

# Flan Family

## Bite-Sized Pudding (CR 1/2)

This tiny flan is comprised of a clear gel-like substance.

XP 200

N Tiny Ooze

Init +0; Senses Blindsight 60 ft.; Perception +1

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### DEFENSE

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AC 13, touch 13; flat-footed 12 (+2 size, +1 dodge)

hp 8 [12] (1d8+4)

Fort +1, Ref +0, Will +0

Immune [Ooze traits](#); Strong Physical

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### OFFENSE

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Speed 20 ft., Climb 20 ft.

Melee Bite +2 (1d4)

Space 5 ft.; Reach 5 ft.

Special Attacks Critical Attack

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### STATISTICS

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Str 10, Dex 10, Con 12, Int 4, Wis 10, Cha 12

Base Atk +0; CMB -2; CMD 8 (cannot be tripped)

Feats Toughness

Skills Perception +1

SQ Transparent

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### SPECIAL ABILITIES

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#### Critical Attack (Ex)

Once per day as a standard action, the bite-sized pudding can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d4 plus another 1d4 divided by half.

#### Familiar

The master of a bite-sized pudding familiar gains a +2 bonus to Reflex saves.

#### Transparent (Ex)

A bite-sized pudding is clear and colorless. A DC 15 Perception check is required to notice it.

## Flan, Small (CR 1)

XP 400

N Small Ooze

Init -1; Senses Darkvision 60 ft.; Perception +2

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**DEFENSE**

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AC 14, touch 10, flat-footed 14 (+4 natural, -1 dex, +1 size)

hp 14 [21] (2d8+5)

mp 2

Fort +1, Ref -1, Will +0

Immune Element of its type, [Ooze traits](#); Strong Forward element of its type, Physical

Weakness Opposite element of its type

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**OFFENSE**

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**Speed** 20 ft.

Melee Slam +4 (1d4+2 plus 1 point of elemental damage)

Spells Known (SC CL 2nd; Concentration +3)

1st (DC 12) – Dark Flan (Dark), Divine Flan (Light), Earth Flan (Stone), Fire Flan (Fire), Ice Flan (Blizzard), Lightning Flan (Thunder), Water Flan (Water), Wind Flan (Aero)

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**STATISTICS**

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Str 14, Dex 8, Con 13, Int 4, Wis 11, Cha 13

Base Atk +1; CMB +3; CMD 12

**Feats** Toughness

Skills Perception +2

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**SPECIAL ABILITIES**

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**Critical Attack (Ex)**

Once every 1d4 rounds as a standard action, the small flan can inflict more pain than normal. If they succeed at hitting with their slam attack, the damage is 1d4+2 plus another 1d4+2 divided by half.

**Elemental Damage (Ex)**

Flans secrete its own element type as additional damage when it uses its slam attack.

**Flan, Medium (CR 3)**

XP 800

N Medium Ooze

Init +3; Senses Darkvision 60 ft.; Perception +4

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**DEFENSE**

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AC 13, touch 9, flat-footed 13 (-1 dex, +4 natural)

hp 34 [48] (4d8+16)

mp 7

Fort +4, Ref +0, Will +1

Immune Element of its type, [Ooze traits](#); Strong Forward element of its type, Physical

Weakness Opposite element of its type

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**OFFENSE**

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**Speed** 20 ft.

Melee Slam +7 (1d6+6 plus elemental damage 1d4)

Space 5 ft.; Reach 5 ft.

### Special Attacks Critical Attack

Spells Known (SC CL 4th; Concentration +6)

1st (DC 13) – Dark Flan (Dark), Divine Flan (Light), Earth Flan (Stone), Fire Flan (Fire), Ice Flan (Blizzard), Lightning Flan (Thunder), Water Flan (Water), Wind Flan (Aero)

2nd (DC 14) – Dark Flan (Dark II), Divine Flan (Light II), Earth Flan (Stone II), Fire Flan (Fire II), Ice Flan (Blizzard II), Lightning Flan (Thunder II), Water Flan (Water II), Wind Flan (Aero II)

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### STATISTICS

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Str 18, Dex 8, Con 17, Int 4, Wis 11, Cha 14

Base Atk +3; CMB +7; CMD 16

Feats Improved Initiative, Toughness

Skills Perception +4

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### SPECIAL ABILITIES

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#### Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the medium flan can inflict more pain than normal. If they succeed at hitting with their slam attack, the damage is 1d6+6 x 1.5 for total damage.

#### Elemental Damage (Ex)

Flans secrete its own element type as additional damage when it uses its slam attack.

#### Flan, Large (CR 5)

XP 1,600

N Large Ooze

Init +3; Senses Darkvision 60 ft.; Perception +11

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### DEFENSE

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AC 14, touch 8, flat-footed 14 (-1 dex, +6 natural, -1 size)

hp 76 (8d8+40)

mp 17

Fort +6, Ref +1, Will +2

Immune Element of its type, [Ooze traits](#); Strong Forward element of its type, Physical

Weakness Opposite element of its type

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### OFFENSE

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**Speed** 20 ft.

Melee Slam +11 (2d6+9 plus elemental damage 1d6)

Space 10 ft.; Reach 10 ft.

Special Attacks Critical Attack

Spells Known (SC CL 8th; Concentration +11)

1st (DC 14) – Dark Flan (Dark), Divine Flan (Light), Earth Flan (Stone), Fire Flan (Fire), Ice Flan (Blizzard), Lightning Flan (Thunder), Water Flan (Water), Wind Flan (Aero)

2nd (DC 15) – Dark Flan (Dark II), Divine Flan (Light II), Earth Flan (Stone II), Fire Flan (Fire II), Ice Flan (Blizzard II), Lightning Flan (Thunder II), Water Flan (Water II), Wind Flan (Aero II)

3rd (DC16) – Dark Flan (Dark III), Divine Flan (Light III), Earth Flan (Stone III), Fire Flan (Fire III), Ice Flan (Blizzard III), Lightning Flan (Thunder III), Water Flan (Water III), Wind Flan (Aero III)

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## STATISTICS

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Str 22, Dex 8, Con 19, Int 4, Wis 11, Cha 16

Base Atk +6; CMB +12; CMD 22

Feats Improved Initiative, Power Attack, Skill Focus (Perception), Toughness

Skills Perception +11

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## SPECIAL ABILITIES

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### Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the large flan can inflict more pain than normal. If they succeed at hitting with their slam attack, the damage is 2d6+9 x 1.5 for total damage.

### Elemental Damage (Ex)

Flans secrete its own element type as additional damage when it uses its slam attack.

### Flan, Huge (CR 7)

XP 3,200

N Huge Ooze

Init +3; Senses Darkvision 60 ft.; Perception +22

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## DEFENSE

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AC 18, touch 7, flat-footed 18 (-1 dex, +11 natural, -2 size)

hp 117 (12d8+72)

mp 32

Fort +9, Ref +3, Will +4

Immune Element of its type, [Ooze traits](#); Strong Forward element of its type, Physical

Weakness Opposite element of its type

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## OFFENSE

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**Speed** 30 ft.

Melee Slam +14 (2d8+10 plus elemental damage 1d8)

Space 15 ft.; Reach 15 ft.

Special Attacks Critical Attack

Spells Known (SC CL 12th; Concentration +16)

1st (DC 15) – Dark Flan (Dark), Divine Flan (Light), Earth Flan (Stone), Fire Flan (Fire), Ice Flan (Blizzard), Lightning Flan (Thunder), Water Flan (Water), Wind Flan (Aero)

2nd (DC 16) – Dark Flan (Dark II), Divine Flan (Light II), Earth Flan (Stone II), Fire Flan (Fire II), Ice Flan (Blizzard II), Lightning Flan (Thunder II), Water Flan (Water II), Wind Flan (Aero II)

3rd (DC 17) – Dark Flan (Dark III), Divine Flan (Light III), Earth Flan (Stone III), Fire Flan (Fire III), Ice Flan (Blizzard III), Lightning Flan (Thunder III), Water Flan (Water III), Wind Flan (Aero III)

4th (DC 18) – Dark Flan (Umbral Spikes), Divine Flan (Radiant Spikes), Earth Flan (Rock Spikes), Fire Flan (Blaze Spikes), Ice Flan (Ice Spikes), Lightning Flan (Shock Spikes), Water Flan (Torrent Spikes), Wind Flan (Gale Spikes)

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## STATISTICS

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Str 25, Dex 8, Con 21, Int 4, Wis 11, Cha 18

Base Atk +9; CMB +16; CMD 25

Feats Alertness, Cleave, Diehard, Improved Initiative, Power Attack, Skill Focus (Perception),

Toughness  
Skills Perception +22

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## SPECIAL ABILITIES

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### Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the medium flan can inflict more pain than normal. If they succeed at hitting with their slam attack, the damage is 2d8+10 x 1.5 for total damage.

### Elemental Damage (Ex)

Flans secrete its own element type as additional damage when it uses its slam attack.

### Flan, Greater (CR 9)

XP 6,400  
N Huge Ooze  
Init +3; Senses Darkvision 60 ft.; Perception +26

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## DEFENSE

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AC 20, touch 7, flat-footed 20 (-1 dex, +13 natural, -2 size)  
hp 178 (16d8+106)  
mp 54

Fort +10, Ref +4, Will +7

Immune Element of its type, [Ooze traits](#); Strong Forward element of its type, Physical

Weakness Opposite element of its type

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## OFFENSE

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**Speed** 30 ft.

Melee Slam +19 (2d8+12 plus elemental damage 1d8)

Space 15 ft.; Reach 15 ft.

Special Attacks Critical Attack

Spells Known (SC CL 16th; Concentration +21)

1st (DC 16) – Dark Flan (Dark), Divine Flan (Light), Earth Flan (Stone), Fire Flan (Fire), Ice Flan (Blizzard), Lightning Flan (Thunder), Water Flan (Water), Wind Flan (Aero)

2nd (DC 17) – Dark Flan (Dark II), Divine Flan (Light II), Earth Flan (Stone II), Fire Flan (Fire II), Ice Flan (Blizzard II), Lightning Flan (Thunder II), Water Flan (Water II), Wind Flan (Aero II)

3rd (DC 18) – Dark Flan (Dark III), Divine Flan (Light III), Earth Flan (Stone III), Fire Flan (Fire III), Ice Flan (Blizzard III), Lightning Flan (Thunder III), Water Flan (Water III), Wind Flan (Aero III)

4th (DC 19) – Dark Flan (Umbral Spikes), Divine Flan (Radiant Spikes), Earth Flan (Rock Spikes), Fire Flan (Blaze Spikes), Ice Flan (Ice Spikes), Lightning Flan (Shock Spikes), Water Flan (Torrent Spikes), Wind Flan (Gale Spikes)

5th (DC 20) – Dark Flan (Darkga), Divine Flan (Lightga), Earth Flan (Stonega), Fire Flan (Firaga), Ice Flan (Blizzaga), Lightning Flan (Thundaga), Water Flan (Waterga), Wind Flan (Aeroga)

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## STATISTICS

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Str 27, Dex 8, Con 21, Int 4, Wis 11, Cha 20

Base Atk +12; CMB +20; CMD 31

Feats Alertness, Cleave, Diehard, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (Slam)

Skills Perception +26

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## SPECIAL ABILITIES

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### Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the medium flan can inflict more pain than normal. If they succeed at hitting with their slam attack, the damage is 2d8+12 x 1.5 for total damage.

### Elemental Damage (Ex)

Flans secrete its own element type as additional damage when it uses its slam attack.

### Flan, Elder (CR 11)

XP 12,800

N Huge Ooze

Init +3; Senses Darkvision 60 ft.; Perception +30

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## DEFENSE

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AC 22, touch 7, flat-footed 22 (-1 dex, +15 natural, -2 size)

hp 221 (20d8+131)

mp 80

Fort +13, Ref +7, Will +8

Immune Element of its type, [Ooze traits](#); Strong Forward element of its type, Physical

Weakness Opposite element of its type

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## OFFENSE

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**Speed** 30 ft.

Melee Slam +23 (2d8+13 plus elemental damage 1d8)

Space 15 ft.; Reach 15 ft.

Special Attacks Critical Attack

Spells Known (SC CL 20th; Concentration +26)

1st (DC 17) – Dark Flan (Dark), Divine Flan (Light), Earth Flan (Stone), Fire Flan (Fire), Ice Flan (Blizzard), Lightning Flan (Thunder), Water Flan (Water), Wind Flan (Aero)

2nd (DC 18) – Dark Flan (Dark II), Divine Flan (Light II), Earth Flan (Stone II), Fire Flan (Fire II), Ice Flan (Blizzard II), Lightning Flan (Thunder II), Water Flan (Water II), Wind Flan (Aero II)

3rd (DC 19) – Dark Flan (Dark III), Divine Flan (Light III), Earth Flan (Stone III), Fire Flan (Fire III), Ice Flan (Blizzard III), Lightning Flan (Thunder III), Water Flan (Water III), Wind Flan (Aero III)

4th (DC 20) – Dark Flan (Umbral Spikes), Divine Flan (Radiant Spikes), Earth Flan (Rock Spikes), Fire Flan (Blaze Spikes), Ice Flan (Ice Spikes), Lightning Flan (Shock Spikes), Water Flan (Torrent Spikes), Wind Flan (Gale Spikes)

5th (DC 21) – Dark Flan (Darkga), Divine Flan (Lightga), Earth Flan (Stonega), Fire Flan (Firaga), Ice Flan (Blizzaga), Lightning Flan (Thundaga), Water Flan (Waterga), Wind Flan (Aeroga)

6th (DC 22) – Dark Flan (Umbral Spikes II), Divine Flan (Radiant Spikes II), Earth Flan (Rock Spikes II), Fire Flan (Blaze Spikes II), Ice Flan (Ice Spikes II), Lightning Flan (Shock Spikes II), Water Flan (Torrent Spikes II), Wind Flan (Gale Spikes II)

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## STATISTICS

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Str 29, Dex 8, Con 21, Int 4, Wis 11, Cha 22

Base Atk +15; CMB +25; CMD 34

Feats Alertness, Cleave, Diehard, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes,

Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (Slam)  
Skills Perception +30

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## SPECIAL ABILITIES

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### Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the medium flan can inflict more pain than normal. If they succeed at hitting with their slam attack, the damage is 2d8+13 x 1.5 for total damage.

### Elemental Damage (Ex)

Flans secrete its own element type as additional damage when it uses its slam attack.

## Flan Princess Family

### Flan Princess, Small (CR 2)

XP 600  
CN Small Ooze  
Init +4; Senses Darkvision 60 ft.; Perception +5

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## DEFENSE

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AC 15, touch 11, flat-footed 15 (+4 natural, +1 size)  
hp 28 (4d8+12)  
mp 8  
Fort +3, Ref +1, Will +2 **Immune** blind, curse, mind-affecting, petrification, sap, silence, [Ooze traits](#); **Resist** fire 5, ice 5, wind 5, earth 5, lightning 5, water 5; Strong Physical

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## OFFENSE

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**Speed** 20 ft.  
**Melee** Slam +7 (1d6+3)  
**Space/Reach** 5 ft./5 ft.  
**Spells Known** (FC CL 4; concentration +6)  
At will (DC 12) – *daze*, *torchlight*  
**1st** (DC 13) – *charm*, *color spray*, *sleep*  
**2nd** (DC 14) – *hypnotic pattern*, *see invisibility*, *silence*, *vertigo*

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## STATISTICS

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**Str** 16, **Dex** 10, **Con** 15, **Int** 15, **Wis** 13 **Cha** 15  
**Base Atk** +3; **CMB** +4; **CMD** 11  
**Feats** Improved Initiative, Toughness  
**Skills** Acrobatics +4, Perception +5, Perform (dance) +11, Perform (sing) +11  
**Languages** Common, Aklo  
**SQ** gooey glam  
Gear 1 to 3 potions

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## SPECIAL ABILITIES

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### Goey Glam (Ex)

The flamboyant nature of the flan princess lets them treat all Perform skills as class skills, and grants them a racial bonus on Perform checks equal to ½ her Hit Dice.

### Flan Princess, Medium (CR 5)

XP 1,600

CN Medium Ooze

Init +5; Senses Darkvision 60 ft.; Perception +8

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## DEFENSE

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**AC** 17, touch 11, flat-footed 16 (+6 natural, +1 Dex)

**hp** 62 (6d8+35)

**mp** 17

**Fort** +6 **Ref** +3 **Will** +4

**Immune** blind, curse, mind-affecting, petrification, sap, silence, [Ooze traits](#); **Resist** fire 5, ice 5, wind 5, earth 5, lightning 5, water 5; Strong Physical

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## OFFENSE

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**Speed** 30 ft.

**Melee** Slam +7 (1d8+9)

**Space/Reach** 5 ft./5 ft.

**Spells Known** (FC CL 6; concentration +9)

At will (DC 13) – *daze*, *torchlight*

**1st** (DC 14) – *charm*, *color spray*, *sleep*

**2nd** (DC 15) – *hypnotic pattern*, *see invisibility*, *silence*, *vertigo*

**3rd** (DC 16) – *dispel*, *displacement*

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## STATISTICS

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**Str** 20, **Dex** 12, **Con** 19, **Int** 17, **Wis** 15 **Cha** 17

**Base Atk** +4; **CMB** +9; **CMD** 16

**Feats** Improved Initiative, Toughness, Power Attack (included in statistics above)

**Skills** Acrobatics +7, Bluff +9, Perception +8, Perform (dance) +12, Perform (sing) +12

**Languages** Common, Aklo

**SQ** goey glam

Gear 1 to 3 potions (75%) or 1 ether (25%)

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## SPECIAL ABILITIES

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### Goey Glam (Ex)

The flamboyant nature of the flan princess lets them treat all Perform skills as class skills, and grants them a racial bonus on Perform checks equal to ½ her Hit Dice.



## Flan Princess, Large (CR 7)

XP 3,200

CN Large Ooze ([Mini-Boss](#))

Init +6; Senses Darkvision 90 ft.; Perception +12

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### DEFENSE

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**AC** 20, touch 11, flat-footed 18 (+9 natural, +2 Dex, -1 size)

**hp** 103 (9d8+63)

**mp** 40

**Fort** +9 **Ref** +5 **Will** +6

**Immune** blind, curse, mind-affecting, petrification, sap, silence, [Ooze traits](#); **Resist** fire 10, ice 10, wind 10, earth 10, lightning 10, water 10; Strong Physical

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### OFFENSE

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**Speed** 40 ft.

**Melee** Slam +10 (2d6+11)

**Space/Reach** 10 ft./10 ft.

**Special Attack** bedazzle

**Spells Known** (FC CL 9; concentration +14)

At will (DC 15) – *daze*, *torchlight*

**1st** (DC 16) – *charm*, *color spray*, *sleep*

**2nd** (DC 17) – *hypnotic pattern*, *see invisibility*, *silence*, *vertigo*

**3rd** (DC 18) – *dispel*, *displacement*

**4th** (DC 19) – *dazera*, *rainbow pattern*, *silencega*, *tongues*

**5th** (DC 20) – *communal tongues*, *mass immobilize*, *sleepja*

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### STATISTICS

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**Str** 24, **Dex** 14, **Con** 23, **Int** 20, **Wis** 17 **Cha** 20

**Base Atk** +6; **CMB** +15; **CMD** 27

**Feats** Improved Initiative, Toughness, Power Attack (included in statistics above), Cleave, Ability Focus (bedazzle)

**Skills** Acrobatics +11, Bluff +14, Diplomacy +14, Intimidate +14, Perception +12, Perform (dance) +17, Perform (sing) +17

**Languages** Common, Aklo

**SQ** gooey glam

**Gear** 2-5 cure potions (25% chance) or 1-3 hi-potions (25% chance) or 1-3 ethers (25% chance) or 1 hi-ether

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### SPECIAL ABILITIES

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#### Bedazzle (Su)

With a confounding, hypnotic twirl and a coy hum, the flan princess draws the attention of all enemies within a 30 ft. radius as a standard action. Those within the area of effect must make a Will save (DC 22) each to fend off the Charm and Confuse status effects. Blue mages can learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

#### Goey Glam (Ex)

The flamboyant nature of the flan princess lets them treat all Perform skills as class skills, and grants them a racial bonus on Perform checks equal to ½ her Hit Dice.

## Flan Princess, Huge (CR 10)

XP 9,600

CN Huge Ooze ([Mini-Boss](#))

Init +8; Senses Darkvision 90 ft.; Perception +17

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### DEFENSE

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**AC** 24, touch 12, flat-footed 20 (+12 natural, +4 Dex, -2 size)

**hp** 153 (12d8+117)

**mp** 65

**Fort** +13 **Ref** +8 **Will** +9

**Immune** blind, curse, mind-affecting, petrification, sap, silence, [Ooze traits](#); **Resist** fire 15, ice 15, wind 15, earth 15, lightning 15, water 15; Strong Physical

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### OFFENSE

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**Speed** 50 ft.

**Melee** 2 slams +14 (3d6+16)

**Space/Reach** 15 ft./15 ft.

**Special Atk** bedazzle, samba de flan

**Spells Known** (FC CL 12; concentration +18)

At will (DC 16) – *daze*, *torchlight*

**1st** (DC 17) – *charm*, *color spray*, *sleep*

**2nd** (DC 18) – *hypnotic pattern*, *see invisibility*, *silence*, *vertigo*

**3rd** (DC 19) – *dispel*, *displacement*

**4th** (DC 20) – *dazera*, *rainbow pattern*, *silencega*, *tongues*

**5th** (DC 21) – *communal tongues*, *mass immobilize*, *sleepja*

**6th** (DC 22) – *berserk*, *confusion*, *greater dispel*, *silenceja*, *slowga*

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### STATISTICS

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**Str** 30, **Dex** 18, **Con** 29, **Int** 22, **Wis** 20 **Cha** 22

**Base Atk** +9; **CMB** +23; **CMD** 33

**Feats** Improved Initiative, Toughness, Power Attack (included in statistics above), Cleave, Ability Focus (bedazzle), Ability Focus (samba de flan)

**Skills** Acrobatics +16, Bluff +18, Diplomacy +18 Intimidate +18 Perception +17, Perform (dance) +21 Perform (sing) +21, Sense Motive +17

**Languages** Common, Aklo

**SQ** gooey glam

Gear 2-5 hi-potions (25% chance) or 1-4 hi-ethers (25% chance) or 1-3 x-potions (25% chance) or 1 x-ether (25% chance), rainbow pudding

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### SPECIAL ABILITIES

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#### Bedazzle (Su)

With a confounding, hypnotic twirl and a coy hum, the flan princess draws the attention of all enemies within a 30 ft. radius as a standard action. Those within the area of effect must make a Will save (DC 23) each to fend off the Charm and Confuse status effects for 1d6 rounds. Blue mages can learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

## Gooley Glam (Ex)

The flamboyant nature of the flan princess lets them treat all Perform skills as class skills, and grants them a racial bonus on Perform checks equal to ½ her Hit Dice.

## Rainbow Pudding (Ex)

Upon defeating a flan princess of Huge size or greater, at the core of its remains can be found a large glob of pudding, swirling with prismatic, pastel colors. There is enough rainbow pudding to feed four Small creatures, two Medium creatures, or one Large creature, requiring five minutes to consume. Those who eat the pudding are relieved of any sickness, nausea, fatigue, exhaustion, and cured of the Disease, Poison, and Sap conditions. They are also healed 6d6+12 hit points. Rainbow pudding does not spoil so long as it is kept in a container, and is regarded as a rare delicacy that can fetch a price of 5,000 gil on the open market.

## Samba de Flan (Su)

3/day, as a standard action, the flan princess may give a loud series of whistles and begin singing and dancing rapidly. All enemies within a 30 ft. radius must make a Will save (DC 26) or be inflicted with the Berserk status effect and suffer a -4 penalty on all further Will saves against the flan princess' abilities or spells for 4d4 rounds. Blue mages can learn this ability as a 8th-level spell (Knowledge: Dungeoneering DC 31).

## Flan Princess, Greater (CR 13)

XP 25,600

CN Huge Ooze ([Mini-Boss](#))

Init +9; Senses Darkvision 120 ft.; Perception +21

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### DEFENSE

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**AC** 28, touch 13, flat-footed 23 (+15 natural, +5 Dex, -2 size)

**hp** 262 (15d8+195)

**mp** 97

**Fort** +17 **Ref** +10 **Will** +11

**Immune** blind, curse, energy drain, mind-affecting, petrification, sap, silence, [Ooze traits](#); **Resist** fire 20, ice 20, wind 20, earth 20, lightning 20, water 20; Strong Physical

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### OFFENSE

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**Speed** 50 ft.

**Melee** 2 slams +19 (4d6+19)

**Space/Reach** 15 ft./15 ft.

**Special Atk** bedazzle, samba de flan

**Spells Known** (FC CL 15; concentration +22)

At will (DC 17) – *daze*, *torchlight*

**1st** (DC 18) – *charm*, *color spray*, *sleep*

**2nd** (DC 19) – *hypnotic pattern*, *see invisibility*, *silence*, *vertigo*

**3rd** (DC 20) – *dispel*, *displacement*

**4th** (DC 21) – *dazera*, *rainbow pattern*, *silencega*, *tongues*

**5th** (DC 22) – *communal tongues*, *mass immobilize*, *sleepja*

**6th** (DC 23) – *berserk*, *confusion*, *greater dispel*, *silenceja*, *slowga*

**7th** (DC 24) – *vanishga*

**8th** (DC 25) – *euphoric tranquility*, *mass confusion*, *scintillating pattern*

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## STATISTICS

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**Str** 36, **Dex** 20, **Con** 35, **Int** 24, **Wis** 22 **Cha** 24

**Base Atk** +11; **CMB** +28; **CMD** 43

**Feats** Improved Initiative, Toughness, Power Attack (included in statistics above), Cleave, Ability Focus (bedazzle), Ability Focus (samba de flan), Improved Bull Rush, Awesome Blow

**Skills** Acrobatics +20, Bluff +22, Diplomacy +22, Intimidate +22, Perception +21, Perform (dance) +25, Perform (oratory) +25, Perform (sing) +25, Sense Motive +21

**Languages** Common, Aklo

**SQ** gooey glam, jolly jelly

**Gear** 2-5 x-potions (25% chance) or 1-4 x-ethers (25% chance) or 1-2 elixirs (25% chance) or 1 turbo ether (25% chance), rainbow pudding

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## SPECIAL ABILITIES

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### Bedazzle (Su)

With a confounding, hypnotic twirl and a coy hum, the flan princess draws the attention of all enemies within a 30 ft. radius as a standard action. Those within the area of effect must make a Will save (DC 24) each to fend off the Charm and Confuse status effects for 1d6 rounds. Blue mages can learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

### Goey Glam (Ex)

The flamboyant nature of the flan princess lets them treat all Perform skills as class skills, and grants them a racial bonus on Perform checks equal to ½ her Hit Dice.

### Jolly Jelly (Ex)

As an immediate action, when targeted by an attack, or by an effect that requires a Reflex save, the flan princess may make a Perform (dance) check; if the skill check exceeds the attack roll, or beats the Reflex save DC by 10 or more, then the attack or effect is negated. Alternately, the flan princess may make a Perform (oratory) or Perform (sing) check in a similar manner, but apply it to a Fortitude or Will save instead.

### Rainbow Pudding (Ex)

Upon defeating a flan princess of Huge size or greater, at the core of its remains can be found a large glob of pudding, swirling with prismatic, pastel colors. There is enough rainbow pudding to feed four Small creatures, two Medium creatures, or one Large creature, requiring five minutes to consume. Those who eat the pudding are relieved of any sickness, nausea, fatigue, exhaustion, and cured of the Disease, Poison, and Sap conditions. They are also healed 6d6+12 hit points. Rainbow pudding does not spoil so long as it is kept in a container, and is regarded as a rare delicacy that can fetch a price of 5,000 gil on the open market.

### Samba de Flan (Su)

3/day, as a standard action, the flan princess may give a loud series of whistles and begin singing and dancing rapidly. All enemies within a 30 ft. radius must make a Will save (DC 27) or be inflicted with the Berserk status effect and suffer a -4 penalty on all further Will saves against the flan princess' abilities or spells for 5d4 rounds. Adjacent creatures receive no saving throw. Blue mages can learn this ability as a 8th-level spell (Knowledge: Dungeoneering DC 31).

## Flan Princess, Elder (CR 16)

XP 76,800

CN Huge Ooze ([Mini-Boss](#))

Init +11; Senses Darkvision 120 ft.; Perception +25

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### DEFENSE

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**AC** 31, touch 15, flat-footed 26 (+18 natural, +7 Dex, -2 size)

**hp** 351 (18d8+270)

**mp** 135

**Fort** +20 **Ref** +13 **Will** +13

**Immune** blind, curse, death effects, energy drain, mind-affecting, petrification, sap, silence, slow, stop, fire, ice, wind, earth, lightning, water, [Ooze traits](#); Strong Physical

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### OFFENSE

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**Speed** 50 ft.

**Melee** 2 slams +22 (6d6+23, 19-20/x2)

**Space/Reach** 15 ft./15 ft.

**Special Attack** bedazzle, samba de flan

**Spells Known** (FC CL 18; concentration +26)

At will (DC 18) – *daze*, *torchlight*

**1st** (DC 19) – *charm*, *color spray*, *sleep*

**2nd** (DC 20) – *hypnotic pattern*, *see invisibility*, *silence*, *vertigo*

**3rd** (DC 21) – *dispel*, *displacement*

**4th** (DC 22) – *dazera*, *rainbow pattern*, *silencega*, *tongues*

**5th** (DC 23) – *communal tongues*, *mass immobilize*, *sleepja*

**6th** (DC 24) – *berserk*, *confusion*, *greater dispel*, *silenceja*, *slowga*

**7th** (DC 25) – *vanishga*

**8th** (DC 26) – *euphoric tranquility*, *mass confusion*, *scintillating pattern*

**9th** (DC 27): *maddening whispers*, *majesty*, *mass feeblemind*, *stop*

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### STATISTICS

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**Str** 40, **Dex** 24, **Con** 39, **Int** 26, **Wis** 24 **Cha** 26

**Base Atk** +13; **CMB** +32; **CMD** 49

**Feats** Improved Initiative, Toughness, Power Attack (included in statistics above), Cleave, Ability Focus (bedazzle), Ability Focus (samba de flan), Improved Bull Rush, Awesome Blow, Improved Critical (slam)

**Skills** Acrobatics +25, Bluff +26, Diplomacy +26, Intimidate +26, Perception +25, Perform (dance) +29, Perform (oratory) +29, Perform (sing) +29, Sense Motive +25

**Languages** Common, Aklo

**SQ** gooey glam, jolly jelly

**Gear** 2-5 x-ethers (25% chance) or 1-3 elixirs (25% chance) or 1-2 turbo ethers (25% chance) or 1 megalixir (25% chance), rainbow pudding

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### SPECIAL ABILITIES

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#### Bedazzle (Su)

With a confounding, hypnotic twirl and a coy hum, the flan princess draws the attention of all enemies within a 30 ft. radius as a standard action. Those within the area of effect must make a Will save (DC 24) each to fend off the Charm and Confuse status effects for 1d6 rounds. Blue mages can learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

## Gooley Glam (Ex)

The flamboyant nature of the flan princess lets them treat all Perform skills as class skills, and grants them a racial bonus on Perform checks equal to ½ her Hit Dice.

## Jolly Jelly (Ex)

As an immediate action, when targeted by an attack, or by an effect that requires a Reflex save, the flan princess may make a Perform (dance) check; if the skill check exceeds the attack roll, or beats the Reflex save DC by 10 or more, then the attack or effect is negated. Alternately, the flan princess may make a Perform (oratory) or Perform (sing) check in a similar manner, but apply it to a Fortitude or Will save instead.

## Rainbow Pudding (Ex)

Upon defeating a flan princess of Huge size or greater, at the core of its remains can be found a large glob of pudding, swirling with prismatic, pastel colors. There is enough rainbow pudding to feed four Small creatures, two Medium creatures, or one Large creature, requiring five minutes to consume. Those who eat the pudding are relieved of any sickness, nausea, fatigue, exhaustion, and cured of the Disease, Poison, and Sap conditions. They are also healed 6d6+12 hit points. Rainbow pudding does not spoil so long as it is kept in a container, and is regarded as a rare delicacy that can fetch a price of 5,000 gil on the open market.

## Samba de Flan (Su)

3/day, as a standard action, the flan princess may give a loud series of whistles and begin singing and dancing rapidly. All enemies within a 30 ft. radius must make a Will save (DC 27) or be inflicted with the Berserk status effect and suffer a -4 penalty on all further Will saves against the flan princess' abilities or spells for 5d4 rounds. Blue mages can learn this ability as a 8th-level spell (Knowledge: Dungeoneering DC 31).

# Hecteyes Family

## Eyemoeba (CR 11)

A green blob-like enemy with many pink eyes all over its body.

XP 12,800

N Medium Ooze

Init +7; Senses All-around vision, Darkvision 60 ft.; Perception +18

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### DEFENSE

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AC 28, touch 13, flat-footed 25 (+3 dex, +15 natural)

hp 120 (14d8+60)

Fort +10, Ref +7, Will +9

Immune Confuse, Berserk, [Ooze traits](#); Strong Physical

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### OFFENSE

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**Speed** 20 ft.

Melee Slam +14 (1d8+6)

Ranged Eye Ray +14 ranged touch (1d6 elemental damage)

Space 5 ft.; Reach 5 ft.  
Special Attacks HP Absorb, MP Absorb

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## STATISTICS

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Str 18, Dex 16, Con 18, Int 4, Wis 16, Cha 10  
Base Atk +10; CMB +14; CMD 27  
Feats Great Fortitude, Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (ray)  
Skills Perception +18, Survival +14; Racial Modifier +4 Perception

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## SPECIAL ABILITIES

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### All-around Vision (Ex)

Eyemoeba are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Perception checks, and they cannot be flanked.

### Blind Vulnerability (Ex)

If an eyemoeba is blinded, it only targets a single eye, chosen by the attacker when the blindness goes into effect. The eyemoeba can choose to use another eye instead of the blinded one. However, if someone were to cast blindga this would affect up to 5 of its eyes if it fails its save. An eyemoeba have usually around 100 eyes.

### Eye Rays (Su)

An eyemoeba can attack with ten eyes, each capable of triggering a ray as a ranged touch attack with a range of 150 feet. A single eye ray can be used a standard action. The eyemoeba can use up to all its eye rays as a full round action. Neither option provokes an attack of opportunity. All eye rays can be used at will also each eye ray does a selective type of elemental damage besides non-elemental damage type.

### HP Absorb (Su)

An eyemoeba can fire a pulsating green beam at a single target that drains HPs and heals itself. The attack deals 5d6 points of non-elemental damage (Fortitude save DC 18 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

### MP Absorb (Su)

An eyemoeba can fire a pulsating green beam at a single target that drains MPs and heals itself. The attack deals 5d6 points of MP damage (Fortitude save DC 18 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

### Hecteyes (CR 13)

A blue blob-like enemy with many red eyes all over its body with the ability to instantly kill someone randomly even themselves.

XP 25,600

N Medium Ooze

Init +8; Senses All-around vision, Darkvision 60 ft.; Perception +22

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## DEFENSE

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AC 30, touch 14, flat-footed 26 (+4 dex, +16 natural)  
hp 158 (17d8+90)  
Fort +12, Ref +11, Will +11  
Immune Confuse, Berserk, [Ooze traits](#); Strong Physical

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## OFFENSE

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**Speed** 20 ft.  
Melee Slam +17 (1d8+7)  
Ranged Eye Ray +17 ranged touch (1d8 elemental damage)  
Space 5 ft.; Reach 5 ft.  
Special Attacks HP Absorb, MP Absorb, Roulette

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## STATISTICS

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Str 20, Dex 18, Con 20, Int 4, Wis 18, Cha 10  
Base Atk +12; CMB +17; CMD 31  
Feats Endurance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (ray)  
Skills Perception +22, Survival +18; Racial Modifier +4 Perception

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## SPECIAL ABILITIES

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### All-around Vision (Ex)

Hecteyes are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Perception checks, and they cannot be flanked.

### Blind Vulnerability (Ex)

If a hecteyes is blinded, it only targets a single eye, chosen by the attacker when the blindness goes into effect. The hecteyes can choose to use another eye instead of the blinded one. However, if someone were to cast *blindness* this would affect up to 5 of its eyes if it fails its save. A hecteyes have usually around 100 eyes.

### Eye Rays (Su)

A hecteyes can attack with ten eyes, each capable of triggering a ray as a ranged touch attack with a range of 150 feet. A single eye ray can be used a standard action. The hecteyes can use up to all its eye rays as a full round action. Neither option provokes an attack of opportunity. All eye rays can be used at will also each eye ray does a selective type of elemental damage besides non-elemental damage type.

### HP Absorb (Su)

A hecteyes can fire a pulsating green beam at a single target that drains HPs and heals itself. The attack deals 5d6 points of non-elemental damage (Fortitude save DC 18 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

### MP Absorb (Su)

A hecteyes can fire a pulsating green beam at a single target that drains MPs and heals itself. The attack deals 5d6 points of MP damage (Fortitude save DC 18 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).



## Roulette (Su)

1/day, Hecteyes summons a hand of death that cycles through your allies, yourself, and your foes alike. Choose a creature within 60 feet at random, that creature dies. This spell cannot be reflected back at the caster. Everyone's numbers must be decided before you make the roll. Roll a die based on the size of the group within the radius and if it happens on fall upon their number, that target dies. If the number happens to be in between two picked numbers, flip a coin to determines who dies. Blue mages may learn this ability as a 9th level spell (Knowledge: Dungeoneering DC 33).

## Orukat (CR 16)

A red blob-like enemy with many blue eyes all over its body with the ability to instantly kill someone randomly even themselves also has the ability to kill with its slam.

XP 76,800

N Medium Ooze

Init +9; Senses All-around vision, Darkvision 60 ft.; Perception +25

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### DEFENSE

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AC 32, touch 15, flat-footed 27 (+5 dex, +17 natural)

hp 200 (20d8+126)

Fort +14, Ref +13, Will +12

Immune Confuse, Berserk, Death, [Ooze traits](#); Strong Physical

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### OFFENSE

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**Speed** 20 ft.

Melee Slam +21 (1d8+9 plus death)

Ranged Eye Ray +21 ranged touch (1d10 elemental damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Death (Fort DC 16), HP Absorb, MP Absorb

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### STATISTICS

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Str 22, Dex 20, Con 22, Int 4, Wis 18, Cha 10

Base Atk +15; CMB +21; CMD 36

Feats Diehard, Endurance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Point

Blank Shot, Precise Shot, Toughness, Weapon Focus (ray)

Skills Perception +25, Survival +21; Racial Modifier +4 Perception

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### SPECIAL ABILITIES

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#### All-around Vision (Ex)

Orukats are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Perception checks, and they cannot be flanked.

#### Blind Vulnerability (Ex)

If an orukat is blinded, it only targets a single eye, chosen by the attacker when the blindness goes into effect. The orukat can choose to use another eye instead of the blinded one. However, if someone were to cast blindga this would affect up to 5 of its eyes if it fails its save. An orukat have usually around 100 eyes.

## **Eye Rays (Su)**

An orukat can attack with ten eyes, each capable of triggering a ray as a ranged touch attack with a range of 150 feet. A single eye ray can be used a standard action. The orukat can use up to all its eye rays as a full round action. Neither option provokes an attack of opportunity. All eye rays can be used at will also each eye ray does a selective type of elemental damage besides non-elemental damage type.

## **HP Absorb (Su)**

An orukat can fire a pulsating green beam at a single target that drains HPs and heals itself. The attack deals 5d6 points of non-elemental damage (Fortitude save DC 19 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

## **MP Absorb (Su)**

An orukat can fire a pulsating green beam at a single target that drains MPs and heals itself. The attack deals 5d6 points of MP damage (Fortitude save DC 19 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

## **Roulette (Su)**

3/day, Orukat summons a hand of death that cycles through your allies, yourself, and your foes alike. Choose a creature within 60 feet at random, that creature dies. This spell cannot be reflected back at the caster. Everyone's numbers must be decided before you make the roll. Roll a die based on the size of the group within the radius and if it happens on fall upon their number, that target dies. If the number happens to be in between two picked numbers, flip a coin to determines who dies. Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 33).