

Oblexborn

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<https://www.dndbeyond.com/races/1417982-oblexborn>



Oblexborn Description

The Oblexborn are a unique and enigmatic race, born from the mysterious and sinister Oblex creatures. They possess a connection to the eldritch energies of the Oblex, granting them strange and powerful abilities. Oblexborn individuals are often shrouded in an aura of mystique and are known for their uncanny presence. Though an Oblexborn is tied to its creator and is bound to its servitude until that Oblexes demise then grants the Oblexborn freedom of will. Although most after their creator's death often then fill its place and continue the process creating the Oblexborn cycle.

Oblexborn originates from a unique and mysterious process involving the Oblex creatures. When an Oblex consumes and assimilates the memories and essence of a humanoid or creature with magical potential, it can create an Oblexborn. The Oblex absorbs the individual's identity, infusing it with its eldritch energies, resulting in a new being with a distinct Oblex-born nature.

The process of Oblexborn creation is not fully understood, as it involves the complex interplay between the Oblex's innate abilities and the magical potential of the consumed creature. It is believed that the Oblex somehow harnesses the essence and memories of its victims, reshaping and reforming them into a new sentient entity.

Once an Oblexborn is created, they emerge as a distinct individual with their own identity and consciousness, connected to the Oblex collective consciousness through a telepathic link. They may retain some memories or echoes of the consumed individual, but they are fundamentally a new entity, shaped by the eldritch energies of the Oblex.

The exact purpose or motive behind the creation of Oblexborn by the Oblex remains a subject of speculation and mystery. Some believe it is a means for the Oblex to expand its influence or extend its reach into the world, while others theorize that it is an unintended byproduct of the Oblex's consumption and assimilation process.

An Oblexborn's true form is that of a 5' to 6' humanoid slime-looking creature who is translucent. Their slime color is different from Oblexborn to Oblex born but attends to display their true alignment with more Chaotic and Evil ones having a Maroon color and more Lawful and Good ones having Sky Blue. Their eyes also are a glowing single color and can be any color.

Oblexborn Traits

An Oblexborn has the following abilities from their Oblex background.

Ability Score Increase

Your Constitution score increases by 2, and your Intelligence score increases by 1. Or you may follow Tasha's ASI Rules where you can increase one ability score by 2 and a different score by 1, or increase three different scores by 1.

Creature Type

Although an Oblexborn takes the form of Humanoids they are truly Oozes.

Age

Oblexborn are born already with full maturity, and they can live for centuries.

Size

Oblexborn's true forms are Medium-sized creatures, and roughly 5 to 6 feet tall.

Speed

The walking speed of an Oblex is 25ft and is slower than most humanoids due to their gelatinous forms being their true nature. They can not gain a swimming speed and swim without special conditions being met due to their gelatinous selves.

Alter Appearance

An Oblexborn has the ability to morph to any size from Small to Large. Although, once the Oblexborn reaches a Large size their true gelatinous self shows. If they want to change their size they can use an action to either grow or shrink in size by a stage.

Their true appearance is that of a slime-like humanoid but they can adopt a Human, Elf, or Dwarf appearance. If the Oblexborn wants to shed their Humanoid disguise to display their true self they can do so as a free action, although it takes an action to change from one humanoid appearance to another.

Amorphous

You can squeeze through a space as narrow as 1 inch wide, provided you are wearing and carrying nothing. You also have advantage on ability checks you make to initiate or escape a grapple.

Darkvision

You can see in dim light within 60 feet of yourself as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Natural Resilience

You have resistance to acid and poison damage, and you have advantage on saving throws against being poisoned.

Memory Consumption

While no longer driven by a need to do so, Oblexborn still maintains their ability to drain the memories from other creatures. When you successfully hit a creature within five feet of you with a melee weapon or spell attack roll on your turn, you can deal an additional 1d4 psychic damage to the creature.

When doing so, the Oblexborn can use their reaction to have the affected creature attempt an Intelligence Saving Throw (DC = 8 + Proficiency Bonus + Intelligence Modifier). On a failed save they subtract 1d4 from all ability checks and attack rolls they make until they take a short or long rest, and you gain knowledge of the creature's surface thoughts at the time of consumption. Questions verbally directed at the target creature naturally shape the course of these thoughts.

If you use this feature on the same creature before the memory drain effect has worn off on them, you gain knowledge of the creature's deeper thoughts and they subtract an additional 1d4 from their ability checks and attack rolls for each time they are drained.

As you grow stronger, the damage dealt and drain inflicted onto creatures you drain memories from increases, becoming 1d6 at 5th level, 1d8 at 9th, 1d10 at 14th, and 1d12 at 18.

You can use this feature a number of times equal to your Proficiency Bonus and regain all expended uses after a short or long rest.

Languages

You can speak, read, and write Common and one other language of your choice.