

Weekly Wonders

Perilous Oozes

Alex Riggs, Joshua Zaback

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



*Necromancers
of the Northwest*

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8123 236th St SW, Unit 102
Edmonds, WA, 98026
www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Black Bubbler

This puddle of inky black liquid constantly seethes with large, fetid-smelling bubbles. As each bursts, you think you hear foul words in Aklo.

BLACK BUBBLER

CR 20

XP 307,200

NE Gargantuan ooze

Init -5; **Senses** blindsight 480 ft.; Perception +25

DEFENSE

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

hp 629 (34d8+476)

Fort +24, **Ref** +6, **Will** +13

Immune death effects, mind-affecting effects, ooze traits; **SR** 31

OFFENSE

Speed 5 ft.

Melee slam +27 (3d6+7 plus 4d6 acid plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks birthing bubble, burning bubble, confounding bubble, dark devouring, siren bubble, toxic bubble

STATISTICS

Str 20, **Dex** 1, **Con** 36, **Int** 4, **Wis** 14, **Cha** 14

Base Atk +25; **CMB** +34 (+38 grapple); **CMD** 39 (can't be tripped)

Feats Ability Focus (burning bubble, confounding bubble, siren bubble, toxic bubble), Blinding Critical, Cleave, Critical Focus, Great Cleave, Greater Grapple^B, Improved Critical (Slam), Improved Grapple^B, Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception, Stealth), Toughness, Weapon Focus (Slam)

Skills Perception +25, Stealth +24; **Racial Modifier** +16 Stealth

Languages Abyssal, Aklo, Common, Infernal

SQ flow forth

ECOLOGY

Environment underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Birthing Bubble (Su): As a full-round action, a black bubbler can create a massive, ooze-filled bubble. As part of this action, the black bubbler directs the birthing bubble to a 5-foot square within 30 feet, where the bubble pops. When it does, the birthing bubble releases 1d4+1 giant advanced black puddings, which appear in unoccupied squares within 15 feet of where the bubble popped. The giant advanced black puddings obey the black bubbler's telepathic commands and remain until slain. The black bubbler can use this ability at will, but must wait at least 1d10 rounds between uses.

Burning Bubble (Su): As a full-round action, a black bubbler can create a bubble filled with exploding gases. As part of this action, the black bubbler directs the burning bubble to a 5-foot square within 100 feet, where it explodes in a 20-foot-radius burst that deals 20d6 points of fire damage, with a DC 33 Reflex save for half damage. The black bubbler can use this ability at will, but must wait at least 1d6 rounds between uses.

Confounding Bubble (Su): As a full-round action, the black bubbler can create a bubble filled with gases that muddle the minds of those who breathe them in. As part of this action, the black bubbler directs the confounding bubble moves to a 5-foot square within 60 feet, where the bubble explodes in a 10-foot-radius spread, causing all creatures within the area to become permanently confused, as the spell *insanity*, unless they succeed on a Will save (DC 33).

Dark Devouring (Su): The black bubbler can devour the essence of any living creature it touches. Whenever the black bubbler maintains a grapple, instead of doing damage, it may inflict 1d4 negative levels upon the grappled creature. If a creature it is grappling dies as a result of these negative levels, the black bubbler immediately regains 10 hit points per Hit Dice of the slain creature. Additionally, a creature which is killed in this way has their soul utterly consumed, preventing them from being returned from the dead until the black bubbler is slain, or until the target's soul is restored with a *wish* or *miracle* spell.

Siren Bubble (Su): As a standard action, the black bubbler can produce a bubble that moves up to 100 feet per round. As a free action, the black bubbler can cause the bubble to explode in a 10-foot-radius spread. Any creature in that area must succeed on a Will save (DC 33) or do its best to move adjacent to the black bubbler for the next 1d6 rounds. The black bubbler can use this ability at will, but must wait 1d4 rounds between uses, and may not have more than one siren bubble at a time.

Toxic Bubble (Su): As a full-round action, a black bubble can create a single bubble filled with toxic gas that moves up to 100 feet per round. As a free action, the black bubbler can cause the bubble to explode in 20-foot-radius burst. All creatures in the area must succeed on a DC 33 Fortitude save or suffer 1d10 points of Constitution drain. The black bubbler can use this ability at will, but must wait at least 1d10 rounds between uses and may not have more than one toxic bubble at a time. This is a poison effect.

Ecology

A black bubbler is a terrible and hateful creature comprised of various toxic substances, which it can control in order to create deadly bubbles filled with whatever foul gas that the black bubbler wishes. A simple look at the creature is sufficient to explain its name.

Though intelligent, the black bubbler has only very rudimentary intellect. These creatures have only malicious and evil thoughts, a deep drive for to sate its hunger, and hate for all non-oozes. Very powerful beings, these creatures need little in the way of cunning, relying on their powerful and deadly bubbles to lure their prey and destroy any foe that would challenge them.

Capable of lying dormant for long periods of time, these terrible creatures rarely move from their poison-filled lairs. While many oozes consume flesh, the black bubbler consumes souls, and thus they will travel in order to find intelligent creatures to enslave and gain as sacrifice. Their lairs are often near subterranean communities with plentiful humanoids enslaved by the black bubbler.

Dancing Death

This pale yellow-green slime quivers and shakes with incredible speed, stretching its elastic form and warping into unusual shapes, some of which are vaguely suggestive, before shimmering into something else in the blink of an eye. Just as you begin to process the last image, the creature flies forward with incredible speed.

DANCING DEATH

CR 8

XP 4,800

N Huge ooze

Init +12; Senses blindsight 120 ft.; Perception +0

DEFENSE

AC 21, touch 21, flat-footed 8 (+12 Dex, +1 dodge, -2 size)

hp 66 (12d8+12)

Fort +5, Ref +16, Will +4

Defensive Abilities quivering dodge, split; **Immune** ooze traits

OFFENSE

Speed 60 ft.

Melee slam +10 (2d6+3 plus 1d6 acid)

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

Special Attacks doom jitter, spinning death reel, sudden surge

STATISTICS

Str 16, Dex 34, Con 12, Int —, Wis 10, Cha 10

Base Atk +9; CMB +14; CMD 36 (can't be tripped)

Feats Dodge^B, Mobility^B, Spring Attack^B

ECOLOGY

Environment underground

Organization solitary, pair or dance party (1d6+1 plus 1 grig)

Treasure incidental

SPECIAL ABILITIES

Doom Jitter (Ex): A dancing death is highly agitated by the scent of living creatures, causing it to react in unpredictable ways. Whenever a living creature approaches within 30 feet of the dancing death, the ooze begins to wobble and move about, granting it a +2 dodge bonus to AC, a +2 bonus on Reflex saves, and a +2 bonus on attack rolls. Additionally, each round it must use one of the following abilities, determined at random: quivering dodge, spinning death reel, or sudden surge.

Quivering Dodge (Ex): As a move action, the dancing death begins to quiver and roil. This grants the dancing death a 20% miss chance against all attacks, and grants the benefits of the evasion and improved evasion abilities of the rogue.

Spinning Death Reel (Ex): As a standard action, the dancing death lashes out in all directions, allowing it to make a single attack against each creature within its reach. The dancing death can only use this ability as a result of his doom jitter special attack.

Split (Ex): When a dancing death is reduced to 50% of its hit points, it splits, becoming two dancing deaths. Each of the new dancing deaths have hit points equal to the number of remaining hit points the original dancing death had when it used this ability. The newly created dancing deaths lose the split ability.

Sudden Surge (Ex): As a swift action, the dancing death moves with incredible speed, allowing him to move up to his speed without provoking an attack of opportunity.

Ecology

The dancing death is an unusually agile and powerful ooze with great alacrity. Named for its quick, dance-like movements and powerful crushing blows, the dancing death is a subterranean monster that is both highly territorial and extremely dangerous when provoked. The creatures have a broad range in deep, dark, underground places, and they are highly agitated by light, particularly the light from fire and from spells.

The origins of these monsters are hotly debated, with some claiming that they are merely a natural evolution of typical oozes, using their unusual shapes and strange muscles in innovative ways in order to shed the lack of agility shown by their lesser kin. Others, however, insist that their surprising agility, along with the agitation they display at light sources, are clear signs that magical experimentation was done at some point in their creation. Though this theory is popular, there is further divide among the magical experiment camp, with some believing they were created when an ooze was subjected to various magical experiments, while others believe that they are the cast-offs of some form of *jump* spell. Whatever the case, these creatures are relatively new to the scene, but are rapidly spreading, proving a dangerous challenge for even experienced ooze fighters.

Though mindless, the dancing death's behavior is almost preternaturally aggressive, owing largely to the state of intense agitation that they experience when exposed to bright lights. Their forms begin to warp and twist with speed, transforming the oozes into potent killing machines. Furthering their deadly capabilities is a suite of unpredictable abilities that make fighting one a dire prospect.

Finally, it is worth noting that these unstable oozes are prone to splitting if they are badly injured, leaving some to believe that combat is a primary means of multiplication. Most don't have time to contemplate this, however, as the oozes become more dangerous the longer they are engaged in battle.

Murder Mud

This ugly brown slime seems coated with flecks of rock and mud, and would be virtually indistinguishable from a puddle of muck, if not for the fact that it was moving with deliberate animal cunning.

MURDER MUD

CR 4

XP 1,200

N Large ooze

Init -5; Senses blindsight 200 ft.; Perception +6

DEFENSE

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

hp 37 (5d8+15)

Fort +4, Ref -4, Will +3

Defensive Abilities harden up; Immune ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +6 (1d8+6 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks mud missile, petrify, rockslide

Spell-Like Abilities (CL 5th; concentration +7)

3/day—*meld into stone*

STATISTICS

Str 18, Dex 1, Con 16, Int 2, Wis 14, Cha 14

Base Atk +3; CMB +8; CMD 13 (can't be tripped)

Feats Skill Focus (Perception), Skill Focus (Stealth), Stealthy

Skills Escape Artist -3, Perception +5, Stealth +0 (+12 in rocky areas); Racial Modifiers +12 Stealth in rocky areas

ECOLOGY

Environment underground, mountains

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Harden Up (Ex): A murder mud can harden its muddy body, becoming more rigid for a brief time. As a swift action, a murder mud can choose to take a penalty on attack rolls up to its base attack bonus. For each point of attack bonus penalty suffered in this way, the murder mud gains a +4 natural armor bonus to AC. While under the effects of this ability, its movement speed is reduced by half. A murder mud can never gain more than a +28 bonus to AC in this way, even if it gains Hit Dice and a higher base attack bonus.

Mud Missile (Su): A murder mud can manipulate stone that it merges into in order to fire spears of mud at its enemies. While melded into stone, the murder mud can make a single ranged touch attack as a standard action with a range of 20 feet. If the attack hits, it deals 2d6 points of bludgeoning damage and reduces the target's movement speed by half for 1d4 rounds. When it uses this ability, it must make a concentration check (DC 15) or automatically dismiss the *meld into stone* spell-like ability.

Petrify (Su): A murder mud can turn those it maintains long-term contact with into statues of hardened mud. Whenever a murder mud successfully maintains a grapple, it may choose to attempt to petrify the creature it is grappling, rather than damaging it or performing another action. The target must succeed on a DC 13 Fortitude save or be petrified. This petrification lasts until the murder mud is slain or a *stone to flesh* spell is cast upon the petrified creature.

Rockslide (Su): While melded into stone using its *meld into stone* spell-like ability, a murder mud can choose to cause a cascade of rocks to fall in an adjacent square. The rocks fall from the stone it was melded into, but are made primarily from the murder mud's magical body and thus never cause damage to the structure that it is melded into. The cascading rocks deal 3d6 points of damage to a creature in the area they fall into unless that creature succeeds on a Reflex save DC 13.

Ecology

The murder mud is a terror that inhabits grimy, rocky caves, typically in marshes, wetlands, or river-strewn mountains. They prefer wet areas, as it allows them to slink about quietly and unnoticed, for while they blend in well with stones and other solid features, such things hide their movement poorly. They are patient hunters, sometimes waiting for hours or even days in a rocky hunting blind, ready to pounce on its prey when it comes too close.

Possessing an animal intellect, the murder mud is a capable ambusher, preferring hit-and-run tactics when engaging its prey. This allows it to aggressively wear down its foes while posing minimal risk to itself. A common tactic for the murder mud is to attack from ambush, then retreat to a rocky cave wall or large boulder and use its *meld into stone* and *mud missile* abilities in order to wear down its foes before engaging directly in melee. If it finds itself somehow lacking in rocky cover, it hardens up in order to protect itself from harm and then attacks aggressively, trying to quickly petrify its foes in order to remove them from combat.

A murder mud has a very unusual diet in which they must consume the flesh of living creatures, but can only digest rocks and minerals, necessitating that it petrifies its prey. With such an unusual diet, many scholars, including hard-line naturalists, insist that at least the first murder muds must have been created by magic, either as a consequence of a spell gone wrong or by some wizard's purposeful experimentation.

Ocean Gel

At first, nothing seems odd about this particular stretch of ocean, but something about the consistency is slightly off. Then this creature reveals its presence in grand style, as a quartet of 30-foot-long tendrils of writhing gel and seawater explode from the calm surface of the water.

OCEAN GEL

CR 16

XP 76,800

N Colossal ooze (Aquatic)

Init -5; **Senses** blindsight 120 ft.; Perception +0

DEFENSE

AC -3, touch -3, flat-footed -3 (-5 Dex, -8 size)

hp 492 (24d8+384)

Fort +23, **Ref** +3, **Will** +8

Defensive Abilities water body; **DR** 10/-; **Immune** acid, fire, ooze traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., swim 100 ft.

Melee slam +25 (4d6+22)

Space 100 ft.; **Reach** 5 ft.

Special Attacks capsize, drowning pools, ocean tentacles

STATISTICS

Str 40, **Dex** 1, **Con** 40, **Int** —, **Wis** 10, **Cha** 10

Base Atk +18; **CMB** +41; **CMD** 46 (can't be tripped)

Feats Toughness^B

SQ giant body

ECOLOGY

Environment underwater

Organization solitary, pair, or tsunami (1d4+1)

Treasure incidental

SPECIAL ABILITIES

Capsize (Ex): An ocean gel can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. The ocean gel never suffers a penalty on this CMB check due to the size of a ship.

Drowning Pools (Ex): As a full-round action, once per hour, an ocean gel can create a number of deadly vortexes within its body, dragging those nearby within its form, where it can crush them. When it uses this ability, any creature within 5 feet of the ocean gel must succeed on a Reflex save (DC 24) or be dragged within its body. Creatures who fail this save also immediately suffer damage equal to the ocean gel's slam attack, and continue to suffer this damage each round they remain within the ocean gel. A creature caught in this way is considered grappled and can either escape the ocean gel by breaking free of the grapple or by succeeding on a Reflex save (DC 24) made as a full-round action. The saving throw DC is Charisma-based.

Giant Body (Ex): An ocean gel has an exceptionally massive form. As such, it has a space of 100 feet. Even so, without creating ocean tentacles, it has only very minimal reach with its gelatinous form, granting it a reach of only 5 feet.

Ocean Tentacles (Ex): An ocean gel can create massive watery tentacles from a combination of seawater and its own slimy form. As a full-round action, the ocean gel can create four 30-foot-long tentacles of ocean water and gel, which it can use to destroy his foes. These tentacles have a space of 10 feet and a reach of 30 feet, with AC 25 (-5 Dex, +28 natural, -8 size), and 120 hit points each. The tentacles do not act unless directed by the ocean gel. As a full-round action, the ocean gel can direct one or more tentacles to attack targets within reach. Each tentacle can make a single slam attack at +20, which, if successful, deals 4d6+15 points of bludgeoning damage. If a tentacle is slain, the ocean gel immediately suffers 10 points of Constitution damage. An ocean gel can use this ability at will, but can never create more tentacles than his Constitution score/4 (typically 10) at any one time.

Water Body (Ex): An ocean gel's body is largely made up of water, and can easily be swum through or sailed over, just like normal water. A DC 10 Perception check allows a creature attempting such a feat to notice that they are moving through an ooze. The ocean gel likewise notices any creature moving through it. Additionally, due to their unusual composition, an ocean gel is affected like a water elemental by spells and effects such as *horrid wilting*.

Ecology

These massive aquatic oozes strongly resemble the oceans in which they live. Dwelling on the surface of the water, ocean gels sit in calm water, typically not far from coldwater ports, lying in wait for ships and sea beasts to make the fatal mistake of coming within their grasp. Many tales about cursed parts of the sea can be attributed to the ocean gel's typical hunting grounds. A mindless brute, an ocean gel isn't really motivated by anything, being effectively immortal: so long as they continue to eat, they simply exist, attacking and consuming things that they notice moving through them.

Notably, the ocean ooze has a gigantic form and a body that is nearly identical to water in consistency, making it perhaps the largest and least dense species of ooze in existence. Indeed, the ocean gel's body is so like water that creatures may swim directly through, allowing for many to unwittingly enjoy the experience of passing through one of the majestic creatures. A typical ocean gel weighs about 62,000,000 lbs. Rumors persist of even larger species, which can be as large as 1,000 feet to a side and weigh even more. As long as it is fed, an ocean gel lives indefinitely.

Possession Ooze

This gelatinous creature is a sickly green color that swims with a purple light moving through its translucent form.

POSSESSION OOZE

CR 12

XP 19,200

N Medium ooze

Init -1; **Senses** blindsight 120 ft.; Perception +23

DEFENSE

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

hp 195 (17d8+119)

Fort +13, **Ref** +2, **Will** +9

Defensive Abilities ooze transference; **Immune** ooze traits

OFFENSE

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

Melee slam +17 (1d6+5 plus 4d6 acid plus grab)

Special Attacks create spawn, degrade host, ooze possession

STATISTICS

Str 20, **Dex** 1, **Con** 22, **Int** 4, **Wis** 14, **Cha** 14

Base Atk +12; **CMB** +17; **CMD** 22 (can't be tripped)

Feats Ability Focus (ooze possession)^B, Great Fortitude,

Improved Initiative, Improved Iron Will, Improved

Lightning Reflexes, Iron Will, Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Perception +25

Languages Common

ECOLOGY

Environment underground, urban

Organization solitary, pair or swarm (1-2 plus 2d4 spawn)

Treasure incidental

SPECIAL ABILITIES

Create Spawn (Ex): Whenever a creature dies as a result of the degrade host special attack, it rises 1d4 rounds later as a possession ooze under the control of the possession ooze who killed the creature. These possession ooze spawn lose the create spawn ability for the first 30 days.

Degrade Host (Ex): At the beginning of each round the possession ooze remains in control of a living creature with its ooze possession ability, the target suffers 1d4 points of Constitution damage.

Ooze Possession (Su): At the beginning of any round in which the possession ooze is in control of a grapple, it can attempt to possess the creature it is grappling, diving into the target's body and gaining physical control of the target. The target must succeed on a DC 22 Will save or have their body taken over, as though by the spell *possession*, except that the possession ooze melds into the target's body, and any hit point damage suffered by the target is divided evenly between the target and the possession ooze. At the end of each round, the target may attempt another Will save (DC 22) in order to end the effect. A creature that succeeds on either the initial Will save to negate the effect or on a secondary Will save to end the effect becomes immune to the ooze possession ability of that possession ooze for the next 24 hours.

Ooze Transference (Ex): A possession ooze slowly makes the creature it is possessing more ooze-like, and can transfer some of its abilities to its host. While possessing another creature with its ooze possession ability, the possession ooze uses either its ability scores or those of the creature it is possessing, whichever are higher. Additionally, the creature it is possessing gains ooze traits and deals an additional 2d6 points of acid damage with its unarmed strikes, natural attacks, and grapples.

Ecology

Unlike most of its kind, the possession ooze is an intelligent creature that displays good self-preservation skills. Possession oozes are parasitic creatures that inhabit the bodies of living creatures, both to use for a short time to accomplish goals that they would not otherwise be able to do (typically finding more creatures to possess), as well as to reproduce. Some naturalists draw similarities in their behavior to tiny disease-causing organisms and very small parasites that prey on less complex creatures.

The possession process is poorly understood; though the ooze enters the body physically and does seize control of muscle function, survivors of ooze attacks also note that it seems to control their thoughts and emotions, at least to a small extent. They feel suppressed and passenger-like while possessed, but often recall feeling whatever emotions the ooze had at the time, with anger, fear, and hunger being the most common. Survivors are rare, however, for though it is possible to reject the ooze while it is possessing an individual, only the very lucky, or those of extremely strong mind, are capable of such a feat, with the ooze's typical victim being used until the ooze no longer has need of them. This leads some scholars to believe the oozes are smarter than they actually are; possession oozes instinctively avoid taking powerful hosts if they can avoid it, though when threatened, often try to take control over physically imposing foes in order to take them out of the fight and use their impressive combat attributes against feebler, but mentally stronger, enemies.

The possession ooze's ooze possession ability is also used to reproduce, allowing it to create more possession oozes. The process is quite painful and is typically begun as soon as the possession ooze takes control of a victim, slowly transferring its oozy essence into its victim as it converts their body into a possession ooze. It has been theorized that the host creature's mind is used as the spark of intelligence in the possession ooze, leading some to believe that their intellect was an accidentally inherited trait.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yu-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brooks, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Weekly Wonders: Perilous Oozes Copyright 2016, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

There's Always Room for More Oozes!

Slimes, jellies, and oozes make for exciting and terrifying monsters, simultaneously strange and alien, with their viscous and gelatinous anatomy, and familiar, at least to anyone who's ever had a bowl of pudding. Sadly, as fun as oozes are, they're in relatively short supply: in the first four *Pathfinder Bestiaries*, there are only 25 total oozes, and only five with a CR higher than 10. This book presents a selection of five exciting new oozes, ranging from CR 4 to 20. Inside, you'll find:

- The black bubbler, a CR 20 Gargantuan ooze that can release a variety of noxious bubbles that produce supernatural effects.

- The dancing death, a CR 8 huge ooze whose spasmodic quivering causes it to act seemingly at random, and which becomes even more powerful when it splits in two.

- The murder mud, a CR 4 Large ooze that can harden itself to a more solid consistency, or transmute those it grapples into statues.

- The ocean gel, a CR 16 Colossal ooze which is truly massive, well beyond the size of most Colossal creatures, and can create deadly vortexes within its body.

- The possession ooze, a CR 12 Medium ooze which is not only intelligent, it can dive inside the bodies of other creatures and control them from the inside.



Necromancers
of the Northwest

PATHFINDER
ROLEPLAYING GAME COMPATIBLE