



FAMILIARS

CHAPTER 8

NEW FRIENDS
AND HOW TO
MAKE THEM

FAMILIARS

No. I do not have a problem. What I have is an abundance of friends. Furry friends, scaly friends, ethereal friends, even some post-life friends. Zombo doesn't like the word 'undead'. If you're looking for something more bespoke, talk to Humperdink; he's gotten very proficient at that biomancy stuff. A couple of drops of unique blood and he'll be able to make you a companion unlike all the others out there.

— Heliana, *Doesn't Have A Problem*

FIND-A-FRIEND

This section details new familiars that can be crafted from the remains of the unique boss monsters found in this book, as well as other, exotic creatures. Using any of the creature's components, Humperdink, Loot Tavern's resident Warlock and Biomancer, can craft a new, smaller, cuter creature. While generally friendlier than their monstrous counterparts, these familiars often also have annoyingly adorable flaws.

CRAFTING FAMILIARS

To craft a familiar, Humperdink (or another biomancer) needs one of the unique monster's components, a drop of the player character's blood, and a fee equal to 20 times the player character's level in gold pieces. After 24 hours, the familiar is crafted and is immediately bonded to the character from whom the blood was donated. When that character casts the *find familiar* spell, they can choose this crafted familiar instead of one of the normal options.

BESPOKE COMPANIONS

These crafted familiars are primed to be trained by monster tamers (see page 194). A creature crafted in this way can be tamed by its bonded tamer without requiring an ability check. Upon being tamed, the creature can no longer be summoned by the *find familiar* spell and becomes a bespoke companion.

Shared Resilience. When a crafted familiar becomes a companion, it gains the 'Bonus Tamer Improvement' listed in its section without requiring the tamer to spend one of its improvements. Furthermore, as a tamer increases in power, its link to its bespoke companions emboldens them. When a character reaches 3rd, 5th, 11th, or 17th level in the tamer class, each of its bespoke companions gain one additional Hit Die. Each time this happens, the companion's hit point maximum increases by a roll of the Hit Die plus the companion's Constitution modifier (minimum of 0). These increases are also applied retroactively, should the tamer gain a bespoke companion after they have reached these levels.

Bespoke Improvements. These crafted creatures gain new ways to benefit from the improvements granted by a tamer's Monster Trainer feature. When a tamer gains a level, they can choose to grant these creatures an improvement from the creature-specific options listed in their familiar's monster trainer section instead of the normal ones available to all creatures tamed by a tamer.





TAMER LEVEL

1

3

5

9

13

17

GENETIC MEMORY
 PREREQUISITE: BECOME COMPANION
"I seem to know more now."

SLIME
 PREREQUISITE: —
"They're a slippery one..."

ENTRANCE
 PREREQUISITE: —
"They're quite charming..."

INKJET
 PREREQUISITE: —
"Ink! Run away..."

RUBBERY HIDE I
 PREREQUISITE: —
"Tough as calamari..."

MULTIATTACK
 PREREQUISITE: —
"Tentacles everywhere."

INFECTIOUS MUCOUS
 PREREQUISITE: SLIME
"and... I wouldn't touch them."

FORTIFIED MIND
 PREREQUISITE: —
"A fortified mind palace."

RUBBERY HIDE II
 PREREQUISITE: RUBBERY HIDE I
"...tanned in giant's piss."

ENTHRAL
 PREREQUISITE: ENTRANCE
"...one might say... dominating..."

PROBING MIND
 PREREQUISITE: ENTHRAL
"...and ever present."

ABOLING

A little bit of ze aboleth's knowledge lives on in ze aboling's biomantic code. Zis mind reader ist sehr persuasive, und has ein neat little trick to help it run away. Just don't share it, unless you want to dye your clothes black.

— Humperdink, Launderer

Type: aberration
Creature Component: aboleth or broodmother aboleth
Bonus Tamer Improvement: Genetic Memory and +2 Hit Dice

Encoded within aboleth ichor are the memories of its donor, secreted amongst the fluid's genetic code. In its base state, an aboling makes a functional

amphibious companion, with a minor ability to sense the motives of other creatures. Upon bonding and training with a tamer, an aboling can fulfil its potential as a mind reader and repository of knowledge, sharing insights and information its progenitor acquired over its long life.

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

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

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the aboling the following improvements using your Monster Trainer feature:

GENETIC MEMORY

Prerequisite: become a tamer's companion
Type: Passive (tamer)

While the aboling is summoned, its tamer has **proficiency** in the History skill. If the tamer is already proficient in this skill, it can add double its proficiency bonus whenever it makes an ability check using this skill. It cannot benefit from a feature that doubles its proficiency bonus with a skill more than once. The aboling gains this improvement when it becomes a companion; it doesn't cost an improvement.

ENTRANCE

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

As an action, the aboling can target one creature it can see within **30 feet** of it. The target must succeed on a **Wisdom saving throw** or be magically **charmed** by the aboling for **1 hour**. This effect ends early if the aboling dies, is recalled, is on a different plane of existence from the target, or if you or your companions do anything harmful to the target. The charmed creature regards the aboling as a friendly acquaintance. When the effect ends, the creature knows it was charmed by the aboling.

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

SLIME

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

The aboling has **advantage** on any ability checks or saving throws it makes to avoid or escape being grappled or restrained.

INKJET

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

As an action, the aboling can squirt ink at a creature within **10 feet** of it. The creature must succeed on a **Dexterity saving throw** or be **blinded** until the start of its next turn. The aboling can then move

up to half its speed as part of the same action. If this action is taken underwater, immediately before the aboling moves, it creates a **5-foot-radius sphere** of heavily obscured water that lasts until the start of its next turn.

After the aboling uses this action, it can't do so again until **10 minutes** have passed.

When the aboling's tamer reaches 13th level in the tamer class, the aboling can choose to target all creatures within **10 feet** of it, instead of just one creature.

MULTIATTACK

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

As an action, the aboling can make two tentacle attacks.

RUBBERY HIDE I

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

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

ABOLING

Tiny aberration, neutral evil

Armour Class 12 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 25 ft., swim 40 ft.

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

Skills Arcana +4, History +4, Insight +2, Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages understands emotions and imagery but doesn't speak, telepathy 30 ft.

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Amphibious. The aboling can breathe air and water.

ACTIONS

Tentacle. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Detect Thoughts (1/Day). The aboling learns the surface thoughts of one creature it can see within **30 feet** of it for the next **minute**. It can attempt to probe deeper into the same creature's mind, using an action to force the target to make a **DC 12 Wisdom saving throw**. If it fails, the aboling gains insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the effect ends. Either way, the target knows that the aboling was probing deep into its mind.

FORTIFIED MIND

Prerequisite: 9th-level tamer

Type: Passive (companion ☞ tamer)

The aboling gains proficiency in Intelligence saving throws. While it is summoned, its tamer also has **proficiency** in Intelligence saving throws. If its tamer already has this proficiency, the tamer instead gains proficiency in Charisma saving throws.

INFECTIOUS MUCOUS

Prerequisite: 9th-level tamer, Slime

Type: Active (bonus action)

As a bonus action, the aboling can secrete infectious mucous that lasts until the end of its next turn, choosing one of the diseases from the *contagion* spell. For the duration, each time the aboling hits a creature with a tentacle attack, the creature must succeed on a **Constitution saving throw** or be affected by the *contagion* spell for **1 hour** (concentration not required). In addition, a creature that is grappling the aboling, or a creature that the aboling has grappled, must make a **Constitution saving throw** at the start of each of the aboling's turns as if it had been hit by a tentacle attack.

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

ENTHRAL

Prerequisite: 13th-level tamer, Entrance

Type: Active (action)

As an action, the aboling can target one humanoid or beast it can see within **30 feet** of it. The target must succeed on a **Wisdom saving throw** or be magically **charmed** by the aboling for **1 minute**. The charmed target follows the aboling's commands and can't take reactions. While charmed in this way, the aboling and the target can communicate telepathically with each other over any distance. The aboling can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from the aboling, it defends and preserves itself to the best of its ability.

On its subsequent turns, the aboling must use its action to maintain this effect, or the effect ends. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. This effect also ends early if the aboling dies, is recalled, or is on a different plane of existence from the target.

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

RUBBERY HIDE II

Prerequisite: 13th-level tamer, Rubbery Hide I

Type: Passive (companion)

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

PROBING MIND

Prerequisite: 17th-level tamer, Enthral

Type: Passive (companion)

The aboling is always under the effects of the *detect thoughts* spell while it is summoned and can relay these read thoughts directly to its tamer while the aboling is within **100 feet** of the tamer.

TAMER
LEVEL

1

GROWTH I

PREREQUISITE: BECOME COMPANION

"Who's a big dragon! Who's a big dragon?..."

3

HARDEN I

PREREQUISITE: —

"What shiny scales you have!..."

5

GROWTH II

PREREQUISITE: GROWTH I

"...Wow! What have you been eating?"

BREATH WEAPON I

PREREQUISITE: —

"Stand back!..."

MULTIATTACK

PREREQUISITE: —

"Sic 'em!"

9

BLINDSIGHT

PREREQUISITE: —

"Hide and seek is no fun anymore."

HARDEN II

PREREQUISITE: HARDEN I

"...They're actually quite abrasive."

13

GROWTH III

PREREQUISITE: GROWTH II

"...Feeding this thing is bankrupting."

BREATH WEAPON II

PREREQUISITE: BREATH WEAPON I

"...Further back!"

17

WING ATTACK

PREREQUISITE: —

"You don't even always have wings..."



DRAGONLING

I did mein best to downplay ze greed tendencies but zese adorable drakes just kan't help zemselves. If you need ein hot töddy or hold beer in a giffy, chuck von a gold or silver loin und vatch it get to vork!

— Humperdink, Hot Chocolate Aficionado

Like a dragon, but a little less greedy and a little more pliant, dragonlings are Humperdink's attempt at retaining a dragon's useful characteristics and limiting the more... tyrannical ones. Able to shift its makeup depending on the metals to which it is exposed, the dragonling is an adaptable, if distractable, companion.

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

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

Type: dragon

Creature Component: any dragon

Bonus Tamer Improvement: Growth I and +2 Hit Dice

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the dragonling the following improvements using your Monster Trainer feature:

GROWTH I

Prerequisite: become a tamer's companion

Type: Passive (companion)

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

DRAGONLING

Tiny dragon, lawful good

Armour Class 14 (natural armour)

Hit Points 3 (1d4 + 1)

Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	9 (-1)	11 (+0)	13 (+1)

Skills Perception +2

Damage Resistances see Coin Character trait

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Coin Character. When the dragonling's tamer finishes a long rest, the dragonling gains an affinity for the element associated with the first coin it touches. This affinity grants the dragonling **resistance** to that damage type and lasts until its tamer next finishes a long rest. Copper gives acid affinity, gold gives fire, and magnetite & silver give cold.

Greedy. Whenever the dragonling first detects treasure worth 100 gp or more that isn't being worn or carried, 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 frolic in, the treasure. A distracted dragonling repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming **immune** to the allure of that treasure for the next **24 hours**.

ACTIONS

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

HARDEN I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

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

BREATH WEAPON I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the dragonling can unleash a torrent of elemental energy. Each creature in an area must make a saving throw, taking 17 (5d6) damage on a failed save, or half as much damage on a successful one. The area, damage type, and saving throw depend on the dragonling's affinity (see its Coin Character trait):

- ♦ **Copper.** A 5-foot-wide, 30-foot line that requires a **Dexterity saving throw** and deals acid damage.
- ♦ **Gold.** A 20-foot cone that requires a **Dexterity saving throw** and deals fire damage.
- ♦ **Magnetite.** A 20-foot cone that requires a **Dexterity saving throw** and deals piercing damage.
- ♦ **Silver.** A 20-foot cone that requires a **Constitution saving throw** and deals cold damage.

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

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

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the dragonling can make two bite attacks.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The dragonling'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 from a d8 to a **d10**.

BLINDSIGHT

Prerequisite: 9th-level tamer

Type: Passive (companion)

The dragonling gains blindsight to a range of **15 feet**.

HARDEN II

Prerequisite: 9th-level tamer, Harden I

Type: Passive (companion)

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

BREATH WEAPON II

Prerequisite: 13th-level tamer, Breath Weapon I

Type: Active (action)

The damage of the dragonling's Breath Weapon action increases to 31 (**9d6**), the area of the cones increases to **30 feet**, and the length of the line increases to **90 feet**. The dragonling gains a **+1 bonus** to the **save DC** of this action.

When the dragonling's tamer reaches 17th level in the tamer class, the Breath Weapon's damage increases to 42 (**12d6**).

GROWTH III

Prerequisite: 13th-level tamer, Growth II

Type: Passive (companion)

The dragonling'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 from a d10 to **2d6**.

WING ATTACK

Prerequisite: 17th-level tamer

Type: Active (action)

As an action, the dragonling can beat its wings. Each creature within **10 feet** of the dragonling must succeed on a **Strength saving throw** (DC = 8 + the tamer's proficiency bonus + the dragonling's Strength modifier) or take bludgeoning damage and be knocked **prone**. The damage equals **4d6** plus the dragonling's Strength modifier. Creatures larger than the dragonling automatically succeed on this saving throw. The dragonling can then fly up to half its flying speed.

MOAR FAMILIARS!

Want more familiars? Scan or click on the QR code, or type in the URL below to get a free bonus PDF of seven more crafted familiars.



heliana.lt/Familiars



GROWTH I

PREREQUISITE: BECOME COMPANION

"Six sides!? Okay..."

1

ENGULF

PREREQUISITE: —

"He could use a hug..."

REACTIVE MUTATIONS

PREREQUISITE: —

"Adapt!"

3

MULTIATTACK

PREREQUISITE: —

"Pseudopodia, everywhere!"

SPIT

PREREQUISITE: —

"It's gross, but I'm cool with it."

GROWTH II

PREREQUISITE: GROWTH I

"...eight!? ..."

5

TURTLE

PREREQUISITE: —

"Stay here and be a wall..."

PHALANX

PREREQUISITE: —

"Stay here and be spikey..."

GROWTH III

PREREQUISITE: GROWTH II

"...ten! C'mon, now."

9

SANCTUARY

PREREQUISITE: ENGULF

"...and now I could use a hug."

GROWTH IV

PREREQUISITE: GROWTH III

"...It's hardly cheaper by the dozen."

13

ERUPT

PREREQUISITE: TURTLE/PHALANX

"...and now go boom!"

17

GELATINOOZE

You can pet it. But I'd wear gloves. And not your favourite, fancy-pants vons either; you never know when its goink to start oozink.

— Humperdink, No Longer Has Gloves

Type: ooze

Creature Component: any polyhedrooze

Bonus Tamer Improvement: Growth I and +2 Hit Dice

A relatively recent creation, the gelatinous polyhedrooze builds on its forebears' mere six sides. Able to more selectively dissolve the objects it engulfs, this companion makes use of the arms and armour found lying around dungeons to form impenetrable barriers of overlapping shields and phalanx-like spears.

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

Save DC = 8 + the tamer's proficiency bonus + the gelatinooze's Strength modifier

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the gelatinooze the following improvements using your Monster Trainer feature:

GROWTH I

Prerequisite: become a tamer's companion

Type: Passive (companion)

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

REACTIVE MUTATIONS

Prerequisite: 3rd-level tamer

Type: Active (bonus action)

As a bonus action, the gelatinooze activates its immune system for the next **minute**. Immediately after the gelatinooze next takes damage, it gains **resistance** to that damage type for **1 minute**.

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

ENGULF

Prerequisite: 3rd-level tamer

Type: Active (action)

As an action, the gelatinooze can move up to its speed. While doing so, it can enter the space of creatures smaller than its size. Whenever the gelatinooze enters a creature's space, the creature must make a **Dexterity saving throw**.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the gelatinooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the gelatinooze enters the creature's space, stops moving and engulfs the creature, which takes 7 (**2d6**) acid damage. The engulfed creature can't breathe, is **restrained**, and takes 7 (**2d6**) acid damage at the start of each of the gelatinooze's turns. When the gelatinooze moves, the engulfed creature moves with it. The gelatinooze can have only one creature engulfed at a time.

An engulfed creature can try to escape by taking an action to make a **Strength** check against the gelatinooze's **save DC**. On a success, the creature escapes and enters a space of its choice within 5 feet of the gelatinooze.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The gelatinooze's size increases to Medium, it becomes shaped like a d8, 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 dice of its pseudopod and spit attacks increase from a **d6** to a **d8**, and its Engulf action's damage increases to 10 (**3d6**).

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the gelatinooze can make two pseudopod attacks.

GELATINOOZE

Tiny ooze, unaligned

Armour Class 12 (natural armour)

Hit Points 5 (1d4 + 3)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	4 (-3)	8 (-1)	4 (-3)

Damage Immunities acid

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Acidic Touch. At the start of the gelatinooze's turn, it can choose to secrete a small dose of acid (no action required). Each creature that is grappling it or that it is grappling takes acid damage equal to the gelatinooze's Constitution modifier.

Dissolve Metal (Recharges after a Short or Long Rest). Over the course of **1 minute**, the gelatinooze can dissolve up to 1 pound of nonmagical metal it is touching.

ACTIONS

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

SPIT

Prerequisite: 5th-level tamer

Type: Active (action)

The gelatinooze gains a ranged weapon attack: Spit. The damage die of the spit attack increases with the specified die size in the gelatinooze's Growth improvements.

Spit. *Ranged Weapon Attack:* **Str or Dex modifier + PB** to hit, range 20/60 ft., one target. *Hit:* **2d6 + Str or Dex modifier** acid damage.

PHALANX

Prerequisite: 9th-level tamer

Type: Active (action)

As an action while the gelatinooze is not in its Turtle form, it can brace itself in place, reducing its speed to 0 and presenting a phalanx of spiky things it has found. A creature that hits the gelatinooze with a melee attack while within 5 feet of it takes **2d6** piercing damage.

As a bonus action, the gelatinooze can return to normal, regaining its normal speed.

TURTLE

Prerequisite: 9th-level tamer

Type: Active (action)

As an action while the gelatinooze is not in its Phalanx form, it can hunker in place, reducing its speed to 0 and presenting a wall of metal and wood on one of its faces. Choose a direction and project a cone as if casting a cone-shaped spell with infinite length; the gelatinooze gains a **+10 bonus** to AC against all attacks originating from within that cone.

As a bonus action, the gelatinooze can return to normal, regaining its speed and its normal AC.

GROWTH III

Prerequisite: 9th-level tamer, Growth II

Type: Passive (companion)

The gelatinooze's size increases to Large, it becomes shaped like a d10, 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 dice of its pseudopod and spit attacks increase from a d8 to a **d10**, and its Engulf action's damage increases to **14 (4d6)**. This growth improvement ignores the normal maximum companion size for a tamer.

GROWTH IV

Prerequisite: 13th-level tamer, Growth III

Type: Passive (companion)

The gelatinooze's size increases to Huge, it becomes shaped like a d12, and its Hit Die size increases to a **d12** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage dice of its pseudopod and spit attacks increase from a d10 to a **d12**, and its Engulf action's damage increases to **17 (5d6)**. This growth improvement ignores the normal maximum companion size for a tamer.

SANCTUARY

Prerequisite: 13th-level tamer, Engulf

Type: Active (action)

As an action, the gelatinooze can move into the space of an object or willing creature that is smaller than it and encapsulate it within its body. The object or creature can be seen but has total cover. No energy or spell effects that either originate from or target the encapsulated object or creature can pass through the gelatinooze. The gelatinooze naturally diffuses air to the object or creature within it, allowing it to breathe. The gelatinooze can contain up to 1 creature of a size smaller than it, whether it has it engulfed (using the Engulf action) or encapsulated using this trait.

An encapsulated creature can exit the polyhedrooze by expending 2 feet of movement for each foot of gelatinooze that it passes through. As a bonus action, the gelatinooze can expel the object or creature into an adjacent, unoccupied space of the gelatinooze's choice.

ERUPT

Prerequisite: 17th-level tamer, Phalanx or Turtle

Type: Active (action)

As an action, the gelatinooze can fire all the shrapnel, armour, and weapons it has accumulated in its body. It can choose to focus this in a **60-foot cone** or erupt in all directions in a **20-foot-radius sphere** centred on itself. Each creature in the area other than the gelatinooze must make a **Dexterity saving throw**. A creature takes **14 (4d6)** bludgeoning damage, **14 (4d6)** piercing damage, **14 (4d6)** slashing damage, and **14 (4d6)** acid damage on a failed save, or half as much damage on a successful one.

After the gelatinooze uses this action, it can't use its Erupt, Phalanx, or Turtle actions until it spends **1 hour** absorbing rocks, metal, and other bric-a-brac.

TAMER
LEVEL

1

HELPFUL

PREREQUISITE: BECOME COMPANION

"Don't worry, it's not trying to mug you..."

3

DETRITIVORE

PREREQUISITE: —

"It's called composting,..."

5

GROWTH

PREREQUISITE: —

"What a nourished toadstool."

HALLUCISPORES

PREREQUISITE: —

"Yes, it is actually that cute."

PUFFBALLS I

PREREQUISITE: —

"Oh, it brought friends!..."

9

DAMP DARK DWELLER

PREREQUISITE: DETRITIVORE

"...it happens underground."

FUNGAL FRUITS

PREREQUISITE: —

"Fruit? I guess you could call it that."

13

MULTIHELP

PREREQUISITE: —

"...it's giving you the knife!"

PUFFBALLS II

PREREQUISITE: PUFFBALLS I

"...Mushy. This is too many friends."

17

HYPHAN

MYCELIAL RECONSTITUTION

PREREQUISITE: —

"Where's it go- oh, there it is."

A helpful fungal friend, the hyphan's climbing ability makes it especially useful for dusting those hard-to-reach corners. It's also very good at stopping bar fights; it has a real calming presence. I just have to remember to put him in the basement when we want to really let loose and break some furniture.

— Heliana, Tavern Brawler

Always keen to offer aid, hyphans make excellent support companions, both on the battlefield and emotionally. Able to calm intense emotions, charm aggressors, and disappear into the earth, they are experts in de-escalation and can aid a party's escape by lacing large areas with necrotising puffballs.

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

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

Type: plant
Creature Component: fungal heart
Bonus Tamer Improvement: Helpful and +2 Hit Dice

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the hyphan the following improvements using your Monster Trainer feature:

HELPFUL

Prerequisite: become a tamer's companion

Type: Active (bonus action)

As a bonus action, the hyphan takes the Help action. The hyphan gains this improvement when it becomes a companion; it doesn't cost an improvement.

HYPHAN

Tiny plant, neutral good

Armour Class 11 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	14 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Medicine +3, Nature +3

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Spider Climb. The hyphan can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the hyphan has **disadvantage** on attack rolls, as well as on **Wisdom (Perception)** checks that rely on sight.

ACTIONS

Poison Spray. One creature within **15 feet** of the hyphan must succeed on a **DC 12 Constitution saving throw** or take 6 (1d12) poison damage.

Calming Spores (1/Day). One creature within **30 feet** of the hyphan must succeed on a **DC 12 Charisma saving throw** or have its emotions calmed for the next **minute**. A willing creature can choose to fail this saving throw. The hyphan can choose to suppress any effect causing the target to be charmed or frightened. When this effect ends, any suppressed effect resumes, provided that its duration hasn't expired in the meantime. Alternatively, the hyphan can make the target indifferent about creatures of its choice that the target is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the effect ends, the creature becomes hostile again, unless the GM rules otherwise.

DETRITIVORE

Prerequisite: 3rd-level tamer

Type: Active (action)

As an action, the hyphan can drain one Small or larger corpse within its reach, regaining hit points equal to twice its tamer's level. Once the hyphan has used this action, it can't do so again until its tamer finishes a long rest. A corpse can be drained by this or similar abilities only once.

GROWTH

Prerequisite: 5th-level tamer

Type: Passive (companion)

The hyphan's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage of its Poison Spray increases to **2d12**.

HALLUCISPORES

Prerequisite: 5th-level tamer

Type: Active (reaction)

As a reaction when the hyphan takes damage, it can jettison out a cloud of spores. Each creature within **10 feet** of it must succeed on a **Wisdom saving throw** or be **charmed** by the hyphan until the end of its next turn.

The hyphan has a number of uses of this ability equal to its Constitution modifier (minimum 1) and regains all expended uses when its tamer finishes a long rest.

PUFFBALLS I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the hyphan can cause two **10-foot squares** of dirt, rock, or wood it can see within **60 feet** of it to sprout tiny puffball mushrooms, which last for **1 hour** or until the hyphan dismisses them as an action. The squares must be contiguous with one another.

When a creature enters the area, the **10-foot square** of puffballs explodes, disappearing into a cloud of spores. Each non-hyphan creature in the area or within **5 feet** of the area must make a **Constitution saving throw**, taking 13 (2d12) necrotic damage on a failed save, or half as much damage on a successful one.

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

When the hyphan's tamer reaches 9th level in the tamer class, the hyphan can create one additional **10-foot square** of puffballs (three total), and the damage increases to 19 (3d12).

DAMP DARK DWELLER

Prerequisite: 9th-level tamer, Detritivore

Type: Passive (companion ☞ tamer)

The hyphan has **immunity** to necrotic damage. In addition, while the hyphan is summoned, its tamer has darkvision out to a range of **60 feet**. If its tamer already has darkvision, the range is increased by **30 feet**.

FUNGAL FRUITS

Prerequisite: 9th-level tamer

Type: Active (1 minute)

Over the course of a **minute**, the hyphan can grow a random assortment of mushrooms on its body. Each time it does this, roll a **d4** twice and consult the options below to determine which two mushrooms grow.

1-Bloomshroom. As an action, a creature can eat this mushroom, regaining **2d4 + 2** hit points and gaining **advantage** on all **Constitution saving throws** for **1 minute**.

2-Boomshroom. As an action, a creature can throw this volatile mushroom at a point it can see within 60 feet of it, where it explodes in a **10-foot-radius sphere** of flames. Each creature in the area must make a **Dexterity saving throw**, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

3-Doomshroom. As an action, a creature can throw this dusky mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of purple spores. Each creature in the area must succeed on a **Constitution saving throw** or become afflicted by the *bane* spell for **1 minute** (concentration not required). An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4-Gloomshroom. As an action, a creature can eat this mushroom. For the next hour, it gains darkvision out to a range of **60 feet**. If it already has darkvision, the range of this vision is increased by **30 feet**.

The mushrooms last until the hyphan's tamer next finishes a long rest, but lose all magical effects **10 minutes** after they are plucked. You can pluck a mushroom as part of the action to use it. After the hyphan uses this trait, it can't do so again until its tamer finishes a long rest.

MULTIHELP

Prerequisite: 13th-level tamer, Helpful

Type: Active (action)

When the hyphan takes the Disengage action, it can take the Help action up to three times on that turn as part of the same action. After it uses this action, it can't do so again until its tamer finishes a short or long rest.

PUFFBALLS II

Prerequisite: 13th-level tamer, Puffballs I

Type: Active (action)

When the hyphan uses its Puffballs action, it can create an additional **10-foot square** of puffball mushrooms, for a total of four 10-foot squares. The damage they deal increases to 26 (4d12). The hyphan gains a **+1 bonus** to the **save DC** of this action.

When the hyphan's tamer reaches 17th level in the tamer class, the hyphan can create one additional 10-foot square of puffballs (five total), and the damage increases to 32 (5d12).

MYCELIAL RECONSTITUTION

Prerequisite: 17th-level tamer

Type: Active (action)

As an action, the hyphan can dissolve into mycelia, ending the grappled and restrained conditions on it and reappearing in an unoccupied space on the ground it can see within **30 feet** of it.



TAMER LEVEL

PACK TACTICS

PREREQUISITE: BECOME COMPANION

"They're a team player."

1

PUPPY DRAGON EYES

PREREQUISITE: —

"What. A. Cutey."

3

GROWTH

PREREQUISITE: —

"They're all grown up!"

MULTIATTACK

PREREQUISITE: —

"They're getting a bit hyperactive."

DYNOBOOM I

PREREQUISITE: —

"Koby, what have you got there?..."

5

PREHENSILE TAIL

PREREQUISITE: —

"Scalpel, please."

NIMBLE ESCAPE

PREREQUISITE: —

"We'll never make it out alive..."

9

UNCANNY DODGE

PREREQUISITE: NIMBLE ESCAPE

"...Yay! We made it!"

DYNOBOOM II

PREREQUISITE: DYNBOOM I

"... It goes boom? Give it to me."

13

MECHAKOBOLD

PROTO-ATTUNEMENT

PREREQUISITE: —

"This magical sock is for you!"

17

This little friend is sehr helpful. Sometimes too helpful. Von time, when I vas harvestink ein red dragon's breath sak, I asked for a scalpel und it dropped it. Point down. Into ze sak. My hair's only just grown back.

— Humberdink, Recently Singed

Type: construct

Creature Component: koboldzilla

Bonus Tamer Improvement: Pack Tactics and +2 Hit Dice

From the crude blood-oil of the mecha koboldzilla can be harnessed the progenitor genetic code of the modern kobold. A combination of flesh and

metal, the mechakobold retains much of the modern kobold's ingenuity and penchant for mischief. Mechakobolds' belief powers their magical inventions; the force of their personality directly augments their creations. Expect homemade explosions, picked pockets, and the pressing of any big, red buttons.

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

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

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the mechakobold the following improvements using your Monster Trainer feature:

PACK TACTICS

Prerequisite: become a tamer's companion
Type: Passive (companion)

The mechakobold has **advantage** on an attack roll against a creature if at least one of the mechakobold's allies is within **5 feet** of the creature and the ally isn't incapacitated. The mechakobold gains this improvement when it becomes a companion; it doesn't cost an improvement.

PUPPY DRAGON EYES

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

As an action, the mechakobold can stare endearingly at one creature it can see within **30 feet** of it. If the creature can see it, the creature must make a **Wisdom saving throw**. On a failed save, the creature is **charmed** by the mechakobold for **1 minute**. This effect ends early if the mechakobold harms the creature. If the creature observes the mechakobold acting contrary to the creature's goals, the creature can repeat the saving throw, ending the effect on a success.

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

DYNOBOOM I

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

As an action, the mechakobold can throw a homemade explosive device at a point it can see within **60 feet** of it, where it explodes. Each creature in a **10-foot-radius sphere** centred on that point must make a **Dexterity saving throw**, taking **17 (5d6)** thunder damage on a failed save, or half as much damage on a successful one.

After the mechakobold uses this action, it can't do so again until its tamer finishes a short or long rest, during which it crafts a new explosive device using bits, bobs, and pure belief.

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

GROWTH

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

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

MULTIATTACK

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

As an action, the mechakobold can make two slingshot attacks.

MECHAKOBOLD

Tiny construct, neutral good

Armour Class 12

Hit Points 2 (1d4)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	12 (+1)	9 (-1)	15 (+2)

Skills Deception +4, Investigation +3, Sleight of Hand +4, Stealth +4

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Helpful-ish. The mechakobold desires to help other creatures on their ability checks and will always try to take the Help action in non-combat situations. However, if the check on which the mechakobold helps is a failure, the consequences are always catastrophic (GM's discretion).

Sunlight Sensitivity. While in sunlight, the mechakobold has **disadvantage** on attack rolls, as well as on **Wisdom (Perception)** checks that rely on sight.

ACTIONS

Slingshot. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Tie Laces. The mechakobold attempts to tie together the lower limbs of a creature within **5 feet** of it using a pair of spare laces. It makes a **Dexterity (Sleight of Hand)** check contested by the target's **Dexterity (Acrobatics)** or **Strength (Athletics)** check. On a success, the target's walking and climbing speeds are halved until it unties its laces as an action, or cuts them with an attack with a slashing weapon.

PREHENSILE TAIL

Prerequisite: 9th-level tamer

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

The mechakobold gains proficiency with thieves' tools. In addition, it can use its bonus action to make a **Dexterity (Sleight of Hand)** check (for example, to pickpocket a creature), to use a set of thieves' tools to disarm a trap or open a lock, or to take the Use an Object action.

NIMBLE ESCAPE

Prerequisite: 9th-level tamer

Type: Active (bonus action)

The mechakobold can take the Disengage or Hide action as a bonus action on each of its turns.

DYNOBOOM II

Prerequisite: 13th-level tamer, Dynoboom I

Type: Active (action)

The damage of the mechakobold's Dynoboom action increases to 31 (**9d6**), and the size of the explosion increases to a **20-foot-radius sphere**. The mechakobold gains a **+1 bonus** to the **save DC** of this action.

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

UNCANNY DODGE

Prerequisite: 13th-level tamer, Nimble Escape

Type: Active (reaction)

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

PROTO-ATTUNEMENT

Prerequisite: 17th-level tamer

Type: Passive (companion)

The mechakobold can attune to one magic item, gaining the magic item's benefits. If the mechakobold is wearing or holding this item when it is recalled, the item is recalled with it into the vessel. When it attunes to this item, it becomes bonded to it; however this item doesn't count towards the number of items a companion can be bonded to (see Item Bonding, page 197).

TAMER
LEVEL

1

GROWTH I

PREREQUISITE: BECOME COMPANION

"What was once a tankard is now a keg..."

3

IMPROVED ADHESIVE

PREREQUISITE: —

"So sticky. Got rubbing alcohol?"

GRAPPLER

PREREQUISITE: —

"They've got great technique."

5

GROWTH II

PREREQUISITE: GROWTH I

"... sorry, a barrel!"

REGURGITATE I

PREREQUISITE: —

"It's not pleasant..."

MULTIATTACK

PREREQUISITE: —

"Slap 'em, then bite 'em."

9

THICK SKIN

PREREQUISITE: —

"They can take a joke."

13

ACIDIC SWEAT

PREREQUISITE: —

"Ugh. I just got these gloves."

REGURGITATE II

PREREQUISITE: REGURGITATE I

"...But it really eats through stains."

17

GROWTH III

PREREQUISITE: GROWTH II

"...make that an entire brewing vat."

MINIMIC

Wait! Not that tankard. And not that plate! It looks like the mimimics have been breeding again. You can tell by the eyes. Everyone check your purses for mimic eggs, folks!

— Heliana, Wary of Coins



Type: monstrosity (shapechanger)
Creature Component: any mimic
Bonus Tamer Improvement: Growth I and +2 Hit Dice

With an appearance like regular household objects and the ability to change shape at will, mimimics are easy to lose. Their adhesive epidermis sticks to everything; tamers with mimimic companions often have a bottle of solvent on hand. A mimimic's ability to keep a foe grappled can be a useful battlefield control tactic, especially when deployed as an inanimate object for ambush operations.

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

Save DC = 8 + the tamer's proficiency bonus + the mimimic's Constitution modifier.

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the miminic the following improvements using your Monster Trainer feature:

GROWTH I

Prerequisite: become a tamer's companion

Type: Passive (companion)

The miminic's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its bite and pseudopod attacks increase to a **d6**. The miminic gains this improvement when it becomes a companion; it doesn't cost an improvement.

MINIMIC

Tiny monstrosity (shapechanger), unaligned

Armour Class 12 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Skills Stealth +2

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Adhesive. The miminic adheres to anything that touches it. A creature no more than one size larger than the miminic that is adhered to the miminic is also **grappled** by it (**escape DC** equals **save DC**).

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

Shapechanger. The miminic can use its action to polymorph into an object equal to it in size, or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (**1d4 + 1**) bludgeoning damage. The target is subjected to the miminic's Adhesive trait.

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

GRAPPLER

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The miminic has **advantage** on attack rolls against any creature grappled by it.

IMPROVED ADHESIVE

Prerequisite: 3rd-level tamer

Type: Passive (companion)

Creatures grappled by the miminic have **disadvantage** on ability checks made to escape its grapple.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The miminic's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its bite and pseudopod attacks increase from a **d6** to a **d8**.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the miminic can make two attacks: one with its pseudopod and one with its bite.

REGURGITATE I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the miminic can regurgitate a torrent of acidic bile. Each creature in a **15-foot cone** must make a **Dexterity saving throw**, taking 17 (**5d6**) acid damage on a failed save, or half as much damage on a successful one.

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

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

THICK SKIN

Prerequisite: 9th-level tamer

Type: Passive (companion)

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

ACIDIC SWEAT

Prerequisite: 13th-level tamer

Type: Active (bonus action)

As a bonus action, the minimic can secrete acid. Each creature grappling or grappled by the minimic takes acid damage equal to the minimic's current Hit Die size (1d4, or higher, if it has further Growth improvements).

REGURGITATE II

Prerequisite: 13th-level tamer, Regurgitate I

Type: Active (action)

The damage of the minimic's Regurgitate action increases to 31 (**9d6**), and the size of the cone increases to **25 feet**. The minimic gains a **+1 bonus** to the **save DC** of this action.

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

GROWTH III

Prerequisite: 17th-level tamer, Growth II

Type: Passive (companion)

The minimic's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its bite and pseudopod attacks increase from a d8 to a **d10**.



TAMER LEVEL

EYE RAYS I

PREREQUISITE: BECOME COMPANION

"Well that was random..."

1

ENCOURAGER I

PREREQUISITE: —

"Peeper always has my back,..."

IMMATERIAL

PREREQUISITE: —

"Did that just go through you?..."

3

SLOWING RAY

PREREQUISITE: —

"Take a chill pill."

GROWTH

PREREQUISITE: —

"I'm so proud of you, Peeper."

EYE RAYS II

PREREQUISITE: EYE RAYS I

"...twice as random!"

5

TELEKINETIC RAY

PREREQUISITE: —

"Push it real good."

9

ENCOURAGER II

PREREQUISITE: ENCOURAGER I

"...they're the sweetest."

INCORPOREALITY

PREREQUISITE: IMMATERIAL

"...Peeper. Use the door, not the wall."

13

DISINTEGRATION RAY

PREREQUISITE: —

"P... Peeper. Where are they?"

17

PEEPER

Sometimes, after a trying fight, it's nice to have a friend tell you that you did well. And if you don't have a friend—sometimes they get incinerated—a bonded companion that can never leave you will do. Isn't that right, Peeper? ...Peeper? No! I didn't mean to say you weren't my friend! Of course you're my friend. Peeper...

— Heliana, Emotionally Supported

Type: aberration

Creature Component: dreamholder or other 'eye tyrant'

Bonus Tamer Improvement: Eye Rays I and +2 Hit Dice

Peepers are creatures of hope, optimism, and positive vibes. The ultimate cheerleaders, they are as cowardly as they are encouraging. Their overdeveloped survival instincts kick in whenever a large enough source of fear rears its harrowing head, causing them to flee without hesitation.

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

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

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the peeper the following improvements using your Monster Trainer feature:

EYE RAYS I

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

The peeper learns to use its eye stalks. As an action, the peeper can shoot one of the following magical eye rays at random (roll a **d4**), targeting a creature it can see within **60 feet** of it:

1. **Charm Ray.** The target must succeed on a **Wisdom saving throw** or be **charmed** by the peeper for **1 minute**, or until the peeper harms the target.
2. **Fear Ray.** The target must succeed on a **Wisdom saving throw** or be **frightened** of the peeper until the end of the peeper's next turn.
3. **Nightmare Ray.** The target must succeed on an **Intelligence saving throw** or take **5 (2d4)** psychic damage as it is assailed by illusory manifestations of its fears.
4. **Wounding Ray.** The target must make a **Constitution saving throw**, taking **7 (3d4)** necrotic damage on a failed save, or half as much damage on a successful one.

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

ENCOURAGER I

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

The size of the peeper's Cone of Encouragement increases to **60 feet** and Encourage's bonus increases to a **d6**.

When the peeper's tamer reaches 9th level in the tamer class, the bonus increases to a **d8** and the peeper gains one additional use of Encourage (3/Day).

IMMATERIAL

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

As a bonus action, the peeper can turn partially incorporeal. Until the start of its next turn, it has **resistance** to bludgeoning, piercing, and slashing damage.

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

GROWTH

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

The peeper's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its bite attack and Eye Rays action increase to a **d6**.

PEEPER

Tiny aberration, neutral good

Armour Class 12

Hit Points 4 (1d4 + 2)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	13 (+1)	10 (+0)	7 (-2)

Skills Perception +4

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Cone of Encouragement. The peeper's central eye emits a beatific gaze, creating an area of encouragement in a **30-foot cone**. At the end of each of its turns, the peeper decides which way the cone faces. See Reactions for more details.

Scaredy. The peeper has **disadvantage** on ability checks and saving throws against the **frightened** condition, and automatically fails these saving throws if it can see the source of its fear and the source is two or more size categories larger than it.

ACTIONS

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

REACTIONS

Encourage (2/Day). As a reaction when a creature within the peeper's cone of encouragement makes an attack roll or saving throw, the peeper can emit verbal or psychic encouragement, granting the target a bonus **d4** to its roll.

EYE RAYS II

Prerequisite: 5th-level tamer, Eye Rays I

Type: Active (action)

When the peeper uses its Eye Rays action, it shoots two rays at random instead of one (reroll duplicates), choosing one or two targets it can see within **120 feet** of it.

SLOWING RAY

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the peeper can fire a ray at one creature it can see within range of its eye rays (see Eye Rays I & II). The target must make a **Dexterity saving throw**. On a failed save, the target's speed is halved for **1 minute**. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. To maintain this effect, the peeper must concentrate on it as if it were concentrating on a spell.

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

TELEKINETIC RAY

Prerequisite: 9th-level tamer

Type: Active (action)

As an action, the peeper can fire a ray at one object or creature it can see within range of its eye rays (see Eye Rays I & II). If the target is a creature, it must succeed on a **Strength saving throw** or the peeper can move it up to **30 feet** in any direction. It is **restrained** by the ray's telekinetic grip until the start of the peeper's next turn or until the peeper is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, the peeper can move it up to **30 feet** in any direction. The peeper can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

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

ENCOURAGER II

Prerequisite: 13th-level tamer, Encourager I

Type: Passive (companion)

The size of the peeper's Cone of Encouragement increases to **120 feet** and the bonus increases to a **d10**. The peeper gains one additional use of Cone of Encouragement (4/Day).

When the peeper's tamer reaches 17th level in the tamer class, the bonus increases to a **d12** and the peeper gains one additional use of Cone of Encouragement (5/Day).

INCORPOREALITY

Prerequisite: 13th-level tamer, Immaterial

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

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

DISINTEGRATION RAY

Prerequisite: 17th-level tamer

Type: Passive (companion)

As an action, the peeper can fire a ray at one object or creature it can see within range of its eye rays (see Eye Rays I & II). If the target is a creature, it must succeed on a **Dexterity saving throw** or take 42 (**12d6**) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine grey dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

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

TAMER
LEVEL

1

CAT'S CURSE
PREREQUISITE: BECOME COMPANION
"Don't cross this black cat."



3

LIMITED ANTIMAGIC
PREREQUISITE: —
"The bane of magicians everywhere."

GROWTH I
PREREQUISITE: —
"What a large housecat. ..."

5

WEAVEBENDER
PREREQUISITE: —
"Stop. Messing. With my spells!"

MULTIATTACK
PREREQUISITE: —
"Slice 'n' dice."

RAKISH RESILIENCE
PREREQUISITE: —
"Their arrogance keeps them safe."

9

WIND STRIKE
PREREQUISITE: —
"Where is my cat?"

GROWTH II
PREREQUISITE: GROWTH I
"...More like a housepanther. ..."

13

DEVIL'S PURR
PREREQUISITE: —
"More like RaCUTEn."

17

RAKITTEN

GROWTH III
PREREQUISITE: GROWTH II
"...House... lion!?"

No. Catz. In. Ze. Laboratory. Understood!? The last one destroyed mein whole collection ov snowglobes from ze Outer Planes. It didn't even get up from infront ov ze fireplace; it just used its stupid magical paw!

— Humperdink, Snowglobeless

We've all heard of a bull in a porcelain shop, but a rakitten is much worse. They can't help but knock off anything close to an edge, especially if it looks delicate and valuable. Fortunately, they make up for this irritating, fiendish behaviour with an ability to control spellcasters, redirecting their spells and cursing them with antimagic properties.

If any of the rakitten's traits or actions require saving throws, it is always against the rakitten's **save DC**, as calculated as follows:

$$\text{Save DC} = 8 + \text{the tamer's proficiency bonus} + \text{the rakitten's Charisma modifier}$$

Type: fiend
Creature Component: any rakshasa
Bonus Tamer Improvement: Cat's Curse and +2 Hit Dice

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the rakitten the following improvements using your Monster Trainer feature:

CAT'S CURSE

Prerequisite: become a tamer's companion

Type: Active (bonus action)

When the rakitten hits a creature with a claw attack on its turn, it can use a bonus action to attempt to afflict the creature with the cat's curse for **1 minute**. The creature must succeed on a **Charisma saving throw** or be unable to benefit from spells of a level lower than the tamer's proficiency bonus. A creature affected by this curse can repeat the saving throw at the end of each of its turns, ending the effect on a success.

After the rakitten has used this action, it can't do so again for **1 minute**.

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

GROWTH I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The rakitten's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its claw attack increases to a **d6**.

LIMITED ANTIMAGIC

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The rakitten can't be affected or detected by spells of 1st level or lower unless it wishes to be.

When the rakitten's tamer reaches 9th, 13th, and 17th level in the tamer class, the level of spell against which the rakitten can't be affected or detected increases to 2nd, 3rd, and 5th level, respectively.

RAKISH RESILIENCE

Prerequisite: 5th-level tamer

Type: Passive (companion)

The rakitten gains a **bonus** to its AC equal to its Charisma modifier while it isn't wearing armour.

RAKITTEN

Tiny fiend, lawful evil

Armour Class 13 (natural armour)

Hit Points 3 (1d4 + 1)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +4, Insight +3

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Cat's Grace. When the rakitten falls and isn't incapacitated, it can subtract up to **30 feet** from the fall when calculating falling damage. In addition, it has **advantage** on ability checks and saving throws made to avoid the **prone** condition.

Swipty. While not in combat, the rakitten takes any opportunity it can to knock things off shelves and ledges.

ACTIONS

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

Ethereal Paw. A spectral, magical, floating paw appears at a point the rakitten chooses within **30 feet** of it. The paw lasts for **1 minute** or until the rakitten dismisses it as a bonus action. The paw vanishes if it is ever more than **30 feet** away from the rakitten or if the rakitten uses this action again.

The rakitten can use its action to control the paw. It can use the paw to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. It can move the paw up to 30 feet each time it uses it. The paw can't attack, activate magic items, or carry more than 10 pounds.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the rakitten can make two claw attacks.

WEAVEBENDER

Prerequisite: 5th-level tamer

Type: Active (reaction)

As a reaction when a ranged spell attack or a spell with an area of effect centred on a point targets a creature or point within **30 feet** of the rakitten, the rakitten can redirect the spell. It can cause a ranged spell attack to target a different creature within **10 feet** of the original target (after the attack roll is made but before the outcome is determined), or it

can move the area of effect's point of origin up to **10 feet** in any direction.

The rakitten can use this reaction a number of times equal to its Charisma modifier. It regains all expended uses when its tamer finishes a long rest.

GROWTH II

Prerequisite: 9th-level tamer, Growth I

Type: Passive (companion)

The rakitten's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its claw attack increases from a d6 to a **d8**.

WIND STRIKE

Prerequisite: 9th-level tamer

Type: Active (no action)

For the next **minute**, the rakitten can use a bonus action to teleport up to **30 feet** to a space it can see. If it makes a claw attack immediately after teleporting and the attack hits, the target takes additional force damage equal to the rakitten's Charisma modifier (minimum 1).

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

DEVIL'S PURR

Prerequisite: 13th-level tamer

Type: Active (action)

As an action, the rakitten lets out a low, thrumming purr. Each creature of the rakitten's choice within **30 feet** of it that can hear it must succeed on a **Wisdom saving throw** or be **charmed** by the rakitten until the end of the rakitten's next turn. A creature charmed in this way regards the rakitten as its own offspring, acting protectively towards it.

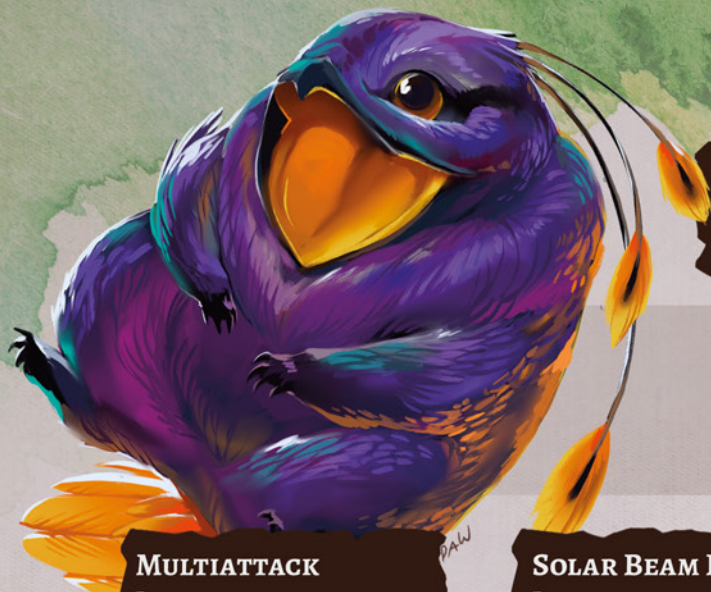
After the rakitten uses this action, it can't do so again until its tamer finishes a short or long rest.

GROWTH III

Prerequisite: 17th-level tamer, Growth II

Type: Passive (companion)

The rakitten size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its claw attack increases from a d8 to a **d10**.



TAMER
LEVEL

GROWTH I

PREREQUISITE: BECOME COMPANION

"My, don't they grow so fast?..."

1

FLAME RETARDANT

PREREQUISITE: —

"Not flammable, not inflammable."

3

MULTIATTACK

PREREQUISITE: —

"Hell hath no wrath like a hungry owlcub."

SOLAR BEAM I

PREREQUISITE: —

"Good for seasonal affective disorder..."

GROWTH II

PREREQUISITE: GROWTH I

"...They were only a cub yesterday..."

5

SUNSTEP

PREREQUISITE: —

"That's cheating! We're playing tig!"

SUNEATER

PREREQUISITE: —

"At least feeding them is cheaper."

9

EYE TYRANT

PREREQUISITE: —

"Oh, it's just their little joke..."

SOLAR BEAM II

PREREQUISITE: SOLAR BEAM I

"...just remember your sunglasses..."

GROWTH III

PREREQUISITE: GROWTH II

"...now they take up the whole bed!..."

13

GROWTH IV

PREREQUISITE: GROWTH III

"...If they fit through the door."

17

SUNSNACKER

I have a real affinity with the sunsnacker; I get hangry when I miss lunch too. Or elevenses. Or second breakfast. These gains don't gain themself, y'know.

— Heliana, Serial Cereal Snacker

A ferocious beast when roused, this cutie also likes belly rubs, sunbathing, and sweet treats. Be sure not to leave your dust of deliciousness unattended, or you'll have an extremely easy-to-beguile owlbear. Such is the sunsnacker's wont.

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

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

Type: fey

Creature Component: suneater owlbear

Bonus Tamer Improvement: Growth I and +2 Hit Dice

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the sunsnacker the following improvements using your Monster Trainer feature:

GROWTH I

Prerequisite: become a tamer's companion

Type: Passive (companion)

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

FLAME RETARDANT

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The sunsnacker has **resistance** to fire damage.

SOLAR BEAM I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the sunsnacker can unleash a beam of radiant energy from its distended maw. Each creature in a **30-foot-long, 5-foot-wide 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 sunsnacker uses this action, it can't do so again until its tamer finishes a short or long rest.

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

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the sunsnacker can make two beak attacks.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The sunsnacker's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum

consequently increases by 1 for each of its Hit Dice), and the damage die of its beak attack increases from a d8 to **d10**.

SUNSTEP

Prerequisite: 9th-level tamer

Type: Active (bonus action)

As a bonus action when the sunsnacker is in bright sunlight, it can teleport up to **30 feet** to an unoccupied space it can see that is also in bright sunlight.

SUNSNACKER

Tiny fey, chaotic neutral

Armour Class 13 (natural armour)

Hit Points 3 (1d4 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	7 (-2)	11 (+0)	14 (+2)

Skills Intimidation +4

Damage Resistances radiant

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Hungry. Whenever the sunsnacker first detects the presence of sweet food that isn't being worn or carried, 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 the food and eat it. A distracted sunsnacker repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming immune to the allure of that source of food for the next **24 hours**.

Keen Smell. The sunsnacker has **advantage** on **Wisdom (Perception)** checks that rely on smell.

ACTIONS

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

Light. The sunsnacker creates a glowing orb that hovers in the air within **5 feet** of it for the next **minute**, moving with it. The orb sheds bright light in a **10-foot radius**, and dim light for an additional 10 feet.

SUNEATER

Prerequisite: 9th-level tamer

Type: Active (reaction)

Whenever the sunsnacker would take radiant damage, it can use its reaction to instead take no damage, metabolising the energy and regaining a number of hit points equal to the damage it would have taken after taking into account its resistance to radiant damage. It can use this reaction a number of times equal to its Constitution modifier (minimum of once) and regains all expended uses when its tamer finishes a long rest.

EYE TYRANT

Prerequisite: 13th-level tamer

Type: Active (action)

As an action while in dim light or darkness, the sunsnacker can cause its featherfronds to grow luminous and dance, appearing like a floating eye monster. Each creature within **150 feet** of the sunsnacker that can see the sunsnacker but that doesn't know that it isn't an eye monster must succeed on a **Wisdom saving throw** or become **frightened** of the sunsnacker for **1 hour**. A creature frightened in this way must use all its movement to move away from the sunsnacker. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that successfully saves is **immune** to this sunsnacker's Eye Tyrant action for the next **24 hours**. The sunsnacker can lower its featherfronds as a bonus action, causing it to cease being luminous and no longer appear like a floating eye monster.

The effect ends early on a creature if the owlbear ceases appearing like a floating eye monster, or if the creature perceives the sunsnacker's true form (for example if the sunsnacker becomes brightly lit).

GROWTH III

Prerequisite: 13th-level tamer, Growth II

Type: Passive (companion)

The sunsnacker's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its beak attack increases from 1d10 to **2d6**.

SOLAR BEAM II

Prerequisite: 13th-level tamer, Solar Beam I

Type: Passive (companion)

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

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

GROWTH IV

Prerequisite: 17th-level tamer, Growth III

Type: Passive (companion)

The sunsnacker's size increases to Huge, its Hit Die size increases to a **d12** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its beak attack increases from 2d6 to **2d8**.

TAMER
LEVEL

1

GROWTH I

PREREQUISITE: BECOME COMPANION

"It's getting bigger..."

3

GROWTH II

PREREQUISITE: GROWTH I

"...and quickly, too!"

ARCANE ACTIVATION

PREREQUISITE: —

"Keep away from house plants..."

5

REFRACTIVE EXTERIOR

PREREQUISITE: —

"Don't punish with magic missile."

NECROTAR TONGUE I

PREREQUISITE: —

"Don't let him get away!..."

MULTIATTACK

PREREQUISITE: —

"It's dangerous at both ends now."

9

GROWTH III

PREREQUISITE: GROWTH II

"...For real, how big will it get?..."

ARCANE ANIMATION

PREREQUISITE: ARCANE ACTIVATION

"...and beloved, deceased pets."

13

GROWTH IV

PREREQUISITE: GROWTH III

"...it won't fit in my house anymore..."

NECROTAR TONGUE II

PREREQUISITE: NECROTAR TONGUE I

"...But also... don't kill him."

17

SIEGE MONSTER

PREREQUISITE: GROWTH IV

"...well this is just silly."

TITANSPAWN

PREREQUISITE: —

"It's become very unruly lately."



TARLING

Ze trick mit kreating a strong tarling iz to get ze arkane power source right inside ze skull vhere it'z sehr hard to target. Und, of course, prepare for ze oil stains und keep it away from open flames.

— Humperdinck, Still Laundering

Type: elemental

Creature Component: tar-rasque

Bonus Tamer Improvement: Growth I and +2 Hit Dice

Tarlings can draw upon the arcane power source around which they're crafted in order to enhance the decompositive powers innate to tar elementals. They can even manipulate the corpses of the deceased, puppeteering them as flesh suits that can absorb incoming blows. Biomancers posit that such companions can even assume the immense size of tarrasques for a short time.

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

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

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the tarling the following improvements using your Monster Trainer feature:

GROWTH I

Prerequisite: become a tamer's companion

Type: Passive (companion)

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

ARCANE ACTIVATION

Prerequisite: 3rd-level tamer

Type: Active (bonus action)

As a bonus action, the tarling can activate its arcane power source for **1 minute**. For the duration, the tarling has **resistance** to necrotic damage and deals an additional 3 (**1d6**) necrotic damage when it hits a target with a melee attack.

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

GROWTH II

Prerequisite: 3rd-level tamer, Growth I

Type: Passive (companion)

The tarling's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its bite and tail attacks (see below), as well as its Arcane Activation, increase from a **d6** to a **d8**. This growth improvement ignores the normal maximum companion size for a tamer.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

The tarling gains two new action options: Tail and Multiattack. The damage die of the tail attack increases with the specified die size in the tarling's Growth improvements.

Tail. *Melee Weapon Attack:* **Str modifier + PB** to hit, reach 10 ft., one target. *Hit:* **1d6 + Str modifier** bludgeoning damage.

Multiattack. As an action, the tarling makes two attacks: one with its bite and one with its tail.

NECROTAR TONGUE I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the tarling can spew a whip-like tongue of elastic tar at a creature no larger than itself that it can see within **20 feet** of it. The target must succeed on a **Strength saving throw** or become **grappled** (**escape DC** equals **save DC**) by the tarling and be pulled up to **15 feet** closer to the tarling. Until this grapple ends, the target is **restrained**, takes 9 (**2d8**) necrotic damage at the start of each of its turns, and the tarling can't use its bite attack against a different target. On a successful save, the creature takes half as much damage and isn't grappled, pulled, or restrained.

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

When the tarling's tamer reaches 9th level in the tamer class, the recurring damage of this action increases to 13 (**3d8**).

TARLING

Tiny elemental, unaligned

Armour Class 13 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	4 (-3)	10 (+0)	8 (-1)

Damage Resistances acid, piercing, poison

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Flammable. If the tarling takes fire damage, it ignites. It and any creature it is grappling take 2 (**1d4**) fire damage at the start of each of its turns and its weapon attacks deal an additional 2 (**1d4**) fire damage on a hit. If the tarling is subject to heavy rainfall or it takes 5 or more cold damage in a single instance, the flames are extinguished.

Oil Form. When the tarling tries to move through water, it instead uses its swimming speed to skim along the water's surface; it can't submerge below the surface of water without a powerful detergent.

ACTIONS

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

REFRACTIVE EXTERIOR

Prerequisite: 5th-level tamer

Type: Passive (companion)

When the tarling is targeted by a *magic missile* spell or a spell that requires a ranged attack roll, roll a **d4**. On a **4**, the tarling is unaffected and the energy is refracted into a random elemental type and a bolt of energy fires back at the caster as a ranged spell attack, using the caster's spell attack modifier and dealing damage equal to the tarling's current Hit Die size (see Growth improvements) on a hit. Roll another **d4** to determine the damage type: 1-acid, 2-cold, 3-fire, 4-lightning.

ARCANE ANIMATION

Prerequisite: 9th-level tamer, Arcane Activation

Type: Active (action)

As an action, the tarling can reanimate one corpse within **5 feet** of it, merging its body with the corpse for the next **hour**. The corpse must have been a creature with a challenge rating equal to or lower than the tamer's proficiency bonus and been of a size equal to or smaller than the tarling.

For the duration, the tarling gains the non-flying speeds of the corpse's original creature and has two pools of hit points: its own and those from the corpse it inhabits. The corpse's pool of hit points equals half the original creature's hit point maximum. Whenever the tarling takes damage, half of the damage is transferred to the corpse and subtracted from that pool of hit points instead of the tarling's. If the corpse's pool of hit points is reduced to 0, the reanimation ends and the corpse is destroyed.

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

GROWTH III

Prerequisite: 9th-level tamer, Growth II

Type: Passive (companion)

The tarling's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its bite and tail attacks (see below), as well as its Arcane Activation, increase from a d8 to a **d10**. This growth improvement ignores the normal maximum companion size for a tamer.

GROWTH IV

Prerequisite: 13th-level tamer, Growth III

Type: Passive (companion)

The tarling's size increases to Huge, its Hit Die size increases to a **d12** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its bite and tail attacks (see below), as well as its Arcane Activation, increase from a d10 to a **d12**. This growth improvement ignores the normal maximum companion size for a tamer.

NECROTAR TONGUE II

Prerequisite: 13th-level tamer, Necrotar Tongue I

Type: Passive (companion)

The range of the tarling's Necrotar Tongue action increases to **40 feet**, it can pull the target up to **35 feet** closer to it on a failed save, and the damage dealt to the grappled target increases to **18 (4d8)** necrotic damage.

When the tarling's tamer reaches 17th level in the tamer class, the recurring damage of this action increases to **22 (5d8)**.

SIEGE MONSTER

Prerequisite: 17th-level tamer, Growth IV

Type: Active (bonus action)

As a bonus action, the tarling can grow to Gargantuan size for **1 minute**. It gains a number of temporary hit points equal to its maximum number of Hit Dice, and the damage dice of its bite and tail attacks increase to **4d4**. For the duration, the tarling deals double damage to structures and objects.

TITANSPAWN

Prerequisite: 17th-level tamer

Type: Passive (companion)

The tarling is **immune** to the **charmed** and **frightened** conditions.