

WARLOCK

THE OOZE

You have made a pact with a powerful ooze, gaining the ability to summon and control the primordial essence of slime and ooze. As you gain power, you become more like your patron, your body taking on slimy and gelatinous features.

EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>grease</i> , <i>summon ooze</i> ^K
2nd	<i>acid arrow</i> , <i>alter self</i>
3rd	<i>erode</i> ^K , <i>protection from energy</i>
4th	<i>black tentacles</i> , <i>freedom of movement</i>
5th	<i>acid rain</i> ^K , <i>contagion</i>

ADAPTIVE ABSORPTION

Starting at 1st level when you make the pact, as a reaction to taking damage you can manipulate your body gaining resistance to the damage type of the attack until the start of your next turn. If the trigger of the reaction is being struck by a melee weapon, you can force the attacker to make a Strength saving throw against your spell save DC. On failure, their weapon becomes stuck, forcing them to either release it, or become grappled by you (their choice). As an action they can repeat the saving throw to retrieve a stuck weapon. You can release stuck weapons at any time (no action required).

You can do this a number of times equal to your proficiency bonus, regaining all uses when you complete a long rest.

FLOWING FORM

At 1st level, as a bonus action you can briefly completely assume a form akin to your patron. Until the start of your next turn, your body and every object you are wearing and carrying becomes elastic and amorphous, allowing you to pass through gaps as narrow as one inch and granting immunity to the grappled and restrained conditions (freeing you if you are currently affected by them).

Once you do this, you cannot do so again until you complete a short or long rest.

CORROSIVE CONDUIT

Starting at 6th level, you can easily channel the melting powers of your patron. You have resistance to acid damage, and when you cast a spell that deals acid, you can add your Charisma modifier to one damage roll of that spell.

ACIDIC ADAPTION

Starting at 10th level, your resistance to acid damage evolves to immunity to acid damage. Additionally, when you use Adaptive Absorption against a melee weapon attack, the triggering attacker takes 3d6 acid damage.

DIVISION ON DEATH

Starting at 14th level, when you would drop to 0 hit points, you can instead explode into drops of ooze (no action required). All creatures of your choice within 10 feet of you must make a Dexterity saving throw, or take 3d6 + your Charisma modifier acid damage, after which you leave behind a number of small acidic blobs equal to your Charisma modifier. Each one has an AC of 8, and 10 hit points, each placed in the closest available space to where to where you were before dividing. The blobs are creatures. They automatically fail all strength and dexterity saving throws, but use your statistics for other saving throws.

At the start of your next turn, all remaining blobs combine to reform your body, granting you hit points equal to their combined hit points. If all of them were destroyed, you reform at 0 hit points.

Once you use this ability, you cannot use it again until you complete a long rest.

INVOCATIONS

The following are additional Eldritch Invocation options for Warlocks of this Pact.

CORROSIVE CONSUMPTION

The Ooze Patron Warlock

You gain the ability to subsist off any organic matter, and cannot become poisoned by things you consume.

MELTING MIMICRY

The Ooze Patron Warlock

You can absorb the corpse of a Medium or smaller creature, erasing all evidence of it. When you do so, you gain advantage on Charisma (Deception) checks to act to mimic that creature, and can perfectly recreate their features when disguising yourself as them with magic (such as *alter self*). At your DM's discretion, you may be able to absorb limited memories or insights into the creature if it was recently deceased (potentially learning its name, minor insights into its final experiences, etc).

PSEUDOPOD WHIP

The Ooze Patron Warlock, Pact of the Blade

You can create a natural weapon taking the form of an acidic whip as your pact weapon. It has the reach and finesse properties, and deals 2d4 acid damage on hit. You can consume a weapon with a bonus to attack and damage rolls, destroying it and granting your acidic whip the bonus to attack and damage rolls of the consumed weapon (this cannot be used on cursed items, artifacts, or sentient items). This weapon counts as a whip for the purposes of weapon interactions (such as feats). At your DM's discretion, it may be able to absorb other properties from absorbed magical weapons.

CREDITS

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