



EREVAN'S GUIDE TO  
**Death & beyond**

FAMILIAR

Honor Guard



## Honor Guard

*Tiny Undead, Lawful Evil*

Armor Class 14 (natural armor)  
Hit Points 4 (1d4 + 2)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Damage Immunities poison  
Condition Immunities poisoned  
Senses passive Perception 10  
Languages understands Common but can't speak  
Challenge 1/8 (25 XP) Proficiency Bonus +2

**Turn Resistance.** The honor guard has advantage on saving throws against any effect that turns Undead.

**Tormented Wails.** The honor guard frequently emits anguished cries, giving it disadvantage on Dexterity (Stealth) checks.

### Actions

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

## Honor Guard

*“Honor guards are the perfect protectors. They are undyingly loyal, fearless in the face of danger, and can take an astounding amount of punishment. Just don’t mind the horrifying wails of eternal torment coming from inside.”*

- Erevan, Ethically Challenged

**Type:** Undead

**Creature Component:** Any unburied king

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

The first honor guards were created by Atrum Rex as experiments that preceded his own transformation into an ethereal being bound to a suit of armor. To stress-test the stability of such a

creation, the Black King drew upon tormented souls lost in the endless emptiness of the Void instead of simple spirits, iterating upon the armored shell until it was capable of containing these destructive entities. Although many necromancers and spirit-binders swear that creating honor guards is a kindness to the captured souls, they are, in fact, in even greater pain in this form: maddened by their time in the Void and mere inches away from the freedom of the material world... yet unable to ever escape their new prison.

If any of the honor guard’s traits or actions require a saving throw, it is always against the honor guard’s save DC, as calculated below.

**Save DC** = 8 + the tamer’s proficiency bonus + the honor guard’s Charisma modifier.



This familiar is designed to be used with the monster tamer class presented in *Heliana's Guide to Monster Hunting*. Use the QR code or [click here](#) to download the **free class sample**!

# Tamer Level



# Monster Trainer

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

## Tamer Level 1

### Growth I

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

**Type:** Passive (companion)

The honor guard'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).

## Tamer Level 3

### Knightly Armaments

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The honor guard gains proficiency with longswords, greatswords, and shields.

### Spirit Projection

**Prerequisite:** 3rd-level tamer

**Type:** Active (action)

As an action, the honor guard can momentarily project the spirit that resides within it outside of its armored shell. The spirit forms in an unoccupied space within 5 feet of the honor guard and appears as a vaguely humanoid figure made of Void energy. While the spirit is out, the honor guard can't move, take reactions, or take actions other than controlling or recalling the spirit.

The spirit has the honor guard's statistics, but it has 1 hit point, and the only actions it can take are the Dash and Hide actions. It remains tethered to the honor guard by an invisible link and can't move more than 100 feet away from it. The honor guard can see through the spirit's eyes and hear what it hears. As an action, the honor guard's tamer can do the same until the start of their next turn, gaining the benefits of any special senses the spirit has. During this time, the tamer is deaf and blind with regard to their own senses.

The honor guard can recall the spirit to its armor as a bonus action. Alternatively, the spirit returns to the honor guard if it drops to 0 hit points, but if this happens, the honor guard can't use this action again until its tamer finishes a short or long rest.

### Void Presence I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The honor guard emanates an oppressive aura of Void energy that weighs creatures down.

Whenever a hostile creature starts its turn within 5 feet of the honor guard, it must make a Strength saving throw. On a failed save, its speed is halved until the start of its next turn.

## Tamer Level 5

### Growth II

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

**Type:** Passive (companion)

The honor guard'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).

### Multiattack

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the honor guard can make two attacks.

### Void Blade

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As a bonus action, the honor guard can empower its weapon with the essence of the Void, making it partially ethereal until the end of the honor guard's turn. For the duration, the honor guard's attacks deal an extra 1d6 necrotic damage on a hit. In addition, if the target is a creature wearing armor or wielding a shield, its AC against those attacks is 10 + the creature's Dexterity modifier instead of its normal value.

Once the honor guard has used this bonus action, it can't do so again until its tamer finishes a short or long rest.

When the honor guard's tamer reaches 13th level in the tamer class, this damage increases to 1d10.

## Tamer Level 9

### Null Plate I

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion)

The honor guard gains a +2 bonus to AC while it isn't wearing armor.

### Pain Absorption

**Prerequisite:** 9th-level tamer

**Type:** Active (reaction)

As a reaction when the honor guard's tamer takes damage, the honor guard can choose to redirect that pain to itself. If it does, the tamer takes no damage, and the honor guard takes the damage its tamer would have taken as force damage, which can't be reduced or prevented in any way.

The honor guard is then empowered by this pain, gaining advantage on attack rolls until the end of its next turn.

Once the honor guard has used this reaction, it can't do so again until its tamer finishes a short or long rest.

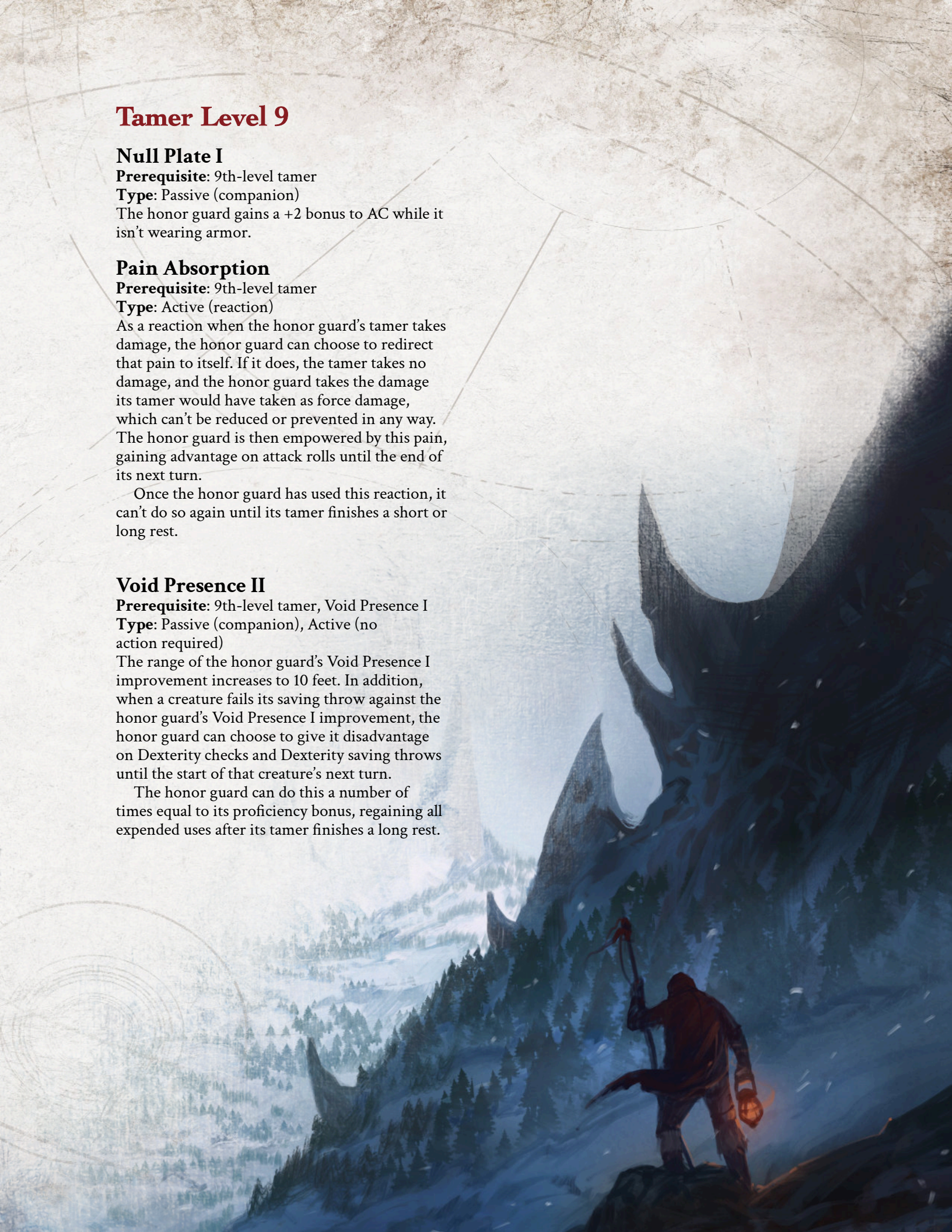
### Void Presence II

**Prerequisite:** 9th-level tamer, Void Presence I

**Type:** Passive (companion), Active (no action required)

The range of the honor guard's Void Presence I improvement increases to 10 feet. In addition, when a creature fails its saving throw against the honor guard's Void Presence I improvement, the honor guard can choose to give it disadvantage on Dexterity checks and Dexterity saving throws until the start of that creature's next turn.

The honor guard can do this a number of times equal to its proficiency bonus, regaining all expended uses after its tamer finishes a long rest.



## Tamer Level 13

### Growth III

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

**Type:** Passive (companion)

The honor guard'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).

### Null Plate II

**Prerequisite:** 13th-level tamer, Null Plate I

**Type:** Passive (companion)

The honor guard gains resistance to necrotic damage. In addition, it gains a +2 bonus to AC while it isn't wearing armor. This improvement is in addition to the bonus from Null Plate I.

## Tamer Level 17

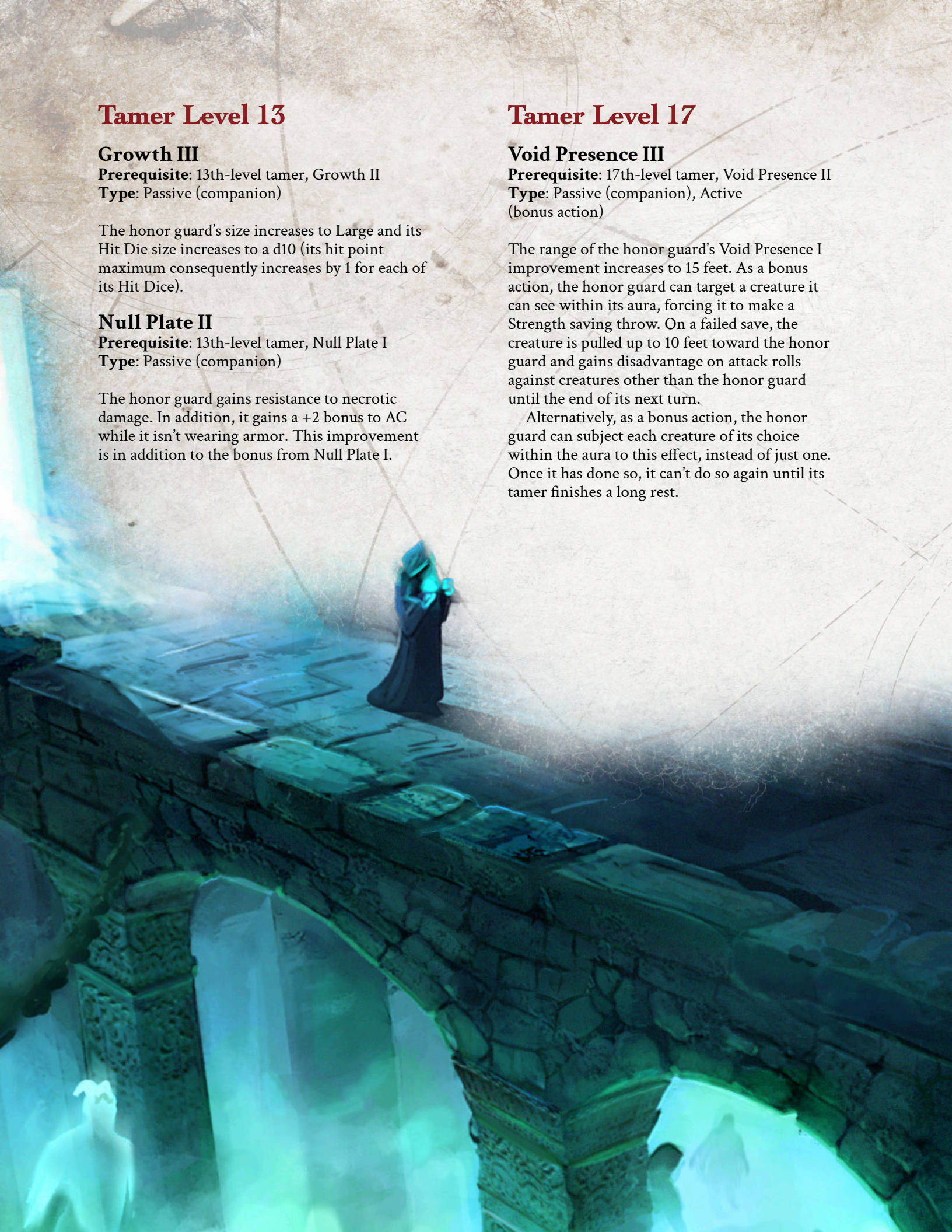
### Void Presence III

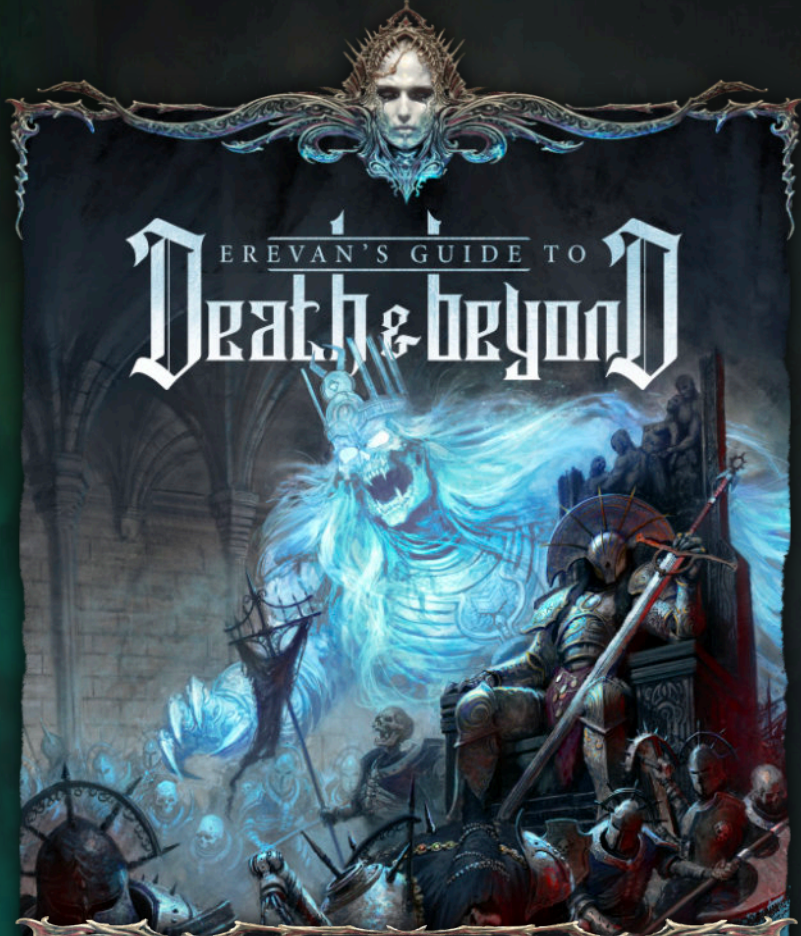
**Prerequisite:** 17th-level tamer, Void Presence II

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

The range of the honor guard's Void Presence I improvement increases to 15 feet. As a bonus action, the honor guard can target a creature it can see within its aura, forcing it to make a Strength saving throw. On a failed save, the creature is pulled up to 10 feet toward the honor guard and gains disadvantage on attack rolls against creatures other than the honor guard until the end of its next turn.

Alternatively, as a bonus action, the honor guard can subject each creature of its choice within the aura to this effect, instead of just one. Once it has done so, it can't do so again until its tamer finishes a long rest.





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