



PHASM

Phasms are amorphous creatures that can assume the form of almost any creature or object.

Thanks to their shapeshifting abilities, phasms have very little need material possessions. As such, they lead lives of exploration, hedonism, and even philosophical contemplation. Above all, phasms value new experiences. Fresh scents, tastes, obscure facts, gossip, and odd bric-a-brac all pique a phasm's interests.

They are unpredictable; one could turn up anywhere. And what it does when discovered is hard to say. Often, they are spies, but not great ones, since they are unreliable. Of course, they get along well with doppelgangers and will often ally themselves with their fellow shapechangers for security.

A phasm in its natural form looks like a multicolored blob of goo, roughly 5 feet across and 2 feet high at its center. While it doesn't have sensory organs in the traditional sense, it can sense the world around it through swirls of color which—for lack of a better term—"taste" the environment.

In its native form, a phasm slithers about like an ooze, attacking with pseudopods.

PHASM TACTICS

When faced with danger, a phasm is equally likely to retreat, parley, or attack. It will determine within the first few rounds whether or not the potential threat has anything that it can offer the phasm. Then, it will decide whether or not the threat poses an actual challenge to it. The phasm mostly seeks easy targets and will retreat or surrender if up against difficult opponents.

When cornered, a phasm transforms into the most powerful creature it knows, favoring those with powerful attacks such as a young blue or silver dragon or a frost giant.

If it needs to escape quickly, it shifts into something with a fly speed, or even back to its original form to escape via a small passage thanks to its amorphous form.

The phasm can shapechange as a bonus action, which means it can attack as one type of creature and quickly shift to another to escape or put distance between itself and its opponents.

PHASM

Medium monstrosity (shapechanger), neutral

Armor Class 17 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	15 (+2)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Con +6

Skills Deception +10, Stealth +6

Damage Immunities acid

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, deafened, prone

Senses tremorsense 60 ft., passive Perception 12

Languages Common, telepathy 60 ft.

Challenge 9 (5,000 XP)

Shapechanger. The phasm can use its bonus action to polymorph into a Large or smaller creature or object, or back into its true form. Its new form can be any creature whose challenge rating is equal to or less than the phasm's. The phasm's game statistics, except for its mental ability scores, senses, languages and hit points, are replaced by the statistics of the chosen creature. It retains its alignment and personality. The phasm is limited in the actions it can perform by the nature of its new form, however it can speak and cast spells (as long as the phasm is able to cast spells). Any equipment the phasm is wearing isn't transformed. It reverts to its true form if it dies.

Amorphous (True Form Only). The phasm can move through a space as narrow as 1 inch wide without squeezing.

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

Actions

Multiattack (True Form Only). The phasm makes two pseudopod attacks.

Pseudopod (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 14 (4d6) acid damage.

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