

# FAMILIARS

When that pretentious, over-dressed, nuisance-creating, biomancy-touting blood sucker, Humperdink, snuck pages into my last masterpiece, L'Arsène's Crafting Catalogue, I wasn't right impressed. But, after gifting him cursed pants that set on fire whenever he so much as exaggerated, I think we're evens. Besides, it turns out people quite liked his additions, so I thought I'd include a few more.

My favourite is the anveleon; I got it to craft a whole set of silver cutlery for Humpy's birthday! Anve worked tirelessly every night, hammering spoons right next to the air duct that connects my quarters with Humperdink's lab. I've never seen him so pale and irritable! Wait till I give him a garlycanthrope for giftmas...

— L'Arsène, Generous Gifter

Within this chapter you'll find three bonus familiars that can be crafted and then summoned by any character with the *find familiar* spell as a 'bespoke familiar'. In addition, each of these familiars comes replete with bespoke tech trees, granting additional options tamers (a class introduced in *Heliana's Guide*) can spend their companion's improvements on. A GM can even choose to grant these improvements to a player character's familiars as a small power boost.

## CRAFTING FAMILIARS

To craft a bespoke 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.

## TAMERS

Don't have *Heliana's Guide*? No worries. You can still check out the base class and a subclass by scanning or clicking the QR code below, or by typing in the URL. More subclasses and unique familiars are available in other Loot Tavern publications.



HELIANA.LT/TAMER

## BESPOKE COMPANIONS

These crafted familiars are primed to be trained by monster tamers (*Heliana's Guide*, 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 1 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.

## MONSTER TRAINER

As you gain levels in the tamer class, your companions become more powerful. Your companions use your proficiency bonus instead of their own, potentially increasing their attack, saving throw, and skill modifiers, and their saving throw DCs.

**Training.** Whenever you gain an Ability Score Improvement from gaining a level in the tamer class, you pass on your hardened resolve to all your companions, causing them to gain **1** additional Hit Die. Increase your companion's hit point maximum by rolling this Hit Die and adding your companion's Constitution modifier (minimum of 0).

Whenever you gain a level beyond 1st in this class, each companion to which you are bonded gains one improvement. Any newly gained companions receive these additional Hit Dice and improvements as if you had them since your 1st level in tamer. Each time you companion gains an improvement, choose from the Companion Improve Training table, or from its bespoke improvements.

### COMPANION IMPROVEMENT TRAINING

Improvement	Effect
Speed Training	Increase one existing speed by <b>15 feet</b> up to a maximum of 150% of the creature's base speed, rounded up to the nearest 5-foot increment*.
Toughen Up	Your companion gains an additional Hit Die, increasing its hit point maximum. Increase your companion's hit point maximum by rolling this Hit Die and adding your companion's Constitution modifier (minimum of 0).
Ability Boost	Increase one of your companion's ability scores by 1, to a maximum of 20.
Go For the Throat	Your companion gains a <b>+1 bonus</b> to its attack and damage rolls made with its natural weapons or unarmed strikes**.
Survival Instincts	Your companion gains proficiency in one saving throw.
War Training	Your companion gains proficiency with one armour type or two weapons***.

\*E.g., a base speed of 30 feet can be increased to 45 feet maximum, a base speed of 25 feet can be increased to 40 feet, and a base speed of 20 feet to 30 feet.

\*\*Your companions can each benefit from this feature once. When you reach 5th level in this class, your companions can each benefit from this feature twice. When you reach 9th level in this class, your companions can each benefit from this feature three times. This improvement does not affect attacks made with weapons.

\*\*\*Your companion can't gain proficiency in medium and heavy armour until it has gained proficiency in the prerequisite lighter armour types. For example, to gain proficiency in heavy armour, you must take this improvement 3 times: light, then medium, then heavy. Work with your GM to figure out if and how a creature can wield shields and weapons.

**Bespoke Improvements.** Companions that originated as bespoke familiars 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 BESPOKE COMPANION SUMMARY

Tamer Level	Bespoke Companion Bonuses Gained	
	Improvements*	Hit Dice*
1	0	2
2	1	2
3	2	3
4	3	4
5	4	5
6	5	5
7	6	5
8	7	6
9	8	6
10	9	6
11	10	7
12	11	8
13	12	8
14	13	8
15	14	8
16	15	9
17	16	10
18	17	10
19	18	11
20	19	11

\*For example, if a 10th level tamer trained a bespoke familiar, that creature would immediately gain 9 improvements and 6 Hit Die.

TAMER  
LEVEL

1

**GROWTH I**

PREREQUISITE: BECOME COMPANION

*"Aww, it wants to grow big like me..."*

3

**ARMOUR THIEF I**

PREREQUISITE: —

*"Let's hope it doesn't set things on fire wherever it walks."***ASSIMILATE I**

PREREQUISITE: —

*"They're good at finding things to burn..."*

5

**GROWTH II**

PREREQUISITE: GROWTH I

*"...Not a pup. How do I stop this?..."***MULTIATTACK**

PREREQUISITE: —

*"It sets things on fire where it walks..."***ACIDIC BURST**

PREREQUISITE: —

*"Fiery fangs forwards, please."*

9

**ARMOUR THIEF II**

PREREQUISITE: ARMOUR THIEF I

*"...and sometimes, that's the enemy."***ASSIMILATE II**

PREREQUISITE: —

*"It's not you, it's me. I need space..."*

13

**GROWTH III**

PREREQUISITE: GROWTH II

*"...help!"***IRON SHELL**

PREREQUISITE: TRAILBLAZER I

*"...I'm gonna need a fire blanket. Or ten."*

17

**ASSIMILATE III**

PREREQUISITE: WHITE HOT

*"...Okay it's you. A lot of space."*

## BLACK PUDDLING

"Impeccable posture... rippling muscles... a winning, can-do attitude... A black puddling is only ever as good as that which it emulates. And this one chose very wisely."

— Heliana, Immodest

**Type:** Ooze

**Creature Component:** Any assimilooze

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

Extracted from the remains of assimiloozes, these curious creatures are subjected to intricate biomantic procedures to limit their dangerous adaptive powers. As a side effect of the time spent around biomancers, they develop a strong fascination with humanoids, especially adventurers. Black puddlings can often be seen mimicking interesting characters or attempting to replicate particularly impressive feats of wit or strength, with... varying degrees of success.

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

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

## MONSTER TRAINER

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

### GROWTH I

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

**Type:** Passive (companion)

The black puddling'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 bludgeoning damage die of its Slam attack increases to a **d6**.

## BLACK PUDDLING

*Tiny ooze, unaligned*

**Armour Class** 12 (natural armour)

**Hit Points** 5 (1d4 + 3)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	7 (-2)	10 (+0)	10 (+0)

**Damage Immunities** acid

**Senses** passive Perception 10

**Languages** —

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

**Proficiency Bonus** +2

**Accidental Acid.** The black puddling is very excitable and may try to celebrate victory in combat by hugging or high-fiving a friendly creature. That creature must succeed on a **Constitution saving throw** or take **1d4** acid damage.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage plus 2 (**1d4**) acid damage.

### REACTIONS

**Adapt (3/Day).** When the black puddling takes damage, it can gain **resistance** to the triggering damage type until the end of its next turn.

### ARMOUR THIEF I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

Once on each of the black puddling's turns, when it hits a creature made of metal or wearing nonmagical metal armour, it can attempt to steal some of that armour. The creature must make a **Strength saving throw**. On a failed save, if it's wearing nonmagical metal armour, the armour takes a permanent **-1 penalty** to the AC it offers, or, if the target is made of metal, it takes a **-1 penalty** to AC until it finishes a long rest. Either way, the black puddling gains a cumulative **+1 bonus** to its AC, which lasts until its tamer finishes a long rest, at which point the stolen armour corrodes.

Once a creature has made a saving throw against this feature, it automatically succeeds on them for the next 24 hours. This feature can't cause the black puddling's AC to exceed **10** + the maximum value of its Hit Die.

### ASSIMILATE I

**Prerequisite:** 3rd-level tamer

**Type:** Active (10 minutes)

Over the course of **10 minutes**, the black puddling can study the corpse of a creature within its reach that has been dead for less than 24 hours, adapting itself to copy some of its traits. It gains one of the following benefits (tamer's choice):

- It learns up to two languages the creature knew and can speak them.
- It gains up to two of the creature's skill proficiencies.
- It gains **resistance** to a damage type the creature had resistance or immunity to.
- It gains one of the creature's special senses, with the same range, to a maximum of **30 feet**.
- It gains one of the creature's speeds, growing appropriate limbs to use it (such as wings or flippers). This speed can't exceed the black puddling's walking speed.

The black puddling can only have one benefit at a time, and if it would gain another, the first one is lost. Once the black puddling has studied a corpse in this way, it can't do so again until its tamer finishes a short or long rest. The same corpse can't be studied twice. The black puddling loses all benefits when its tamer finishes a long rest.

## GROWTH II

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

**Type:** Passive (companion)

The black pudding'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 bludgeoning damage die of its Slam attack increases to a **d8**.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the black pudding can make two Slam attacks.

## ACIDIC BURST

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

Whenever a creature within **5 feet** of the black pudding hits it with a melee attack, that creature must succeed on a **Dexterity saving throw** or take **2d6** acid damage. Once this feature has triggered, it can't do so again until the start of the black pudding's next turn.

## ARMOUR THIEF II

**Prerequisite:** 9th-level tamer, Armour Thief I

**Type:** Passive (companion)

The penalty to AC increases to **-2** and the bonus to AC increases to **+2** each time the black pudding successfully steals another creature's armour.

## ASSIMILATE II

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

**Type:** Passive (companion)

Studying a corpse only takes **1 minute** instead of 10. The black pudding can have up to two benefits at the same time. If it gains another, its tamer chooses which one it replaces.

## GROWTH III

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

**Type:** Passive (companion)

The black pudding'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 bludgeoning damage die of its Slam attack increases to a **d10**.

## IRON SHELL

**Prerequisite:** 13th-level tamer

**Type:** Active (bonus action)

While the black pudding is wearing armour or has a bonus to AC from the Armour Thief feature, it can use a bonus action to retreat fully into its armour, gaining an additional **+5 bonus** to AC which lasts until it moves, or takes an action, bonus action, or reaction.

## ASSIMILATE III

**Prerequisite:** 17th-level tamer, Assimilate II

**Type:** Passive (companion)

Studying a corpse only takes an action, instead of 1 minute, and there is no limit to the number of times the black pudding can do so. The black pudding can have up to three benefits at the same time. If it gains another, its tamer chooses which one it replaces.

When the black pudding would lose its benefits due to its tamer finishing a long rest, the tamer can choose one of them for the black pudding to keep.





**METAMORPHOSIS**  
 PREREQUISITE: BECOME COMPANION  
*"Change is coming. Will you choose..."*

**SWIPE I**  
 PREREQUISITE: —  
*"It's not stealing..."*

**GRAPPLE I**  
 PREREQUISITE: —  
*"It can't keep its hands to itself..."*

**GROWTH**  
 PREREQUISITE: —  
*"Greeaat... more fingers..."*

**CALLOUSED**  
 PREREQUISITE: —  
*"Its bumps have bumps..."*

**MAGIC I**  
 PREREQUISITE: —  
*"I'm sensing a theme to these spells..."*



**SWIPE II**  
 PREREQUISITE: SWIPE I  
*"...it's a five-finger discount!"*

**GRAPPLE II**  
 PREREQUISITE: GRAPPLE I  
*"...so I hope you're not ticklish..."*

**HAND WAVE**  
 PREREQUISITE: —  
*"Also known as a sthandpede..."*

**MAGIC II**  
 PREREQUISITE: MAGIC I  
*"...but I can't quite put my finger on it..."*

**HANDIPEDE**

**DIVINE WRATH**  
 PREREQUISITE: METAMORPHOSIS  
*"...a righteous left hand?"*

**DIVINE PROTECTION**  
 PREREQUISITE: METAMORPHOSIS  
*"...a reliable right hand?"*

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"Unsettling as they may be, I wholeheartedly recommend that every tavern in the land get one of these helpful little guys. All those tightly-screwed jars aren't going to open themselves!"

— Heliana, Pickle Appreciator

**Type:** Celestial  
**Creature Component:** Any celestial devourer  
**Bonus Tamer Improvement:** Metamorphosis and +2 Hit Dice

With a disturbing appearance, handipedes are quite far removed from their celestial origins, relying more on their unusual hand-based magic than

any sort of holy powers. However, a small spark of the divine hides within each of them, ready to bloom when the handipede reaches its full potential.

Some of the handipede's improvements allow it to cast spells. If any of the handipede's traits or actions require a spell attack or a saving throw, use the calculations below.

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

**Spell Attack Modifier** = the tamer's proficiency bonus + the handipede's Charisma modifier

## MONSTER TRAINER

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

### METAMORPHOSIS

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

**Type:** Active (companion)

As an action, the handipede can change from its centipede form into a moth form, or vice-versa. While in centipede form, it gains the following benefits:

- Its burrowing speed is increased to **15 feet**.
- It gains tremorsense out to a range of **10 feet**.

While in moth form, it gains the following benefits:

- It gains a flying speed of **30 feet**, its walking and climbing speeds are reduced to **10 feet**, and it loses its burrowing speed.
- Its Sceptre attack is replaced by a Slap attack that functions similarly.

Once the handipede's tamer reaches 5th level in the tamer class, the handipede can change forms as a bonus action instead of an action.

### SWIPE I

**Prerequisite:** 3rd-level tamer

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

The handipede gains proficiency in the Sleight of Hand skill. As an action, it can attempt to steal an item of its size or smaller that is being carried or held by a creature within **5 feet** of it, making a **Dexterity (Sleight of Hand)** check contested by the target's choice of a **Dexterity (Acrobatics)** or **Strength (Athletics)** check. If the target is holding the item, the handipede has **disadvantage** on the check. On a success, the handipede steals the item, and the target can't make opportunity attacks against it until the end of the turn.

If the handipede can cast *mage hand*, it can use the spectral hand to make the above check, using its Charisma modifier instead of Dexterity.

### GRAPPLE I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The handipede gains proficiency in the Athletics skill, and it can grapple creatures up to two sizes larger than it.

If the handipede can cast *mage hand*, it can use the spectral hand to grapple a creature, using its Charisma modifier instead of Strength. The hand has a 5-foot reach and can't drag a grappled creature.

### GROWTH

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The handipede'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 Sceptre and Slap attacks increases to a **d6**.

### CALLOUSED

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

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

### MAGIC I

**Prerequisite:** 5th-level tamer

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

The handipede can cast the *mage hand* and *shocking grasp* cantrips at will, requiring no material or verbal components. In addition, it casts all cantrips as a 5th-level caster, and the damage of its Chill Touch attack increases to **2d8**.

### SWIPE II

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

**Type:** Passive (companion)

The handipede's proficiency bonus is doubled for any Sleight of Hand checks it makes. When it succeeds on Swipe's contested **Dexterity (Sleight of Hand)** check to steal an item from a creature that has a Spellcasting trait, it can choose to steal some of the target's magical energy instead. The creature loses one spell slot or one use of a spell of a level equal to or lower than half the handipede's proficiency bonus, and the handipede's tamer regains one spell slot of the same level. After the handipede has stolen magical energy in this way, it can't do so again until its tamer finishes a long rest.

### GRAPPLE II

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

**Type:** Passive (companion)

The handipede's proficiency bonus is doubled for any Athletics checks it makes. When the handipede

successfully grapples a creature, it can immediately cast the *hideous laughter* spell on that creature (no action or concentration required), conjuring dozens of spectral fingers that crawl all over the creature's body and tickle it mercilessly. When the spell is cast in this way, it also affects creatures with an Intelligence score of 4 or less and ends early if the target is no longer grappled by the handipede.

After the handipede casts this spell in this way, it can't do so again until its tamer finishes a long rest.

## MAGIC II

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

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

The handipede casts its cantrips as an 11th-level caster, and the damage of its Chill Touch attack increases to **3d8**. In addition, it can cast the *vampiric touch* spell, requiring no material or verbal components. Once it casts this spell, it can't do so again until its tamer finishes a long rest.

When the handipede's tamer reaches 17th level in the tamer class, the handipede casts its cantrips as a 17th-level caster, and the damage of its Chill Touch attack increases to **4d8**. In addition, it can cast the

*arcane hand* spell, requiring no material components or verbal components. Once it casts this spell, it can't do so again until its tamer finishes a long rest.

## HAND WAVE

**Prerequisite:** 13th-level tamer

**Type:** Active (action)

As an action, the handipede can conjure a wave of spectral hands that washes over a 20-foot cube centred on a point within **30 feet** of it, forcing each creature of its choice in the area to make a **Strength saving throw**. On a failed save, a creature takes **6d8** force damage and suffers one of the effects described below (tamer's choice for all creatures). On a successful save, a creature takes half as much damage and suffers no additional effects.

- The creature is knocked **prone**.
- The creature is pushed horizontally up to **20 feet** in a single direction of the tamer's choice.
- The creature is **grappled** by spectral hands until the end of its next turn.
- One Medium or smaller object that is being held or carried by the creature is taken and dropped in an unoccupied space within the area.

In addition, the handipede can rearrange any number of Medium or smaller objects in the area that aren't being held or carried, but can't drop or deposit them on a creature. Once the handipede has used this action, it can't do so again until its tamer finishes a long rest.

## DIVINE PROTECTION

**Prerequisite:** 17th-level tamer, Metamorphosis

**Type:** Passive (companion)

While in its moth form, the handipede embodies the tranquillity and dignity of angels, and other creatures find it difficult to attack it. The handipede is always under the effects of the *sanctuary* spell. If it makes an attack or uses a spell or ability that affects an enemy creature, the effects of the spell are suppressed until the start of its next turn.

## DIVINE WRATH

**Prerequisite:** 17th-level tamer, Metamorphosis

**Type:** Active (bonus action)

While in its centipede form, the handipede is akin to a fierce paladin fighting evil in the name of their cause. When the handipede uses its action to cast a cantrip, it can make a Sceptre attack as a bonus action. The attack deals an extra **1d6** radiant damage on a hit.

## HANDIPEDE

*Tiny celestial, unaligned*

**Armour Class** 12 (natural armour)

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

**Speed** 30 ft., burrow 5 ft., climb 30 ft.

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

**Damage Resistances** radiant

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** ½ (25 XP)

**Proficiency Bonus** +2

**Busy Hands.** The handipede loves to touch new things and often feels the impulse to do so even when it is inappropriate or inconvenient.

**Sign Language.** The handipede can communicate simple ideas by using hand signs and gestures.

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

## ACTIONS

**Chill Touch.** *Ranged Spell Attack:* **+4** to hit, range 120 ft., one creature. *Hit:* 4 (**1d8**) necrotic damage, and the target can't regain hit points until the start of the handipede's next turn. If the target is undead, it has **disadvantage** on attack rolls against the handipede until the end of the handipede's next turn.

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

# MECHARMADILLO



1

**RESIZE I**  
PREREQUISITE: BECOME COMPANION  
*"So how large can you grow?..."*

3

**HOLOGRAMS I**  
PREREQUISITE: —  
*"Magic? No..."*

**ROLL OUT I**  
PREREQUISITE: —  
*"The secret is adding a little spin..."*

5

**RESIZE II**  
PREREQUISITE: RESIZE I  
*"...almost enough to fit me inside..."*

**RESERVOIR**  
PREREQUISITE: —  
*"Weaponised spit-takes."*

**MULTIATTACK**  
PREREQUISITE: —  
*"Now with extendable tail action!"*

9

**HOLOGRAMS II**  
PREREQUISITE: HOLOGRAMS I  
*"...this is the power of SCIENCE!"*

**ROLL OUT II**  
PREREQUISITE: ROLL OUT I  
*"...aaand STRIKE!"*

13

**RESIZE III**  
PREREQUISITE: RESIZE II  
*"...no, wait, that was a joke!..."*

**EXOSKELETON**  
PREREQUISITE: —  
*"Like a cold, mechanical hug."*

17

**LIVING TANK**  
PREREQUISITE: RESIZE III  
*"...it's actually surprisingly comfy."*

"Ze mecharmadillo represents ein exciting next step in ze technological enhancement of humanoid. As I vas tellink L'Arsène... Vait. Ver's L'Arsène? Dillo! Bad boy! Let him out! Out, I say!"

— Humperdink, Transhumanism Enthusiast

different environments. They are geared towards symbiotic coexistence, and perpetuate their own survival by offering their aid to larger and stronger creatures in exchange for protection. Over time, a mecharmadillo's internal code evolves, often causing it to develop new adaptations specifically suited to better assist the creature it bonded with.

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

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

**Type:** Construct  
**Creature Component:** Any CREO or Unit M3T4L  
**Bonus Tamer Improvement:** Resize I and +2 Hit Dice

Mecharmadillos are incredibly adaptable constructs, modelled to thrive in a variety of

## MONSTER TRAINER

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

## RESIZE I

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

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

The mecharmadillo'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 Headbutt attack increases to a **d6**.

As an action, the mecharmadillo can increase or decrease its size by one category, as long as it doesn't exceed its normal size. Its hit point maximum and the damage of its attacks don't change from using this action.

## HOLOGRAMS I

**Prerequisite:** 3rd-level tamer

**Type:** Active (action)

While the mecharmadillo's size is Tiny, it can be worn as a helmet by its tamer. In this state, it can cast the *disguise self* spell, targeting its tamer instead of itself, and can take no other actions, except to detach itself from its tamer, which ends the spell. The mecharmadillo is covered by the illusion as well, appearing as its choice of headwear.

After the mecharmadillo casts this spell, it can't do so again until its tamer finishes a short or long rest.

## ROLL OUT I

**Prerequisite:** 3rd-level tamer

**Type:** Active (action)

As an action, the mecharmadillo curls up into a ball until the end of its turn. In this state, it can move through other creatures' spaces. When the mecharmadillo moves into a creature's space in this way, the creature must make a **Strength saving throw**. On a failed save, it takes 3 (**1d6**) bludgeoning damage and is knocked **prone**. On a successful one, it takes half as much damage and is moved to an unoccupied space of its choice adjacent to the mecharmadillo. A creature can only be affected by this feature once per turn. Creatures more than two sizes larger than the mecharmadillo automatically succeed on this saving throw.

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

When the mecharmadillo's tamer reaches 5th level in the tamer class, this action's damage increases to 10 (**3d6**).

## MECHARMADILLO

*Tiny construct, unaligned*

**Armour Class** 14 (natural armour)

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

**Speed** 30 ft., burrow 15 ft.

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

**Damage Immunities** poison, psychic

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

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

**Proficiency Bonus** +2

**Clingy.** The mecharmadillo loathes being alone, and performs poorly in the absence of company. It has **disadvantage** on ability checks and saving throws made against being frightened if there are no friendly creatures that it can see or hear within **60 feet** of it. It tries to remain with friendly creatures even if doing so may be dangerous or inconvenient.

### ACTIONS

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

### REACTIONS

**Project Shield.** The mecharmadillo adds a bonus equal to its proficiency bonus to its AC against one melee attack that would hit it. To do so, the mecharmadillo must see the attacker.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

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

**Multiattack.** As an action, the mecharmadillo makes one Headbutt attack and one Tail attack.

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

## RESIZE II

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

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

The mecharmadillo'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 attacks increase to a **d8**.

The mecharmadillo can change sizes as a bonus action instead of an action.

## RESERVOIR

**Prerequisite:** 5th-level tamer

**Type:** Active (bonus action)

The mecharmadillo gains five receptacles in its body, each of which can be filled with one dose of a liquid (such as acid, holy water, or a potion) as an action by a creature within reach of the mecharmadillo, if the mecharmadillo is willing.

As a bonus action, the mecharmadillo can feed one of these liquids to a willing creature, or make a ranged weapon attack with a range of **20 feet** as it sprays the liquid out of its nose. It is proficient with this attack and uses its Strength modifier for the attack roll. On a hit, the creature suffers the effects of the liquid, if there are any.

## HOLOGRAMS II

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

**Type:** Active (action)

The mecharmadillo can cast the *hallucinatory terrain* and *silent image* spells. After it has cast one of these spells, it can't cast that spell again until its tamer finishes a long rest.

## ROLL OUT II

**Prerequisite:** 9th-level tamer, Roll Out I

**Type:** Passive (companion)

The damage of the mecharmadillo's Roll Out action increases to 17 (**5d6**), and creatures smaller than the mecharmadillo have **disadvantage** on the saving throw against it. The mecharmadillo can stop its movement in the space of a creature smaller than it that failed its saving throw against this action. If it does so, the creature is **restrained** until the mecharmadillo moves out of its space or until the creature uses its action to make a successful **Strength (Athletics)** or **Dexterity (Acrobatics)** check (its choice) against the mecharmadillo's **save DC**.

When the mecharmadillo's tamer reaches 13th level in the tamer class, this action's damage increases to 24 (**7d6**).

## RESIZE III

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

**Type:** Passive (companion)

The mecharmadillo'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 attacks increase to a **d10**.

When the mecharmadillo changes size, it can increase or decrease by up to two size categories instead of one.

## EXOSKELETON

**Prerequisite:** 13th-level tamer

**Type:** Active (action)

While the mecharmadillo is the same size category as its tamer and within **5 feet** of it, the mecharmadillo can use an action to alter its form and wrap itself around the tamer, serving as an exoskeleton suit.

In this form, the mecharmadillo acts as a set of plate armour that its tamer is proficient with. This armour doesn't provide disadvantage on **Dexterity (Stealth)** checks and has no Strength requirement. The mecharmadillo is still a creature and can take actions on its turn as normal, but can't make Headbutt attacks, change its size, or use its Roll Out action. Its speed is reduced to **0 feet** and it moves with its tamer. A creature can decide whether to target the mecharmadillo or its tamer with attacks and other effects.

While wearing the mecharmadillo as armour, the tamer's Strength score is equal to the mecharmadillo's, it gains the mecharmadillo's Project Shield reaction, affecting itself instead, and its walking speed is increased by **10 feet**. As an action, the mecharmadillo can detach itself from the tamer, moving to an unoccupied space of its choice within **5 feet** of it.

## LIVING TANK

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

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

While the mecharmadillo is Large and isn't wearing armour, its AC is **20**. In addition, if it's not using its Exoskeleton feature, it can use an action to try to scoop up a Medium or smaller creature within **5 feet** of it into a compartment inside it. If the creature is unwilling, it must succeed on a **Strength saving throw** to avoid this. The mecharmadillo can only have one creature inside of it at a time.

While inside the mecharmadillo, a creature has **advantage** on attack rolls against it and total cover from effects originating outside it. As an action, the creature can make a **Strength** check against the mecharmadillo's **save DC**. On a success, it frees itself, exiting into an unoccupied space within **5 feet** of the mecharmadillo. A creature can also exit using **5 feet** of its movement if the mecharmadillo is willing. If the mecharmadillo drops to 0 hit points or is no longer Large or larger, a creature inside it is ejected, landing **prone** in an unoccupied space within **5 feet** of it.



TAMER  
LEVEL

1

3

5

9

13

17

**AGILITY I**

PREREQUISITE: BECOME COMPANION

"Fast and furious..."

**BLOOD READER I**

PREREQUISITE: —

"A study in scarlet..."

**EAGLE EYES I**

PREREQUISITE: —

"But... it's a falcon..."

**SHARP**

PREREQUISITE: —

"The edgiest of companions."

**MULTIATTACK**

PREREQUISITE: —

"Slice and dice!"

**AGILITY II**

PREREQUISITE: AGILITY I

"...Too fast! Too furious!"

**EAGLE EYES II**

PREREQUISITE: EAGLE EYES I

"...how does any of this make sense?"

**REINFORCED PLATING**

PREREQUISITE: —

"Looking sharp!"

**BLOOD READER I**

PREREQUISITE: —

"A study in scarlet..."

**DIVE BOMB**

PREREQUISITE: —

"Look out below!"

**STEEL STORM**

PREREQUISITE: —

"...My toes hurt."

**REDWING**

"Mein laboratory had ein serious rat problem until I got Reddy here. Now every day, it brinks me several dead rats. Every day. Ze lab has been rat-free for ein month! Vere does it keep findink all zese rats?!"

— Humperdink, Still Has a Rat Problem

**Type:** Monstrosity

**Creature Component:** Any bloodhound

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

When parts from a deadly bloodhound are biomantically grafted onto a hunting falcon, the result is a redwing—a deadly and talented predator gifted with the sharp eyes to detect any prey, the dizzying speed to chase it, and the ferocity to cut it down. Redwings are fond of taking and proudly displaying trophies from their victorious hunts, and the especially successful ones grow a deeper shade of crimson with age, as blood tints their feathers and metal.

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

**Save DC** = 8 + the tamer's proficiency bonus + the redwing's Dexterity modifier

## MONSTER TRAINER

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

### AGILITY I

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

**Type:** Passive (companion)

While not wearing armour, the redwing gains a bonus to its AC equal to its Dexterity modifier.

### BLOOD READER I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (tamer)

Once on each of the redwing's turns, when it deals damage to a creature that has blood and is within **5 feet** of it, it can force the creature to make a **Constitution saving throw**. On a failed save, the redwing extracts and ingests some of the creature's blood, storing it within the compartment in its chest. A willing creature can also feed some blood to the redwing as an action while within its reach. The redwing can only hold the blood of one creature at a time; if it extracts blood from another, the first sample is destroyed.

While the redwing has a creature's blood stored within it, its tamer knows 3 of the following pieces of information (tamer's choice when blood is first extracted):

- Whether it has fewer than all, three-quarters, one-half, or one-quarter of its hit points.
- How many spell slots it has left, if any, and their levels.
- Whether it's under the effect of any spells or curses, and what they are.
- What special senses it possesses, their ranges, and the languages it understands.
- Its damage resistances and immunities.
- Its condition immunities.
- Its current emotional state, in the form of a word or a short sentence.

When the redwing's tamer reaches 9th level in the tamer class, they can choose 4 pieces of information to learn instead of 3.

## EAGLE EYES I

**Prerequisite:** 3rd-level tamer

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

The redwing gains darkvision out to **30 feet** and can't be surprised. While within the range of the redwing's darkvision, its tamer gains the same benefits.

When the redwing's tamer reaches 5th level in the tamer class, the range of the darkvision increases to **60 feet**.

## REDWING

*Tiny monstrosity, unaligned*

◆ **Armour Class** 13 (natural armour)

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

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

◆ STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	12 (+1)	7 (-2)	14 (+2)	10 (+0)

◆ **Skills** Perception +4

**Damage Resistances** poison

**Senses** passive Perception 14

**Languages** —

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

**Proficiency Bonus** +2

◆ **Hunter's Instincts.** The redwing is easily distracted by small prey animals. Whenever it sees a Tiny beast it hasn't seen before, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions chasing and attacking the beast. The redwing can repeat the saving throw at the end of each of its turns. On a success, it stops being distracted and can't get distracted by the same creature again.

**Keen Sight.** The redwing has **advantage** on **Wisdom (Perception)** checks that rely on sight.

### ACTIONS

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

## **MULTIATTACK**

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

The redwing gains two new action options: Talons and Multiattack. The damage die of the Talons attack increases with the specified die size in the redwing's Sharp improvement.

**Multiattack.** As an action, the redwing makes two attacks: one with its Steel Wing and one with its Talons.

**Talons. Melee Weapon Attack:** **Dex modifier** + **PB** to hit, reach 5 ft., one target. **Hit:** **1d4** + **Dex modifier** slashing damage.

## **SHARP**

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The damage die of the redwing's Steel Wing attack increases to a **d10** and its Talons (see above) to a **d10**.

## **AGILITY II**

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

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

The redwing can take the Dash action as a bonus action. In addition, it doesn't provoke opportunity attacks when it flies out of an enemy's reach.

## **EAGLE EYES II**

**Prerequisite:** 9th-level tamer, Eagle Eyes I

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

The redwing's proficiency bonus is doubled for any Perception checks it makes.

In addition, it can cast the *see invisibility* spell without requiring any components. While the redwing is under the effects of this spell, the tamer is also under the effects of the spell while within the range of the redwing's darkvision. After the redwing casts this spell, it can't do so again until its tamer finishes a long rest.

## **REINFORCED PLATING**

**Prerequisite:** 13th-level tamer

**Type:** Passive (companion)

The redwing has **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks.

## **BLOOD READER II**

**Prerequisite:** 13th-level tamer, Blood Reader I

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

While the redwing has a creature's blood stored within it, both it and its tamer have **advantage** on ability checks made to detect or track that creature. In addition, the redwing can use a bonus action to consume the blood it has stored and gain **advantage** on the next attack roll it makes against the creature that blood belonged to before the end of the turn.

## **DIVE BOMB**

**Prerequisite:** 13th-level tamer

**Type:** Passive (companion)

If the redwing flies at least **10 feet** straight toward a target and then immediately hits it with a Steel Wing attack, the target takes an extra 3 (**1d6**) slashing damage for each 10 feet the redwing flew, up to a maximum of **3d6**.

When the redwing's tamer reaches 17th level in the tamer class, the damage increases to 4 (**1d8**), and the maximum to **4d8**.

## **STEEL STORM**

**Prerequisite:** 17th-level tamer

**Type:** Active (action)

As an action, the redwing can unleash its full potential, becoming a lightning-fast killing machine. Until the end of the turn, its speed is doubled, it has **advantage** on all attack rolls, and it can make up to five Steel Wing attacks, as long as each one is made against a different target.

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

TAMER  
LEVEL

## WAXOLOTL

**FIRE SPITTER**

PREREQUISITE: BECOME COMPANION

*"It has some pretty savage burns..."***BRIGHT I**

PREREQUISITE: —

*"It's a flashy little guy..."***REGENERATION I**

PREREQUISITE: —

*"Wax off?..."***WAX BREATH I**

PREREQUISITE: FIRE SPITTER

*"... but they can be slow burns..."***GROWTH**

PREREQUISITE: —

*"From waxolotl to maxolotl."***MULTIATTACK**

PREREQUISITE: —

*"More fire is always a good thing!... Right?"***BRIGHT II**

PREREQUISITE: BRIGHT I

*"...It makes for a fantastic night light..."***SLIPPERY**

PREREQUISITE: —

*"Unpleasantly slimy."***WAX BREATH II**

PREREQUISITE: WAX BREATH I

*"...ah well. You're not going anywhere anyway."***REGENERATION II**

PREREQUISITE: REGENERATION I

*"...Wax back on."***BRIGHT III**

PREREQUISITE: BRIGHT II

*"... and is all around a brilliant companion!"*

"If you plan on keeping von of zese little buggers, make shure you don't store your flammable tar right next to ze bottles of ethanol. Ein entire laboratory kan burn down in only five minutes! It's ein gut thing I took precautions..."

— Humperdink, Insurance Recipient

**Type:** Elemental

**Creature Component:** Any wax elemental

**Bonus Tamer Improvement:** Fire Spitter and +2 Hit Dice

Sociable and docile, unlike their primordial counterparts, waxolotls are loyal and excitable creatures. Their favourite pastimes include snoozing next to open fires, taking hot wax baths, and making shadow puppet plays using their innate light sources. Wonderfully supportive companions, they look out for their allies with their regenerative abilities and also ward off foes with protective light, as well as a lot of suppressive fire.

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

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

## MONSTER TRAINER

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

### FIRE SPITTER

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

**Type:** Passive (companion)

The damage die of the waxolotl's Ember attack increases to a **d6**, and its range increases to **30 feet**.

## WAXOLOTL

*Tiny elemental, unaligned*

**Armour Class** 13 (natural armour)

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

**Speed** 30 ft., swim 40 ft.

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralysed, petrified, poisoned

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

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

**Proficiency Bonus** +2

**Accidental Arsonist.** The waxolotl tends to be a little careless when excited. While its candles are lit, it may occasionally and unintentionally set small flammable objects on fire.

**Hardened Wax.** Whenever the waxolotl takes cold damage, its speed is halved and it can't take reactions until the start of its next turn.

**Heated Weapons.** Whenever the waxolotl takes fire damage, its attacks deal extra fire damage equal to one roll of its Hit Die until the end of its next turn.

### ACTIONS

**Ember.** *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 10 ft., one target. Hit: 4 (1d4 + 2) fire damage.

**Illumination.** The waxolotl can use its action to light or extinguish the candles on its body. While the candles are lit, the waxolotl sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**. The candles can also be extinguished if doused, by winds of moderate speed, or if the waxolotl drops to 0 hit points.

### BRIGHT I

**Prerequisite:** 3rd-level tamer

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

The bright light of the waxolotl's Illumination trait increases to a **10-foot radius**, and the dim light to an additional **10 feet**. The candles can't be put out by liquids or wind.

In addition, as a reaction when a creature within the radius of the waxolotl's bright light makes an attack roll, the waxolotl can briefly intensify the brightness of its candles, dazzling the creature and giving it **disadvantage** on its attack roll. Creatures immune to the blinded condition are unaffected by this feature.

### REGENERATION I

**Prerequisite:** 3rd-level tamer

**Type:** Active (bonus action)

As a bonus action, the waxolotl can activate a surge of regenerative energy that courses through its body. For **1 minute**, the waxolotl regains 2 (1d4) hit points at the start of each of its turns.

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

When the waxolotl's tamer reaches 9th level in the tamer class, the hit points regained increase to 3 (1d6).

### GROWTH

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The waxolotl'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 Ember attack increases to a **d8**.

### MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the waxolotl can make two attacks.

### **WAX BREATH I**

**Prerequisite:** 5th-level tamer, Flame Spitter

**Type:** Active (action)

As an action, the waxotl can spit out a deluge of molten wax in a **15-foot cone**. Each creature in the area must succeed on a **Dexterity saving throw** or become **restrained** by the rapidly hardening wax for **1 minute**. A creature restrained by the wax can use its action to make a **Strength** check against the waxotl's **save DC**, freeing itself on a success.

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

When the waxotl's tamer reaches 9th level in the tamer class, a creature restrained by the wax takes **1d6** fire damage at the start of each of its turns.

### **BRIGHT II**

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

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

The bright light of the waxotl's Illumination trait increases to a **20-foot radius**, and the dim light to an additional **20 feet**. While within the area of the waxotl's bright light, both it and its tamer have **advantage** on saving throws against being frightened.

### **SLIPPERY**

**Prerequisite:** 9th-level tamer

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

The waxotl can take the Disengage action as a bonus action. In addition, it has **advantage** on ability checks made to avoid or escape being grappled.

### **REGENERATION II**

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

**Type:** Active (bonus action)

The hit points regained by the waxotl's Regeneration I increase to 4 (**1d8**). When the waxotl regains hit points with that feature, it can choose to regain only half the amount. If it does so, its tamer regains the same amount of hit points.

When the waxotl's tamer reaches 17th level in the tamer class, the hit points regained increase to 5 (**1d10**).

### **WAX BREATH II**

**Prerequisite:** 13th-level tamer

**Type:** Passive (companion)

The damage that a creature restrained by the waxotl's Wax Breath takes at the start of each of its turns increases to **2d6**. In addition, the waxotl's breath weapon leaves an even larger mess of hot, sticky wax in its wake. Until the end of the waxotl's next turn, surfaces within the area of the cone are difficult terrain, and a creature that enters it for the first time on its turn or ends its turn there takes **2d6** fire damage.

When the waxotl's tamer reaches 17th level in the tamer class, the damage that a creature restrained by the wax takes at the start of each of its turns and the damage that a creature takes by entering the area of the cone both increase to **3d6**.

### **BRIGHT III**

**Prerequisite:** 17th-level tamer, Bright II

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

The bright light of the waxotl's Illumination trait increases to a **30-foot radius**, and the dim light to an additional **30 feet**. When the waxotl uses its Bright I reaction, the affected creature must succeed on a **Constitution saving throw** or be **blinded** until the end of the waxotl's next turn.

TAMER  
LEVEL

## ANVELEON

**FORGEMASTER**

PREREQUISITE: BECOME COMPANION

*"Blacksmiths hate this simple trick!"*

1

3

**GROWTH I**

PREREQUISITE: —

*"The bigger they are..."***THUNDERSTRIKE**

PREREQUISITE: —

*"Get ready for a pounding headache!"*

5

**BLACKSMITING**

PREREQUISITE: —

*"Let's see a regular smith do this."***WHETSTONE I**

PREREQUISITE: —

*"Now it's time for the sharpness test..."***MULTIATTACK**

PREREQUISITE: —

*"Don't stop! Hammer time!"*

9

**GROWTH II**

PREREQUISITE: GROWTH I

*"...the harder they comically fall on someone."***WELL-TEMPERED I**

PREREQUISITE: —

*"From cast steel..."***AUTOTOMY**

PREREQUISITE: —

*"Cut your losses and run!"*

13

**CAMOUFLAGE**

PREREQUISITE: —

*"Or as we like to call it, anvilsibility."***WHETSTONE II**

PREREQUISITE: WHETSTONE I

*"...Very good. This will kill."*

17

**WELL-TEMPERED II**

PREREQUISITE: WELL-TEMPERED I

*"...to pure titanium."*

Ze anveleon? Oh ja, I love havink it around!  
 Stubbing mein toe on ein invisible anvil is sehr fun!  
 Und ven it keeps everyone up at night for three  
 days straight hammerink away to forge ein simple  
 teaspoon? Simply wunderbar!

— Humperdink, Immodest

into the walls of smithies and watching masters at work, hoping to pick up some new tricks. Their hardened scales and unusual shape allow them to use their own bodies in the pursuit of their craft, to which they devote themselves with unapologetic perfectionism. Indeed, an anveleon can spend days making minor tweaks and improvements to one of its creations, only to undo them all and start anew the next.

Anveleons often carry tools of their own making, which they wield using their tails against foes bearing poorer quality equipment with ill-concealed enthusiasm. In battle, however, they favour tending to their allies' weapons, ensuring that they are in perfect condition. Your blades will never lack for sharpness with an anveleon around!

**Type:** Monstrosity

**Creature Component:** Any metallic construct

**Bonus Tamer Improvement:** Forgemaster and +2 Hit Dice

Clever creatures with an affinity for metalworking, anveleons can frequently be found blending

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

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

## MONSTER TRAINER

### FORGEMASTER

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

**Type:** Passive (tamer)

The anveleon can be used as a set of smith's tools, and its tamer has **advantage** on any ability checks using it in this way.

In addition, over the course of a short or long rest, the anveleon can magically enhance a metallic weapon or piece of ammunition. The next attack roll made with that weapon or ammunition is made with **advantage**. A weapon or piece of ammunition loses this benefit when the anveleon's tamer finishes a long rest.

### GROWTH I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The anveleon'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 attacks increases to a **d6**.

### THUNDERSTRIKE

**Prerequisite:** 3rd-level tamer

**Type:** Active (action)

As an action, the anveleon can make a Hammer attack against itself, which automatically hits, producing a thunderous ring. Each creature within **5 feet** of the anveleon must succeed on a **Constitution saving throw** or take thunder damage equal to the damage the anveleon dealt to itself.

When the anveleon's tamer reaches 9th level in the tamer class, the thunder damage increases to double the damage the anveleon dealt to itself.

## ANVELEON

*Tiny monstrosity, neutral*

**Armor Class** 13 (natural armour)

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

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

**Damage Resistances** fire

**Senses** passive Perception 11

**Languages** —

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

**Proficiency Bonus** +2

**Perfectionist.** When the anveleon rolls a **1** on an ability check, attack roll, or saving throw, it must succeed on a **DC 11 Wisdom saving throw** or take 2 (**1d4**) psychic damage. If this damage reduces the anveleon to 0 hit points, the anveleon is stable. Conversely, when the anveleon rolls a **20** on an ability check, attack roll, or saving throw, it gains 2 (**1d4**) temporary hit points.

### ACTIONS

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

**Hone.** The anveleon quickly hones a weapon that is unattended or held by a willing creature within **5 feet** of it. The next attack made with that weapon before the start of the anveleon's next turn deals an extra 2 (**1d4**) damage on a hit.

**Invisibility (1/Day).** The anveleon magically turns **invisible** until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the anveleon wears or carries is invisible with it.

### BLACKSMITING

**Prerequisite:** 5th-level tamer

**Type:** Active (bonus action)

As a bonus action, the anveleon can cast the *branding smite* spell on a willing creature within **5 feet** of it. The creature benefits from the spell as if it had been the one to cast it, but the anveleon maintains concentration on the spell for it.

Once the anveleon casts this spell, it can't do so again until its tamer finishes a short or long rest.

### MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the anveleon makes two attacks.

### WHETSTONE I

**Prerequisite:** 5th-level tamer

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

The anveleon can use its Hone action as a bonus action.

When the anveleon's tamer reaches 9th level in the tamer class, the extra damage of the Hone action increases to 3 (**1d6**).

### AUTOTOMY

**Prerequisite:** 9th-level tamer

**Type:** Active (action)

The anveleon can use an action to shed its tail, automatically ending the grappled or restrained condition on itself. The tail grows back immediately after.

### GROWTH II

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

**Type:** Passive (companion)

The anveleon'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 attacks increases to a **d8**.

### WELL-TEMPERED I

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion)

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

### CAMOUFLAGE

**Prerequisite:** 13th-level tamer

**Type:** Active (action)

The anveleon can use its Invisibility action at will.

### WHETSTONE II

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

**Type:** Passive (companion)

The extra damage of the anveleon's Hone action increases to 4 (**1d8**). Additionally, when the anveleon hones a weapon, the next attack made with that weapon before the start of the anveleon's next turn scores a critical hit on a roll of 19 or 20.

### WELL-TEMPERED II

**Prerequisite:** 17th-level tamer, Well-Tempered I

**Type:** Passive (companion)

The anveleon gains a **+2 bonus** to AC while it isn't wearing armour. This improvement is in addition to the bonus from Well-Tempered I. Additionally, the anveleon gains **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks.





TAMER LEVEL

1

**BOTTOMS UP**  
 PREREQUISITE: BECOME COMPANION  
*"This one's on the house."*

3

**HAPPY HOUR**  
 PREREQUISITE: —  
*"I call this one the Ale-o-E..."*

**GROWTH I**  
 PREREQUISITE: —  
*"It starts as a shot of mischief..."*

5

**MULTIATTACK**  
 PREREQUISITE: —  
*"Its bumps have bumps..."*

**GROWTH II**  
 PREREQUISITE: GROWTH I  
*"...grows into a pint-sized pal..."*

9

**BAR BRAWLER I**  
 PREREQUISITE: —  
*"This is going to leave a brews..."*

**HARD LIQUOR**  
 PREREQUISITE: HAPPY HOUR  
*"...and this one, the bud-geyser!"*

**TROJAN ELEPHANT**  
 PREREQUISITE: —  
*"They'll never suspect a thing."*

13

**BAR BRAWLER II**  
 PREREQUISITE: BAR BRAWLER I  
*"...but I can't quite put my finger on it."*

**GROWTH III**  
 PREREQUISITE: GROWTH II  
*"...chased with a flagon of fun..."*

17

**GROWTH IV**  
 PREREQUISITE: GROWTH III  
*"...and caps at a whole keg of trouble!"*

# CASKADON

Caskadons are essentially the perfect party guests. They love to have fun, come with free booze, and if a brawl breaks out... Well, one way or another, when a caskadon joins the party, someone's getting smashed!

—Heliana, Enthusiastic Celebrant

**Type:** Construct  
**Creature Component:** Any treatant  
**Bonus Tamer Improvement:** Bottoms Up and +2 Hit Dice

Good times follow caskadons wherever they go. With a penchant for harmless mischief and an infectious, jubilant spirit, caskadon are welcome in taverns and feast halls the world over. These gentle and affable creatures prefer to settle conflicts over a couple of stout drinks, but aren't above barreling into a fray and putting some rabble rousers in their place with their mighty trunks. Woe to those who incur the wrath of a caskadon!

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

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



## MONSTER TRAINER

### BOTTOMS UP

**Prerequisite:** Become a tamer's companion  
**Type:** Passive (tamer)

The caskadon can be used as a set of brewer's supplies, and its tamer has **advantage** on any ability checks using it in this way.

In addition, over the course of a short or long rest, the caskadon can brew an invigorating beverage for a creature to enjoy. A creature that drinks this beverage immediately after the rest gains one Brew Die, which is a **d4** and lasts until the creature finishes a short or long rest. When the creature makes an ability check, attack roll, or saving throw, it can expend its Brew Die to roll it and add the number rolled to the result.

### GROWTH I

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

The caskadon'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 Trunk attack increases to a **d6**.

### HAPPY HOUR

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

As an action, the caskadon can spray alcohol from its trunk in a **30-foot cone**. Each creature in the area must succeed on a **Dexterity saving throw** or be soaked with alcohol until the end of its next turn. The next time a soaked creature takes fire damage, it takes an extra **10 (3d6)** fire damage. In addition, a creature that fails its save suffers an effect depending on the type of alcohol sprayed (tamer's choice):

- **Sticky Beer.** The creature's speed is halved until the end of its next turn.
- **Tart Wine.** The creature takes **2d6** acid damage.
- **Potent Scotch.** The creature is **poisoned** until the end of its next turn.

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

When the caskadon's tamer reaches 5th level in the tamer class, the extra fire damage increases to **14 (4d6)**.

### GROWTH II

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

The caskadon'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 Trunk attack increases to a **d8**.

### MULTIATTACK

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

As an action, the caskadon makes two attacks.

### CASKADON

*Tiny construct, chaotic good*

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**Armour Class** 14 (natural armour)  
**Hit Points** 4 (1d4 + 2)  
**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	15 (+2)	10 (+0)	12 (+1)	6 (-2)

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**Skills** Athletics +4  
**Damage Immunities** poison  
**Condition Immunities** paralysed, petrified, poisoned  
**Senses** passive Perception 11  
**Languages** —  
**Challenge** 1/8 (25 XP) **Proficiency Bonus** +2

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**Intoxicating Fumes.** When the caskadon takes damage from a critical hit, potent, intoxicating vapours are released. Each creature within **5 feet** of the caskadon must succeed on a **Constitution saving throw** or be **poisoned** until the end of the caskadon's next turn.

**Leak.** While the caskadon is below half its hit point maximum, it slowly leaks some of its contents, giving other creatures **advantage** on ability checks made to track it or detect signs of its passage.

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#### ACTIONS

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

## BAR BRAWLER I

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion)

The caskadon can replace an attack it makes with a grapple, and has **advantage** on ability checks made to grapple creatures smaller than itself.

In addition, the caskadon becomes proficient with improvised weapons. Creatures that the caskadon is grappling and that are at least two sizes smaller than it are considered improvised weapons for the caskadon. The damage die for these weapons is equal to the size of the creature's Hit Dice, and they can't be thrown. When the caskadon hits with an attack using a creature as a weapon, that creature takes 2 (1d4) bludgeoning damage.

## HARD LIQUOR

**Prerequisite:** 9th-level tamer, Happy Hour

**Type:** Active (action)

When the caskadon uses its Happy Hour action, it can choose to increase the pressure of the spray, changing it from a 30-foot cone into a **5-foot-wide, 30-foot-long line**, and from a Dexterity saving throw into a **Strength saving throw**. On a failed save, a creature takes 10 (3d6) bludgeoning damage and is knocked **prone** in addition to the other effects. On a successful save, a creature takes half as much damage and isn't knocked prone.

When the caskadon's tamer reaches 13th level in the tamer class, the bludgeoning damage increases to 14 (4d6).

## TROJAN ELEPHANT

**Prerequisite:** 9th-level tamer

**Type:** Active (action)

As an action, the caskadon can retract its trunk and legs and close its ears, making itself appear like a barrel. While in this form, its speed is **0 feet**, it can't take actions other than reverting to its normal form, and it's indistinguishable from a normal barrel while it remains motionless. While the caskadon is in this form, a creature within **5 feet** of it can use its action to enter it, gaining total cover against effects outside the caskadon. The caskadon can hold up to two creatures one size smaller than it, or up to four creatures at least two sizes smaller than it. Breathing creatures inside the caskadon can survive there for up to **1 hour**, after which they begin to suffocate. Any creatures inside the caskadon when it reverts to its normal form are ejected into unoccupied spaces of their choice within **5 feet** of the caskadon.

## BAR BRAWLER II

**Prerequisite:** 13th-level tamer, Bar Brawler I

**Type:** Passive (companion)

The caskadon can use creatures one size smaller than itself as improvised weapons. The damage that a creature takes when the caskadon hits with an attack using it as a weapon increases to 4 (1d8).

In addition, the caskadon can throw a creature it is using as an improvised weapon with a normal range of **10 feet** and a long range of **20 feet**.

## GROWTH III

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

**Type:** Passive (companion)

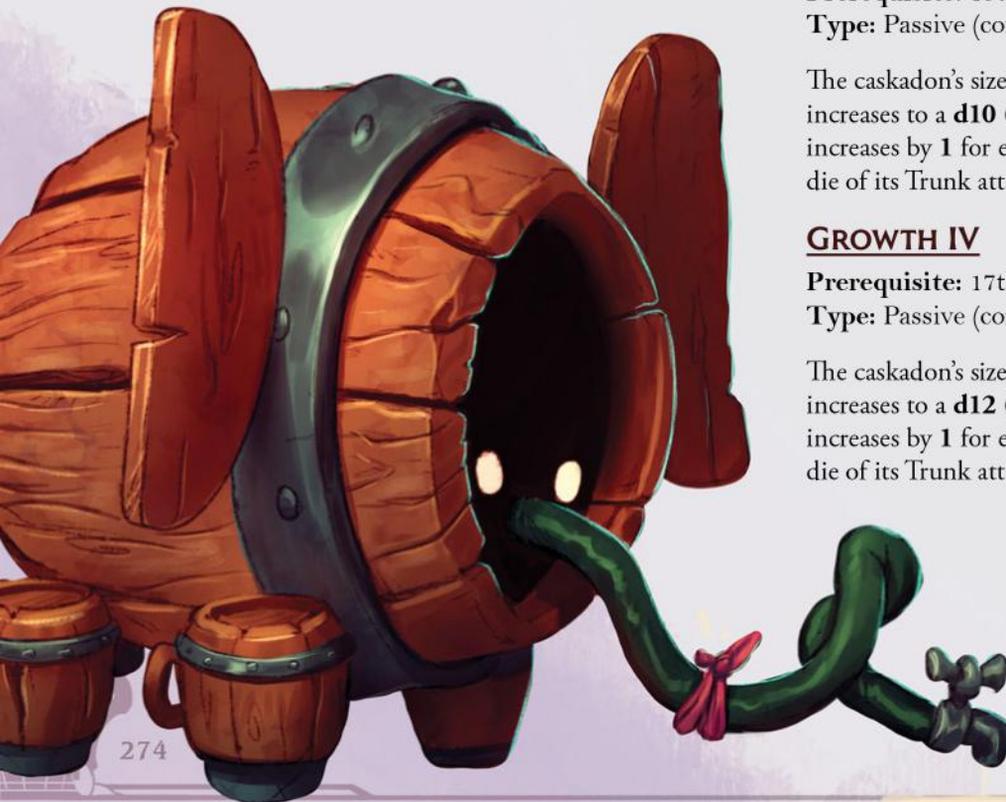
The caskadon's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Trunk attack increases to a **d10**.

## GROWTH IV

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

**Type:** Passive (companion)

The caskadon'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 die of its Trunk attack increases to a **d12**.



TAMER LEVEL

- 1
- 3
- 5
- 9
- 13
- 17

**EASY-BAKE**  
 PREREQUISITE: BECOME COMPANION  
 "Do we have time for a small snack?..."

**SMOKESCREEN I**  
 PREREQUISITE: —  
 "Where there's smoke..."

**SUPERHEAT I**  
 PREREQUISITE: —  
 "If you can't take the heat..."

**COAL TOSS**  
 PREREQUISITE: —  
 "Such efficient fuel usage!"

**GROWTH**  
 PREREQUISITE: —  
 "Now with room for two roasts!"

**MULTIATTACK**  
 PREREQUISITE: —  
 "Let's dial up the pain, Ovy!"

**SMOKESCREEN II**  
 PREREQUISITE: SMOKESCREEN I  
 "...there's fire."

**SUPERHEAT II**  
 PREREQUISITE: SUPERHEAT I  
 "...get out of our way!"

**AUTOTOMY**  
 PREREQUISITE: —  
 "Cut your losses and run!"

**CONVECTION**  
 PREREQUISITE: —  
 "The latest in oven technology."

**HOT PLATE**  
 PREREQUISITE: —  
 "Puts the burn in burnished."

**EASY-BANQUET**  
 PREREQUISITE: EASY-BAKE  
 "...Maybe a five-course meal?"



# OVENTURER

If you can look past the unsightly smoke, overpowering burnt smell, constant metallic creaking, ashes everywhere, conspicuous light, and suffocating heat, it makes for a great companion!

— Heliana, Eternal Optimist

**Type:** Construct

**Creature Component:** Any fire elemental

**Bonus Tamer Improvement:** Easy-Bake and +2 Hit Dice

Devoid of taste buds and unable to eat, oventurers are peculiar constructs with a keen interest in culinary arts. They enjoy a rising popularity as hired help in taverns and restaurants, or as companions in adventuring parties tired of subsisting on the same dry old rations. Be careful when offering feedback on their meals, however—oventurers are far from defenceless, and might turn their scorching fire and combat expertise against overly harsh critics. No one likes a snob, least of all an oventurer!

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

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

## MONSTER TRAINER

### EASY-BAKE

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

**Type:** Passive (tamer)

The oventurer can be used as a set of cook's utensils, and its tamer has **advantage** on any ability checks using it in this way.

In addition, over the course of a short or long rest, the oventurer can cook a delicious snack for up to four creatures, which takes **1 minute** to consume. A creature that eats a snack gains temporary hit points equal to the tamer's proficiency bonus. If the snack isn't consumed immediately after the rest, it cools down and doesn't grant any benefits.

### SMOKESCREEN I

**Prerequisite:** 3rd-level tamer

**Type:** Active (action)

While the oventurer's fire is lit, it can cast the *fog cloud* spell, centred on itself and requiring no components. When the spell is cast in this way, it produces dark smoke instead of fog.

Once the oventurer casts this spell, it can't do so again until its tamer finishes a long rest.

### SUPERHEAT I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

While the oventurer's fire is lit, its attacks deal an extra **2 (1d4)** fire damage on a hit.

### COAL TOSS

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

The oventurer gains a ranged weapon attack: Coal Toss. The damage die of the Coal Toss attack increases with the die size specified in the oventurer's Growth improvement.

**Coal Toss.** *Ranged Weapon Attack:* **Str modifier + PB** to hit, range 20/60 ft., one target. *Hit:* **1d4 + Str modifier** bludgeoning damage.

### GROWTH

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The oventurer'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 attacks increases to a **d6**.

### MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the oventurer makes two attacks.

### SMOKESCREEN II

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

**Type:** Active (action)

When a creature enters the area of a *fog cloud* created by the oventurer for the first time on a turn or starts its turn there, it must make a **Constitution saving throw**, taking **7 (2d6)** fire damage on a failed save, or half as much damage on a successful one.

In addition, the oventurer regains the ability to cast the spell when its tamer finishes a short or long rest.

## OVENTURER

*Tiny construct, neutral*

**Armour Class** 14 (natural armour)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	10 (+0)	10 (+0)	6 (-2)

**Damage Immunities** fire, poison

**Condition Immunities** paralysed, petrified, poisoned

**Senses** passive Perception 10

**Languages** —

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

**Proficiency Bonus** +2

**Contact Burn.** While the oventurer's fire is lit, a creature that starts its turn grappling the oventurer takes **3 (1d6)** fire damage.

### ACTIONS

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

**Ignition.** The oventurer lights a fire within itself, or puts it out. While the fire is lit, the oventurer sheds bright light in a **15-foot radius** and dim light for an additional **15 feet**. In addition, other creatures have **advantage** on Wisdom (Perception) checks made to see or smell it.