

BEASTHEART AND MONSTROUS COMPANIONS

Adventure into danger
with a ferocious friend
at your side!



MCDM

CREDITS

Design Director: Matthew Colville

Lead Designer: James Introcaso

Editor: Scott Fitzgerald Gray

Sensitivity Reader: Basheer House

Accessibility Consultant: Chris Hopper

Production: Anna Coulter, Lars Bakke

Art Direction: Jason Hasenauer

Graphic Design and Layout: Gordon McAlpin

Cover Illustration: Martin Sobr

Illustration: Tulio Brito (Conceptopolis, LLC),

Grace Cheung, Nick De Spain, Matheus Graef

(Conceptopolis, LLC), Jason Hasenauer, Martin Sobr

Playtest Director: Lars Bakke

MCDM CONTRACTORS

Community Coordinator: John Champion

Customer Support: Bobby McBride

QA Senior Tester: Spencer Hibnick

Contract Testers: Alecsou de Lima Junior, James Dewar,

Nathan Clark, Owen "Dig" Cray

PLAYTESTERS

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Harley Kewish, Janek Dalkowski, Jarrad Tait, John

Bryant, Madeleine Bray, Nick Pierson, Reuben Hung,

Shane Parker

Beta Playtesters: abculatter_2, Adam Horn, Alex

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Macdonald, Andrew Ng, Andy Dempz, Anna

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Austin Bush, Beleaguereed Sigh, Bianca Bickford, Blake

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Travis Shumaker, Vegas Lancaster, Vincent Cramer,

Vinicius "Teco" Bellé, William Norris, William Pfeiffer,

Zachary Paquette, Zachary Smith, Zane Moore

MCDM PRODUCTIONS

Lars Bakke: Development & Production

Matt Bennett: Technology

Grace Cheung: Art

Matt Colville: Writing & Design

Anna Coulter: Production & Operations

Nick De Spain: Art & Art Outsource Management

Jason Hasenauer: Art & Art Direction

James Introcaso: RPG Line Developer

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INTRODUCTION

WHO DOESN'T WANT AN OWLBEAR BEST FRIEND? How many collective hours have players spent trying to convince a beleaguered Game Master that with enough treats, coaxing, and successful Wisdom (Animal Handling) checks, they should be able to adopt that bulette or hell hound or gelatinous cube? Why do we like the fantasy of adventuring with wild animals (not to mention fiends or oozes) at our side?

It's probably because the idea of a hero with an untamed pal is prevalent in many of our most popular fantasy stories. Knights befriend and ride dragons. Dires charge into battle alongside the Stark children. Mija risks everything to save her titular pal in *Ohja*. And we want to tell similar stories at our tables! But these aren't just tales of heroic pets. Rather, these are stories of untamed creatures that choose to partner with a hero. These creatures are too wild to be truly controlled, but each loves the hero as they would a member of their own pack. Together, hero and companion charge into danger, ferocious and free.

Beastheart and *Monstrous Companions* codifies the fantasy of adventuring alongside a wild companion. This supplement presents rules for companions: wild creatures that any character in the game can befriend and bring along on adventures. They aren't always easy to control, but having a basilisk bud is totally worth it. The beastheart class then builds on those rules, letting a character work in maximum harmony with a companion. This new class presents a hero who is never without their faithful friend, and who shares a supernatural bond with a companion that allows both to perform incredible feats fueled by primal power.

This supplement is the culmination of months of hard work from artists, designers, editors, and many, many playtesters. It even underwent a public playtest, which dramatically improved the content. I can't thank the folks enough who took the time to give feedback.

Let's get wild.

—James Intracoaso,
MCDM Lead Designer



COMPANION CREATURES

Kornack approached the gnoll war camp through high grass, silent and swift, even as the goblin's worg companion Longsnout sniffed the air and crouched low. The monstrous predator's hackles were raised, tail twitching.

The brave little goblin nodded to Longsnout, who sprang out from behind cover to tear the throat from a hyena-faced shaman with a growl. Shocked gnoll cultists cursed as Kornack emerged from the field, twin crossbows taking two opponents in their throats as he leaped onto Longsnout's back.

"Good girl," the goblin muttered as he patted her blood-speckled fur. "Now charge!" Kornack drew his shortsword as the worg dashed forward into the gnashing horde.

COMPANION CREATURES, CALLED COMPANIONS in these rules, are wild allies that adventure with characters. Each companion has unique traits and actions that make them a great ally. But beware! These are wild creatures that can be difficult to control in the heat of battle, and which just might bite the hand that feeds.

The beastheart, a new class also introduced in this supplement, is able to maintain better control over a companion than most characters, but even they can lose control of their faithful friends. Don't fret too much, though! A companion gelatinous cube or owlbear is worth the risk of an occasional wild rampage.

THE CAREGIVER

Every companion has a player character **caregiver** who commands the creature. The caregiver's player controls the companion most of the time during the game, though the GM can step in to take control if the companion and

ONE COMPANION PER GROUP

Companions are a lot of fun, but having more than one companion to manage can slow things down at the table. A companion is another member of the party, with statistics and actions to track, and additional companions can easily make combat slow to a crawl. If every player wants to get in on the companion action, it's better for the characters to take turns being one creature's caregiver, rather than running around adventuring with a menagerie.

For characters wishing to share a companion, the companion accepts a new caregiver at the end of a short or long rest. Because a companion's proficiency bonus and hit points depend on their caregiver's level, those statistics might fluctuate if the characters in a party are different levels, reflecting that a more experienced caregiver is more adept at directing a companion.

caregiver are separated, or if the caregiver mistreats the companion in some way.

In combat, a companion shares a turn with their caregiver, and acts during the caregiver's turn. A companion can move and use their own reaction and bonus action independently. But they can take only the Dash, Disengage, or Dodge actions unless their caregiver uses a bonus action to command the companion to take a different action, including any of the actions noted in the companion's stat block. A companion must be able to see or hear their caregiver to receive a command. A companion can also take other actions if their caregiver is incapacitated, or if the companion enters a rampage (as discussed below).

CHARMED CAREGIVER

A caregiver who is charmed can still command their companion, but can't command the companion to attack a creature that charmed them.

NEW CAREGIVER

At the GM's discretion, a companion can abandon a caregiver character and choose a different willing creature as a caregiver.

COMPANION CONTROL

If a caregiver dies or becomes separated from a companion, the GM determines who controls the companion. In some cases, such as a caregiver dying, the caregiver's player can maintain control of a companion making a heroic stand against enemies. But in cases where a caregiver and their companion are physically separated, such as when a companion is captured, the GM might wish to take control of the companion to keep the player in suspense about the creature's fate.



FEROCITY

Companions are dangerous creatures. Though often more docile than their wild counterparts, they aren't fully domesticated. Each companion's **ferocity** is a measure of their tenacity and fury, and of how those things build in battle. As a companion's ferocity increases, they gain access to powerful new features, but they also become more difficult for a caregiver to control.

If a companion isn't incapacitated at the start of their and their caregiver's turn, their ferocity increases by 1d4 + the number of hostile creatures within 5 feet of the companion that they can see or hear. For the purpose of building ferocity, a group of creatures that share a single stat block (such as a **swarm of rats**) count as one creature. Ferocity builds around round during combat, and there is no maximum to the level of ferocity a companion can gain.

RAMPAGE

After rolling to increase ferocity at the start of their turn, if a companion has 10 ferocity or more and is not incapacitated, they run the risk of entering a **rampage**. The companion's caregiver can make a Wisdom (Animal Handling) check (no action required) to try to stop the companion from entering a rampage. To make the check, the caregiver must not be incapacitated, and the companion must be able to see or hear the caregiver. The DC for the check equals 5 + the companion's ferocity. On a success, the companion acts normally on their turn. On a failure, or if the caregiver doesn't make the check, the companion enters a rampage.

When a companion enters a rampage, they immediately move up to their speed toward the nearest creature and attack that creature with their signature attack (see below), dealing extra damage equal to half their ferocity if the attack hits. If at least one ally and one enemy are nearest and equidistant to the companion, the caregiver's player rolls any die. On an odd number, the companion attacks an ally. On an even number, the companion attacks an enemy. The caregiver's player determines which specific ally or enemy the companion engages (and can choose their own character if they wish).

A companion who can't reach a creature to attack while in a rampage uses the Dash action to move as far as they can toward the nearest creature. If a companion can't sense any potential targets, they move as far as they can in a random direction determined by the GM, avoiding danger.

When a companion who has entered a rampage resolves their action or ends their turn, their ferocity drops to 0 and they are no longer in a rampage.

REDUCING FEROCITY

To prevent a companion from entering a dangerous rampage, a caregiver has several options at their disposal for reducing the creature's ferocity.

FEROCITY ACTIONS

Each companion has three actions in their stat block that cost ferocity to use. To use one of these ferocity actions, a companion must have a caregiver with a character level equal to the ferocity action's level, and must spend the necessary amount of ferocity before they use the action. If the companion doesn't have enough ferocity to spend, they can't use the action.

Ferocity actions always use the companion's action, meaning they can't be used as part of an opportunity attack. Ferocity actions can't be used while a companion is in a rampage.

END OF COMBAT

When a combat encounter involving a companion ends and the companion isn't dying, the companion regains hit points equal to their ferocity, and their ferocity drops to 0. The GM determines when a combat encounter ends, typically at the point when creatures stop acting in initiative order.

BAG OF RATS

We can already tell that some of you crafty players are scheming to stuff a bag full of slightly groggy rats, then open that bag up in front of your companion to build up their ferocity during a fight. However, a too-easy target doesn't rile up a companion the way being threatened by an enemy combatant in a battle for survival does. As such, the GM makes the final determination as to what constitutes a hostile creature for the purpose of building a companion's ferocity. Likewise, in the same way that a swarm of creatures is counted as a single creature for the purpose of building ferocity, the GM is free to determine that two or three extremely weak creatures might count as only one creature for that purpose.

DYING COMPANIONS

When a companion is reduced to 0 hit points, they are dying and make death saving throws just as characters do. Characters thus always have a chance to save their furry (or scaly, or slimy, or exoskeletal) friends' lives! If combat ends while a companion is dying, their ferocity drops to 0 but they don't regain hit points (see **End of Combat** above).

COMPANION BARDING

At the GM's discretion, characters can purchase barding for a companion, as discussed in the core rules, with the following adjustments:

- Barding for Small companions weighs half as much as the equivalent armor for humanoid. Barding for Medium companions weighs the same as humanoid armor, while barding for Large companions weighs four times as much.
- When a companion wears barding, they don't add their caregiver's proficiency bonus to their AC.
- Companions who are shapechangers (such as the mimic companion) can't use that ability while wearing barding.
- Companions who have corrosive bodies or are amorphous (such as the gelatinous cube companion) can't wear nonmagical barding.



STATISTICS

In addition to their ferocity actions, all companions have additional changes to their statistics. Because a companion's effectiveness and survivability depends on the training and expertise of their caregiver, a companion's proficiency bonus is equal to their caregiver's proficiency bonus. Additionally, some of a companion's statistics refer to their proficiency bonus, abbreviated as **PB**. Other statistics use a number of dice equal to a companion's proficiency bonus and are expressed with PB in place of the number of dice. For example, if a companion has a +2 proficiency bonus, PBd6 means 2d6.

Using proficiency bonuses helps a companion's damage and defenses scale better as their caregiver gains levels. However, only the companions of beastheart characters truly keep pace with their caregivers (which is one of that class's benefits).

NOT THE NORM

A companion's statistics vary from the statistics of their wild counterparts. This makes a companion easier to run and keeps their power in line with other companions, even as it helps ensure that companions never outshine the characters. As somewhat more social versions of wild creatures, companions are often more clever and versatile than their untamed counterparts.

HIT DICE

Most creatures without character classes have their Hit Die type determined by their size (d4 for Tiny creatures, d6 for Small creatures, and so forth). Companions are special. Each uses a d8 for Hit Dice regardless of size.

SIGNATURE ATTACK AND FEROCITY ACTIONS

Each companion has an action that is designated their signature attack. A signature attack is always a melee attack, and typically the creature's best natural attack. A companion uses their signature attack when they enter a rampage, and some of the features of the beastheart class make reference to a companion's signature attack.

Each companion also has special actions that they can use only by spending ferocity during their turn, with some of those actions making use of the companion's signature attack. See **Ferocity Actions** above for more information.

LANGUAGES

A companion shares a unique bond with their caregiver, and can understand basic commands in one language their caregiver can speak (chosen by the caregiver). The companion can't read, speak, or write that or any other language, even if similar creatures normally can.

ENCOUNTER BALANCE AND COMPANIONS

Unless a caregiver has the beastheart class, the GM should consider a companion as akin to a powerful combat-focused magic item for the purpose of building encounters. A companion gives a party a significant encounter boost, not just by providing more hit points for enemies to target and helping dish out more damage, but also by creating complications that can make a fight more challenging for the party's foes. GMs can adjust encounter difficulty by one step (from easy to medium, hard to deadly, and so forth) to properly challenge a group of characters with a companion, particularly if the characters' average level is 7th or lower.

Companions gained through the beastheart's class feature are treated as any other class feature. The ability to control a companion is one of a beastheart's biggest benefits, and is balanced against the features of other classes. As such, a beastheart's companion has no effect on encounter balance, and GMs shouldn't make adjustments to encounters for a beastheart's party.

NPCs AND COMPANIONS

Companion creatures are designed to accompany player characters on adventures. If an NPC has a pet or creature servant, it is recommended that you use the creature's normal stat block. For instance, if an NPC ranger has an owlbear that they work with, that creature would use the normal **owlbear** stat block and be played by the GM as normal. But if the characters are charged with rescuing a fallen druid NPC's owlbear pet from the clutches of a villain, the GM can choose to instead make that an **owlbear companion**, allowing the creature to join their rescuers and become part of subsequent adventures.

COMPANIONS

Characters can find companions at any point while they adventure. They might turn a hostile predator into a friend, be gifted a rare or unusual creature as a reward, liberate a companion from a cruel caregiver, or any other scenario that makes sense for the campaign. The companion stat blocks in this section cover a broad range of companion creatures the characters might cross paths with.

COMPANION MOUNTS

Many companions are large enough to ride, especially by caregivers who are Small, when outfitted with an exotic saddle similar to those worn by aquatic or flying mounts. When a caregiver rides a companion into combat, not much actually changes. The caregiver and companion still each act on the same turn, and the caregiver must use their bonus action to direct the companion to take any action other than the Dash, Disengage, or Dodge actions. Under some circumstances, a companion might allow themselves to be ridden by a creature other than their caregiver, though that other creature cannot give the companion commands.

If a companion bearing a rider rampages, that rider counts as being within 5 feet of the companion for the purpose of determining which creature the companion attacks. If a companion attacks their rider, they have disadvantage on the attack roll.

BASILISK COMPANION

Medium Monstrosity, Unaligned

Armor Class 15 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the basilisk has a number of d8 Hit Dice equal to their caregiver's level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	15(+2)	5(-3)	12(+1)	10(+0)

Saving Throws Con +2 plus PB

Skills Athletics +3 plus PB, Survival +1 plus PB

Senses darkvision 60 ft., passive Perception 11

Proficiency Bonus (PB) equals the caregiver's bonus

ACTIONS

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

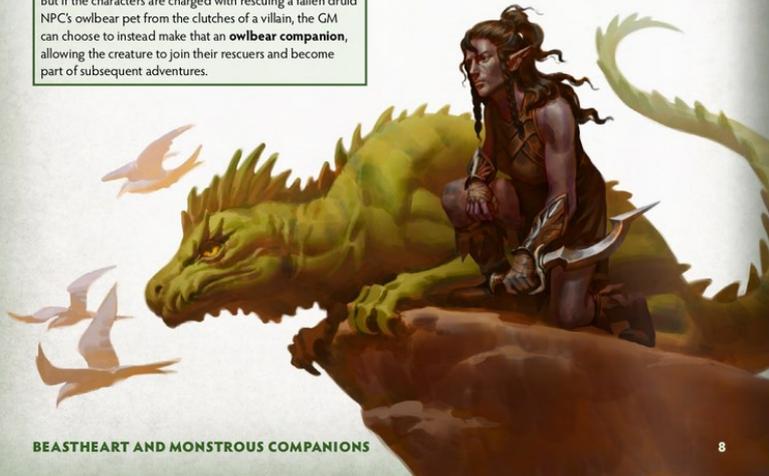
1st Level: Poison Spittle (2 Ferocity). The basilisk makes a signature attack. On a hit, the attack deals an extra PB damage, and a creature the basilisk chooses within 5 feet of them other than the target takes PB poison damage.

3rd Level: Poison Gaze (5 Ferocity). The basilisk chooses up to three creatures they can see within 15 feet of them. Each creature must succeed on a DC 10 plus PB Constitution saving throw or become poisoned until the start of the basilisk's next turn.

5th Level: Lesser Petrifying Gaze (8 Ferocity). The basilisk targets a creature they can see within 30 feet of them, which must make a DC 10 plus PB Constitution saving throw. On a failure, the creature magically begins to turn to stone and is restrained. The creature must repeat the saving throw at the end of their next turn. On a success, the effect ends. On a failure, the creature is petrified for 1 hour or until freed by the *lesser restoration* spell or similar magic. (*Lesser restoration* normally doesn't negate the petrified condition, but the companion's Lesser Petrifying Gaze is weaker than other forms of petrification magic.)

REACTIONS

Heavy Clare. When the basilisk's caregiver hits a creature that can see the basilisk, the basilisk can force that creature to make a DC 10 plus PB Constitution saving throw. On a failure, the target can't make opportunity attacks and has their speed reduced by 10 feet until the start of their next turn.





BLOOD HAWK COMPANION

Small Beast, Unaligned

Armor Class 13 plus PB (natural armor)

Hit Points 6 + 6 times caregiver's level (the hawk has a number of d8 Hit Dice equal to their caregiver's level)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	16(+3)	12(+1)	5(-3)	14(+2)	10(+0)

Saving Throws Dex +3 plus PB, Wis +2 plus PB

Skills Perception +2 plus PB

Senses passive Perception 12 plus PB

Proficiency Bonus (PB) equals the caregiver's bonus

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

ACTIONS

Beak (Signature Attack). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. **Hit:** 1d6 plus PB piercing damage.

1st Level: Distracting Attack (2 Ferocity). The hawk makes a signature attack. On a hit, the attack deals its normal effects, and the next attack made against the target before the start of the hawk's next turn has advantage.

3rd Level: Swooping Attack (5 Ferocity). The hawk moves up to their speed without provoking opportunity attacks. During or at the end of this move, they can make a signature attack against one target. On a hit, the attack deals its normal effects, and the target must succeed on a DC 10 plus PB Strength saving throw or drop one item they are holding.

5th Level: Storm of Talons (8 Ferocity). The hawk moves up to their speed without provoking opportunity attacks, then can target one creature within 5 feet of them, which must make a DC 10 plus PB Dexterity saving throw. On a failure, the target takes PBd10 slashing damage and is blinded until the end of the hawk's next turn. On a success, the target takes half as much damage and is not blinded.

REACTIONS

Swoop In (1/Long Rest). When the hawk is within 30 feet of their caregiver and the caregiver is hit with an attack, the hawk can move up to their speed without provoking opportunity attacks. If the hawk ends this movement within 5 feet of the caregiver, the hawk is hit by the attack instead, and the attack deals half as much damage.

BULETTE COMPANION

Large Monstrosity, Unaligned

Armor Class 15 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the bulette has a number of d8 Hit Dice equal to their caregiver's level)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	15(+2)	5(-3)	8(-1)	8(-1)

Saving Throws Con +2 plus PB

Skills Perception -1 plus PB

Senses darkvision 60 ft., tremorsense 30 ft., passive

Perception 9 plus PB

Proficiency Bonus (PB) equals the caregiver's bonus

Plated Protection. The bulette's caregiver can ride on the bulette while the bulette burrows.

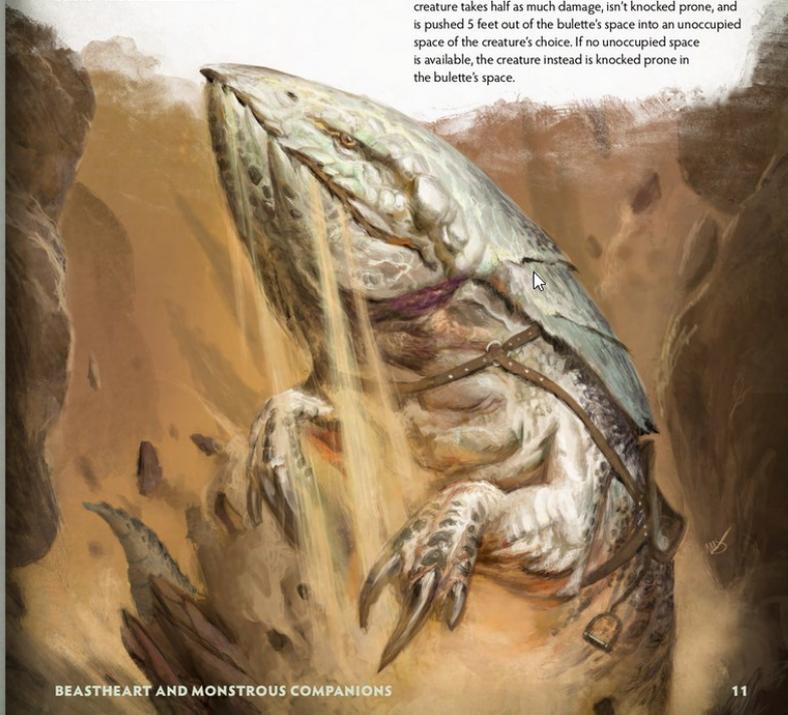
ACTIONS

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

1st Level: Violent Attack (2 Ferocity). The bulette makes a signature attack. On a hit, the attack deals an extra PB damage, and the bulette can move the target 5 feet in any direction.

3rd Level: Burrowing Trip (5 Ferocity). The bulette moves up to half their burrowing speed without provoking opportunity attacks. Each creature standing on the ground that the bulette moves under must succeed on a DC 10 plus PB Dexterity saving throw or fall prone.

5th Level: Deadly Leap (8 Ferocity). The bulette leaps up to 30 feet, and if they land in a space that contains one or more creatures, each of those creatures must make a DC 10 plus PB Strength saving throw. On a failure, a creature takes PBd6 bludgeoning damage and is knocked prone. On a success, the creature takes half as much damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is available, the creature instead is knocked prone in the bulette's space.



DEINONYCHUS COMPANION

Medium Beast, Unaligned

Armor Class 13 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the deinonychus has a number of d8 Hit Dice equal to their caregiver's level)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	14(+2)	5(-3)	12(+1)	8(-1)

Saving Throws Str +2 plus PB, Dex +3 plus PB

Skills Perception +1 plus PB, Stealth +3 plus PB

Senses passive Perception 11 plus PB

Proficiency Bonus (PB) equals the caregiver's bonus

ACTIONS

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

1st Level: Overwhelming Attack (2 Ferocity). The deinonychus makes a signature attack. On a hit, the attack deals an extra PB damage, and the target can't take reactions until the start of the deinonychus's next turn.

3rd Level: Clever Girl (5 Ferocity). The deinonychus can take the Hide action then make a signature attack, or can make a signature attack then take the Hide action. If the deinonychus hits with the signature attack, they also knock the target prone. The deinonychus can move between their Hide action and the attack, or vice versa, even if such movement would normally negate an attempt to hide.

5th Level: Keep Them Down (8 Ferocity). The deinonychus leaps at another creature within 5 feet of them, which must make a DC 10 plus PB Dexterity saving throw. On a failure, the target takes PBd12 slashing damage and is knocked prone and grappled (escape DC 10 plus PB). On a success, the target takes half as much damage and is not knocked prone or grappled. A creature knocked prone by this feature can't stand up until they are no longer grappled. If the deinonychus attacks or uses Keep Them Down on another target, the grapple ends.

BONUS ACTIONS

Part of the Pack (1/Long Rest). When the deinonychus's caregiver is charmed, frightened, or stunned while within 5 feet of the deinonychus, the deinonychus can end one of those conditions on the caregiver.

DRAGON WYRMILING COMPANION

Medium Dragon, Unaligned

Armor Class 15 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the wyrmling has a number of d8 Hit Dice equal to their caregiver's level)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	15(+2)	5(-3)	10(+0)	12(+1)

Saving Throws Wis +0 plus PB

Skills Perception +0 plus PB

Damage Immunities see the Draconic Lineage trait

Senses darkvision 60 ft., passive Perception 10 plus PB

Proficiency Bonus (PB) equals the caregiver's bonus

Draconic Lineage. The wyrmling has a lineage that determines a damage type to which they have immunity and which applies to the damage dealt by their Spit Breath and Breath Weapon actions. See the Draconic Lineages table for more information.

Shared Resistance. The wyrmling's caregiver has resistance to the damage type associated with their Draconic Lineage, and takes no damage from the wyrmling's Breath Weapon action.

ACTIONS

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

1st Level: Spit Breath (2 Ferocity). The wyrmling makes a signature attack as a ranged weapon attack, with a normal range of 30 feet and a long range of 60 feet. On a hit, the attack deals an extra PB damage, and all the damage dealt by the attack is of the type associated with the wyrmling's lineage instead of piercing damage.

3rd Level: Frightful Presence (5 Ferocity). Each creature of the wyrmling's choice that is within 10 feet of the wyrmling

DRAGON BABIES

Dragons are fiercely independent creatures, and make good pets only when they are newborns. Dragon wyrmling companions are so young that they haven't yet developed the ability to truly speak, and a wyrmling who learns to speak is typically old enough to go off on their own. They might return later to assist a former caregiver in a moment of need, perhaps then sticking around after deciding that the character is the pet now.

and aware of them must succeed on a DC 10 plus PB Wisdom saving throw or become frightened of the wyrmling for 1 minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. If a creature's saving throw is successful or the effect ends for them, the creature is immune to the wyrmling's Frightful Presence for the next 24 hours.

5th Level: Breath Weapon (8 Ferocity). The wyrmling exhales elemental energy that fills an area. Creatures in that area must make a DC 10 plus PB saving throw, taking PBd6 damage on a failed save, or half as much damage on a successful one. The damage type, area, and type of saving throw are determined by the wyrmling's Draconic Lineage trait.

DRAGON LINEAGES

Lineage	Damage Type	Area
Black, copper	Acid	5 × 30 ft. line (Dex. save)
Silver, white	Cold	15 ft. cone (Con. save)
Brass	Fire	5 × 30 ft. line (Dex. save)
Gold, red	Fire	15 ft. cone (Dex. save)
Blue, bronze	Lightning	5 × 30 ft. line (Dex. save)
Green	Poison	15 ft. cone (Con. save)



EARTH ELEMENTAL COMPANION

Large Elemental, Unaligned

Armor Class 15 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the elemental has a number of d8 Hit Dice equal to their caregiver's level)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	8(-1)	15(+2)	5(-3)	10(+0)	8(-1)

Saving Throws Con +2 plus PB

Skills Athletics +3 plus PB

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., tremorsense 30 ft., passive

Perception 10

Proficiency Bonus (PB) equals the caregiver's bonus

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material they move through. While they use Earth Glide, the elemental can't be used as a mount.

ACTIONS

Slam (Signature Attack). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB bludgeoning damage.

1st Level: Stretch Attack (2 Ferocity). The elemental makes a signature attack with a reach of 10 feet. On a hit, the attack deals an extra PB damage, and the elemental can pull the target 5 feet toward them.

3rd Level: Earthshaker (5 Ferocity). The elemental strikes the ground, and each creature within 10 feet of them must succeed on a DC 10 plus PB Dexterity saving throw or be knocked prone. The elemental's caregiver automatically succeeds on this saving throw.

5th Level: Transmute Ground (8 Ferocity). The elemental picks a 10-foot-square area of ground they can see within 30 feet of them. Each creature standing in the area must succeed on a DC 10 plus PB Strength saving throw or partially sink into the ground and become restrained. A creature can use their action to make a DC 10 plus PB Strength (Athletics) check, freeing themselves or another creature within their reach on a success and ending the restrained condition for the freed creature.

BONUS ACTIONS

Toss Me. While the elemental is within 5 feet of their caregiver, they can hurl the caregiver 5 times PB feet in any direction, including up. If the caregiver would normally take damage from a fall after being thrown, they can negate the damage with a successful DC 15 Dexterity saving throw.

GELATINOUS CUBE COMPANION

Large Ooze, Unaligned

Armor Class 11 plus PB (natural armor)

Hit Points 8 + 8 times caregiver's level (the cube has a number of d8 Hit Dice equal to their caregiver's level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	8(-1)	16(+3)	5(-3)	10(+0)	8(-1)

Saving Throws Con +3 plus PB

Skills Stealth -1 plus PB

Damage Immunities acid

Condition Immunities blinded, deafened, prone

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

Perception 10

Proficiency Bonus (PB) equals the caregiver's bonus

Flowing Form. The cube's caregiver can enter a space occupied by the cube without becoming engulfed. While in the same space as the cube, the caregiver can attack and interact with creatures engulfed by the cube without harming or taking damage from the cube.

Transparent. Even when the cube is in plain sight, it takes a successful DC 10 plus PB Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube takes 3 (1d6) acid damage and can't enter the space.

ACTIONS

Pseudopod (Signature Attack). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB acid damage.

1st Level: Burning Acid (2 Ferocity). The gelatinous cube makes a signature attack with a reach of 10 feet. On a hit, the attack deals an extra PB damage, and a target that takes damage from the attack can't regain hit points until the start of your next turn.

3rd Level: Slime Shower (5 Ferocity). The cube spins rapidly, raining a shower of sticky, acidic slime around them. Each creature within 5 feet of the cube must succeed on a DC 10 plus PB Dexterity saving throw or take 1d6 acid damage and have their speed reduced to 0 until the start of the cube's next turn. The cube's caregiver automatically succeeds on this saving throw.

5th Level: Engulf (8 Ferocity). The cube attempts to pull a Large or smaller creature within 5 feet of them into their body. That creature must make a DC 10 plus PB Dexterity saving throw. On a failure, the target enters the cube's space without provoking opportunity attacks, takes PBd6 acid damage, and is engulfed. On a success, a creature takes half as much damage, doesn't move, and isn't engulfed.

An engulfed creature can't breathe, is restrained, and takes PBd6 acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with them. An engulfed creature can try to escape by taking an action to make a DC 10 plus PB Strength check. On a success, the creature escapes and enters a space of their choice within 5 feet of the cube.

The cube can engulf one Large creature or up to four Medium or smaller creatures at a time.



FINDING MORE COMPANIONS

If you want even more options for companions beyond the ones in this supplement, check out the MCDM subreddit and Discord server, where our fans make and share their creations. You can also find companions in upcoming issues of *ARCADIA*, MCDM's monthly magazine that provides new creatures, adventures, character options, and more for fifth edition, available on Patreon and in the MCDM shop. There will also be more companions along with a whole host of other critters in MCDM's upcoming monster book. If you want to know more about that, sign up for our newsletter.

GIANT SPIDER COMPANION

Large Beast, Unaligned

Armor Class 13 plus PB (natural armor)

Hit Points 6 + 6 times caregiver's level (the spider has a number of d8 Hit Dice equal to their caregiver's level)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	5 (-3)	10 (+0)	8 (-1)

Saving Throws Str +2 plus PB, Dex +3 plus PB

Skills Stealth +3 plus PB

Senses darkvision 60 ft., passive Perception 10

Proficiency Bonus (PB) equals the caregiver's bonus

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

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

1st Level: Destabilizing Attack (2 Ferocity). The spider makes a signature attack. On a hit, the attack deals its normal effects, and the target has disadvantage on the next attack roll they make before the start of the spider's next turn.

3rd Level: Web (5 Ferocity). The spider shoots strands of sticky webs at one creature they can see within 60 feet of them. The target must succeed on a DC 10 plus PB Dexterity saving throw or be restrained by webbing. As an action, the restrained target can make a DC 10 plus PB Strength check, bursting the webbing and ending the restrained condition on themselves on a success.

5th Level: Bite Frenzy (8 Ferocity). The spider makes signature attacks against PB creatures of their choice within 5 feet of them. On a hit, the target is poisoned until the end of their next turn.

BONUS ACTIONS

Sticky Stuff (1/Long Rest). While the spider's caregiver is within 5 feet of it, the spider can coat the bottom of the caregiver's feet or footwear in a selective adhesive. This allows the caregiver to move up, down, and across vertical surfaces and upside down along ceilings, while leaving their hands free and giving the caregiver a climbing speed equal to their walking speed. The adhesive wears off after 10 minutes.

GIANT TOAD COMPANION

Large Beast, Unaligned

Armor Class 13 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the toad has a number of d8 Hit Dice equal to their caregiver's level)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	5 (-3)	10 (+0)	10 (+0)

Saving Throws Str +3 plus PB, Con +2 plus PB

Skills Athletics +3 plus PB, Perception +0 plus PB

Senses darkvision 30 ft., passive Perception 10 plus PB

Proficiency Bonus (PB) equals the caregiver's bonus

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and their high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite (Signature Attack). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB bludgeoning damage.

1st Level: Stretch Attack (2 Ferocity). The toad makes a signature attack with a reach of 10 feet by using their tongue. On a hit, the attack deals an extra PB damage and the toad can pull the target 5 feet toward them.

3rd Level: Fast Food (5 Ferocity). The toad makes a signature attack. On a hit, the attack deals its normal effects, and the toad can jump up to 20 feet in any direction without provoking opportunity attacks. If the target of the attack is Large or smaller, the toad brings the target with them.

5th Level: Swallow (8 Ferocity). The toad attempts to swallow a Medium or smaller creature within 5 feet of them, which must make a DC 10 plus PB Dexterity saving throw. On a failure, the target takes PBd6 bludgeoning damage and is swallowed. On a success, the target takes half as much damage and isn't swallowed.

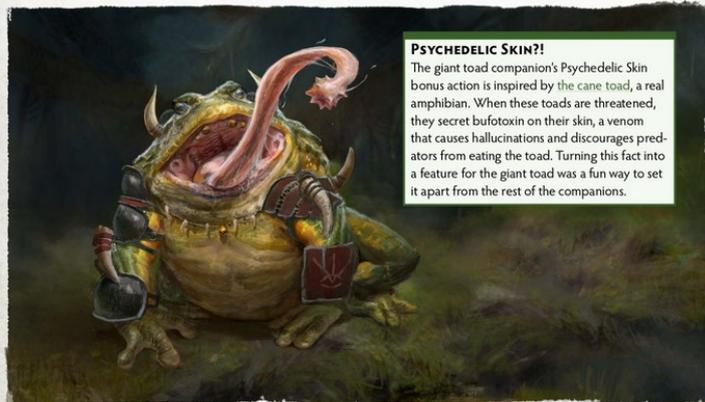
A swallowed target is blinded and restrained, they have total cover against attacks and other effects outside the toad, and they take PBd6 acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

Whenever the toad takes damage, they must succeed on a Constitution saving throw or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the toad.

The DC for this saving throw equals 10 or half the damage the toad takes, whichever is higher. If the toad is incapacitated or dies, a swallowed creature is no longer restrained by the toad and can escape from the corpse using 5 feet of movement, exiting prone.

BONUS ACTIONS

Psychedelic Skin (1/Long Rest). While the toad's caregiver is within 5 feet of the toad, the toad can use a bonus action to coat a melee weapon held by the caregiver with poison secreted from the toad's skin. The poison lasts for 1 hour or until the weapon deals damage as part of an attack. When a creature takes damage from the weapon, they must succeed on a DC 10 + PB Constitution saving throw or become poisoned for 1 minute. The creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.



PSYCHEDELIC SKIN?!

The giant toad companion's Psychedelic Skin bonus action is inspired by the cane toad, a real amphibian. When these toads are threatened, they secrete bufotoxin on their skin, a venom that causes hallucinations and discourages predators from eating the toad. Turning this fact into a feature for the giant toad was a fun way to set it apart from the rest of the companions.



GIANT WEASEL COMPANION

Medium Beast, Unaligned

Armor Class 13 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the weasel has a number of d8 Hit Dice equal to their caregiver's level)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	14(+2)	5(-3)	12(+1)	10(+0)

Saving Throws Str +1 plus PB, Dex +3 plus PB

Skills Acrobatics +3 plus PB, Perception +1 plus PB, Stealth +3 plus PB

Senses darkvision 60 ft., passive Perception 11 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Treasure Sense. The weasel can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 10 feet of them.

ACTIONS

Bite (Signature Attack). Melee Weapon Attack: +3 plus PB to hit, reach 5 ft., one target. Hit: 1d6 plus PB piercing damage.

1st Level: Overwhelming Attack (2 Ferocity). The weasel makes a signature attack. On a hit, the attack deals an extra PB damage, and the target can't take reactions until the start of the weasel's next turn.

3rd Level: Clamp Down (5 Ferocity). The weasel makes a signature attack. On a hit, the attack deals its normal effects, and the target is grappled (escape DC 10 plus PB). While grappled, the target is restrained and the weasel can't bite another target.

5th Level: Bite Frenzy (8 Ferocity). The weasel makes signature attacks against PB creatures of their choice within 5 feet of the weasel. On a hit, the target of the attack is knocked prone.

HELL HOUND COMPANION

Medium Fiend, Unaligned

Armor Class 13 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the hound has a number of d8 Hit Dice equal to their caregiver's level)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	14(+2)	6(-2)	12(+1)	8(-1)

Saving Throws Con +2 plus PB

Skills Perception +1 plus PB

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11 plus PB

Proficiency Bonus (PB) equals the caregiver's bonus

Consult Hell (1/Long Rest). The hound's caregiver can talk to the hound about a specific course of action that the caregiver plans to take within the next 30 minutes, tapping into divinatory power through the hound's connection to the infernal realm. After 1 minute, the hound then gives a response based on its own objective prophetic sense of the outcome: one bark for good results, two barks for bad results, three barks for both good and bad results, and no barks for results that aren't especially good or bad.

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

COMPANION MINIATURES

If you're looking for a miniature for your companion, you can find Spike the deinonychus, Xix the dragon wyrmling, Maxine the hell hound, Feathers the owl-bear, and Mot the sporeling on the MCDM shop. These ferocious friends look just like the art from this supplement!

ACTIONS

Bite (Signature Attack). Melee Weapon Attack: +3 plus PB to hit, reach 5 ft., one target. Hit: 1d6 plus PB piercing damage.

1st Level: Lava Spittle (2 Ferocity). The hound makes a signature attack. On a hit, the attack deals an extra PB damage, and a creature the hound chooses within 5 feet of them other than the target takes PB fire damage.

3rd Level: Brutal Charge (5 Ferocity). The hound can move up to their speed without provoking opportunity attacks. During or at the end of this move, they can make a signature attack against one target.

5th Level: Fire Breath (8 Ferocity). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 10 plus PB Dexterity saving throw, taking PBd6 fire damage on a failed save, or half as much damage on a successful one.



MAKING COMPANIONS

As with other creatures, there is no exact formula for making companions. Here are a few guidelines for crafting your own:

- Companions have a +3 modifier in the ability they use to make their signature attacks.
- Companions deal 1d6 + PB damage with their signature attacks.
- Companions either have proficiency in two saving throws, or one saving throw if they have damage immunity or base AC 15.
- Companions have a bonus action, reaction, or trait that benefits their caregivers.
- Compare a companion's ferocity actions to others to make sure the power is relatively the same.

MIMIC COMPANION

Medium Monstrosity (Shapechanger), Unaligned

Armor Class 13 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the mimic has a number of d8 Hit Dice equal to their caregiver's level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	15(+2)	5(-3)	12(+1)	8(-1)

Saving Throws Dex +1 plus PB

Skills Stealth +1 plus PB

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Proficiency Bonus (PB) equals the caregiver's bonus

Shapechanger. The mimic can use their action to polymorph into an object or back into their true, amorphous form. Their statistics are the same in each form. Any equipment they are wearing or carrying isn't transformed. The mimic reverts to their true form if they die.

False Appearance (Object Form Only). While the mimic remains motionless, they are indistinguishable from an ordinary object.

ACTIONS

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

1st Level: Distracting Attack (2 Ferocity). The mimic makes a signature attack. On a hit, the attack deals its normal effects, and the next attack made against the target before the start of the mimic's next turn has advantage.

3rd Level: Adhesive Pseudopods (5 Ferocity). The mimic attempts to touch each creature of their choice within 5 feet of them. Each target must succeed on a DC 10 plus PB Dexterity saving throw or be grappled (escape DC 10 plus PB).



5th Level: I'm You (8 Ferocity). The mimic uses their Shapechanger trait to polymorph into one Large or smaller creature they can see within 5 feet of them, with this form lasting until the start of the mimic's next turn. Other than size, the mimic's statistics do not change. After transforming, the mimic can make a signature attack against the creature whose form they have taken, and that creature must also make a DC 10 plus PB Wisdom saving throw. On a failure, the creature has disadvantage on attack rolls and saving throws, and attacks against the creature have advantage, until the start of the mimic's next turn.

BONUS ACTIONS

Wearable Companion. While the mimic is within 5 feet of their caregiver, the mimic can cover the caregiver's body and take on the appearance of clothing. While wearing the mimic, the caregiver can change the appearance of their clothing at will (no action required) as long as they are not incapacitated, and has advantage on Dexterity (Stealth) checks. Any attack that hits the caregiver also hits the mimic, and vice versa, with both taking the full damage and effect of the attack.

While worn in this way, the mimic can't move or take actions except to revert to their most recent form (a bonus action), which ends the state of being worn by their caregiver. If the mimic enters a rampage, the state of being worn ends immediately. When the mimic is no longer worn by the caregiver, the mimic enters the nearest unoccupied space of their choice.



OWLBEAR COMPANION

Large Monstrosity, Unaligned

Armor Class 13 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the owlbear has a number of d8 Hit Dice equal to their caregiver's level)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	15(+2)	5(-3)	12(+1)	10(+0)

Saving Throws Str +3 plus PB, Con +2 plus PB

Skills Athletics +3 plus PB, Perception +1 plus PB

Senses darkvision 60 ft., passive Perception 11 plus PB

Proficiency Bonus (PB) equals the caregiver's bonus

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Claws (Signature Attack). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB slashing damage.

1st Level: Violent Attack (2 Ferocity). The owlbear makes a signature attack. On a hit, the attack deals an extra PB damage, and the owlbear can move the target 5 feet in any direction.

3rd Level: Owlie Oop (5 Ferocity). The owlbear leaps up to 20 feet without provoking opportunity attacks. When they land, each creature within 5 feet of them must succeed on a DC 10 plus PB Strength saving throw or be knocked prone.

5th Level: Bear Hug (8 Ferocity). The owlbear attempts to grab and crush a creature within 5 feet of them that they can see, which must make a DC 10 plus PB Dexterity saving throw. On a failure, the target takes PBd10 bludgeoning damage and is grappled (escape DC 10 plus PB). On a success, the target takes half as much damage and is not grappled. Until this grapple ends, the target is also restrained. The grapple ends if the owlbear uses Bear Hug on another target.

BONUS ACTIONS

Give a Hoot (1/Long Rest). The owlbear lets loose a unique battle cry. If the owlbear's caregiver can hear the cry, the caregiver gains 5 times PB temporary hit points.

MATT MADE MOT

Matt Colville was the first player to ever run a sporeling companion. He named this fun guy Mot, because it was the only sound this lovable, hungry mushroom ever made no matter his mood. The art team loved Matt's description of Mot so much that it inspired the final visual design of the creature, which you see here.



SPORELING COMPANION

Small Plant, Unaligned

Armor Class 13 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the sporeling has a number of d8 Hit Dice equal to their caregiver's level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	16(+3)	15(+2)	5(-3)	12(+1)	12(+1)

Saving Throws Con +2 plus PB

Skills Perception +1 plus PB

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11 plus PB

Proficiency Bonus (PB) equals the caregiver's bonus

False Appearance. While the sporeling remains motionless, they are indistinguishable from an ordinary fungus.

ACTIONS

Corruption Cough (Signature Attack). *Melee Weapon*

Attack: +3 plus PB to hit, reach 5 ft., one target. **Hit:** 1d6 plus PB acid damage.

1st Level: Destabilizing Attack (2 Ferocity). The sporeling makes a signature attack. On a hit, the attack deals its normal effects, and the target has disadvantage on the next attack roll they make before the start of the sporeling's next turn.

3rd Level: Spore Burst (5 Ferocity). Each creature of the sporeling's choice within 5 feet of them must succeed on a DC 10 plus PB Constitution saving throw or become poisoned until the start of the sporeling's next turn.

5th Level: Hallucinogenic Spores (8 Ferocity). Each enemy within 10 feet of the sporeling must make a DC 10 plus PB Wisdom saving throw. On a failure, the sporeling chooses whether the target creature uses their reaction to make a melee attack against another creature of the sporeling's choice within the target creature's reach, or whether the target creature falls prone.

BONUS ACTIONS

Invigorating Spores (1/Long Rest). While the sporeling's caregiver is within 30 feet of them, the sporeling can use a bonus action to give the caregiver advantage on saving throws for 1 minute.

WHAT IS A SPORELING?

A sporeling is a halfling-sized mushroom with two arms, four legs, and a face growing out of their stalk underneath a brightly colored cap. Sporelings are typically gentle creatures, who like to sit in moist places such as caves and riverbanks, and who absorb nutrients from the terrain beneath them. But when hungry predators threaten this fungus, a sporeling turns deadly, eyes glowing orange as they cough up acidic spittle and fill the air with hallucinogenic spores released from under their cap.

Unlike other mushroom folk in the game, sporelings act in a manner akin to highly intelligent beasts rather than humanoids. They don't have complex societies, and are mainly interested in finding food and staying alive.



WORG COMPANION

Large Monstrosity, Unaligned

Armor Class 13 plus PB (natural armor)

Hit Points 7 + 7 times caregiver's level (the worg has a number of d8 Hit Dice equal to their caregiver's level)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	14(+2)	7(-2)	12(+1)	10(+0)

Saving Throws Str +3 plus PB, Dex +2 plus PB

Skills Perception +1 plus PB

Senses darkvision 60 ft., passive Perception 11 + PB

Proficiency Bonus (PB) equals the caregiver's bonus

Move as One. While the worg's caregiver is mounted on the worg, opportunity attacks against the worg or their caregiver are made with disadvantage. The worg's caregiver can mount or dismount the worg by spending 5 feet of movement.

ACTIONS

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

1st Level: Overwhelming Attack (2 Ferocity). The worg makes a signature attack. On a hit, the attack deals an extra PB damage, and the target can't take reactions until the start of the worg's next turn.

3rd Level: Brutal Charge (5 Ferocity). The worg moves up to their speed without provoking opportunity attacks. During or at the end of this move, they can make a signature attack against one target.

5th Level: Bite Frenzy (8 Ferocity). The worg makes bite attacks against PB creatures of their choice within 5 feet of them. On a hit, a target is knocked prone.



THE BEASTHEART

ERUPTING OUT OF THE SAND ON THE BACK OF A bullet, a half-orc leaps into the air. They cleave a path through armored skeletons with a greatsword while their mount charges in the opposite direction, leaving a cloud of powdered bone in their wake.

A halfling flies over a burning forest on the back of a baby green dragon. The wyrmling sniffs the air and cries out, pointing with a claw to indicate a safe path to lead fearful forest creatures through the conflagration.

Sneaking upside down next to their giant spider companion, a half-elf's web-covered feet keep them securely attached to a cavern ceiling. The bandits below have no idea that their camp has been infiltrated, and that their days of attacking local settlements are at an end.

A beastheart is an adventurer who forms a bond of friendship with a wild creature, and who draws power from that bond as it strengthens over time. Working as a team, a beastheart and their faithful companion can take on even the most dangerous adventures, challenging any monsters and overcoming any obstacles.

SUPERNATURAL BOND

The connection a beastheart and a companion share isn't just one of love and admiration. It's a mystical bond that allows the beastheart to harness their companion's fury, might, and instincts for survival. When their companion is enraged, a beastheart channels that ferocity into supernatural deeds of martial prowess. In return, the wild companion can harness the beastheart's focus and direction.

This supernatural kinship can form over a long period of time. Some beasthearts bond with unorthodox pets or wild protectors as children, becoming ever closer as both grow up together. Other beasthearts come of age in the wilderness, raised among wild creatures—or even raised by them—as a means of learning to respect and embrace the might of nature. But the beastheart bond can also form more quickly, typically in times of great duress. A person lost and starving in the wild might become a beastheart when they connect with a creature that saves their life by providing food and shelter. Or a wild creature injured and beset by poachers can befriend a character who saves their life, with the creature's gratitude forging the beastheart bond.

Not every person is cut out to become a beastheart, just as not every animal is meant to be a companion. The pair must share an innate wildness and an unwavering trust in order to form this rare fellowship.

THE BEASTHEART

Level	Proficiency Bonus	Primal Exploits	Features
1st	+2	—	Companion, Natural Language
2nd	+2	3	Primal Exploits, Superior Ferocity
3rd	+2	3	Companion Bond, Master Caregiver
4th	+2	3	Ability Score Improvement
5th	+3	3	Beyond Instinct, Improved Signature Attack (1 die)
6th	+3	3	Faithful Companion, Rejuvenating Ferocity
7th	+3	3	Companion Bond feature
8th	+3	3	Ability Score Improvement, Primal Strike (1d8)
9th	+4	3	Mystic Connection
10th	+4	5	Beyond Instinct improvement
11th	+4	5	Improved Signature Attack (2 dice), Companion Bond feature
12th	+4	5	Ability Score Improvement
13th	+5	5	Loyal to the End
14th	+5	5	Keen Senses, Primal Strike (2d8)
15th	+5	5	Beyond Instinct improvement, Companion Bond feature
16th	+5	5	Ability Score Improvement
17th	+6	7	Improved Signature Attack (3 dice)
18th	+6	7	Summon the Wilds
19th	+6	7	Ability Score Improvement
20th	+6	7	Unbreakable Friendship

COMPANIONS, NOT PETS

Most beasthearts have no desire to fully tame their wild friends, for doing so would rob beloved companions of their personalities and fighting spirit. Instead, a beastheart views himself as a caregiver, looking after a companion whose heart is as fierce and open as their own. The companion shares a similar view, thinking of their beastheart as a member of the pack, and treating a caregiver as a sibling always ready to explore, hunt, and play.

WILD AT HEART

To an outsider, a beastheart and a companion might appear to be equals. (The companion most likely feels that way!) But the beastheart is always aware that their companion is a force of nature, not a domesticated creature. As such, a beastheart accepts that their companion might not be capable of deep introspection, as most companions live for the moment, dwell not on the past, and give little thought to the future. It's thus the beastheart's responsibility to do those things for themself and their wild friend, taking responsibility for a companion as a parent might care for a child, and grieving if the wild heart they've cared for is ever stilled.

UNTAMED PAIR

Like the companions who stalk and explore at their sides, beasthearts bear a wondrous connection to the natural world, allowing them to track prey, survive in harsh environments, and get along even with wild creatures that aren't their companions. Many beasthearts are most at home in the wilderness, sleeping under the stars and enjoying the bounty of nature. Even when beasthearts and their companions make their lives in towns or cities, the untamed wilds beyond a settlement or the subterranean depths beneath it are often on their minds, constantly calling them to adventure.

CREATING A BEASTHEART

As you create your beastheart character, consider the history of your friendship with your companion. Did you find the creature as a child and grow up together? Or did you form a bond with them only recently? Is this the first companion you've had, and are you the first person to whom your companion has bonded in this way? Think about the moment you became friends and the trials you've already faced. You might have survived in the wilderness together while one of you was injured. You might have saved your companion from trophy hunters. Or your companion might have instead saved your life by fighting off a deadly enemy.

Consider your companion's personality and tastes. Are they rambunctious or lazy? Standoffish or friendly? What tricks can you perform together? What is your

companion's favorite food? You should also think about how your companion and you complement each other in looks or personality. Does your appearance reflect or contrast theirs? What activities do you both enjoy? How do you communicate with your companion? And how do you encourage others to communicate with and show respect for your friend?

QUICK BUILD

You can make a beastheart quickly by following these suggestions. First, make Dexterity your highest ability score (or Strength if you want to use a melee weapon), followed by Wisdom. Second, choose the outlawer background.

BEASTHEART INSPIRATION

Heroes who undertake great adventures with loyal creatures at their sides are a mainstay of stories and folk tales from countless cultures, with many of those older tales inspiring the fantasy novels and films of the modern age. Inspirations for the beastheart include *How to Train Your Dragon*, *His Dark Materials*, *Race the Sands*, and *Phoenix Extravagant* just to name a few.

In many of those stories, the heroes can not only communicate with their companion creatures, but share connections to those friends that grant them supernatural powers or incredible physical talents. It's these sorts of connections that inspire the features of the beastheart class, making a beastheart and their companion much more powerful in tandem than either would be while adventuring alone.

MULTICLASSING AND THE BEASTHEART

If your group uses the optional rule for multiclassing, here's what you need to know if you choose beastheart as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least a Strength or Dexterity score of 13 and a Wisdom score of 13 to take a level in this class, or to take a level in another class if you are already a beastheart.

Proficiencies Gained. If beastheart isn't your initial class, you gain no new proficiencies when you take your first level as a beastheart.

MULTICLASSING OPTIONS

Players in campaigns using the optional multiclassing rules might be tempted to take one level in the beastheart class simply to gain a companion, since the companion's hit points and ferocity actions improve as the character advances in any class (not just in the beastheart class). However, you're actually better off asking your GM for a companion creature and advancing in your current class, since a single level in the beastheart class doesn't gain you much other than the companion.

CLASS FEATURES

As a beastheart, you gain the following class features, which are summarized on the Beastheart table.

HIT POINTS

Hit Dice: 1d8 per beastheart level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per beastheart level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, battleaxes, greataxes, longbows, nets, scimitars, shortswords

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose three from Animal Handling, Athletics, Intimidation, Nature, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- hide armor; or leather armor, a longbow, and 20 arrows
- a martial weapon and a shield; or two martial weapons
- two handaxes or any simple weapon
- a dungeoneer's pack or an explorer's pack

COMPANION

At 1st level, you gain a companion creature that accompanies you on your adventures, fighting, exploring, and living alongside you. You can choose any companion in this supplement or other MCDM supplements. You might also find some cool companions on the MCDM subreddit and in the MCDM Discord server. The **Companions** section above has information on fifteen companion creatures you can choose for your beastheart, and information on the rules for using companions (including ferocity and entering a rampage).

Your supernatural connection to your companion binds their life to yours, allowing you to help your companion overcome even the most grievous injuries. If your companion has lost hit points or is dead, you can spend 1 minute meditating on your companion's spirit. The companion then regains all their hit points and returns to life if they were dead, and you gain one level of exhaustion. If the companion's body was destroyed, they reform within 5 feet of you.

The first time you finish a long rest after you gain a level in this class, you can bond with a new companion of your choice, which arrives in an unoccupied space within 5 feet of you in a manner determined by the GM. If you already have a companion from this feature, they leave to be on their own when the new companion arrives.

NATURAL LANGUAGE

From 1st level, you can comprehend and verbally communicate with your companion, as well as with all Beasts and Monstrosities. This feature doesn't allow you to communicate complex thoughts or questions, but you can make simple statements (such as showing other creatures you mean them no harm) or ask simple questions (such as the location of the nearest body of water, or if a specific individual with a unique look passed through the area recently). The knowledge and awareness of such creatures is limited by their intellect, and the GM determines if a particular creature is in a communicative mood. While speaking with a Beast or Monstrosity using this feature, you can make Wisdom (Animal Handling) checks in place of Charisma checks to influence the creature.

PRIMAL EXPLOITS

Starting at 2nd level, you learn to channel your companion's fury into extraordinary deeds called primal exploits, which are fueled by your companion's ferocity.

You learn three primal exploits of your choice, detailed below. You learn two additional exploits of your choice at 10th and 17th level. Whenever you gain a level in this class, you can choose one of the primal exploits you know and replace it with another primal exploit, for which you must have the appropriate beastheart level.

Some exploits are activated using your reaction. Others are usable under specific circumstances but require no action. Some exploits are activated as part of the Attack action, in which case, you can use only one such exploit per turn.

All exploits require you to spend your companion's ferocity to use them. Your companion must be within 60 feet of you when you use an exploit, and must have ferocity at least equal to the exploit's cost. The companion loses ferocity equal to the cost when you use the exploit. You can use an exploit even if your companion is unconscious, as long as they have the appropriate ferocity. You can't use an exploit while your companion has entered a rampage.

Some exploits allow a companion to make a signature attack. This signature attack can't be modified with additional exploits or used as part of a ferocity action.

EXPLOIT SAVE DC

Some of your exploits require creatures to make a saving throw to resist the exploit's effects. The saving throw DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

Saving throws for your exploits use your exploit save DC even if the action that triggers the saving throw is undertaken by your companion.

Your exploit save DC also adjusts the DC of your companion's ferocity actions (see **Superior Ferocity** below).

PRIMAL EXPLOITS: 2ND LEVEL

You can take any of the following exploits when you gain this feature at 2nd level, or when you gain new exploits at 10th and 17th levels.

Aid Us, Friend (3 Ferocity). You can activate this exploit whenever you take the Attack action. Before or after you attack, your companion can take the Help action as a bonus action.

Bring Them Down (4 Ferocity). When your companion hits a creature with their signature attack, you can use your reaction to command the companion to yank the target down. The target must succeed on a Strength saving throw or fall prone.

Drag Them (4 Ferocity). When your companion hits a Large or smaller creature with their signature attack and both the companion and the target are standing on the ground, you can use your reaction to command your companion to move the target. The target must make a Strength saving throw. On a failure, the companion moves up to half their walking speed in any direction you choose and pulls the target with it.

Feral Reflexes (2 Ferocity). When you or your companion is hit by an attack, you can use your reaction to increase the target's AC by 2 against the triggering attack.

Hurricane Blow (3 Ferocity). You can activate this exploit whenever you take the Attack action. The first time you hit a creature with a weapon attack this turn, the attack deals its normal effects, and you can push the target up to 10 feet away from you.

No Escape (1+ Ferocity). At the start of your turn when your companion gains ferocity and doesn't enter a rampage, you can spend up to your Wisdom modifier in ferocity (minimum 1; no action required). Until the start of your next turn, your speed or your companion's speed (your choice) increases by 5 feet \times the ferocity spent.

PRIMAL EXPLOITS

Exploit	Your Action Used	Beastheart Level	Ferocity Cost
Aid Us, Friend	Attack action	2nd	3
Bring Them Down	Reaction	2nd	4
Drag Them	Reaction	2nd	4
Feral Reflexes	Reaction	2nd	2
Hurricane Blow	Attack action	2nd	3
No Escape	No action	2nd	1+
Primal Pounce	Reaction	2nd	3
Quick Hide	Attack action	2nd	2
Thrash	Reaction	2nd	4
Crushing Charge	Action	10th	8
Expanding Fury	Reaction	10th	6
Furious Vengeance	Reaction	10th	5
Marked Prey	Reaction	10th	4
Primal Shout	Action	10th	6
Wrath of the Pack	No action	10th	4
Blood Sport	No action	17th	16
Break the Earth	Action	17th	14
Bury the Dead	Action	17th	16
Imbue Projectile	Action	17th	14
Rend	Action	17th	12
Spirit Form	Bonus Action	17th	14

Primal Pounce (3 Ferocity). When your companion hits a creature with their signature attack, you can use your reaction to command the companion to grapple the target. The target must make a Dexterity saving throw.

On a failure, the companion grabs the target and the target is grappled (escape DC equal to your exploit save DC). The grapple also ends if your companion attacks a creature other than the target.

Quick Hide (2 Ferocity). You can activate this exploit whenever you take the Attack action. The first time you hit a creature with a weapon attack this turn, your companion can take the Hide action as a reaction if they are able to hide.

Thrash (4 Ferocity). When your companion hits a Large or smaller creature with a melee signature attack, you can use your reaction to command the companion to thrash the target from side to side, forcing them to make a Wisdom saving throw. On a failure, the target has disadvantage on attack rolls, and attack rolls against the target have advantage, until the start of your next turn.

PRIMAL EXPLOITS: 10TH LEVEL

You can take any of the following exploits when you gain new exploits at 10th and 17th levels.

Crushing Charge (8 Ferocity). As an action, you move up to your speed in a straight line without provoking opportunity attacks. You can move through other creatures' spaces, but must end your move in an unoccupied space. Each creature in a space you move through, except for your companion, must make a Strength saving throw. On a failure, a creature takes 4d6 bludgeoning damage and is knocked prone. On a success, the creature takes half as much damage and isn't knocked prone.

When you reach 17th level, the damage increases to 5d6.

Expanding Fury (6 Ferocity). When your companion uses a ferocity action that affects creatures within a specific distance of the companion, you can use your reaction to expand that distance by 10 feet.

Furious Vengeance (5 Ferocity). When a creature hits you or your companion with a melee attack, you can use your reaction to deal 4d6 psychic damage to the attacker.

When you reach 17th level, the damage increases to 5d6.

Marked Prey (4 Ferocity). When your companion uses a ferocity action that requires a creature to make a saving throw, you can use your reaction to impose disadvantage on the save.

Primal Shout (6 Ferocity). As an action, you let loose a menacing bellow. Each creature of your choice that can hear you within 15 feet of you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.

Wrath of the Pack (4 Ferocity). When you hit a creature with an attack and that creature is within 5 feet of your companion, you can have your companion make a signature attack against the creature (no action required). On a hit, the attack deals its normal effects, and the target is knocked prone.

PRIMAL EXPLOITS: 17TH LEVEL

You can take any of the following exploits when you gain new exploits at 17th level.

Blood Sport (16 Ferocity). When you hit a Large or smaller creature with a melee weapon attack, you can also push the target up to 30 feet away from you and knock them prone. If the target ends this move within 5 feet of your companion, the companion can make a signature attack against the target (no action required). On a hit, the attack deals its normal effects, and the target is pushed up to 30 feet away from your companion. If the target ends this move within 5 feet of you, you can make a melee weapon attack against them (no action required) that deals an extra 4d6 damage if it hits.

Break the Earth (14 Ferocity). As an action, you open a 10-foot-radius pit in the ground, floor, or other surface within 60 feet of you. The pit can be up to 50 feet deep, depending on the depth beneath the surface where it is opened. Each creature standing in the area when the pit opens must make a Dexterity saving throw. On a failure, a creature falls into the pit, taking 1d6 bludgeoning damage per 10 feet fallen and landing prone. On a success, the creature moves to an unoccupied space of their choice at the edge of the pit. A creature can climb the rough walls of the pit without an ability check.

Bury the Dead (16 Ferocity). When you and your companion are within 5 feet of a creature, you can use an action to cause a vicious whirlwind filled with debris and dirt to rise around the creature, which must make a Dexterity saving throw. On a failure, the creature takes 8d6 bludgeoning damage, is knocked prone, and is restrained. On a success, the target takes half as much damage and isn't knocked prone or restrained. A creature restrained this way can use an action to make a Strength (Athletics) check against your exploit save DC, freeing themselves on a success.

Imbue Projectile (14 Ferocity). As an action, you make a ranged weapon attack. Whether or not the attack hits, a wave of energy explodes from the weapon or ammunition used in the attack, centered on your target. Each creature within 20 feet of the target (including the target and excluding your companion) must make a Dexterity saving throw, taking 10d6 force damage on a failed save, or half as much damage on a successful one.

Rend (12 Ferocity). As an action, choose a creature you can see within 5 feet of you and your companion. You make a melee weapon attack against the target, and your companion makes a signature attack against the target (no actions required). If you both hit and deal damage to the target, the target is knocked prone and takes an additional 6d6 damage of a type dealt by either attack (your choice).

Spirit Form (14 Ferocity). As a bonus action, you make you and your companion incorporeal until the end of your next turn. While incorporeal, you each have resistance to acid, cold, fire, lightning, and thunder damage, and to bludgeoning, piercing, and slashing damage from nonmagical attacks. While incorporeal, you and your companion each gain a flying speed equal to your individual walking speed, and each of you can move through other creatures and objects as if they were difficult terrain. Either of you takes 5 (1d10) force damage if you end your turn inside an object.

SUPERIOR FEROCITY

Also at 2nd level, whenever your companion uses a ferocity action that requires a creature to make an ability check or saving throw, the companion can use your primal exploit save DC in place of the normal DC.

COMPANION BOND

At 3rd level, you choose a specialized bond that you share with your companion. Choose Ferocious Bond, Hunter Bond, Infernal Bond, Primalordial Bond, or Protector Bond (all detailed below). Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

MASTER CAREGIVER

Also at 3rd level, you gain proficiency in the Animal Handling skill. If you already have proficiency in Animal Handling, your proficiency bonus is doubled for any ability check you make with the skill.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

BEYOND INSTINCT

At 5th level, thanks to your care, your companion's tenacity and versatility grow. You and your companion gain the following benefits:

- Whenever your companion gains ferocity at the start of your turn, they gain an additional 1 ferocity.
- Your companion gains proficiency in saving throws with one ability score of your choice.
- Your companion gains proficiency in one of the following skills of your choice: Acrobatics, Animal Handling, Athletics, Intimidation, Investigation, Perception, Performance, Sleight of Hand, Stealth, or Survival. Your companion can use Wisdom in

place of Intelligence when they make an ability check using the Investigation skill, and they can use Strength or Dexterity in place of Charisma when they make an ability check using the Intimidation or Performance skill.

When you reach 10th level in this class, the additional ferocity your companion gains increases to 3. Your companion gains proficiency in another saving throw of your choice, and gains proficiency in another skill from the list above.

When you reach 15th level in this class, the additional ferocity your companion gains increases to 5. Your companion gains proficiency in another saving throw of your choice, and gains proficiency in another skill from the list above.

IMPROVED SIGNATURE ATTACK

At 5th level, when your companion hits with their signature attack, the attack deals one additional weapon damage die. This increases to two additional weapon damage dice at 11th level and three additional dice at 17th level.

Additionally, damage dealt by your companion's attacks and ferocity actions counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

FAITHFUL COMPANION

At 6th level, your supernatural connection to your companion grows, allowing you to coordinate faster and to work better as a team with all your allies. You no longer need to use your bonus action to command your companion. Instead, as long as you are not incapacitated, you can direct them to take an action simply with verbal or physical signs that require no action.

Additionally, when your companion enters a rampage when you are not incapacitated and they can see or hear you, they do not automatically move toward and attack the nearest creature. You instead choose where the companion moves on your turn and which creature they attack with their signature attack.

REJUVENATING FEROCITY

Also at 6th level, your companion can draw on their own fury to revitalize themselves during a battle. You can use a bonus action to spend any amount of your companion's ferocity, with the companion regaining hit points equal to the ferocity spent. You can use this feature a number of times equal to your Wisdom modifier (minimum once), regaining all uses when you finish a long rest.

PRIMAL STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with primal energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage to the target. The damage type is determined by you when you gain this feature, and is chosen from the following list: acid, cold, fire, lightning, poison, or thunder. Each time you gain a level in this class, you can change the damage type for this feature to another type from the list.

When you reach 14th level, the extra damage increases to 2d8.

MYSTIC CONNECTION

At 9th level, your connection to your companion grants a natural talent. The benefit of your Mystic Connection depends on your companion. If you ever gain a new companion, your new companion's Mystic Connection benefit replaces the old one.

Basilisk. As a bonus action, you cover your skin in a flexible layer of stone that lasts for 10 minutes. While coated in stone, you have resistance to bludgeoning, piercing, and slashing damage. You can't use this benefit again until you finish a long rest.

Blood Hawk. As a bonus action, you gain a flying speed equal to your walking speed for 1 hour. You can't use this benefit again until you finish a long rest.

Bulette. As a bonus action, you gain a burrowing speed equal to your walking speed for 10 minutes. You can't use this benefit again until you finish a short or long rest.

Deinonychus. You can take the Hide action as a bonus action. You can use this benefit a number of times equal to your Wisdom modifier (minimum once), regaining all uses when you finish a long rest.

Dragon Wyrmling. As a bonus action, you imbue a weapon you hold with draconic power for 10 minutes. While this power is in effect, attacks made using the weapon deal an extra 1d10 damage of the type associated with your wyrmling's Draconic Lineage trait. You can't use this benefit again until you finish a long rest.

Earth Elemental. As a bonus action, you transform your body into dirt and stone for 10 minutes. While in this form, you can walk through nonmagical objects made of earth or stone. If you end your turn inside an object, you take 1d10 force damage and are shunted back to the space from which you entered the object. You can't use this benefit again until you finish a long rest.

Gelatinous Cube. Your body becomes flexible and gelatinous. As an action or bonus action, you absorb a Tiny object you hold into your body, so no one else can access it. As an action or bonus action, you can then

excrete an absorbed object into one of your empty hands or have it fall at your feet. You can absorb up to four objects at a time. Any absorbed objects fall out of your body when you die.

Additionally, when another creature within 5 feet of you hits you with a melee attack, you can use a reaction to deal 3d6 acid damage to the attacker. You can't use this benefit again until you finish a short or long rest.

Giant Spider. You gain a secondary sense that warns you of danger. You have advantage on initiative rolls, and you can't be surprised while you are not incapacitated.

Giant Toad. You can hold your breath for 1 hour, and you gain a swimming speed equal to your walking speed. In addition, you can make a long jump or a high jump as if you had a running start even when you don't.

Giant Weasel. As a bonus action, you cause your teeth to become pointed weasel teeth for 1 minute, allowing you to make bite attacks against targets within 5 feet of you as a bonus action. This is a natural weapon attack that deals 1d10 piercing damage, and which can use your Strength or Dexterity modifier for its attack and damage rolls. You can't use this benefit again until you finish a long rest.

Hell Hound. As a bonus action, you shroud yourself in hellfire for 10 minutes. While you are shrouded in this way, any creature within 5 feet of that hits you with a melee attack or that touches you for the first time on a turn takes 2d6 fire damage. You can't use this benefit again until you finish a long rest.

Mimic. As a bonus action, you touch a Small or smaller nonmagical object and polymorph it into any other nonmagical object of the same general size and weight, and whose value cannot exceed the value of the original object. The object remains polymorphed for 1 hour. If you move more than 30 feet away from the object, the polymorph ends early, or you can choose to end it early as an action. Using any material polymorphed in this way as a spell's material component causes that spell to fail. You can't use this benefit again until you finish a short or long rest.

Owlbear. As an action, you let loose an inspiring hoot. Each creature of your choice within 30 feet of you that can hear you gains temporary hit points equal to your character level. You can't use this benefit again until you finish a long rest.

Sporeling. When you hit another creature with a weapon attack, you infuse the attack with special spores that impose disadvantage on the target's attack rolls until the end of their next turn. You can't use this benefit again until you finish a short or long rest.

Worg. Your walking speed increases by 10 feet.

LOYAL TO THE END

At 13th level, even harmful magic can't shake you and your companion's loyalty to each other and your friends. You and your companion can't be charmed or frightened.

KEEN SENSES

At 14th level, your senses sharpen, becoming akin to those of a fearsome predator. You have advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell. Additionally, you can take the Search action as a bonus action.

SUMMON THE WILDS

At 18th level, you can call forth nearby creatures as a distracting swarm. Depending on your location, this horde could consist of birds, fish, insects, rodents, or other similar creatures of your choice. As an action, you call out to the creatures, which arrive immediately and occupy a 30-foot cube centered on a point within 120 feet of you that you can see. The swarm persists for 1 minute. On each of your turns, you can use a bonus action to move the swarm up to 30 feet in any direction.

Each creature of your choice that starts their turn in the swarm's area must succeed on a Wisdom saving throw against your exploit save DC or have disadvantage on ability checks, attack rolls, and saving throws, and a -5 penalty to their passive Wisdom (Perception) score, until the start of their next turn.

You can't use this feature again until you finish a short or long rest.

UNBREAKABLE FRIENDSHIP

At 20th level, your affection and friendship for your companion infuses the creature with primal energy, making them a paragon of their kind. While you have at least 1 hit point and your companion can see or hear you, you and your companion gain the following benefits:

- You automatically succeed on Wisdom (Animal Handling) checks made to prevent your companion from entering a rampage. (You can choose to not make the check if you wish to have your companion enter a rampage on purpose.)
- If your companion is reduced to 0 hit points but not killed outright, they drop to 1 hit point instead.
- Whenever you roll initiative, your companion gains 1d10 ferocity.

COMPANION BONDS

While every beastheart and companion share a special bond, the friendship between these partners can be rooted in many different aspects of the wild world. A companion bond represents this specific connection and shared power. Some beasthearts and companions live to unleash their inner fury, while others embrace the silence of the hunt. Another duo might bond over their need to protect nature or their pack, while a different beastheart might use their companion's rage to harness the powers of Hell.

FEROCIOUS BOND

Some beasthearts and companions feel closest when they abandon all control and let instinct guide their every move. When your companion enters a rampage, you feel every moment of their brutality, inspiring you to a battle fury all your own.

FEROCIOUS BOND FEATURES

Beastheart Level	Feature
3rd	Frenzied Charge, Fury of the Wise
7th	Energizing Rampage
11th	Furious Rampage
15th	Invigorated Rampage

FRENZIED CHARGE

Starting when you choose this bond at 3rd level, you learn to follow your companion's furious lead. Whenever your companion enters a rampage, you can use a reaction to move up to your speed and make a melee weapon attack against a target at the end of the movement.

FURY OF THE WISE

Also at 3rd level, your experience with your companion's rage awes those who dare stand against you. You gain proficiency in the Intimidation skill if you do not already have it. Additionally, your Charisma (Intimidation) checks gain a bonus equal to your Wisdom modifier.

ENERGIZING RAMPAGE

At 7th level, your companion maintains their tenacity after going berserk. When your companion ends a rampage, their ferocity drops to 4 instead of 0.

FURIOUS RAMPAGE

At 11th level, your companion can channel their fury into stronger strikes. Whenever your companion hits one of your enemies with a signature attack during a rampage, the attack deals extra damage equal to the companion's ferocity (instead of half their ferocity).

Additionally, whenever your companion attacks a target within 5 feet of you while in a rampage, they make the attack with advantage. If you attack a creature within



5 feet of your companion when you use Frenzied Charge, you make your attack with advantage.

INVIGORATED RAMPAGE

At 15th level, you and your companion can channel your anger into overwhelming strikes. When your companion hits another creature with their signature attack while in a rampage, or if you hit another creature with the attack granted to you by Frenzied Charge, the target is either blinded, deafened, or frightened of the attacker (your choice) until the end of the target's next turn.

HUNTER BOND

You and your companion share a love of the hunt. The pair of you are silent stalkers working together to take down prey of all sizes, whether to feed your friends or to destroy your enemies. Many beasthearts with this bond use ranged weapons to attack prey from afar while their companion closes in for the kill.

HUNTER BOND FEATURES

Beastheart Level	Feature
3rd	Chosen Quarry, Hunter's Instincts
7th	Primal Warding
11th	Synchronized Stealth
15th	Unseen Hunters

CHOSEN QUARRY

Starting when you choose this bond at 3rd level, you and your companion can single out a creature as your prey. Whenever your companion gains ferocity at the start of your turn and doesn't enter a rampage, you can spend 4 ferocity to mark a creature within 90 feet of you (no action required). That creature becomes your quarry for 1 minute, or until you use this feature to mark another target as your quarry. Whenever you or your companion hit your quarry with a weapon attack or deal damage to them with a ferocity action, the quarry takes an extra 1d6 damage.

HUNTER'S INSTINCTS

At 3rd level, your instincts improve, making you a formidable tracker and granting you better intuition. You gain proficiency in the Survival skill if you do not already have it. Your proficiency bonus is doubled for any ability check you make using that skill, and you can use Survival instead of Insight when you make a Wisdom check to read a creature's intentions or discern if a creature is lying.

PRIMAL WARDING

At 7th level, you learn to use primal magic to set traps made of nearly invisible force. As an action, you trap a

10-foot-square area of ground centered on a point you can see within 30 feet of you, with the trap lasting for 8 hours or until it is triggered. When you set the trap, you can designate any number of specific creatures that are unaffected by it. Finding the trap requires a successful Intelligence (Investigation) check against your exploit save DC.

A creature that walks into the trap's area triggers the trap and must make a Constitution saving throw against your exploit save DC. On a failure, the creature takes 4d8 force damage and is blinded for 1 minute. On a success, the creature takes half as much damage and isn't blinded. A creature blinded by the trap can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the trap when it is triggered. This ping awakens you if you are sleeping. If you set more than one trap, you know which one was triggered.

You can use this feature to set a number of traps equal to your Wisdom modifier (minimum one). You regain all expended uses when you finish a long rest.

SYNCHRONIZED STEALTH

At 11th level, you and your companion learn to become unseen at the same time in the blink of an eye. When either you or your companion takes the Hide action, the other can take the Hide action as a reaction if they are able to hide. Additionally, when you take the Hide action within 5 feet of your companion, you have advantage on the Dexterity (Stealth) check made as part of the action.

UNSEEN HUNTERS

At 15th level, you can use an action to make you and your companion invisible for 10 minutes. While invisible, neither of you can be tracked by nonmagical means unless you or your companion chooses to leave a trail. Either of you can end the invisibility on yourself as a bonus action. Once you use this feature, you can use it again when you finish a long rest.



INFERNAL BOND

You and your companion share a deep connection with each other ... and with the Seven Cities of Hell! It might be that you work in the service of a devil, that you both spent time imprisoned in Hell before clawing your way out together, or simply that you bonded with a fiendish companion born in the Lower Planes. Whatever the case, you are connected to the Seven Cities and can use your companion's ferocity to unlock infernal magic.

INFERNAL BOND FEATURES

Beastheart Level	Feature
3rd	Devil's Understanding, Infernal Exploits
7th	Hell's Charmer
11th	Fiendish Traits, Infernal Exploits improvement
15th	Fiendish Form

DEVIL'S UNDERSTANDING

Starting when you choose this bond at 3rd level, you can speak, write, and understand Infernal.

Additionally, you gain proficiency in the Arcana or Religion skill (your choice) if you do not already have proficiency in those skills.

INFERNAL EXPLOITS

At 3rd level, you gain one infernal exploit of your choice, which functions in the same manner as your primal exploits and uses your exploit save DC as applicable. The exploit you choose must be one available at 3rd level.

You gain one additional infernal exploit at 11th level. Whenever you gain a level in this class, you can choose one of the infernal exploits you know and replace it with another infernal exploit, for which you must have the appropriate beastheart level.

INFERNAL EXPLOITS

Exploit	Action Used	Beastheart Level	Ferocity Cost
Drain Them	Reaction	3rd	4
Hellish Wound	No action	3rd	4
Infernal Teleport	Action	3rd	4
Wicked Deception	Action	3rd	3
Brimstone Teleport	Action	11th	8
Chains from Hell	Action	11th	8
Dark of Hell	Action	11th	8
Infernal Flames	Action	11th	8
Poison Rain	Action	11th	8

INFERNAL EXPLOITS: 3RD LEVEL

You can take one of the following exploits when you gain this feature at 3rd level or when you gain a new infernal exploit at 11th level.

Drain Them (4 Ferocity). When your companion hits another creature with their signature attack, you can use your reaction to have your companion regain hit points equal to half the damage dealt.

Hellish Wound (4 Ferocity). When your companion hits another creature other than a construct or an undead with their attack, you can have the attack deal a hellish wound to the creature (no action required). At the start of each of their turns, a target with a hellish wound loses 1d10 hit points for each hellish wound they have. All of a target's hellish wounds close if they receive magical healing, or if any creature uses an action to staunch the wounds with a successful Wisdom (Medicine) check with a DC equal to your exploit save DC.

Infernal Teleport (4 Ferocity). As an action, you or your companion (your choice) are surrounded by swirling shadow and smoke. The target teleports to an unoccupied space within 90 feet of their starting position.

Wicked Deception (3 Ferocity). As an action, choose a creature hostile to you that you can see within 30 feet of you. That creature must succeed on a Wisdom saving throw or suddenly view you and your companion as friends until the end of your next turn. While in this state, the creature is unable to attack or otherwise harm you or your companion. This effect ends early if you or your companion attacks the affected creature. Creatures immune to the charmed condition can't be affected by this exploit.



INFERNAL EXPLOITS: 11TH LEVEL

You can take one of the following exploits when you gain a new infernal exploit at 11th level.

Brimstone Teleport (3 Ferocity). As an action, you teleport to an unoccupied space that you can see within 30 feet of you. Each creature within 5 feet of the space you leave and each creature within 5 feet of your destination space must make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. You and your companion take no damage from this effect.

When you reach 17th level, the damage increases to 5d6.

Chains from Hell (3 Ferocity). As an action, you manifest fiery chains that attempt to wrap around up to three creatures of your choice that you can see within 30 feet of you. Each target must make a Dexterity saving throw. On a failure, a target takes 4d6 fire damage and is restrained until the end of your next turn. On a success, a target takes half as much damage and isn't restrained.

When you reach 17th level, the damage increases to 5d6.

Dark of Hell (3 Ferocity). As an action, you cause your companion to radiate an aura of magical darkness in a 10-foot radius until the end of your next turn. You and your companion can see within this darkness, which moves with your companion.

Infernal Flames (3 Ferocity). As an action, you cause a blast of fire to erupt from your companion. Each creature within 20 feet of the companion must make a Dexterity saving throw, taking 4d10 fire damage on a failed save, or half as much damage on a successful one. You and your companion take no damage from this effect.

When you reach 17th level, the damage increases to 5d10.

Poison Rain (3 Ferocity). As an action, you cause toxic green rain to fall in a 20-foot cube centered on a point you can see within 60 feet of you. Each creature in the area except for you and your companion must succeed on a Constitution saving throw or become poisoned until the end of your next turn.

HELL'S CHARMER

At 7th level, your companion can harness the supernatural charm of devils to work enchantment magic on other creatures. As an action, choose one creature that can see you and your companion within 30 feet of you. That creature must make a Wisdom saving throw,

doing so with advantage if you or your allies are fighting them. On a success, the creature knows you tried to charm them and becomes hostile toward you and your companion. On a failure, the creature is charmed by you and your companion for 10 minutes, or until you or your allies do anything physically, mentally, or emotionally harmful to the creature. The charmed creature is friendly to you. When this effect ends, a charmed creature doesn't remember what happened during the time they were charmed.

You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain all uses when you finish a long rest.

FIENDISH TRAITS

At 11th level, your companion's connection to Hell causes them to become more fiendish. Choose one of the following traits for your companion:

Barbed Hide. Your companion grows barbs all over their body. On a creature within 5 feet of your companion grapples them or hits them with a melee attack, that creature takes 1d10 piercing damage.

Fiendish Immunities. Your companion's skin, fur, or other coloring turns red, and the companion is immune to fire and poison damage and to the poisoned condition.

Fiery Weapons. Your companion's natural weapons, such as teeth or claws, become sheathed in black fire. Whenever your companion hits with their signature attack, the attack deals an extra 1d6 fire damage.

Wings. Your companion sprouts leathery wings from their back and gains a flying speed of 40 feet. If your companion already has wings, those wings take on a fiendish look and their flying speed increases to 40 feet.

Whenever you finish a long rest, you can replace your companion's fiendish trait with another from this list.

FIENDISH FORM

At 15th level, your companion can become a scale-covered child of Hell. As a bonus action, you can spend 6 ferocity to transform your companion into a fiendish form for 1 minute. While in this form, your companion undergoes the following changes:

- They are a fiend.
- They have resistance to bludgeoning, piercing, and slashing damage.
- They have advantage on saving throws against spells and other magical effects.

PRIMORDIAL BOND

You and your companion share an especially deep connection with the magic of the natural world. By harnessing the fury of your companion, you can wield the primal power of the elements against your foes.

PRIMORDIAL BOND FEATURES

Beastheart Level	Feature
3rd	Nature Exploits, Primal Understanding
7th	Allied Earth
11th	Nature Exploits improvement, Spirit Stampede
15th	Allied Weather

NATURE EXPLOITS

At 3rd level, you gain one nature exploit of your choice, which functions in the same manner as your primal exploits and uses your exploit save DC as applicable. The exploit you choose must be one available at 3rd level.

You gain one additional nature exploit at 11th level. Whenever you gain a level in this class, you can choose one of the nature exploits you know and replace it with another nature exploit, for which you must have the appropriate beastheart level.

NATURE EXPLOITS

Exploit	Action Used	Beastheart Level	Ferocity Cost
Elemental Shield	Reaction	3rd	3
Freezing Strike	Attack action	3rd	2
Sickening Strike	Attack action	3rd	3
Wings When I Need Them	No action	3rd	5
Lava Geyser	Action	11th	8
Lightning Eruption	No action	11th	8
Plant Prison	Action	11th	5
Stinging Swarm	Action	11th	6
Thunderous Rebuke	Reaction	11th	6

NATURE EXPLOITS: 3RD LEVEL

You can take one of the following exploits when you gain this feature at 3rd level or when you gain a new nature exploit at 11th level.

Elemental Shield (3 Ferocity). When a creature you can see within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use a reaction to give the affected creature resistance to that damage type (including against the triggering attack) until the end of their next turn.

Freezing Strike (2 Ferocity). You can activate this exploit whenever you take the Attack action. The first time you hit a creature with a weapon attack this turn, the attack deals an extra 1d6 cold damage and the target's speed is reduced by 10 feet until the start of your next turn.

The extra damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Sickening Strike (3 Ferocity). You can activate this exploit whenever you take the Attack action. The first time you hit a creature with a weapon attack this turn, the target must succeed on a Constitution saving throw or be poisoned until the start of your next turn.

Wings When I Need Them (5 Ferocity). At the start of your turn when your companion gains ferocity and doesn't enter a rampage, you can manifest a spectral eagle (no action required) that lifts you or your companion (your choice) to the sky. The target gains a flying speed equal to their walking speed until the start of their next turn.

NATURE EXPLOITS: 11TH LEVEL

You can take one of the following exploits when you gain a new nature exploit at 11th level.

Lava Geyser (3 Ferocity). As an action, you summon a powerful rush of lava centered on a point on the ground you can see within 30 feet of you. The lava fills a cylinder that is 10 feet tall with a 5-foot radius, and forces each creature in its area to make a Dexterity saving throw. On a failure, a creature takes 4d6 fire damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The lava then dissolves into fiery mist and fades away.

When you reach 17th level, the damage increases to 5d6.

Lightning Eruption (3 Ferocity). When you hit a creature with a weapon attack, the attack deals an extra 5d6 lightning damage and you can choose one other creature within 30 feet of the target that you can see. That creature must make a Dexterity saving throw, taking 5d6 lightning damage on a failed save, or half as much damage on a successful one.

When you reach 17th level, both instances of damage increase to 6d6.

Plant Prison (5 Ferocity). As an action, choose a creature you can see within 30 feet of you. Thorny vines erupt from the ground beneath the target, which must make a Dexterity saving throw. On a failure, the target takes 4d6 piercing damage and is restrained until the start of your next turn. On a success, the target takes half as much damage and isn't restrained.

When you reach 17th level, the damage increases to 5d6.



Stinging Swarm (6 Ferocity). As an action, you conjure a swarm of stinging insects in a line that is 5 feet wide and 30 feet long. Each creature in the line except your companion must make a Constitution saving throw, taking 4d6 piercing damage on a failed save, or half as much damage on a successful one. The insects then dissolve to shadow and fade away.

When you reach 17th level, the damage increases to 5d6.

Thunderous Rebuke (6 Ferocity). When you or your companion is hit with a melee attack by a creature within 5 feet of that target, you can use your reaction to force the attacker to make a Constitution saving throw. On a failure, the attacker takes 3d6 thunder damage and is pushed 10 feet away from the target. On a success, the attacker takes half as much damage and isn't pushed.

When you reach 17th level, the damage increases to 4d6.

PRIMAL UNDERSTANDING

At 3rd level, you can speak, write, and understand Primal and Sylvan.

Additionally, you gain proficiency in the Nature skill if you do not already have it.

ALLIED EARTH

At 7th level, the ground around your companion sprouts with vines and plants that hamper foes. Whenever your companion has at least 1 ferocity, the ground within 10 feet of them is difficult terrain for their enemies.

SPIRIT STAMPEDE

At 11th level, when your companion enters a rampage, they summon the unseen spirits of dead creatures that run wild alongside them. Each creature of your choice within 30 feet of your companion takes force damage equal to the companion's ferocity.

ALLIED WEATHER

At 15th level, the weather around your companion answers to your will, battering foes who harm them. Whenever your companion has at least 1 ferocity and is hit with a melee attack by a creature within 10 feet of them, choose one of the following effects:

- The attacker must succeed on a Strength saving throw against your exploit save DC or fall prone.
- The attacker must succeed on a Dexterity saving throw against your exploit save DC or take lightning damage equal to your companion's ferocity.

PROTECTOR BOND

Nothing is as important to you and your companion as your pack. The bond you both share sharpens your offensive and defensive prowess, letting you put your bodies and lives on the line to protect your allies and those who travel with you.

PROTECTOR BOND FEATURES

Beastheart Level	Feature
3rd	Beast Vitality, Pack Phalanx
7th	Thickened Hide
11th	Sentinel Companion
15th	Undying Protector

BEAST VITALITY

At 3rd level when you choose this bond, your connection to your companion increases your natural vitality. Your hit point maximum increases by 3, and increases by 1 again whenever you gain a level in this class.

PACK PHALANX

At 3rd level, you and your companion learn to engage foes up close to keep them from harming those you protect. Whenever you and your companion are not incapacitated and are both within 5 feet of a creature, that creature has disadvantage on attack rolls against any target that is not you or your companion.

THICKENED HIDE

At 7th level, your companion's natural defenses improve, making them harder to hurt. Your companion's AC increases by 2.

SENTINEL COMPANION

At 11th level, your companion's fierce vigilance drives them to attack cowards who attempt to harm other members of your pack. When a creature within 5 feet of your companion makes an attack against a creature other than you or your companion, you can spend 2 ferocity to have your companion use their reaction to make a signature attack against the attacking creature.

UNDYING PROTECTOR

At 15th level, your companion's rage sustains you through grievous injuries and staggering blows. If you can see your companion when you drop to 0 hit points, you can spend 2 ferocity to drop to 1 hit point instead. Each time you use this feature after the first, the ferocity cost increases by 2. When you finish a short or long rest, the ferocity cost resets to 2.



MAGIC ITEMS

A COMPANION CREATURE CAN BE OUTFITTED WITH magic items the same way a character can. However, the fact that most companions lack proper hands and can't speak makes it difficult for them to wield magic rods, scrolls, staves, wands, weapons, and items that require command words or other speech to function.

MODIFYING ITEMS

According to the core rules, most magic items meant to be worn can fit a creature regardless of size or build, with such items magically changing to suit their wielders. However, since most companions don't have the anatomy of humanoid characters, additional creativity might be needed when giving a companion creature an item from the core rules. *Gloves of missile snaring* could reshape to fit the talons of a blood hawk or the claws of a dragon wyrmling. But if you want your gelatinous cube companion to wear a *ring of resistance*, the ring might need to float inside the cube's body, or turn into a resizable metal thread that fits snugly around the middle of the ooze. Likewise, an earth elemental could wear a *cloak of displacement* sized for a Large creature normally, but could also wear a smaller cloak as a sash or cravat.

NEW ITEMS

The following magic items are meant to be used by caregivers and companions, and are presented in alphabetical order.

If an item's description refers to "your companion," that means a companion for which you are the assigned caregiver. That item doesn't work on another caregiver's companion or a companion without a caregiver.

ARMOR OF THE CAREGIVER

Armor (Light, Medium, or Heavy), Rare (Requires Attunement)

When your companion turns their rage against you, this armor converts your pain into power. While wearing this armor, you have a +1 bonus to AC. Additionally, when you take damage from your companion while they are in a rampage, you take only half as much damage, and the next attack you make before the end of your next turn deals an extra 2d6 damage if it hits.

BADGE OF BATTLE, +1, +2, OR +3

Wondrous Item, Uncommon (+1), Rare (+2), or Very Rare (+3)
This bronze badge depicts a specific type of fearsome creature (a dragon, a wolf, an owlbear, and so forth) leaping into combat against a horde of enemies. While wearing the badge, you gain a bonus to attack and damage rolls you make with unarmed strikes and natural weapons. This bonus is determined by the badge's rarity, and such attacks are considered magical.

BADGE OF RUIN, +1, +2, OR +3

Wondrous Item, Uncommon (+1), Rare (+2), or Very Rare (+3)

(Requires Attunement by a Beastheart or a Companion)
This gold badge glows whenever your companion gains ferocity in combat. If your companion is attuned to the badge and uses a ferocity action that requires another creature to make an ability check or saving throw, the DC of the check or save is increased by an amount determined by this item's rarity. While you wear the badge, your exploit save DC increases by an amount determined by the item's rarity.

BEAM LENSES

Wondrous Item, Rare (Requires Attunement by a Companion)

These ruby goggles are attached to the head with black leather straps. While your companion wears the goggles and has 3 ferocity or more, you can spend 3 ferocity on your turn (no action required) and command your companion to use their action to shoot a beam of magical energy from the lenses at a target within 60 feet of them. The companion makes an attack roll with a modifier equal to 3 + your proficiency bonus. On a hit, the attack deals 1d10 + your proficiency bonus force damage.

BONDED BRACELETS

Wondrous Item, Very Rare (Requires Attunement)

These simple rope bracelets come in pairs. While you and another creature on the same plane are attuned to the bracelets, you always know each other's exact location and can speak telepathically to each other. If the other attuned creature does not understand any language, you understand their emotional state and can give them simple commands.

Additionally, while you and the other attuned creature are within 1 mile of each other, neither of you need to eat or drink, and you can both survive in conditions of extreme cold and extreme heat without gaining levels of exhaustion. While you are within 60 feet of each other, you gain any damage resistances or immunities the other creature has, and vice versa.

COLLAR OF DISGUISE

Wondrous Item, Rare (Requires Attunement by a Companion)

While your companion wears this leather collar, you can use an action to speak a command word and polymorph the companion into one of the following creatures: cat, frog, goat, mastiff, mule, owl, rat, or raven. Any equipment the companion is wearing or carrying is absorbed or borne by the new form (your choice). While in this form, your companion retains all their statistics except for size, and they can't use ferocity actions. You can speak the command word again as an action and return your companion to their original form.

COMPANION BALL

Wondrous Item, Uncommon

Images of beasts, monstrosities, and other types of companion creatures are carved on the outside of this 3-inch-radius iron sphere. While you hold the ball and your companion is within 30 feet of you and not in a rampage, you can use an action to speak a command word to transport your companion inside the ball into a cozy, secure extradimensional space. While in the ball, your companion can take a short or long rest, and doesn't need to eat or drink. A *companion ball* can hold only one companion at a time.

THE FIRST MEETING

HE STOOD AT THE EDGE OF THE CLEARING AND watched the human for almost a full turn of the moon. Female, as far as she could tell. But the difference was never obvious with humans. This one was more a mystery than most.

It was floating three feet above the grass.

The small clearing was an appealing mix of green grass and red blood. A lot of blood. And the corpses of the things the human had killed. And almost been killed by.

When she made the clearing, following the demon's tracks, the human was almost dead. In the same position it was now, horizontal, floating over the clearing. Eyes closed, arms at its sides. Like a corpse laid out for a funeral.

As Koraga watched over a third of an hour, it became clear no funeral would be necessary. The human's wounds closed, broken bones stitched together. Even from thirty feet away, she could feel heat radiating off the human. Whatever it was doing burned a lot of fuel.

The human's chest heaved and its eyes opened. Its breathing was deep and regular.

Apparently healthy and now awake and aware, the human sat up and swung its legs over whatever invisible structure it had been lying on. It sat there, legs dangling over the bloody grass, its arms braced on the invisible table, head hanging down.

It stretched. Joints popped. It twisted its neck left and right, and made slow, deliberate motions with its arms and hands. Tracing complex patterns in the air. When it was done, fully healed and whole, it hopped off the invisible table and began looking over the remains of the battle, looking for something.

The human had gone from almost dead to completely alive in one turn of the moon, no medicine, no prayer. *Nice trick*, Koraga thought with some reservations.

The human found what it was looking for, and extracted a crumpled pack from the detritus of the battle.

As an action while holding the ball, you can speak the command word again to release your companion into an unoccupied space within 30 feet of you that you can see.

EMBLEM OF ELEMENTS

Wondrous Item, Rare (Requires Attunement by a Companion)

This blown-glass emblem looks like a flower with petals of blue, green, red, and yellow. When your companion deals acid, cold, fire, lightning, poison, or thunder damage with a signature attack or a ferocity action, you can spend 2 ferocity (no action required) to change the damage type to any other type from that list.

Blood dripped off the leather. It held the pack at arm's length with one hand and awkwardly fished inside it with another. It pulled out a long roll of fabric, dropped the pack, and shook the cloth out. Looked at the detailed embroidery. Sighed.

It was a dress. Or something like one. Orange and gold, the threads glistened in the sun. Real gold in the threads, Koraga guessed. Watching, she realized it was a duplicate of the torn rags the human was wearing. It brought its own change of clothes.

Vanity, Koraga thought without judgement.

As the human stripped off its torn and useless clothing and started contorting its arms to get into its new outfit, it saw Koraga out of the corner of its eye. To its credit, it hesitated only an instant before it continued dressing.

"You've been following me for three days," the human announced. By its voice, Koraga guessed it was female. "Four," Koraga said. The human didn't seem perturbed by the presence of an orc in the clearing with her. This was a good sign. Koraga wasn't in the mood for a fight at the moment.

"Well, you're good," the human said. "I didn't see you. I never saw you. I saw your..." She gestured to the sky. The orc tucked her bow against her body with her right arm, put a finger from each hand into her mouth and produced a shrill whistle that cut through the air like a knife.

A shadow in the sky that hadn't been there a moment before alighted on Koraga's outstretched arm. His wings were fully eight feet across. He waved them in the air as he got his balance. His rear claws grabbed the orc's shoulder, his tail wrapped around the orc's neck, foreclaws wrapped themselves around the orc's forearm and gripped tight in a manner the human was certain would pull her arm apart. But the orc beatheart, easily seven feet tall but lean in spite of it, didn't seem to find the dragon's weight or claws an issue.

His burnished copper scales reflected sunlight like the scales of a fish flashing under the surface of a pool.

"That's a dragon," the human said.

"Yep," the orc replied.

"That's an actual dragon."

Koraga didn't know what other kinds of dragons there were, and so said nothing.

"From the air, I thought..." In retrospect, it had been much too large to be any normal bird. "I thought it was..." And its tail couldn't have been a bird's. "I don't know what I thought," the human ended with a shrug.

The orc standing there, bow unstrung, effortlessly holding a dragon—a dragon—on her arm, said everything the human needed to know.

She finished dressing. The orc took a few paces forward. *Never hurts to be polite*, Koraga thought.

"Figure we're hunting the same thing," the human said, no fear of the orc or the dragon evident.

"Figure we are," the orc nodded. She took a black lump out of a pouch. As soon as she did, the dragon's long sinuous head snaked around, looking for an angle from which he could snatch the black lump out of the orc's hand.

Absent-mindedly, Koraga moved her hand in such a way as to thwart the dragon's attempts. Then she tossed the lump, probably cool or charcoal, high into the air, and the dragon flew up after it.

The dragon seemed to have no weight, only speed. No natural creature could move like that.

He deftly caught the charcoal at the apex of its curve, and munched it in one bite. Koraga tossed a few more lumps up into the air, and the dragon caught them all, some in his mouth, some in his foreclaws. He twisted and turned in the sky, only using his wings occasionally. He swam through the air like water.

Filled with treats, the dragon flew up and perched on the branch of a nearby tree and sat there making *crunch crunch* sounds.

"You, uh..." The orc made a point to survey the battle. "You did all this?"

The human took a deep breath, pulled her eyes from the dragon, and looked at the blood and corpses. The details of the recent battle still at the surface of her thoughts.

"Yeah," she said.

"Looks like... mmm... twelve orlaks?"

The human looked around. "Is that what they are?"

"Demons," Koraga said. "Part of Ajax's Infernum."

"Yeah. Well, I knew they were demons or devils or whatever. Didn't know what they were called."

"You killed twelve orlaks by yourself."

The human looked at the orc. "They tried to stop me. Tried to get between me and my... quarry. Our quarry," she added.

Koraga nodded, but raised her eyebrows. "No friends. No, uh... no weapons?"

The human stretched one last time. No weapons, no armor. Not a dagger or a bracer. Her eyes cracked for a moment with orange fire.

"I suffice," she said.

Koraga nodded, obviously impressed.

She walked over to the spot where the human had been floating on an invisible table, revealing her limp. What the human thought was an improvised greave on the right leg was a crude splint.

Koraga took her bow and waved it in the air where the invisible table had been. Nothing. There was nothing in the air, invisible or not, for the human to rest on.

"You're wounded," the human said, nodding to the orc's leg.

"Yep. Few days ago."

"What happened?"

Koraga's lips curled in what must have been a grin.

"Got close to their master." She poked her chin in the direction of the corpses on the field. "Took my shot."

"You fought this demon lord? Alone?"

"Yep."

"It's as big as a house!" The human's voice squeaked a little. "What happened?!"

The orc looked down at her wounded leg. "I lost," she said.

"Uh huh," the human said, a little in awe.

She approached Koraga, slowly. Politely. In the air above them came a low growl.

The orc looked up into the trees. "Psh," she said. The growling simmered down.

The human, still a few feet away, reached out her right hand, palm out, and her eyes glowed orange again. Koraga noticed the human's clothes matched the light from her eyes.

The orc felt her leg get warm. Very warm. The dull throbbing she'd been living with got worse, almost unbearable. She grimaced, but the heat overtook the throbbing ache and then... subsided.

There was no heat. No ache. Her leg felt whole. Koraga wiggled her toes in her leather boot, took a step. Then stamped around the field a bit.

"Huh," she said. Her clan had shamans, but not like this.

She ripped the improvised splint off. Inspected her leg. It was whole. No sign of any wounds.

"That's a... useful talent," the orc said.

The human smiled for the first time, like she was enjoying a secret joke. "It has its uses."

"Took you a while to... fix yourself. You were in a... a trance."

"Meditation, yeah. Yeah, I'm pretty exposed when I manifest a whole-body thing like that."

"Seems like a ..." Koraga paused again. It seemed to be part of her pattern of speech. Like words weren't important. Finishing a sentence was something you could do whenever you felt like it. "Disadvantage."

"It's a mixed bag," the human agreed. "Like much of life."

Koraga smiled.

Using her new leg with confidence, the orc strode toward the nearest demon corpse. She knelt down. The sound of flapping wings announced the arrival of her companion on the grass next to the corpse. The orc removed a long dagger from her belt and started carving into the demon's flesh. The dragon watched, twisting its head to try to see what his master was doing.

The knife cut deep into the orlak corpse's jet-black skin, slick like a whale's. It had no eyes. No obvious mode of sensing the world.

The dragon suddenly spoke. "*Caro venenum est,*" he objected. "*Noli manducare.*"

"Hush," the orc said.

"It talks," the human said.

"Sure," the orc answered, distracted.

"You understand it?"

The orc looked at the copper dragon, who frowned back, scowling, disapproving. "We understand each other," she said.

Having made a sufficiently large opening in the corpse, the orc stowed her knife and reached into the body, pulling it open, her arms flexing, muscles in her back bunched together under blue-grey skin. Koraga was tall and lithe, but strong.

Inside the demon corpse were metal bones and black flesh. And an exposed glowing ruby gem where a heart should have been. She reached in and wrenched the stone from the demon's chest. Held in her hand, her face cast into a hellish glow from the demon's heart.

She tossed the heart to the human, who snatched it from the air. Koraga got up and went to another corpse to harvest another heart.

"We run into these guys again," the orc said, "these'll be useful."

The human looked at the glowing heart in her hand, nodding as though she knew what the orc was talking about. The orc seemed confident at least. Knew a lot about demons.

Now possessed of one demon heart each, the human and the orc looked at each other.

"My name's Djedkare," the human said.

"Koraga," the orc said.

"My friends call me Djed," Djedkare said.

Koraga nodded. "Djed," she repeated. The human waited. When it was obvious more was expected, Koraga reached down and scratched her dragon's head behind

the ears. He pushed his head into the orc's long black fingernails, eyes closed in delight.

"Xix," the orc said, looking down at the dragon.

"Hello, Xix," Djedkare said.

The dragon opened one eye and looked with some small suspicion at the human. "*Ave,*" he said.

"Means ... Hey," the orc said.

"I guess so," Djed said. Introductions were over, it seemed. "Thanks for the demon heart."

The orc nodded. "Thanks for the, uh ... the leg."

The human nodded. "This thing we're following ..."

... she said.

"Gorontok."

"Gorontok?"

"Gorontok," Koraga repeated. "The Skin with Many Shapes."

"You know a lot about this thing."

The orc shrugged. She knew some things. Didn't know others.

When Koraga realized Djed was waiting for an explanation, she continued.

"Gorontok killed a Gol demon. Gol are ... allies.

Mostly. We helped them fight it. Killed a lot of orcs, lot of humans. Best we could do was drive it off."

Djedkare had many questions, even though she'd only known Koraga less than a turn. She sensed there was no need to prompt the orc. She'd get there in her own time, or not at all.

"It killed my brother. My sister." Then a pause, different from the others. Koraga was remembering something she'd not thought about for years. It affected her. "This was a ... long time ago. I was ..." She held her hand out, down by her knee.

Djed nodded.

"Anyway," the orc said. "Never had much use for a clan after that. Prefer my own company."

The dragon barked an objection. Koraga patted him. Reassured him.

"You've been hunting this thing your whole life?"

Koraga raised her eyebrows. "Nah," she said. "We been mostly just ..." She looked down at the dragon, who looked up at her with deep affection in his eyes. "I dunno what you call it. Wanderers. I like seeing new places. Help people sometimes.

"Found a village, almost wiped out. Tried to help. Wasn't much we could do, but ... I recognized the signs. The description. I knew Gorontok was back. Relg is his master now."

This was a name Djedkare knew. "Ajax's pet demon lord."

The orc nodded.

"Makes sense," Djed said.

Koraga looked at the human woman's bald head. "You a ... Higanran?" she asked. Humans seemed to come in a wide variety of hues and builds, but there was no tradition of going bald as a young person in Higanra as far as Koraga knew.

"Khemharan," Djed said. "I serve ... I served the pharaoh," she said, choosing not to mention the pharaoh's special operations directorate.

Koraga sniffed. It was obvious the human wasn't saying everything, but who did? Secrets didn't seem to matter anymore. Whatever Djed had been before, it probably didn't matter now. There were each a long way from home.

"Just you?" Koraga asked.

Djed nodded. "There were others, but they ... they went to help the Empress. I stayed behind to ..."

She shrugged. "Go after Gorontok, I guess."

"You went your own way?"

"Yeah."

"Not with your friends."

"Ah, no."

"Why?"

Djed took a deep breath. "I think they're gonna lose," she said. "I think Higanra's gonna fall. They won't make a difference."

Koraga nodded and looked around at the brilliant emerald Higanran forest. *Garish*, she thought. Nothing like the grey-black forests of home. "You think anyone can?"

Djed thought. "Anyone" covers a lot," she said. "But yeah. Maybe. But we need to stop reacting to Ajax. That was the pharaoh's mistake. Gotta get out ahead of him."

"Ahead," Koraga repeated, mulling the idea over.

"Yeah. Figure out what he's doing. Sort of ... leapfrog ahead of him. He's collecting artifacts. No one knows why."

"Must need them," Koraga said.



"He's collecting everything with power," Djed said.

Koraga shook her head. "Not everything." The human had missed the point. Koraga didn't blame her. She'd spent most of her life alone. The orc knew she wasn't much good with words.

"I mean, he takes some things, leaves the rest. Why? 'Cause he has a plan. We figure out why ... maybe we know ..." She looked up at the sky. "Where he's gonna float off to next."

Djed thought about this. "Yeah. Get ahead of him. Well, this ... Gorontok seems to be moving with a purpose."

"It's Ajax's dog," Koraga agreed. "Sniffing around for something. Something Ajax thinks he needs."

"We find it, stop it, figure out what it's after ... maybe we learn something about Ajax's plan."

Koraga nodded.

They both stood there in the clearing. It seemed like a decision had been made, an agreement reached.

"Hunting this thing," Koraga said. "Not a race. Endurance run."

Djed nodded. Hefted her pack onto her back.

"You want to go fast," she said, "go alone." She extended her hand

"Want to go far," Koraga said, clasping the human's much smaller arm, "go together."

They stood there for a moment, arms clasped. Committed.

"Figure this thing's about three days out," Djed said, extracting herself from the orc's grip and grabbing her pack. "Not sure it needs to rest."

"We'll find it," Koraga said.

"Gonna need help bringing it down," Djed said.

"We'll find that too."

Djed looked Koraga up and down. Smiled.

"Figure we will," she said.

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