Rite Publishing Presents

In the Company of Gelatigous Cubes EXPAIDED

by Wendall Roy





Rite Publishing Presents:



In the Company of Gelatinous Cubes Cxpanded

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Publisher: Miranda Russell

This volume expands upon the original work: In the Company of Gelatinous Cubes (2015)

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In The Company of Gelatinous Cubes Expanded!

Gluuuuuuuuuuuuuuuuuuuuuuu cube expanded, get it? Yeah... I claim nothing to do with this product. Making you pay for a not terribly clever joke? 1 of 5 stars. – Regards, the Metadventurer]

Mythic Gelatinous Cube Paragons

Mythic gelatinous cubes must follow a path known as the mythic gelatinous cube paragon. They can only take universal path abilities, but have a number of unique options available only to them that augment their paragon class features. Each of the following mythic class features is considered a 1st-tier universal path ability, or may be taken in place of a mythic feat. You must have a class feature in order to gain its mythic version. A mythic class feature cannot be taken more than once unless it says otherwise.

The gelatinous cube adds its mythic tier to its level to determine the save DC and any other levelbased effect of mythic class features, and levelbased effects that normally have a cap at 20th level instead have a cap of 30th level for determining their maximum effect.

Mythic Adventuring Buddy: The gelatinous cube can move into the space occupied by an adventuring buddy of its size or smaller as part of its movement or as a 5-foot step, which displaces the adventuring buddy into the space the cube just left. The adventuring buddy must be able to occupy the space the gelatinous cube was in, and be either helpless or willing and able to move. This movement does not provoke attacks of opportunity, nor does it count towards the adventuring buddy's movement on his next turn.

In addition, the gelatinous cube can choose to suppress the effects of its acid and anesthetizing slime on any of its adventuring buddies that it engulfs.

Mythic Ooze Empathy: The gelatinous cube can attempt to improve the attitude of an ooze with its ooze empathy ability as a swift action.

Mythic Ooze Ability: To take a mythic ooze ability, the gelatinous cube must have the non-mythic version of that ability. No mythic ooze ability can be selected more than once.

Mythic Adhesive Pseudopods: The gelatinous cube only takes a -10 penalty on its CMB check to make

and maintain a grapple when just using the part of its body used in the grab to hold an opponent.

Mythic Amorphous Dodge: The gelatinous cube can expend one use of its mythic power to use this ability an additional time in a round. In addition, the gelatinous cube can use this ability to avoid ranged attacks with a slashing or piercing weapon as long as it is not denied its Dexterity bonus to AC against the attack.

Mythic Compression: The gelatinous cube takes only a -2 penalty on attack rolls and a -2 penalty to AC while squeezing. As a full-round action and expending one use of its mythic power each round, the gelatinous cube can squeeze through spaces as small as 1 inch in diameter at half speed.

Mythic Corroding Secretions: The gelatinous cube can expend one use of its mythic power to use this ability to damage stone instead of damaging metal.

Mythic Dessicated Toolmaking: The gelatinous cube can expend one use of its mythic power to use this ability to create a resin object that lasts up to 24 hours. If the gelatinous cube succeeds on an appropriate DC 20 Craft check, the resin object is considered to be a masterwork weapon, armor or tool. In addition, the gelatinous cube gains a competence bonus equal to its mythic tier whenever making a skill check that uses a masterwork tool created with this ability.

Mythic Discover Openings: The gelatinous cube can expend one use of its mythic power to expand the range of this ability to 60 feet for a number of hours equal to its level. This ability ends if the gelatinous cube does not remain in a sensitive composition. In addition, the gelatinous cube can make reactive Perception checks to pinpoint any effects with the teleportation descriptor or that otherwise create openings to other planes or extradimensional spaces within range of this ability.

Mythic Engulfing Pin: The gelatinous cube can expend one use of its mythic power when reducing the amount of time a pinned creature can hold its breath to reduce the time by 1d10 rounds instead of 1d6.

Mythic Environmental Mimicry: The gelatinous cube can expend one use of its mythic power to increase the DC of its transparent racial ability by an additional 10 (to DC 30). This increase lasts as long as the gelatinous cube remains motionless. In addition, the gelatinous cube increases its competence bonus on Stealth checks by its mythic tier.

Mythic Fission: The gelatinous cube and its duplicate gain temporary hit points equal to its level whenever the gelatinous cube divides itself.

Mythic Jelly Composition: The gelatinous cube can expend one use of its mythic power to increase the enhancement bonus to its base land speed from this ability to +15. This increase lasts as long as the gelatinous cube remains in a jelly composition. In addition, the gelatinous cube increases its dodge bonus to AC by its mythic tier when using this ability.

Mythic Launching Blast: The gelatinous cube increases this ability's enhancement bonus to Acrobatics checks by +5 times its mythic tier. The gelatinous cube can expend one use of its mythic power when using this ability to exceed its maximum movement for the round with its jump.

Mythic Potent Secretions: The gelatinous cube's acid can overcome resistances. Creatures treat their acid resistance as 20 less than normal

against the gelatinous cube's acid, and creatures with immunity to acid still suffer half damage.

Mythic Pungent Composition: The gelatinous cube increases the saving throw DC by 2 for this ability and any ability that has ooze composition pungent as prerequisite. Mythic а pungent composition counts as a secretions ability.

Mythic Reeking Pheremones: The gelatinous cube can expend one use of its mythic power when activating this ability to cause creatures of any type except construct or undead with immunity to poison to instead have a +6 bonus on the saving throw against this ability. In addition, the gelatinous cube increases the duration of the nauseated condition caused by this ability to 1d4 rounds.

Mythic Regurgitate Meal: The gelatinous cube can attempt a free bull rush or trip combat maneuver against any creature struck by this ability's ranged attack, adding its mythic tier as a bonus on the combat maneuver check.

Mythic Resinous Composition: The gelatinous cube can expend one use of its mythic power to take no damage when falling. In addition, the gelatinous cube increases its natural armor bonus to AC and its bonus to bull rush, overrun and reposition combat maneuvers by its mythic tier.

Mythic Resin-laced Pseudopods: The gelatinous cube increases the bonus damage from this ability by its mythic tier. In addition, the gelatinous cube can expend one use of its mythic power when it successfully confirms a critical hit with a slam attack it can either inflict bleed damage equal to its mythic tier or force the creature struck to make a Fortitude save or suffer one of the following conditions: deafened for 1 hour, staggered for 1d4 rounds, or stunned for 1 round.

Mythic Sense Hostile Intent: The gelatinous cube gains an insight bonus to initiative checks equal to its mythic tier when using this ability.

Mythic Sensitive Composition: The gelatinous cube increases the competence bonus to Perception checks from this ability by its mythic tier, and increases the range of its blindsight to 90 feet.

Mythic Slam Dance: The gelatinous cube can expend one use of its mythic power with this ability to make two slam attacks instead of one against each creature it threatens during its turn.

Mythic Soporific Pheremones: The gelatinous cube can expend one use of its mythic power when activating this ability to cause creatures of any type except construct or undead with immunity to poison to instead have a +6 bonus on the saving throw against this ability. In addition, the gelatinous cube causes creatures that fail their saving throw to be exhausted instead of fatigued.

Mythic Speedy Expulsion: The gelatinous cube no longer has a delay between uses of this ability.

Mythic Split: The gelatinous cube and its duplicate can make an attack of opportunity when splitting against the creature that hit them with a slashing or piercing attack.

Mythic Sticky Composition: The gelatinous cube increases the circumstance bonus on combat maneuver checks to initiate a grapple, maintain a grapple and pin a foe, as well as the penalty taken by grappled enemies on attempts to break the grapple and to escape the grapple using Escape Artist, by its mythic tier.

Mythic Track Meal: The gelatinous cube can use this ability to track creatures normally unable to be tracked by scent, such as those protected by *pass without trace.* While in a sensitive composition and underwater, the gelatinous cube also gains the keen scent universal monster ability.

Mythic Unnatural Pheremones: The gelatinous cube adds its mythic tier to the DC of any Handle Animal, Ride or wild empathy checks made by an animal's master to get an animal to approach within 30 feet of the gelatinous cube while it is using this ability. Hostile animals are shaken while they remain within 30 feet of the gelatinous cube unless they make a successful Will save.

Mythic Wall Climber: The gelatinous cube can climb and travel on vertical surfaces or even traverse ceilings while using this ability, similar to *spider climb*.

Mythic Whipping Pseudopods: The gelatinous cube increases the reach of its slam attacks by an additional 5 feet when using this ability. In addition, it can make a number of additional attacks of opportunity each round equal to its Constitution modifier.

Mythic Item Attunement: The gelatinous cube can transmogrify three magic items absorbed into its body into a single, new magic item. This process takes 1 minute. The new magic item's properties are determined by the gelatinous cube (subject to GM approval), with the following guidelines:

- The general form of the magic item must be that of the most valuable item being transmogrified. For example, if a +2 *longsword*, *horseshoes of speed* and a *potion of neutralize poison* are transmogrified, the result will be a magical longsword. The only exceptions to this are three neck slot magic items will transmogrify into a ring, and three rings will transmogrify into a neck slot magic item.
- The new magic item cannot have any spell as a prerequisite unless that spell was a prerequisite of one of the original three magic items.
- The cost of the new magic item must be equal to or less than the sum of the original three items' costs. If the new item has a spell prerequisite from each of the original three magic items (or the GM determines the item otherwise embodies the form or function of all three), it receives a 10% discount in cost calculation.

Mythic Anesthetizing Slime: The gelatinous cube adds half its mythic tier to the number of consecutive saves needed to cure its anesthetizing slime poison.

Mythic Engulf: The gelatinous cube can engulf a creature one size larger than itself as long as the cube's entire occupied space is in the creature's occupied space.

Mythic Loyalty: The gelatinous cube can expend one use of its mythic power to reroll a Will save against an enchantment spell or effect. It must decide to use this ability before the results are revealed, and must take the second roll, even if worse.

Mythic Cubist Perfection: The gelatinous cube increases its damage reduction from this ability by its mythic tier. In addition, the gelatinous cube deals maximum damage to non-mythic creatures with its slam critical hits.



Psychic Gelatinous Cubes

Mental glub. *Mental glub.* *Mental glub.* *heads explode*

Id Ooze (Gelatinous Cube Paragon Archetype)

Mental Engulf (Su): At 1st level, the gelatinous cube gains Psychic Sensitivity as a bonus feat and can cast *instigate psychic duel* as a spell-like ability at will. It has an effective manifesting level equal to its level and can spend a number of manifestation points (MP) when creating a psychic manifestation equal to $\frac{1}{2}$ its level (minimum 1). The DC for this spell is equal to $10 + \frac{1}{2}$ the gelatinous cube's level + its Charisma modifier. The gelatinous cube can generate MP through standard methods, and can generate 2 MP by suppressing the benefits of one of its ooze abilities until it rests for 8 hours.

In addition, the gelatinous cube uses d8s for damage dice instead of d4s when creating offensive manifestations with MP acquired from its ooze abilities. This ability replaces ooze empathy and the ooze ability gained at 2nd level.

Psychic Anesthetization (Su): At 7th level, the gelatinous cube can spend 1 MP to add the effects of its anesthetizing slime to an offensive manifestation that allows a saving throw. Enemies that would be stunned by the anesthetizing slime are instead treated as nauseated while in a psychic duel, and creatures that would be paralyzed by the anesthetizing slime are incapable of concentrating on or creating manifestations. This ability replaces growth.

Neural Redundancy (Ex): At 12th level, the gelatinous cube gains fast healing 2 while in a psychic duel. For every 2 additional levels above 12th, the amount of fast healing increases by 2. This ability will only heal damage the gelatinous cube has suffered within a binary mindscape. This replaces cubist perfection and the ooze abilities gained at 12th and 16th level.

Gelatinous Cube Shape Flairs

Gloob.

Hmub.

Gluddh.

While most gelatinous cubes are, true to their name, shaped as a cube, rare examples of the species assume other geometric shapes. Shape flairs act as class archetypes for the gelatinous cube paragon class. Each flair replaces the ooze empathy and anesthetizing slime class features.

Cone Shape Flair

Tricky Moves (Ex): At 1st level, the gelatinous cone gains a +4 dodge bonus to AC against attacks of opportunity provoked by its movement through threatened squares and a +1 dodge bonus to AC against ranged attacks, but is not considered to occupy its entire space for the purposes of creatures moving through it.

Conical Focus (Su): At 5th level, if the gelatinous cone fails a saving throw against an area effect or has an area effect centered on its space, on its next turn it can take a full-round action to shoot a ray with a range of 30 feet as a ranged touch attack. On a successful attack, the ray deals the original effect to the creature struck by the ray. If the effect would normally allow a saving throw for half damage, no saving throw is allowed by the ray's effect.

Spearing Tip (Ex): At 9th level, when the gelatinous cone makes a slam attack as part of a charge action, the slam deals double damage and is considered piercing damage. No other class feature can modify the type of damage dealt by this attack.

The Cone Zone (Ex): At 13th level, creatures moving out of squares threatened by the gelatinous cone provoke attacks of opportunity even if the movement would not normally provoke an attack of opportunity (such as a 5-foot step).

Conical Empowerment (Su): At 17th level, all variable, numerical effects of rays the gelatinous cone creates with its conical focus class feature are increased by half, as a spell affected by the Empower Spell feat.

Cylinder Shape Flair

Smooth Moves (Ex): At 1st level, the gelatinous cylinder gains a +2 dodge bonus to AC against attacks that deal only slashing or piercing damage, but is not considered to occupy its entire space for the purposes of creatures moving through it.

Slide Through (Ex): At 5^{th} level, the gelatinous cylinder reduces the penalty on attack rolls and AC while squeezing to -2. It also gains a +4 bonus on Escape Artist checks to squeeze into or through an area less than half its space's width.

Redirect Attack (Ex): At 9th level, the gelatinous cylinder gains Redirect Attack as a bonus feat. It does not need to meet the feat's prerequisites.

Centrifugal Fighting (Ex): At 13th level, whenever the gelatinous cylinder successfully strikes an opponent smaller than itself with a slam attack, it can attempt a free reposition combat maneuver against that opponent. This reposition attempt does not provoke an attack of opportunity.

Unstoppable Cylinder (Su): At 17th level, the gelatinous cylinder gains compress as a bonus ooze ability, and does not need to be in a jelly composition to use it. The gelatinous cylinder no longer suffers any penalty on attack rolls and AC while squeezing.

Dodecahedron Shape Flair

12-Sided Durability (Ex): At 1st level, the gelatinous dodecahedron's Hit Dice are d12s instead of d8s.

12-Siders Roll Best (Ex): At 5th level, the gelatinous dodecahedron increases its base land speed by 5 feet and can ignore up to 5 feet of difficult terrain during its movement each turn. The gelatinous dodecahedron automatically succeeds on Acrobatics checks required by charging or running down a steep slope.

In addition, the gelatinous dodecahedron gains a +1 luck bonus on any attack rolls, damage rolls, saving throws, skill checks, or ability checks that use a d12. For every 5 additional levels above 5th, this bonus increases by +1.

12-Pounder Pounding (Ex): At 9th level, the gelatinous dodecahedron can choose to substitute a d12 for its normal slam damage dice. Nothing else can modify the dice size of the slam damage when using this ability, including changes to the gelatinous dodecahedron's size.

D20, D-Schmwenty (Ex): At 13th level, the gelatinous dodecahedron can roll a d12 instead of a d20 on any attack roll, damage roll, saving throw, skill check, or ability check. When rolling a d12 in this way, a natural 12 result counts as a natural 20 for attack rolls and saving throws. Weapons with increased threat ranges will only threaten a critical on a natural 12 when rolling a d12 in this way.

In addition, as an immediate action the gelatinous dodecahedron can roll a d12 to count as a reroll for any d20 result. It must decide to use this ability before the results are revealed and must take the second roll, even if it is worse.

When the gelatinous dodecahedron uses this ability, it can no longer choose to roll d20s and must substitute d12s for them until it rests for 8 hours.

Dirty Dozen (Ex): At 17^{th} level, whenever the gelatinous dodecahedron rolls a natural 12 on an attack roll with a slam attack while using its d20,

d-schmwenty ability and confirms the critical hit, the opponent struck must make a Fortitude save (DC $10 + \frac{1}{2}$ the gelatinous dodecahedron's level + the gelatinous dodecahedron's Constitution modifier) or be nauseated for 1d4 rounds.

Pyramid Shape Flair

Four-Faced (Ex): At 1st level, the gelatinous pyramid gains a bonus on Bluff skill checks equal to ¹/₂ its level. The gelatinous pyramid can attempt to feint in combat up to four creatures it threatens. When feinting against more than one creature, the gelatinous pyramid makes a single Bluff check and compares the results against each creature's respective DC.

In addition, the gelatinous pyramid counts as having an Intelligence of 13 and the Combat Expertise feat for the purposes of meeting the prerequisites of the Improved Feint feat, as well as any other feat that has Improved Feint as a prerequisite.

Great Pyramid (Su): At 5th level, the gelatinous pyramid can trick creatures into being impressed and awed by its shape. It can use its Bluff skill in place of Intimidate to demoralize opponents. As a full-round action, the gelatinous pyramid can attempt to demoralize all opponents within 30 feet who can see it.

Spearing Tip (Ex): At 9th level, when the gelatinous pyramid makes a slam attack as part of a charge action, the slam deals double damage and is considered piercing damage. No other ability can modify the type of damage dealt by this attack.

Crypt Guardian (*Su*): At 13th level, the gelatinous pyramid's shape and presence has an impact on undead. The gelatinous pyramid can feint in combat and attempt to demoralize undead, even mindless ones. The gelatinous pyramid suffers no penalty when feinting against an undead creature for it being non-humanoid or for its Intelligence score. Undead demoralized by the gelatinous pyramid do not become shaken, and instead refuse to willingly approach within 30 feet of the gelatinous pyramid as long as they are demoralized.

Pyramid Scheme (Su): At 17th level, the gelatinous pyramid can conscript creatures into its pyramid scheme to siphon their destiny. As a standard action, the gelatinous pyramid can conscript one adjacent willing creature. As a free action after successfully hitting a flat-footed or demoralized creature with a slam attack, the gelatinous pyramid can conscript the creature unless it makes a successful Will save (DC 10 + $\frac{1}{2}$ the gelatinous pyramid's level + the

gelatinous pyramid's Charisma modifier). Each hour that it is conscripted, a creature can attempt a new saving throw to end the effect on themselves and any conscript of a lower tier linked to them (see below). The pyramid scheme as a whole can have a duration up to 24 hours before it collapses, ending the entire effect. If a pyramid scheme completely collapses, the gelatinous pyramid cannot start a new one until it rests for 8 hours.

The gelatinous pyramid gains a +1 luck bonus on attack rolls, damage rolls and saving throws for each conscripted creature, up to a maximum bonus equal to its Constitution modifier. A conscripted creature suffers a -1 luck penalty on attack rolls, damage rolls and saving throws. The gelatinous pyramid gains additional benefits as its pyramid scheme spreads. It gains a +1 competence bonus on damage rolls, skill checks and ability checks for every 2 conscripts of tier 2 or lower (see below), to a maximum bonus equal to ½ its level.

Conscripted creatures can attempt to conscript additional creatures lower in the pyramid scheme to offset their penalty. Conscripted creatures do so in the same manner as the gelatinous pyramid for both willing and unwilling creatures, using the gelatinous pyramid's save DC. Conscripts are labelled in tiers based on the degree of separation from the gelatinous pyramid (for example, tier 1 conscript, tier 2 conscript, etc.). They gain the same luck bonus as the gelatinous pyramid for conscripting creatures, with their first conscript in a lower tier offsetting their luck penalty and with a maximum luck bonus equal to the gelatinous pyramid's luck bonus minus their conscript tier.

Finally, if a creature is ever conscripted into the pyramid schemes of two different gelatinous pyramids at the same time, the results are catastrophic. A *gate* to Hell opens at the creature's location, summoning Ponzii, a Duke of Hell (pit fiend with the master of magic ability, at least ½ the extra levels of spell-like abilities must be from the illusion school). Ponzii attacks all in the vicinity, focusing on the two gelatinous pyramids if either is present. If Ponzii manages to kill one of the gelatinous pyramids, it is irrevocably dead and cannot be *raised* or *resurrected* as its soul is drawn down into the Duke of Hell's labyrinthine infernal office complex.

Sphere Shape Flair

Even Smoother Moves (Ex): At 1st level, the gelatinous sphere gains a +2 dodge bonus to AC against attacks that deal only slashing or piercing damage and a +4 dodge bonus to AC against attacks of opportunity

provoked by its movement through threatened squares, but is not considered to occupy its entire space for the purposes of creatures moving through it. The gelatinous sphere also suffers a -2 penalty to CMD against bull rush, drag and reposition combat maneuvers.

Rollmaster (Ex): At 5th level, the gelatinous sphere increases its base land speed by 15 feet and can make one turn up to 90 degrees as part of its movement during a charge action. The gelatinous sphere automatically succeeds on Acrobatics checks required by charging or running down a steep slope.

Redirect Attack (Ex): At 9^{th} level, the gelatinous sphere gains Redirect Attack as a bonus feat. It does not need to meet the feat's prerequisites.

They See Me Rollin' (Su): At 13th level, the gelatinous sphere's erratic movements can anger and frustrate creatures. An opponent who misses an attack of opportunity provoked by the gelatinous sphere's movement must make a Will save (DC $10 + \frac{1}{2}$ the gelatinous sphere's level + its Dexterity modifier). On a failed save, the opponent flies into a rage. On its next turn, the opponent must attempt to make a melee attack against the gelatinous sphere, make a ranged attack against it, target it with a spell, or include it in the area of a spell. The effect ends if the opponent is prevented from attacking the gelatinous sphere or attempting to do so would harm it, or as soon as it attacks the gelatinous sphere. This is a mind-affecting effect.

Sphere of Annihilat-ish (Su): At 17th level, the gelatinous sphere can transform itself into a globe of absolute blackness. This form counts as a composition-modifying ooze ability. The gelatinous sphere becomes partially intangible, gaining a fly speed of 30 feet with perfect maneuverability, a deflection bonus to AC equal to its Charisma modifier (if positive), and taking damage from all forms of attack as if it were an incorporeal creature. The gelatinous sphere loses its acid racial ability and slam attacks while in this form.

As a standard action, the gelatinous sphere can make a touch attack that deals 1d6 points of damage per level to a creature or object as it dissipates matter from the target, similar to a *disintegrate* spell but unable to affect objects constructed entirely of force. A successful Fortitude save (DC 10 + $\frac{1}{2}$ the gelatinous sphere's level + its Constitution modifier) reduces this to 2d6 damage. The gelatinous sphere can use this ability a number of rounds each day equal to its level; these rounds do not need to be consecutive.

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In the Company of Genies

by T.H. Gulliver



