

The Host Class



**A 5e Class Based on Fusion
with a Monster**



By Kyle Wagner-Totty

TABLE OF CONTENTS

THE HOST	3
HOST LEVEL CHART	4
THE OOZE	7
THE DEMON	8
THE UNDEAD	9
THE FEY	10
THE ABERRATION	11
THE CONSTRUCT	12
MUTLICCLASSING INTO A HOST	13
WORLDBUILDING NOTES	13
FUSION CREATURES	13
BAT-CAT	14
GRAY MIMIC	15
ABOMINABLE TROLL	16
FAILED HOSTS	17
FAILED OOZE HOST	17
FAILED DEMON HOST	18
FAILED UNDEAD HOST	19
FAILED FEY HOST	20
FAILED ABERRATION HOST	21
FAILED CONSTRUCT HOST	22
CREDITS AND LEGAL	23



Host

The goliath's arm stretches out to unnatural length to strike the thug, surprising both attacker and victim. While he didn't understand how he did it, the sound of the thug's flesh searing from acid snapped him out of his shock.

The woman in rags couldn't help herself; the voice in her head would not stop screaming. She grabbed the dead body and ripped the flesh with her teeth. Rather than disgust, she found relief. *"Good"* the voice echoed, *"Now find another..."*

Retracting in his newly discovered claws, the wood elf looked down at the body of the dire wolf who attacked him. He desperately fought the feeling of enjoyment from taking this creature's life.

Either by choice, accident, or force, another creature has taken residence inside of your body. You have become a Host, a creature capable of calling upon the power of another creature. You draw upon their strength, though having a second body inside of your own comes at a cost.

THE PATRON INSIDE

Through arcane methods, another creature has come to live inside of and feed off your physical body, causing you to become a Host to the creature. This can come about a number of ways; the creature forming a special pact with you, being tricked into accepting the creature into your body, or most commonly, you becoming an arcane experiment. Many mad mages want to create powerful minions, the perfect mix of intelligence, obedience, and power. Sometimes these experiments go wrong, and you keep a vast amount of control over your body.

Hosts typically do what they must in order to survive. They have learned to protect themselves with shields and medium armor and have some skill with simple weapons. However, they have come to rely on calling upon their symbiotic creature for additional protection when needed. The type of creature that is occupying the host typically influences the means of defense that the host will take, one that is mutually beneficial.

THE HOST

Level	Proficiency Bonus	Features	Maximum Endurance Points	Symbiotic Creature Attack
1st	+2	Symbiotic Creature, Endurance	2 + your Constitution modifier	First Form
2nd	+2	Abomination's Challenge, Unnatural Perseverance	2 + your Constitution modifier	First Form
3rd	+2	Symbiotic Creature feature	3 + your Constitution modifier	First Form
4th	+2	Ability Score Improvement, Second Membrane (+1)	4 + your Constitution modifier	First Form
5th	+3	Extra Attack	4 + your Constitution modifier	Second Form
6th	+3	----	5 + your Constitution modifier	Second Form
7th	+3	Symbiotic Creature feature	6 + your Constitution modifier	Second Form
8th	+3	Ability Score Improvement, Resistant Body	6 + your Constitution modifier	Second Form
9th	+4	Warped Mind	7 + your Constitution modifier	Second Form
10th	+4	Symbiotic Creature feature, , Second Membrane (+2)	8 + your Constitution modifier	Second Form
11th	+4	Expanded Limits	8 + your Constitution modifier	Third Form
12th	+4	Ability Score Improvement	9 + your Constitution modifier	Third Form
13th	+5	Take One for the Team	10 + your Constitution modifier	Third Form
14th	+5	Symbiotic Creature feature	10 + your Constitution modifier	Third Form
15th	+5	Staying Power	11 + your Constitution modifier	Third Form
16th	+5	Ability Score Improvement, , Second Membrane (+3)	12 + your Constitution modifier	Third Form
17th	+6	Give and Take	12 + your Constitution modifier	Fourth Form
18th	+6	Symbiotic Creature feature	13 + your Constitution modifier	Fourth Form
19th	+6	Ability Score Improvement	14 + your Constitution modifier	Fourth Form
20th	+6	Final Form	15 + your Constitution modifier	Fourth Form

ALL WALKS OF LIFE

Because they typically retain their original appearance, hosts can be found almost anywhere within the world. It is only when they call upon their inner monstrosity that the signs of arcane fusion begin to show. There might be some subtle signs, such as extremely pale skin, unnatural features, or mumbling to themselves, but most hosts are keenly aware of what most civilized folks would think of them.

Hosts might go out adventuring for a number of reasons. Some believe there might be a cure somewhere out in the world. Others might want to find a way to fully control this second voice in their head. Others still might want to find a spot to be left alone so they can fully embrace the creature within. Allies might be able to help calm a host's inner demons, sometimes literally, but sometimes adding additional voices to the mix makes things worse. Regardless, bands of adventurers will learn to appreciate your abilities to protect them.

CREATING A HOST

When creating a host character, the most important thing to consider is how your character became a host in the first place. Was this something you chose to do to yourself, or were you tricked or forced into the cursed fusion? This choice will help to determine what course of action your character will want to take. Do they want to continue having this creature inside them, or do they want to remove it as quickly as possible? Finally, since becoming a host can happen to anyone physically strong enough, consider how your previous life affects your future actions now that you are a host. Do you want to return to your previous life, or are you now happy with your newfound powers?

QUICK BUILD

To quickly make a host character, use the following suggestions. First, Constitution should be your highest score, followed by either Strength or Dexterity, based on the type of weapons you want to use. Lastly, the choice of background can be almost anything, though it is recommended you aim for skills that reflect your second highest ability score.

CLASS FEATURES

As a host, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per host level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per host level after 1st.

PROFICIENCIES

Armor: Light armor, medium Armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose three from Acrobatics, Arcana, Athletics, Deception, Insight, Intimidation, Religion, Sleight of Hand, Stealth, or Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any simple melee weapon or (b) any simple ranged weapon and 20 pieces of ammo
- (a) 20 pieces of ammo for a simple ranged weapon or (b) a shield
- (a) leather armor or (b) a chain shirt
- A simple melee weapon and an explorer's pack.

Alternatively, you may start with 4d4 x 10 gold to buy your own equipment.

SYMBIOTIC CREATURE

At 1st level, a creature of your choice has taken residence inside your body: The Ooze, The Demon, The Undead, The Fey, The Aberration, or The Construct, each of which is described in detail at the end of the class description. Your choice of Symbiotic Creature will determine what features you gain at 1st, 3rd, 7th, 10th, 14th, and 18th level.

ENDURANCE

At 1st level, you gain a well of power that is called upon when summoning forth your monstrous abilities. This power comes directly from your body as a host, and is therefore linked to your overall health. Your symbiotic creature's limitations are directly linked to your Constitution, so the more hearty you are, the more power your symbiotic creature can unleash.

Whenever you choose to call upon your powers as a host, you must give up a part of yourself in order to do so. Once you have reached your body's physical limits, you begin to run the risk of exhausting yourself or worse. The limit of your body is represented by Endurance Points. Your total endurance points are determined by the Maximum Endurance Points column of The Host table. When you run out of endurance points, you can continue to use your Symbiotic Creature's features, but you gain a point of exhaustion each time you do so. You regain all lost Endurance Points after completing a long rest.

Additionally, once per day when you take a short rest, you can regain Endurance Points equal to half your host level rounded down. Your total endurance points cannot be more than your Maximum Endurance Points listed on The Host Table.

SPELL CASTING ABILITY

Some Symbiotic Creatures will have the ability to cast spells through the use of Endurance Points. Since the creature is casting the spell through your body, Constitution is your spell casting ability for this. Constitution is also what is used when a save DC is called upon in a spell or feature.

Spell save DC = 8 + your proficiency bonus + your Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

ABOMINATION'S CHALLENGE

Starting at 2nd level, you can act as a force of menace to your foes around you, drawing their attention and protecting your allies. Whenever you hit a creature with your Symbiotic Creature attack, you can use a bonus action to mark that creature for 1 minute. While the marked creature is able to see you, it has disadvantage on attack rolls against creatures other than you. The mark ends early if you are unconscious, the creature loses sight of you, or you attack another creature. You can only have 1 creature marked at a time.

Additionally, whenever the marked creature hits you with an attack or spell, you regain your reaction.

UNNATURAL PERSEVERANCE

At 2nd level, when in danger, your symbiotic creature can surge forward to reduce the blow of an attack, looking to protect its host at the cost of some of your endurance. Whenever a creature you can see deals damage to you, you can use a reaction to spend an endurance point to halve the attack's damage against you.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SECOND MEMBRANE

Beginning at 4th level, your symbiotic creature can be further called upon to protect its host by adding its skin to your own, helping to absorb the shock of blows. As a bonus action, you can increase your AC by +1 for 1 minute. While Second Membrane is active, you also gain advantage on Charisma (Intimidation) checks.

Your Second Membrane ends early if you are knocked unconscious, have not attacked a creature by the end of your turn, or have not been attacked since your last turn. You can also end this feature early as a bonus action.

Your AC bonus when you have the Second Membrane increases to +2 at 10th level, and +3 at 16th level.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RESISTANT BODY

Starting at 8th level, your body has become more adjusted to the arcane fusion. As a result, other foreign bodies have a hard time trying to infect and damage you. You gain advantage on saving throws to resist being poisoned and diseased.

WARPED MIND

At 9th level, the arcane fusion between you and your creature has gotten even better, allowing you to call upon the mind of your inner creature to protect your own and recall information. As a reaction when you are targeted by a spell or effect that requires an Intelligence or Wisdom saving throw, you can expend 2 endurance points and gain advantage on that saving throw.

Additionally, you can also gain advantage on Intelligence or Wisdom checks related to recalling information about creatures who are of your Symbiotic Creature's type.

EXPANDED LIMITS

At 11th level, you have learned to dig even deeper into your well of strength in order to draw out more of your symbiotic creature's power. At any time, you can expend any number of hit die and regain 1 endurance point for every 2 expended hit die.

TAKE ONE FOR THE TEAM

When you reach 13th level, your ability to command or communicate with your symbiotic creature allows you to extend it out to protect your allies in danger. Whenever an allied creature within 5 feet of you takes damage, you can use a reaction and use Unnatural Perseverance on them, reducing the damage by half.

STAYING POWER

Beginning at 15th level, your symbiotic creature will go to extra lengths in order to make sure that its host remains alive. The effects of your Second Membrane only ends after 1 minute passes or you use a bonus action to end it early.

GIVE AND TAKE

Beginning at 17th level, you can dig even deeper into your reserves of your body in order to further push your symbiotic creature to defend. Once per round whenever you use your Unnatural Perseverance, you can choose to expend up to 3 hit die and reduce the damage by the result of the hit die.

FINAL FORM

At 20th level, your body has formed a perfect union between you and symbiotic creature, and can shift between the two with ease. Whenever you roll for initiative and have no remaining endurance points, you regain 5 endurance points.

SYMBIOTIC CREATURES

Your symbiotic creature is a constant presence within both your and mind. Different creatures have different personalities, and will act as a constant source of influence on your character. Some may be annoyed whenever you call upon them, others will enjoy it.

THE OOZE

Perhaps the most common of creatures bound to flesh, oozes are a perfect candidate for arcane fusion. They run mostly on instinct and their malleable nature makes them great for experimentation. When an ooze occupies your body, you will feel it constantly moving around inside of you. It might not be fully aware of where it is. The ooze will communicate with you in a special way; your base instincts are intensified when fused with an ooze, especially hunger. However, the ooze's malleable nature also makes them highly adaptable.

ACIDIC EXPANSION

At 1st level, due to the fusion with the ooze, your flesh and bones have the ability take on slime-like properties. You gain the following benefits:

- You can extend your arms out to grab objects that are up to 10 feet away.
- You count as an ooze-type creature in addition to any other creature type granted by your race.

SYMBIOTIC CREATURE ATTACK

At 1st level, you can summon forth your ooze in order to attack at longer distances with an acidic surprise. You gain the following benefits:

- Whenever you make an unarmed attack, you can turn your unarmed attack into a pseudopod attack with which you are proficient. Strength or Dexterity (your choice) is your modifier for this attack roll. Your attack reach is increased by 5 feet, and you deal 1d4 + your Strength or Dexterity modifier bludgeoning damage plus 1d4 acid damage on hit.

The acid damage increases to 1d6 at Second Form, 1d8 at Third Form, and 1d10 at Fourth Form.

- While wielding a melee weapon, you can stretch your arms out to attack further. Until the end of your turn, your weapon is considered to have reach. If your weapon already has reach, you add an additional 5 feet to the reach of that weapon.

SLIME WEBBING

Beginning at 3rd level, you gain the ability to launch a large glob of slime from your body, helping to keep foes pinned down and away from your allies. As an action, you can expend 2 endurance points to cast *web*. You are immune to the effects of the *web* spell casted by this feature.

Additionally, you gain advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made to escape grapples and bindings.



CORROSIVE FORM

At 7th level, your ooze goes to greater lengths to protect you. You gain the following features:

- Any creature that touches you or hits you with a melee attack while you have your Second Membrane active takes 2 acid damage.
- This increases to 4 acid damage at 12th level, and 6 acid damage at 18th level.
- While your Second Membrane is active, you gain resistance to slashing and acid damage.
- Your Symbiotic Creature Attack is considered magical for the purpose of overcoming resistance and immunity to non-magical attacks.

GELATINOUS CONSTITUTION

Beginning at 10th level, the ooze has fused more evenly throughout your body, granting you more of its power. Whenever you are being targeted by a spell, effect, or attack that would impose the blind, deaf, frightened, or prone conditions, you can expend 1 endurance points to gain advantage on the saving throw.

Additionally, you can become semi-translucent and difficult to spot. You can expend 2 endurance points to cast the *invisibility* spell.

AMORPHOUS

At 14th level, you can adjust your entire body to take on slime-like properties for an extended period of time, though the sight can be slightly disturbing. As an action, you can expend 2 endurance points to take on slime form 1 minute. While in this form, you can now squeeze through a space as narrow as the largest piece of equipment you have. You are also under the effects of the *spider climb* spell. You can end this slime-form early as a bonus action.

OBLEX FORM

Beginning at 18th level, you have nearly perfected your ability to control your ooze, to the point of being able to manipulate ooze copies of yourself. Whenever you use the Second Membrane, you can choose to expend an additional 2 endurance points to take on Oblex-like form. For the duration of the Second Membrane, you can use an action to create a simulacrum (as per the spell) within 5 feet of you. The simulacrum looks like you but is clearly made of ooze, bound to you by slimy tethers on the ground that can extend up to 120 feet away. The tether is immune to damage, but is severed if there is no opening at least 1 inch wide between you and your simulacrum, ending the effect.

The simulacrum has its own hit points equal to half your current total hit points. On your turn, your simulacrum has its own movement, action, and bonus action. Your simulacrum shares your AC, saving throws, ability scores, weapons, and armor. Additionally, you can have an amount of additional creatures marked by Abomination's Challenge equal to the number of simulacrum.

THE DEMON

Demons come in many different sizes, personalities, and levels of intelligence, but they all have one thing in common; the more they kill, the higher their prestige is in the Abyss. Therefore, it is quite possible to make a willing fusion with a demon. So long as they are outside of the Abyss, they are practically immortal, returning to the Abyss upon your death. This means that they can kill in a consequence-free environment for them; a perfect win-win as far as they are concerned. Demons will constantly attempt to get you to sow chaos and death everywhere you go, enhancing your adrenaline when you kill a creature. Demons are killing machines, and bring those traits to those who they are fused with to fulfill their goals.

DEMONIC TRAITS

At 1st level, due to the fusion with the demon, your blood and body take on the traits of that creature. You gain the following benefits:

- You can now read, speak, and write Abyssal
- You count as a fiend-type creature in addition to any other creature type granted by your race.

SYMBIOTIC CREATURE ATTACK

At 1st level, you can call forth demonic claws that can sunder your foes apart. You gain the following benefits:

- Whenever you make an unarmed attack, you can turn your unarmed attack into demonic claws with which you are proficient. Strength or Dexterity (your choice) is your modifier for this attack roll. You deal 1d6 + your Strength or Dexterity modifier slashing damage on hit.

The slashing damage increases to 1d8 at Second Form, 1d10 at Third Form, and 1d12 at Fourth Form.

DARK FURY

Beginning at 3rd level, you take advantage of your demon, pushing them to end the life of any creature who dares harm you. At the end of your turn, you can choose to have all attack rolls against you have advantage until the start of your next turn. On your next turn, your next melee attack gains an additional +1 to the attack roll for each attack made against you since your last turn.

DEMONIC TAMPERING

Beginning at 7th level, the demon within starts to take advantage of your body, messing with your adrenaline and protecting you further. You gain the following features:

- Whenever you successfully hit a creature with a melee attack, your next melee attack against the same creature does additional damage equal to your Constitution modifier. You cannot apply extra damage in this way more than once on your turn.
- While your Second Membrane is active, you gain resistance to fire, cold, and lightning damage.
- You can expend an endurance point to access more of the adrenaline, giving you advantage on Strength (Athletics) or Dexterity (Acrobatics) checks until the end of your turn.
- Your Symbiotic Creature Attack is considered magical for the purpose of overcoming resistance and immunity to non-magical attacks.

ABYSSAL WARP

At 10th level, you summon your demonic powers to make sure foes never get away from your attempts to end their life. Whenever you miss with an opportunity attack, you can expend 2 endurance points to teleport to an unoccupied location you can see within your walking speed. You must end within 5 feet of the creature you missed with your opportunity attack.

CALL UPON THE ABYSS

At 14th level, your blood runs thick enough with demonic ichor that you can call upon more demonic abilities. You gain the following benefits.:

- As a bonus action, you can expend an endurance point to force a creature that see you within 30 feet of you to make a Wisdom saving throw. On a failed save, they are frightened of you for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on itself on a success.
- Whenever you hit with a Symbiotic Creature Attack, you can choose to expend 2 endurance points and deal an additional 2d10 slashing damage. If you use this feature, you are unable to use Unnatural Perseverance until the start of your next turn, and do not gain your AC bonus from your Second Membrane until the start of your next turn.

The slashing damage increases to 3d10 at 19th level.

BALOR FORM

At 18th level, the demon within you has learned to harness the power of a balor. Whenever you use the Second Membrane, you can choose to expend an additional 2 endurance points to take on the form similar to that of a balor. For the duration of the Second Membrane, you gain a fly speed equal to your walking speed due to sprouting large leathery wings. Additionally, at the start of each of your turns, each creature within 5 feet of you takes 1d6 + your Constitution modifier fire damage, and flammable objects within 5 feet that aren't being worn or carried ignite due to an aura of flames around you.



THE UNDEAD

Caught between life and death, the undead come in 3 different types; completely aware, completely obedient, or caught in the past. People who have taken undead into their bodies typically have different goals based on who or what they take in. Regardless of the type, the undead creature will communicate through your mind with memories of their past life mixing with your current one. Undead are typically highly resilient, and draw upon the life force of the living to grant you powers.

FOOT IN THE GRAVE

At 1st level, the mix of death and life inside of you grants new powers. You gain the following benefits:

- You can consume rotten or poisoned food and drink as if it was cooked normally, without being affected by poison, sickness, or disease.
- You count as an undead-type creature (with the exception of healing spells) in addition to any other creature type granted by your race.

SYMBIOTIC CREATURE ATTACK

At 1st level, you can drain strength from your foes to increase your own. You gain the following benefits:

- Whenever you make an unarmed attack, you can turn your unarmed attack into a life draining touch with which you are proficient. Strength or Dexterity (your choice) is your modifier for this attack roll. You deal 1d6 + your Strength or Dexterity modifier necrotic damage on hit, and gain temporary hit points equal to half the amount of necrotic damage dealt until the end of your next turn.

This necrotic damage increases to 1d8 at Second Form, 1d10 at Third Form, and 1d12 at Fourth Form.

DEADLY GRIT

Beginning at 3rd level, your undead physiology granted by your symbiotic creature helps to further protect you against harmful effects, both external and internal. At any time, you can expend 2 endurance points to instantly end being paralyzed, stunned, or poisoned (choose one if under the effects of multiple.)

Additionally, you no longer require air to live and are unaffected by effects based on inhalation such as gasses and spores.

UNHOLY POWER

Beginning at 7th level, your undead creature provides even further powers given by more powerful undead. You gain the following benefits:

- While your Second Membrane is active, you gain resistance to poison and necrotic damage.
- While under the effects of your Second Membrane, you gain advantage on saving throws to resist effects that turn undead.
- Whenever you hit a creature with your Symbiotic Creature Attack, their speed is reduced by 5 feet until the end of their next turn.
- Your Symbiotic Creature Attack is considered magical for the purpose of overcoming resistance and immunity to non-magical attacks.

LIFE-DRAINING CHALLENGE

Beginning at 10th level, your undead abilities are furthered, enhancing your ability to drain life more often. Whenever you lose temporary hit points due to an attack or spell, you can use your reaction to make a Symbiotic Creature Attack against the creature who is under the effects of your Abominations Challenge.

RESERVES OF THE BODY

At 14th level, your powerful link to your undead creature allows you to draw upon your own life force to help empower your symbiotic creature and yourself. Whenever you hit with your Symbiotic Creature Attack, you can choose to expend up to 2 hit die and deal additional necrotic damage equal to result of the hit die.

WRAITH FORM

At 18th level, the perfect link between you and your undead creature allows you to assume the form of a powerful ghost. Whenever you use the Second Membrane, you can choose to expend an additional 2 endurance points to assume the form of similar to that of a wraith. For the duration of the Second Membrane, you become incorporeal, allowing you to move through other creatures and objects as if they were difficult terrain. If you end your turn inside of a creature or object, you take 1d10 force damage. If the feature ends while you are inside of a creature or object, you are ejected to the closest unoccupied space, and take 5d10 force damage. Whenever you use your Symbiotic Creature Attack while in this form, the damaged creature must make a Constitution saving throw. On a failed save, their maximum hit points are reduced by an amount equal to the damage done until they finish a long rest.



THE FEY

Fey creatures are typically very tricky, and range from good natured to cold and merciless. Most fey creatures typically are wildly unhappy to be a Symbiotic Creature for their host, as it is typically some sort of punishment for a crime they have committed, seen as a last resort to spare their own life, or are forced into the arrangement. The fey will want to try and end the arrangement as quickly as possible, wanting their freedom above all else with them alive. Fey hosts will have their emotions heightened based on the type of fey they have fused with; hags and boggles will increase your malice, while pixies and satyrs will increase your curiosity. In return, Fey hosts do boast a large amount of magical abilities from their unhappy companion.

FEYWILD BLOOD

At 1st level, your body gains features similar to that shared by those of the Feywild. You gain the following benefits:

- You can now read, speak, and write Sylvan
- You count as a fey-type creature in addition to any other creature type granted by your race.

SYMBIOTIC CREATURE ATTACK

At 1st level, your link with your symbiotic creature allows you to tap into the Feywild to cast tricky magic. You gain the following benefits:

- Whenever you could make an unarmed attack, you can instead cast a bolt of limited teleportation magic. Choose a creature within 30 feet and make a ranged spell attack against them. On hit, you deal 1d4 + your Constitution modifier force damage, and you can expend an endurance point to teleport to an unoccupied space within 5 feet of the damaged creature.

This force damage increases to 1d6 at Second Form, 1d8 at Second Third, and 1d10 at Fourth Form.

- Whenever you hit a creature with your melee weapon, you can enchant your weapon attack with fey magic. Whenever you hit a creature with a weapon attack, you may treat the weapon attack as a Symbiotic Creature Attack.

HARD TO PIN DOWN

Beginning at 3rd level, you can enhance your teleportation magic to help protect you further. Whenever you teleport when using your Symbiotic Creature Attack, you can choose to expend an additional endurance point to take the Dodge action as a bonus action.

Additionally, you gain advantage on Dexterity (Acrobatics) checks.

FEY ENHANCEMENT

When you reach 7th level, your fey-like ability to move around the battle field and protect yourself and allies has increased. You gain the following features:

- While your Second Membrane is active, You gain a +3 bonus to all saving throws when resisting spells and other magical effects. This increases by +1 at 11th and 17th level
- Whenever you mark a creature with your Abomination's Challenge, the mark now lasts until the end of your next turn. The mark now only ends early if you are unconscious, or the creature loses sight of you. You can only have 1 creature marked at a time.

FEYGRACE ARMOR

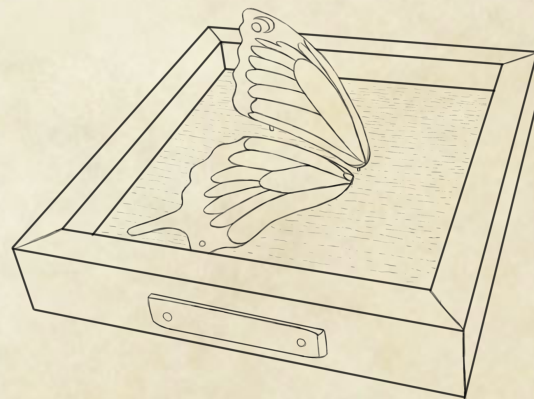
At 10th level, your fey power becomes even more apparent when you call upon your creature to protect you. Whenever your Second Membrane is active, your movement is unaffected by difficult terrain and being underwater imposes no penalties on your movement or attacks.

GRACEFUL SPEED

When you reach 14th level, your ability to react to fleeing foes is boosted by your fey creature's abilities. Once per round whenever you make an opportunity attack against a creature, you can expend 1 endurance point to make another melee attack against them.

ARCHFEY FORM

At 18th level, you and your fey creature can fuse to take on powers of some of the most powerful of fey. Whenever you use the Second Membrane, you can choose to expend an additional 2 endurance points to take on highly fey-like form. For the duration of the Second Membrane, you can use a bonus action to dash. When you dash, you teleport to an unoccupied space that you can see up to a range equal to your movement speed. Finally, whenever you hit with your Symbiotic Creature Attack, you can attempt to teleport the creature to yourself rather than vice versa. The damaged creature must make a Charisma saving throw. On a failed save, they are teleported to an unoccupied space within 5 feet of you, if able.





THE ABERRATION

While hard to generalize as a singular type, aberrations are creatures of strange origins and even stranger minds. Because of the fact that an aberration can range from animalistic to highly intelligent, it is possible to form a willing fusion with one, though their overall goal may be unknown. Mindflayers and aboleths certainly have some sort of secondary goal they are trying to achieve, while chuuls and gibbering mouters most likely experiments with little say. As an aberration host, your mind is heavily affected by influences of the Far Realm. Fighting off madness is a daily struggle as alien thoughts flood your mind. However, for those who can manage to keep their sanity, aberration hosts gain powerful abilities that can control foes on the battlefield.

FAR-REALM INFLUENCE

At 1st level, your body and mind have been altered by your symbiotic creature to the point that is considered alien. You gain the following benefits:

- You can speak and understand Deep Speech.
- You count as an aberration-type creature in addition to any other creature type granted by your race.

SYMBIOTIC CREATURE ATTACK

At 1st level, your body can be warped to take on a strange, lashing, and gnawing form with psychic abilities. You gain the following benefits:

- Whenever you make an unarmed attack, you can turn your unarmed attack into a biting flesh tendril attack with which you are proficient. Strength or Dexterity (your choice) is your modifier for this attack roll. On hit, you deal 1d6 + your Strength or Dexterity modifier piercing damage.

This piercing damage increases to 1d8 at Second Form, 1d10 at Third Form, and 1d12 at Fourth Form.

PSYCHIC DRAIN

When you reach 3rd level, your aberration can react to attacks by psychically draining a foe of their willpower. You gain the following features:

- Whenever an Abomination's Challenged creature makes an attack or casts a spell at creature other than you, they take psychic damage equal to your Constitution modifier.

- Whenever you reduce damage with Unnatural Perseverance, you can cause the attacking creature to suffer disadvantage on their attack rolls until the end of their next turn.

EMPOWERED INFLUENCE

Beginning at 7th level, your aberration gains even further power from the Far Realms. You gain the following feature:

- Whenever you hit with your Symbiotic Creature Attack, you can expend an endurance point to make a grapple as a part of the attack. You must have a free hand in order to use this feature.
- You can expend an endurance point to gain advantage on Strength (Athletics) checks made to climb, hold onto, or lift something due to sticky slime being created by your tendril.
- While your Second Membrane is active, you gain resistance to psychic damage.
- Your Symbiotic Creature Attack is considered magical for the purpose of overcoming resistance and immunity to non-magical attacks.

SCREAMING FLESH

At 10th level, the aberration will react to pain by warping your body to form multiple mouths, screaming in an eldritch language that can damage the minds of those around you. Whenever you take damage while your Second Membrane is active, you can use a reaction to expend 3 endurance points to cast *confusion* at 4th level centered on yourself. You are unaffected by the *confusion* spell.

PSYCHIC BOOST

When you reach 14th level, your ability to control your psychic powers granted by your creature is greatly enhanced. You can have up to 2 creatures marked at a time with Abomination's Challenge. Abomination's Challenge now only ends early if you cannot be seen by the marked creature, or you fall unconscious. If you mark a 3rd creature, the first mark you placed ends.

Additionally, when an Abomination's Challenge marked creature is successful against the saving throw of your Screaming Flesh, you regain an endurance point.

Finally, your mind can no longer be read by other creatures without your permission.

ABOMINATION FORM

At 18th level, you gain the ability to take on a horrifying form similar to an amalgamation of several aberrations. Whenever you use the Second Membrane, you can choose to expend an additional 2 endurance points to take on an abomination form. For the duration of the Second Membrane, you can use an action to cast *dominate monster* on all Abominations Challenge marked creatures without components. The effects of the *dominate monster* spell lasts until they make a successful Wisdom saving throw, the psychic mark ends, or your Second Membrane ends. Additionally, you are considered to be under the effects of the *detect thoughts* spell while in this form.

THE CONSTRUCT

Constructs are creatures created in order to serve a purpose. The vast majority of constructs are designed this way, and thus can be designed specifically for the purpose of being a Symbiotic Creature for their host. Homunculi are typically used for the arcane ritual, being made using the blood of the caster, and are easily accepted back into the body. Your thoughts will become infused with the commands of the construct. They will become difficult to ignore, as constructs will do everything in their power to obey the command or commands given. Construct hosts gain the benefits of being both flesh and material, boasting powerful defensive features at the cost of being slower.

BUILT TO SERVE

At 1st level, you can call up your construct in order to make a flesh-weapon hybrid attack that can adapt to battles. You gain the following benefits:

- Whenever you make an unarmed attack, you can turn your unarmed attack into a construct weapon attack with which you are proficient. Strength is your modifier for this attack roll. On a hit, you deal 1d6 + your Strength modifier slashing, bludgeoning, or piercing damage (your choice).

This damage increases to 1d8 at Second form, 1d10 at Third form, and 1d12 at Fourth Form.

SYMBIOTIC CREATURE ATTACK

At 1st level, your can call up your construct in order to make a flesh-weapon hybrid attack that can adapt to battles. You gain the following benefits:

- Whenever you make an unarmed attack, you can turn your unarmed attack into a construct weapon attack, which you have proficiency with. Strength is your modifier for this attack roll. On hit, you deal 1d6 + your Constitution modifier slashing, bludgeoning, or piercing damage (your choice).

This damage increases to 1d8 damage at Second form, 1d10 damage at Third, and 1d12 damage at Fourth Form.

METAL BODY

When you reach 3rd level, you have learned to harness the constructed nature of your body and can channel more materials to the forefront to protect yourself at the cost of movement. As a bonus action, you can increase your AC by +1, but your speed is reduced by 5 feet. You can use a bonus action to end this effect.

Additionally, you can store a single item that is 5 pounds or less and smaller than your chest inside of your body. You can store and remove this item as a bonus action.

HARDER MATERIALS

Beginning at 7th level, your construct has been strengthened to hit harder and protect you even better, though it can slow you down more.

- Whenever you use your Second Membrane, you can choose to expend an additional endurance point to gain an additional +1 to your AC, at the cost of a 5-foot penalty to your speed for the duration of the Second Membrane.

- While your Second Membrane is active, you gain resistance to poison and psychic damage

- Your Symbiotic Creature Attack is considered magical for the purpose of overcoming resistance and immunity to non-magical attacks.

IMMEDIATE DEFENSE

At 10th level, you have grown accustomed to calling upon your Second Membrane quickly. Whenever you roll for initiative, you can choose to use your Second Membrane immediately at the start of combat.

Additionally when your Second Membrane is active, you can use a reaction to increase your AC by +2. When you use this feature, your speed is reduced to zero and you have disadvantage on Dexterity saving throws until the end of your next turn.

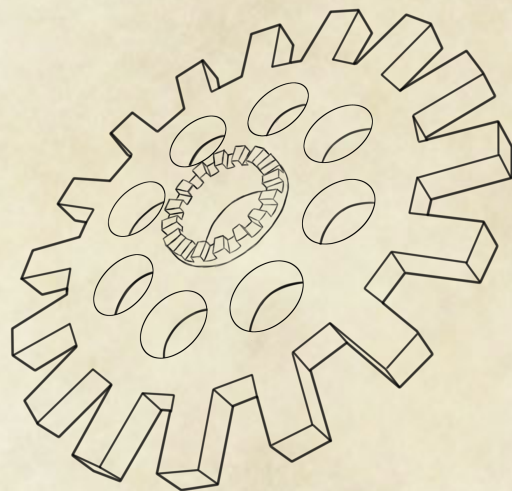
UPGRADED FLESH-WEAPONS

When you reach 14th level, you gain the ability to further improve your construct weapon attacks for the purposes of defense. When you make an opportunity attack, your Symbiotic Creature attacks are considered to have reach.

SHIELD GUARDIAN FORM

At 18th level, you can call upon your construct to assume a form of ultimate protection. Whenever you use the Second Membrane, you can choose to expend an additional 2 endurance points to take on a form similar to that of a shield guardian. Choose an allied creature within sight. For the duration of the Second Membrane, so long as you are within 60 feet of the chosen creature, half of any damage the chosen creature takes is transferred to you. Damage taken from this feature can be reduced by Unnatural Perseverance or Give and Take.

Additionally, a spellcaster can touch you and store a single spell inside of you of 4th level or lower while in this form. The stored spell has no effect while inside of you. On your turn, you can cast the stored spell, using the spell attack and save DC of the original caster. When the spell is cast, a new spell is stored, or the form ends, any previously stored spell is lost.



MUTLICLASSING INTO A HOST

Before choosing to multiclass into a host class, make sure to have a good story reason as to why a monster is now sharing your body and for what purpose. The process of sharing your body is assumed to be extremely painful, and can possibly kill those who become hosts. Power always comes with a cost. Perhaps you have been cursed with the new monster from a deal with a hag? Perhaps you gathered the attention of a weaker demon on the material plane who sees an opportunity for growth? Maybe a wish for more power has gone wrong?

PREREQUISITES AND PROFICIENCIES

In order to multiclass into the host class, you must have a Constitution score of at least 13. A lower Constitution will most likely kill both you and the monster in the arcane fusion ritual. When you multiclass into a host, you gain light armor proficiency, medium armor proficiency, and shield proficiency.

MUTLICLASS LIMITS

Endurance Points. Whenever you multiclass as a host, your focus on bodily endurance is somewhat diminished. Your Endurance Points total is based on the number of levels that you have as a host, rather than your overall level. So for example, if you are a 6th-level barbarian, and take a level as a host, your maximum endurance points is 2 + your Constitution modifier.

Symbiotic Creature Attacks. Your power as a host determines how powerful your Symbiotic Creature Attacks are. Firstly, when you turn your unarmed attack into your Symbiotic Creature attack that is granted at 1st level, it is no longer considered an unarmed attack. This means the Symbiotic Creature attack cannot benefit from Martial Arts granted by the monk class. Secondly, the power of the Symbiotic Creature Attack granted at 1st level's damage is determined what form it is in, not your overall level.

WORLD BUILDING NOTES

When introducing hosts into your world, you are introducing a bit more horror into it. While they are considered rare in general, they are also considered to be a real threat. They are strong, hard to kill, and can blend into most civilized societies. If you are wanting to consider adding hosts into your world, here are a few things you will want to consider:

- There are many classes and spells that can detect hosts due to their shared race and creature types. If a town is having a problem with hosts, there might be a higher presence of mages or priests who have the ability to detect such abominations. However, if the town hires an incompetent or fake mage, it might lead to witch hunts and unfair trials.
- Powerful and evil creatures could very easily benefit from becoming a host to an equally powerful creature. If you have multiple villains who are undead, demons, fey, or aberrations, perhaps they could see a benefit to combining forces, metaphorically and literally, to wipe out the adventures who trouble them.

- The origins of how hosts come about is still a bit of a mystery. Is it a natural phenomenon, or the result of abnormal magic? Can hosts reproduce naturally or do they have been artificially created? There seems to be multiple answers depending on who you ask, and maybe not even a single answer to the question.

- Magical fusion is often assumed to be the cause of hosts. What else has magical fusion resulted in? It's possible that some of the creatures known as monstrosities might be the result of such magic (like owlbears and chimeras). If that is the case, what other horrible fusions of monsters and creatures might exist in the world.

ARCANE FUSION SPELL

Just in case you want to have mechanics tied to the process of magically creating a host, here is the spell for creating them. As a DM, you are more than welcome to come up with alternative ways a host is created. For example, someone drinking an ooze and not dying from the process, or the soul of a demon being trapped in a mortal being. This spell was created to provide an example of the many ways a host can be created, as well as provide examples of how to stop being a host.

ARCANE FUSION (RITUAL)

7th-level transmutation

- **Casting Time:** 1 hour
- **Range:** 30 feet
- **Components:** V, S, M (at least 2 creatures, enchanted chalk, and gemstone dust worth at least 2,500gp per creature, which the spell consumes)
- **Duration:** Permanent

You magically attempt to fuse 2 or more creatures into a single body. One creature is chosen to be the primary, while the other creatures are chosen to be the fused to them. Using the enchanted chalk, draw a magic circle that all creatures stand in. All involved creatures must make a Constitution saving throw. Hostile or unwilling creatures make the save with disadvantage. The save DC is increased by +3 for each additional creature beyond the second.

When all creatures successfully save, the primary creature becomes a new creature, a fusion of the creatures used in the spell (as chosen by the DM), and all other creatures in the ritual disappear. The primary creature immediately suffers from 4th-level exhaustion due to the draining nature of the ritual. Creatures affected by this spell can choose to take levels as a host the next time the creature levels up.

When at least 1 creature fails the save, the primary creature and all other creatures in the ritual suffers 2 points of exhaustion. The save for all creatures is repeated until the spell caster chooses to end the spell, the creatures die, or a result happens. On failed saves, the DM may choose to have the fusion happen, but the results end terribly.

The results of the *arcane fusion* spell can only be undone by a *wish* spell, divine intervention, or transferring the soul of the primary creature into a copy of its original body, such as through a *clone* spell.

FUSION CREATURES AND ABOMINATIONS

With the introduction (or perhaps just explanation) of arcane fusion into the world, many new creatures and monsters are possible now. Here is a few examples of such creatures that can be used to bring your world to life. You can choose to use these creatures if you want, but they are more meant to provide examples of how a DM can use arcane fusion to create new creatures.



BAT-CAT

In an attempt to create a more perfect familiar, these creatures were crafted using arcane arts. Bat-cats typically resemble a cat with shorter snouts, larger ears, and large leathery wings that spring from the front shoulders of the cat. Bat-cats come in a variety of different colors, though tend to lean more toward darker colors than traditional cats. While they were originally created magically, they now exist in the wild, and especially in cities with a large spell-casting population.

VARIANT: BAT-CAT FAMILIAR

As these creatures were originally created for a mix of stealth, flight, and hunting, they are able to be chosen as a familiar with your DM's permission. Bat-cat familiars tend to be somewhat independent like most cats, but more nocturnal like a bat.

BAT-CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +2, Stealth +4

Senses blindsight 30 ft, passive Perception 13

Languages understands common but cannot speak
Challenge 0 (10 XP)

Echolocation. While it can't hear, the bat-cat has no blindsight.

Keen senses The bat-cat has advantage on Wisdom (Perception) checks that rely on hearing and smell

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1 piercing damage

Claws. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1 slashing damage

GRAY MIMIC

Created from a fusion of oozes and mimics, gray mimics were created in order to have a more useful and deadly trap for protecting magical places. While they lose their ability to transform into a wider variety of objects, they gain the acidic and corrosive abilities of slimes. Gray mimics are much less intelligent as a result of the fusion, transforming in more obvious locations than their mimic counter parts. They also tend to be more aggressive once revealed, fighting to the death for their meals of weapons and other metallic objects.

GRAY MIMIC

Medium monstrosity (shapechanger), unaligned

Armor Class 11 (Natural Armor)

Hit Points 60 (9d8 +20)

Speed 15ft., climb 5ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	16 (+3)	3 (-4)	9 (-1)	18 (+4)

Skills Stealth + 4

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 Ft. (Blind Beyond This Radius), passive Perception 9

Challenge 3 (700 XP)

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

Corrode Metal. Any nonmagical weapon made of metal that hits the gray mimic 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 Gray Mimic is destroyed after dealing damage. The Gray Mimic can eat through 2-inch-thick, nonmagical metal in 1 round.

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

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

Limited Shapechanger The gray mimic can use its action to polymorph into any gray colored 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.

Actions

Pseudopod Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) bludgeoning damage plus 3 (1d6) acid damage. If the gray mimic is in object form, the target is subjected to its Adhesive trait. 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

ABOMINABLE TROLL

While it's unknown who or why someone created such a terrible creature, the mix of trolls and yetis do exist. It's believed that abominable trolls came about from a troll that defeated and devoured a yeti and gained its abilities. Abominable trolls have light bluish skin with spotty, long white fur patches, the horns of a yeti, and the absurdly long claws of a troll. Abominable trolls thrive thanks to their new cold environment, avoiding one of their two major weaknesses. They control a massive area of the tundra, ambushing and devouring any warm blooded creature they run across.

ABOMINABLE TROLL

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 137(11d12 + 66)

Speed 40ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (0)	22 (+6)	8 (-1)	10 (0)	8 (-1)

Skills Perception +4, Stealth +4

Damage Immunities cold

Senses darkvision 60ft., passive Perception 14

Languages Giant, Yeti

Challenge 11 (7200 XP)

Fear of Fire. If the abominable troll takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The abominable troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The abominable troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the Abominable Troll's next turn. The abominable troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Snow Camouflage. The abominable troll has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The troll makes one Bite attack and one Claw attack, and then uses its Chilling Gaze.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* 14 (2d6 + 7) slashing damage plus 3 (1d6) cold damage

Bite. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* 10 (1d6 + 7) piercing damage plus 3 (1d6) cold damage.

Chilling Gaze. The abominable troll targets one creature it can see within 30 feet of it. If the target can see the troll, the target must succeed on a DC 17 Constitution saving throw or take 21 (6d6) cold damage and be paralyzed for 1 minute unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this abominable troll's gaze for 1 hour.

Cold Breath (Recharge 6). The abominable troll exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 17 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

FAILED HOST

The ritual to create a Host does not always go as planned. In the event of a failure of the arcane fusion ritual, most of the time the ritual is stopped, or the creatures die. However, there are times that it creates a new creature instead. These creatures are known as failed hosts, a miserable creature that is barely aware of its own existence. They follow basic commands given to them by their creators, but they aren't smart enough to carry out complex tasks. Their appearance varies based on what creature they fuse with, but they are typically a humanoid who cannot control the appearance of their symbiotic creature, so parts of their humanoid form is constantly shifting between their original form and symbiotic creature uncontrollably.

FAILED OOZE HOST

Medium monstrosity, neutral

Armor Class 18 (studded leather with Second Membrane)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	3 (-4)	9 (-1)	9 (-1)

Damage Resistance slashing, acid

Senses passive Perception 11

Languages understands Common, but cannot speak

Challenge 6 (2300 XP)

Abomination's Challenge. Whenever the failed host hit a creature with its Pseudopod, it can use a bonus action to mark that creature for 1 minute. While the marked creature is able to see the failed host, it has disadvantage on attack rolls against creatures other than the Failed Host. The mark ends early if the failed host is unconscious, the Failed host loses sight of the marked creature, or it attacks another creature. The failed host can only have 1 creature marked at a time. Additionally, whenever the marked creature hits the failed host with an attack or spell, it regains its reaction.

Second Membrane. The failed host gains a +2 bonus to their AC in addition to AC granted by their armor.

Symbiotic Creature. For purposes of spell effects, resistances, and vulnerabilities, the failed host counts as a ooze as well as a monstrosity.

Slime Webbing. Once per day, the failed host can cast the spell *web*. The save DC is 16. The failed host is immune to the effects of the *web* spell casted by this feature.

Unnatural Perseverance. Twice per round, the failed host can reduce damage it takes from an attack or spell by half.

Actions

Multiattack. The failed host makes two attacks: one with its Pseudopod, and one with its mace.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 3 (1d6) acid damage.

Mace. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 4) bludgeoning damage

FAILED DEMON HOST

Medium monstrosity, neutral

Armor Class 18 (studded leather with Second Membrane)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	3 (-4)	9 (-1)	9 (-1)

Damage Resistance fire, cold, lightning

Senses passive Perception 11

Languages understands Common and Abyssal, but cannot speak

Challenge 6 (2300 XP)

Abomination's Challenge. Whenever the failed host hit a creature with its Demonic Claws, it can use a bonus action to mark that creature for 1 minute. While the marked creature is able to see the failed host, it has disadvantage on attack rolls against creatures other than the Failed Host. The mark ends early if the failed host is unconscious, the Failed host loses sight of the marked creature, or it attacks another creature. The failed host can only have 1 creature marked at a time. Additionally, whenever the marked creature hits the failed host with an attack or spell, it regains its reaction.

Dark Fury. At the end of its turn, the failed host can choose to force all attack rolls against it to have advantage until the start of its next turn. On its next turn, its next melee attack gains an additional 1d4 to its attack roll for each attack made against it with advantage as a result of using this feature.

Second Membrane. The failed host gains a +2 bonus to their AC in addition to AC granted by their armor.

Symbiotic Creature. For purposes of spell effects, resistances, and vulnerabilities, the failed host counts as a fiend as well as a monstrosity.

Unnatural Perseverance. Twice per round, the failed host can reduce damage it takes from an attack or spell by half.

Actions

Multiattack. The failed host makes two attacks: one with its Demonic Claws, and one with its mace.

Demonic Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage

Mace. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 4) bludgeoning damage

FAILED UNDEAD HOST

Medium monstrosity, neutral

Armor Class 19 (Half plate with Second Membrane)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	3 (-4)	9 (-1)	9 (-1)

Damage Resistance poison, necrotic

Senses passive Perception 9

Languages understands Common, but cannot speak

Challenge 6 (2300 XP)

Abomination's Challenge. Whenever the failed host hits a creature with its Life Drain Touch, it can use a bonus action to mark that creature for 1 minute. While the marked creature is able to see the failed host, it has disadvantage on attack rolls against creatures other than the failed host. The mark ends early if the failed host is unconscious, the failed host loses sight of the marked creature, or it attacks another creature. The failed host can only have 1 creature marked at a time. Additionally, whenever the marked creature hits the failed host with an attack or spell, it regains its reaction.

Deadly Grit. Once per day, the failed host can instantly end being paralyzed, stunned, or poisoned. (Choose one if under the effects of multiple conditions.)

Second Membrane. The failed host gains a +2 bonus to their AC in addition to AC granted by their armor.

Symbiotic Creature. For purposes of spell effects, class features, resistances, and vulnerabilities, the failed host counts as an undead as well as a monstrosity.

Unnatural Perseverance. Twice per round, the failed host can reduce damage it takes from an attack or spell by half.

Actions

Multiattack. The failed host makes two attacks: one with its Life Drain touch and one with its mace.

Life Drain Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d8 + 5) necrotic damage and the failed host gains temporary hit points equal to half the amount of necrotic damage dealt until the end of its next turn.

Mace Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage

FAILED FEY HOST

Medium monstrosity, neutral

Armor Class 18 (studded leather with Second Membrane)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	3 (-4)	9 (-1)	9 (-1)

Senses passive Perception 9

Languages Understands Common and Sylvan, but cannot speak

Challenge 6 (2300 XP)

Abominations Challenge. Whenever the failed host hits a creature with its Teleportation Bolt, it can use a bonus action to mark that creature for 1 minute. While the marked creature is able to see the failed host, it has disadvantage on attack rolls against creatures other than the failed host. The mark ends early if the failed host is unconscious, the failed host loses sight of the marked creature, or it attacks another creature. The failed host can only have 1 creature marked at a time. Additionally, whenever the marked creature hits the failed host with an attack or spell, it regains its reaction.

Hard to Pin Down. Whenever the Failed Host teleports after using its Teleportation Bolt, it can use a bonus action to take a dodge action.

Symbiotic Creature. For purposes of spell effects, resistances, and vulnerabilities, the Failed Host counts as a fey-type creature as well as a monstrosity.

Unnatural Perseverance. Twice per round, the Failed Host can reduce damage it takes from an attack or spell by half.

Second Membrane. The Failed Host gains a +2 bonus to their AC in addition to AC granted by their armor.

Actions

Multiattack. The Failed Host makes 2 attacks: One with its Teleportation Bolt, and one with its mace.

Teleportation Bolt. *Ranged Spell Attack:* +7 to hit, 30 ft., one target. Hit: (1d6 + 5) force damage and The Failed Host can teleport to be in an unoccupied space within 5 feet of the damaged creature.

Mace Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d6 + 4) bludgeoning damage

FAILED ABERRATION HOST

Medium monstrosity, neutral

Armor Class 18 (studded leather with Second Membrane)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	3 (-4)	9 (-1)	9 (-1)

Damage Resistance psychic

Senses passive Perception 9

Languages Understands Common and Deep Speech, but cannot speak

Challenge 6 (2300 XP)

Abominations Challenge. Whenever the failed host hits a creature with its Biting Flesh Tendril, it can use a bonus action to mark that creature for 1 minute. While the marked creature is able to see the failed host, it has disadvantage on attack rolls against creatures other than the failed host. If the marked creature attacks or casts a spell at another creature other than the failed host, the marked creature takes 5 psychic damage. The mark ends early if the failed host is unconscious, the failed host loses sight of the marked creature, or it attacks another creature. The failed host can only have 1 creature marked at a time. Additionally, whenever the marked creature hits the failed host with an attack or spell, it regains its reaction.

Symbiotic Creature. For purposes of spell effects, class features, resistances, and vulnerabilities, the failed host counts as an aberration as well as a monstrosity.

Unnatural Perseverance. Twice per round, the Failed Host can reduce damage it takes from an attack or spell by half.

Second Membrane. The Failed Host gains a +2 bonus to their AC in addition to AC granted by their armor.

Actions

Multiattack. The failed host makes two attacks: one with its Biting Flesh Tendril, and one with its mace.

Biting Flesh Tendril. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Mace *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage

Reactions

Psychic Drain. Once per day, when the failed host takes damage, the failed host can use a reaction to cause the attacking creature to suffer disadvantage on their attack rolls until the end of their next turn.

FAILED CONSTRUCT HOST

Medium monstrosity, neutral

Armor Class 20 (plate with Second Membrane)

Hit Points 58 (6d8 + 30))

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	3 (-4)	9 (-1)	9 (-1)

Senses passive Perception 9

Languages understands Common but cannot speak

Challenge 6 (2300 XP)

Abominations Challenge. Whenever the failed host hits a creature with its Construct Weapon, it can use a bonus action to mark that creature for 1 minute. While the marked creature is able to see the failed host, it has disadvantage on attack rolls against creatures other than the failed Hhst. The mark ends early if the failed host is unconscious, it loses sight of the marked creature, or it attacks another creature. The failed host can only have 1 creature marked at a time. Additionally, whenever the marked creature hits the failed host with an attack or spell, it regains its reaction.

Metal Mind and Body. Once per day, when the failed host is targeted by a spell, effect, or attack that can charm, frighten, paralyze, or petrify it, it gains advantage on the saving throw.

Second Membrane. The Failed Host gains a +2 bonus to their AC in addition to AC granted by their armor.

Symbiotic Creature. For purposes of spell effects, class features, resistances, and vulnerabilities, the failed host counts as a construct as well as a monstrosity.

Unnatural Perseverance. Twice per round, the failed host can reduce damage it takes from an attack or spell by half.

Actions

Multiattack. The failed host makes two attacks: one with its Construct Weapon, and one with its mace.

Construct Weapon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing, bludgeoning, or piercing damage (your choice).

Mace *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage

CREDITS AND LEGAL

Created using The Homebrewery.

Thank you to Voivode Kohoutek (Lee Unangst) of the Dungeonsports Coliseum for allowing me to test the class.

The Host class was created by Kyle Wagner-Totty

Editing was done by Ryan Langr

Cover background done by Dave Zajac

Original art done by Taylor Radcliffe -
<https://TheFeaux.Twitter.com>

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by Kyle Wagner-Totty and published under the Community Content Agreement for Dungeon Masters Guild.

UNLEASH YOUR INNER MONSTER!

The Host is a martial class that is based on a monster sharing your body due to an arcane ritual or other causes. You call upon them for protection and offense, at the cost of being counted as the monster-type that occupies you and a limited resource to call upon them. The Host uses endurance points in order to reduce damage, boost their AC, and use special abilities based on the monster that is occupying their body. Choose from following list of monster types:

- The Ooze- A utility base tank with useful abilities.**
- The Demon- A tank that deals more damage, and leaves itself open for attacks**
- The Undead- A defensive tank that is based around gaining temporary hit points from attacks**
- The Fey- A mobile tank that teleports around the battle field**
- The Aberration- A psychic tank based on control and confusion**
- The Construct- Another defensive tank based on being High AC and low mobility.**