



MOLLU REDUX

A RACE OF PEACEFUL NATURES AND RATHER STICKY SITUATIONS.

By Christopher Zito



A SLOW AND GENTLE ASCENSION

Within the glades of elven forests, trees fall, decay and become nourishment for other creatures. Often this nourishment is filled with fae magic and have wondrous effects on those who partake of the plant matter. Some live to grow older, some grow stronger, some obtain a sense of newfound wisdom, some even gain a sense of morality. With all of this new perspective on life, a bizarre race of creatures ascended and began to flourish in the woods. Sightings of strange, large, smooth and slimy creatures slithering the woods began to be more common as the ages go by. Creatures that were once seen as pests now rummage through the trees and speak elvish, they begin to adopt concepts of cultivation, farming, agriculture and even magical knowledge from the elves. These creatures are learning and while they seem to be taking in the more jovial and peaceful ways of elvenkind, the elves themselves began to worry if this new being was a threat. One dared to travel into their domain, what at first seemed like a wizard's experiments gone horribly wrong, was transformed into a warm yet slimy embrace, kind soft spoken words, and an offer of food, drink and peaceful slumber under a starlit sky for no material cost or ill intent. The elf returned home and told his people of a gentle and peaceful race of intelligent slug folk who deem themselves as beings called the Mollu.

HOME IS WHERE THE HEART LIVES

Mollu live in peaceful harmony with nature creating small townships in hidden locations, tucked away from most other civilizations, though they do not actively hide themselves away from the outside world should one from it enter their villages. The Mollu are very communal, often sharing what they own and craft to see their friends, family and others thrive, though it is not to say they are so peaceful to let themselves be taken over by hostile forces. Mollu are highly capable of defending themselves through the use of their environment, powerful body mass and tactical use their sticky mucus that protrudes off their flesh. With all of this, they can easily subdue a hostile force should they attempt to confront the Mollu in close quarters. Mollu are very slow moving in nature but their intelligence and patience is unparalleled, which lends to their druidic spellweaving and arcane knowledge.

Mollu will spend portions of their lives to the pursuit of magical arts within a Mollu village's "Grand Library", these bouts of devout studying can reach upwards of twenty five to one hundred years at a time. The Mollu open their arms out to other civilizations which often is humans or elves that wander into their homes. Mollu will grant shelter, goods and services for minimal material gain, payment for service is either done with travelers stories, news of the outside world, or anything else one would like to offer. Most objects obtained through trade is seen as luxury gifts, decoration within their homes, or collected in offering to their massive libraries.

The oldest Mollu in the village is known as the Grand Pseudo, who dictates what is best for their fellow Mollu and collect all outside material goods given through trade. Upon collection they will deliberate over if the object will do harm or good for the village, if the material is deemed safe they will share knowledge of the object with their people and display the first of said object in the Grand Library for all to see. If they deem an object dangerous they will keep it hidden from the villagers and lock all knowledge of the object's existence away somewhere within the village.

WHEN ENDLESS PEACE ISN'T ENOUGH

Sometimes Mollu will be enamored with certain knowledge brought into the village, a traveler's tale could be life changing for a young Mollu, or perhaps some knowledge the Grand Pseudo wished to keep locked away has found its way into the hands, ears, or minds of some villagers. Rather than become exiled or held prisoner, these particular Mollu are given the title of "Seeker" by the Grand Pseudo. Seekers are occupations given to Mollu who find their villages too small for them and desire to discover what is beyond their homelands, however in exchange for their freedom to roam inside and out of the village, the Seeker is vowed to show any materials they return with to the Grand Pseudo for deliberation. These Seekers will venture into the world and live the life of an adventurer, bringing back any treasure, knowledge or even allies they've made on their journey to make a worthy collection to their hometown's Grand Library. Seeker Mollu who venture into the world mark their lives every twenty years with an event within that time as a title, for example if a Mollu left home and became a farmer in another city, they will give themselves a title after their name, such as "Jaela of Appleseed" or "Jaela of Plentiful Harvest". However when the Seeker Mollu returns to their hometown, they will refer to their title as their birthplace to prove they have not forgotten the love of their home.

SOFT OF HEART, STRONG OF BODY

Mollu by nature are kind, caring and very easy going, they will do everything in their power to see their companions and friends be well tended to best suit their needs. If one can offer assistance to suit the needs of others, then surely the same act of kindness will be returned in time. Mollu who venture out into the world will encounter strife, hardship and combat, but will always act selflessly for the greater good of others. Mollu will always attempt to subdue their enemy rather than spill unnecessary blood. To do so, they will make use of their mucus, powerful body mass, and other natural abilities to see themselves out of a combative situation with as little casualty as they can. Mollu are often recruited into adventuring parties for their knowledge of druidic or arcane magic, but those who did not offer a portion of their lives to the pursuit of knowledge in their village's Grand Library can use their natural features to be effective fighters and rogues despite their slow paced natures and motor skills.

MOLLU NAMES

Mollu are hermaphroditic in nature and often travel with unisex names, along with a surname that acts more of a title of their occupation, craft, home, or natural surroundings from which they were born from. While Mollu tend to use unisex Common, Sylvan and Elven names, Mollu who travel to other civilizations or leave to become adventurers can gravitate towards a gender specific name should they feel pleased with it. After every 20 years an adventuring Mollu can transform their surname to best fit their current lot in life outside of their homes, however their original surname is always used when addressing to other Mollu.

Mollu Names. Alexis, Ariel, Blake, Breeze, Cleo, Cystenn, Emmyth, Ever, Falael, Harley, Indigo, Jassin, Karter, Keya, Nym, Rowan, Riley, Wren.

MOLLU TRAITS

While lax and inherently slow, Mollu are beings with a big heart and even bigger repertoire of mucus based abilities to remain effective in any adventuring party.

Ability Score Increase. Your Strength score increases by 2.

Age. Mollu take life very slowly and due to their physiology they age slower then most races, they mature at age 16 and can live up to 800 to 1000 years old.

Alignment. Mollu are physically incapable of being Chaotic due to their eased pacing. Their mellow and peaceful natures never warrant them to be Evil. Most Mollu will do their best to be as communal and respectful to their neighbor, friends, family and strangers often having them lean towards Neutral Good. Adventuring Mollu will have the capacity to create a wider moral compass in life, but even so finding an Chaotic or Evil Mollu is unheard of.

Size. Mollu are size Medium, varying from 4'7 - 7 feet tall. A Mollu can stretch themselves out and squish themselves down to be double their normal size. These body contortions do not change the Mollu into a Small or Large creature as the Mollu must always return to its standard size after depression or extension.

Speed. Your base walking speed is 25 feet.

Sticky Mucus. The Mollu create a sticky glue like substance from their bodies that trails behind them but dries away quickly after a few minutes of prolonged exposure to the elements. You can climb any surface at your movement speed with the effects of Spider Climb.

Slime Armor. While wearing no armor your AC is 12 + your Constitution modifier. While wearing armor, when calculating your AC use your Constitution modifier in place of Dexterity.

Soft Flesh. Mollu mucus is thick to soften blows from blunt force trauma thus granting the Mollu resistance to Bludgeoning damage. However acid, alchemic liquids and salts can easily tear away at the slime leaving burns upon a Mollu's body, thus the Mollu are vulnerable to Acid damage.

Amphibious. Your mucus can pocket and filter oxygen while underwater allowing you to breath while submerged.

Languages. Mollu can read, write and speak Sylvan and Common.

Subrace. You must choose one of the following Subraces for your Mollu character; Shield, Cone, Terrestrial, Sea, or Pillow.



SHIELD

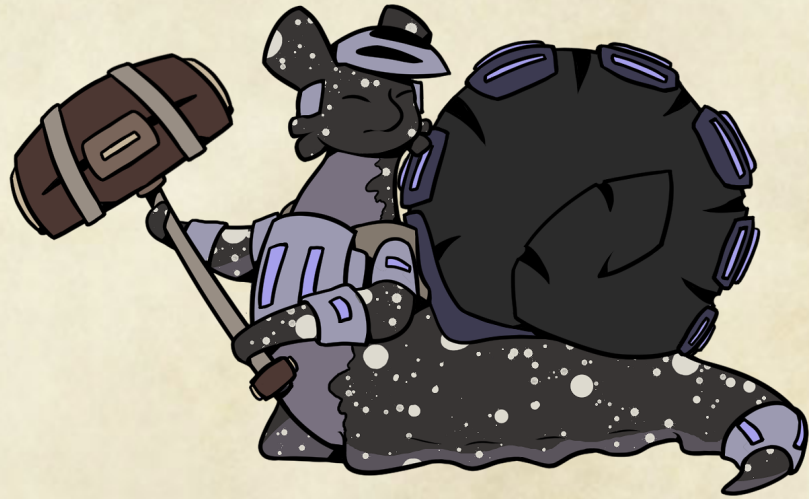
Cavern and mountain dwelling Mollu were said to be born with the earth's body infused upon their flesh, giving them the defense of a dragon's hide. This is purely a romanticised story made by the elves when discovering the Shield Mollu who have been natural gifted with spiral, pointed or round shells covering their backsides. These shells are small scaled plates upon an infant Mollu's back at birth that slowly expand and take a harder form with the Mollu as they grow in age.

Ability Score Increase. Your Constitution score increases by 1.

Impenetrable Shell. Shield Mollu are born with a large shell upon their backs. As a reaction to any melee or ranged attack that would deal damage, you can retreat into your shell taking half the damage you would have recieved rounded down.

Bulwark. Your shell rivals the strength of iron plating, while wearing no armor you calculate your AC by $13 + \text{your Constitution modifier}$.

Defensive Slime. Your body is sturdier to foreign elements unlike the rest of your kind. You are no longer vulnerable to Acid Damage.



CONE

Most Mollu are either herbivores or omnivores, the Cone Mollu is strictly a carnivores that hide in wait within their shells in prime hunting spots. They use their mucus to subdue their targets, inject a venomous paralyzing toxin into the victim using a chitin like harpoon tucked within their bodies and will either return home with their prize to feed their villages or eat their catch whole. While feared by other races as a predatory monster, Cone Mollu will only strike at intelligent races in self defense. There are rare documented events of Cone Mollu devouring other races but this is most likely due to the Cone Mollu undergoing starvation.

Ability Score Increase. Your Constitution score increases by 1.

Poisonous Harpoon. Cone Mollu have chitin harpoons that can sprout from their pseudopod like arms. You have a natural harpoon attack that deals $1d6 \text{ Piercing} + \text{Strength modifier}$ with 10ft Reach. As a bonus action on a successful hit with your harpoon, you inject your target with a numbing toxin, the target must roll a Constitution save vs $8 + \text{proficiency} + \text{your Strength modifier}$. On failure the target is paralyzed for 10 minutes. You may apply numbing toxin to your harpoon again after a long rest.

Cone Shell. You are born with a cone shaped shell that covered a great portion of your body from harm and is often mistaken for the natural elements by prey. While you remain motionless and are lightly obscured by natural foliage you may use the Hide action with advantage.

Powerful Build. Your mass is stockier and heavier than most of other Mollu. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.



TERRESTRIAL

The most common of forest dwelling Mollu often distinguished by their earthy or environmental colors and elongated bodies. Terrestrial Mollu flesh produces mucus much faster than any other species and is considered the strongest in durability. Elves and Humans will sought out this mucus for alchemic, artisan, construction, and magical trading purposes.

Ability Score Increase. Your Dexterity score increases by 1.

Mucus Grapple. Terrestrial Mollu mucus is so adhesive that at it's slightest touch matter sticks to you like glue. You have advantage on grapple checks.

Constrict. Terrestrial Mollu have a natural constrict attack that deals 1d6 Bludgeoning + Strength modifier. If you successfully hit a target with your constrict attack, the target is automatically grappled. You may only constrict one target at a time and your speed is reduce to 0 while constricting a target. Additionally your body can act as a free hand to grab and hold items.

Encase. As a bonus action, if you release the creature from your Constrict attack, it must roll a Strength saving throw vs 8 + proficiency + your Strength modifier. On failure the target is encased in a layer of your mucus and restrained. On the start of the target's next turn it must roll another Strength saving throw, on failure it remains encased in slime.



SEA

Through the years of evolving to thrive in the sea and gliding through the ocean's currents, the Sea Mollu built a strong adaptation for effortlessly maneuvering through water. Their mucus while not as strong as their surface level cousins, does create a poisonous toxin upon their bodies, which they apply upon their weaponry and hunting tools.

Ability Score Increase. Your Dexterity score increases by 1.

Water Glide. When submerged in water you have a swim speed of 60ft. Additionally your skin can camouflaged to the coloration of any body of water you stand within, you can use the Hide action while standing within and while submerged a body of water.

Poison Mucus. Sea Mollu have a natural Poison Sting attack that deals 1d6 Poison damage + Finesse. As a bonus action you can coat your poisonous mucus onto any weapon. On the next successful strike with the mucus covered weapon you deal an extra 1d6 Poison damage, the weapon loses it's mucus coating after a successful hit. You can apply this poison to a weapon again after a short or long rest.

Defensive Slime. Your body is sturdier to forigen elements unlike the rest of your kind. You are no longer vulnerable to Acid Damage.



PILLOW

Pillow Mollu tend to live in higher concentrated woods filled with fae or arcane magics. Not only do their bodies gain the ability to fluctuate with the colors around them, but their personalities are more fae in nature making them more charismatic, friendly and aloof. Grand Pseudo Pillow Mollu are often powerful Wizards or Warlocks and are very eager to share arcane knowledge to all who visit their Grand Libraries. Pillow Mollu's mucus is often sought out by alchemists and chemists as their slime can be used for medical compounds or hallucinogenic drugs.

Ability Score Increase. Your Charisma score increases by 1.

Colorful Nature. The Pillow Mollu are colorful, cheerful, and very visually appealing. They sport leaf like ornaments upon their body and their mucus glistens within light granting them the ability to shift their skin color. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Constrict. Pillow Mollu have a natural constrict attack that deals 1d6 Bludgeoning + Strength. If you successfully hit a target with your constrict attack, the target is automatically grappled. You may only constrict one target at a time and your speed is reduce to 0 while constricting a target. Additionally your body can act as a free hand to grab and hold items.

Euphoric Mucus. As a bonus action, when Pillow Mollu successfully grapples an enemy or hits a target with an unarmed strike, the target must roll a Constitution saving throw vs 8 + proficiency + your Charisma modifier. On failure the mucus enters the target through their wounds or ingestion, the target then falls under the effects of the spell *Charm Person*. Any damage dealt to the target from the Pillow Mollu's constrict attack does not remove the Charmed effect. A Pillow Mollu can use Euphoric Mucus as a bonus action up to 1 + their Charisma modifier times a day, and regain all expended uses after a long rest.

MAYBE JUST ALITTLE MORE...

The effects of a Pillow Mollu's mucus sets off a euphoric hallucination like effect that could lead the effected target into a dark and unhealthy obsession to ingest more. The following is an added variant for *Euphoric Mucus* to explore such a scenario should the DM allow it.

ADDITIONAL EUPHORIC MUCUS EFFECT

At the end of Euphoric Mucus' charm effect, if the target can see the Pillow Mollu who charmed it, the target must roll a Wisdom saving throw vs 8 + proficiency + your Charisma modifier. On failure the target will plea for more mucus to ingest. If the Pillow Mollu agrees, the target will actively allow themselves to fall under the effects of another *Charm Person* spell, if the Pillow Mollu disagrees the target will suffer a point of exhaustion as the target's immune system fends off the mucus' effects from it's body. On success, the target is no longer charmed but is unaware that the Pillow Mollu has charmed it.



NEW SUBRACE

MANTLE ELF

With the introduction of Mollu in the Feywild, elven researchers desired to know more of the race's origins and discovered that there is indeed a point of origin the Mollu were unaware of where their ascension originated from. Elves who travel to the Realm of Ooze are often greeted by the presence of an omnipotent being known as the Great Ozmuhun the Mighty Ooze Wyrms, a massive slug like aberration who's body is said to stretch out to nearly every landmass in it. With time spend in the realm the elves bodies would morph and change to Ozmuhun's will and liking, what returned to the Feywilds were still the elves that entered Ozmuhun's realm, however their flesh was now slimy and soft like that of a Mollu's. Their bodies would now have a large cloak like mantle from their heads down their backs and their arms and legs elongating into pseudopod like limbs. While their souls remain the same but their minds are now filled with the will of Ozmuhun; "Spread thy mucus to herald his approach".

MANTLE ELF TRAITS

Your Mantle Elf character will have the following features.

Ability Score Increase. Your Strength score increases by 1.

Soft Flesh. Your skin is similar to that of a Mollu's, soft and malleable enough to squash and stretch your body at will. You are resistant to Bludgeoning damage but are vulnerable to Acid damage.

Sticky Mucus. You can climb any surface at your movement speed with the effects of Spider Climb.

Mucus Grapple. You have advantage on grapple checks. Additionally, if you successfully hit a target with an unarmed attack, as a bonus action you can attempt to grapple the target.

Mucus Blob. You can concentrate a mound of your mucus and hurl it at a target to subdue their movement or to lay sticky traps. You may cast the spell *Web* without the use of arcane components and without the need for concentration. You may use Mucus Blob again after a short or long rest.



ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

CONSTRUCT

(Prerequisite: Mollu or Mantle Elf Race, Strength 13 or Higher)

Your body can now stretch out to wrap around a target to keep them in place, you have a natural constrict attack that deals 1d6 Bludgeoning + Strength modifier. If you successfully hit a target with your constrict attack, the target is automatically grappled. You may only constrict one target at a time and your speed is reduced to 0 while constricting a target. Additionally your body can act as a free hand to grab and hold items. If your Mollu already possesses a natural Constrict attack, taking this feature increases its damage to 1d8 Bludgeoning + Strength modifier.

EFFORTLESS GRAPPLE

(Prerequisite: Mollu Race or Mantle Elf Race, Strength 13 or Higher)

When a target successfully hits you with a melee attack as a reaction you can force the target to make a Strength saving throw vs 8 + proficiency + your Strength modifier. On failure the target is affixed to your body and is considered restrained, this does not require you to actively grapple the target. At the start of the target's next turn they can roll another Strength saving throw to release themselves from their restraints.

Using this action against a creature larger than your current size category will instantly have you grapple against the target. You may only use Effortless Grapple on one target at a time, you may release the target from your body as a bonus action. A willing creature may allow themselves to be adhered to you, doing so grants your the willing creature to roll against being pushed or pulled off you with advantage. A willing creature can remove themselves from your body at will. You can use Effortless Grapple again after a short or long rest.

ENCASE

(Prerequisite: Mantle Elf Race, Strength 13 or Higher)

As a bonus action, if you release the target from your grapple the target must roll a Strength saving throw vs 8 + proficiency + your Strength modifier. On failure, the target is encased in a layer of your mucus and restrained. On the start of the target's next turn it must roll another Strength saving throw, on failure it remains encased in slime.

POISONOUS HARPOON

(Prerequisite: Mantle Elf Race, Strength 13 or Higher)

You gain the Cone Mollu's chitin harpoons that can sprout from your pseudopod like arms. You have a natural harpoon attack that deals 1d6 Piercing + Strength modifier with 10ft Reach. As a bonus action on a successful hit with your harpoon, you inject your target with a numbing toxin, the target must roll a Constitution save vs 8 + proficiency + your Strength modifier. On failure the target is paralyzed for 10 minutes. You may apply numbing toxin to your harpoon again after a long rest.

REACHING PESUDOPODS

(Prerequisite: Mollu Race or Mantle Elf Race, Constitution 13 or Higher)

Your Pseudopod arms can now stretch out and still retain the capability of grasping objects. You gain 10ft of reach.

MUCUS ARMOR

(Prerequisite: Mollu Race or Mantle Elf Race, Constitution 13 or Higher)

Your mucus can now dampen the effects of any one of any of the following damage types; Fire, Cold, Thunder, Force, Lightning, or Poison. You now resist damage of your chosen element.

OVERWHELMING SIZE

(Prerequisite: Mollu Race or Mantle Elf Race, Constitution 15 or Higher)

A rare genetic or arcane mutation has granted you overwhelming size that can vary your size to be between 8'0 - 16'0 and can shift your weight up to 1000 - 1200 pounds, your Mollu is now considered Large sized creature. As a Large size creature you take up 10ftx10ft of space, you have proficiency in any weapon with the Heavy keyword, you may use Athletic based skill checks against targets up to the Huge size category without taking disadvantage.

FREEFALL

(Prerequisite: Mollu Race or Mantle Elf Race, Constitution 15 or Higher)

Your body has grown use to dampening blows from falling great heights. You now resist falling damage.

MUCUS BLOB

(Prerequisite: Mollu Race, Dexterity 13 or Higher)

You can concentrate a mound of your mucus and hurl it at a target to subdue their movement or to lay sticky traps. You may cast the spell *Web* without the use of arcane components and without the need for concentration. You may use Mucus Blob again after a short or long rest.



EASY SQUEEZEY

(Prerequisite: Mollu Race or Mantle Elf Race, Dexterity 13 or Higher)

You have learned to compress your body into smaller spaces with little issue. You can fit your body into spaces that Small category size creatures can comfortably fit through. Additionally you gain proficiency to Stealth checks, if you are already proficient in Stealth you may add double your proficiency bonus to your rolls.

CAMOUFLAGE

(Prerequisite: Mollu Race or Mantle Elf Race, Wisdom 13 or Higher)

Your mucus can glisten and reflect light, blending your body in with your surroundings. As an action, while standing still and standing within natural, bright, or dim light you can turn invisible. The moment you move from your location, or take an action you drop your invisibility. You may use Camouflage again after a short or long rest.

FEELERS

(Prerequisite: Mollu Race or Mantle Elf Race, Wisdom 13 or Higher)

While your sight is hindered by magical darkness, your feelers can still grant you a small amount of perception. You gain 60ft of Darkvision, additionally while under the effects of magical darkness you can use your feels to gain 30ft of Blindsight. Once your sight returns you lose your ability to use Blindsight.

MUCUS RATIONS

(Prerequisite: Mollu Race or Mantle Elf Race, Wisdom 13 or Higher)

During times of desperation when there is no food or water and your companions need sustenance you can concentrate a portion of your mucus as a dietary supplement until proper nourishment is found. You can make up to 1 + your Constitution modifier in Mucus Rations per long rest, the rations are unpleasantly tasteless and have the texture of chunky jelly. Consuming one Mucus Ration will stave off receiving an Exhaustion point for up to 12 hours after consumption. A Mollu who created the rations cannot benefit from the effects of consuming their own Mucus Ration.

TELEPATHY

(Prerequisite: Mollu Race or Mantle Elf Race, Intelligence 13 or Higher)

By some strange pisonic force within your mucus, you are able to project your voice into another creature's mind. You can communicate to any willing creature you can see within 60ft by projecting your voice into their minds. The creature you are communicating with can only hear your words and is unable to communicate back to you through Telepathy.

EUPHORIC MUCUS

(Prerequisite: Mantle Elf Race, Charisma 13 or Higher)

Your mucus now has the same chemical and arcane makeup as a Pillow Mollu's. As a bonus action, when you successfully grapple an enemy or hits a target with an unarmed strike, the target must roll a Constitution saving throw vs 8 + proficiency + your Charisma modifier. On failure the mucus enters the target through their wounds or ingestion, the target then falls under the effects of the spell Charm Person. Any damage dealt to the target from the Mantle Elf should they have a constrict attack does not remove the Charmed effect. Your Mantle Elf can use Euphoric Mucus as a bonus action up to 1 + their Charisma modifier times a day, and regain all expended uses after a long rest.

KINSHIP

Pillow Mollu are rare in the Material Planes, their mucus is full of fey magic coursing through it that it is perhaps the most potent for use in alchemic and medicinal study. However some have sought this mucus out for more sinister purposes, the creation of a euphoric and highly addictive drug known as Kinship. Smugglers who travel into the Feywild to find Pillow Mollu can net a high bounty if sold to an alchemist or wizard who knows the mucus' worth, even so due to the nature of the Pillow Mollu's naïve understandings with enough charisma and persuasion it's not difficult to fake friendship with a Mollu to bring them back into the Material Plane. As such capturing a Pillow Mollu and smuggling them to the Material Plane is seen as a criminal offense in the Fey Wilds, and is punishable by death in most Seelie Fey Courts.

However there are instances of Pillow Mollu accidentally addicting an off realm visitor addicted to their mucus. One such documented event is by the name of a Namr called "Ills", who traveled into the Fey Wilds while trying to escape the Nine Hells to seek a life in the Material Planes. Ills found a portal within the Hells and despite warnings it did not lead to the Material Plane but through to escape, by happenstance Ills fell a great height and onto the back of a Pillow Mollu becoming stuck to the creature. The Pillow Mollu mistaking the Namr's struggle to escape for affection, restrained the Namr in an embrace unaware their mucus was seeping in to their mouth. In time the mucus that enters Ills' system had taken hold and he entered a euphoric bliss like state and remained in the Mollu's care never to leave the Feywild as the mucus overtook his mind. The Mollu blissfully accepting Ills as their life long companion willingly offering them their mucus upon the Namr's request in kind, Ills found escape from one hell to unknowingly make himself a slave to another.

WHAT IS KINSHIP?

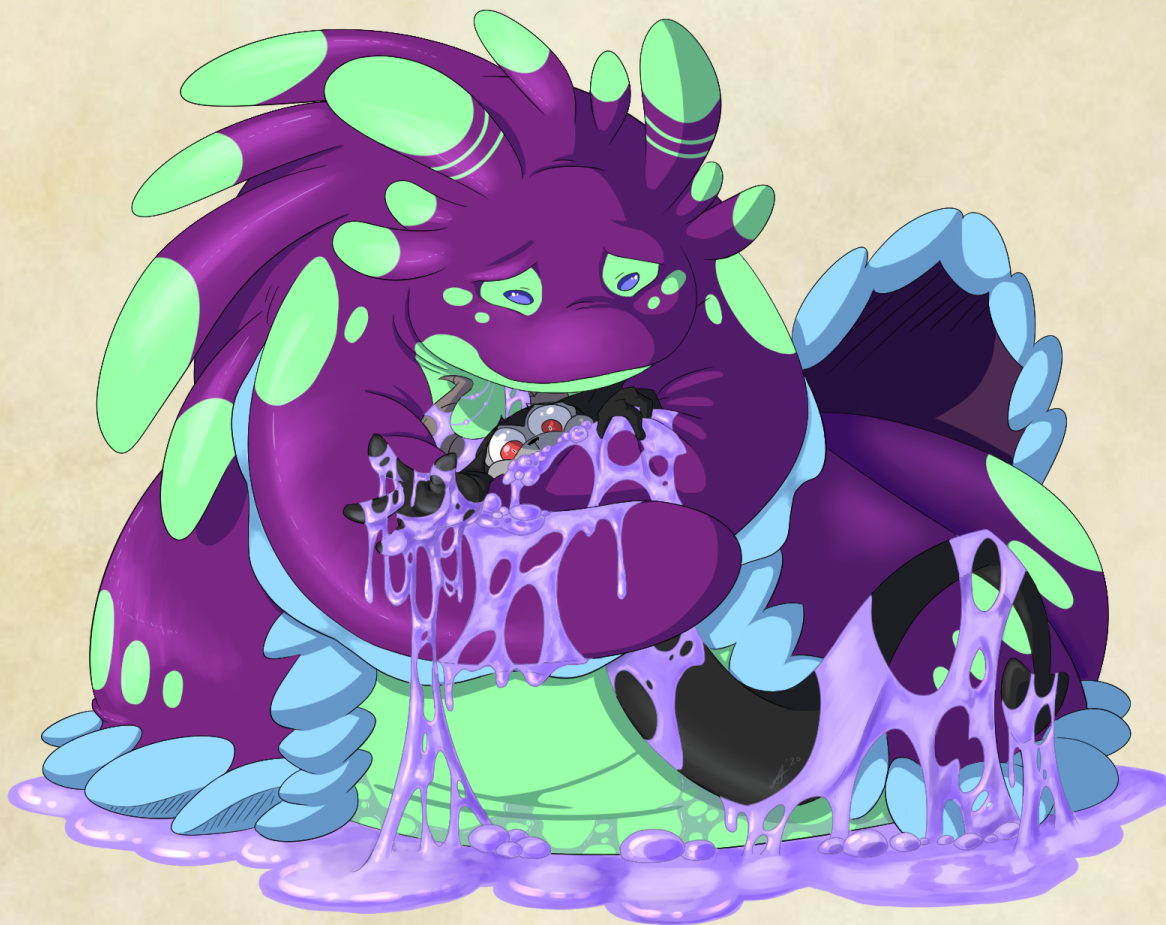
Kinship is concentrated Pillow Mollu mucus combined with acidic chemicals to create a liquid like substance that has the same consistency of yogurt or curdled milk. Depending on the source and quality of the drug's creation it has the appearance of either a commonly used magic potion like Healing Potions, or it changes color from bright to dull, the dull color meaning it is losing its potency. It is either applied to an open wound, or drunk. Adding too much acid can dilute the drug which will simply craft an extra pleasant tasting Healing Potion rather than the proper drug.

HOW TO MAKE KINSHIP

A small dose of Kinship normally only requires a drop or two of acid, three pounds of Pillow Mollu mucus, a mixture of dried herbs used in potions such as Healing Potions, and any sugary substance to give it a pleasant taste. However adding more of the required ingredients will not only increase the longevity of the dose but also create a higher euphoric sensation. Additionally, 1lb of raw Pillow Mollu mucus consumed or applied to an open wound will create the same effects as a dose of Kinship.

KINSHIP'S EFFECTS

Once Kinship enters the bloodstream the mucus is spread throughout the creature's circulatory system slowing their motor functions, as the mucus spreads it then reaches the nervous system and creates hallucinatory visions followed by a massive rise of endorphins giving the user unbridled emotional pleasure, depending on the amount a user of Kinship has taken, they could either never stop feeling happy and at some points never feel physical or emotional pain.



APPERANCE OF A KINSHIP USER

During drug use, the user will either stay in place or remain close to the location they recieved the drug, their saliva will transform into the same thickness and pigment as the drug and their eyes will turn into a bright swirling pattern also taking the same coloration as the drug. Due the drugs effects the user is physically unable to stop smiling even if they are experiencing any other emotion apart from happiness.

OVERDOSING

After the effect of one dose of Kinship are complete, the user will suffer 2 Exhaustion points and must roll a Wisdom saving throw vs a DC of 17. The DC check raises by 1 by each dose taken at once.

On success, the target's body purges the mucus with no visible side effects. On failure, the target will cease all activity to search for a new source of Kinship for 24 hours by any means necessary dispite their exhaustion. During this state they will become aggitated and grow hotile to anything that haults them from gaining a new source. After the 24 hours, the user's body will have purged all mucus from their system, however their eye's will permanently remain the same swirled pattern and color as when they were under Kinship's effects. Another possible side effect is the user often smiles uncontrollably during times of great stress or anxiousness.

While under the effects of Kinship, a user can counteract the exhaustion and saving throw by taking another dose of Kinship, extending it's benefits and side effects for another 12 hours. If a user takes more then 2 doses without undergoing the exhaustion crash period, they will become dependant of Kinship which is also known as being "Married to Mollus". If the target becomes dependant and does not injest Kinship after the drug's effect time, they must roll a death saving throw every 6 hours without injesting Kinship, after three death saving throws they will suffer a massive heart attack and drop dead from exhaustion.

CURING KINSHIP

So long as a user has not taken more than 2 doses of Kinship at a time, Kinship can be cursed via the follow ways; The user could ride out the exhaustion period or can be cured via Greater Restoration.

However if the user has become dependant to Kinship, breaking the user away from the drug in any way other than a *Wish* spell or simply by not feeding their Kinship dependency which can prove fatal, as the mucus has become interwoven into their circulatory system.

IN GAME EFFECTS

One dose of Kinship grants the user the following effects for 12 hours. A dose of Kinship will not have any effect on the Pillow Mollu whom the mucus used to make it comes from, or on any other Pillow Mollu.

POSITIVE EFFECTS

- Advantage on saving throws against all magical effects.
- The user gains half their HP in temporary hit points.
- Considered to have consumed food and water for the day.
- The user has advantage to all Charisma based skill checks.

SIDE EFFECTS

- Disadvantage to all Dexterity based skill checks.
- The user's movement speed is halved.



ALCHEMIC USES FOR MUCUS

Mollu naturally produce a layer of mucus that is used in a variety of different ways such as locomotion, hunting and self defense. However some arcane and alchemic studies have shown that if harvested and refined properly a Mollu's mucus could have untold potential in mundane, medicinal and magical ways.

A Mollu can produce up to 1 + their Constitution modifier lbs of extra mucus a day and must be stored in a glass or metal container, if exposed to air the mucus will dry up and become unusable as an ingredient. A Mollu can comfortably create extra mucus as an ingredient after a long rest, creating extra mucus after expending their comfortable amount of uses will cause one point of exhaustion per extra extraction.

The following list below are items that can be produced with Mollu mucus. Any item crafted that requires a save DC is calculated by 8 + the Mollu's proficiency + their Strength modifier at the time of the item's creation. Any item that requires a Mollu's modifier such as Healing Potions will use the Mollu's Strength modifier for the results. Using any tools or Mollu mucus that not listed for crafting items that requires them must be rolled with disadvantage.

MUNDANE ITEMS

Name	Crafting DC	Tools Needed	Applicable Mollu Mucus	Amount of Mucus Needed
Acid	14	Poisoner's Kit, Alchemist's supplies	Cone, Sea, Pillow	2lb
Adhesive	10	Alchemist's supplies	Any	2lb
Bottle	18	Smith's tools	Any	6lb
Combustion Agent	16	Alchemist's supplies	Pillow	4lb
Grease	10	Alchemist's supplies	Any	1lb
Grog (6 Servings)	11	Alchemist's supplies, Brewer's supplies	Sea	1lb
Perfume	13	Alchemist's supplies	Pillow	2lb
Puddy (1lb)	14	Alchemist's supplies, Mason's tools	Shield, Terrestrial	2lb
Rope (10ft)	16	Alchemist's supplies, Tinkerer's tools	Shield, Terrestrial	3lb
Soap	10	Alchemist's supplies	Cone, Sea, Pillow	2lb



MAGICAL ITEMS

Name	Crafting DC	Tools Needed	Applicable Mollu Mucus	Amount of Mucus Needed
One Dose of Kinship	14	Alchemist's supplies	Pillow	2lb
Philter of Love	20	Alchemist's supplies	Pillow	10lb
Potion of Climbing	14	Alchemist's supplies	Shield, Terrestrial, Pillow	3lb
Potion of Diminution	13	Poisoner's Kit, Alchemist's supplies	Cone, Sea, Pillow	2lb
Potion of Greater Healing	14	Alchemist's supplies	Shield, Pillow	3lb
Potion of Growth	13	Poisoner's Kit, Alchemist's supplies	Any	2lb
Potion of Healing	12	Alchemist's supplies	Shield, Terrestrial, Pillow	2lb
Potion of Hill Giant Strength	16	Alchemist's supplies	Shield, Cone, Terrestrial	6lb
Potion of Invisibility	18	Poisoner's Kit, Alchemist's supplies	Pillow	8lb
Potion of Poison	14	Poisoner's Kit, Alchemist's supplies	Cone, Sea, Pillow	4lb
Potion of Resistance	14	Alchemist's supplies	Any	4lb
Potion of Slipperiness	12	Poisoner's Kit, Alchemist's supplies	Any	2lb
Potion of Water Breathing	14	Alchemist's supplies	Sea, Pillow	4lb

SLIME WARLOCK

NEW SORCERER'S PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. Slime is available to a warlock in addition to the options offered in the Player's Handbook.

SORCEROUS ORIGIN: OZMUHUN THE OOZE WYRM

While Warlocks may favor themselves to give patronage to any powerful being with dominion over slime, there is one being who's very being can compel even the most cleanly cleric's faith to be washed in muck and more by simply gazing upon him. This being is known as Ozmuhun the Ooze Wyrms, a fowl colossal tan slug like being who's body is immeasurable in his own domain as ooze pours from his body so rapidly that some claim the realm he governs no longer has solid earth in which to stand upon. Ozmuhun does not seek dominion, but merely wishes to blanket all in his mire as a means of protection and safety. Despite his methods of conversion to his cause being seen as manipulative by others, he uses his powerful psionic powers on any who gaze upon him to lull all worry and anxiety so that his ooze may caress strangers to become apart of his realm and thus one of his many children.

Ozmuhun will outreach his voice to other realms in dire need of comfort, some who seek his power see him as a merciful being sent to grant ease in a troubling world of monsters and strife. Warlocks who allow his voice to whisper soothing honied words into their minds may often undergo physical alterations such as mucus pouring from their skin or obtaining slug like aspects over time. All who accept Ozmuhun's power are given one simple task, to spread his influence and protection to every plane.

EXPANDED SPELL LIST

The Slime patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. (.) = *This spell's source may be found on Wizard of the Coast's AU.*

SLIME EXPANDED SPELLS

Spell Level	Spells
1st	Entangle, Puppet(.)
2nd	Hold Person, Mind Thrust(.)
3rd	Enthrall, Slow
4th	Hallucinatory Terrain, Sickening Radiance
5th	Contagion, Dominate Person

OOZING SPELL

Starting at 1st level, when you successfully hit a target with any damage dealing spell that is not a cantrip, the target's movement speed is halved and the target has disadvantage to all Dexterity based skill checks until the end of your next turn.

SLIME WHISPERER

Also starting at 1st level, you can telepathically communicate with any slime based creature you can see within 60ft such as oozes, puddings, slimes, etc. You may only establish one telepathic communication with one slime creature at a time, if the slime's CR is lower than your Warlock level it will instantly see you as a friendly creature and will follow any simple command you give it.

Almost all slime creatures are simple in nature and may only respond in one word answers, they respond favorably to being fed and may establish companionship with a Slime Warlock so long as there is a stable food source. Over time the slime may even aid the Warlock in combat and find the Warlock and their allies as companions rather than food. How long it takes for the Slime to feel this way to the Slime Warlock and their allies is up to the DM.

SPLASH ZONE

Starting at 6th level, if you successfully hit a target with a spell that reduces a target's movement speed, you may spend a bonus action to spread a torrent of heavy sticky ooze in a 20ft square centered on the target. All targets within the area of effect must make a Dexterity saving throw vs $8 + \text{proficiency} + \text{your Charisma modifier}$, on failure the targets are knocked prone and their movement speed is halved until the end of your next turn. You may use Splash Zone again after a short or long rest.

SLIPPERY

Starting at 10th level, you have advantage against all actions that require you to make a Dexterity saving throw. Additionally, if a target attempts to knock you prone you may use your reaction to instantly knock them prone instead.

BLISSFUL MIRE

Starting at 14th level, as an action any creature you see within 60ft that is standing in an area that is considered standing in difficult terrain, grappled, restrained, or is under an effect that reduces their movement speed must make a Wisdom saving throw vs $8 + \text{your proficiency} + \text{your Charisma modifier}$.

On success the target takes half of 10d10 Psychic damage, on failure the target takes 10d10 Psychic damage and is compelled to become slothful. Targets under this effect will actively fall prone and are charmed to allow themselves to be or remain grappled, restrained or remain motionless, while under this effect targets may still attempt to attack on their turn but with disadvantage. The charmed target may make another Wisdom saving throw at the end of its turn to shake off their compulsion to be slothful. You may use Blissful Mire again after a long rest.



CREDITS

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[Drewcake](#)

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AND ALL WHO HAVE SUPPORTED
MY WORK ON TEAM FOUR STAR,
THE UNEXPECTABLES,
TWITTER, AND THE KOBOLD DEN
DISCORD.

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