



HOW TO TRAIN YOUR COMPANION

Volume II

By James John

A continued guide for trainers on how to train their
companions

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THANK YOU

Thank you for downloading this document. I hope you find this useful and fun to incorporate into your home games as much as I have in over the years. It took some time to compile my game notes and refine them with study and research. If you enjoy this text please let me know what you would like to see added to this or another creature manual.

In this expansion I have included the necessary feats and skills for training your Oozes, Ghosts and Beholders.

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ABBERATION TRAINER

ABERRATIONS

There are a large and eclectic array of Aberrations with little in common with between the variations of aberrations; however, choosing to train an aberration may prove to be more of a curse or self fulfilling prophecy of death than an opportunity to power.

Aberration Trainer Feat

Taking this feat allows you to add your proficiency to your Aberrations AC, to hit rolls, and any proficiency to skills your aberration may have. Additionally you can command your aberration with a bonus action.

This Feat signifies all the long hours and hard work your character has performed to study the lore, history and physiology of the various aberrations. Taking this feat is no small task as each aberration is a sentient and intelligent creature that does not have to listen to the whims or commands of what it deems as lesser beings to itself. An aberration may join your party because you are in a foreign land and it thinks that you cannot take care of yourself, may think that

you are food and just keeping you around until it is hungry, treats you like a pet but you are unaware, or simply finds the antics of your group fascinating and wants to study the mating habits of humanoid.

ACQUIRING AN ABERRATION

It is no small task to find and collect an aberration, most are already in their adult forms when they travel to, or find their way to the realm you call home. On very rare occasions will you find a juvenile or young aberration that you can steal away and train before it is fully indoctrinated into its home culture and beliefs.

Most aberrations will kill a renegade of stray aberration that they find being controlled by humanoids.

CONVINCING AN ABERRATION

To calculate the DC of convincing an aberration to join your party or cause is very high, there are some races of aberrations that are easier to convince than others, but it is still possible. You will have to make a series of checks to gain the trust, or fear of most aberrations

Intelligence

Prove that you have the required skill to conduct discourse with the aberration Intelligence history, or arcana check against **DC = Aberrations Intelligence + 10**

Strength

Prove that you cannot easily be killed by the aberration with an Intimidation (strength based or charisma) against **DC = 10+ aberrations Strength modifier.**

Deception

Prove your wisdom through the aberrations deceptions with a Wisdom (perception, or insight) against the **DC = 10 + aberrations wisdom.**

Battle

If after all of these checks you best of succeed at convincing the aberration, it still may try to kill you requiring you to battle the aberration into submission.

BEHOLDERS

Beholders are the epitome of xenophobia and narcissism, each beholder believes that they are the perfection of what it means to be a beholder. Some will, at times, head down the path of Eye Tyrant and enslave creatures into their service to help these beholders with whatever their internal machinations can fathom.

As you accompany a beholder on their quest for domination, power, or control you may find strange occurrences happening around you and your party members. It is important to remember that a beholder is not natural to this realm and causes small disturbances wherever they go. You may see these happen from time to time, slime covering objects, tentacles appearing out of the shadows, time or gravity acting strange, or the intense feeling of being watched. Whatever fate happens between you and your beholder is of your own doing allowing a creature of this kind to follow you in your adventuring party.

EYE TYRANT

A Medium Beholders gain the following benefits.

HIT POINTS

Hit Dice: d8's, unless the Beholder is a different size, then its Hit Dice are relative to its size: Tiny d4's, Small, D6's, Medium

D8's, Large D10's, Huge D12's.

Hit Points at 1st Level: 8 + Beholders Constitution modifier.

Hit Points at Higher Level: Hit dice (or average) + your Beholders Constitution modifier per Eye Tyrant class level after 1st

PROFICIENCIES

Armors: None

Weapons: None

Tools: None

Saves: Wisdom

Skills: Perception

ATTACKS

Each Turn A Beholder can make a Bite attack and an eye ray attack on their turn. Eye ray attacks are not chosen, but random. As your beholder gains more eye rays, decide on a proper method for choosing a random eye attack.

EYE RAYS

Starting at 1st level, a beholder begins with two eye rays. Each one is random, but cannot be the same as one it already has. Each eye stock counts as a magical attack (Spellcasting modifier Charisma) and is subject to the beholders antimagic cone. Each eye stock has a 120 ft. range and can target one creature.

BITE

At 1st-level, this beholder can use their attack action to perform a bite attack, 5ft. reach, dealing **2d6+STR** piercing damage.

NATURAL ARMORS

Each Beholder has natural armor as follows.

Tiny. 10+ DEX

Small. 11+ DEX

Medium. 13+DEX

Large. 15+ DEX

Huge. 15+DEX (The Size of these Beholders makes them easier to hit, although their hide is slightly stringer than their smaller counterparts.)

Eye Tyrant Class		
Lv	Prof	Abilities
1	+2	Eye Rays, Bite
2	+2	
3	+2	Additional Eye Ray
4	+2	Ability Score Increase
5	+3	Extra Eye attack (1)
6	+3	Bouyant Body
7	+3	Additional Eye Ray
8	+3	Summon Slime
9	+4	Ability Score Increase
10	+4	Additional Eye Ray
11	+4	Antimagic Gaze
12	+4	Tyrants Grasp
13	+5	Additional Eye Ray
14	+5	Ability Score Increase
15	+5	Extra Eye Attack (2)
16	+5	Additional Eye Ray
17	+6	Ability Score Increase
18	+6	Spacial Eye
19	+6	Additional Eye Ray
20	+6	Eye Tyrant

If your DM allows, you can use the Optional or Alternate Eye Ray charts for your Beholder.

ADDITIONAL EYE RAY

Starting at 3rd level the beholder learns how to harness its internal energies to the far realms to learn an additional eye ray ability. Roll on the eye ray table until you roll a new eye ray, and your beholder learns that ability.

A Beholder Gains additional Eye Rays at 7th, 10th, 13th, 16th, and 19th levels.

EXTRA EYE ATTACK

At 5th-level, a Beholder begins to master the use of their eye ray abilites gaining the abiltiy to make one additional (2) eye ray attacks on their turn.

Beholders Gain this ability again at 15th-level, giving them three eye ray attacks on their turn.

BOYANT BODY

At 6th-level, a Beholder can use the spell *Feather fall* on its self as a reaction.

SUMMON SLIME

Starting at 8th-level, Your Beholders Connection to the Far realm, has begun to seep through to the material realm. As a bonus action, at a point your Beholder can see within 120 ft. can summon a 50 ft. by 50 ft. square of slime that covers the ground and wrappes up surfaces and around corners. Your Beholder regains the use of this ability after a long rest.

Floors and walls covered in this slime are considered rough terrain.

ANTIMAGIC GAZE

At 11th-level, a beholder's central eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

TYRANTS GRASP

Starting at 12th-level, once per long rest a Beholder can cast *Arms or Hadar*, as a bonus action cast at 3rd level, centered on a point it can see within 120 ft.

SPACIAL EYE

At 18th-level, as a bonus action a Beholder can create an eye on any nonmagical surface it can see. This eye acts as one of the Beholders eye stocks for this round, allowing this eye to use one of the Beholders Eye ray attacks this turn.

EYE TYRANT

At 20th-level, As a bonus action a Beholder can cast *Dominate Beast* on a creature it can see within range, at 9th level, once per long rest.

Standard Eye Rays

D10	Eye Ray
1	Fear
2	Slowing
3	Telekinetic
4	Charm
5	Paralyzing
6	Death
7	Enervation
8	Sleep
9	Petrification
10	Disintegration

EYE RAYS

Fear Ray. The targeted creature must succeed on a Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Slowing Ray. The targeted creature must succeed on a Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Telekinetic Ray. If the target is a creature, it must succeed on a Strength saving throw or the beholder moves it up to 30 ft. in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 ft. in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

Charm Ray. The targeted creature must succeed on a Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

Paralyzing Ray. The targeted creature must succeed on a Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Death Ray. The targeted creature must succeed on a Dexterity saving throw or take a number of d10's equal to half the beholders level (rounded down, minimum 1) in necrotic damage. The target dies if the ray reduces it to 0 hit points.

Enervation Ray. The targeted creature must make a Constitution saving throw, taking a number of d8's equal to half the beholders level (rounded down, minimum 1) in necrotic damage on a failed save, or half as much damage on a successful one.

Sleep Ray. The targeted creature must succeed on a Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

Petrification Ray. The targeted creature must make a Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

Disintegration Ray. If the target is a creature, it must succeed on a Dexterity saving throw or take a number of d8's equal to half the beholders level (rounded down, minimum 1) in force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

OPTIONAL GAZES

Mirage Energy Cone. The Beholder's Eye emits a 150-foot cone of invisible illusionary energy. Within the cone, looks, sounds, smells, and even feels like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

Negative Energy Cone. The Beholder's central eye emits an invisible, magical 150-foot cone of negative energy. At the start of each of its turns, the Beholder decides which way the cone faces and whether the cone is active.

Any creature in that area can't regain hit points. Any humanoid that dies there becomes a zombie under the Beholder's command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided that its body hasn't been completely destroyed.

Power Eye Stun. The Beholder's central eye emits an invisible, magical 150-foot cone of enchanting energy. The Beholder's eye emits a power that can overwhelm the mind of one creature it can see (weakest) within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

OPTIONAL EYE RAYS

Below is a list of possible eye rays for your beholder to have separate from what a traditional beholder will have in the Monster Manual.

D10 Optional Eye Ray

- | | |
|----|--------------|
| 1 | Aversion |
| 2 | Acid |
| 3 | Psychic |
| 4 | Stunning |
| 5 | Push |
| 6 | Devour Magic |
| 7 | Fire |
| 8 | Dazing |
| 9 | Frost |
| 10 | Lighting |

Acid Ray. The targeted creature must succeed on a Dexterity saving throw or take acid damage equal to half the beholder's level (rounded down) in d6's.

Aversion Ray. The targeted creature must make a Charisma saving throw. On a failed save, the target has disadvantage on attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dazing Ray. The targeted creature must succeed on a Wisdom saving throw or be charmed until the start of the Beholder's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

Devour Magic Ray. The targeted creature must succeed on a Dexterity saving throw or have one of its magic items lose all magical properties until the start of the Beholder's next turn. If the object is a charged item, it also loses 1d4 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.

Fire Ray. The targeted creature must succeed on a Dexterity saving throw or take fire damage equal to half the Beholders level (rounded down) in d10's.

Frost Ray. The targeted creature must succeed on a Dexterity saving throw or take cold damage equal to half the beholders level (rounded down) in d6's.

Lighting Ray. The targeted creature must succeed on a Dexterity saving throw or take lighting damage equal to half the Beholders level (rounded down) in d8's.

Psychic Ray. The target must succeed on an Intelligence saving throw or take a number of d6's equal to half the beholders level (rounded down) in psychic damage.

Pushing Ray. The targeted creature must succeed on a Strength saving throw or be pushed up to 15 feet directly away from the Beholder and have its speed halved until the start of the Beholder's next turn.

Stunning Ray. The targeted creature must succeed on a Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

ADDITIONAL EYE RAYS

Unless otherwise indicated, an alternate ability has the same range as the eye ray it is replacing, and it affects only one creature per use (even if the ability is based on a spell that normally affects an area or multiple targets). The saving throw for an alternative ability uses the same DC and the same ability score as the spell the eye ray is based on.

d20	Eye Ray	d20	Eye Ray
1	Banishment	11	Circle of Death
2	Confusion	12	Feeblemind
3	Chain Lighting	13	Eye Bite
4	Create Undead	14	Polymorph
5	Geaseous Form	15	Moon Beam
6	Modify Memory	16	Silence
7	Otto's Irresistible Dance	17	Wall of Ice
8	Blindness/Deafness	18	Misty Step
9	Bestow Curse	19	Sleet Storm
10	Geas	20	Wall of Force

Circle of Death. 10 ft. radius sphere; d6's equal to half the beholders level rounded down.

Chain lighting. primary target takes d8's equal to half the beholders level rounded down; two secondary targets within 30 feet of the primary target take half damage.

Create undead. usable regardless of time or day.

Geasus Form. Self or willing creature only.

Misty Step. Self or willing creature only.

Sleet Storm. one 10 ft. cube.

Wall of force. 1 min; 10 ft. square panel

Wall of ice. 1 min; 10 ft. square panel.

For additional rules, please read pg. 12 of Volo's Guide to Monsters.



BEHOLDER SPAWN

Medium Aberration, Lawful Evil

Armor Class 14 (Natural Armor 13+DEX)

Hit Points 10 (1d8+2)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	15 (+2)	13 (+1)	15 (+2)

Saving Throws WIS +3

Skills Perception +3

Condition Immunities Prone

Senses Darkvision 120 ft., passive perception 13

Languages Deep Speech, Undercommon

Challenge 1/4 (50 xp)

Actions

Bite. *Melee Weapon:* +2 to hit, reach 5 ft., one target. Hit 7 (2d6) piercing damage.

Eye Rays. The Beholder shoots one of the following magical eye rays at random (even or odds). Choosing one target it can see within 120 feet of it:

Even. Paralyzing Ray. The targeted creature must succeed on a Constitution saving throw (DC 12) or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Odd. Fire Ray. The targeted creature must succeed on a Dexterity saving throw (DC 12) or take fire damage equal to half the Beholders level (rounded down) in d10's (1d10).

YOUNG BEHOLDER

Medium Aberration, Lawful Evil

Armor Class 14 (Natural Armor 13+DEX)

Hit Points 38 (4d8+18)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	16 (+3)	13 (+1)	16 (+3)

Saving Throws WIS+4

Skills Perception +4

Condition Immunities Prone

Senses Darkvision 120 ft., passive perception 14

Languages Deep Speech, Undercommon

Challenge 1 (250 xp)

Actions

Multiattack. A beholder can make one bite attack and two random eye ray attacks each round.

Bite. *Melee Weapon:* +3 to hit, reach 5 ft., one target. Hit 7 (2d6) piercing damage.

Eye Rays. The Beholder shoots one of the following magical eye rays at random (d6). Choosing one target it can see within 120 feet of it:

1-2. Paralyzing Ray. The targeted creature must succeed on a Constitution saving throw (DC 14) or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3-4. Fire Ray. The targeted creature must succeed on a Dexterity saving throw (DC 14) or take fire damage equal to half the Beholders level (rounded down) in d10's (2d10).

5-6. Charm Ray. The targeted creature must succeed on a Wisdom saving throw (DC 14) or be charmed by the beholder for 1 hour, or until the beholder harms the creature.



MIGALAX THE BEHOLDER

Medium Aberration, Lawful Evil

Armor Class 14 (Natural Armor 13+DEX)

Hit Points 80 (10d8+30)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	16 (+3)	13 (+1)	18 (+4)

Saving Throws WIS+5

Skills Perception +5

Condition Immunities Prone

Senses Darkvision 120 ft., passive perception 15

Languages Deep Speech, Undercommon

Challenge 5 (1,800 xp)

Power Eye Stun. The Beholder's central eye emits an invisible, magical 150-foot cone of enchanting energy. The Beholder's eye emits a power that can overwhelm the mind of one creature it can see (weakest) within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw (DC16) at the end of each of its turns. On a successful save, this stunning effect ends.

Actions

Multiattack. A beholder can make one bite attack and two random eye ray attacks each round.

Bite. *Melee Weapon:* +4 to hit, reach 5 ft., one target. Hit 7 (2d6) piercing damage.

Eye Rays. The Beholder shoots one of the following magical eye rays at random (d10). Choosing one target it can see within 120 feet of it:

1-2. Paralyzing Ray. The targeted creature must succeed on a Constitution saving throw (DC 16) or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3-4. Fire Ray. The targeted creature must succeed on a Dexterity saving throw (DC 16) or take fire damage equal to half the Beholders level (rounded down) in d10's (5d10).

5-6. Charm Ray. The targeted creature must succeed on a Wisdom saving throw (DC 16) or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

7-8. Petrification Ray. The targeted creature must make a Dexterity saving throw (DC 16). On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

9-10. Frost Ray. The targeted creature must succeed on a Dexterity saving throw or take cold damage equal to half the beholders level (rounded down) in d6's (5d6).



GHOST TRAINER

GHOST FEAT

Having scoured the arcane halls, or wandered upon a necronomicon, you have learned the secrets to acquiring and training ghosts, specters, poltergeists and wisps

Speaker of the dead Feat

When you find a undead (ghost), that is haunting a location, or people, you have learned how to speak with the souls of these sorrowful creatures and persuade them to haunt (follow) you and be an aid in their afterlife.

A ghost that follows you gains a bonus to their AC, to hit, skills, and saves equal to your proficiency modifier. Ghosts will also gain the benefits of the ghost class as they progress along this path.

GHOSTS

Ghosts are those creatures that symbolize perpetual agony and stubbornness at the same time. Many ghosts inhabit the material plane because they still have a mission, or goal they wish to fulfill before they transcend to the other side. Depending on

how your DM rules ghosts, they can either be immortal plagues on the living world, or fragile entities that cling to the remnants of their mortal coil.

GHOSTS AS COMPANIONS

Ghosts cannot be healed by cure wounds or other healing spells, and they are susceptible to the passing cleric to banish them or disintegrate them with radiant energy. Although a Ghost is not susceptible (weak) to radiant damage, if they suffer enough radiant damage (upto the DM) then their spirit cannot maintain their form and energies fade into the ether of existence to be reused in another form. A ghost can still use their hit dice to recover hit points during a short rest and regain all hit points during a long rest.

Rarely will you find a person who has bartered their soul to a celestial, or fiend still roaming the material plain as their soul has already been claimed, if a ghost who has bartered their soul still remains then rest assured that those who own it will come looking.

CREATING A GHOST

There are few souls that have the strength to persist after their mortal coil has withered away to the power of death, those who have the ability to persist have a passion or desire to finish a task they must complete before they move on (Up to the DM to decide). These creatures are typically higher in Charisma as they persuade death to let them stay.

When a creature dies and turns into a ghost they gain the benefits of the first level of the Ghost class; however whatever their stats were in life have changed (Str-4, Dex+1, Cha+2), they gain the following:

GHOST CLASS

Ghosts gain the following benefits.

HIT POINTS

Hit Dice: d8's, unless the ghost is a sentient creature, then its Hit Dice are relative to its size: Tiny d4's, Small, D6's, Medium D8's, Large D10's, Huge D12's.

Hit Points at 1st Level: 8 + your Ghosts Constitution modifier.

Hit Points at Higher Level: Hit dice (or average) + your Ghosts Constitution modifier per Ghost class level after 1st

PROFICIENCIES

Armors: None

Weapons: None

Tools: None

Saves: None

Skills: None

GHOST BODY

At 1st-level a ghost gains the following benefits:

Its movement speed becomes 0 ft. and gains a flying (Hover) speed of 40 ft.

Damage Resistances. Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft. (if it didn't already have this ability)

Ghost Class			
Lv	Prof	Ability	Touch
1	+2	Incorporeal Movement, Withering Touch, Ghost Body	1d6
2	+2		1d6
3	+2	Subclass Feature	2d6
4	+2	Ability Score Increase	2d6
5	+3	Etherealness	2d6
6	+3		3d6
7	+3	Ethereal Sight	3d6
8	+3	Subclass Feature	3d6
9	+4	Horrifying Visage	3d6
10	+4		4d6
11	+4	Ability Score Increase	4d6
12	+4		4d6
13	+5	Subclass Feature	4d6
14	+5	Invisible Movement	5d6
15	+5	Ability Score Increase	5d6
16	+5		5d6
17	+6	Subclass Feature	5d6
18	+6	Ability Score Increase	6d6
19	+6	Ectoplasm	6d6
20	+6		6d6

Languages Any languages it knew in life

WITHERING TOUCH

At 1st-level, a ghost has the ability to perform a touch attack (dexterity to hit) dealing 1d6 necrotic damage plus the ghost's charis-

ma modifier. The damage increases to 2d6 at 3rd level, 3d6 at 6th level, 4d6 at 10th, 5d6 at 14th, and 6d6 at 18th level .

INCORPREAL MOVEMENT

At 1st-level, the ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ETHERIALNESS

At 5th-level, the ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

ETHEREAL SIGHT

At 7th-level, a ghost gains the ability to see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

HORRIFYING VISAGE

At 10th-level, a Ghost learns Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a Wisdom saving throw (DC equal to 8+Prof+ Charisma) or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

INVISIBLE MOVEMENT

At 15th-level, when a ghost uses its Etherealness, it is invisible on the material plane and visa versa.

ECTOPLASM

20th level, a ghost has persisted on the material plane too long after its passing, A ghost has gained a slime-like body that leaves an ectoplasmic residue on people and objects it passes through. This slime-like body is resistant to spells giving them advantage on saving throws against spells and spell effects.



SUBCLASSES

Below are two optional subclasses for Ghsts, as you train them to fight by your side and harness their abilities.

POSSESSION SUBCLASS

Focusing on the Possession class teaches your ghost companion how to take over and siphon the life from living beings, and use mortals as their puppets and tools to achieve their unfinished business.

CONSUME LIFE

At 3rd-level, as a bonus action, a ghost can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a Constitution saving throw (DC 8+ Prof+ Cha) against this magic or die. If the target dies, the ghost regains hit points equal to its withering touch attack.

POSSESSION

At 9th level, a ghost can target one humanoid that the ghost can see within 5 feet of it must succeed on a Charisma saving throw (DC 8+prof+cha) or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends. A ghost regains this ability after a short rest.

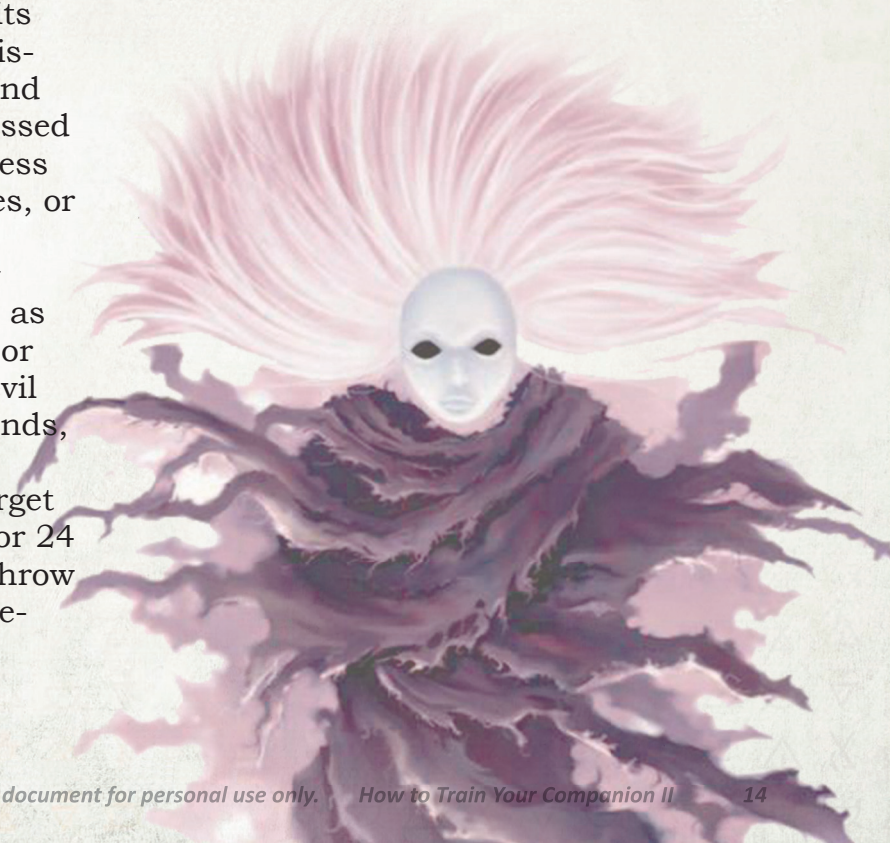
RAPID POSSESSION

At 14th level a ghost can recharge this ability each round when it rolls a 5 or 6 on a d6 at the start of its round.

PARTIAL POSSESSION

At 18th level a ghost can target a creature it can see within 60 ft. of it and the creature must succeed a charisma saving throw (DC 8+prof+Cha) or be possessed; A ghost can control one creature this way, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost is partially possessing this creature and it retains the ghosts alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends. A ghost can still use its possession ability and regains this ability after a long rest



WRAITH SUBCLASS

The Wraith subclass focuses your ghost on their path for power and strength. As in life your ghosts path is one of strength and conquest as they grow in strength they will become the shadow of death, the creature they once feared.

LIFE DRAIN

At 3rd level, your wraith adds their dexterity to its withering touch attack. Additionally when your Wraith hits with a successful attack, the target must succeed on a Constitution saving throw (DC equal to 8+Prof+ Constitution modifier) or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

CREATE SPECTER

At 9th level, as an action a wraith can target a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

FINGER OF DOOM

At 14th-level, The wraith points at one creature it can see within 120 feet of it. The target must succeed on a Wisdom saving throw (DC 8+Prof+con) or take damage equal to its withering touch attack in necrotic damage and become frightened until the end of the wraith's next turn. While frightened in this way, the creature is also paralyzed. If a target's saving throw is successful, the target is immune to the wraiths Finger of Doom for the next 24 hours. A wraith can use this feature once per short rest.

ANNIHILATING AURA

At 18th-level, any creature that starts its turn within 30 feet of the Wraith must succeed on a Constitution saving throw (DC 8+prof+con) or take 14 (4d6) necrotic damage and grant the nightwalker advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.



SPIRITS

When a soul dies in the material realm, it is not a given that they will pass on to an after life in one of the many heavens or hells they are associated with. When a soul dies, some will stay on this plane, not knowing they are dead, haunting and trespassing on the living.

As the years and decades drift by this un-aging spirit, many will accidentally find permanent death by being trapped in a wall, or object. Some, however will slowly gain abilities and mastery over their incorporeal forms.

SPIRIT

Medium Undead, Neutral

Armor Class 11 (None)

Hit Points 9 (1d8+con)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	12 (+1)	4 (-3)	10 (+0)	11 (+0)

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Any languages it knew in life

Challenge 1/2 (100 XP)

Incorporeal movement. the ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 17 (1d6) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

WRAITHS

Not all spirits will find a pleasant or peaceful existence in this partial life. Many become corrupted or forever altered by the energies and people around them in their afterlife. Wraiths become vengeful spirits who seek to extinguish the light within all living things they come across.

WANDERING SPIRIT

Medium Undead, Neutral

Armor Class 11 (None)

Hit Points 21 (2d8+11)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	12 (+1)	4 (-3)	10 (+0)	11 (+0)

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Any languages it knew in life

Challenge 1 (250 XP)

Incorporeal movement. the ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Consume Life. As a bonus action, a ghost can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a Constitution saving throw (DC 10) against this magic or die. If the target dies, the ghost regains hit points equal to its withering touch attack.

Actions

Withering Touch. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d6) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

ETHEREAL PLANE

The Ethereal plane is adjacent to the Prime material plane, all creatures that live or pass through this plane are ethereal facsimiles of their material selves. This Plane of existence appears similar to our own existence as it is a shadow of what we consider the living world. Spirits and souls that become lost or trapped on the material plane will find their way to the Ethereal, as that plane of existence requires the force of will to traverse and navigate, which ghosts are naturally inclined toward.

Inside the Ethereal plane there is no gravity, time is the same (but means little), magic works similarly however transmutation spells have no effect since there is no substance to change. A living person who transitions into the Ethereal does not die making this journey, but becomes an Ethereal version of themselves and can now only affect objects on the ethereal plane and the material begins to fade into the shadows of your perception.

BARRIERS THROUGH THE PLANES

Learned wizards and alchemists know that dense materials, such as Gold or lead, have a special property to create a barrier on the material plane from ethereal creatures entering their domain. Some wizards that are afraid of these creatures finding them or their projects will craft lead or gold cages to block Ethereal creatures from entering.

Viewing Gold or Lead from the material plane is similar to seeing an impassable wall devoid of all light or color. These spaces are unknowable voids to ethereal creatures.

WANDERING WRAITH

Medium Undead, Neutral

Armor Class 11 (None)

Hit Points 21 (2d8+11)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	12 (+1)	4 (-3)	10 (+0)	11 (+0)

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Any languages it knew in life

Challenge 1 (250 XP)

Incorporeal movement. the ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Drain Life. A wraith adds their dexterity to its withering touch attack. Additionally when a wraith hits with a successful attack, the target must succeed on a Constitution saving throw (DC 11) or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Actions

Withering Touch. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6+1) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.



OOZE TRAINER

OOZES

Oozes are slow moving, gelatinous masses that some say are descendents from the great Juiblex who granted them tactics, and an inkling of intelligence. There have been few who have tried to claim the powers of the Oozes for themselves one notable creature was the Pudding King, a dep gnome cultist to Juiblex.

Ooze Trainer Feat

When you take this feat you can now train Jellies, Puddings, Slimes, and Oozes. Taking this feat allows you to add your proficiency to your slime companions AC, skill checks, saves, and to hit rolls. Additionally you can command your slime companion as a bonus action instead of costing you an action.

This feat allows you to train your slimes, oozes, jellies, and puddings, in the Ooze class options, allowing you to utilize their ASI, gain levels, and train them in maneuvers and feats they typically would not possess in the wild.

Although Oozes do not have a language or the ability to talk, when you take this

feat they treat you as an ooze and understand your commands.

CONDITIONING OOZE

An ooze does not need to be persuaded to follow you as its trainer, you must be able to capture and direct the ooze, and over time it will see you as another ooze. To capture an ooze you need the proper sized glass container to hold and carry an ooze, unless you would like to wait for it to follow you around.

TYPES OF OOZES

There are many different types of oozes in the material realm, below is a general list and descriptions for many of the oozes

you will find.

Black Pudding

Living in dark places, Black Puddings will find shadows and other areas that they can hide in as they lay in waiting for a creature to wander through. Highly corrosive, Black Puddings can eat through wood and metal as they grapple their prey and melt them into their inky form.

Typically not intelligent, these oozes still sense the light and dark places, and prefer darker environments.

When a black pudding is slashed, or hit by lighting, it will cause its body to separate into two smaller forms. This action does not hurt the Black pudding, only spreading it around into more spaces. A Black Pudding can connect to its separate forms to regain its original size and shape.

Gelatinous Cube

These are translucent, slow moving, oozes that wander through hallways and passages absorbing stray materials and creatures that wander through their path. Some speculate that these oozes were created long ago by wizards to clean hallways and dispose of old lab experiments. Easy enough to run away from when seen, Gelatinous Cubes have claimed the lives of many young adventurers who did not look where they were going as they unwittingly passed through an open archway into a gelatinous cube on the other side.

If you see suspended skeletons, coins, or other materials in your path. Throw a rock, and if it slows down you may have a gelatinous cube in front of you.

Grey Ooze

These oozes can be found in caves, swamps, marshes and underground. These oozes love to corrode and digest metals. If you are on the hunt for a Grey ooze, you can look for small Grey Oozes, as they will leave a little bit of themselves behind after a large meal to reproduce.

Another place you may be able to find a Grey Ooze is in blacksmiths shops, as Grey oozes are perfect for creating specialized

welds without heat, as the blacksmiths use the natural abilities of the Grey Ooze to melt ores, and metals creating a metallic glue like substance.

Ochre Jelly

Can be found in ruins and ancient passage ways as they lurk through these tunnels to find resources to consume. Naturally able to spider climb, a group may find themselves directly under an Ochre jelly only when it lets go of the ceiling and falls on the party.

Ochre Jellies tend to travel around in groups and it is common for one large jelly to have several smaller jellies around it.

OOZE CONTAINMENT DEVICES

A large glass jar with a glass lid will work for tiny to some small oozes that have yet to grow to full size. Once your ooze has grown to full size or outside the dimensions of the glass jar, you will have to find or make a slime containment device.

MAGIC JAR

Uncommon, Wondrous item

Made from fine elven glass that has a lustrous rainbow effect when light shines through it, this magical jar is etched with small runes around the exterior of the glass with a paper binding embedded within the layers of glass. When you lift the seal of this magical jar it creates a powerful vortex of air that sucks in one type of creature that is within 10 ft. of the jar.

To set the jar to Slimes, Oozes, Puddings and Jellies the proper arcane inscription must be etched into the surface. Any Ooze that is within the 10 ft. radius of this jar must make a Strength saving throw DC 11, on a failure the Magic Jar traps and contains any size ooze. To release and recapture the Ooze's contained by this Magic Jar, the owner must speak the command words on the magic jar.



GREATER JAR

Rare, Wondrous item

Made with a thick blue Dwarven glass, used in the deep smitheries and in the storage of caustic materials, is embedded with a scroll of binding and etched exterior with runes to oozes. When you lift the seal of this magical jar it creates a powerful vortex of air that sucks in one type of creature that is within 10 ft. of the jar.

To set the jar to Slimes, Oozes, Puddings and Jellies the proper arcane inscription must be etched into the surface. Any Ooze that is within the 10 ft. radius of this jar must make a Strength saving throw DC 15, on a failure the Magic Jar traps and contains any size ooze. To release and recapture the Ooze's contained by this Magic Jar, the owner must speak the command words on the magic jar.

SUPERIOR JAR

Very Rare, Wonderous Item

This jar is made from black sand and metal shavings from a smitheries waste along with engravings of binding for oozes. When you lift the seal of this magical jar it creates a powerful vortex of air that sucks in one type of creature that is within 10 ft. of the jar.

To set the jar to Slimes, Oozes, Puddings and Jellies the proper arcane inscription must be etched into the surface. Any Ooze that is within the 10 ft. radius of this jar must make a Strength saving throw DC 19, on a failure the Magic Jar traps and contains any size ooze. To release and recapture the Ooze's contained by this Magic Jar, the owner must speak the command words on the magic jar.

MASTER JAR

Artifact, Wonderous Item

This magical jar appears to have undulating shifting glass surface that is constantly covered in a thin mucus sheen, it is unknown what items were used in the cre-

ation of this Master Jar. When you lift the seal of this magical jar it creates a powerful vortex of air that sucks in one type of creature that is within 20 ft. of the jar.

To set the jar to Slimes, Oozes, Puddings and Jellies the proper arcane inscription must be etched into the surface. Any Ooze that is within the 20 ft. radius of this jar must make a Strength saving throw DC 23, on a failure the Magic Jar traps and contains any size ooze. To release and recapture the Ooze's contained by this Magic Jar, the owner must speak the command words on the magic jar.



Ooze Class			
Lv	Prof	Ability	Hit dice
1	+2	Tiny, pseudopod	d4
2	+2	Maneuver	d4
3	+2	Ability Score Increase	d4
4	+2	Small	d6
5	+3	Maneuver	d6
6	+3	Ability Score Increase	d6
7	+3	Skill Acquisition	d8
8	+3	Medium	d8
9	+4	Ability Score Increase	d8
10	+4	Acid Absorption	d8
11	+4	Maneuver	d8
12	+4	Ability Score Increase	d8
13	+5	Maneuver	d8
14	+5	Skill Acquisition	d8
15	+5	Large	d10
16	+5	Ability Score Increase	d10
17	+6	Maneuver	d10
18	+6	Huge	d12
19	+6	Ability Score Increase	d12
20	+6	Master Ooze	d12

Ooze Class

Oozes gain the following class benefits.

HIT POINTS

Hit Dice: d4's at 1st, d6's at 4th, d8's at 10th, and d12 at 18th

Hit Points at 1st Level: 4 + your Constitution modifier.

Hit Points at Higher Levels: Hit dice (or average) + your Constitution modifier per

Ooze level after 1st

PROFICIENCIES

Armors: None

Weapons: None

Tools: None

Skills: None

Each Ooze, Slime, Jelly and Pudding has its own natural abilities. The maneuvers and Feats listed here are additive to the Oozes you will be training, some oozes will already have abilities listed here.

SIZE

Slimes and Oozes start out small and grow into the slow moving masses that adventurers dread. As Oozes level up they have a better ability to hold their shape and mass, this allows them to grow in size. Oozes increase their size at 5th, 10th, 15th, and 20th levels. This increases their Hit dice as indicated on the class chart.

PSEUDOPOD

Starting at 1st-level, your Ooze can make a melee weapon attack flinging part of its body at a target, dealing a number of damage in d6's equal to 1/3rd the oozes level rounded down of acid damage.

MANEUVERS

Starting at 2nd-level, your ooze can begin to learn more complex actions. You can train your Ooze in a variety of maneuvers, and abilities.

SKILL ACQUISITION

Starting at 7th-level, having spent time with humanoids and having more of their needs met (food acquisition) your Ooze has the time to learn skills and can become proficient in one of the following skills: **Deception, Perception, Sleight of hand, Stealth, Strength, Survival.**

Your Ooze gains an additional skill at 14th-level, or expertise with one skill they already have.



ACID ABSORPTION

At 10th-level, your Ooze's natural acidity and is immune to acid damage and can be healed by acid spells, or vials of acid. Your Ooze, is healed equal to the damage of the acid damage dealt from spells, traps, or vials that deal acid damage.

MASTER OOZE

At 20th level, your Ooze has become immune to Bludgeoning, Piercing, and Slashing damage from non-magical attacks. Additionally what once was a silent ooze creature at your control has gained added sentience from the great fiend Jubilex and has gained the title Jubilex Spawn, gaining telepathy upto 60 ft.

While using its telepathy, the slime doesn't so much speak but transmits feelings, images, and general scents as they do not have their own language.

MANEUVERS

Below are a few of the possible abilities and maneuvers your Ooze can learn.

Your Ooze learns one Maneuver at 2nd-level and one additional Maneuver at 5th, 11th, 13th, and 17th level.

Anesthetic

(Requires 7th level)

An ooze that takes this ability allows it to change its acidity to a healing liquid. When your ooze use their action to change to anesthetic any creature that is engulfed within the ooze is healed a number of 4d's equal to the oozes constitution modifier each round they are fully submerged in the ooze.

Your Ooze can do this once per short rest.

Bludgeon

(Requires size Medium)

You train your Ooze to increase the strength of its Pseudopod attack. Your Ooze now deals an additional 1d6+strength modifier to its pseudopod attacks.

Disease

When an Ooze hits with a slam/pseudopod melee attack the target creature must make a Constitution saving throw (DC 8+Prof+Con), on a failed save the creature now suffers from the disease jellification, on a success the target creature is unaffected.

Jellification.

When a creature fails in initial saving throw, they suffer from one level of exhaustion. Additionally the creature can repeat the save once pre day a creatures maximum hit points is reduced by one of its hit dice (roll hit dice and reduce from maximum hit points). Each day this persists removes an additional hit dice from the target creature and causes the target creature to suffer from an additional level of fatigue.

When the target creature dies its internal organs have melted and been turned into mush and jelly. Out of the corpse of the fallen creature a new Ooze is born.

Death Burst

When a ooze falls unconscious they explode in a 20 ft. radius, each creature in that space must make a dexterity saving throw (DC = 8+prof=con).

Tiny 2d4+con

Small 3d6+con

Medium 4d8+con

Large 5d10+con

Huge 6d12+con

Gargantuan 7d20+con

You can use a healing spell, or potion on a portion of your ooze to bring it back from unconsciousness. However, if your Ooze fails its death saves while spread across the room it still only rolls once per turn and dies if it fails all of its saves.

Enfeeblement Strike

(Requires 7th level)

When an ooze hits with a melee attack, the target creatures weapon attacks deal half damage that use Strength until the start of the creatures next turn.

Paralysis

When a Ooze hits with a melee attack, it forces a target creature to make a Constitution saving throw (DC= 8+Prof+con), on a failed save the target creature is paralyzed until the start of the oozes next turn, a creature can repeat the saving throw at the end of its turn; on a success the creature is unaffected.

Poisonous

When an Ooze hits with a melee attack it forces the target creature to make a Constitution saving throw (DC= 8+prof+con), on a failed save the target creature suffers from the poisoned condition until it takes a long rest, on a successful save the creature is unaffected.

Sickening Stench

An ooze that takes this emits a powerful stench that causes all creatures within 15 ft. of it to make a constitution saving throw (DC = 8+prof+Con), on a failed save creatures use their bonus actions to vomit.

Sleeping Mist

(Requires 7th level)

An ooze that takes this ability emits a thin mist of sleeping gas in a 10 ft. radius. Roll the oozes hit dice; the total is how many hit points of the creatures this effect can affect. Creatures within the effects area in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this affect falls unconscious until the ooze moves the area of effect out of range, or the sleeping creature takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this affect.

Spider Climb.

The Ooze gains the ability to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Split

(Requires Medium)

When an Ooze that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

FEATS

Oozes, Jellies, Slimes and Puddings are all able to learn the following feats from the Player's Handbook: **Grappler, Durable, Lucky, Mage Slayer, Resilient, Tough, Stealthy, and Menacing.**

Additionally they may learn the following feats.

PSEUDOPOD MASTER

When your Ooze scores a critical hit with a pseudopod attack or reduces a creatures hit points to 0 with an attack, your ooze may make one pseudopod attack as a bonus action

Additionally, before your ooze makes a pseudopod attack, it can choose to take 05 penalty to the attack roll. If the attack hits, you add +10 bludgeoning damage to the attacks damage.

CORROSIVE ADEPT

Increase strength or Constitution by 1
The corrosive nature of your Ooze has grown and can inflict more damage, your ooze adds their constitution modifier to their Pseudopods acid damage.

Additionally, when an ooze is damaging non-magical metal or wood, or stone they can replace the penalty to their Corrosive Form ability with their Constitution modifier of permanent damage.

EXPERT HUNTER?

Increase your Ooze's intelligence or wisdom by 1.

Your ooze has become an expert at tracking and hunting its prey as it hides as a puddle, strange rock formation or other naturally occurring shape. Additionally once your ooze has the scent of its prey, they will know the general direction towards their target creature for up to one mile, while tracking this creature your Ooze is now proficient with survival checks to track this creature.

OOZE UNBOUND

Unlike other creatures, Oozes do not have limitations on strength, dexterity, intelligence or any other stat. Wild Oozes, almost never have the abilities or opportunities to train these skills outside the constant hunt for food. The one common feature amongst all oozes is the insatiable desire to devour creatures, objects, and occasionally magic from any source they can get their pseudopods around.

OOZES

Oozes are not known as the most intelligent of creatures in the material realm, but it seems that whomever created them still imparted basic skills and tactics to these mysterious creatures. All oozes have the innate ability to understand the direction of food, and basic hunting techniques to acquire it.

If an ooze is able to climb walls to drop on prey, or deceive its prey then it does so as it lies in wait for a creature to wander onto it instead of running it down, as humanoids would do. Oozes are little understood as either creations of wizards to clean up their experiments, or as descendants of the great Juiblex from the Abyss. Whatever the case is, Oozes when properly placed or found can be great tools for any spellcaster.

ARCANE OOZE

Created in ancient times, arcane oozes have long since outlived their original purpose and their long-forgotten creators. The bizarre creatures have a strange affinity for arcane magic. Immune to most arcane magic, arcane oozes drain arcane energy from nearby spellcasters. Some speculate that these oozes were created to combat a rival group of arcane spellcasters, but scant evidence backs any such conclusion. Others suggest arcane oozes arose as a natural response to some cataclysmic event caused by arcane magic. Adherents of these later theories claim that one day arcane oozes will drown out all arcane magic in the world.

BABY ARCANE OOZE

Tiny Ooze, Unaligned

Armor Class 7 (10+dex)

Hit Points 6 (1d4+con)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	14 (+2)	2 (-4)	6 (-2)	2 (-4)

Damage Immunities Acid, Lightning, Slashing

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages None

Challenge 1/4 (25 XP)

Magic Resistance. The Arcane Jelly has advantage on saving throws against spells and other magical effects.

Spell Siphon. An arcane ooze exerts a strange pull on arcane energy. Any time a spellcaster begins their turn within 60 feet of an arcane ooze, they must make a DC 12 Wisdom save or lose a spell slot equal to half the Arcane Ooze's level (rounded down, minimum 1). For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 × the level of the spell slot. These temporary hit points are lost after 1 hour. This aura does not wrap around, or pass through walls. (Constitution based skill)

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) acid damage.





BABY BLACK PUDDING

Tiny Ooze, Unaligned

Armor Class 7 (10+dex)

Hit Points 6 (1d4+con)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities Acid, Lightning, Slashing

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages None

Challenge 1/8 (25 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 3 (1d6) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

BABY GELATINOUS CUBE

Tiny Ooze, Unaligned

Armor Class 6 (10+dex)

Hit Points 7 (1d4+con)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	3 (-4)	17 (+3)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft., Passive Perception 8

Languages none

Challenge 0 (10 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw (Once the Ooze is large enough to fully engulf a creature).

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 11 Strength check, and the creature making the attempt takes 10 (1d6) acid damage (equal to pseudopods acid damage).

The cube can hold only one creature its size or up to four smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter its size or smaller creatures' spaces.

Whenever the cube enters a creature's space, the creature must make a DC 11 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 3 (1d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 6 (2d6, double its pseudopod damage) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 11 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

YOUNG GRAY OOZE

Tiny Ooze, Unaligned

Armor Class 8 (10+dex)

Hit Points 7 (1d4+con)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	6 (-2)	15 (+2)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances Acid, Cold, Fire

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius),

Passive Perception 8

Languages --

Challenge 1/8 (25 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Pseudopod. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4 + 0) bludgeoning damage plus 3 (1d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.



YOUNG OCHRE JELLY

Tiny Ooze, Unaligned

Armor Class 8 (10+dex)

Hit Points 5 (1d4+con)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	12 (+1)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances Acid

Damage Immunities Lightning, Slashing

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius),

Passive Perception 8

Languages None

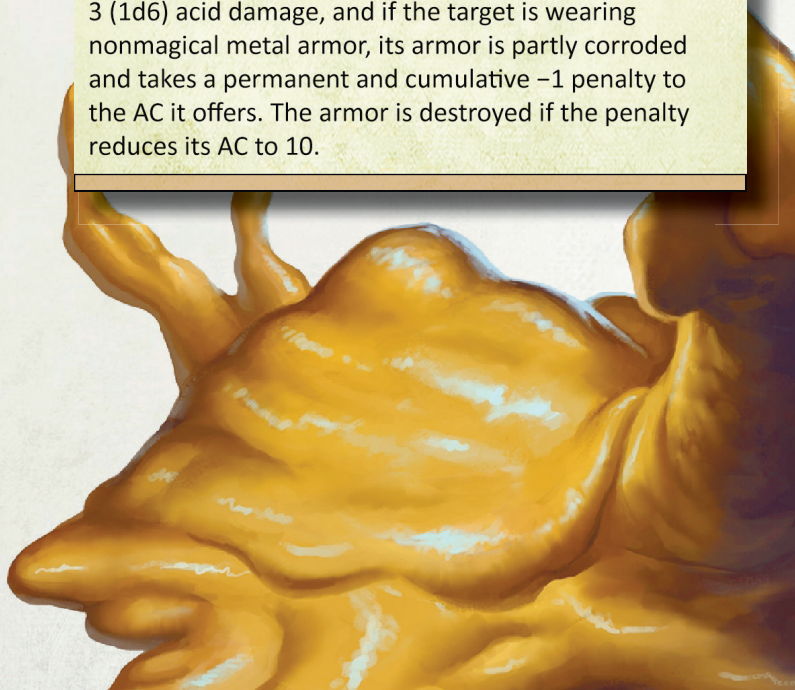
Challenge 1/8 (25 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) acid damage.



MAGICAL ITEMS

BEHOLDER MAGICAL ITEMS

These magical items come from the secret and allusive society of Beholders. These magical items are common place to these creatures, but away from their home plane, these magical items have become highly prized by any beholder.

LENS OF RAY CHAINING

Very rare, wondrous item

This small lens can be affixed over a beholder's eyestalk and held in place by suction and the creature's eyelid. An eye ray shot from an eye wearing a lens of ray chaining is enhanced so that it jumps from the initial target to a second target within range of the user's actual location. If the ray misses its initial target, it does not jump to a new target. A spellcaster can use a lens of ray chaining as an additional focus component to chain a ray spell as long as he holds the lens in one hand. A lens of ray chaining shatters into ruin after it is used nine times.

LENS OF RAY DOUBLING

Very rare, wondrous item

This magic lens functions by splitting any ray shot through it into two rays. The user can direct the rays at the same target (affecting it twice) or at two different targets, as long as the two targets are no more than 30 feet apart.

LENS OF RAY EXTENDING

Uncommon, wondrous item

This magic lens doubles the range of any ray shot through it.



LENS OF RAY WIDENING

Very rare, Wondrous item

This magic lens widens any ray shot through it into a cone-shaped effect. The user no longer rolls to hit a target with the ray. Instead, any creatures caught in the cone-shaped area must make a DC 15 Dexterity save to avoid the effect of the ray entirely. Each target in the area that fails to save takes half damage from the eye ray attack.

GHOST MAGICAL ITEMS

CLEANSING TAG

Common magic item

This small spell tag, roughly the size of your palm, has magical runes and religious symbols etched into the wood of this small talisman. This item has one charge, when you expend the charge in this device it emits a noxious, painful aura in a 60 foot radius for 10 minutes. Any creature on the ethereal plane or partially in the plane must make a DC 15 Constitution saving throw or be repelled 60 ft. from the Cleansing Tag; on a success the ethereal creature must repeat this save every minute they are in the area of affect.

GHOST CONTAINMENT DEVICE

Rare, Wondrous item

This device looks like a small golden doorway and hurth. When you are in the presence of a ghost or ethereal being, as an action you can pull the pin on this device which will open the small golden doors forcing any ghosts or ethereal beings to make a DC 15 Wisdom Saving throw, on a failure the ghost is pulled into the device and cannot be released until someone pulls the pin to reopen the golden doors; on a success, the ghost resists the urge to enter the golden box.

When you use this device, you will see nothing as the magic that creates this device works on the ethereal plane. If you are on the ethereal plane this box appears like a never ending hole that compels you to jump down its vastness to find out what is on the other side.

ETHEREAL BLADES

These weapons are sacrificed to the ethereal plane through arcane traditions that quickly decay and rust the weapons being sacrificed to the plane. These weapons maintain their appearance and abilities; however, if these weapons deal any elemental damage this process changes the weapons damage output to necrotic. These weapons once sacrificed cannot be used by creatures on the material plane. A creature on the material plane can see one of these weapons, but it will appear as a dense shadow or illusionary weapon.

Dancing Shadow Blade

Only attunable by ghosts or ethereal creatures.

You can use a bonus action to toss this magic sword into the air and speak the command word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and ability score modifier to damage rolls.

While the sword hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the sword to attack one creature within 5 feet of it.

After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

POSITOXIN

This is a special toxin infused with positive energy. When this vial breaks it bursts into a plume of smoke in a 10 ft. radius. This plume of smoke persists for 5 rounds or if a moderate strength wind of 10 mph. This Positoxin effects only undead creatures, Undead creatures need to make a DC 13 constitution saving throw on a failure the undead creature suffers 2d4 poison damage and suffers from the poisoned condition; on a success, the undead creature only takes half damage. An un-

dead creature must make this saving throw again if they end their turn in this plume of Positoxin.

Positoxin was crafted by alchemists who were plagued by ghosts, or other undead creatures and desired a remedy to deter these negative energy creatures without the aid of clerics or spellcasters who where just as likely to raise the dead as they where to turn them. Positoxin gets its name from Positive Toxin, these are suspended chemicals that are infused with energy from the positive plane, giving this toxin an ability to poison undead creatures when you typically would not. However, this Positoxin is susceptible to remove poison spells and chemicals as its regular toxin counterpart is.

Other Types of Positoxin

Each of these positoxins administer different effects that target undead creatures. If your group is looking to hunt or capture the undead then look here or in the book *Libris Mortis* (3.5) for more information on the undead.

Bloodwine: This thick, crimson positoxin includes garlic in its creation, making it particularly harmful to vampires and other undead with a vulnerability to garlic. Such creatures must make a DC 20 Constitution saving throw and on a failure take 2d4 poison damage and have disadvantage on Constitution saving throws; on a success the creature only takes half damage. Though normally delivered by injury, it can also be consumed by a living creature to deliver it to a vampire or similar blood draining creature via ingestion. A single dose, if consumed by a living creature, remains in the bloodstream for 12 hours. Any undead creature draining blood from a creature that has ingested bloodwine must make a Constitution save as if it had been injured by a weapon bearing the positoxin, though the save DC drops to 11.

Boneshard Paste: This positoxin includes bone fragments in its recipe, giving it a pale color. On contact with an undead creature, the undead creature must succeed a DC 13 Constitution saving throw or their strength is reduced by 1 for 1 min.

Celestial Essence: This viscous golden substance seems almost to shine with an inner radiance. When an undead creature ingests or is injured with this essence coated on a blade the undead creature must make a DC 14 Constitution saving throw and on a failure they have disadvantage on Wisdom (Perception) checks, on a success the creature is unaffected.

Embalming Fire: This bitter-smelling liquid must be poured over a corpse and allowed to soak for at least 1 minute before the corpse is animated as a zombie. Once animated, if the zombie takes even a single point of damage, it bursts into blue flame for 1 minute. This fire does no damage to the zombie, but its attacks during that time deal an additional 1d6 points of fire damage. Spreading embalming fire over a creature's body requires a full-round action. A single flask of the substance is sufficient for a single creature of Medium size or smaller. A Large creature requires two flasks, a Huge creature four flasks, a Gargantuan creature eight flasks, and a Colossal creature sixteen flasks.

Gravedust: This gray-brown powder derives its name from its resemblance to the grime common to tombs and other long enclosed areas. When thrown at an undead creature they must make a Dexterity saving throw (DC10) and on a failure they are weighed down by the pull of the grave and dexterity score is reduced by 1.

Ghostoil: This clear oil has a slight tint of gray, and strange, wispy forms seem to swirl through it. When applied to a weapon, ghostoil allows it to affect incorporeal creatures normally for the next 2 rounds. Applying ghostoil to a weapon of any size is a full round action. One flask of ghostoil contains enough liquid to coat one weapon of Medium size or smaller. A Large weapon requires two flasks, a Huge creature four flasks, a Gargantuan weapon eight flasks, and a Colossal weapon sixteen flasks

ADDITIONAL CREATURES

In this section I have created additional creatures for your potential companions.

AWAKENED SAPLINGS

An awakened Sapling as a medium sized tree given sentience, these creatures make perfect assistants and companions as they can carry out many tasks and follow you into small areas that a regular tree can not follow.

AWAKENED SHRUB

These creatures, range in size from tiny, small, medium, or occasionally large (A blackberry shrub). Awakened Shrubs make great natural cover and protection from the elements during the cold months.



AWAKENED SAPLING

Medium Plant, Unaligned

Armor Class 12 (Natural armor)

Hit Points 9 (1d8+con)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	8 (-1)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistance piercing

Senses passive perception 10

Languages one language known by its creator

Challenge 0 (10 xp)

False Appearance. While the sapling remains motionless, it is indistinguishable from a small tree.

Actions

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 (1d6 - 2, minimum 1) bludgeoning damage.

AWAKENED SHRUB

Small Plant, Unaligned

Armor Class 9 (none)

Hit Points 6 (1d6+con)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities fire

Damage Resistance piercing

Senses passive perception 10

Languages one language known by its creator

Challenge 0 (10 xp)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.

Actions

Rake. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1, minimum 1) slashing damage.

AWAKENED PINE SAPLING

Medium Plant, Unaligned

Armor Class 12 (Natural armor)

Hit Points 23 (4d8+13)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistance piercing

Senses passive perception 10

Languages one language known by its creator

Challenge 1/4 (50 xp)

False Appearance. While the sapling remains motionless, it is indistinguishable from a small tree.

Actions

Multiattack. Awakened Pine sapling can make two attacks.

Club. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1, minimum 1) bludgeoning damage.



YOUNG WOOD WOAD

Medium Plant, Lawful neutral

Armor Class 18 (Natural armor, shield)

Hit Points 10 (1d8+con)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Skills Athletics +5, Perception +3, Stealth +3

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities charmed, frightened

Senses darkvision 60 ft.

Languages Sylvan

Challenge 1 (200 XP)

Magic Club. In the wood woad's hand, its club is magical and deals 2 (1d4, 1/3rd the wood woads level rounded down) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 1 hit point (equal to level) at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4+3) bludgeoning damage.

WOOD WOAD

Wood Woad are one of the most fierce and protective plant creatures in the Material realm. Some may claim that they are part undead as they are creatures born from the sacrificed bodies of fallen elves, reborn as guardians of the forests or given a sacred task in their new life.

Always Armed

Wood Woads can create magical Clubs and shields from their body.

SAPPY WOOD WOAD

Medium Plant, Lawful neutral

Armor Class 18 (Natural armor, shield)

Hit Points 42 (5d8+20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	8 (-1)

Skills Athletics +6, Perception +4, Stealth +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities charmed, frightened

Senses darkvision 60 ft.

Languages Sylvan

Challenge 2 (450 XP)

Magic Club. In the wood woad's hand, its club is magical and deals 2 (1d4, 1/3rd the wood woads level rounded down) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 1 hit point (equal to level) at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Wood Woad can make two weapon attacks.

Club. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (3d4+3) bludgeoning damage.

DISPLACER BEAST

Resembling a puma with six legs and a set of tentacles sprouting from their shoulders, displacer beasts are avid carnivores that love to hunt. Displacer Beasts were once used as guards in the fey wyld, until their love for hunt forced the fey to replace them with Blink Dogs. This rejection of the Displacer Beasts in favor of Blink Dogs, has lead to a fierce and deadly hatred between Blink Dogs and Displacer Beast.

INNATE ABILITIES

Displacer beasts are born with their Displacement ability, allowing them to bend light and not letting enemy creatures to know their exact location. Cubs with this ability are already skilled hunters when they are born. When a Displacer Beast reaches 7th level, it gains the ability Avoidance, giving it an additional edge over any creature that dares attacks a Displacer beast.

Avoidance.

If the Displacer Beast is subject to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage If it succeeds on its saving throw, and half as much if it fails.

SIZE

It only takes several months for a Displacer Beast to grow to its Adult size, when it increases size its hit dice will increase from d8's to d10, and tentacle attacks will increase from d4's to d6's.



DISPLACER BEAST CUB

Medium Monstrosity, Lawful evil

Armor Class 12 (natural armor, 11+dex)

Hit Points 10 (1d8+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Senses Darkvision 60 ft., passive perception 11

Languages none

Challenge 1/8 (25 xp)

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

Actions

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

DISPLACER BEAST

Large Monstrosity, Lawful evil

Armor Class 12 (natural armor, 11+dex)

Hit Points 42 (4d10+22)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	13 (+1)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Senses Darkvision 60 ft., passive perception 11

Languages none

Challenge 2 (450 xp)

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

Actions

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) piercing damage.

MIMICS

Mimics are pseudopod creatures that in their natural form are a mass of brown amorphous substance with pigment spots all over their body they use to change the texture, shape and color of their form. Mimics come in various sizes and abilities, these monstrosities will find a hunting ground with food that strikes their fancy and stay there until they lose interest in the flavor of their hunt or they run out of food.

Mimics are not known to by particularly fast creatures, so they use their shape changing abilities to hide in plain sight and wait for the opportune time to strike their prey. Along with their ability to change shape, a mimic has the ability to secrete a thick sticky mucus to trap creatures to their form and pummel, or crush them to death before devouring them.

Many mimics will seek out treasures locations where their desired prey like to frequent (piles of Gold, Wine cellars, caves, etc.).

COMMON MIMIC

The common mimic is a medium sized creature that many wayward adventurers have come across or died from in their travels. These mimics are not known for being highly intelligent or communicative. Mimics do have their own language that they speak to one another; Mimics are will hunt in groups and form small pods of fellow mimics to trap and ensure their prey, where there is one mimic there is bound to be another one nearby.

TINY MEMIC

A Tiny Mimic ranges in size from small to medium. Since these mimics are smaller in size, they tend to have a higher intelligence than their common counterparts. If you are lucky enough to run across one of these mimics, they tend to be more naive and inquisitive and will trade information for food. Tiny mimics, being able to hide in a larger variety of places unnoticed, have typically learned how to at least speak one language.

METAL MIMICS

Similar to the common mimic in size and abilities. Metal mimics are more durable and can mimic metallic surfaces, seen typically in their disguises and pseudopod attacks, that now can deal slashing or piercing damage as they mimic picks, axes, or even short swords. Metal mimics tend to be slightly more intelligent than the Common mimic and equally more ferocious.

TINY METAL MIMICS

One of the most rare forms of mimics, these tiny to small creatures are the most hungry and ferocious of the mimics. Opposite to the common tiny mimic, these Tiny metal mimics are less intelligent than the common mimic. They still maintain their ability to turn into metal substances (knives, forks, candlesticks, etc.) but will attack anything when they are hungry.



MIMIC

Medium Monstrosity, Neutral

Armor Class 11 (Natural armor 11+ dex)

Hit Points 10 (1d8+con)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	5 (-2)	13 (+1)	8 (-1)

Skills Stealth +2

Damage Immunities acid

Condition Immunities prone,

Senses darkvision 60ft., passive Perception 11

Languages None

Challenge 1/2 (50 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 12). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) acid damage.

Book Mimics:

There are tales of mimics as small as books, that will envelope the entire book inside their bodies, and lay in wait for a wizard or other avid reader to come by. Their typical attack method is to latch onto their opponents face until their prey falls unconscious.

SMALL MIMIC

Small Monstrosity, Neutral

Armor Class 11 (Natural armor 11+ dex)

Hit Points 8 (1d6+con)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	10 (-0)	13 (+1)	9 (-1)

Skills Stealth +3

Damage Immunities acid

Condition Immunities prone,

Senses darkvision 60ft., passive Perception 11

Languages Any one language

Challenge 1/8 (25 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A medium or smaller creature adhered to the mimic is also grappled by it (escape DC 10). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage plus 2 (1d6) acid damage.

Some Mimics have learned how to portray artistic paintings and other crafted works of art. These Mimics tend to be passed around the art world from one missing art seller to another.

Some of the most cunning of metal mimics will disguise themselves as suits of armor. Finding their way into private collections and into the homes of the rich and powerful were servants and small animals can go missing with little care.

METAL MIMIC

Medium Monstrosity, Neutral

Armor Class 12 (Natural armor 12+ dex)

Hit Points 10 (1d8+con)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	9 (-1)	13 (+1)	10 (+0)

Skills Stealth +2

Damage Immunities acid

Condition Immunities prone,

Senses darkvision 60ft., passive Perception 11

Languages any one language

Challenge 1/2 (50 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning, piercing or slashing damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

SMALL METAL MIMIC

Small Monstrosity, Neutral

Armor Class 13 (Natural armor 12+ dex)

Hit Points 8 (1d6+con)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	4 (-3)	13 (+1)	9 (-1)

Skills Stealth +3

Damage Immunities acid

Condition Immunities prone,

Senses darkvision 60 ft., passive Perception 11

Languages Any one language

Challenge 1/8 (25 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A medium or smaller creature adhered to the mimic is also grappled by it (escape DC 11). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

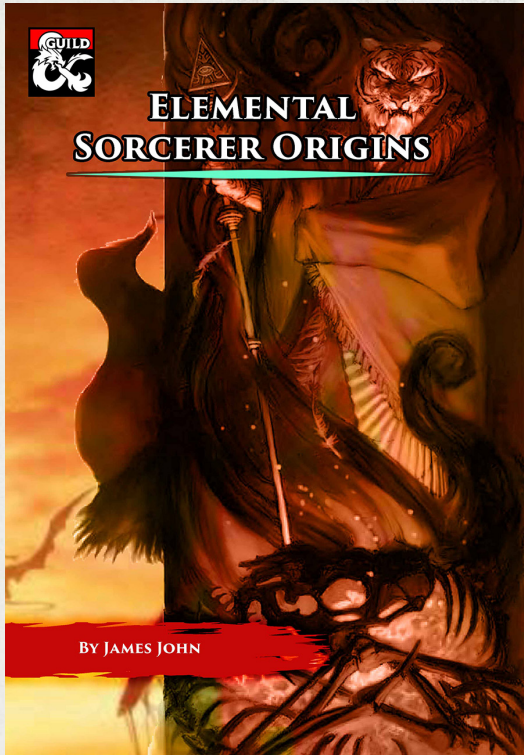
Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning, piercing, or slashing damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage plus 2 (1d6) acid damage.

Coin Mimics:

There are such small mimics, typically the youngest of metal mimics, that will disguise themselves as gold or silver coins in the road, waiting for a humanoid to come by and pick them up. If the mimic is hungry enough they may bite and cause the humanoid to lose a finger.

If You have enjoyed this title, then check out a few of my other works on DMsGuild:



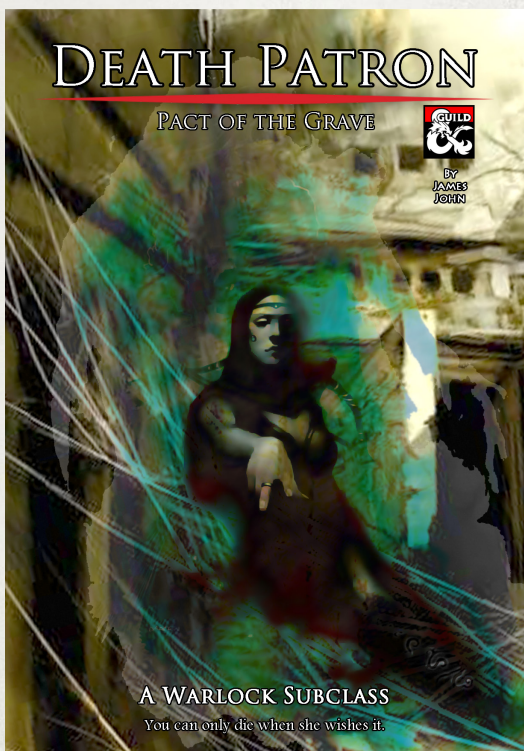
Elemental Sorcerers

Sorcerers born of the storm are not the only elemental creatures in the material realm. Check out this text if you are looking for a Pyromancer, Geomancer or other elemental sorcerer.



Dragoon

Masters of mobility on the battlefield, this is a fighter archetype for those of you who would love to jump and fight your way through lines of enemies.



Death Patron

If you would like to expand your abilities to train an undead familiar in your service, then check out this warlock subclass.