



MYXAPIA (*My-ZAPIA*)

As they squeezed through the small crack beneath the stonework of the Library, Mim's gelatinous body frothed with nervous excitement. The Order had stockpiled more knowledge here than anywhere else across the empire, it was a shame it was door-locked away from the common folk of Languine.

Normally they weren't fond of using their abilities to get into places they weren't supposed to be, But somewhere among these vast halls and word-memories was the knowledge of how to defeat the Litch. If Mim was going to save the home-place, they had to be willing to break rules. And hiding word-memories seemed like a strange rule anyway. Humans seemed to have lots of those.

Their body inside, Mim hurriedly slithered their way across the cobblestone floor towards the door. Their friend-allies would be waiting, and they only had about 60 seconds of opening while the guards changed over...

AWAKENED OOZES

Oozes were some of the earliest inhabitants of the material planes: little more than a mass of cells and digestive fluids, by some accounts they predate even the creations of the gods. However, not all slimes are as rudimentary as one might expect. Through untold millennia of evolution, or perhaps by exposure to some yet unknown magics, there are slimes who have become sentient, even sapient, and who's strange bodies are matched by intelligence stranger still

SENTIENT SLIME-MOLDS

Myxapia are fundamentally unlike other sentient creatures. Where most living creatures might have bodies broken down into complex systems and specialized parts, Myxapia consist of an acellular mass of creeping jellylike protoplasm. Their bodies are unique in that any part of that protoplasm might perform any function at any time. Similar to the way a colony of ants might act as a single massive organism, An Individual Myxapia is more like a mass of amoeboid cells, each with a minute intelligence of it's own.

HIVE-LIKE INTELLIGENCE

The concept of individuality does not exist within Myxapia communities. While a single Myxapia may think and function independently, within the colony, knowledge and information are shared by way of a sort of tactile telepathy. Outside of the colony, Myxapia unerringly refer to themselves in the plural, even if they have adopted a unique name. Some researchers theorize that this is because each individual is itself a type of colony. Others posit that Myxapia still retain some minute connection to their colony, even at a distance.

STRANGE LIFE-CYCLES

Myxapia do not breed in the same way as other races. Instead when an "adult" has reached substantial size, they may choose to divide themselves into multiple smaller individuals. These smaller Myxapia share all the memories and experience of their former self, but lack the same humanoid intelligence, which will instead develop as they grow in size. It is also possible for multiple Myxapia to produce offspring together, first fuzing their bodies into one mass, before splitting again into several smaller Myxapia, which contain the memories and experiences of both parents.

Immature Myxapia are more akin to animals in their intelligence, and primarily seek to feed on organic material so that they can grow. For this reason, Myxapia rarely reproduce outside of a colony, and if they do so, it is usually with the intention of forming a new colony in a carefully chosen location. When substantial nutrients are available, a Myxapia colony can expand from only a few members to upwards of a thousand in a very short time. This said, Myxapia are generally a peaceful folk, and have little interest in forming colonies in places that other sentient creatures call home.

PHYSICAL APPEARANCE

Fully formed Myxapia generally resemble a humanoid made of semi-translucent slime. The color of this slime can vary anywhere between bright greens and blues, to dark greys and even blacks, although it seems to remain consistent among members of the same colony. Because their amorphous bodies have no defining internal structure, Myxapia can alter their physical shape on a whim. Some choose to resemble other humanoids they have met, such as elves or humans, while others prefer a less defined shape. It is not uncommon for Myxapia to Mimic the physical features of someone they are speaking to, leading to an eerie duplicity that many find unsettling. More often than not, Myxapia support themselves on a single flowing stalk, rather than two bipedal limbs, and move slowly across the ground in a similar motion to their more primal brethren.

NAMES

Myxapia lack a concept of individuality, and don't use names among their own kind. However they will commonly derive names from things they are called by outsiders for the sake of being understood among other races.

Myxapia Names: Maixa, Zlimer, Mim, Glogoo, Gelly, Oilzlik, Blop, Jikkly, Zapia



MYXAPIA TRAITS

As an intelligent humanoid ooze, you gain the following characteristics.

Ability Score Increase. Your Constitution score increases by 2

Age. As long as you are able to remain well fed, the individual members of your colony will continue to replace themselves as quickly as they die. You have no maximum life-span, and show no recognizable signs of old age.

Alignment. Myxapia hold no predisposition towards any particular alignment, but can be mistaken for chaotic or even evil, as they fail to understand morality in the same way as other humanoids.

Size. Myxapia large enough to present humanlike intelligence are medium creatures. While it is possible for a colony to grow larger, such colonies generally split into multiple smaller organisms.

Speed. Myxapia do not have the benefit of bones or other skeletal structure to aid in their movement. Your base movement speed is 20ft

Engulf. Your ooze-like body allows you to engulf other creatures even while you continue fighting. You do not require a free hand to attempt to grapple a creature.

Amorphous Body. Your body is malleable, allowing you to squeeze through gaps too small for other living creatures. You can move through a space as narrow as 1 inch wide without squeezing, and are immune to the grappled condition. Equipment that would not fit though this gap is left behind.

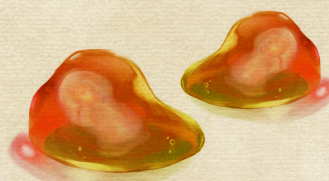
Split. Every cell of your body has an intelligence of its own, allowing you to survive damage that might kill other adventurers by splitting yourself into smaller slimes. As a reaction when you would be reduced to 0 hit points and still have at least one hit dice remaining, you may choose to split yourself into a number of tiny oozes equal to your remaining hit dice. Each of these oozes has a speed of 10ft, and hit points equal to one hit dice + your constitution modifier. These oozes cannot take any action other than a move action. At the end of a long rest, any remaining oozes merge together to reform your body.

Plasmodium. Your gelatinous body is far too soft to support most types of armor, but this plasmodic nature also makes you far more resilient against physical attacks. You cannot wear heavy or medium armor, but are resistant to bludgeoning, piercing, and slashing damage.

Living Liquid. Your slimelike body is prone to evaporation and freezing, and suffers under intense heat or cold. You are vulnerable to fire and cold damage as well as damage caused by spells or effects that drain moisture, and have disadvantage on Attack rolls and ability checks while in Arid or frozen environments.

Tactile Telepathy. Myxapia Are capable of exchanging thoughts and memories on a cellular level. You can telepathically speak to any creature you are touching. They don't need to share a language to be heard.

Languages. You can Speak, Read, and Write Common, and one other language of your choice.



ACIDUS

Acidus Myxapia share one of the most destructive traits of their lesser kin, a protoplasm made up of powerful acids that can quickly dissolve most substances.

Ability Score Increase. Your Constitution score increases by 3 instead of 2.

Acidic Touch. You gain access to the Acid Splash cantrip, and may cast it with a range of touch. Constitution is the ability you use when determining the spell-save DC for this spell.

Caustic Form. When you are damaged by a melee attack, you may use your reaction to deal 1d6 Acid damage to the triggering attacker.

ARCAE

The Arcae have lived for centuries amongst chaotic magical energies, adapting to feed on this arcane energy in place of food. Arcae Myxapia are wise, and often hold a vast breath of knowledge collected passively through the consumption of magic. But their reliance on arcane energies as a food source often leaves them weak and vulnerable when outside their native lands.

Ability Score Increase. Your Wisdom score increases by 1.

Arcane Absorption. As an action on your turn, you may choose one spell or magical effect within 5 ft that was created using an innate spellcasting feature or by expending a spell slot, and attempt to consume a portion of it's magic. Make a wisdom check with a DC equal to 15 + the spell's Level.

On a success, the spell's slot level is reduced by half your proficiency bonus (minimum of 1), and the spell's effects are reduced as if it had been cast using a slot of the new level. If the Spell's current slot level drops below the minimum level spell slot required to cast it, the spell continues to function as if cast at it's lowest level until it's slot level is reduce to 0, At which point the spell ends. A spell's slot level cannot be reduced to less than 0.

You may use this feature a number of times between long rests equal to your proficiency bonus

Beginning at 5th level, you may use this feature as a reaction when you are targeted by a spell or magical effect to attempt to consume the triggering magic.

Arcane Reliance.

You do not regain hit dice upon completing a long rest. However, When you consume spell slot levels using your Arcane Absorption feature, you regain a number of hit dice equal to the number of spell slot levels you consumed.

Alternatively, during a short or long rest, you may touch a willing creature and cause them to expend one spell slot of 1st level or higher; when you do so, you regain a number of hit dice equal to twice the level of the expended spell slot

MIMGUISE

Mimguise are unique among other Myxapia for their ability to alter their form in subtle and intricate ways. Their bodies are capable of changing color, and even density to blend in with the creatures around them.

Ability Score Increase. Your Charisma score increases by 1.

False Appearance. You may cast the spell Alter Self a number of times a day equal to your proficiency bonus. When you do so, you may change the general shape of your body, such as becoming bipedal or quadrupedal.

PSIONAI

Psionai are arguably the most intelligent of all Myxapia, having developed psionic abilities beyond that of any of their brethren

Ability Score Increase. Your Intelligence score increases by 1.

True Telepathy. You may communicate telepathically with any creature within 60 ft. This replaces your Tactile Telepathy racial feature

Psionic Influence You gain access to the Spell Calm Emotions, and may cast it a number of times between long rests equal to your proficiency bonus. Intelligence is the ability you use when determining the spell-save DC for this spell.

