



ASTRAL SCREAMER



ETHEREAL SCREAMER

ASTRAL SCREAMER TRAITS

Creature Type: Aberration. You are also considered a plane screamer for any prerequisite or effect that requires you to be a plane screamer.

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As an Astral Screamer, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Origin Skill. You still retain some knowledge from your original Humanoid self. You have proficiency in one skill of your choice.

Timeless Energy. You do not age, and cannot be affected by age-altering spells or magical effects.

Quickened Time. You can harness your Astral energy to move faster than those from other planes. You can take one of the following actions as a Bonus Action, rather than an action: Attack (one weapon attack), Dash, Hide, Cast a Spell (level 3 or lower).

You can use this trait a number of times equal to your Proficiency Bonus and regain all use when you finish a Long Rest.

ETHEREAL SCREAMER TRAITS

Creature Type: Undead. You are also considered a plane screamer for any prerequisite or effect that requires you to be a plane screamer.

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As an Ethereal Screamer, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Origin Skill. You still retain some knowledge from your original Humanoid self. You have proficiency in one skill of your choice.

Incorporeal Form. When you don't choose to enter the Ethereal Plane completely, you can become partially incorporeal. As a Reaction when you take Bludgeoning, Piercing, or Slashing damage, you can become partially incorporeal, granting you Resistance to the triggering attack's damage.

You can use this trait a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Long Rest.

Ethereal Transition. You always have the *Etherealness* spell prepared, and can cast it without expending a spell slot and requiring no spell components. When you cast the spell in this way, the spell ends at the end of your next turn. You can also cast the spell using any spell slots you have of the appropriate level. Once you have cast this spell with this trait you cannot do so again until you finish a Long Rest.

