



QUESTLINE

MONTHLY

EVOLUTION
OF THE
ARCAINE

A Biomancy-themed Supplement

FREE VERSION

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5TH EDITION SUPPLEMENT



EVOLUTION OF THE ARCANE

A BIOMANCY THEMED SUPPLEMENT

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Hello, my name is Carson and I am the creator and writer behind Questline. Nearly eight years ago I first discovered Dungeons & Dragons and it has been a creative outlet for me ever since. I found myself constantly weaving story elements together to create plots and situations that I thought players and DM's alike would enjoy. So years later here I am, my passion for D&D is stronger than ever and I spend much of my free time writing homebrew for Questline! My dream is to one day turn my passion for writing and creation into a career, and you are helping me to do just that. So thank you, I greatly appreciate your support!

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CONTENT OVERVIEW

Issues of Questline Monthly contain a unique fantasy setting built around enthralling lore, enriched with enticing locations, and populated with engaging characters and imaginative monsters. Giving Game Masters a foundation to create new adventures or to influence their existing world. And providing players access to irresistible new player options, extraordinary new spells, and thrilling items. Where will your quest take you?

INTEGRATION

The Breathing Grotto can be seamlessly integrated into your current setting, allowing players to continue their adventure in a biomancy-themed setting to gain experience, upgrade equipment, or take a break from their current objectives. You can place The Breathing Grotto anywhere beneath the surface of the earth, preferably in a large cave system.

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LORE

MANIPULATOR OF LIFE
EVOLUTIONARY ARCANA
GENESIS OF OZZOMAR

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MANIPULATOR OF LIFE

Ozzo was once a brilliant wizard, renowned for his mastery of the arcane arts, his adoration for biology, and his unquenchable thirst for knowledge. He spent his days practicing a forbidden school of magic called biomancy, which allowed him to manipulate the very essence of life itself, twisting and shaping it to his will. This form of magic was seen as cruel, immoral, unrefined, and unsafe for society in many ways, and as a result, many kingdoms banned its practice. Despite the world's objection to biomancy, Ozzo followed his passion and distanced himself from civilization so that his studies could continue.

EVOLUTIONARY ARCANA

Through biomancy, Ozzo discovered a way to obtain the genetic information of one creature and apply it to another creature. He then used additional magic to fast forward the creature's evolutionary clock, allowing him to select phenotypic traits and compile them to create the desired creature. As Ozzo experimented further, he created twisted monstrosities and even incorporated select traits into his own genetic material, allowing him to camouflage like a chameleon, regenerate limbs like a lizard, and possess the agility of a feline.

GENESIS OF OZZOMAR

Ozzo traveled far and wide in search of exotic creatures with desirable traits. Eventually, he discovered the lair of an exceptionally powerful black dragon named Gulramar. Fascinated by the dragon's capabilities, Ozzo devised a plan to sneak into its lair and steal a sample of the creature's genetic material. Ozzo was successful and completed his spell that would infuse Gulramar's genetic material with his own.

The moment his spell took hold, he knew something was amiss. Was the incantation incorrect or was the presence of Gulamar's genetics simply too great? Either way, Ozzo could feel the sadistic, vile nature of Gulamar taking root within his mind and was unable to reject it. With his mind corrupted, Ozzo descended into madness as he battled Gulamar's influence within himself. He arose from this madness as a new being and took upon the name Ozzomar, an amalgamation of Ozzo's intelligence and passion with Gulamar's cruelty and wickedness.

Ozzomar seeks to uncover the full potential of biomancy but now does so in a twisted, deformed body. He conducts ruthless experiments on all creatures of life. Creating unimaginable monstrosities in his pursuit of evolutionary perfection. One day, he plots to use the full might of biomancy to collapse kingdoms and revel in their crumbled ruins.

BIOMANCER OZZO





PLACES OF INTEREST

THE BREATHING GROTTO

BIOTECH LABORATORY

FAILURE'S FALL

GENE POOL

MONSTRUM ENCLOSURES

OFFAL RESERVOIR

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THE BREATHING GROTTO

The Breathing Grotto is a place of dread and terror, a twisted and macabre creation of the biomancer Ozzomar. It is said that the lair was formed through the intertwining of the flesh of multiple large creatures, warped and molded into a living structure by the biomancer's dark magic. The walls and ground of the grotto are said to pulse and twitch with strange, unearthly life as if the very flesh of the creatures used to construct the lair is trying to escape its cruel fate.

Stomach-acid-like liquid fills the cavernous chambers of the Breathing Grotto. The liquid is said to have a faintly yellow tint, and the smell of the odorous liquid is enough to make even the strongest of stomachs turn. The water is highly corrosive, rapidly eating away at any equipment or flesh that comes into contact with it. Those who venture into the grotto must take care to avoid contact with the water, as even brief exposure can cause serious harm.

The Breathing Grotto received its name from the strange and eerie sound that seems to come from within the walls of the lair. Despite there being no visible mouth or source of the sound, it is said that the slow, deep breaths seem to come from the very flesh of the lair itself. Those who have braved the twisted passages and encountered the sound describe it as a haunting and unsettling noise as if the Breathing Grotto itself is alive and drawing breath.

Passageways through the Breathing Grotto are like nothing seen in any other place, resembling the intestines of some monstrous beast. Those who dare to enter the grotto must traverse these narrow, twisting tunnels, passing through toothy maws or sphincter-like entrances that threaten to close upon them at any moment. The walls and floor of these passages are slick with a slick, slime-like substance, making it difficult to maintain footing as one makes their way through the maze-like lair.

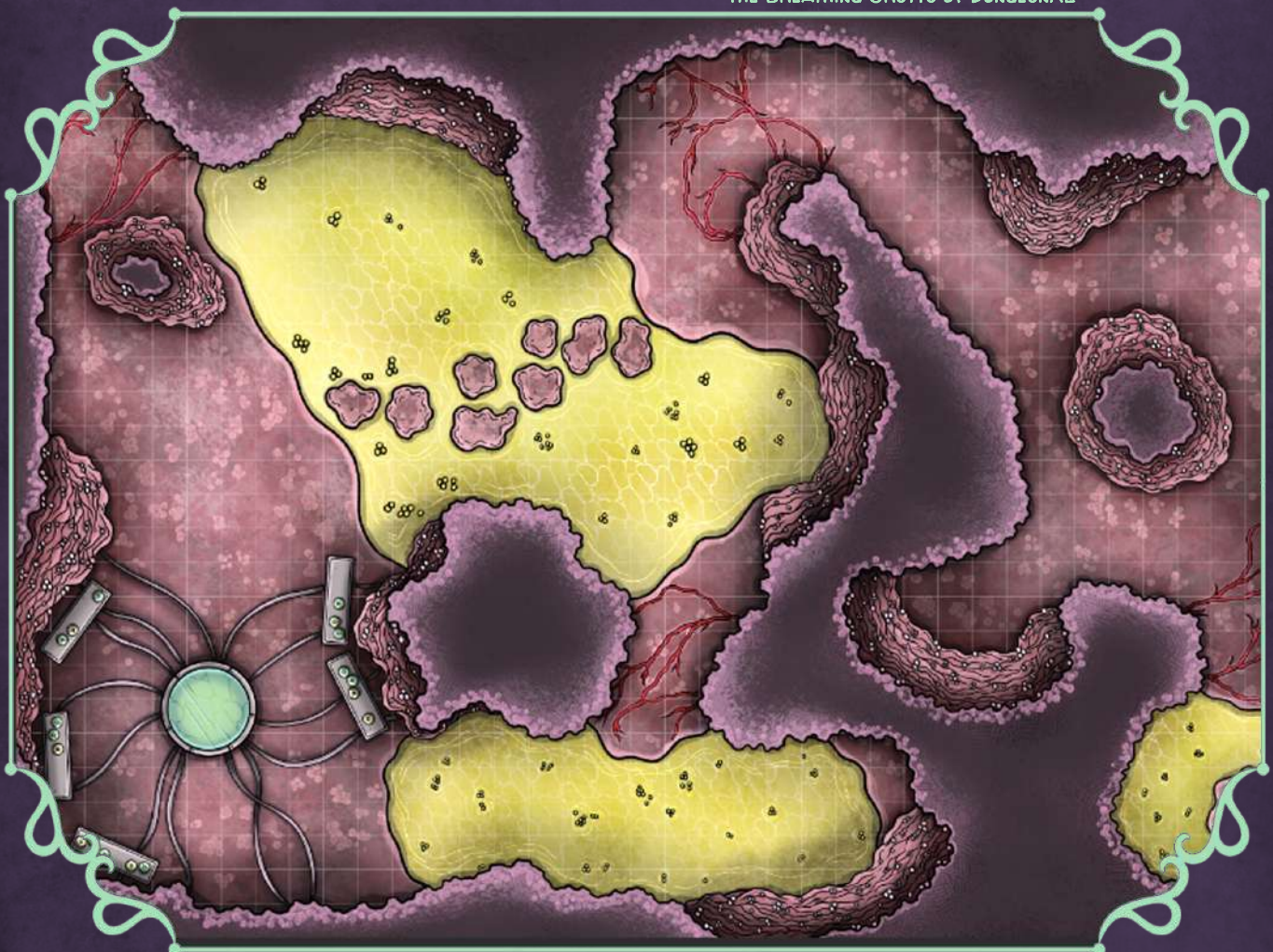
The Breathing Grotto is considered a warning to all who might be tempted by the power of Biomancy, a demonstration of the terrible horrors that can be wrought through the exploitation of other creatures for personal gain. Those who venture into the grotto often emerge with tales of unspeakable sights and strange, unnatural noises that haunt their memories. Yet despite the danger, there are still those who seek the secrets of Ozzomar and the forbidden magic he wields, drawn by the promise of untold power.

THE BREATHING GROTTO AMBIENCE

By: [Michael Ghelfi Studios](#)

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THE BREATHING GROTTO BY DUNGEONÆ



BIOTECH LABORATORY

The Biotech Laboratory is the heart of the Breathing Grotto, the place where the Ozzomar conducts his most twisted and horrific experiments. The room is dimly lit, the only source of light coming from glowing tubes that line the walls. The room is crowded with all manner of bizarre scientific equipment, each machine emitting a low hum as it works tirelessly to support Ozzomar's dark experiments.

The laboratory is cluttered with large workbenches that are covered in strange, whirring scientific devices and vials of mysterious, bubbling liquid. The devices appear to be intricately crafted machines that hum with arcane energy and the vials hold liquids that emit an eerie green glow.

Around the edges of the laboratory are small cages that hold various creatures, ranging from small, wriggling insects to larger, more dangerous beasts. The creatures seem to be in various states of distress, and it is clear that they are being used for some sort of experimentation. The cages are fitted with intricate mechanisms that allow the biomancer to control the creatures' environment, from the temperature to the level of humidity and light. In the corner of the chamber are several giant incubators, filled with strange, bubbling liquid that seems to pulse with life. Inside the incubators, twisted and distorted creatures can be seen, their limbs and features warped into grotesque, alien shapes. It is clear that the biomancer is not afraid to push the boundaries of science, no matter the cost.

At the center of the room, surrounded by the machines and cages, is a large glass tube, filled with a bubbling, glowing liquid. Inside the tube, suspended in the liquid, is a creature unlike any other. It is a hulking mass of twisted flesh and bone, pulsing with a sickly green light. Ozzomar himself can often be found in this room, working tirelessly to perfect his creation and unlock its full potential.

The Biotech Laboratory is a place of unspeakable horror, where the laws of nature are twisted and warped beyond recognition. It is a place where the very fabric of reality seems to break down, and where the boundaries of life are pushed beyond natural recognition.

BIOTECH LABORATORY AMBIENCE

By: [Michael Ghelfi Studios](#)

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INCUBATION CHAMBER AMBIENCE

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BIOTECH LABORATORY HAZARDS:

The following are environmental hazards to make combat encounters more dynamic.

Monstrum Incubator. One of Ozzomar's subjects of experimentation floats within a cylindrical incubation chamber filled with fluid. If the incubator is damaged or the creature within is disturbed it could awaken and break free.

Vial of Acid. Vials of mysterious alchemical fluids bubble and smoke on the tables within the lab. When thrown these vials may explode on impact, melt objects, or mutate organic creatures.

Animal Cages. Cages within the lab hold various creatures. If one comes too close to these cages, one may be scratched, stung, or bitten by the creature inside.

Electrical Wires. Metallic wires run along the laboratory floor. If damaged these wires could electrify those who come into contact with them, causing paralysis or dealing lightning damage.

FAILURES' FALL

Failures' Fall is a deep and foreboding pit that descends further into the Breathing Grotto, leading to the winding caverns that lie below. The opening to the pit is large enough to swallow a small house, and the sides are slick with a slimy, viscous substance that makes footing treacherous. The stench of rot and decay permeates the air, and the occasional sounds of scrabbling and screeching can be heard echoing up from the depths. Those who venture too close to the edge of the pit risk being pulled down by the creatures that dwell within.

As one approaches the edge of the pit, the smell of decay and death hits them like a wave. The pit is filled with the failed experiments of Ozzomar, his unwanted creations that were deemed unfit for his twisted purposes. The creatures that were thrown into the pit have adapted to their new surroundings, and now they fight and consume each other to survive.

The creatures that inhabit Failures' Fall are abominations of nature, with twisted and deformed bodies that seem to defy all logic. They are a combination of different creatures, with limbs and organs that do not belong together. Some of the creatures are giant, with razor-sharp teeth and claws that can tear through flesh and bone. Others are smaller, but just as deadly, with venomous fangs and stingers that can kill within seconds.

At the bottom of Failures' Fall, the darkness is almost complete. Here, the creatures are the most horrific, with eyes that gleam with a mad hunger, and teeth that glisten in the dim light. This is the only entrance to the winding caverns below, and those who wish to brave the depths of the Breathing Grotto must descend into this horrific place.

GENE POOL

The Gene Pool is a place of wonder and horror, a testament to the mad genius of Ozzomar. The chamber is a small, circular room, with the walls and floor pulsing and twitching with the same unearthly life as the rest of the Breathing Grotto. The room is dimly lit, the only source of light coming from the glowing pool at the center of the room. The pool is only a few feet across, but its radiant light illuminates the entire room in a faint, eerie glow.

The liquid in the Gene Pool is a slurry of genetic material that Ozzomar has collected over his years of experimentation. The biomancer can use genetic material to create new life forms or augment existing ones. The pool contains the DNA of thousands of life forms, from tiny insects to great beasts and ancient trees. The genetic material is constantly swirling and shifting as if it has a life of its own.

The Gene Pool is guarded by Ozzomar's creations, monstrous creatures that have been augmented by the biomancer's dark magic. They watch over the chamber, ensuring that no one besides Ozzomar enters the room. Those who do manage to approach the Gene Pool would be wise to proceed with caution, as the genetic material in the pool has the potential to alter an organic creature's genetic material. Creating new and terrifying life forms if mishandled.

MONSTRUM ENCLOSURES

The Monstrum Enclosures are a series of chambers located deep within the Breathing Grotto, accessible only through a series of winding, twisting passages. The walls are slick with slimy, translucent substance, and the air is thick with the smell of decay and corruption. Each enclosed area is designated with a label, marking the particular monstrosity contained within. The creatures held within the enclosures are a macabre collection of Ozzomar's most prized experiments, with each one representing years of dark magic and twisted biological manipulation. The enclosures themselves are made from thick, sturdy metal bars, designed to withstand the immense strength and ferocity of the creatures held within.

The creatures contained within the Monstrum Enclosures range from grotesque, misshapen monstrosities to more recognizable creatures twisted and warped beyond recognition. Each enclosure is labeled with a name, a brief description, and a warning label, detailing the creature's abilities and potential for danger. Some of the creatures within the enclosures seem to have multiple heads or limbs, while others possess stranger abilities.

As one moves through the Monstrum Enclosures, the sense of unease and dread only grows stronger. The creatures held within seem to sense the presence of visitors, and the air is filled with a cacophony of hisses, growls, and guttural moans. The biomancer Ozzomar can often be found in the enclosures, monitoring his experiments and taking notes on their behavior. Visitors are warned to approach with caution, as any misstep could result in an escape and potentially deadly encounter with one of the twisted creatures held within.

MONSTRUM ENCLOSURES AMBIENCE

By: Michael Ghelfi Studios

[Download Link](#)

OFFAL RESERVOIR

The Offal Reservoir is a gruesome sight, even for those accustomed to the horrors of the Breathing Grotto. The chamber is filled with piles of fleshy, decaying remains, the discarded offal of the creatures that Ozzomar has used in his twisted experiments. The air is thick with the stench of rot and decay, and the ground squelches beneath one's feet, the detritus of flesh and bone making each step a sickening sensation.

Despite the horrific nature of the Offal Reservoir, it is a place of great power and significance for biomancer Ozzomar. The chamber has been enchanted with dark magic, slowing the rate of decay and preserving the offal of the creatures within for future use. This magic has imbued the Offal Reservoir with a strange sort of life, causing it to pulse and shift with a grotesque and unsettling vitality.

The walls of the Offal Reservoir are slick with the same stomach-acid-like liquid that fills the rest of the Breathing Grotto, and in some places, the remains of the creatures have fused together in a grotesque parody of life. Limbs and organs are twisted and deformed, and in some places, it is impossible to tell where one creature ends and another begins. Ozzomar often returns to the Offal Reservoir to collect the parts he needs for his experiments, using the remains of the mutilated creatures to create new, even more, twisted monstrosities. It is a place of horror and despair, a reminder of the cruelty and madness of the biomancer Ozzomar, and the twisted creations he has wrought in the Breathing Grotto.



GENE POOL



CHARACTERS OF INTEREST

DR. SERIAN CYTO
EXPERIMENT #1102
OZZOMAR, WAPER OF FLESH

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OZZOMAR, WARPER OF FLESH

Ozzomar, Male Half-Elf (Chaotic Evil)

Personality. Ozzomar is a sadistic and manipulative wizard who takes pleasure in the suffering of others. He is cunning, and deceitful, and will stop at nothing to achieve his goals. He has an insatiable thirst for knowledge, especially in the forbidden school of biomancy.

Appearance. Ozzomar's skin is a deep black color with scales running down his arms and legs. His eyes are red and he has razor-sharp teeth. His hair is slicked back and jet black, and he has a long set of horns protruding from his head. He is 72 years old (adult), 5 ft, 11 in (180 cm) tall, and weighs 170 lbs (77 kg).

Characteristics

Ideal. Power. Ozzomar seeks to gain as much power as possible, through the mastery of biomancy. (Evil)

Bond. Ozzomar is obsessed with the study of Biomancy, the forbidden school of magic that merges the properties of living things with magic. He will do anything to unlock its secrets and become the most powerful Biomancer in the world.

Flaw. Ozzomar's pursuit of knowledge has made him arrogant, and he often underestimates his opponents.

Background

Ozzo was a talented wizard who practiced biomancy, a form of magic that allowed him to manipulate life. However, the world saw it as cruel, immoral, unrefined, and unsafe, and many kingdoms banned its practice. Undeterred, Ozzo continued his studies in isolation and used biomancy to create creatures with selected phenotypic traits, some of which he also incorporated into his own genetic material.

Ozzo discovered the lair of a powerful black dragon named Gulramar and stole a sample of the creature's genetic material to infuse it with his own. However, something went wrong, and Ozzo's mind became corrupted by Gulramar's sadistic and vile nature, causing him to descend into madness. Ozzo emerged from this madness as a new being, taking upon the name Ozzomar, an amalgamation of Ozzo's intelligence and passion with Gulamar's cruelty and wickedness.

As Ozzomar, he seeks to uncover the full potential of biomancy, but now conducts ruthless experiments on all creatures of life, creating unimaginable monstrosities in his pursuit of evolutionary perfection. He plots to use the full might of biomancy to collapse kingdoms and revel in their crumbled ruins.



OZZOMAR, WARPER OF FLESH

OZZOMAR THE CORRUPTED'S QUESTS

The following quests are designed to provide compelling story elements for Game Masters to easily implement the material within this supplement. Utilize them to create captivating plot hooks.

HUMAN SUBJECTS

Ozzomar has commanded his husks to search nearby villages for humanoids that can be used as the focus of his newest experimentation. These husks wander lifelessly in search of humanoids that can be kidnapped and returned to The Breathing Grotto. These husks must be destroyed if encountered, and any humans that have been captured must be set free before they fall victim to Ozzomar's cruel experimentation.

FALSE GOD

Ozzomar has obtained nearly god-like status through the power of biomancy and his corruption from combining Gulamar's genetic material with his own. Ozzomar has created homunculus, new sentient life forms from the ingredients of life, and his own monstrous creations which have reached new evolutionary heights. Ozzomar must be stopped to bring balance back to the natural world and prevent his corruption from spreading further than it already has.



PLAYER OPTIONS

BACKGROUND

BIOLOGIST

RACE

HOMUNCULUS

SUBCLASS

ARCANE TRADITION: SCHOOL OF BIOMANCY

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ARCANE TRADITION: SCHOOL OF BIOMANCY

The art of biomancy is shrouded in mystery and steeped in secrecy. Those who practice it keep to themselves, hidden in the shadows of society, for fear of persecution by those who view their magic as unholy. The forbidden school of magic has long been a subject of fascination for many aspiring wizards, who are drawn to the power that comes with manipulating the very building blocks of life.

However, the dangers of biomancy are not to be taken lightly. The magic involved is unpredictable and can often lead to unintended consequences. Many who have attempted to wield this power have met a gruesome end, as their experiments have resulted in grotesque monstrosities that they could no longer control. The practice of biomancy is, therefore, reserved only for the most daring and desperate of wizards, who are willing to risk everything for the sake of their twisted ambitions.

Despite its taboo nature, biomancy remains a source of great interest and intrigue in the world of magic. Many legends speak of powerful biomancers who have used their magic to create beings of unimaginable strength and beauty, while others tell of the dark horrors that have been unleashed upon the world by those who have lost themselves to the madness of biomancy. For better or for worse, the art of biomancy continues to shape the world around us, and its secrets remain a mystery to all but the most daring and reckless of wizards.

SCHOLAR OF LIFE

Beginning when you select this school at 2nd level, you gain proficiency with the Nature skill. You also become proficient in your choice between alchemical supplies, or herbalism kits. Your proficiency bonus is doubled for any ability check you make that uses Nature.

GENOMIC LIBRARY

Starting at 2nd level, you can transcribe information into your genetic material, allowing you to use your genomic library as a repository for the wizard spells you know, instead of a physical spellbook.

In any instance a spellbook would be used, you instead use your genomic library. Copying a spell into your genomic library is performed the same way as it would with a spellbook, and you must expend the same amount of time and gold pieces to do so.

You can copy a spell from your own genomic library into a book, or another willing humanoid's genome if you want to make a backup copy of your spell library. This is just like copying a new spell into your genomic library, but faster and easier, since you understand your own notation and already know how to cast the spell. If you copy a spell into a book or scroll you need to spend only 1 hour and 10 gp for each level of the copied spell. However, if you copy your genomic library into another creature you can do so immediately with no gold cost.

Your genomic library is engrained into every essence of your being, so as long as your consciousness remains within your physical body, you'll have access to the spells you know. You cannot lose your genomic library unless your body is burned to ash or disintegrated.

GENETIC TRANSLATION

At 6th level, your advanced knowledge of arcane biology allows you to translate other creatures' genetic material and record Genetic Augmentations into your genomic library.

When you affect a beast, dragon, giant, or humanoid, type creature with a spell of 1st-level or higher, you gain insight into that creature's genetics. You learn all of its damage vulnerabilities, damage resistances, damage immunities, and condition immunities.

Additionally, the Genetic Augmentations of that creature are then transcribed into your genomic library.

ORGANIC AUGMENTER

Also, at 6th level, you can use biomancy to replicate the genes of different organisms.

You have a number of Evolution Points equal to your wizard level. When you spend an Evolution Point, it is lost until you finish a long rest, at the end of which you regain all expended Evolution Points.

As an action, you can expend an Evolution Point to augment a willing beast, dragon, giant, or humanoid type creature that you can touch. You may choose one Genetic Augmentation that you have transcribed into your genomic library. The target's phenotypic traits are altered and it gains the chosen Genetic Augmentation.

A creature can have a number of Genetic Augmentations equal to its proficiency bonus. The Genetic Augmentations remain until replaced, 24 hours have passed, or the creature takes a Long Rest.



LIVING FOCUS

At 10th level, You can use a living creature as a spellcasting focus for your wizard spells.

To create a living focus you must conduct an arcane ritual over the course of 1 hour and expend 10 gp worth of organic spell components to magically construct a living focus. The living focus takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. The living focus has the statistics of its chosen form and an additional three [Genetic Augmentations](#) of your choosing. The augmentations you choose for your living focus are permanent. The form of your living focus and its augmentations can be changed by reperforming the arcane ritual.

You can only have one living focus at a time, and if you perform the ritual a second time, the first living focus immediately dies.

Your living focus acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. When you cast a spell with a range of touch, your living focus can deliver the spell as if it had cast the spell. Your living focus must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll. Additionally, when you take the Attack action, you can forgo your attack to allow your living focus to make one attack with its reaction.

ARCANE EVOLUTION

By 14th level, you have mastered biomancy and entered into a new stage of evolution combining genetics and the arcane. You have complete control of your genetic material and are now able to use your [Genetic Augmentations](#) more efficiently.

- When you target yourself with your Organic Augmenter feature, the chosen Genetic Augmentations are permanent until replaced or removed.
- You can now apply up to three Genetic Augmentations with a single action.
- When you apply Genetic Augmentations to yourself you can use your Intelligence modifier to calculate augmentations saving DC, instead of the modifier listed in the augmentation's description.
- While within 100 feet of you, your living focus can use its action to use your Organic Augmenter feature.

RAPID REPLICATION

Also at 14th level, you gain the ability to manipulate your genetic material with extraordinary speed. As a reaction to taking damage or making a saving throw, you can change one of your genetic augmentations. This change takes place before you take damage or make the saving throw.

WIZARD PRACTICING BIOMANCY





GENETIC AUGMENTATIONS

AUGMENTATION MECHANICS

COMPATIBLE GENETICS
ORGANIC VESSEL
SAVING THROW CALCULATION
MULTIPLE AUGMENTATIONS

BEAST AUGMENTATIONS

BEASTS x 84

DRAGON AUGMENTATIONS

DRAGONS x 13

GIANT AUGMENTATIONS

GIANTS x 10

HUMANOID AUGMENTATIONS

HUMANOIDS x 17

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AUGMENTATION MECHANICS

Genetic augmentation refers to the use of genetic engineering techniques to modify a creature's DNA to enhance certain traits or abilities. This can include making changes to a creature's genetic makeup to increase its physical strength, cognitive abilities, or disease resistance, for example. The process of genetic augmentation typically involves identifying specific genes that are associated with the desired trait and then using techniques such as gene editing to modify those genes in a way that enhances the desired trait. This can involve inserting new genes, deleting or modifying existing ones, or changing how certain genes are expressed.

NOTE:

The Genetic Augmentations were curated from the beast, dragon, giant, and humanoid-type creatures found within the Systems Reference Document (SRD) for D&D 5E. You can create your own augmentations for creatures specific to your setting using the same format as the augmentations listed below.

COMPATIBLE GENETICS

Genetic augmentation only succeeds on living **beast**, **dragon**, **giant**, and **humanoid** type creatures. This process involves extracting the genetic information of the desired creature and using biomancy to translate and transcribe it into a form that can be understood and integrated into the genetic code of the target organism.

ORGANIC VESSEL

Genetic augmentations can only be applied to living, organic creatures. The process of genetic augmentation involves modifying an individual's genetic material to enhance specific traits or abilities. This is done by introducing new genetic material or altering existing genetic sequences in a way that promotes the desired changes.

However, it is important to note that genetic augmentations are temporary and do not change the fundamental nature of the creature. This means that while their physical capabilities may be enhanced or altered, they will still retain their original creature type. For example, a human who has been genetically augmented to have a dragon's tail and a giant owl's flight will still be considered a human and not a different type of creature.

SAVING THROW CALCULATION

Many of the genetic augmentations grant the target creature a new action that involves the use of a saving throw. Each saving throw is calculated as:

Proficiency Bonus + 8 + Ability Score Modifier

The ability score modifier to use in the calculation is listed in the augmentations description.

MULTIPLE AUGMENTATIONS

An individual can only have one genetic augmentation of the same type. This means that if someone already possesses the genetic augmentation of **Improved Strength**, for example, they cannot receive a second augmentation of the same type to further enhance their strength.

BIOMANCER WITH GENETIC AUGMENTATIONS





BEAST AUGMENTATIONS

Ape	Frog	Giant Sea Horse	Panther
Axe Beak	Giant Ape	Giant Shark	Plesiosaurus
Baboon	Giant Badger	Giant Spider	Poisonous Snake
Badger	Giant Bat	Giant Toad	Polar Bear
Bat	Giant Boar	Giant Vulture	Pony
Black Bear	Giant Centipede	Giant Wasp	Quipper
Blood Hawk	Giant Constrictor Snake	Giant Weasel	Rat
Boar	Giant Crab	Giant Wolf Spider	Raven
Brown Bear	Giant Crocodile	Goat	Reef Shark
Camel	Giant Eagle	Hawk	Rhinoceros
Cat	Giant Elk	Hunter Shark	Riding Horse
Constrictor Snake	Giant Fire Beetle	Hyena	Saber-Toothed Tiger
Crab	Giant Frog	Jackal	Scorpion
Crocodile	Giant Goat	Killer Whale	Sea Horse
Deer	Giant Hyena	Lion	Spider
Dire Wolf	Giant Lizard	Lizard	Stirge
Draft Horse	Giant Octopus	Mammoth	Tiger
Eagle	Giant Owl	Mastiff	Triceratops
Elephant	Giant Poisonous Snake	Mule	Tyrannosaurus Rex
Elk	Giant Rat	Octopus	Vulture
Flying Snake	Giant Scorpion	Owl	Wolf

DRAGON AUGMENTATIONS

Black Dragon	Copper Dragon	Pseudodragon	Wyvern
Blue Dragon	Dragon Turtle	Red Dragon	---
Brass Dragon	Gold Dragon	Silver Dragon	---
Bronze Dragon	Green Dragon	White Dragon	---

GIANT AUGMENTATIONS

Cloud Giant	Frost Giant	Oni	Troll
Ettin	Hill Giant	Stone Giant	---
Fire Giant	Ogre	Storm Giant	---

HUMANOID AUGMENTATIONS

Dragonborn	Goblinoid	Human	Sahuagin
Dwarf	Grimlock	Kobold	Tiefling
Elf	Half-Elf	Orc	---
Gnoll	Half-Orc	Lizardfolk	---
Gnome	Halfling	Merfolk	---

BEAST AUGMENTATIONS

APE

Athleticism. The target gains proficiency with the Athletics skill.

Natural Climber. The target gains a climbing speed equal to its walking speed.

AXE BEAK

Improved Speed. The target's speed increases by 10 to a maximum of 40.

Natural Weapons. The target gains the Beak action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

BABOON

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Natural Climber. The target gains a climbing speed equal to its walking speed.

BADGER

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Natural Burrower. The target gains a burrowing speed of 10 feet.

BAT

Blindsight. The target gains blindsight out to a distance of 30 feet. The target can't use its blindsight while deafened.

Flight. The target gains a flying speed equal to its walking speed.

Keen Hearing. The target advantage on Wisdom (Perception) checks that rely on hearing.

BLACK BEAR

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Natural Climber. The target gains a climbing speed equal to its walking speed.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

BLOOD HAWK

Flight. The target gains a flying speed equal to its walking speed.

Keen Sight. The target has advantage on Wisdom (Perception) checks that rely on sight.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

BOAR

Charge. The target gains the Tusk action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d6 + Str. or Dex. modifier slashing damage. If the target moves at least 20 feet straight toward a creature and then hits it with a Tusk attack on the same turn, the creature takes an extra 3 (1d6) slashing damage. Additionally, the creature must succeed on a DC Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus.

Relentless Endurance. When the target is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. The target can't use this feature again until it finishes a long rest.

BROWN BEAR

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Natural Climber. The target gains a climbing speed equal to its walking speed.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

CAMEL

Heat Resistance. The target becomes immune to the effects of extreme heat and heat exhaustion.

Improved Speed. The target's walking speed increases by 10.

CAT

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Natural Climber. The target gains a climbing speed equal to its walking speed.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

Stealthy. The target gains proficiency with the Stealth skill.

CONSTRUCTOR SNAKE

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Blindsight. The target gains blindsight out to a distance of 30 feet.

Constrict. The target gains the Constrict action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d8 + Str. or Dex. modifier bludgeoning damage. If the target is a size category smaller than you it is also grappled. Until the grapple ends the creature is restrained. As long as the target is grappling a creature, the target can't grapple another target or use its Constrict. As a bonus action, the target can use its Constrict to deal 1d8 bludgeoning damage to a grappled creature.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

CRAB

Chitinous Exoskeleton. When the target takes bludgeoning, piercing, or slashing damage, it is unaffected if the damage is 3 points or less.

Crushing Claw. The target gains the Pincer Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d8 + Str. or Dex. modifier slashing damage. If the target is a size category smaller than you it is also grappled. Until the grapple ends the creature is restrained. As long as the target is grappling a creature, the target can't grapple another target or use its Pincer Claw. As a bonus action, the target can deal 1d8 bludgeoning damage to a creature grappled by its Pincer Claw.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Water Breathing. The target gains the ability to breathe underwater.

CROCODILE

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Hold Breath. The target can hold its breath for 15 minutes.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Stealthy. The target gains proficiency with the Stealth skill.

DEER

Improved Speed. The target's walking speed increases by 10 feet.

DIRE WOLF

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Keen Hearing. The target gains advantage on Wisdom (Perception) checks that rely on hearing.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Stealthy. The target gains proficiency with the Stealth skill.

DRAFT HORSE

Improved Speed. The target's walking speed increases by 10.

EAGLE

Flight. The target gains a flying speed equal to its walking speed.

Keen Sight. The target gains advantage on Wisdom (Perception) checks that rely on sight.

Perceptive. The target gains proficiency with the Perception skill.

ELEPHANT

Charge.* The target gains the Tusk action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d6 + Str. or Dex. modifier slashing damage. If the target moves at least 20 feet straight toward a creature and then hits it with a Tusk attack on the same turn, the creature takes an extra 3 (1d6) slashing damage. Additionally, the creature must succeed on a DC Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus.

Improved Constitution.* The target's Constitution score increases by 2 points to a maximum of 20. If the target is below its hit point maximum when it gains this augmentation, it doesn't regain hit missing hit points.

Improved Strength.* The target's Strength score increases by 2 points to a maximum of 20.

Increased Size. The target's size increases by one size category to a maximum size of Huge.

ELK

Charge. The target gains the Antler action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d6 + Str. or Dex. modifier slashing damage. If the target moves at least 20 feet straight toward a creature and then hits it with an Antler attack on the same turn, the creature takes an extra 3 (1d6) slashing damage. Additionally, the creature must succeed on a DC Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus.

FLYING SNAKE

Blindsight. The target gains blindsight out to a distance of 30 feet.

Flight. The target gains a flying speed equal to its walking speed.

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

FROG

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Standing Leap. The target's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Water Breathing. The target gains the ability to breathe water.

GIANT APE

Athleticism. The target gains proficiency with the Athletics skill.

Increased Size. The target's size increases by one size category to a maximum size of Huge.

Natural Climber. The target gains a climbing speed equal to its walking speed.

GIANT BADGER

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Natural Burrower. The target gains a burrowing speed of 10 feet.

GIANT BAT

Blindsight. The target gains blindsight out to a distance of 30 feet. The target can't use its blindsight while deafened.

Flight. The target gains a flying speed equal to its walking speed.

Keen Hearing. The target gains advantage on Wisdom (Perception) checks that rely on hearing.

GIANT BOAR

Charge. The target gains the Tusk action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d6 + Str. or Dex. modifier slashing damage. If the target moves at least 20 feet straight toward a creature and then hits it with a Tusk attack on the same turn, the creature takes an extra 3 (1d6) slashing damage. Additionally, the creature must succeed on a Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus.

Relentless Endurance. When the target is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. The target can't use this feature again until it finishes a long rest.

GIANT CENTIPEDE

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage. Additionally, the creature must succeed on a Constitution saving throw or be poisoned until the start of the target's next turn. The DC for this saving throw equals 8 + the target's Constitution modifier + the target's Proficiency bonus.

Blindsight. The target gains blindsight out to a distance of 30 feet.

Chitinous Exoskeleton. The target's AC increases by 1. Additionally, When the target takes bludgeoning, piercing, or slashing damage, it is unaffected if the damage is 3 points or less.

Natural Climber. The target gains a climbing speed equal to its walking speed.

GIANT CONSTRICTOR SNAKE

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Blindsight. The target gains blindsight out to a distance of 30 feet.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Constrict. The target gains the Constrict action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d8 + Str. or Dex. modifier bludgeoning damage. If the target is a size category smaller than you it is also grappled. Until the grapple ends the creature is restrained. As long as the target is grappling a creature, the target can't grapple another target or use its Constrict. As a bonus action, the target can use its Constrict to deal 1d8 bludgeoning damage to a grappled creature.

Increased Size. The target's size increases by one size category to a maximum size of Huge.

GIANT CRAB

Chitinous Exoskeleton. The target's AC increases by 1. Additionally, When the target takes bludgeoning, piercing, or slashing damage, it is unaffected if the damage is 3 points or less.

Crushing Claw. The target gains the Pincer Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d8 + Str. or Dex. modifier slashing damage. If the target is a size category smaller than you it is also grappled. Until the grapple ends the creature is restrained. As long as the target is grappling a creature, the target can't grapple another target or use its Pincer Claw. As a bonus action, the target can deal 1d8 bludgeoning damage to a creature grappled by its Pincer Claw.

Water Breathing. The target gains the ability to breathe water.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

GIANT CROCODILE

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Hold Breath. The target can hold its breath for 15 minutes.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Increased Size. The target's size increases by one size category to a maximum size of Huge.

Stealthy. The target gains proficiency with the Stealth skill.

GIANT EAGLE

Keen Sight. The target has advantage on Wisdom (Perception) checks that rely on sight.

Flight. The target gains a flying speed equal to its walking speed.

Perceptive. The target gains proficiency with the Perception skill.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

GIANT ELK

Charge. The target gains the Antler action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d6 + Str. or Dex. modifier slashing damage. If the target moves at least 20 feet straight toward a creature and then hits it with an Antler attack on the same turn, the creature takes an extra 3 (1d6) slashing damage. Additionally, the creature must succeed on a DC Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus.

Increased Size. The target's size increases by one size category to a maximum size of Huge.

GIANT FIRE BEETLE

Illumination. The target sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Blindsight. The target gains blindsight out to a distance of 30 feet.

Chitinous Exoskeleton. When the target takes bludgeoning, piercing, or slashing damage, it is unaffected if the damage is 3 points or less.

GIANT FROG

Water Breathing. The target gains the ability to water.

Standing Leap. The target's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

GIANT GOAT

Charge. The target gains the Horn action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d6 + Str. or Dex. modifier bludgeoning damage. If the target moves at least 20 feet straight toward a creature and then hits it with a Horn attack on the same turn, the creature takes an extra 3 (1d6) bludgeoning damage. Additionally, the creature must succeed on a DC Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus.

Sure-Footed. The target has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

GIANT HYENA

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Rampage. When the target reduces a creature to 0 hit points with a melee attack on its turn, the target can take a bonus action to move up to half its speed and make a single melee weapon attack.

GIANT LIZARD

Darkvision. The target gains darkvision out to a distance of 60 feet.

Natural Climber. The target gains a climbing speed equal to its walking speed.

Limb Regeneration. If the target has any severed limbs, it can regrow them after one hour.

GIANT OCTOPUS

Water Breathing.* The target gains the ability to breathe underwater.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater. Water Breathing.

Tentacle. The target gains the Tentacle action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 10 ft., one creature. *Hit:* 1d8 + Str. or Dex. modifier bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw or be grappled. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus. Until this grapple ends, the target is restrained, and the target can't use its tentacle on another target.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Stealthy. The target gains proficiency with the Stealth skill.

GIANT OWL

Greater Darkvision. The target gains darkvision out to a distance of 120 feet.

Flyby. The target doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Perceptive. The target gains proficiency with the Perception skill.

Keen Sight. The target has advantage on Wisdom (Perception) checks that rely on sight.

Keen Hearing. The target gains advantage on Wisdom (Perception) checks that rely on hearing.

Flight. The target gains a flying speed equal to its walking speed.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

Stealthy. The target gains proficiency with the Stealth skill.

GIANT POISONOUS SNAKE

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage. Additionally, the creature must succeed on a Constitution saving throw or be poisoned until the start of the target's next turn. The DC for this saving throw equals 8 + the target's Constitution modifier + the target's Proficiency bonus.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Blindsight. The target gains blindsight out to a distance of 30 feet.

GIANT RAT

Prehensile Tail. The creature gains a tail which can be used as an extra "hand" to manipulate objects.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Darkvision. The target gains darkvision out to a distance of 60 feet.

GIANT SCORPION

Crushing Claw. The target gains the Crushing Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d8 + Str. or Dex. modifier slashing damage. If the target is a size category smaller than you it is also grappled. Until the grapple ends the creature is restrained. As long as the target is grappling a creature, the target can't grapple another target or use its Crushing Claw. As a bonus action, the target can deal 1d8 bludgeoning damage to a creature grappled by its Crushing Claw.

Stinger. The target gains the Stinger action. *Melee Weapon Attack:* Dex. modifier + PB to hit, reach 10 ft., one creature. *Hit:* 2d6 + Dex. modifier piercing damage. The creature must make a Constitution saving throw, or be poisoned until the start of the attacker's next turn. The DC for this saving throw equals 8 + the target's Constitution modifier + the target's Proficiency bonus.

Blindsight. The target gains blindsight out to a distance of 30 feet.

GIANT SEA HORSE

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Water Breathing. The target gains the ability to breathe underwater.

GIANT SHARK

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Blood Frenzy (Cost 2 Evolution). The target gains advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The target gains the ability to breathe underwater.

Increased Size. The target's size increases by one size category to a maximum size of Huge.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

GIANT SPIDER

Blindsight. The target gains blindsight out to a distance of 30 feet.

Spider Climb. The target can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the target knows the exact location of any other creature in contact with the same web.

Web Walker. The target ignores movement restrictions caused by webbing.

Stealthy. The target gains proficiency with the Stealth skill.

Darkvision. The target gains darkvision out to a distance of 60 feet.

Web. The target gains the Web action. *Ranged Weapon Attack:* Str. or Dex. modifier + PB to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a Strength check, bursting the webbing on a success. The DC for this saving throw equals 8 + the target's Constitution modifier + the target's Proficiency bonus. The webbing can also be attacked and destroyed (AC 10; 5 hit points; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). This action can be performed a number of times equal to the target's Constitution modifier.

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage. Additionally, the creature must succeed on a Constitution saving throw or be poisoned until the start of the target's next turn. The DC for this saving throw equals 8 + the target's Constitution modifier + the target's Proficiency bonus.



GIANT TOAD

Natural Swimmer. The target gains a swim speed of 30 feet.

Standing Leap. The target's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Water Breathing. The target gains the ability to breathe underwater.

GIANT VULTURE

Flight. The target gains a flying speed equal to its walking speed.

Keen Sight. The target has advantage on Wisdom (Perception) checks that rely on sight.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

GIANT WASP

Flight. The target gains a flying speed equal to its walking speed.

Stinger. The target gains the Stinger action. *Melee Weapon Attack:* Dex. modifier + PB to hit, reach 10 ft., one creature. *Hit:* 2d6 + Dex. modifier piercing damage. The creature must make a Constitution saving throw, or be poisoned until the start of the attacker's next turn. The DC for this saving throw equals 8 + the targets Constitution modifier + the targets Proficiency bonus.

GIANT WEASEL

Keen Hearing. The target gains advantage on Wisdom (Perception) checks that rely on hearing.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

GIANT WOLF SPIDER

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage. Additionally, the creature must succeed on a Constitution saving throw or be poisoned until the start of the target's next turn. The DC for this saving throw equals 8 + the target's Constitution modifier + the target's Proficiency bonus.

Darkvision. The target gains darkvision out to a distance of 60 feet.

Spider Climb. The target can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stealthy. The target gains proficiency with the Stealth skill.

Web Sense. While in contact with a web, the target knows the exact location of any other creature in contact with the same web.

Web Walker. The target ignores movement restrictions caused by webbing.

GOAT

Charge. The target gains the Horn action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d6 + Str. or Dex. modifier bludgeoning damage. If the target moves at least 20 feet straight toward a creature and then hits it with a Horn attack on the same turn, the creature takes an extra 3 (1d6) bludgeoning damage. Additionally, the creature must succeed on a DC Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus.

Sure-Footed. The target has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

HAWK

Flight. The target gains a flying speed equal to its walking speed.

Keen Sight. The target has advantage on Wisdom (Perception) checks that rely on sight.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

Perceptive. The target gains proficiency with the Perception skill.

HUNTER SHARK

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Blood Frenzy (Cost 2 Evolution Points). The target gains advantage on melee attack rolls against any creature that doesn't have all its hit points.

Natural Swimmer. The target gains a swim speed of 30 feet.

Water Breathing. The target gains the ability to breathe underwater.

HYENA

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Keen Hearing. The target gains advantage on Wisdom (Perception) checks that rely on hearing.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

JACKAL

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Keen Hearing. The target gains advantage on Wisdom (Perception) checks that rely on hearing.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

KILLER WHALE

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Greater Blindsight. The target gains blindsight out to a distance of 120 feet. The target can't use its blindsight while deafened.

Hold Breath. The target can hold its breath for 30 minutes.

Keen Hearing. The target has advantage on Wisdom (Perception) checks that rely on hearing.

LION

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

Running Leap. With a 10-foot running start, the target can long jump up to 25 feet.

Stealthy. The target gains proficiency with the Stealth skill.

LIZARD

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Darkvision. The target gains darkvision out to a distance of 60 feet.

Limb Regeneration. If the target has any severed limbs, it can regrow them after one hour.

Natural Climber. The target gains a climbing speed equal to its walking speed.

MAMMOTH

Charge. The target gains the Tusk action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d6 + Str. or Dex. modifier slashing damage. If the target moves at least 20 feet straight toward a creature and then hits it with a Tusk attack on the same turn, the creature takes an extra 3 (1d6) slashing damage. Additionally, the creature must succeed on a DC Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus.

Improved Constitution. The target's Constitution score increases by 2 points to a maximum of 20. If the target is below its hit point maximum when it gains this augmentation, it doesn't regain hit missing hit points.

Increased Size. The target's size increases by one size category to a maximum size of Huge.

Improved Strength. The target's Strength score increases by 2 points to a maximum of 20.

MASTIFF

Keen Hearing. The target has advantage on Wisdom (Perception) checks that rely on hearing.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

MULE

Beast of Burden. The target is considered to be a size category larger for the purpose of determining its carrying capacity.

Sure-Footed. The target has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

OCTOPUS

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Stealthy. The target gains proficiency with the Stealth skill.

Tentacle. The target gains the Tentacle action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 10 ft., one creature. *Hit:* 1d8 + Str. or Dex. modifier bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw or be grappled. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus. Until this grapple ends, the target is restrained, and the target can't use its tentacle on another target.

Underwater Camouflage. The target has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The target gains the ability to breathe underwater.

OWL

Flight. The target gains a flying speed equal to its walking speed.

Flyby. The target doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Greater Darkvision. The target gains darkvision out to a distance of 120 feet.

Keen Hearing. The target gains advantage on Wisdom (Perception) checks that rely on hearing.

Keen Sight. The target has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

Stealthy. The target gains proficiency with the Stealth skill.

PANTHER

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

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

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

Running Leap. With a 10-foot running start, the target can long jump up to 25 feet.

Stealthy. The target gains proficiency with the Stealth skill.

PLESIOSAURUS

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Hold Breath. The target can hold its breath for 1 hour.

Natural Swimmer. The target gains a swim speed of 30 feet.

POISONOUS SNAKE

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage. Additionally, the creature must succeed on a Constitution saving throw or be poisoned until the start of the target's next turn. The DC for this saving throw equals 8 + the target's Constitution modifier + the target's Proficiency bonus.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

POLAR BEAR

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

PONY

Improved Speed. The target's walking speed increases by 10.

QUIPPER

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Blood Frenzy (Cost 2 Evolution Points). The target gains advantage on melee attack rolls against any creature that doesn't have all its hit points.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Water Breathing. The target gains the ability to breathe underwater.

RAT

Darkvision. The target gains darkvision out to a distance of 60 feet.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Prehensile Tail. The creature gains a tail which can be used as an extra "hand" to manipulate objects.

RAVEN

Flight. The target gains a flying speed equal to its walking speed.

Mimicry. The target can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

REEF SHARK

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Blindsight. The target gains blindsight out to a distance of 30 feet.

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Water Breathing. The target gains the ability to breathe underwater.

RHINOCEROS

Charge. The target gains the Horn action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d6 + Str. or Dex. modifier piercing damage. If the target moves at least 20 feet straight toward a creature and then hits it with a Horn attack on the same turn, the creature takes an extra 3 (1d6) piercing damage. Additionally, the creature must succeed on a DC Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus.

RIDING HORSE

Improved Speed. The target walking speed increases by 10.

SABER-TOOTHED TIGER

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

Running Leap. With a 10-foot running start, the target can long jump up to 25 feet.

Stealthy. The target gains proficiency with the Stealth skill.

SCORPION

Blindsight. The target gains blindsight out to a distance of 30 feet.

Crushing Claw. The target gains the Crushing Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d8 + Str. or Dex. modifier slashing damage. If the target is a size category smaller than you it is also grappled. Until the grapple ends the creature is restrained. As long as the target is grappling a creature, the target can't grapple another target or use its Crushing Claw. As a bonus action, the target can deal 1d8 bludgeoning damage to a creature grappled by its Crushing Claw.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

Stinger. The target gains the Stinger action. *Melee Weapon Attack:* Dex. modifier + PB to hit, reach 10 ft., one creature. *Hit:* 2d6 + Dex. modifier piercing damage. The creature must make a Constitution saving throw, or be poisoned until the start of the attacker's next turn. The DC for this saving throw equals 8 + the target's Constitution modifier + the target's Proficiency bonus.

SEA HORSE

Natural Swimmer. The target gains a swimming speed equal to its walking speed.

Water Breathing. The target can now breathe underwater.

SPIDER

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage. Additionally, the creature must succeed on a Constitution saving throw or be poisoned until the start of the target's next turn. The DC for this saving throw equals 8 + the target's Constitution modifier + the target's Proficiency bonus.

Blindsight. The target gains blindsight out to a distance of 30 feet.

Darkvision. The target gains darkvision out to a distance of 60 feet.

Spider Climb. The target can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stealthy. The target gains proficiency with the Stealth skill.

Web Sense. While in contact with a web, the target knows the exact location of any other creature in contact with the same web.

Web Walker. The target ignores movement restrictions caused by webbing.

Web. The target gains the Web action. *Ranged Weapon Attack:* Str. or Dex. modifier + PB to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a Strength check, bursting the webbing on a success. The DC for this saving throw equals 8 + the target's Constitution modifier + the target's Proficiency bonus. The webbing can also be attacked and destroyed (AC 10; 5 hit points; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). This action can be performed a number of times equal to the target's Constitution modifier.

STIRGE

Bite. The target gains the Blood Drain action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage. Additionally, the target regains 1d4 hit points.

Flight. The target gains a flying speed equal to its walking speed.

Darkvision. The target gains darkvision out to a distance of 60 feet.



TIGER

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Natural Weapons. The target gains the Claw action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier slashing damage.

Running Leap. With a 10-foot running start, the target can long jump up to 25 feet.

Stealthy. The target gains proficiency with the Stealth skill.

TRICERATOPS

Charge. The target gains the Horn action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 1d6 + Str. or Dex. modifier piercing damage. If the target moves at least 20 feet straight toward a creature and then hits it with a Horn attack on the same turn, the creature takes an extra 3 (1d6) piercing damage. Additionally, the creature must succeed on a DC Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus.

Increased Size. The target's size increases by one size category to a maximum size of Huge.

TYRANNOSAURUS REX

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Improved Constitution. The target's Constitution score increases by 2 points to a maximum of 20. If the target is below its hit point maximum when it gains this augmentation, it doesn't regain hit missing hit points.

Increased Size. The target's size increases by one size category to a maximum size of Huge.

Improved Speed. The target's walking speed increases by 10.

Improved Strength. The target's Strength score increases by 2 points to a maximum of 20.

Tail. The target gains the Tail action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 10 ft., one creature. *Hit:* 1d8 + Str. or Dex. modifier bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed up to 5 feet away from the target and knocked prone. The DC for this saving throw equals 8 + the target's Strength modifier + the target's Proficiency bonus.

VULTURE

Flight. The target gains a flying speed equal to its walking speed.

Keen Hearing. The target gains advantage on Wisdom (Perception) checks that rely on hearing.

Keen Sight. The target gains advantage on Wisdom (Perception) checks that rely on sight.

WARHORSE

Improved Speed. The target's walking speed increases by 10.

WEASEL

Keen Hearing. The target gains advantage on Wisdom (Perception) checks that rely on hearing.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

WOLF

Bite. The target gains the Bite action. *Melee Weapon Attack:* Str. or Dex. modifier + PB to hit, reach 5 ft., one creature. *Hit:* 2d6 + Str. or Dex. modifier piercing damage.

Keen Hearing. The target gains advantage on Wisdom (Perception) checks that rely on hearing.

Keen Smell. The target gains advantage on Wisdom (Perception) checks that rely on smell.

Stealthy. The target gains proficiency with the Stealth skill.



STATBLOCKS

FAILED EXPERIMENTS

FLESHSPAWN

HUSK

SUBJECTS OF OZZOMAR

EXPERIMENT #437 ARACHTERA

EXPERIMENT #556 LUPIRIS

EXPERIMENT #112 SCORPANZEE

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OZZOMAR, WARTER OF FLESH

OZZOMAR

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FAILED EXPERIMENTS

Ozzomar's experiments were notorious for their cruelty and grotesque results. He would often combine the genetic material of creatures that should never have been mixed, resulting in abominations that were barely recognizable as living beings. Many of these experiments failed, as the creatures would often suffer from severe physical and mental deformities, making them unable to survive. Ozzomar would discard these failed experiments without a second thought, often leaving them to die in agony or feeding them to his other creations.

FLESHSPAWN

Among Ozzomar's most terrifying failures were the fleshspawn, twisted monstrosities that could best be described as walking, mutating masses of flesh. The fleshspawn's bodies were in a constant state of flux, rapidly growing new limbs, mouths, eyes, and other appendages, while old ones withered away. These horrors were products of biomancy and occurred when Ozzomar flooded a creature's genetic material with too much biomantic arcana. Causing the creature's body to warp uncontrollably.

The fleshspawn's appearance reflects its insatiable hunger to desire organic matter. Their bodies are horrifically warped and covered in dozens of gaping maws that constantly hiss and growl waiting for the next source of food to come near them. Even more unnerving, the fleshspawn's skin is always bulging and shifting as it is constantly in a perpetual state of evolution. This natural state of growth also grants the fleshspawn the uncanny ability to reseal open wounds and even adapt to resist incoming attacks.

One of the most notable characteristics of the fleshspawn is its ability to assimilate organic matter. When the fleshspawn devours a living creature, it adds that creature's biology to its form. As a result, it can retain some of the characteristics of its prey. For example, if a fleshspawn devours a dragon, it may gain its ability to fly or acquire its natural immunity to a particular element. However, the ultimate goal of this assimilation is to allow the fleshspawn to clone itself. Depending on the strength of the fleshspawn, it can use the cellular growth associated with its assimilation process to completely clone itself creating an identical copy of the original.

FLESHSPAWN TEMPLATE

The following statblock is a template that can be applied to any creature with the beast, dragon, giant, or humanoid type. These creatures keep their original game statistics but gain the following senses, traits, actions, bonus actions, and reactions when they become fleshspawn.

FLESHSPAWN

monstrosity, chaotic evil

Senses Blindsight 60 Ft.

Challenge +2

Assimilated Clone (1/Day). When the fleshspawn uses its Absorb Flesh ability, it can split forming an identical copy of itself that appears within 5 feet of it. The clone has the same exact statistics and current hit points as the original and is considered its ally.

Endless Maws. When a creature hits the fleshspawn with a melee attack while within 5 feet of it, the attacker takes piercing damage equal to a number of d6s times half the fleshspawn's proficiency (rounded down).

Flesh Mimic. When the fleshspawn uses its Absorb Flesh ability, it can gain one trait from the target.

Regeneration. The fleshspawn regains a number of hit points equal to 10 times half its proficiency bonus (rounded down) at the start of each of its turns. It cannot benefit from this feature if it takes fire damage on its turn.

Spider Climb. The fleshspawn can climb difficult surfaces, including ceilings without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* Proficiency Bonus + Str. or Dex. Modifier to hit, reach 5 ft., one target.
Hit: (1d8 + Str. or Dex. Modifier).

Bonus Actions

Absorb Flesh. The fleshspawn can absorb one dead humanoid or beast-type creature it can see within 5 feet. Upon using this feature, it regains a number of hit points equal to 10 times half the fleshspawn's proficiency bonus (rounded down).

Reactions

Evolving Flesh. When the fleshspawn takes damage, it can use its reaction to gain immunity to the triggering damage until it uses this ability again.

SUBJECTS OF OZZOMAR

Ozzomar's obsession with biomanancy drove him to create powerful monsters that would wreak havoc and destruction wherever they went. Using the genetic material he had collected throughout his travels as Ozzo, he began to combine selected traits to create new creatures that were stronger, faster, and deadlier than anything that had ever existed before.

Ozzomar saw these monsters as his ultimate weapons, a means to achieve his twisted goals and bring about the collapse of the kingdoms he so despised.

Over time, Ozzomar performed hundreds of experiments, each one more gruesome and twisted than the last. He experimented with creatures of all kinds, from dragons and demons to lesser animals such as rats and insects. He would splice their genes together, combining their traits and selecting the most advantageous ones to create his monstrous creations. Many of these experiments failed, resulting in abominations that were either too weak or too unstable to be of any use to him.

But Ozzomar was nothing if determined, and he persevered until he finally succeeded in creating his most prized creations, the Subjects of Ozzomar. These creatures were a true testament to his mastery of biomanancy, combining the most desirable traits of all the creatures he had experimented on into a single, perfect being. They were powerful, intelligent, and utterly ruthless, with abilities that far surpassed anything Ozzomar had created before.

ENCOUNTERS

The encounter tables given in this section of the supplement will be calculated based on the standard five-character party size at level intervals of 3, 6, and 9. These encounters are organized further into difficulty levels ranging from easy to deadly. All monsters used in the encounters can be found within this section of this supplement.

ENCOUNTERS

Lvl. 3	Encounter
Easy	Arachtera(4)
Medium	Florantis(1)
Hard	Shockclaw(1)
Lvl. 6	Encounter
Easy	Lupiris(4)
Medium	Scorpanzee(3)
Hard	Centimanus(1)
Lvl. 9	Encounter
Easy	Cephalodon(1)
Hard	Orcuro(2)
Deadly	Mammothoa(1)

EXPERIMENT IN AN INCUBATION CHAMBER



EXPERIMENT #556

LUPIRIS

Medium monstrosity, chaotic evil

Armor Class 12 (Natural Armor)

Hit Points 17 (3d8 + 3)

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	67(-2)

Skills Perception +3, Stealth +4

Senses Darkvision 60 Ft., passive Perception 13

Languages --

Challenge 2 (450 XP)

Keen Smell and Hearing. The lupiris has advantage on Wisdom (Perception) checks that rely on smell and hearing.

Pack Tactics. When the lupiris has advantage on attack rolls against creatures within 5 feet of one of the lupiris's allies that are not incapacitated.

Pack Bond. While within 30 feet of an ally that it can see, the lupiris has advantage on saving throws against being charmed or frightened.

Blood Sense. The lupiris knows the direction of a creature below half its hit points within 1 mile of it.

Blood Frenzy. When the lupiris makes a Blood Sucking Bite attack against a creature below half its hit point maximum, it can make the attack with advantage.

Life Leech. While grappled by the lupiris, the target takes 4 (1d8) necrotic damage at the start of each of its turns. The lupiris regains hit points equal to the amount of necrotic damage dealt.

Bloodletting. While grappled by the lupiris, creatures cannot regain hit points. Any hit points recovered are redirected to the lupiris.

Actions

Blood Sucking Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. Creatures hit by are grappled by the lupiris (escape DC 13) and must succeed a DC 12 Constitution saving throw, taking an additional 7 (2d6) necrotic damage on a successful save, or half as much on a successful save. The lupiris regain hit points equal to the necrotic damage dealt.



LUPIRIS

In Ozzomar's pursuit to create the ultimate predator, one that could survive in any environment and hunt any prey. The result was Experiment #556 or the lupiris. This monster, a fusion of a wolf and a blood-sucking leech, was a creature of nightmares.

Lupiris has the body of a large wolf, but with the slick, moist skin and mouth parts of a leech. The creature is covered in fur that is dark as night, and its eyes glow with cold intelligence. When hunting, it does so in packs, much like a wolf. The lupiris are a predator through and through, and their preferred prey is anything that has blood flowing through its veins.

The lupiris's hunting method was a slow and painful death for its prey. It latches onto the target and begins to drain it of blood, all while the prey is still alive. The toxin that the lupiris injects into its prey causes it to hemorrhage, causing even more blood loss. The lupiris continue to bleed its prey until it is too weak to fight back.

Those who were unfortunate enough to encounter a lupiris knew to fear it. This monster was designed to be a killing machine, and it showed no mercy to its prey. Its bloodlust is insatiable, and its packmates were just as deadly.

OZZOMAR, WARTER OF FLESH

BOSS ENCOUNTER

The difficulty of this boss encounter will be calculated based on the standard five-character party size at level intervals of 15, 17, and 20. These encounters are organized further into difficulty levels ranging from easy to deadly. All monsters used in the encounters can be found within this section of this supplement.

ENCOUNTER

Lvl. 15	Encounter
Deadly	Ozzomar(1)
Lvl. 17	Encounter
Hard	Ozzomar(1)
Lvl. 20	Encounter
Medium	Ozzomar(1)

OZZOMAR'S LAIR

Ozzomar encountered in his lair, The Breathing Grotto, has a challenge rating of 23 (50,000 XP).

The Breathing Grotto is a place of dread and terror, a twisted and macabre creation of the biomancer Ozzomar. It is said that the lair was formed through the intertwining of the flesh of multiple large creatures, warped and molded into a living structure by the biomancer's dark magic. The walls and ground of the grotto are said to pulse and twitch with strange, unearthly life as if the very flesh of the creatures used to construct the lair is trying to escape its cruel fate.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the baron of bone takes a lair action to cause one of the following effects; the baron of bone can't use the same effect two rounds in a row:

- **Failed Experiments.** Ozzomar summons 9 (2d6 + 2) husks. Each husk emerges in an unoccupied location within 60 feet of Ozzomar. These husks take their turns immediately after Ozzomar. Ozzomar must wait 24 hours before he can use this lair action again.
- **Flesh Weaving.** Ozzomar manipulates the living tissue of the lair's walls to create barriers or obstacles. This action can be used to create difficult terrain or to create walls that block lines of sight or movement.
- **Mutant Regeneration.** Ozzomar channels their mastery of living tissue to rapidly heal themselves and their allies. All husks within the lair regain 4d8 hit points and become fleshspawn.
- **Pulsating Walls.** The walls of the lair begin to pulse and contract, causing the players to become disoriented and experience vertigo. Creatures in the lair must make a Constitution saving throw. If the creature is flying or hovering above ground it makes the Constitution saving throw with advantage. On a failed save, the creature falls prone.



OZZOMAR TACTICS

Ozzomar is a powerful spellcaster who specializes in manipulating living tissue and biological matter. In combat, he would use his spells and abilities to control the battlefield and disable or weaken his enemies. Here are some tactics that Ozzomar might employ in a combat encounter:

Black Dragon Form. When Ozzomar falls below 104 hit points or less he will immediately cast *Shapechange* to take the form of Gulamar the *ancient black dragon*. In this form, Ozzomar will use strategies typical of a dragon, until he reverts back to his normal form.

Genetic Augmentation. Ozzomar would change his augmentations throughout the battle as he obtained more knowledge on his opponent's strengths and weaknesses.

Rapid Mutation. Ozzomar would use his Rapid Mutation reaction to gain and apply genetic augmentations which grant him immunity to specific damage types before he receives the damage.

Warp Flesh. Ozzomar would use his primary attack to distort and disable the bodies of his enemies in ways that would affect them the most.

The Breathing Grotto. Ozzomar will use his lair to his advantage, leading enemies into different chambers and then blocking entrances and exits to separate members of an attacking party.

OZZOMAR, WARPER OF FLESH

Medium monstrosity, chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 180 (20d8 + 100)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	24 (+7)	17 (+3)	17 (+3)

Saving Throws Int +14, Wis +10,

Skills Arcana +14, History +14, Insight +10, Perception +10,

Damage Immunities Acid

Senses Blindsight 30 Ft., Darkvision 60 Ft., passive Perception 21

Languages Common, Draconic, Elvish

Challenge 22 (41,000 XP)

Amphibious. Ozzomar can breathe air and water.

Legendary Resistance (3/Day). If Ozzomar fails a saving throw, he can choose to succeed instead.

Magic Resistance. Ozzomar has advantage on saving throws against spells and other magical effects.

Magic Weapons. Ozzomar's attacks are considered magical.

Organic Augmenter. Ozzomar knows all **Genetic Augmentations** and can have up to 7 augmentations active at a time. Ozzomar uses his Intelligence modifier to calculate an augmentation's saving throw DC, instead of the modifier listed in its description.

Spellcasting. Ozzomar is a 20th-level wizard. His spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). Ozzomar has the following wizard spells prepared:

Cantrips (at will): acid splash 17th-level, mending, message, prestidigitation, shape water

1st level (4 slots): expeditious retreat, feather fall, find familiar, replicate

2nd level (3 slots): enlarge/reduce, scorching ray, spider climb

3rd level (3 slots): blink, counterspell, devolve

4th level (3 slots): fabricate, polymorph, stone shape

5th level (3 slots): animate objects, passwall, genetic recombination

6th level (2 slots): contingency, disintegrate

7th level (2 slots): etherealness, regenerate

8th level (1 slot): clone

9th level (1 slot): shapechange (ancient black dragon)

Actions

Warp Flesh. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 14 (4d6) necrotic damage. The target must succeed on a DC 18 Constitution saving throw or suffer from one of the following mutations:

- The target suffers disadvantage on attack rolls using either Strength or Dexterity.
- The target is deafened, blinded, or silenced.
- The target's movement speed is reduced by half.
- The target has disadvantage on a saving throw of your choice.

The target can end the effects of these mutations with *greater restoration*, or similar 5th-level or higher magic.

Reactions

Rapid Mutation. As a reaction to taking damage or making a saving throw, Ozzomar can change one of his genetic augmentations. This change takes place before he takes damage or makes the saving throw.

Legendary Actions

Ozzomar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ozzomar regains spent legendary actions at the start of their turn.

Augment. Ozzomar changes up to three of his current Genetic Augmentations.

Cantrip. Ozzomar casts a cantrip.

Draconic Flight. Ozzomar can then fly up to his flying speed without provoking attacks of opportunity.

Organic Weaponry. Ozzomar makes a Warp Flesh attack or a melee attack action granted from a Genetic Augmentation he currently possesses.

Fabled Actions

When Ozzomar is reduced to 104 hit points or less, he gains the following legendary action options for 1 hour.

Mutant Arcana (Cost 3 Actions). Ozzomar releases volatile biomantic energy in a 15-foot radius. Each creature in that area must make a DC 18 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw also suffer from one of the mutations caused by Ozzomar's Warp Flesh. Ozzomar can choose the mutation each creature that fails will receive.

Visage of Gulamar (1/Day). Ozzomar casts the 9th-level spell *Shapechange* to assume the form of the *ancient black dragon* Gulamar.



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I want to express my deep gratitude to all the Patrons who support Questline.

Your belief and support mean the world to me and inspire me to create the best content I can for this wonderful community. I am so thankful to have each of you on this journey with me, and I promise to keep pushing myself to deliver high-quality material. Together, I can't wait to grow and evolve as we embark on this quest.

Sincerely, Carson H.

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