** freeze; **Immune** petrification, ooze traits

---

#### OFFENSE

---

**Speed** 20 ft.

**Melee** slam +13 (1d8+9)

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

**Special Attacks** engulf (DC 21)



---

**STATISTICS**

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**Str** 26, **Dex** 10, **Con** 24, **Int-**, **Wis** 1, **Cha** 1  
**Base Atk** +6; **CMB** +15; **CMD** 25 (can't be tripped)  
**Skills** Stealth -4 (+8 in stony areas, +16 while solidified);  
**Racial Modifiers** +12 Stealth in stony areas, +20 if it solidifies while in stony areas.

---

**SPECIAL ABILITIES**

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**Engulf (Ex)**

---

Although it moves slowly, a flowstone can simply engulf a large or smaller creature in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The flowstone merely has to move over the opponents, affecting as many as it can cover.

Opponents can make attacks of opportunity against the jelly, 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 21 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the jelly moves forward. Engulfed creatures are subject to the flowstone's petrification, 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.

**Freeze (Ex)**

---

A flowstone can hold itself so still it appears to be a large bolder. A flowstone that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

**Solidifying Slime (Ex)**

---

Any creature struck by a flowstone's slam attack is coated with a muddy texture like slime. The creature struck must make a DC 21 Reflex save or this slime clings to their bodies and instantly hardens into a stone like texture. The save DC is Constitution based.

**Solidifying Slime:** Disease—injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1 Dex damage; cure 1 save.

**Petrifying Consumption (Su)**

---

A flowstone's internal bile quickly causes flesh to calcify and harden. Each round a creature remains engulfed within a flowstone's body, it must succeed on a DC 21 Fortitude save or suffer 1d6 points of Dexterity damage as its flesh and bones stiffen and harden.

A creature that is reduced to 0 Dexterity by a living flowstone immediately turns completely to stone, as if petrified by a flesh to stone spell and is adsorbed into the creature (see below). The save DC is Constitution-based.

**Absorb (Su)**

---

Each time a creature is absorbed into a flowstone the ooze gains a growth point. It gains a bonus equal to its one-half its growth point total (round down) on all attack rolls, CMB rolls, and saving throws. Its maximum hit points increase by 2 for each growth point it gains. When a flowstone reaches 10 growth points, it's falls into a hibernation like state for one month, during which time it's bulk becomes larger and it's "hide" thickens. Upon awaking the creature gains the advanced creature template, losing all of its growth points (and bonuses) only to begin the cycle again. Listed below are the flowstone's size

---

**ECOLOGY**

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**Environment** mountains  
**Organization** solitary  
**Treasure** none

## PUTREFACTION JELLY

(CR 7)

As this grotesque mass of liquid horror spills into the corridor the air becomes filled with a sickening stench. Shambling behind this creature are number of zombies covered in its wicked bile.

**XP** 3,200

N Huge ooze

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

**Aura** stench (30 ft., DC 16, 10 rounds)

---

### DEFENSE

**AC** 3, touch 3, flat-footed 3 (-2 size, -5 Dex)

**hp** 105 (10d8+60)

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

**Defensive Abilities** ooze traits

---

### OFFENSE

**Speed** 20 ft.

**Melee** slam +8 (2d6+4 plus 2d6 acid plus rot)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** constrict (2d6+4 plus 2d6 acid plus rot)

---

### STATISTICS

**Str** 16, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +7; **CMB** +12 (+16 grapple); **CMD** 17 (27 vs. bull rush, can't be tripped)

**Skills** Climb +11

**SQ** ooze traits, festering wounds, create spawn

---

### ECOLOGY

**Environment** any underground

**Organization** solitary

**Treasure** none

---

### SPECIAL ABILITIES

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#### Festering Wounds (Ex)

The damage a putrefaction jelly deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a putrefaction jelly must succeed on a DC 17 caster level check, or the healing has no effect on the injured creature.

---

#### Rot (Ex)

A creature struck by a putrefaction jelly's slam must succeed on a DC 21 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

---

#### Create Spawn (Su)

Humanoid creatures killed by a putrefaction jelly rise immediately as slime zombies under the putrefaction jelly control. Whenever a putrefaction jelly creates a slime zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

---

#### Slime Burst (Su)

When damaged by a piercing or slashing melee weapon, a spray of vile slime strikes the attacker unless the attacker makes a DC 15 Reflex save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by the slime become nauseated for 1d3 rounds and take 1d6 points of acid damage. The save DC is Charisma-based

## RAM JELLY (CR 3)

What at first seemed to be a shallow pool of scum laced water violently stirs to life and surges forward with blinding speed. Its quivering body forms into an oversized humanoid shaped fist only a split second before its brutal impact.

### XP 800

N Large ooze

Init -1; Senses blindsight 60 ft.; Perception -5

---

#### DEFENSE

AC 8, touch 8, flat-footed 8 (-1 Dex, -1 size)

hp 32 (4d8+15)

Fort +6, Ref +0, Will -4

DR 5/ piercing; Immune ooze traits

---

#### OFFENSE

Speed 30 ft.

Melee slam +8 (1d8+6 plus tossing slam)

Space 10 ft.; Reach 10 ft.

Special Attacks stunning slam (DC 18, 1d3 rounds)

---

#### STATISTICS

Str 25, Dex 8, Con 21, Int —, Wis 1, Cha 1

Base Atk +3; CMB +11 (+15 tossing slam); CMD 20 (can't be tripped)

SQ quickness

---

#### ECOLOGY

Environment underground

Organization single or pod (2-5)

Treasure none

---

#### SPECIAL ABILITIES

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### Quickness (Su)

A ram jelly is supernaturally quick. It can take an extra move action during its turn each round.

---

### Tossing Slam (Ex)

A ram jelly charging 20 feet or more that damages a foe with its slam attack can throw its foe with a special combat maneuver check. The opponent must be corporeal and at least one size category smaller than the ram jelly. If the combat maneuver check succeeds, the ram jelly's opponent is thrown 10 feet through the air in a

direction chosen by the ram jelly and falls prone. The ram jelly can only toss its opponent in a straight line. If an obstacle prevents the creature's movement, both the creature tossed and the object struck take 1d6 points of damage, and the creature falls prone in the space adjacent to the obstacle. A ram jelly can also toss an opponent 10 feet up into the air. The victim lands in the same square it started in, falls prone, and takes 1d6 points of damage.

---

### Stunning Slam (Ex)

Each time that a ram jelly confirms a critical hit against a creature, they must succeed on a DC 18 Fortitude save or be staggered for 1d3 rounds. The save DC is Constitution-based.

## SLIME ZOMBIE (CR 1/2)

These zombies are covered by a glistening sheen of slime.

XP 200

N Medium ooze (undead)

Init +0; Senses Perception -1

---

### DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 9 (1d8+2)

Fort +0, Ref +0, Will +1

DR 5/slashing; Immune ooze traits, undead traits

---

### OFFENSE

Speed 30 ft.

Melee slam +3 (1d4+3 plus 1d6 acid plus disease)

---

### STATISTICS

Str 16, Dex 11, Con —, Int —, Wis 10, Cha 10

Base Atk +0; CMB +3; CMD 13

SQ death burst

---

### SPECIAL ABILITIES

#### Death Burst (Ex)

When a slime zombie dies, it explodes in a burst of decay. All creatures adjacent to the slime zombie are exposed to its slime rot disease as if struck by a slam attack and must make a Fortitude save or contract slime rot.

#### Disease (Su)

The slam attack—as well as any other natural attacks—of a slime zombie carries the zombie slime disease.

**Slime Rot:** **slam**; save Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as a slime zombie in 2d6 hours.

---

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or gang (3–6)

**Treasure** none



## VOIDSHIMMER OOZE

(CR 10)

This nightmarish creature looks like a shimmering curtain of the deepest night. A nearly invisible membrane of twitching gray fibers barely seems able to contain the inferno of black flames that rage within it form.

XP 9,600

CN Huge ooze (incorporeal)

Init +12; Senses blindsight 120 ft.; Perception +18

Aura unmaking (60 ft., DC 22)

---

### DEFENSE

AC 23, touch 23, flat-footed 14 (+6 deflection, +8 Dex, +1 dodge, -2 size)

hp 126 (12d8+72)

Fort +10, Ref +14, Will +10

**Defensive Abilities** incorporeal; **Immune** acid, cold, fire, poison, sonic, mind-affecting effects, ooze traits; **SR** 21  
**Weaknesses** daylight powerlessness, force effects

---

**OFFENSE**

**Speed** fly 50 ft. (perfect)  
**Melee** disintegrating touch +15 (6d6; DC 22)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** feed

---

**STATISTICS**

**Str** —, **Dex** 26, **Con** 22, **Int** 19, **Wis** 23, **Cha** 19  
**Base Atk** +9; **CMB** +19; **CMD** 36 (can't be tripped)  
**Feats** Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Vital Strike  
**Skills** Fly +27, Knowledge (geography) +16, Knowledge (nature) +16, Knowledge (planes) +16, Perception +18, Stealth +12

---

**SPECIAL ABILITIES**

---

**Unmaking Aura (Su)**

While present in the material plane, the voidshimmer's unnatural presence can be both seen and felt by all creatures. As these visible waves of vile corruption stream from the ooze's form, reaching out to any corporeal creature within the voidshimmer's aura. At the beginning of each of the voidshimmer ooze's turn each creature must make a DC 20 Reflex saving throw or suffer 2d6 points of damage (half that on a successful save) as its flesh begins to succumb to decay. In each round that a creature takes damage from a voidshimmer ooze's aura, the voidshimmer ooze heals 5 points of damage per victim affected by its aura.

---

**Daylight Powerlessness (Ex)**

A voidshimmer ooze is utterly powerless in natural sunlight (not merely a daylight spell) and flees from it.

---

**Horrific Appearance (Su)**

The sight of a voidshimmer is beyond the comprehension of most sane mortals. Through some type mental connection established with those which it feeds upon, it is their fears and nightmares which shape this creature. No two accounts of a voidshimmer's appearance have been exactly alike, save that each sighting of the creature has driven many into the depths of an incurable madness. Any intelligent creature within 60 feet who sets eyes upon one must succeed on a DC 20 Fortitude save or instantly be weakened, taking 1d8 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same voidshimmer's horrific appearance for 24 hours. This is a mind affecting effect. The save DC is Charisma-based.

---

**Void Sphere (Su)**

Three times per day, a voidshimmer ooze can vomit forth a 2-foot-diameter sphere of complete and utter darkness. The sphere is an empty void similar to a sphere of annihilation. Any matter (living or nonliving) that touches the sphere must succeed on a DC 22 Fortitude save or be sucked into the sphere and destroyed. A voidshimmer ooze may hurl the sphere as a ranged touch attack (with a 10-foot range increment) against a single creature. The sphere implodes immediately after the attack is resolved. The save DC are Constitution-based.

---

**ECOLOGY**

**Environment** any  
**Organization** solitary  
**Treasure** incidental

# BONUS MONSTERS

## EBON OOZE (CR 6)

Source: [Tome of Horrors 4](#)

This is a jet-black, loathsome mass in a roughly spherical shape that slithers forward with a wet slurping sound.

XP 2,400

NE Huge ooze

Init +2; Senses blindsight 60 ft.; Perception +2

### DEFENSE

AC 6, touch 6, flat-footed 6 (–2 Dex, –2 size)

hp 100 (8d8+56 plus 8)

Fort +9; Ref +2; Will +4

**Defensive Abilities** negative energy affinity; **Immune** acid, disease, ooze traits, sonic

### OFFENSE

Speed 20 ft., swim 20 ft.

**Melee** slam +12 (3d6+10 plus 2d6 acid plus grab)

Space 15 ft.; Reach 10 ft.

**Special Attacks** disease (slimy doom, DC 21)

### STATISTICS

Str 24, Dex 7, Con 24, Int 8, Wis 14, Cha 3

**Base Atk** +6; **CMB** +15 (+19 to grapple); **CMD** 23 (can't be tripped)

**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), ToughnessB, Weapon Focus (slam)

**Skills** Stealth +1

### ECOLOGY

**Environment** underground

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

#### Slimy Doom (Ex)

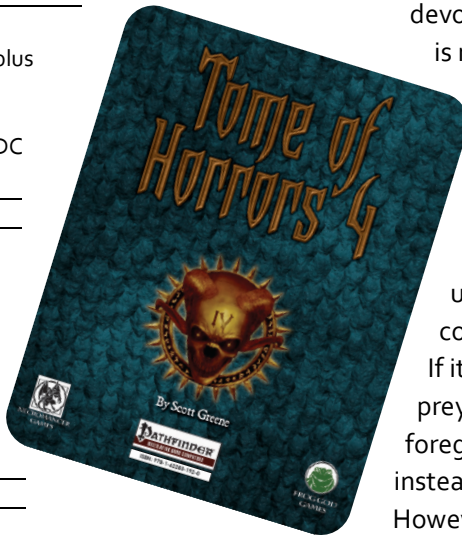
**Slam**—injury; save DC 21 Fort; onset 1 day; frequency 1 day; effect 1d4 Con damage; cure 2 consecutive saves.

#### Negative Energy Affinity (Ex)

An ebon ooze is healed by negative energy attacks, and harmed by positive energy, as if it were undead.

The ebon ooze is a cousin of the black pudding. It has an affinity for negative energy, and tends to dwell in locations near undead and evil priests. Unlike most oozes, an ebon ooze is intelligent, and takes great pleasure in stalking and devouring living creatures. Although it is not harmed by sunlight, the ebon ooze finds it painful, and usually takes shelter in a dark, shady location if outdoors during the day.

Ebon oozes are ambush predators, using terrain to their advantage to conceal itself until prey draws near. If it feels it clearly outmatches its prey, an ebon ooze may choose to forego grabbing and killing it outright, instead stalking and toying with it. However, when facing a clearly superior opponent, the ebon ooze is not afraid to retreat, and generally tries to have some means of escape should a fight go against it, such as a deep, narrow crevice or the bottom of a deep pool.



Get the Tome of Horrors 4 here!

## GELATINOUS EMPEROR

(CR 17)

Source: [Tome of Horrors 4](#)

*This large, reddish-brown amorphous blob moves slowly forward.*

**XP 102,400**

CE Huge ooze (chaotic, evil, extraplanar)

Init +4; **Senses** blindsight 60 ft.; Perception +23

---

### DEFENSE

**AC** 29, touch 8, flat-footed 29 (+21 natural, -2 size)

**hp** 256 (19d8+171)

**Fort** +17; **Ref** +8; **Will** +10

**DR** 10/magic and good; **Immune** acid, electricity, ooze traits; **Resist** cold 10, fire 10; **SR** 28

---

### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** 2 tentacles +23 (2d8+10 plus 2d8 acid)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** spew acid, trample (2d8+15 plus 2d8 acid, DC 29)

**Spell-Like Abilities** (CL 15th):

**1/day**—summon (level 7, 1d4 black puddings 100%, 1d4 gelatinous cubes 100%, or 1d2 15 HD black puddings 50%)

---

### STATISTICS

**Str** 31, **Dex** 10, **Con** 28, **Int** 10, **Wis** 15, **Cha** 13

**Base Atk** +14; **CMB** +26; **CMD** 36 (can't be tripped)

**Feats** Alertness, Critical Focus, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Staggering Critical, Weapon Focus (tentacle)

**Skills** Climb +27, Perception +23, Sense Motive +4, Stealth +1, Swim +19

**Languages** Abyssal (cannot speak)

---

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or gang (1 emperor plus 2–5 advanced black puddings)

**Treasure** none

---

### SPECIAL ABILITIES

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#### Acid (Ex)

---

A gelatinous emperor's acid does not harm metal or stone.

---

#### Spew Acid (Ex)

---

A gelatinous emperor can, as a standard action, spew forth acid in a 30-foot line at a single target. A creature struck takes 12d6 points of acid damage. A DC 28 Reflex save reduces the damage by half. Once a gelatinous emperor has spewed acid, it cannot do so again for 1d4 rounds. The save DC is Constitution-based.

Gelatinous emperors are intelligent, foul oozes found in the court of Jubilex. What purpose and in what capacity they serve the Faceless Lord is anyone's guess. From his Abyssal plane they strike out, devouring anything and everything they run across. They are eternal hunters, always moving and always hungry. When a gelatinous emperor slips into the Material Plane it quickly ravages the area leaving it devoid of all life.

Thankfully these creatures are not often found on the Material Plane.

A gelatinous emperor is believed to be a foul mix of gelatinous cube, gray ooze, black pudding, and all other manner of puddings and oozes meshed together by Jubilex, either for some nefarious purpose or for nothing more than his sheer amusement. Sages believe the latter to be the truer of the two theories.

A gelatinous emperor attacks by forming multiple pseudopods from its amorphous body and lashing out at its opponents. If the emperor can maneuver its opponents into a tight group it employs its trample attack, crushing as many of its foes in one move as possible.

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