

**HUMPERDINK'S  
BIOMANCY BOUTIQUE**

*Hello L' Arsenic,  
You forgot my extra  
familiarias! Here you go!  
♥ Humperdink*

**AN ADVENTURER'S  
MASTERFUL  
MAKER'S MANUAL**

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ASSIMILOOZLING COMING SOON TO  
LOOT TAVERN PATREON

# INTRODUCTION

Yoo-hoo! It's me, your liebe varlock biomancer. I just wanted to say congratulations to Heliana und Peeper on ze success ov zey're nü monster huntink book. Vell done!

Now, I know L'Arsène wanted his own piece of ze pie und I saw he vas puttink together zis manuskript so I thought "vhy not me too!?" I'm sure he won't mind me addink a few extra pages mit mein little friends. Enjoy!

— Humperdink, Also an Author

Greetings monster tamers! This tome, *Humperdink's Biomancy Boutique*, delivers the seven extra familiars unlocked as part of the stretch goals for the *Heliana's Guide to Monster Hunting* Kickstarter campaign. They obey all the same rules as the bespoke familiars and bespoke companions in the Familiars chapter (page 223 of *Heliana's*), such as how they are crafted and the 'Shared Resilience' feature. The familiars are listed alphabetically and their bespoke improvement are listen first by level, then alphabetically.

## MORE FAMILIARS

If you've enjoyed *Heliana's*, we have more hunts and familiars each month over on the Loot Tavern Patreon. As we reach the end of each series of hunts published on that platform, we add the bespoke familiars you can craft from those boss monsters to the *Folio of Familiars*. Similarly, after tamer sub-classes are playtested (and if we have permission), we add those in there too. Click or scan the QR code below to get access to all that content!



HELIANA.LT/LOOTTAVERN

# EXTRA FAMILIARS

TAMER LEVEL



**DETECT THOUGHTS**  
 PREREQUISITE: BECOME COMPANION  
*"They always know just what I need..."*

**MAGIC RESILIENCE I**  
 PREREQUISITE: —  
*"How did you survive that fireball?..."*

**TELEPORT**  
 PREREQUISITE: —  
*"Hey, Munch- where did you go?"*

**CREATURE SENSE**  
 PREREQUISITE: DETECT THOUGHTS  
*"...and where I am..."*

**MIND BLAST I**  
 PREREQUISITE: —  
*"Give 'em a headache, Munchy..."*

**PSIONIC SHIELD I**  
 PREREQUISITE: —  
*"You really deflected that emotional damage..."*

**TELEPATHIC HUB**  
 PREREQUISITE: CREATURE SENSE  
*"...and tell me what everyone's thinking..."*

**MAGIC RESILIENCE II**  
 PREREQUISITE: MAGIC RESILIENCE I  
*"... and that meteor storm?!"*

**MIND BLAST II**  
 PREREQUISITE: MIND BLAST I  
*"...make it a migraine."*

**PSIONIC SHIELD II**  
 PREREQUISITE: PSIONIC SHIELD I  
*"and stopped my parent guilt-tripping me!"*

**DOMINATION**  
 PREREQUISITE: TELEPATHIC HUB  
*"Take the reigns, Munchy."*

1

3

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9

13

17

## BRAINMUNCHER

Munchy ist ein excellent helper round ze bar. Zey know elzactly when folks vant another drink und kan relay ze messages to all ze servers when it gets really busy. Unfortunately, zey often get distracted by ze patrons' pets... Ve haf had less ov ein problem mit rodents recently, though.

— Humperdink, Never Thirsty

**Type:** Aberration  
**Creature Component:** Mind Flayer  
**Bonus Tamer Improvement:** Detect Thoughts and +2 Hit Dice

Removing the brainmuncher's innate desire to eat brains entirely has proven quite difficult, though the range of potential victims has been limited to cute and furry pets. Despite this flaw, they are useful companions, able to link minds telepathically and shelter folks from hangovers and psychic assaults alike.

If any of the brainmuncher's traits or actions require saving throws, it is always against the brainmuncher's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the brainmuncher's Intelligence modifier

# MONSTER TRAINER

## DETECT THOUGHTS

**Prerequisite:** become a tamer's companion

**Type:** Passive (companion)

The brainmuncher is always under the effect of the *detect thoughts* spell, with a range equal to the range of its telepathy. In addition, the range of its telepathy increases to **60 feet**. The brainmuncher can communicate slowly via thoughts and emotions if it doesn't share a language with a creature.

## TELEPORT

**Prerequisite:** 3rd-level tamer

**Type:** Active (bonus action)

As a bonus action, the brainmuncher teleports up to 30 feet to an unoccupied space it can see. After it uses this bonus action, it can't do so again until its tamer finishes a short or long rest.

## CREATURE SENSE

**Prerequisite:** 3rd-level tamer, Detect Thoughts

**Type:** Active (action), passive (companion)

As an action, the brainmuncher expands its telepathic ability. For the next minute, the brainmuncher is aware of the presence of creatures within **300 feet** of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. The brainmuncher must maintain its concentration on this effect as if it were concentrating on a spell; if it loses concentration, the effect ends.

After the brainmuncher uses this action, it can't do so again until its tamer finishes a short or long rest.

In addition, the range of its telepathy and the damage die of its Tentacles increase to **90 feet** and a **d10**, respectively. When the brainmuncher's tamer reaches 5th level in the tamer class, the damage die increases to **2d6**.

## MAGIC RESILIENCE I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The brainmuncher gains a **+2 bonus** to saving throws it makes against spells and other magical effects.

## MIND BLAST I

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the brainmuncher magically emits psychic energy in a **30-foot cone**. Each creature in that area must succeed on an **Intelligence saving throw** or take **10 (3d6)** psychic damage. A creature that fails the saving throw by 5 or more is **stunned** until the start of its next turn. After the brainmuncher uses this action, it can't do so again until its tamer finishes a short or long rest.

When the brainmuncher's tamer reaches 9th level in the tamer class, the damage of this action increases to **17 (5d6)**.

## PSIONIC SHIELD I

**Prerequisite:** 5th-level tamer

**Type:** Active (reaction), Passive (companion)

The brainmuncher gains a **+2 bonus** to its AC while it isn't incapacitated or wearing armour. When a creature within range of the brainmuncher's telepathy takes psychic damage, the brainmuncher can use its reaction to halve the psychic damage taken by that creature.

## BRAINMUNCHER

*Tiny aberration, lawful evil*

**Armour Class** 12 (natural armour)

**Hit Points** 2 (1d4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	11 (+0)	15 (+2)	13 (+1)	13 (+1)

**Skills** Arcana +4, Deception +3, Insight +3, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Deep Speech, telepathy 30 ft.

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Brainmuncher.** The brainmuncher likes to eat the brains of Tiny beasts, like household pets. If left unattended, it will attempt to do so (GM's discretion).

## ACTIONS

**Tentacles.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 4 (1d4 + 2) psychic damage.

**Levitate.** The brainmuncher casts the *levitate* spell on itself.

## **TELEPATHIC HUB**

**Prerequisite:** 9th-level tamer, Creature Sense

**Type:** Active (action), Passive (companion)

As an action, the brainmuncher can link the minds of up to 10 creatures that are within the radius of its telepathy for **1 hour**, or until the brainmuncher returns to its vessel. While within this radius, those creatures can communicate telepathically with one another. After the brainmuncher uses this action, it can't do so again until its tamer finishes a short or long rest.

The brainmuncher can hear all telepathic communications originating from or directed towards any creature within the radius of its telepathy. In addition, the range of its telepathy and the damage die of its Tentacles attack increase to **120 feet** and **2d8**, respectively. When the tamer reaches 13th and 17th level in the tamer class, this damage die increases to **2d10** and **2d12**, respectively.

## **MAGIC RESILIENCE II**

**Prerequisite:** 13th-level tamer, Magic Resilience I

**Type:** Passive (companion)

The brainmuncher gains a **+2 bonus** to saving throws it makes against spells and other magical effects. This is in addition to the bonus from Magic Resilience I.

## **MIND BLAST II**

**Prerequisite:** 13th-level tamer, Mind Blast I

**Type:** Passive (companion)

The damage of the brainmuncher's Mind Blast action increases to 24 (**7d6**), and the size of the cone increases to **60 feet**. The brainmuncher gains a **+1 bonus** to the **save DC** of this action.

When the brainmuncher's tamer reaches 17th level in the tamer class, the damage of this action increases to 35 (**10d6**).

## **PSIONIC SHIELD II**

**Prerequisite:** 13th-level tamer, Psionic Shield I

**Type:** Active (reaction), Passive (companion)

The brainmuncher gains a **+2 bonus** to its AC while it isn't incapacitated or wearing armour. This is in addition to the bonus from Psionic Shield I.

The brainmuncher can detect whenever a creature within range of its telepathy makes a Wisdom saving throw, and can use its reaction to give that creature **advantage** on the saving throw.

## **DOMINATION**

**Prerequisite:** 17th-level tamer, Telepathic Hub

**Type:** Active (action)

As an action, the brainmuncher attempts to dominate the mind of a creature it can see within **60 feet** of it. The creature must succeed on a **Wisdom saving throw** or be **charmed** by the brainmuncher for 1 minute. If the brainmuncher or creatures that are friendly to the brainmuncher are fighting the target, it has **advantage** on the saving throw. A creature whose CR is higher than half the brainmuncher's tamer's level in the tamer class (rounded up) automatically succeeds on this saving throw.

The brainmuncher can telepathically communicate with and issue commands to the creature at any range while it is conscious (no action required), which it does its best to obey. If the creature completes the order and doesn't receive further direction from the brainmuncher, it defends and preserves itself to the best of its ability.

Each time the target takes damage, it makes a new **Wisdom saving throw** against the effect. If the saving throw succeeds, the effect ends. This spell ends early when the brainmuncher is dismissed.

After the brainmuncher uses this action, it can't do so again until its tamer finishes a long rest.

TAMER  
LEVEL

1

**SPIRIT TRANSFER**

PREREQUISITE: BECOME COMPANION

"What a bedside manner..."

3

**QUICK I**

PREREQUISITE: —

"So hard to pin down at bath time!..."

**IMMATERIAL**

PREREQUISITE: —

"Like water through a ghost's back..."

5

**SOULBEAM I**

PREREQUISITE: SPIRIT TRANSFER

"Who're you gonna call?..."

**FLYBY**

PREREQUISITE: —

"Not a chance of catching them now."

**SOUL SIPHON**

PREREQUISITE: —

"They are really quite draining."

9

**QUICK II**

PREREQUISITE: QUICK I

"...the smell is becoming a problem."

**UNCANNY DODGE**

PREREQUISITE: —

"Never have I ever caught a caprisoul."

13

**SOULBEAM II**

PREREQUISITE: SOULBEAM I

"...Wight Fighters!..."

**INCORPOREALITY**

PREREQUISITE: IMMATERIAL

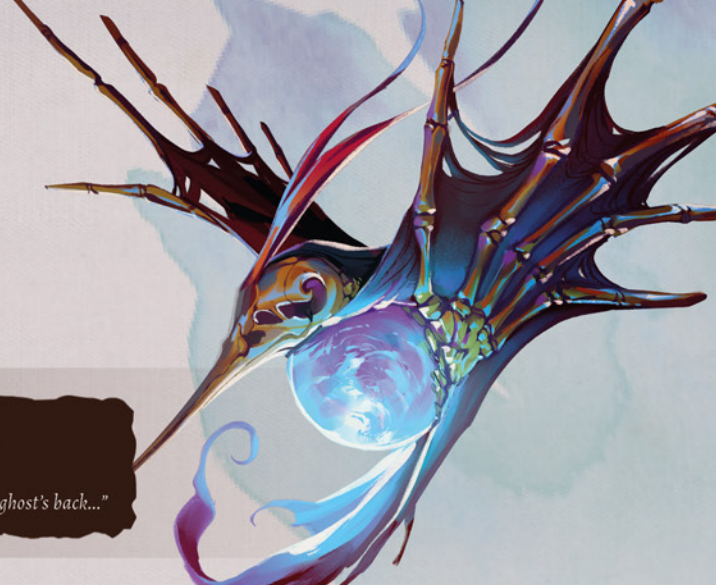
"...talk about hit and run..."

17

**SOULFORM**

PREREQUISITE: INCORPOREALITY  
OR SOULBEAM II

"...truly terrifying."



## CAPRISOUL

Cappy has saved me more than once when I ran out of healing potions in some dank dungeon. When it comes to caprisouls, just make sure you keep them fed and watch out for the pointy bit if you don't.

— Heliana, Drained

**Type:** Undead

**Creature Component:** Wight and stirge

**Bonus Tamer Improvement:** Spirit Transfer and +2 Hit Dice

A glowing caprisoul is a safe caprisoul; those ones have fed recently and are still digesting their life force meal. With a long, narrow proboscis capable of finding chinks in most armour, a caprisoul pierces more than the body when it attacks; it finds its way into the target's very essence. And, shortly after, that essence finds its way into the caprisoul. A well trained caprisoul can transfer this life force back to its owner, or unleash it in a psyche-devastating ray.

If any of the caprisoul's traits or actions require saving throws, it is always against the caprisoul's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the caprisoul's Constitution modifier

# MONSTER TRAINER

## SPIRIT TRANSFER

**Prerequisite:** become a tamer's companion  
**Type:** Active (action), Passive (companion)

When the caprisoul hits with its Soul Drain attack, it stores life force in a pool of soul power equal to the necrotic damage dealt, which has a maximum capacity equal to 10 plus the number of tamer levels the caprisoul's tamer has. As an action, the caprisoul can empty this pool of soul power into one willing creature within **5 feet** of it, causing that creature to regain hit points equal to the pool's value.

While its pool has life force in it, the caprisoul emits dim light in a **10-foot radius**. The caprisoul's Death Burst trait deals additional damage equal to the value in its pool of soul power when it dies. The pool of soul power resets to 0 when the caprisoul's tamer finishes a long rest.

After the caprisoul has used this action twice, it can't do so again until its tamer finishes a short or long rest.

## CAPRISOUL

*Tiny undead, neutral*

**Armour Class** 13

**Hit Points** 3 (1d4 + 1)

**Speed** 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	13 (+1)	8 (-1)	9 (-1)	7 (-2)

**Skills** Stealth +5

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Death Burst.** When the caprisoul dies, it explodes in a burst of soul energy. Each creature within **5 feet** of it must make a **DC 11 Dexterity saving throw**, taking 5 (**2d4**) psychic damage on a failure, or half as much damage on a success.

## ACTIONS

**Soul Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage plus 3 (**1d6**) necrotic damage. The caprisoul gains temporary hit points equal to half the necrotic damage dealt. The target must succeed on a **DC 11 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## IMMATERIAL

**Prerequisite:** 3rd-level tamer  
**Type:** Active (bonus action)

As a bonus action, the caprisoul turns partially incorporeal. Until the start of its next turn, it has **resistance** to bludgeoning, piercing, and slashing damage. After the caprisoul uses this action, it can't do so again until its tamer finishes a short or long rest.

## QUICK I

**Prerequisite:** 3rd-level tamer  
**Type:** Passive (companion)

The caprisoul's flying speed increases by **10 feet** and it gains a **+2 bonus** to its AC while it isn't wearing armour.

## SOULBEAM I

**Prerequisite:** 5th-level tamer, Spirit Transfer  
**Type:** Active (action)

As an action, the caprisoul unleashes all of the energy stored in its pool of soul power. Each creature in a **5-foot-wide, 60-foot-long line** must make a **Dexterity saving throw**. A creature takes psychic damage equal to the value in the caprisoul's pool on a failure, or half as much damage on a success. The pool then resets to zero.

When the caprisoul's tamer reaches 9th level in the tamer class, this action deals an additional 7 (**2d6**) psychic damage.

After the caprisoul has used this action, it can't do so again until its tamer finishes a short or long rest.

## FLYBY

**Prerequisite:** 5th-level tamer  
**Type:** Passive (companion)

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

## SOUL SIPHON

**Prerequisite:** 5th-level tamer  
**Type:** Passive (companion)

The caprisoul's Soul Drain attack deals an additional 1d6 necrotic damage (7 (**2d6**) total). This increases by 1d6 when its tamer reaches 11th level in the tamer class (10 (**3d6**) total) and 17th level in the tamer class (14 (**4d6**) total).

## QUICK II

**Prerequisite:** 9th-level tamer, Quick I

**Type:** Passive (companion)

The caprisoul's flying speed increases by **10 feet** and it gains a **+2 bonus** to its AC while it isn't wearing armour. This is in addition to the increase and bonus from Quick I.

## UNCANNY DODGE

**Prerequisite:** 9th-level tamer

**Type:** Active (reaction)

When an attacker that the caprisoul can see hits it with an attack, the caprisoul can use its reaction to halve the attack's damage against it.

## INCORPOREALITY

**Prerequisite:** 13th-level tamer, Immaterial

**Type:** Passive (companion)

While the caprisoul is under the effect of its Immaterial trait, it can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 5 (**1d10**) force damage and is shunted to the nearest unoccupied space.

## SOULBEAM II

**Prerequisite:** 13th-level tamer, Soulbeam I

**Type:** Passive (companion)

The length of the caprisoul's Soulbeam line increases to **90 feet**, and the caprisoul gains a **+1 bonus** to the **save DC** of this action. The action deals an additional 7 (**2d6**) psychic damage, in addition to the bonus from Soulbeam I (14 (**4d6**) total extra damage).

When the caprisoul's tamer reaches 17th level in the tamer class, this action deals an additional 10 (**3d6**) psychic damage, in addition to the previous bonuses (24 (**7d6**) total extra damage).

## SOULFORM

**Prerequisite:** 17th-level tamer, Incorporeality or Soulbeam II

**Type:** Active (bonus action)

As a bonus action, the caprisoul unleashes its stored pool of soul power, turning into a terrifying, ghostly version of itself, changing in the following ways for **1 minute**:

- It grows to Medium size.
- It becomes weightless and can hover while flying.

- It has **resistance** to bludgeoning, piercing, and slashing damage.
- It can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 5 (**1d10**) force damage and is shunted to the nearest unoccupied space.
- It gains a number of temporary hit points equal to the value in its pool of soul power.
- Its pool of soul power resets to zero.
- It gains a ranged spell attack: **Soul Lance**.  
*Ranged Spell Attack: Con modifier + PB to hit, range 90 ft., one creature. Hit: 24 (7d6) psychic damage and the target must succeed on a **Wisdom saving throw** or be **frightened** of the caprisoul until the transformation ends. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.*

After the minute elapses, or if the caprisoul is reduced to 0 hit points before then, it falls **unconscious** until its tamer finishes a long rest. After it uses this action, it can't do so again until its tamer finishes a long rest.





**TAMER LEVEL**

1

**LINGUIST**  
 PREREQUISITE: BECOME COMPANION  
*"It speaks!"*

3

**GROWTH I**  
 PREREQUISITE: —  
*"Aw... the skull barely fits any more..."*

**DIVINE CONSTRICTION**  
 PREREQUISITE: —  
*"Nothing quite like a divine embrace."*

**TRUE SEEING I**  
 PREREQUISITE: GROWTH I  
*"Sometimes I feel they see right through me..."*

**SOLAR BEAM I**  
 PREREQUISITE: —  
*"Aren't they a little ray of sunshine?..."*

**DIVINE AEGIS**  
 PREREQUISITE: —  
*"It's nice when someone has your back..."*

5

**GROWTH II**  
 PREREQUISITE: GROWTH I  
*"...you might have to let it go soon."*

**DIVINE ARMOUR**  
 PREREQUISITE: DIVINE AEGIS  
*"...it looks like someone has their back."*

9

**TRUE SEEING II**  
 PREREQUISITE: TRUE SEEING I  
*"...and everyone else."*

**SOLAR BEAM II**  
 PREREQUISITE: SOLAR BEAM I  
*"...just remember your sunglasses..."*

13

**EVIL'S SCOURGE**  
 PREREQUISITE: DIVINE AEGIS  
*"...and even nicer when they have your front!"*

17

**COUATLING**

We used to have a lot of bar fights before Couaty took a liking to Granny Weathertax. Now they're quite the formidable pair. Couaty follows her everywhere, lets her know which folks are up to no good, and Granny takes care of them before any more of my tables get broken. I'd just got pretty good at carpentry too...

— Heliana, No Longer A Woodworker

Agents of good, harbingers of harmony, and a font of pleasant vibes, couatlings are anathema to evil. It isn't unusual for a couatl mother to expire after guarding her brood of eggs without rest or reprieve. Hatching without a parent isn't as dire a consequence for these innately magical creatures as one might think. The most bold of the brood will often use the mother's skull as a means of scaring off would-be predators. Adorable.

If any of the couatling's traits or actions require saving throws, it is always against the couatling's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the couatling's Charisma modifier

**Type:** Celestial  
**Creature Component:** Couatl  
**Bonus Tamer Improvement:** Linguist and +2 Hit Dice

# MONSTER TRAINER

## LINGUIST

**Prerequisite:** become a tamer's companion  
**Type:** Active (action), Passive (companion)

The couatling can understand all the languages that its tamer understands and can speak falteringly in those languages. In addition, the couatling can use an action to cast *comprehend languages*, requiring no material components. After it has used this action, it can't do so again until its tamer finishes a long rest.

The couatling gains this improvement when it becomes a companion; it doesn't cost an improvement.

## DIVINE CONSTRICTION

**Prerequisite:** 3rd-level tamer  
**Type:** Active (action)

The couatling gains a melee spell attack: *Constrict*. The damage die of the *Constrict* attack increases with the specified die size in the couatling's Growth improvements.

**Constrict.** *Melee Spell Attack:* **Cha modifier + PB** to hit, reach 5 ft., one creature no more than one size larger than the couatling. **Hit: 1d4 + Cha modifier** bludgeoning damage, and the target is **grappled** (**escape DC** equals **save DC**). Until this grapple ends, the target is **restrained**, and the couatling can't constrict another target.

## GROWTH I

**Prerequisite:** 3rd-level tamer  
**Type:** Passive (companion)

The couatling's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by 1 for each of its Hit Dice). The damage die of its Bite attack increases to a **d8** and its Divine Constriction to a **d6**.

## DIVINE AEGIS

**Prerequisite:** 5th-level tamer  
**Type:** Active (action)

As an action, the couatling casts *protection from evil and good* or *protection from poison*, without requiring material components. These spells end early when the couatling is dismissed. After it uses this feature to cast either spell, it can't do so again until its tamer finishes a long rest.

## SOLAR BEAM I

**Prerequisite:** 5th-level tamer  
**Type:** Active (companion)

As an action, the couatling unleashes a beam of radiant energy from its fanged maw. Each creature in a **5-foot-wide, 30-foot-long line** must make a **Dexterity saving throw**, taking 17 (**5d6**) radiant damage on a failed save, or half as much damage on a successful one. After the couatling uses this action, it can't do so again until its tamer finishes a short or long rest.

When the couatling's tamer reaches 9th level in the tamer class, the damage of this action increases to 24 (**7d6**).

## COUATLING

*Tiny couatl, lawful good*

**Armour Class** 13 (natural armour)

**Hit Points** 2 (1d4)

**Speed** 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)	15 (+2)

**Skills** Perception +3

**Damage Resistances** psychic, radiant

**Senses** darkvision 60 ft., passive Perception 13

**Languages** telepathy 30 ft.

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Shielded Mind.** The couatling is **immune** to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

## ACTIONS

**Bite.** *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. **Hit: 5 (1d6 + 2)** piercing damage.

**Goodsense (1/Day).** The couatling casts *detect evil and good*, requiring no material components.

## TRUE SEEING I

**Prerequisite:** 5th-level tamer

**Type:** Active (action), Passive (companion)

The couatling gains blindsight to a range of **15 feet**. As an action, it can gain truesight out to the range of its blindsight until the end of its next turn. After it uses this action, it can't do so again until its tamer finishes a short or long rest.

## DIVINE ARMOUR

**Prerequisite:** 9th-level tamer, Divine Aegis

**Type:** Passive (companion)

The couatling's scales harden as it is shrouded in a golden veil that wards against evil creatures. The couatling gains a **+2 bonus** to its AC while it isn't wearing armour. In addition, evil-aligned creatures that target the couatling with an attack or a harmful spell must first make a **Wisdom saving throw**. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the couatling from area effects, such as the explosion of a *fireball*. If the couatling makes an attack, casts a spell that affects an enemy, or deals damage to another creature, the golden veil fades to mist and this effect (but not the bonus to its AC) is suspended for **1 minute**.

## GROWTH II

**Prerequisite:** 9th-level tamer, Growth I

**Type:** Passive (companion)

The couatling's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Bite attack increases to a **d10** and its Divine Constriction to a **d8**.

## SOLAR BEAM II

**Prerequisite:** 13th-level tamer, Solar Beam I

**Type:** Passive (companion)

The damage of the couatling's Solar Beam action increases to **31 (9d6)**, and the length of the line increases to **60 feet**. The couatling gains a **+1 bonus** to the **save DC** of this action.

When the couatling's tamer reaches 17th level in the tamer class, the damage of this action increases to **42 (12d6)**.

## TRUE SEEING II

**Prerequisite:** 13th-level tamer, True Seeing I

**Type:** Passive (companion)

The couatling's blindsight increases to **60 feet**. When it uses its action to gain truesight out to the range of its blindsight, the effect lasts **10 minutes**.

## EVIL'S SCOURGE

**Prerequisite:** 17th-level tamer, Divine Armour

**Type:** Active (action)

As an action, the couatling casts the *dispel evil and good spell*, without requiring material components. This spell ends early when the couatling is dismissed. After it uses this action, it can't do so again until its tamer finishes a long rest.



TAMER  
LEVEL

# DEATH SHROUD



1

**RECYCLE**  
PREREQUISITE: BECOME COMPANION  
*"Waste not, want not."*

3

**GROWTH I**  
PREREQUISITE: —  
*"My, what an appetite..."*

**HULKING PROTECTOR**  
PREREQUISITE: —  
*"Such a helpful hand."*

5

**GROWTH II**  
PREREQUISITE: —  
*"...we'll have trouble finding trousers for that many legs..."*

**UNDEAD FORTITUDE I**  
PREREQUISITE: —  
*"Nothing gets you down, eh?..."*

**GRAVE ROBBER**  
PREREQUISITE: —  
*"Now, now, should you be doing that?..."*

**MULTIATTACK**  
PREREQUISITE: —  
*"A whirlwind of slaps."*

9

**UNDEAD FORTITUDE II**  
PREREQUISITE: UNDEAD FORTITUDE I  
*"...like... nothing!..."*

**CORPSE INVESTIGATOR**  
PREREQUISITE: GRAVE ROBBER  
*"...why, yes, we should!"*

13

**GROWTH III**  
PREREQUISITE: GROWTH II  
*"...yes, it'll have to be a custom wardrobe..."*

**UNDEAD FORTITUDE III**  
PREREQUISITE: UNDEAD FORTITUDE II  
*"...the power of positive thinking, is it?"*



17

**SWARM**  
PREREQUISITE: GROWTH III  
*"...I'm not clothing all of you!"*

Delightful companions when tracking; they don't speak and they get as excited as we when identifying the cause of a corpse's demise—a useful trait when discerning your prey's favourite meals. Just don't take them to a mortuary. People are so touchy about their relatives' flesh sacks.

— Heliana, Irreverent

A death shroud can be created by combining cloth imbued with necromantic energy with flesh free of a soul. One blast of biomantic energy later and you have an animate, cloth-wrapped limb. A death shroud actively recruits fresh corpses into its own form, temporarily increasing its size and strength. Over time, some of these additions stick, and the death shroud can grow to a mass of writhing limbs, heads, and torsos.

If any of the death shroud's traits or actions require saving throws, it is always against the death shroud's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the death shroud's Intelligence modifier

**Type:** Undead  
**Creature Component:** Undead spellcaster  
**Bonus Tamer Improvement:** Recycle and +2 Hit Dice

## MONSTER TRAINER

### RECYCLE

**Prerequisite:** become a tamer's companion

**Type:** Active (action or reaction)

As a reaction when the death shroud kills a creature with its Slap or Lich Slap attacks, or as an action when the death shroud is within **5 feet** of a corpse that has been dead for no longer than **1 hour**, the death shroud absorbs some of the corpse's mass into itself. The death shroud regains hit points equal to one roll of the corpse's Hit Die and gains the same number of temporary hit points.

In addition, if the corpse is equal to or larger than the death shroud, the death shroud's size increases by one size category until its tamer finishes a short or long rest. The death shroud's size can increase by no more than one category in this way. If there isn't enough room for the death shroud to double its size, it attains the maximum possible size in the space available. While its size is increased in this way, the death shroud has **advantage** on **Strength** checks and **Strength saving throws**, it gains a **+2 bonus** to the attack roll of its Slap attack, and its Slap attack deals an extra **1d4** bludgeoning damage on a hit.

### GROWTH I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The death shroud's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Slap increases to a **d6** and its Lich Slap to a **d10**.

### HULKING PROTECTOR

**Prerequisite:** 3rd-level tamer

**Type:** Active (reaction)

When a creature the death shroud can see attacks a target that is within **5 feet** of the death shroud, it can use its reaction to decrease the damage the target takes by **1d10**, provided the attack is against a creature other than the death shroud. When the death shroud's tamer reaches 13th level in the tamer class, this damage reduction increases to **2d10**.

## DEATH SHROUD

*Tiny undead, lawful neutral*

**Armour Class** 12 (natural armour)

**Hit Points** 2 (1d4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	14 (+2)	13 (+1)	8 (-1)

**Skills** Medicine +3, Thieves' tools +3

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 11

**Languages** understands Common but can't speak

**Challenge** 1/8 (25 XP) **Proficiency Bonus** +2

**Morbid Curiosity.** The death shroud is easily distracted by fresh corpses. Whenever it first detects a corpse that has been dead for less than **1 hour** (and that it didn't witness die), it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and inspect, the corpse for a cause of death. A distracted death shroud in a corpse's space uses its action to make **Intelligence (Medicine)** checks (DC decided by the GM). On a success, it stops being distracted and becomes **immune** to the allure of that corpse forever.

**Turn Immunity.** The death shroud is immune to effects that turn undead.

### ACTIONS

**Slap.** *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit:* 3 (**1d4 +1**) bludgeoning damage.

**Lich Slap.** *Ranged Spell Attack:* **+4** to hit, range 30 ft., one creature. *Hit:* 3 (**1d6**) necrotic damage and the target can't regain hit points until the start of the death shroud's next turn.

### GRAVE ROBBER

**Prerequisite:** 5th-level tamer

**Type:** Active (bonus action), Passive (companion ☞ tamer)

The death shroud is always under the effects of the *detect magic* spell, which has a radius equal to the death shroud's blindsight. If the death shroud uses its action to see magical auras, these are also visible to its tamer.

In addition, the death shroud can use its bonus action to use its thieves' tools to disarm a trap or open a lock, or to take the Use an Object action.

## GROWTH II

**Prerequisite:** 5th-level tamer, Growth I

**Type:** Passive (companion)

The death shroud's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Slap increases to a **d8** and its Lich Slap to a **2d6**.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the death shroud makes two attacks with any combination of Slap and Lich Slap.

## UNDEAD FORTITUDE I

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The death shroud gains a **+1 bonus** to its AC. In addition, if damage reduces the death shroud to 0 hit points, it must make a **Constitution saving throw** with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the death shroud drops to 1 hit point instead.

## CORPSE INVESTIGATOR

**Prerequisite:** 9th-level tamer, Grave Robber

**Type:** Active (action), Passive (tamer)

As an action, the death shroud can cast the *Speak with Dead* spell without requiring material components, allowing its tamer to ask the corpse questions. This spell ends early when the death shroud is dismissed. After the death shroud uses this action, it can't do so again until its tamer finishes a short or long rest.

In addition, the death shroud's tamer gains proficiency in the Medicine skill.

## UNDEAD FORTITUDE II

**Prerequisite:** 9th-level tamer, Undead Fortitude I

**Type:** Passive (companion)

The death shroud gains a **+1 bonus** to its AC. This improvement is in addition to the bonus from Undead Fortitude I. The DC for the Constitution saving throw it makes when reduced to 0 hit points equals the damage taken, unless the damage is radiant or from a critical hit.

## GROWTH III

**Prerequisite:** 13th-level tamer, Growth II

**Type:** Passive (companion)

The death shroud's size increases to Large and its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Slap attack increases to a **d10** and its Lich Slap to **2d8**.

## UNDEAD FORTITUDE III

**Prerequisite:** 13th-level tamer, Undead Fortitude II

**Type:** Passive (companion)

The death shroud gains a **+1 bonus** to its AC. This improvement is in addition to the bonuses from Undead Fortitude I & II. It can make the Constitution saving throw when reduced to 0 hit points even if the damage is radiant or from a critical hit.

## SWARM

**Prerequisite:** 17th-level tamer, Growth III

**Type:** Active (action)

As an action, the death shroud deconstructs itself into eight **ghouls** which last for **1 minute**. While in this state, the tamer can issue a single command as an action to all eight ghouls, which they follow to the best of their ability. The tamer can't use its Bolster, Psychic Bond, Malleable Presence, Switcheroo, or Magnificent Presence features to affect any of the ghouls.

The tamer can dismiss the death shroud if at least one ghoul is within range of the tamer. When it does so, the nearest ghoul returns to the vessel—where it reverts to a death shroud and remains unconscious and remains **unconscious** until its tamer finishes a long rest—and all the other ghouls drop dead.

Alternatively, if at least one ghoul is alive at the end of the minute and is on the same plane of existence as the tamer, the death shroud returns to its vessel and remains **unconscious** until its tamer finishes a long rest. If all ghouls die, the death shroud returns to its vessel with 3 levels of **exhaustion** and remains **unconscious** until its tamer finishes a long rest. If the tamer is on a different plane of existence to all of the ghouls when the minute ends or when the last ghoul dies, the death shroud dies.



TAMER LEVEL

**VERACIOUS QUESTION**

PREREQUISITE: —

"I'd answer carefully..."

**Mi!**

PREREQUISITE: —

"Ti! Qi! Ni!"

**SNEAK ATTACK**

PREREQUISITE: BECOME COMPANION

"Wait for it..."

**ASTRAL ENCHANTER I**

PREREQUISITE: —

"Bun has quite the eye for trinkets..."

**GRASPING BONETIDE**

PREREQUISITE: —

"No! You'll ruin the carpet!..."

**BONEY CARAPACE I**

PREREQUISITE: —

"How functional..."

**ZONE OF RETRIBUTIVE TRUTH**

PREREQUISITE: VERACIOUS QUESTION

"...but most importantly: truthfully!"

**SPRINGSTRIKE**

PREREQUISITE: SNEAK ATTACK

"...now!"

**UNCANNY DODGE**

PREREQUISITE: —

"Bunnies are notoriously jumpy."

**GRASPING BONETIDE II**

PREREQUISITE: GRASPING BONETIDE I

"...Can't you go plough a field?..."

**BONEY CARAPACE II**

PREREQUISITE: BONEY CARAPACE I

"...and macabre..."

**ASTRAL ENCHANTER II**

PREREQUISITE: ASTRAL ENCHANTER I

"...especially antiques..."

**BONE CAGE**

PREREQUISITE: BONEY CARAPACE II

"...well that's what I call recycling."

**ASTRAL ENCHANTER III**

PREREQUISITE: ASTRAL ENCHANTER II

"...they could go on a roadshow."

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3

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13

17

# DIRE BUNNY

Yes, a dire bunny is a great enchanting buddy, valuable rogue-like combatant, and excellent at getting the truth out of folks. But what no-one talks about is their ability to plough a field. One word and thousands of bony limbs dig it all up. Just don't take them to a graveyard, they get... distracted.

- Heliana, Aspiring Farmer

**Type:** Aberration

**Creature Component:** Bonemonger

**Bonus Tamer Improvement:** Sneak Attack

Astral hermits are a strange and esoteric species. Mercantile in nature, those that visit the Material Plane choose forms that appear innocuous and unthreatening, to better sell their enchanting services. The hermit from which this specimen, dubbed the 'dire bunny', has been crafted had a peculiar fascination with bones that has been surprisingly difficult to remove.

If any of the dire bunny's traits or actions require saving throws, it is always against the dire bunny's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus  
+ the dire bunny's Constitution modifier

## MONSTER TRAINER

### SNEAK ATTACK

**Prerequisite:** become a tamer's companion

**Type:** Passive (companion)

Once on its turn, the dire bunny can deal an extra 3 (1d6) damage to one creature it hits with a Bite attack if it has **advantage** on the attack roll. The dire bunny doesn't need advantage on the attack roll if another enemy of the target is within **5 feet** of it, that enemy isn't incapacitated, and the dire bunny doesn't have disadvantage on the attack roll.

The extra damage increases by 1d6 when the dire bunny's tamer reaches 3rd level (2d6), 5th level (3d6), 9th level (4d6), 13th level (5d6), and 17th level (6d6) in the tamer class.

### ASTRAL ENCHANTER I

**Prerequisite:** 3rd-level tamer

**Type:** Active (action), Passive (tamer)

While the dire bunny is summoned, its tamer has a +2 **bonus** to Enchanting checks\*.

In addition, as an action, the dire bunny can cast the *identify* spell, requiring no material components. After it uses this action, it can't do so again until its tamer finishes a long rest.

### MI!

**Prerequisite:** 3rd-level tamer

**Type:** Active (action)

As an action, the dire bunny proclaims "Mi!" at one creature it can see within **60 feet** of it. If the target can hear the proclamation, it must succeed on a **Constitution saving throw** or take 4 (1d8) thunder damage and 4 (1d8) psychic damage, and become **frightened** of the dire bunny until the end of the dire bunny's next turn.

### VERACIOUS QUESTION

**Prerequisite:** 3rd-level tamer

**Type:** Active (bonus action), Passive (companion & tamer)

The dire bunny gains proficiency in the Persuasion and Intimidation skills and, while the bunny is summoned, its tamer can add half its proficiency bonus to ability checks it makes that use the Insight, Intimidation, or Persuasion skills.

In addition, when the dire bunny asks a question,

it can use a bonus action to imbue the question with magical truth. If the question's recipient can hear (or otherwise perceive) and understand the question, it must make a **Charisma saving throw**, blurting out a short, truthful answer on a failure, or answering as it pleases (if at all) on a success. A creature can choose to fail this saving throw. After the dire bunny has used this bonus action twice, it can't do so again until its tamer finishes a short or long rest.

### GRASPING BONETIDE I

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the dire bunny summons a wave of animated bones that ripples out from it in either a **30-foot cone** or **15-foot-radius circle** (dire bunny's choice). Skeletal limbs burst out from surfaces in the area, slashing and grasping at creatures in contact with those surfaces. Each of those creatures must make a **Dexterity saving throw**, taking 10 (3d6) slashing damage and becoming **restrained** until the end of the dire bunny's next turn on a failure, or taking half as much damage and not becoming restrained on a success. After the dire bunny uses this action, it can't do so again until its tamer finishes a short or long rest.

When the dire bunny's tamer reaches 9th level in the tamer class, the damage of this action increases to 17 (5d6).

### BONEY CARAPACE I

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The dire bunny gains a +2 **bonus** to its AC while it isn't wearing armour.

### SPRINGSTRIKE

**Prerequisite:** 9th-level tamer, Sneak Attack

**Type:** Active (action), Passive (companion)

The dire bunny's speed increases by **10 feet**. As an action, the dire bunny can move up to half its speed without provoking opportunity attacks and make one Bite attack.

### UNCANNY DODGE

**Prerequisite:** 9th-level tamer

**Type:** Active (reaction)

When an attacker that the dire bunny can see hits it with an attack, the dire bunny can use its reaction to halve the attack's damage against it.

## ZONE OF RETRIBUTIVE TRUTH

**Prerequisite:** 9th-level tamer, Veracious Question

**Type:** Active (bonus action)

As a bonus action, the dire bunny manifests an aura that lasts for **1 minute** and extends **20 feet** from the dire bunny, moving with it. As part of the bonus action to create the aura and as a bonus action on subsequent turns, the dire bunny can ask one creature it can see within the aura a question. If the creature can hear (or otherwise perceive) the question and understands it, it feels compelled to answer truthfully. If it doesn't answer before the end of its next turn, or answers untruthfully, it must succeed on a **Charisma saving throw** or be thrown up to **20 feet** in a direction of the dire bunny's choice.

After the dire bunny has manifested this aura, it can't do so again until its tamer finishes a short or long rest.

## ASTRAL ENCHANTER II

**Prerequisite:** 13th-level tamer, Astral Enchanter I

**Type:** Active (action), Passive (tamer)

### DIRE BUNNY

*Tiny aberration, neutral*

**Armour Class** 13 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	8 (-1)	14 (+2)	11 (+0)

**Skills** Insight +4, Perception +4

**Senses** darkvision 90 ft., passive Perception 14

**Languages** Common, Deep Speech, telepathy 30 ft.

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Bonemonger.** Whenever the dire bunny first sees a bone, it must succeed on a **DC 12 Wisdom saving throw** or become distracted until it possesses the bone or the bone is no longer in its line of sight. While distracted, it spends its movement and actions trying to get closer to the bone and sequester it. A distracted dire bunny whose owner issues a command to it repeats the saving throw at the end of its next turn, ending the effect on a success and becoming **immune** to the allure of any bone for the next **hour**.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Detect Thoughts (1/Day).** The dire bunny learns the surface thoughts of one creature it can see within **30 feet** of it for **1 minute**. It can attempt to probe deeper into the creature's mind, using an action to force the target to make a **DC 12 Wisdom saving throw**, per the *detect thoughts* spell.

While the dire bunny is summoned, its tamer has a +2 **bonus** to Enchanting checks\*. This is in addition to the bonus from Astral Enchanter I.

As an action, the dire bunny can cast the *identify* spell at will, requiring no material components.

## GRASPING BONETIDE II

**Prerequisite:** 13th-level tamer, Grasping Bonetide I

**Type:** Passive (companion)

The damage of the dire bunny's Grasping Bonetide action increases to 24 (7d6), and the size of the area increases to a **50-foot cone** or a **20-foot-radius circle**. The dire bunny gains a +1 **bonus** to the **save DC** of this action.

When the dire bunny's tamer reaches 17th level in the tamer class, the damage of this action increases to 35 (10d6).

## BONEY CARAPACE II

**Prerequisite:** 13th-level tamer, Boney Carapace I

**Type:** Passive (companion)

The dire bunny gains a +2 **bonus** to its AC while it isn't wearing armour. This is in addition to the bonus from Boney Carapace I.

## ASTRAL ENCHANTER III

**Prerequisite:** 17th-level tamer, Astral Enchanter II

**Type:** Active (action), Passive (tamer)

While the dire bunny is summoned, its tamer has a +2 **bonus** to Enchanting checks\*. This is in addition to the bonuses from Astral Enchanter I & II.

As an action, the dire bunny can cast the *locate object* spell, requiring no material components. This spell ends early when the dire bunny is dismissed.

\*See Heliana's Guide to Monster Hunting, page 110-111.

## BONE CAGE

**Prerequisite:** 17th-level tamer, Boney Carapace II

**Type:** Active (action), Passive (companion)

The dire bunny gains a +1 **bonus** to its AC while it isn't wearing armour. This is in addition to the bonuses from Boney Carapace I & II.

As an action, the dire bunny creates a magical effect identical to the *bone cage*\* spell (see page 22) with a range of **self (30-foot-radius sphere)**. After it uses this action, it can't do so again until its tamer finishes a long rest.

TAMER  
LEVEL

1  
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**GROWTH I**  
PREREQUISITE: BECOME COMPANION  
*"This pup was quite enough trouble already..."*

**HOUND'S SPEED**  
PREREQUISITE: —  
*"Let's hope it doesn't set things on fire wherever it walks."*

**KEEN SENSES**  
PREREQUISITE: —  
*"They're good at finding things to burn..."*

**GROWTH II**  
PREREQUISITE: GROWTH I  
*"...Not a pup. How do I stop this?..."*

**TRAILBLAZER I**  
PREREQUISITE: —  
*"It sets things on fire where it walks..."*

**MULTIATTACK**  
PREREQUISITE: —  
*"Fiery fangs forwards, please."*

**PACK TACTICS**  
PREREQUISITE: KEEN SENSES  
*"...and sometimes, that's the enemy."*

**WHITE HOT**  
PREREQUISITE: —  
*"It's not you, it's me. I need space..."*

**GROWTH III**  
PREREQUISITE: GROWTH II  
*"...help!"*

**TRAILBLAZER II**  
PREREQUISITE: TRAILBLAZER I  
*"...I'm gonna need a fire blanket. Or ten."*

**FIERY AURA**  
PREREQUISITE: WHITE HOT  
*"...Okay it's you. A lot of space."*

## SLAGHUND PUP

No. Loud. Noises. Hundy is a sehr light sleeper und our insurance doesn't cover arson by fire-based fiends that you invite into your laboratory.

— Humperdink, Charred

**Type:** Fiend  
**Creature Component:** Hell hound and owlbear  
**Bonus Tamer Improvement:** Growth I and +2 Hit Dice

Instinctive, impulsive, and prone to setting things aflame, this pyromaniac pup's psyche is almost entirely id. A biomantic mix of hell hound and owlbear, this fiery fiend is an offensive powerhouse, even when a tiny pup. Just be careful not to stand too close to it when you sneeze... slaghunds are jumpy creatures.

If any of the slaghund's traits or actions require saving throws, it is always against the slaghund's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the slaghund's Constitution modifier

# MONSTER TRAINER

## GROWTH I

**Prerequisite:** become a tamer's companion

**Type:** Passive (companion)

The slaghund's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Bite attack increases to a **d8** and its Claws to a **d6**. The slaghund gains this improvement when it becomes a companion; it doesn't cost an improvement.

## KEEN SENSES

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The slaghund has **advantage** on **Wisdom (Perception)** checks.

## SLAGHUND

*Tiny fiend, chaotic neutral*

**Armour Class** 13 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

**Skills** Perception +2

**Damage Vulnerabilities** cold

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** ⅛ (25 XP)

**Proficiency Bonus** +2

**Heated Weapons.** When the slaghund hits with a weapon attack, it deals an extra 2 (1d4) fire damage (included in attacks).

**Heatable Body.** As a bonus action, the slaghund can cause its body to heat up, or return to a normal warm temperature. While its body is heated in this way, a creature that touches the slaghund or hits it with a melee attack while within **5 feet** of it takes 2 (1d4) fire damage.

**Reactionary Flame.** When the slaghund is surprised, it ignites everything flammable within **1 foot** of it that isn't being carried or worn.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 2 (1d4) fire damage.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 2 (1d4) fire damage.

## HOUND'S SPEED

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The slaghund's speed increases by **20 feet**.

## GROWTH II

**Prerequisite:** 5th-level tamer, Growth I

**Type:** Passive (companion)

The slaghund's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Bite attack increases to a **d10** and its Claws to a **d8**.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the slaghund can make two attacks: one with its Bite and one with its Claws.

## TRAILBLAZER

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action while the slaghund's Heatable Body trait is active, it can make its fires burn even hotter until the start of its next turn, leaving a trail of devastation behind it. After using this action, each space the slaghund moves into bursts into **5-foot-high** flames until the start of its next turn. A creature that starts its turn within **5 feet** of these flames, or one that starts its turn in the flames' space or moves into the flames' space for the first time on its turn, must make a **Constitution saving throw**. On a failure, a creature takes 2 (1d4) fire damage for each 5-foot-square of flames within 5 feet of it if it started its turn next to the flames, or 17 (5d6) fire damage if it is in the flames' space. On a success, a creature takes half as much damage.

After the slaghund uses this action, it can't do so again until its tamer finishes a short or long rest.

When the slaghund's tamer reaches 9th level in the tamer class, this damage increases to 3 (1d6) and 24 (7d6), respectively.

### PACK TACTICS

**Prerequisite:** 9th-level tamer, Keen Senses

**Type:** Passive (companion)

The slaghund has **advantage** on an attack roll against a creature if at least one of the slaghund's allies is within **5 feet** of the creature and the ally isn't incapacitated.

### WHITE HOT

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion & tamer)

The fire damage of the slaghund's Heatable Body and Heated Weapons traits increases to **1d8**. While the slaghund is summoned, its tamer has **resistance** to fire damage.

### GROWTH III

**Prerequisite:** 13th-level tamer, Growth II

**Type:** Passive (companion)

The slaghund's size increases to Large and its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Bite attack increases to a **d12** and its Claws to a **d10**.

### TRAILBLAZER II

**Prerequisite:** 13th-level tamer, Trailblazer I

**Type:** Passive (companion)

The damage of the slaghund's Trailblazer action increases to **4 (1d8)** and **31 (9d6)**, respectively. The slaghund gains a **+1 bonus** to the **save DC** of this action.

When the slaghund's tamer reaches 17th level in the tamer class, the damage of this action increases to **5 (1d10)** and **42 (12d6)**, respectively.

### FIERY AURA

**Prerequisite:** 17th-level tamer, White Hot

**Type:** Active (action)

As an action while the slaghund's Heatable Body trait is active, it casts the *fire shield* spell on itself, choosing the warm shield option and requiring no material components.

After the slaghund uses this action, it can't do so again until its tamer finishes a long rest.





## TAMER LEVEL

1

### GROWTH I

PREREQUISITE: BECOME COMPANION

"The unlucky thing just got even bigger..."

3

### HARDEN I

PREREQUISITE: —

"Such a lovely silver-blue..."

### COLD Demeanour

PREREQUISITE: —

"Talk about a cold shoulder..."

### MULTIATTACK

PREREQUISITE: —

"Unleash your inner dragon!"

5

### SLOWING GAZE

PREREQUISITE: —

"Quite the eye contact..."

### GROWTH II

PREREQUISITE: GROWTH I

"...meaning it'll fall harder..."

9

### HARDEN II

PREREQUISITE: HARDEN I

"...darkening to midnight hues."

### AURA OF PROTECTION

PREREQUISITE: —

"I always feel safer around you."

## TATZLING

13

### SLOWING GLARE

PREREQUISITE: SLOWING GAZE

"...how does it maintain it with everyone?"

### GROWTH III

PREREQUISITE: GROWTH II

"...probably on me."

17

### FREEZING BLAST

PREREQUISITE: COLD Demeanour

"...My toes hurt."

You know, mein experiments haf blöwn up in mein face far less since zis chappy has been helpink me in ze laboratory. But last night, I did see him slip on a patch of beer and knock over a broom, which hit Peeper und sent him flyink into Lut's bar, knockink ovr every bottle ov rum she owns. Such an unfortunate kreature...

— Humperdink, Recently Lucky

**Type:** Dragon

**Creature Component:** Silver dragon

**Bonus Tamer Improvement:** Growth I and +2 Hit Dice

With a distinctive lopsided horn, scales of a deep midnight hue, and a sinuous, eel-like body, it is hard to believe that the tatzel family is a close relative of the silver dragon. Though more introverted than their gregarious argent cousins, tatzelwurms and their biomantic coun-

terparts, tatzlings, are just as friendly towards those in need.

Widely regarded as a sign of impending doom and misfortune, superstitious folk the world over ward their homes against these sleek shadow-cats. This is to the villagers' detriment, however; tatzlings have the unique ability to draw bad luck from others. In fact, it is this aspect that makes a tatzling such a great protector and causes its most innocent failures to become disastrous.

If any of the tatzling's traits or actions require saving throws, it is always against the tatzling's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the tatzling's Constitution modifier

# MONSTER TRAINER

## GROWTH I

**Prerequisite:** become a tamer's companion

**Type:** Passive (companion)

The tatzling's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Bite attack increases to a **d8** and its Claws to a **d6**.

The tatzling gains this improvement when it becomes a companion; it doesn't cost an improvement.

## HARDEN I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The tatzling gains a +2 bonus to its AC while it isn't wearing armour.

## COLD DEMEANOUR

**Prerequisite:** 3rd-level tamer

**Type:** Active (bonus action)

As a bonus action, the tatzling creates a magical protective shield that surrounds it, covering its scales in a delicate patina of hoarfrost. It gains temporary hit points equal to three times its tamer's proficiency bonus for **1 minute**. If a creature hits it with a melee attack while it has these temporary hit points, the creature takes cold damage equal to three times its tamer's proficiency bonus.

After the tatzling uses this action, it can't do so again until its tamer finishes a short or long rest.

## GROWTH II

**Prerequisite:** 5th-level tamer, Growth I

**Type:** Passive (companion)

The tatzling's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Bite attack increases to a **d10** and its Claws to a **d8**.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the tatzling can make two attacks: one with its Bite and one with its Claws.

## SLOWING GAZE

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the tatzling targets one creature it can see within **30 feet** of it that can see it. The target must succeed on a **Constitution saving throw** or be affected by the *slow* spell until the start of the tatzling's next turn, until the tatzling can no longer see it, until it is more than **60 feet** from the tatzling, or until the tatzling chooses to end the effect (no action required). At the start of its subsequent turns, the tatzling can use its bonus action to extend the effect's duration to the start of its next turn. For the effect's duration, the tatzling has **disadvantage** on attack rolls against creatures other than the target of this effect.

After the tatzling uses this action, it can't do so again until its tamer finishes a short or long rest.

## TATZLING

*Tiny dragon, lawful good*

**Armour Class** 14 (natural armour)

**Hit Points** 3 (1d4 + 1)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	12 (+1)

**Skills** Perception +2

**Damage Resistances** cold

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Disaster Prone.** When the tatzling makes an ability check or attack roll and rolls a **1** on the d20, the results are often disastrous. The GM has great latitude when deciding the consequences of this trait triggering.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

## REACTIONS

**Protect (3/Day).** When a creature the tatzling can see attacks a target that is within **5 feet** of the tatzling, it can impose **disadvantage** on the attack roll provided the attack is against a creature other than the tatzling.

## HARDEN II

**Prerequisite:** 9th-level tamer, Harden I

**Type:** Passive (companion)

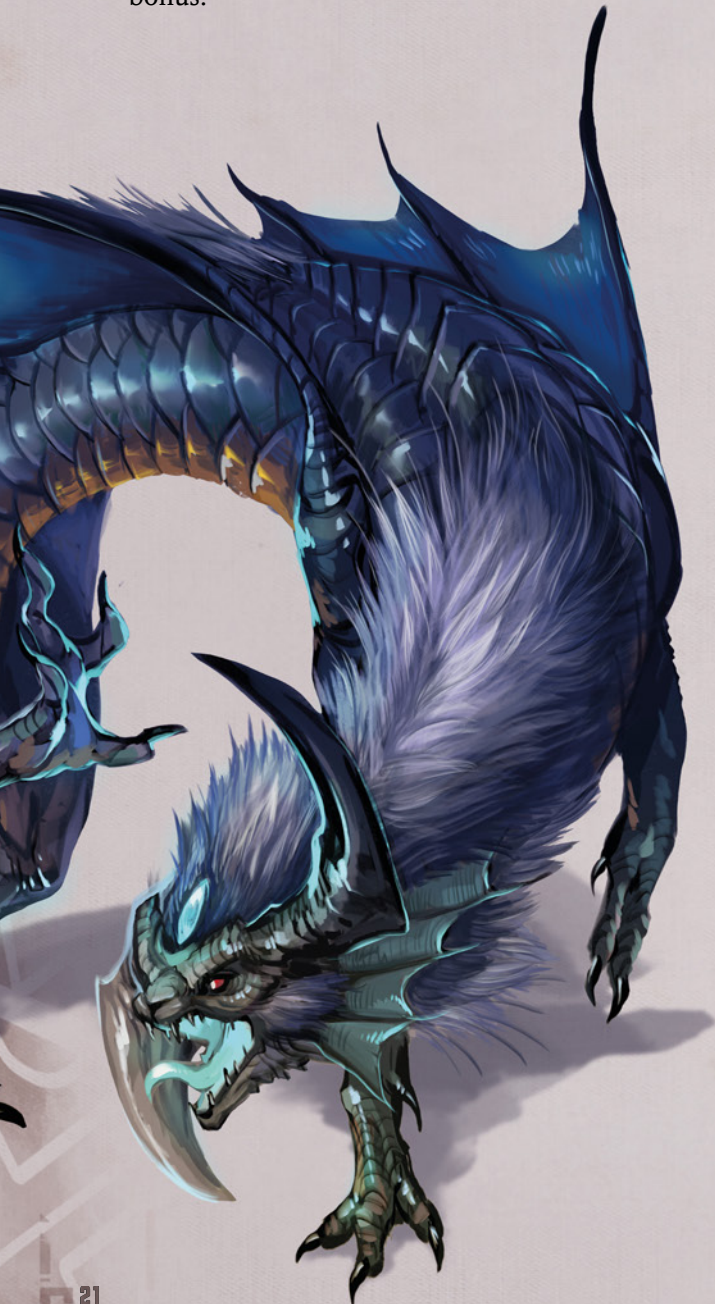
The tatzling gains a +2 **bonus** to its AC while it isn't wearing armour. This improvement is in addition to the bonus from Harden I.

## AURA OF PROTECTION

**Prerequisite:** 9th-level tamer

**Type:** Passive (tamer and allies)

Whenever a creature friendly to the tatzling makes a saving throw while within **10 feet** of the tatzling, the creature gains a bonus to the saving throw equal to the tatzling's Constitution modifier (minimum +1). The tatzling must be conscious to grant this bonus.



## GROWTH III

**Prerequisite:** 13th-level tamer, Growth II

**Type:** Passive (companion)

The tatzling's size increases to Large and its Hit Die size increases to a **d10** (its hit point maximum consequently increases by 1 for each of its Hit Dice). The damage die of its Bite attack increases to a **d12** and its Claws to a **d10**.

## SLOWING GLARE

**Prerequisite:** 13th-level tamer, Slowing Gaze

**Type:** Active (action)

As an action, each creature of the tatzling's choice in a **40-foot cone** originating from its eyes must succeed on a **Constitution saving throw** or become affected by the *slow* spell for **1 minute**. An affected creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

After the tatzling uses this action, it can't do so again until its tamer finishes a long rest.

When the tatzling's tamer reaches 17th level in the tamer class, this effect's cone increases to **60 feet**.

## FREEZING BLAST

**Prerequisite:** 17th-level tamer, Cold Demeanour

**Type:** Active (action), Passive (companion)

The tatzling gains **immunity** to cold damage.

As an action, the tatzling causes temperatures to plummet. Each creature within **20 feet** of it must make a **Constitution saving throw**, taking 35 (**10d6**) cold damage on a failure, or half as much damage on a success.

In addition, surfaces in the area become covered in a thin sheet of ice that lasts for **1 minute**. When the ice appears, each creature standing on it must succeed on a **Dexterity saving throw** or fall **prone**. A creature that enters the area for the first time on its turn or ends its turn there must also succeed on a **Dexterity saving throw** or fall **prone**. The tatzling automatically succeeds on these Dexterity saving throws.

After the tatzling uses this action, it can't do so again until its tamer finishes a long rest.

# APPENDIX A - SPELLS

## BONE CAGE

5th-level biomancy\* (\*can be replaced with necromancy)

**Casting Time:** 1 action

**Range:** Self (20-foot-radius sphere)

**Components:** V, S, M (the bones of at least one non-animated corpse, which the spell consumes)

**Duration:** 1 minute

**Class:** Cleric, Druid, Paladin, Warlock, Wizard

You draw the bones from all corpses within range, forming a carapace of ribcages and femurs. You gain temporary hit points for each Small or larger corpse wholly or partly within range, according to its size, that last for the duration:

Size	Temporary Hit Points Gained
Small	1d6+1
Medium	1d8+2
Large	1d10+5
Huge	1d12+12
Gargantuan	1d20+25

As an action on a subsequent turn, you can cause your armour of bones to erupt, expending all remaining temporary hit points. Each other creature within range must make a **Dexterity saving throw**, taking piercing damage equal to your expended temporary hit points on a failure, or half as much damage on a success. Whatever the manner in which the temporary hit points are lost, the bones shatter and can't be used in this way again.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the radius of this spell increases by **10 feet** for each slot level above 5th.



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