

## ROGUE ARCHETYPE OF THE SLIMEMASTER

Slimemasters are not only friends of the slimes, but are also able to imitate their methods of moving about in order to sneak better, and even potentially burn their foes with an acidic touch. Versatile and difficult to pin down, a slimemaster rogue emphasizes all of the traits that make rogues good at spying, scouting, and slipping away from danger, while maintaining an ally that can distract foes, scout about, and open up new opportunities to strike.

### SLIMEY FRIEND

At level 3, you gain a slimey friend. It takes its turn during yours in combat and obeys your commands. If you are incapacitated or do not give it a command, it takes the Dodge action on your turn. It has the statblock shown below. It may take any actions but has no attacks. It may also not be able to use most tool kits and many items due to its lack of hands, or the intelligence necessary.

Whenever you level up, increase its hit points by 3, and, whenever your proficiency bonus increases, increase its armor class by 1 and its stealth by 1.

The slimey friend understands whatever languages you speak, but can only communicate with gestures and changing its shape.

DM Note: I recommend using a blue or green or other appropriately colored highlighter to draw crude forms on paper, that the slimey friend is making with itself, in order to communicate with the party.

If your slimey friend dies, you may use your affiliation with the slimes to gain another at the end of a long rest. Alternatively, you may gather up the slime-like particles in an area and bestow it with intelligence, during a long rest.

Whenever you gain a slimey friend, you pick the specifics of its color, form, and appearance, but it is still size tiny and clearly an ooze.

### ALLY OF THE SLIMES

You gain *Speak with Slimes*, and may cast it using your Intelligence modifier. You may cast it a number of times between long rests equal to your proficiency bonus. When you cast the spell this way, Intelligence is your spellcasting stat.

In addition, you have advantage on ability checks to communicate and reason with oozes.

### SLIMELIKE SIGHT

Beginning with level 9, whenever you move less than half your movement on your turn, at the end of your turn, you gain blindsight of 30 feet, based on hearing, until the end of your next turn. You are able to replicate the skills of your slimes.

### Oozing Form

Starting at 13th level, you may ooze through fine gaps. As long as you are squeezing, you may fit into any space of one inch or larger, and you gain a climb speed of 20 feet. Your AC when you are not wearing armor is equal to 12 + your Dexterity modifier.

Despite this, you do not appear to be an ooze, except when using abilities dependent on that nature.

### SEARING TOUCH

Beginning with 17th level, your unarmed strikes have a 2d10 damage die and do acidic damage. You may use Dexterity as your attack and damage modifier when you make unarmed strikes, and you may use Sneak Attack whenever you hit a creature with an unarmed strike.

### SLIMEY FRIEND

*Tiny ooze, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 9 (9)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	12 (+1)	2 (-4)	8 (-1)	10 (+0)

**Skills** +3 stealth

**Damage Resistances** nonmagical bludgeoning, poison, acid

**Condition Immunities** petrified

**Senses** blindsight 30 ft., passive Perception 9

**Languages** understands whatever languages you speak

**Challenge** 0 (0 XP)

**Oozing Form.** The slimey friend can occupy another creature's space and vice versa, and the slimey friend can move through any opening of size one inch or larger.