

TIME-LOST ECTOPLASM

Medium • Ooze • Unaligned

Armor Class 10

Initiative -5 (5)

Hit Points 82 (11d8 + 33)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	1 (-5)	16 (+3)	3 (-4)	5 (-3)	1 (-5)

Damage Resistances cold, fire, force, psychic

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone

Senses blindsight 60 ft., passive Perception 7

Languages -

CR 5 (XP 1,100; PB +3)



Amorphous. The ectoplasm can move through a space as narrow as 1 inch wide without squeezing.

Immutable Form. The ectoplasm is immune to any spell or effect that would alter its form.

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

Time Unwound. When a creature kills the ectoplasm, that creature becomes affected by the *haste* spell for 1d4 turns.

Unusual Nature. The ectoplasm doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 7 (2d6 + 3) bludgeoning damage plus 13 (3d8) acid damage and the target becomes affected by the *slow* spell until the end of the target's turn. If the target is already affected by the *slow* spell, it instead becomes paralyzed until the end of its next turn. A creature can't be immune to being paralyzed against this effect.

TIME-LOST ECTOPLASM — WEAKER

Armor Class 10

Initiative -5 (5)

Hit Points 32 (5d8 + 10)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	1 (-5)	14 (+2)	3 (-4)	5 (-3)	1 (-5)

Damage Resistances cold, fire, force, psychic

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone

Senses blindsight 60 ft., passive Perception 7

Languages -

CR 2 (XP 450; PB +2)



Time Stop (1/Day). The ectoplasm briefly stops the flow of time for everyone but itself. No time passes for other creatures (including its Ectoplasmic Copy), while it takes 1d4 + 1 turns in a row, during which it can use actions and move as normal.

BONUS ACTIONS

Ectoplasmic Copy (Recharge 5-6). The ectoplasm creates a shimmering cloud within 10 feet of itself that solidifies into a copy of the ectoplasm. The copy acts on the same initiative and has the same statistics as the original, except for the Time Unwound trait, the Time Stop action, and the Ectoplasmic Copy action. It dissolves after 1 minute or when it takes any damage.

REACTIONS

Time Skip. *Trigger:* The ectoplasm takes damage. *Response:* The ectoplasm vanishes. It then reappears at the end of the next creature's turn in an unoccupied space within 30 feet of its original space.

Amorphous. The ectoplasm can move through a space as narrow as 1 inch wide without squeezing.

Immutable Form. The ectoplasm is immune to any spell or effect that would alter its form.

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

Time Unwound. When a creature kills the ectoplasm, that creature becomes affected by the *haste* spell for 1d4 turns.

Unusual Nature. The ectoplasm doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 9 (2d8) acid damage and the target becomes affected by the *slow* spell until the end of the target's turn. If the target is already affected by the *slow* spell, it instead becomes paralyzed until the end of its next turn. A creature can't be immune to being paralyzed against this effect.

TIME-LOST ECTOPLASM — STRONGER

Armor Class 10

Initiative -5 (5)

Hit Points 127 (15d8 + 60)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	1 (-5)	18 (+4)	3 (-4)	5 (-3)	1 (-5)

Damage Resistances cold, fire, force, psychic

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone

Senses blindsight 60 ft., passive Perception 7

Languages -

CR 8 (XP 3,900; PB +3)

Amorphous. The ectoplasm can move through a space as narrow as 1 inch wide without squeezing.

Immutable Form. The ectoplasm is immune to any spell or effect that would alter its form.

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

Time Unwound. When a creature kills the ectoplasm, that creature becomes affected by the *haste* spell for 1d4 turns.

Unusual Nature. The ectoplasm doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 16 (3d10) acid damage and the target becomes affected by the *slow* spell until the end of the target's turn. If the target is already affected by the *slow* spell, it instead becomes paralyzed until the end of its next turn. A creature can't be immune to being paralyzed against this effect.

Time Stop (1/Day). The ectoplasm briefly stops the flow of time for everyone but itself. No time passes for other creatures (including its Ectoplasmic Copy), while it takes 1d3 turns in a row, during which it can use actions and move as normal.

BONUS ACTIONS

Ectoplasmic Copy (Recharge 6). The ectoplasm creates a shimmering cloud within 10 feet of itself that solidifies into a copy of the ectoplasm. The copy acts on the same initiative and has the same statistics as the original, except for the Time Unwound trait, the Time Stop action, and the Ectoplasmic Copy action. It dissolves after 1 minute or when it takes any damage.

REACTIONS

Time Skip. *Trigger:* The ectoplasm takes damage. *Response:* The ectoplasm vanishes. It then reappears at the end of the next creature's turn in an unoccupied space within 30 feet of its original space.



Time Stop (1/Day). The ectoplasm briefly stops the flow of time for everyone but itself. No time passes for other creatures (including its Ectoplasmic Copy), while it takes 1d4 + 1 turns in a row, during which it can use actions and move as normal.

BONUS ACTIONS

Ectoplasmic Copy (Recharge 5-6). The ectoplasm creates a shimmering cloud within 10 feet of itself that solidifies into a copy of the ectoplasm. The copy acts on the same initiative and has the same statistics as the original, except for the Time Unwound trait, the Time Stop action, and the Ectoplasmic Copy action. It dissolves after 1 minute or when it takes any damage.

REACTIONS

Time Skip. *Trigger:* The ectoplasm takes damage. *Response:* The ectoplasm vanishes. It then reappears at the end of the next creature's turn in an unoccupied space within 30 feet of its original space.