



MYTHIC MONSTERS: OOZES

BY JASON NELSON
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MYTHIC PLUG-INS



MYTHIC MONSTERS:
OOZES



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WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

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

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

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



SPECIAL ELECTRONIC FEATURES

We've hyperlinked the electronic version of this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the [d20pfsrd.com](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

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

Also visit us on [Facebook](#) and follow us on [Twitter](#), and check out our website at [www.makeyourgamelegendary.com](#).

WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: OOZES

Oozes are in some ways the simplest of monsters, usually mindless and always hungry, but they have a long legacy in the game as hazards above ground and below. But oozes have an image problem: People think they're boring. One ooze is pretty much the same gloopy acid-burning, metal-eating monster as the next, right? Doesn't matter if it's gray, black, white, brown, green, dun, ochre, or plaid, they're all the same. Not anymore. The mythic rules provide the perfect springboard for taking the most basic of all creatures, the ooze, and turning it into something unique and terrifying. This product showcases the great variety of oozes that populate the Pathfinder Roleplaying Game, from familiar favorites like the **black pudding**, **gelatinous cube**, **gray ooze**, and **ochre jelly** that have been around since 1st Edition to their variant cousins and new and deadly counterparts like the sinister **hungry fog**, the lethal **deathtrap ooze**, and the titanic **carnivorous blob**. To top it all off, we introduce the sleek and swift **quicksilver ooze**, formed from the primal slag-heaps of the foundries of the gods. Each and every creature in *Mythic Monsters: Oozes* has unique and exciting abilities that set it apart and inject new life into these primordial predators and make them into monsters you'll look forward to unleashing on your bewildered players.

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



- Jason Nelson



MYTHIC OOZES

A HE MONSTER APPENDICIES TELL US THAT AN ooze is an amorphous or mutable creature, usually mindless, often with a corrosive attack form and some method of trapping, engulfing, dissolving, and devouring its prey. Oozes are ambush predators, using camouflage to compensate for their slow speed, and with a host of immunities they are hard to hurt.

Ooze Traits: An ooze possesses the following traits (unless otherwise noted in a creature's entry).

Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). An ooze with an Intelligence score loses this trait.

Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Immunity to poison, sleep effects, paralysis, polymorph, and stunning.

Some oozes have the ability to deal acid damage to objects.

Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Proficient with its natural weapons only.

Proficient with no armor.

Oozes eat and breathe, but do not sleep.

Mythic Oozes: Oozes present some interesting interactions with the mythic rules:

Feats: As mindless creatures, oozes have no feats; however, even mindless creatures can gain mythic feats at every odd-numbered mythic rank, just like the mythic skeleton in *Pathfinder Roleplaying Game Mythic Adventures*. Having no ordinary feats, however, there are few mythic feats for which oozes qualify. As a result, most oozes in this product have the simple and straightforward Extra Mythic Power and Potent Surge feats, allowing them to use their mythic abilities more often and more effectively. Some oozes in this product also have a new category of mythic monster ability, the Mindless Feat ability, which grants the monster an ordinary feat (typically one requiring no particular strategy or intentionality, such as Toughness

or Vital Strike) as a bonus feat, enabling it to then take the enhanced mythic version of that feat with their mythic feat slots, just as the mythic skeleton does with Improved Initiative.

Grab: Many oozes depend on some form of grappling for their primary attack. Given the prevalence of freedom of movement effects at higher levels, as an optional rule you could consider allowing a mythic ooze to spend one use of its mythic power to ignore the effect of freedom of movement for 1 round. You could also invoke this rule when an ooze uses a constrict, engulf, or entrap attack (see Universal Monster Rules (<http://paizo.com/prd/monsters/universalMonsterRules.html>) in the hardback bestiaries).

Knowledge checks: Knowledge (dungeoneering) can be used to discover information about a mythic ooze and its special powers or vulnerabilities. However, to reflect their rarity you should add an ooze's mythic rank to its CR +15 to derive the DC for such Knowledge checks.

Split: Many oozes have the ability to split into multiple smaller copies of themselves when they are attacked in certain ways. When a mythic ooze splits, you may choose to treat all of the split oozes as if they were still part of the same creature for the purpose of its mythic power, sharing a common pool of uses of that power. Each split ooze is still considered an individual creature for the purpose of actions, and more than one ooze could use a mythic surge as an immediate action in the same round.

Alternatively, when a mythic ooze splits you may split any remaining uses of its mythic power, dividing these uses evenly among the smaller oozes (randomly determining which ooze gets a leftover odd-numbered use of mythic power). If a split causes there to be more oozes than the "parent" ooze had uses of mythic power remaining, some of the newly created oozes (determine which randomly) retain no uses of mythic power to use, but they are still considered mythic creatures.

Mythic Abilities: Each creature's mythic abilities are noted in their stat block with a superscript ^{MA}; abilities marked ^{MMA} are major mythic abilities that count as two abilities, while ^{MF} indicates mythic feats. In some cases, their mythic abilities are improved versions of existing abilities rather than entirely new powers. Mythic abilities that are underlined are described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

MYTHIC BLACK PUDDING

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary (black pudding)
N Huge ooze (mythic)

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

DEFENSE

AC 6, **touch** 3, **flat-footed** 6 (-5 Dex, +3 natural, -2 size)
hp 129 (10d8+84)

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

Defensive Abilities split (piercing and slashing, 10 hp);

DR 5/epic; **Immune** ooze traits; **Resist** fire 10

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +9 (2d6+6 plus 2d10 acid plus grab) or 2 slams
+9/+9 (2d4+4 plus 2d10 acid plus grab)

Space 15 ft.; **Reach** 10 ft. (5 ft. with 2 slams; see amorphous attacks)

Special Attacks amorphous attacks^{MA}, concentrated acid^{MA}, constrict (2d6+6 plus 2d10 acid), corrosion, engulf^{MA} (DC 19, 2d10 acid), **mythic power** (5/day, surge 1d6+1)

STATISTICS

Str 18, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +13 (+17 grapple); **CMD** 18 (28 vs. bull rush, drag, or reposition, can't be tripped)

Feats Extra Mythic Power, Potent Surge

Skills Climb +12

SQ oil slick^{MA}, split, suction

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

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

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

Concentrated Acid (Ex) A mythic black pudding's acid deals 2d10 points of damage, and this damage is doubled on a critical hit.

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

Oil Slick (Ex) A mythic black pudding's primordial colloid is resistant to flames, granting it resist fire 10. However, its body constantly exudes a denatured residue that is highly flammable. If the pudding takes fire damage, it bursts into flames for 1 round for every 10 points of fire damage the attack dealt (minimum 1 round). Each round the pudding burns, any creature adjacent to it must make a DC 15 Reflex save or catch on fire; a creature grappled by the pudding automatically catches on fire. In addition, when the pudding moves it leaves a flammable oil slick behind it that persists for 1 minute after the pudding has passed. This slick is as slippery as a grease spell, and if fire damage is dealt to any portion of the oil slick it spreads to the entirety of the area covered by it, dealing 1d6 points of fire damage and forcing creatures to save or catch on fire as described above.

Suction (Ex) A black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. The pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.



MYTHIC CARNIVOROUS BLOB

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary 2

N Colossal ooze (mythic)

Init +0; Senses blindsight 60 ft., tremorsense 120 ft.;

Perception -5

DEFENSE

AC 8, touch 2, flat-footed 8 (+6 natural, -8 size)

hp 264 (16d8+192)

Fort +12, Ref +5, Will +0

Defensive Abilities cold diffusion^{MA}, reactive strike, split (sonic or slashing, 32 hp); **DR** 10/-; **Immune** acid, ooze traits; **Resist** electricity 30, fire 30

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee slam +20 (8d6+24 plus grab) or 2-3 slams +20 (8d4+16 plus grab)

Space 30 ft.; **Reach** 30 ft. (20 ft. with 2 slams, 10 ft. with 3 slams; see amorphous attacks)

Special Attacks absorb flesh, amorphous attacks^{MA}, constrict (8d6+19 plus 1d4 Con drain), engulf^{MA} (DC 34, 8d6+24 plus 1d4 Con drain), mythic power (8/day, surge 1d8), skeletal liquefaction^{MA}, spit glob^{MA}

STATISTICS

Str 42, **Dex** 11, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +36 (+40 grapple); **CMD** 46 (can't be tripped)

Feats Extra Mythic Power, Toughness^{MA, MF}, Vital Strike^{MA, MF}

Skills Climb +24, Swim +24

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Absorb Flesh (Ex) A carnivorous blob cannot eat plant matter or inorganic matter, but it devours living flesh with a voracious speed by dealing Constitution drain on creatures it slams, constricts, or engulfs. Whenever the blob deals Constitution drain in this manner, it heals 10 hit points for each point of Constitution it drains. Excess hit points above its normal maximum are gained as temporary hit points. As soon as a carnivorous blob has at least 50 temporary hit points, it loses those temporary hit points and splits as an immediate action.

Amorphous Attacks (Ex) A mythic carnivorous blob can deform and extrude its amorphous substance in a variety of ways when attacking. By decreasing its reach to 20 feet it can make two slam attacks per round rather than one, and by decreasing its reach to 10 feet it can make three slam attacks. Finally, a mythic carnivorous blob is not considered grappled when it is grappling an opponent (including creatures pinned by its engulf ability).

Cold Diffusion (Ex) A mythic carnivorous blob does not take lethal or nonlethal cold damage from being a cold environment. In addition, when a mythic carnivorous blob would take cold damage from an attack, it can automatically expend one point of its mythic power to suppress its vulnerability to cold and immediately gain cold resistance 30 until the end of its next turn. When it uses this ability, any creature adjacent to the blob takes 2d6 points of cold damage and the blob's reactive strike ability is not suppressed by any cold effect that affects it.

Mindless Toughness (Ex) A mythic carnivorous blob gains Toughness as a bonus feat even though it is mindless.

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

Reactive Strike (Ex) Whenever a carnivorous blob takes damage, it reflexively lashes out with a slam attack. This ability effectively grants the carnivorous blob an attack of opportunity against any adjacent foe that deals it damage. These attacks of opportunity do not count against the normal limit the creature can make in a round. Attacks that deal sonic or slashing damage do not trigger a reactive strike—rather, they cause the creature to split. Whenever a carnivorous blob takes cold damage, the creature cannot use its reactive strike ability until after it takes its next action in combat.

Skeletal Liquefaction (Ex) Whenever a carnivorous blob deals Constitution drain, the target's bones (or chitin or equivalent substance) soften and liquefy, dealing 1d4 points of Dexterity drain and causing the target to become staggered for 1d4 rounds; a DC 25 Fortitude save reduces the duration of the staggered condition to 1 round. Creatures without bones or a similar endoskeleton or exoskeleton, including constructs, oozes, plants, and amorphous or incorporeal creatures, are immune to this effect. The save DC is Constitution-based.





Spit Glob (Ex) Once per minute as a standard action, a mythic carnivorous blob can expel a 5-foot-radius glob of its gelatinous mass up to 120 feet away. A carnivorous blob can spend one use of its mythic power to double the range of this attack or to spit another glob before one minute has passed. Creatures within the area the glob strikes are affected as if the carnivorous blob had used its engulf ability to attack them (DC 34 Reflex negates), though its absorb flesh ability does not apply to Con drain dealt by this attack. The glob persists until the beginning of the carnivorous blob's next turn; however, if the carnivorous blob's blindsight or tremorsense reveals that creatures remain trapped within the glob, the carnivorous blob can expend one use of its mythic power to cause the glob to persist until the beginning of its next turn. The glob adheres to surfaces and can entrap climbing creatures. A flying creature engulfed by a glob that is not attached to a solid surface fall, though if they fit entirely within the glob they take half falling damage as the glob cushions their fall. Creatures that do not fit completely within the glob gain a +2 circumstance bonus to their Reflex save to avoid being engulfed.

MYTHIC DEATHTRAP OOZE

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 3 (deathtrap ooze)

N Large ooze (mythic, shapechanger)

Init -4; Senses Perception -5

DEFENSE

AC 14, touch 5, flat-footed 14 (-4 Dex, +9 natural, -1 size)

hp 170 (12d8+116)

Fort +11, Ref +0, Will -1

DR 10/epic; Immune acid, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +14 (2d6+9 plus 2d6 acid and grab)

Space 10 ft.; Reach 10 ft.

Special Attacks complex trapster^{MA}, constrict (2d6+9 plus 2d6 acid), deadly trapster^{MA}, mythic power (6/day, surge 1d8+1), ranged trapster^{MA}

STATISTICS

Str 22, Dex 3, Con 24, Int —, Wis 1, Cha 1

Base Atk +9; CMB +16 (+20 grapple); CMD 22 (can't be tripped)

Feats Extra Mythic Power, Potent Surge

Skills Climb +14

SQ compression, reinforced construction^{MA}, sudden reset^{MA}, trap form

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) A deathtrap ooze secretes acid that dissolves only flesh. Creatures or objects made of materials other than flesh are immune to this acid.

Complex Trapster (Ex) A mythic deathtrap ooze can subdivide its substance into more than one trap by spending one use of its mythic power per trap after the first. The traps may be of the same kind or different kinds, but the total CR of all trap forms it assumes cannot exceed the CR of the mythic deathtrap ooze. When one trap is triggered, all traps trigger simultaneously. If a mythic deathtrap ooze creates poisoned traps with its ranged trapster ability, it spends one additional point of mythic power for each different type of poisoned trap it creates; if all poisoned traps are of the same type, it costs only one





additional point of mythic power, not one point per trap.

Deadly Trapster (Ex) When in its trap form, a mythic deathtrap ooze's critical threat range for any attacks it makes as a trap is increased to 19-20. In addition, when its trap is triggered, it can spend one use of its mythic power to increase this critical threat range to 17-20 and increases its critical multiplier by 1. This effect applies to all attack rolls made by the trap but ends as soon as the deathtrap ooze is forced to revert to its true form.

Ranged Trapster (Ex) A mythic deathtrap ooze can assume slightly more complex forms, including ranged traps from Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, such as the arrow trap (CR 1), javelin trap (CR 2), and hail of arrows trap (CR 9), and may spend one use of its mythic power to create a poisoned ranged trap, such as a poisoned dart trap (CR 1) or wyvern arrow trap (CR 6). Poisons it creates in trap form become inert when it reverts to its normal form. When a ranged trap is triggered, a mythic deathtrap ooze may spend one use of its mythic power to apply its Strength modifier instead of its Dexterity modifier to attack rolls with the ranged trap.

Reinforced Construction (Ex) When in trap form, a mythic deathtrap ooze's form becomes as hard as steel, gaining hardness 10.

Sudden Reset (Ex) When its trap is triggered, as a full-round action a mythic deathtrap ooze can reset its trap as if it had not been triggered. If creatures are still within or adjacent to the deathtrap ooze's location, it can spend one use of its mythic power as a swift action to then trigger those traps again, even if those creatures do nothing that would normally trigger the trap.

Trap Form (Su) Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* include the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

MYTHIC ELECTRIC JELLY

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary (gelatinous cube variant)

N Large ooze

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

DEFENSE

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

hp 70 (4d8+52)

Fort +10, Ref -4, Will -4

Immune electricity, ooze traits

OFFENSE

Speed 15 ft.

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

Space 10 ft.; Reach 5 ft.

Special Attacks electric pulse^{MA}, engulf (DC 12, 1d6 acid, 1d6 electricity, and paralysis), mythic power (4/day, surge 1d6), paralysis (3d6 rounds, DC 21), shocking touch^{MA}

STATISTICS

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

Base Atk +3; CMB +4 (+8 grapple); CMD 9 (can't be tripped)

Feats Extra Mythic Power

SQ conductive shock^{MA}, transparent

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Acid (Ex) An electric jelly's acid does not harm metal or stone.

Conductive Shock (Ex) Whenever a creature strikes a mythic electric jelly with a metallic melee weapon (including partially metallic weapons like spears), that weapon conducts a shock back to its wielder dealing 1d4 points of electrical damage per hit. Creatures striking the mythic electric jelly with natural weapons, unarmed strikes, or melee touch attacks take twice normal damage and must succeed at a Fortitude save to avoid paralysis, though they gain a +4 bonus to their saving throw.

Electric Pulse (Su) Once every 1d4 rounds as a move action, a mythic electric jelly can unleash a 10-foot-radius pulse of electricity that deals 2d6 points of electricity damage and stuns all





creatures in the area for 1 round; a DC 21 Fortitude save halves this damage and negates the stun. A mythic electric jelly can spend one use of its mythic power to extend the area of this pulse, either as a burst extending 15 feet in all directions from the jelly's body or in the form of a 30-foot cone-shaped burst. The save DC is Constitution-based.

Shocking Touch (Su) A mythic electric jelly deals 1d6 points of electricity damage on a successful attack and gains a +3 bonus on attack rolls against metallic or metal-armored creatures (including creatures using bucklers or other metal shields). In addition, once per minute the jelly can make a supernatural touch attack identical in effect to *shocking grasp* (caster level 4th). It can spend one use of its mythic power to use the mythic version of *shocking grasp* instead, or two uses of mythic power to use the augmented mythic version of *shocking grasp*. This touch attack does not deal slam damage or trigger the jelly's grab or constrict ability, but it does deal 1d6 points of acid damage and trigger the jelly's paralysis ability.

Transparent (Ex) Due to its lack of vivid coloration, an electric jelly is difficult to discern. A DC 10 Perception check is required to notice a motionless electric jelly. Any creature that fails to notice an electric jelly and walks into it is automatically engulfed.

MYTHIC GELATINOUS CUBE

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary (gelatinous cube)

N Large ooze (mythic)

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

DEFENSE

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

hp 58 (4d8+40)

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

Immune electricity, ooze traits

OFFENSE

Speed 15 ft.

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

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

Special Attacks engulf (DC 12, 1d6 acid and paralysis), mythic power (3/day, surge 1d6), paralysis (3d6 rounds, DC 20)

STATISTICS

Str 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

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

Feats Extra Mythic Power

SQ adherence^{MA}, silent slider^{MA}, transparent

SPECIAL ABILITIES

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

Adherence (Ex) Weapons that strike a mythic gelatinous cube become stuck to it if the wielder fails a DC 20 Reflex save. Creatures attacking the cube with natural weapons, unarmed strikes, or melee touch attacks must likewise save or become stuck fast. Creatures stuck to the cube take a -4 penalty to saving throws against its engulf attack. The save DC is Constitution-based.

Silent Slider (Ex) The DC to notice a mythic gelatinous cube is increased by 5 (see its transparent ability), and this DC is not reduced by the cube's movement. In addition, a mythic gelatinous cube takes no penalties for squeezing into or through spaces at least 5 feet wide.

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







MYTHIC GRAY OOOE

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary (gray ooze)

N Medium ooze (mythic)

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

DEFENSE

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

hp 70 (4d8+52)

Fort +10, Ref -4, Will -4

Immune cold, fire, ooze traits

OFFENSE

Speed 10 ft.

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

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

mythic power (4/day, surge 1d6), rapid corrosion^{MA}

STATISTICS

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

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

Feats Extra Mythic Power

SQ absorptive camouflage^{MA}, caustic trail^{MA}, transparent

SPECIAL ABILITIES

Absorptive Camouflage (Ex) A mythic gray ooze leaches trace minerals out of any surface to which it clings, melding its substance with that surface. This renders it undetectable by blindsense, blindsight, scent, and tremorsense, though it can be perceived by normal vision.

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

Caustic Trail (Ex) A mythic gray ooze leaves behind a slime trail when it moves. This caustic slime persists for 4 rounds after the gray ooze passes, making the area as slick as a *grease* spell and dealing 1 point of acid damage for each square a creature moves into (this damage is increased to 1d4 if the creature is prone or crawling).

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

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



MYTHIC HUNGRY FOG**CR 8/MR 3****XP 4,800***Pathfinder Roleplaying Game Bestiary 3***N** Huge ooze (mythic)**Init** -3; **Senses** mistsight^{MA}; **Perception** -5**Aura** bewitching brume (10 ft., DC 8, 1 round)**DEFENSE****AC** 8, touch 5, flat-footed 8 (-3 Dex, +3 natural, -2 size)**hp** 90 (7d8+59)**Fort** +7, **Ref** -1, **Will** -3**Defensive Abilities** gaseous, negative energy affinity; **DR** 10/epic and magic; **Immune** acid, electricity, ooze traits, sonic; **Resist** cold 10**Weaknesses** vulnerable to wind**OFFENSE****Speed** fly 15 ft. (perfect)**Melee** touch +5 (6d6 negative energy)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** enveloping mists (DC 18, 3d6 negative energy and staggered), fearsome phantoms^{MA}, **mythic power** (5/day, surge 1d6+1), soul eater^{MA}**Spell-Like Abilities** (CL 7th; concentration +2)At will—*obscuring mist***STATISTICS****Str** —, **Dex** 4, **Con** 20, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +5; **CMB** +7; **CMD** 14 (can't be tripped)**Feats** Extra Mythic Power, Potent Surge**SQ** mistcaller^{MA}**ECOLOGY****Environment** any temperate**Organization** solitary, pair, or bank (3–10)**Treasure** none**SPECIAL ABILITIES**

Bewitching Brume (Su) Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must succeed on a DC 8 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.

Enveloping Mists (Ex) A hungry fog can engulf foes (see Universal Monster Rules in the Appendices). A creature engulfed by a hungry fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocat-

ing, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based.

Fearsome Phantoms (Su) When a creature fails its saving throw against a mythic hungry fog's bewitching brume, a mythic hungry fog can spend one use of its mythic power to target that creature with a *phantasmal killer* (DC 12). Non-mythic creatures take a -2 penalty to their saving throw against this effect, as do creatures engulfed by the mythic hungry fog's enveloping mists; these penalties stack.

Gaseous (Ex) A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

Mistcaller (Sp) A mythic hungry fog can use *obscuring mist* at will as a spell-like ability. In addition, it may spend one use of its mythic power to create the mythic version of *obscuring mist*, or two uses of mythic power to create the augmented mythic version of *obscuring mist* (as a caster with 3 mythic tiers), as described in the Mythic Spells chapter of *Pathfinder Roleplaying Game Mythic Adventures*.

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

Soul Eater (Su) When a mythic hungry fog engulfs a dying creature within its enveloping mists, it can spend one use of its mythic power as a swift action to kill that creature (DC 18 Fortitude negates). If the target is killed, the hungry fog gains the benefit of an *aid* spell with a caster level equal to the dead creature's Hit Dice. In addition, the save DC of its bewitching brume and fearsome phantoms abilities are increased by 2 for the duration of the *aid* effect. These benefits stack if the hungry fog kills multiple creatures with this ability. This is a death effect. The save DC is Constitution-based.

Vulnerable to Wind (Ex) A hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

MYTHIC ID OOZE

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary (gray ooze variant)

N Medium ooze (mythic)

Init +4^{MF}; Senses blindsight 60 ft.; Perception -3

DEFENSE

AC 12, touch 7, flat-footed 12 (-3 Dex, +5 natural)

hp 94 (4d8+76)

Fort +12, Ref -2, Will -2

Immune cold, fire, ooze traits

OFFENSE

Speed 10 ft.

Melee slam +8 (1d6+7 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+7 plus 1d6 acid), id insinuation^{MA}, mythic power (3/day, surge 1d6), psychotropic vapors^{MA}

Spell-Like Abilities (CL 4th; concentration +1)

At will—*lesser confusion* (DC 11)

STATISTICS

Str 20, Dex 5, Con 32, Int 2, Wis 5, Cha 5

Base Atk +3; CMB +8 (+12 grapple); CMD 15 (can't be tripped)

Feats Improved Initiative^{MF}, Toughness^{MF}

Skills Climb +5, Stealth +1

Languages id ooze empathy (100 ft.)

SQ absorptive camouflage^{MA}, caustic trail^{MA}, transparent

SPECIAL ABILITIES

Absorptive Camouflage (Ex) A mythic id ooze leaches trace minerals out of any surface to which it clings, melding its substance with that surface. This renders it undetectable by blindsense, blindsight, scent, and tremorsense, though it can be perceived by normal vision.

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

main in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Caustic Trail (Ex) A mythic gray ooze leaves behind a slime trail when it moves. This caustic slime persists for 4 rounds after the gray ooze passes, making the area as slick as a *grease* spell and dealing 1 point of acid damage for each square a creature moves into (this damage is increased to 1d4 if the creature is prone or crawling). A creature beginning its turn prone in the area of a mythic id ooze's caustic trail is exposed to its psychotropic vapors, though the save DC is reduced to 18 as the residual vapors are less potent than those emanating from the ooze's body.

Id Ooze Empathy (Ex) Id oozes can communicate basic empathic information with other id oozes within 100 feet via telepathy.

Id Insinuation (Ex) A mythic id ooze can use its *lesser confusion* spell-like ability as a swift action that does not provoke attacks of opportunity, and it adds a racial bonus equal to its mythic rank to the save DC. In addition, if it expends a use of mythic power the duration of the confusion increases to 4 rounds and affects the target as *mythic confusion*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*. The target also takes 4d6 points of nonlethal damage and 1d4 points of Intelligence damage on a failed save. Even on a successful save, the target takes 2d6 points of nonlethal damage. The save DC is Charisma-based.

Psychotropic Vapors (Ex) Any creature beginning its turn adjacent to a mythic id ooze is exposed to an inhaled mind-affecting poison: *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* dazzled and 1d3 Wis; *cure* 2 consecutive saves. A creature grappled by a mythic id ooze takes a -3 penalty to its save against this ability. The save DC is Constitution-based.

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

MYTHIC MAGMA OOZE**CR 9/MR 3****XP 6,400***Pathfinder Roleplaying Game Bestiary 2***N** Large ooze (fire, mythic)**Init** -5; **Senses** blindsight 60 ft.; **Perception** -5**Aura** burning aura^{MA} (5 ft., DC 19)**DEFENSE****AC** 7, touch 4, flat-footed 7 (-5 Dex, +3 natural, -1 size)**hp** 109 (9d8+69)**Fort** +8, **Ref** -2, **Will** -2**Defensive Abilities** split (cold and slashing, 8 hp); **DR** 5/epic; **Immune** fire, ooze traits**Weaknesses** vulnerability to cold, vulnerability to water**OFFENSE****Speed** 10 ft., climb 10 ft.**Melee** slam +15 (2d6+15 plus burn and grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** burn (2d10, DC 19), constrict (2d6+15 plus 2d6 fire plus burn), lava bomb^{MA} (+0 ranged touch), mythic power (5/day, surge 1d6+1), searing heat^{MA}**STATISTICS****Str** 30, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +6; **CMB** +17 (+21 grapple); **CMD** 22 (can't be tripped)**Feats** Extra Mythic Power, Potent Surge**Skills** Climb +18**SQ** lava body, pyroclastic fission^{MA}**ECOLOGY****Environment** any volcano or underground**Organization** solitary**Treasure** none**SPECIAL ABILITIES****Burning Aura (Ex)** Any creature beginning its turn adjacent to a mythic magma ooze is affected by its burn ability.**Lava Body (Ex)** The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes 4d6 points of fire damage unless the attacker makes a DC 19 Fortitude save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt. The save DC is Constitution-based.**Lava Bomb (Ex)** As a full-round action, a mythic magma ooze can expel a ball of hardened lava rock at a square within 60 feet. A creature in that square takes 6d6 points of bludgeoning damage from the impact of the lava bomb (DC 19 Reflex half). In addition, the target square and all surrounding squares are affected as per the ooze's burn attack. To hit the desired square, the mythic magma ooze must succeed on a ranged touch attack against AC 5; if the attack misses, the lava bomb lands 1d6 squares away in a random direction.**Pyroclastic Fission (Ex)** When a magma ooze splits, its semisolid exterior ruptures in a 20-foot-radius burst of clinging magma. Every creature within this radius immediately takes damage as per the ooze's burn attack (DC 19 Reflex half). In addition, creatures failing their Reflex save are entangled by the magma for 1d4 rounds, taking 1d10 points of fire damage each round they remain entangled. This fire damage (though not the entangled condition) can be ended by total immersion in a large volume of water or by a cold effect dealing at least 10 points of damage to the target.**Searing Heat (Ex)** A mythic magma ooze deals 2d10 points of fire damage with its burn attack. In addition, as a swift action the ooze can spend one use of its mythic power to allow its burn ability to bypass fire resistance for 1 minute or fire immunity for 1 round.**Vulnerability to Water (Ex)** A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Fortitude save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a DC 20 Fortitude save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.

MYTHIC OCHRE JELLY

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

N Large ooze (mythic)

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

DEFENSE

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

hp 85 (6d8+58)

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

Defensive Abilities split (piercing, slashing, and electricity, 10 hp); **DR** 5/epic; **Immune** electricity, mind-affecting effects, slashing and piercing damage, ooze traits

OFFENSE

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

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

Space 10 ft.; **Reach** 5 ft. (10 ft. with toxic tendril)

Special Attacks constrict (2d4+3 plus 1d4 acid), flesh leaching^{MA}, **mythic power** (4/day, surge 1d6), toxic tendril^{MA} (+5 melee touch, 1d4 acid plus poison)

Statistics

Str 14, **Dex** 1, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

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

Feats Extra Mythic Power

Skills Climb +10

SQ noxious fumes^{MA}

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

Flesh Leaching (Ex) The acid of a mythic ochre jelly not only dissolves flesh but digests it for the jelly's nourishment. Whenever it deals acid damage to a target made of flesh, it heals an equal amount of damage. If the jelly is already at maximum hit points, any excess hit points are gained as temporary hit points lasting 1 hour, up to a maximum number of temporary hit points equal to its normal hit point total. If a creature dies while grappled by the ochre jelly, the target's flesh is totally consumed at the end of the jelly's next turn, providing it with additional healing (or temporary hit points) equal to twice the creature's Hit Dice.

Noxious Fumes (Ex) As a full-round action, a mythic ochre jelly can vent caustic fumes that burn the eyes and throats of creatures within 10 feet, dealing 2d4 points of acid damage and causing them to become dazzled and nauseated for 1d4 rounds (DC 20 Fortitude negates the nauseated condition but not the other effects). It may spend one use of its mythic power to vent these fumes as a swift action rather than a full-round action.

Toxic Tendril (Ex) As a standard action, a mythic ochre jelly can extrude a tendril with 10-foot reach and use it to make a melee touch attack. This attack deals acid damage but no slam damage, and in addition delivers a dose of the jelly's poison. If a mythic ochre jelly begins its turn grappling a target, it can attack that target with its toxic tendril as a swift action. **Poison**—contact; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* sickened 1 minute and 1d3 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

MYTHIC SLITHERING TRACKER**CR 5/MR 2****XP 1,600***Pathfinder Roleplaying Game Bestiary 2***N** Small ooze (mythic)**Init** +5; **Senses** blindsense 60 ft.; **Perception** +7**DEFENSE****AC** 18, touch 16, flat-footed 13 (+5 Dex, +2 natural, +1 size)**hp** 58 (4d8+40)**Fort** +7, **Ref** +6, **Will** +1**Immune** mind-affecting effects, ooze traits**OFFENSE****Speed** 10 ft., climb 10 ft.**Melee** 2 slams +7 (1d6+4 plus grab and paralysis)**Special Attacks** blood drain (1d2 Constitution), grab (Colossal), **mythic power** (2/day, surge 1d6)**STATISTICS****Str** 16, **Dex** 20, **Con** 23, **Int** 11, **Wis** 10, **Cha** 1**Base Atk** +3; **CMB** +5 (+9 grapple); **CMD** 20 (can't be tripped)**Feats** Skill Focus (Perception), Skill Focus (Stealth)(M)**Skills** Climb +11, Perception +7, Stealth +21; **Racial Modifiers** +8 Stealth**Languages** Undercommon (can't speak)**SQ** absorptive camouflage^{MA}, blood bloat^{MA}, tracker^{MA}**ECOLOGY****Environment** any ruins or underground**Organization** solitary or pair**Treasure** incidental**SPECIAL ABILITIES**

Absorptive Camouflage (Ex) A mythic slithering tracker leaches trace minerals out of any surface to which it clings, melding its substance with that surface. This renders it undetectable by blindsense, blindsight, scent, and tremorsense, though it can be perceived by normal vision.

Blood Bloat (Ex) When a mythic slithering tracker drains blood, its Constitution temporarily increases by an amount equal to the Constitution damage it deals to its target. The slithering tracker loses these temporary points at the rate of 1 per hour. If a slithering tracker's Constitution exceeds 30, it will flee the combat and seek a place to hide for 1 hour, after which it discharges all of its temporary Consti-

tution increase and spawns a new non-mythic slithering tracker. The newly spawned slithering tracker is under the control of the mythic slithering tracker that created it for 1d12 days, after which time it becomes independent from its creator.

Paralysis (Ex) Any creature that is hit by a slithering tracker's slam attack comes into contact with the anesthetizing slime it secretes. The opponent must succeed on a DC 18 Fortitude save or be paralyzed—at the end of each round thereafter, the paralyzed victim can attempt a new Fortitude save to recover from this paralysis. When a victim recovers from a slithering tracker's paralysis, the victim is staggered for 1d6 rounds. This DC is Constitution-based, increasing when the slithering tracker uses its blood bloat ability.

Tracker (Ex) A mythic slithering tracker can use its Perception skill in place of Survival to follow tracks and takes no penalty to such checks when moving at its normal speed (and only a -10 penalty when moving at twice normal speed).

Transparent (Ex) Because of its lack of coloration, a slithering tracker is difficult to discern from its surroundings in most environments. The slithering tracker gains a +8 racial bonus on Stealth checks as a result, and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering tracker and walks into it automatically takes damage as if struck by the slithering tracker's slam attack and is immediately subject to a grab attempt and paralysis by the ooze.

MYTHIC WHITE PUDDING

CR 7/MR 3

XP 3,200

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

N Huge ooze (mythic)

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

DEFENSE

AC 6, **touch** 3, **flat-footed** 6 (-5 Dex, +3 natural, -2 size)

hp 129 (10d8+84)

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

Defensive Abilities split (piercing and slashing, 10 hp);

DR 5/epic; **Immune** ooze traits; **Resist** cold 5

OFFENSE

Speed 20 ft., **burrow** 20 ft. (snow and ice only), **climb** 20 ft.

Melee slam +9 (2d6+6 plus 1d6 acid and 1d6 cold plus grab) or 2 slams +9/+9 (2d6+4 plus 1d6 acid and 1d6 cold plus grab)

Space 15 ft.; **Reach** 10 ft. (5 ft. with 2 slams; see amorphous attacks)

Special Attacks amorphous attacks^{MA}, avalanche^{MA}, caustic chill, constrict (2d6+6 plus 1d6 acid and 1d6 cold), corrosion, engulf^{MA} (DC 19, 2d6+9 plus 1d6 acid and 1d6 cold), mythic power (5/day, surge 1d6+1)

STATISTICS

Str 18, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +13 (+17 grapple); **CMD** 18 (28 vs. bull rush, drag, and reposition; can't be tripped)

Feats Extra Mythic Power, Potent Surge

SQ camouflage, flocculent fountain^{MA}, suction

ECOLOGY

Environment any cold

Organization solitary

Treasure none

SPECIAL ABILITIES

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

Avalanche (Ex) A mythic white pudding gains a burrow speed of 20 ft. through snow and ice only. In addition, a mythic white pudding disrupts the structure of the snow and ice around it when it uses its engulf attack. Creatures in

its path that succeed on their Reflex save to avoid being engulfed must succeed at a second saving throw against the same DC to avoid being buried in deep snow. Buried creatures are pinned and take 1d6 points of nonlethal crushing damage and 1d6 points of nonlethal cold damage per minute, and must make a DC 15 Constitution check at the end of each minute or this damage becomes lethal from that point forward. A buried creature can dig itself out with a DC 20 Strength check or can be dug out by an ally with 3d6 rounds minute of work (halved with a tool such as a pick or shovel). If the pudding attacks a pinned creature, it disrupts the snow around the target making it easier to dig out (DC 15 Strength check); the buried creature is treated as entangled rather than pinned after the attack is resolved. When a mythic white pudding uses this ability, any squares through which it moves are treated as deep snow (requiring 4 squares of movement) for 24 hours.

Camouflage (Ex) Since a white pudding looks like normal ice and snow when at rest, a DC 20 Perception check is required to notice it before it attacks. Creatures with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the white pudding. Dwarves can use stonecunning to notice a subterranean-dwelling white pudding. A creature that fails to notice a mythic white pudding's and moves into its space is automatically engulfed.

Caustic Chill (Ex) A white pudding secretes a chilling enzyme that simultaneously freezes and dissolves organic material and metal quickly, but does not affect stone. Each time a creature takes damage from a white pudding's acid, its clothing and armor take the same amount of damage from this enzyme. A DC 20 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a white pudding takes 1d6 points of acid damage and 1d6 points of cold damage unless the weapon's wielder succeeds on a DC 20 Reflex save. If a white pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 10 points of acid damage and 10 points of cold damage (no save) to the object. In all cases, the acid and cold damage from this ability should

be combined before applying hardness. The save DCs are Constitution-based. This ability modifies and replaces a normal white pudding's acid ability.

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

Flocculent Fountain (Ex) When a mythic white pudding splits, a portion of its oozy substance bursts upwards in fountain of icy white foam that floats gently downward. All creatures adjacent to the pudding when it splits take 1d6 points of acid damage and 1d6 points of cold damage, and a 20-foot radius area centered on the pudding is shrouded in *obscuring mist* until the end of the pudding's next turn. In addition, when the ooze splits each new smaller ooze can take a move action as an immediate action. This movement provokes attacks of opportunity if adjacent creatures can see the pudding, but creatures must make new DC 20 Perception checks against the camouflage ability of both split puddings.

Suction (Ex) A white pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. The pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a white pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

A slithering globule of shining silvery metal slides with uncanny speed, flowing almost gracefully across floor and walls. The reflections in its mirror-like surface ripple and distort as it swells and undulates, and its smooth lines and undulant pseudopods morph fluidly into rows of perfectly smooth blades and spines of deadly sharpness.

QUICKSILVER OOZE

CR 12/MR 5

XP 19,200

N Large ooze (mythic)

Init +5; Senses Perception +0

DEFENSE

AC 29, touch 15, flat-footed 23 (+5 Dex, +1 dodge, +14 natural, -1 size)

hp 187 (14d8+124)

Fort +10, Ref +11, Will +4

Defensive Abilities block attacks^{MA}, improved evasion;

DR 10/epic; **Immune** electricity, fire, ooze traits

Weaknesses torpor

OFFENSE

Speed 60 ft., climb 30 ft.

Melee 2 slams +15 (3d6+6/19-20/x3 plus mercuric poison)

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

Special Attacks augmented critical^{MA}, fluid acceleration^{MA}, melt metal, metallic malleability, **mythic power** (5/day, surge 1d8+1), mercuric poison

STATISTICS

Str 23, **Dex** 21, **Con** 22, **Int** —, **Wis** 10, **Cha** 1

Base Atk +10; **CMB** +17; **CMD** 33 (can't be tripped)

Feats Extra Mythic Power, Lightning Reflexes^{MR, B}, Potent Surge

Skills Climb +14

SQ compression, mimetic magic^{MA}, thermoelectric diffusion^{MA}

SPECIAL ABILITIES

Augmented Critical (Ex) A quicksilver ooze's blows slip through cracks in defenses and shift constantly from crushing bludgeons to cruel spikes and serrations, increasing the critical threat range of its slam attacks to 19-20 and its critical multiplier to x3.

Block Attacks (Ex) As described in the new Universal Monster Rules in Chapter 6 of *Pathfinder Role-playing Game Mythic Adventures*.

Fluid Acceleration (Ex) Once per minute as a swift action, a quicksilver ooze can accelerate its movement and attacks as if using *haste*. This effect lasts

until the end of its next turn. A quicksilver ooze can spend one use of mythic power while activating this ability to duplicate the effect of mythic *haste*, or two uses of its mythic power to duplicate the effect of augmented mythic *haste*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*. This is a non-magical effect.

Melt Metal (Ex) A quicksilver ooze's slam attack melds with and liquefies metal armor and shields, passing through them as if they did not exist and leaving gaps and rents where its blows cause the liquefied metal to fall away. Any metal armor or shield worn by the target of its attack loses 1 point of hardness and takes 1d6 points of damage (bypassing hardness) and has the Armor Class bonus it grants reduced by 1 each time the quicksilver ooze hits with an attack (DC 23 Reflex negates). This has no effect on armor or shields made of wood, stone, bone, leather, cloth, or other materials. Metal weapons that strike a quicksilver ooze likewise lose 1 point of hardness and take 1d6 points of damage (bypassing hardness) with each attack that strikes the ooze's touch Armor Class (DC 23 Reflex negates), even if they do not hit its normal Armor Class or do not overcome its damage reduction. This ability has no effect on artifacts, epic magic items, or items made of gold, silver, or *Elysian bronze*, but constructs made of metal are affected as if they were objects. The save DC is Constitution-based.

Mercuric Poison (Ex) Slam-injury; save Fort DC 23; frequency 1/round for 6 rounds; effect 1d4 Dex and sickened for 1 minute; cure 2 consecutive saves.

Metallic Malleability (Ex) A quicksilver ooze's nat-

ural attacks deal bludgeoning, piercing, and slashing damage and are considered adamantite, cold iron, epic, and silver for the purpose of overcoming damage reduction.

Mimetic Magic (Su) When a quicksilver ooze is hit with a magical weapon, it duplicates that weapon's enhancement bonus for 1 minute. If struck by a weapon with a higher enhancement bonus, it duplicates that bonus for 1 minute. If struck by a weapon with the same enhancement bonus, it resets the duration of this absorption to 1 minute from the most recent hit. If struck by a weapon with a lower enhancement bonus, this ability has no effect. If the weapon has any special abilities, such as flaming, keen, speed, or brilliant energy, a quicksilver ooze can spend one use of its mythic power to

duplicate a random special ability from that weapon for 1 minute. A quicksilver ooze can duplicate multiple special abilities simultaneously if struck by a weapon (or several weapons) with multiple abilities. It cannot absorb weapon properties that apply only ranged weapons.

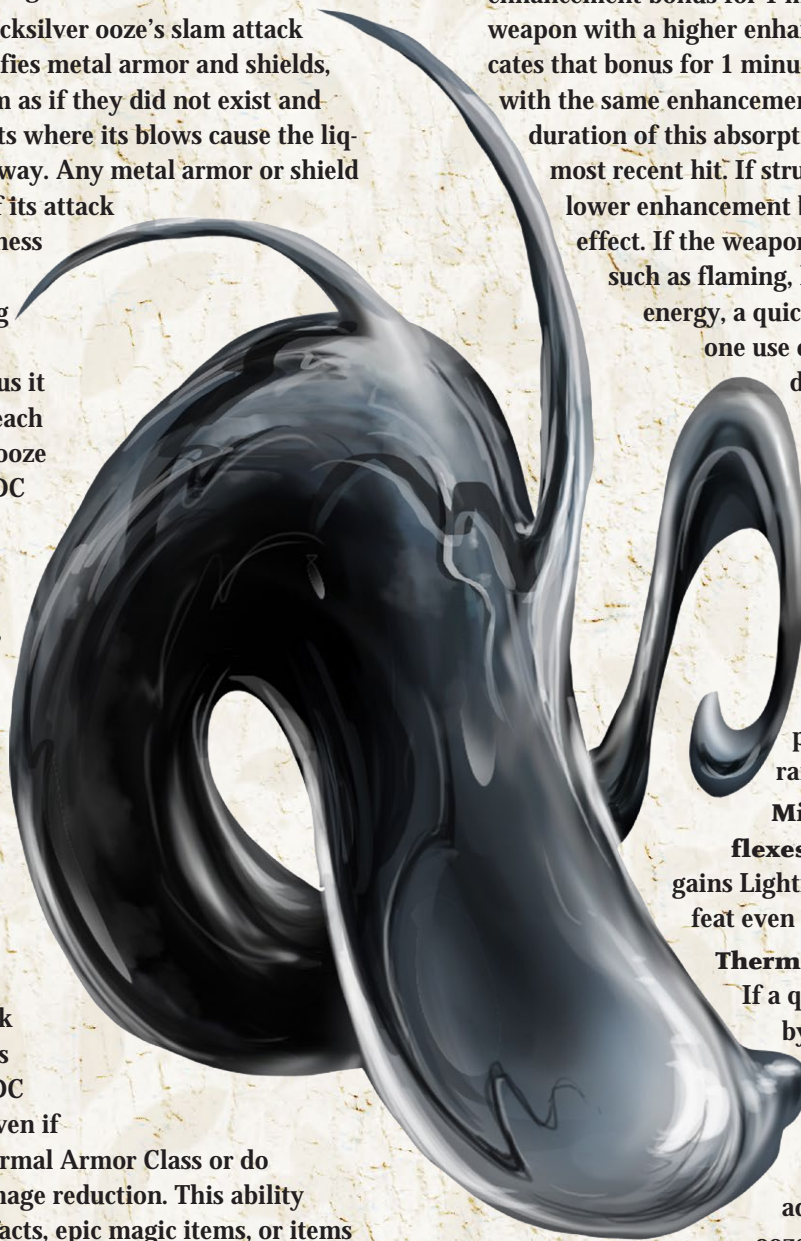
Mindless Lightning Reflexes (Ex) A quicksilver ooze gains Lightning Reflexes as a bonus feat even though it is mindless.

Thermoelectric Diffusion (Ex)

If a quicksilver ooze is struck by an effect that deals electricity or fire damage, it conducts and diffuses that damage to nearby creatures. Any creature adjacent to the quicksilver ooze takes half damage from the effect (and may make a saving

throw or apply spell resistance to the effect, if the electricity or fire effect allows it). If the effect affects an area, creatures already within the area do not take additional damage from being adjacent to the ooze.

Torpor (Ex) Whenever a quicksilver ooze takes cold or sonic damage, it becomes staggered for 1 round





for every 20 points of damage it takes. If the ooze is struck by an effect that deals electricity or fire damage, this cancels one round of torpor for every 10 points of damage the effect would have dealt.

Quicksilver oozes are originally came into being in the slag-heaps of divine foundries, formed from the congealed toxic effluent of magical manufactories and the enchanted residue that dripped from the forge-fires of the gods as they hammered out the weapons they would gift to their mightiest heroes. The inventors of the divinely wrought alloy now known as Elysian bronze are said to have developed its lethal properties by quenching their metalwork in mercury rather than water before rinsing them in the blood of slain beasts of legend. The eldritch energies of incandescent heat, shattering thunderbolts, and raw mythic power slowly leached into the contents of these quenching vats, giving a queer sort of life, if not sentience or purpose, to the mystical medium left behind. These unwanted residues were dumped into the tailings of the divine forges, filtering down over the ages into the mortal world.

Quicksilver oozes are mindless creatures, knowing little but the urge to seek out metal and melt it down, refining and purifying it, destroying whatever it regards as impurities. Its constant exposure to the smithcraft of the planes has imprinted untold variations of weapons into the neuromimetic memory of its cells, allowing it to duplicate the form and function of any number of weapons and magical weapon enhancements. Absorbing the imprint of mortal metals and their puerile enchantments is not as nourishing to it as the mythic creations that spawned its progenitors, but they nonetheless provide the ooze with life, health, and strength. Quicksilver oozes do not consume organic matter, though they have a deep-seated urge to drench themselves in blood. It does not nourish them, but some type of cellular memory yet retains the long-ago forging process and craves the commingling of blood and mercury in and on itself.

Quicksilver oozes move much faster than typical oozes, slipping along walls and flowing through small cracks, shifting and flexing their form rapidly and evading attacks at the last moment. However, they are known to lie dormant for long periods in stone basins or containers, again out of some vague instinctual compulsion to store themselves in such vessels.

More than one greedy explorer has disturbed such a silvery pool thinking it some kind of planar portal or even just a pool of wealth to steal, only to learn their deadly error too late. Their lethal strikes and destructive tendencies make them much-feared adversaries of adventurers, but some mythic alchemists, artificers, and smiths attempt to capture them and distill their essence and their substance to empower their mightiest works of creation.

MYTHIC OOZES

ORGANIZED BY CR

- MYTHIC GELATINOUS CUBE (CR 4/MR 1)
- MYTHIC ELECTRIC JELLY (CR 5/MR 2)
- MYTHIC GRAY OOZE (CR 5/MR 2)
- MYTHIC SLITHERING TRACKER (CR 5/MR 2)
- MYTHIC OCHRE JELLY (CR 6/MR 2)
- MYTHIC ID OOZE (CR 7/MR 3)
- MYTHIC WHITE PUDDING (CR 7/MR 3)
- MYTHIC BLACK PUDDING (CR 8/MR 3)
- MYTHIC HUNGRY FOG (CR 8/MR 3)
- MYTHIC MAGMA OOZE (CR 9/MR 3)
- MYTHIC DEATHTRAP OOZE (CR 10/MR 4)
- QUICKSILVER OOZE (CR 12/MR 5)
- MYTHIC CARNIVOROUS BLOB (CR 16/MR 6)







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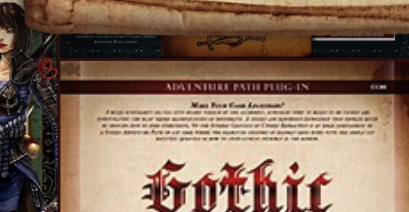
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