



# CAKEWALK

NEW FLAVORS OF ADVENTURE FOR 5E



EARLY ACCESS SAMPLE



A FULL, FLAVOURFUL  
SUPPLEMENT FOR THE WORLD'S  
GREATEST ROLEPLAYING GAME



# CHAPTER 4: FAMILIARS

Not all monsters which dwell on Yumm Island are bloodthirsty pepper onis or foodfolk-eating marzipanthers. In fact, many of them are cuddly, useful, or both! This chapter details creatures that foodfolk routinely take as familiars or otherwise keep around as pets or beasts of burden. Not every beast on the island can be found in this chapter, but the most harmless ones can be.

This chapter first presents a set of familiar improvements that can be used to customize and improve all familiars in all campaign settings. It then details specific familiars present in the *Cakewalk* campaign settings and provides unique improvements available to them. For rules on how to grow your own familiars, instead of summoning them with the *find familiar* spell, refer to the Farming chapter.

## ADVANCED FAMILIARS

The *find familiar* spell is a versatile tool for spellcasters of every stripe, providing an able scout—and perhaps more importantly—a loyal companion magically summoned out of the aether. It's unsurprising, therefore, that mages would seek to modify the ritual to further customize and improve their magical friends. If one is willing to invest in rare incense and ritual components, any spellcaster can modify their familiar with improvements that rival the masterful companions summoned by witches and warlocks. Such familiars are dryly dubbed "Advanced Familiars," and can prove to be ideal adventuring companions.

To gain an advanced familiar, a character must first take the Familiar Tamer feat. Doing so improves the power of the familiar directly and enables the familiar to acquire a raft of powerful improvements.

### Different Ways to Acquire a Familiar

Characters can acquire familiars in a number of different ways. The easiest—and namesake—method is the *find familiar* spell, which summons a spirit to take animal form and serve the character. However, characters in *Cakewalk* can also grow familiars using a bag of farming or simply adopt harmless beasts they find in the world. No matter which method you use to acquire your familiar, you can utilize Familiar Tamer feat and familiar improvements.

### Feat: Familiar Tamer

*Prerequisite:* The ability to command a familiar

You have formed an inseparable bond with your familiar. Choose a familiar that obeys your commands to become an advanced familiar. This familiar can no longer change its form, but is empowered and gains unique improvements, as follows:

- › Your familiar gains an improvement available at 1st level.
- › Your familiar can have a total number of improvements equal to half your level, rounded up. You can add a new improvement to your familiar in a ritual over the course of 1 hour, which can be performed over the course over a short or long rest, by spending an amount in gold of rare ingredients as shown on the Improvements table for the improvement chosen. You can remove improvements over the same duration for no cost. For each improvement, you must have a high enough level and the familiar must meet the improvement's prerequisites. You can only choose each improvement once, unless otherwise stated.

### Advanced Familiar Statistics

An advanced familiar's statistics improve in the following ways:

- Your advanced familiar gains an additional number of Hit Dice equal to your level and increases its hit points accordingly.
- Your advanced familiar uses your proficiency bonus instead of its own.
- Your advanced familiar takes its turn immediately before or after your turn each round (your choice). Once on each of your turns as an action or a bonus action, you can mentally command your familiar to use its reaction to use an action listed in its statistics, including attacks.
- Your advanced familiar's attacks deal damage equal to 1d4 + its Strength or Dexterity modifier (your choice), if it would otherwise deal less damage.

# MASTER LEVEL

## Familiar Improvements

Advanced familiars can choose from a list of improvements that permanently change their statistics whenever you summon or acquire them. The following table shows the level you must achieve to pick an improvement for your familiar and the cost in gold of rare ingredients required to add the improvement to your familiar.

**1ST**

50 gp

**Amphibious**

Prerequisite: —

**Darkvision**

Prerequisite: —

**False Appearance**

Prerequisite: —

**Illumination**

Prerequisite: —

**Keen Hearing and Smell**

Prerequisite: —

**Language**

Prerequisite: —

**Mimicry**

Prerequisite: —

**Skillful**

Prerequisite: —

**3RD**

100 gp

**Ability Score Improvement**

Prerequisite: —

**Amorphous**

Prerequisite: —

**Blindsight**

Prerequisite: darkvision

**Damage Resistance**

Prerequisite: —

**Elemental Infusion**

Prerequisite: —

**Powerful Build**

Prerequisite: —

**Saving Throw**

Prerequisite: —

**Spider Climb**

Prerequisite: —

**5TH**

150 gp

**Ability Score Improvement**

Prerequisite: —

**Death Burst**

Prerequisite: —

**Elemental Ray**

Prerequisite: darkvision

**Flight**

Prerequisite: —

**Growth**

Prerequisite: —

**Incorporeal Movement**

Prerequisite: —

**Natural Armor**

Prerequisite: —

**Relentless**

Prerequisite: —

## MASTER LEVEL

**9TH**  
250 gp

### Ability Score Improvement

Prerequisite: —

### Flyby

Prerequisite: Flying speed

### Magic Resistance

Prerequisite: —

### Nimble Escape

Prerequisite: —

### Pack Tactics

Prerequisite: —

### Swift Dodge

Prerequisite: —

### Ability Score Improvement

Prerequisite: —

### Blood Frenzy

Prerequisite: —

### Breath Weapon

Prerequisite: —

### Brute

Prerequisite: —

### Damage Immunity

Prerequisite: —

### Retaliation

Prerequisite: —

**13TH**  
350 gp

### Ability Score Improvement

Prerequisite: —

### Legendary Resistance

Prerequisite: —

### Multiattack

Prerequisite: darkvision

### Regeneration

Prerequisite: —

### Spell Immunity

Prerequisite: —

**17TH**  
450 gp

### Ability Score Increase

*Prerequisite: 3rd-level master*

One of the familiar's ability scores increase by 2, or two of its ability scores increase by 1. The familiar can't increase an ability score above 20 using this feature.

You can select this improvement an additional time when you reach 5th level, 9th level, 13th level, and 17th level.

### Amphibious

*Prerequisite: —*

The familiar can breathe both air and water.

### Amorphous

*Prerequisite: 3rd-level master*

The familiar can move through a space as narrow as 1 inch wide without squeezing.

### Blindsight

*Prerequisites: 3rd-level master, darkvision*

The familiar can see invisible creatures up to 30 feet away from it.

## Blood Frenzy

*Prerequisite: 13th-level master*

The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

## Breath Weapon

*Prerequisite: 13th-level master*

**Action: Breath Weapon (1/Day).** The familiar exhales a 15-foot cone or 30-foot line of elemental energy (your choice). Each creature within the area must make a Dexterity saving throw. The DC for this saving throw equals 10 or 8 + the familiar's Constitution modifier + its proficiency bonus, whichever is higher. On a failed save, a creature takes 2d6 damage for each point of the familiar's proficiency bonus, or half as much damage on a successful save. This damage type is one of acid, cold, fire, lightning, poison, or thunder (your choice).

## Brute

*Prerequisite: 13th-level master*

When the familiar hits a creature with a melee attack, it deals one extra die of damage.

## Damage Resistance

*Prerequisite: 3rd-level master*

The familiar gains resistance to a damage type of your choice except bludgeoning, piercing, or slashing damage. You can select this improvement up to three times.

## Damage Immunity

*Prerequisite: 13th-level master*

The familiar gains immunity to a damage type of your choice except bludgeoning, piercing, or slashing damage. You can select this improvement up to three times.

## Darkvision

*Prerequisite: —*

The familiar can see in dim and dark conditions up to 60 feet, without color. If the familiar already has darkvision, its range increases by 30 feet.

## Death Burst

*Prerequisite: 5th-level master*

When the familiar drops to 0 hit points, it explodes in a burst of magical energy. Each creature within 5 feet of it must make a Dexterity saving throw, taking 1d6 force damage for each point of the familiar's proficiency bonus on a failed save, or half as much damage on a successful one. The DC for this saving throw equals 10 or 8 + the familiar's Constitution modifier + its proficiency bonus, whichever is higher.

## Elemental Infusion

*Prerequisite: 3rd-level master*

Choose one of the following damage types: acid, cold, fire, lightning, poison, or thunder. Your familiar's attacks and abilities deal damage of the chosen type.

## Elemental Ray

*Prerequisite: 5th-level master*

**Action: Elemental Ray.** The familiar makes a ranged spell attack roll against a creature it can see within 30 feet. Its bonus for this attack roll is its Dexterity modifier + its proficiency bonus. On a hit, the target takes 1d6 damage for each point of the familiar's proficiency bonus. This damage type is one of acid, cold, fire, lightning, poison, or thunder (your choice).

## False Appearance

*Prerequisite: —*

Choose an inanimate object similar in size and shape to the familiar. While the familiar remains motionless, it is indistinguishable from that object.

## Flight

*Prerequisite: 5th-level master*

The familiar gains a flying speed of 60 feet. If it already has a flying speed, its speed is increased by 30 feet.

## Flyby

*Prerequisites: 9th-level master, flying speed*

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

## Growth

*Prerequisite: 5th-level master, Tiny size*

The familiar's size increases to Small, its Hit Die increases to a d6 (its hit point maximum consequently increases by 1 for each of its Hit Dice), and its attacks' damage dice increase to d6s.

## Illumination

*Prerequisite: —*

The familiar sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

## Incorporeal Movement

*Prerequisite: 5th-level master*

The familiar can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

### Keen Hearing and Smell

*Prerequisite:* —

The familiar has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### Language

*Prerequisite:* —

The familiar learns to read and speak one language you know.

### Legendary Resistance

*Prerequisite:* 17th level master

**(2/Day)** If the familiar fails a saving throw, it can choose to succeed instead.

### Magic Resistance

*Prerequisite:* 9th-level master

The familiar has advantage on saving throws against spells and other magical effects.

### Mimicry

*Prerequisite:* —

The familiar can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check. The DC for this check equals 10 or 8 + the familiar's Charisma modifier + its proficiency bonus, whichever is higher.

### Multiattack

*Prerequisite:* 17th level master

*Action:* **Multiattack.** The familiar makes two melee attacks.

### Natural Armor

*Prerequisite:* 5th-level master

The familiar's Armor Class increases by 2.

### Nimble Escape

*Prerequisite:* 9th-level master

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

### Pack Tactics

*Prerequisite:* 9th-level master

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

### Powerful Build

*Prerequisite:* 3rd-level master

The familiar is considered to be one size larger for the purpose of determining its carrying capacity and the weight it can push, drag, or lift.

### Regeneration

*Prerequisite:* 17th-level master

The familiar regains 10 hit points at the start of its turn if it has at least 1 hit point.

### Relentless

*Prerequisite:* 5th-level master

**(1/Day)** If the familiar takes damage less than half its hit point maximum that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### Retaliation

*Prerequisite:* 13th-level master

*Reaction:* **Retaliation.** When the familiar takes damage from a creature within 5 feet of it, it makes a melee attack against that creature.

### Saving Throw

*Prerequisite:* 3rd-level master

The familiar gains proficiency in a saving throw it does not already have proficiency in. You can select this improvement twice.

### Skillful

*Prerequisite:* —

The familiar gains proficiency in two skills of your choice. You can select this improvement up to three times.

### Spell Immunity

*Prerequisite:* 17th-level master

The familiar is immune to three spells chosen by its master. Typical immunities include fireball, heat metal, and lightning bolt.

### Spider Climb

*Prerequisite:* 3rd-level master

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

### Swift Dodge

*Prerequisite:* 9th-level master

*Reaction:* **Swift Dodge.** The familiar adds 2 to its Armor Class against one melee attack that would hit it. To do so, the familiar must see the attacker.

# APERICOT

Round yet acrobatic, apericots make their homes in the branches of fruit trees, which they navigate with gymnastic ease.

**Fruit Theiving.** Apericots love tropical fruits, especially bananas and mangos, so much so that they venture out from the treetops to steal any fruit that they find. Many a merchant has been devastated to find their wagonload of bananas stolen overnight, and tourists carrying mangos are sometimes accosted by dozens of apericots in a mob. Entire herds of apericots can migrate across the jungle to wherever fresh fruit can be found, initiating disorganized fruit raids on markets and homes over the promise of pineapples.

**Treetop Communities.** Though single apericots can be found hanging in tree branches by their tails as far south as Candia, great villages of them amass deep in the jungle. The groves of fruit-bearing trees there constitute sovereign territory which the apericots will defend with their lives. The occasional exploration party might breach their distant corner of the jungle to find themselves surrounded by hundreds of snarling apericots in branches around and above. Such encounters sound practically apocryphal, but the few who survive a visit to an apericot village swear it to be true.



## Heliana's Guide to Monster Hunting

The advanced familiars in this book are compatible with the Tamer class from *Heliana's Guide to Monster Hunting*. Instead of creating bespoke familiars using the assistance of a biomancer, you grow your familiars or befriend them in the world.



If you take levels in the Tamer class, you can't benefit from the Familiar Tamer feat. Your familiars count as companions and your tamer level is used for the prerequisites of familiar improvements. As normal for the Tamer class, you don't expend costly materials to give your companions improvements.

When you tame a familiar provided in this book, it gains an additional 2 Hit Dice and its hit point maximum increases accordingly.

## Apericot

*Tiny beast, unaligned*

**Armor Class** 12

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

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	7 (-2)	8 (-1)	11 (+0)

**Skills** Acrobatics +4

**Senses** passive Perception 9

**Languages** —

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

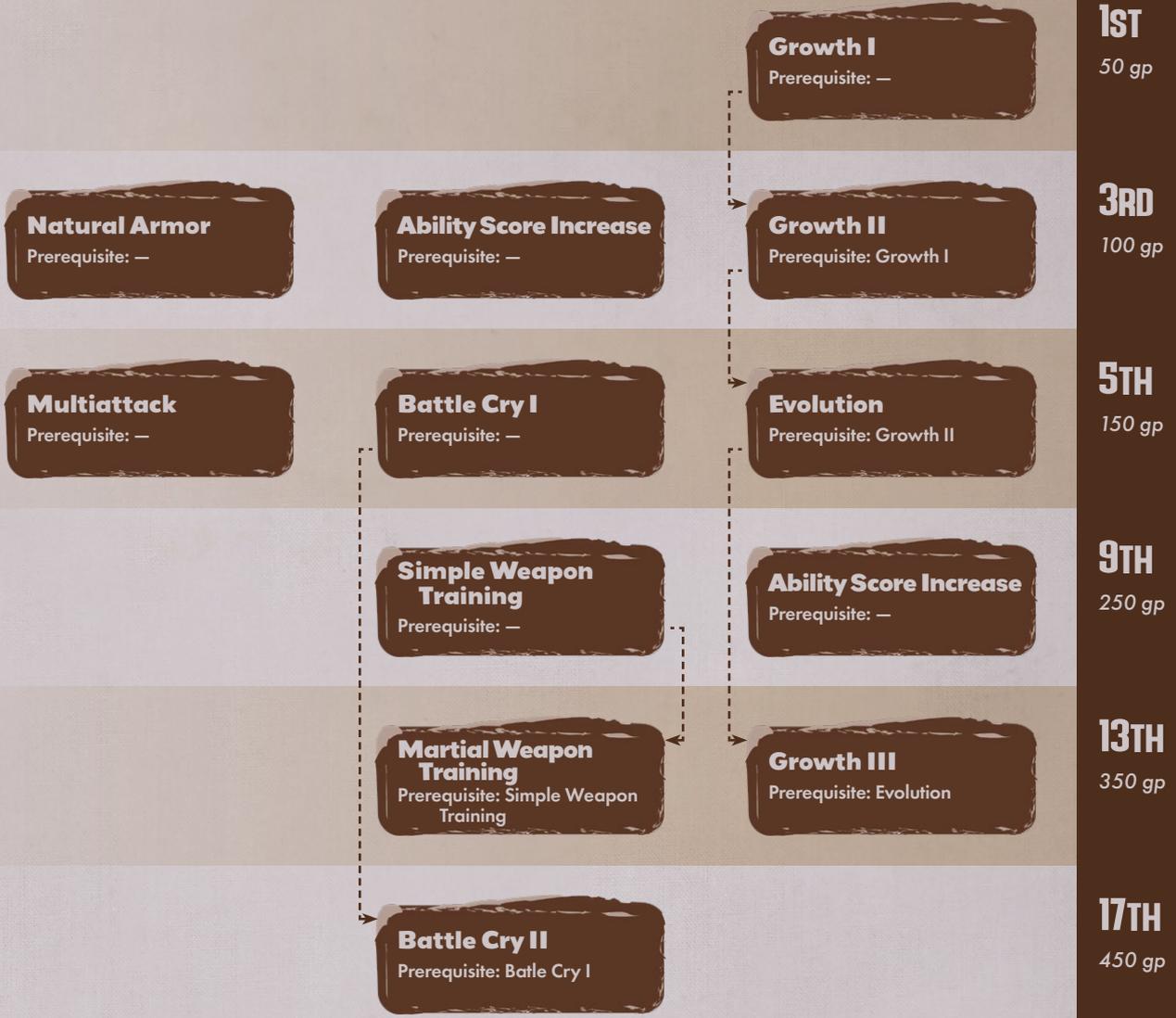
**Proficiency Bonus** +2

### Actions

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

**Rock.** *Ranged Weapon Attack:* +4 to hit, reach 30/90 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

# MASTER LEVEL



## Advanced Familiar

If you choose the apericot to be an advanced familiar using the Familiar Tamer feat, you can use the following unique list of familiar improvements instead of the improvements available to all other familiars.

### Ability Score Increase

*Prerequisite:* 3rd-level master

The familiar's Strength, Dexterity, or Constitution score increases by 2, or two of these ability scores increase by 1. The familiar can't increase an ability score above 20 using this feature.

You can select this improvement a second time once you reach 9th level.

### Battle Cry

*Prerequisite:* 5th-level master

**Bonus Action: Battle Cry (Recharges after a Short or Long Rest).** The familiar beats its chest and lets out a fearsome cry. Until the end of the familiar's next turn, the familiar and each creature of the familiar's choice within 10 feet of it that can hear it gains advantage on attack rolls.

### Battle Cry II

*Prerequisite:* 17th-level master, *Battle Cry I*

The range of the familiar's Battle Cry increases to 20 feet. Additionally, until the end of the familiar's next turn, the familiar deals an extra 1d6 damage when it hits with a weapon attack.

### Evolution

*Prerequisite:* 5th-level master, *Growth II*

Your familiar evolves into a mangorilla. Its statistics are replaced with those of the mangorilla. All of its improvements and additional Hit Dice remain and are applied to the evolved form. If the familiar has the Ability Score Increase improvement, it can change which ability scores it increases with the improvement.

This improvement costs 500 gp instead of the normal cost of an improvement.

### Growth I

*Prerequisite:* —

The familiar's size increases to Small, its Hit Die increases to a d6 (its hit point maximum consequently increases by 1 for each of its Hit Dice), and its attacks' damage dice increase to d6s.

### Growth II

*Prerequisite:* 3rd-level master, *Growth I*

The familiar's size increases to Medium, its Hit Die increases to a d8 (its hit point maximum consequently increases by 1 for each of its Hit Dice), and its attacks' damage dice increase to d8s.

### Growth III

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

The familiar's size increases to Large, its Hit Die increases to a d10 (its hit point maximum consequently increases by 1 for each of its Hit Dice), and its attacks' damage dice increase to d10s.

### Martial Weapon Training

*Prerequisite:* 13th-level master, *Simple Weapon Training*

The mangorilla gains proficiency with martial weapons. If it has the Multiattack improvement, it can make two attacks with any martial weapon it is holding.

### Multiattack

*Prerequisite:* 5th-level master

**Action: Multiattack.** The familiar makes two attacks.

### Natural Armor

*Prerequisite:* 3rd-level master

The mangorilla gains a +2 bonus to its Armor Class.

### Simple Weapon Training

*Prerequisite:* 9th-level master

The mangorilla gains proficiency with simple weapons. If it has the Multiattack improvement, it can make two attacks with any simple weapon it is holding.

### Modifying Familiar Statistics

The apericot uses Dexterity for its attack and damage rolls. The mangorilla uses Strength for its attack and damage rolls.



## BANANACONDA

The bright yellow bananaconda is a harmless-to-people jungle serpent which dwells in tropical trees and on the forest floor. Adventurous foodfolk sometimes keep these snakes as pets, due in large part to their vibrant colors and pleasant aroma.

**Bunches of Bananacondas.** Like its namesake, a bananaconda's life starts with banana trees. Bananacondas lay clutches of eggs on the limbs of banana trees, where they hatch camouflaged among bunches of bananas. The color is a tell-tale sign that a clutch of young bananacondas might dwell on a tree. While bananas ripen from a green color into a pleasant yellow, young bananacondas are always a perfect yellow hue.

**Sweet Scent.** When young bananacondas exceed the length of their camouflage bananas, it's time to leave the tree in search of food. Their bright color is ill-suited for stealth, so the serpents use another trick. Adult bananacondas produce a pungent fruity odor to lure in prey. Though the scent is less like an authentic banana and more like artificial banana flavoring, it's more than enough to attract hapless fruit-eating critters.

Daring snake tamers have been known to extract this banana scent essence, using it to produce fruity perfumes and artificial food flavorings. Such hunters can usually find bananacondas by their peels. Because these serpents shed their peels up to 10 times a year, their territories are a rather slippery terrain of peels in various stages of decomposition.

### Bananaconda

*Tiny beast, unaligned*

**Armor Class** 13 (natural armor)

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

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

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	2 (-5)	13 (+1)	11 (+0)

**Skills** Stealth +4

**Senses** blindsight 10 ft., passive Perception 11

**Languages** —

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

**Proficiency Bonus** +2

**False Appearance.** While the bananaconda remains motionless, it is indistinguishable from an ordinary banana.

**Sweet Scent.** The bananaconda exudes a sickly sweet smell of fruit. Any beast that has an Intelligence score of 3 or less that is within 10 feet of the bananaconda has disadvantage on Wisdom (Perception) checks made to perceive any creature other than the bananaconda. If a creature takes damage from the bananaconda, it is immune to the bananaconda's Sweet Scent for the next 24 hours.

#### Actions

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

# MASTER LEVEL

**1ST**  
50 gp

**Growth I**  
Prerequisite: —

**Improved Blindsight**  
Prerequisite: —

**3RD**  
100 gp

**Ability Score Increase**  
Prerequisite: —

**Natural Armor**  
Prerequisite: —

**5TH**  
150 gp

**Evolution**  
Prerequisite: Growth I

**Venemous Bite I**  
Prerequisite: —

**Growth II**  
Prerequisite: Growth I

**9TH**  
250 gp

**Crushing Grip**  
Prerequisite: Evolution

**Ability Score Increase**  
Prerequisite: —

**13TH**  
350 gp

**Natural Armor**  
Prerequisite: —

**Venemous Bite II**  
Prerequisite: Venemous Bite I

**17TH**  
450 gp

**Opprotunistic Lunge**  
Prerequisite: Evolution

## Advanced Familiar

If you choose the bananaconda to be an advanced familiar using the Familiar Tamer feat, you can use the following unique list of familiar improvements instead of the improvements available to all other familiars.

### Ability Score Increase

*Prerequisite:* 3rd-level master

The familiar's Strength, Dexterity, or Constitution score increases by 2, or two of these ability scores increase by 1. The familiar can't increase an ability score above 20 using this feature.

You can select this improvement a second time once you reach 9th level.

### Crushing Grip

*Prerequisites:* 9th-level master, Evolution

**Action:** **Crushing Grip.** The familiar deals 1d8 bludgeoning for each point of its proficiency bonus + its Strength modifier to a creature it is grappling.

### Evolution

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

Your familiar evolves into a cocobra. Its statistics are replaced with those of the cocobra. All of its improvements and additional Hit Dice remain and are applied to the evolved form. If the familiar has the Ability Score Increase improvement, it can change which ability scores it increases with the improvement.

This improvement costs 500 gp instead of the normal cost of an improvement.

### Growth I

*Prerequisite:* —

The familiar's size increases to Small, its Hit Die increases to a d6 (its hit point maximum consequently increases by 1 for each of its Hit Dice), and its attacks' damage dice increase to d6s.

### Growth II

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

The familiar's size increases to Medium, its Hit Die increases to a d8 (its hit point maximum consequently increases by 1 for each of its Hit Dice), and its attacks' damage dice increase to d8s.

### Improved Blindsight

*Prerequisite:* —

The range of the familiar's blindsight increases to 30 feet.

### Natural Armor

*Prerequisite:* 3rd-level master

The familiar's Armor Class increases by 2.

You can select this improvement a second time once you reach 13th level.

### Opportunistic Lunge

*Prerequisite:* Evolution

**Reaction:** **Opportunistic Lunge.** When a creature within 5 feet of the familiar misses it with a melee attack, the familiar can make a Bite or Constrict attack against that creature.

### Venomous Bite I

*Prerequisite:* —

When the familiar hits a creature with its bite attack, the target takes an extra 1d6 poison damage for each point of the familiar's proficiency bonus, up to a maximum of 4d6.

### Venomous Bite II

*Prerequisites:* 13th-level master, Venomous Bite I

The maximum damage of Venomous Bite increases to 6d6. Additionally, the target must succeed on a Constitution saving throw or be poisoned until the end of its next turn. The DC for this saving throw equals 10 or 8 + the familiar's Constitution modifier + its proficiency bonus, whichever is higher.

### Modifying Familiar Statistics

The bananaconda uses Dexterity for its attack and damage rolls. The cocobra uses Dexterity for its bite attack and damage rolls and Strength for its constrict attack, damage rolls, and escape DC.



## GARLICANINE

A foodfolk's best friend, the yappy, cuddly garlicanine will never leave its master's side, even when its pungent aroma would otherwise drive its master away.

**Nose for Shapechangers.** Garlicanines are notorious for yipping loudly at every opportunity—when someone is at the door, when a squirrel walks by, or just when they just feel like it—but they never fail to bay and growl when a shapechanger is near. Somehow, these garlic puppers can sniff out the likes of vampires and werewolves, no matter how well they are hidden. This is among the only times the otherwise peaceful garlicanines will bear their teeth or attempt to bite someone.

**Prodigiously Pungent.** Ironically, while garlicanines might possess a keen sense of smell, they are so odoriferous that it's impossible for anyone else to smell anything nearby. Garlicanine owners are infamous for smelling like garlic even without their pets. However, this pungency does little to hamper the garlicanine's own sense of smell, so they make excellent (albeit conspicuous) trackers.

### Garlicanine

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 5 (2d4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+0)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3, Survival +3

**Senses** passive Perception 13

**Languages** —

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

**Proficiency Bonus** +2

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

**Pungent.** Each creature other than the garlicanine within 15 feet of it has disadvantage on Wisdom (Perception) checks that rely on smell.

**Shapechanger Detection.** The garlicanine can sense the location of shapechangers within 30 feet of it.

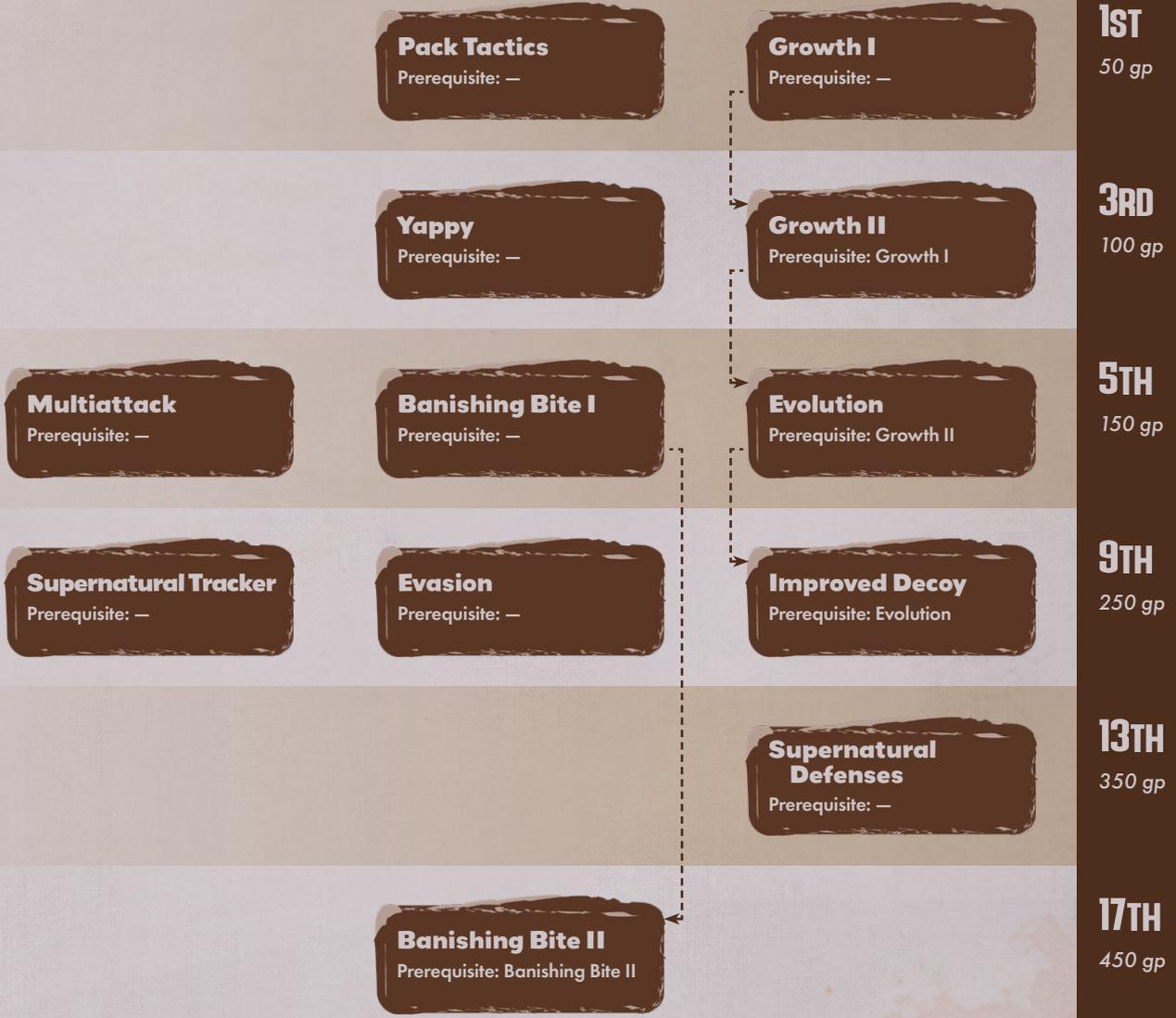
#### Actions

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

### Modifying Familiar Statistics

The garlicanine and growleek use Dexterity for their attack and damage rolls.

# MASTER LEVEL



## Advanced Familiar

If you choose the garlicanine to be an advanced familiar using the Familiar Tamer feat, you can use the following unique list of familiar improvements instead of the improvements available to all other familiars.

### Banishing Bite I

*Prerequisite:* 5th-level master

**Bonus Action:** **Banishing Bite (Recharges after a Short or Long Rest).** When the familiar hits a creature with its bite attack, the target must succeed on a Charisma saving throw or be banished to a harmless demiplane. The DC for this saving throw equals 10 or 8 + the familiar's Dexterity modifier + its proficiency bonus, whichever is higher. While banished in this way, the target's speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

### Banishing Bite II

*Prerequisite:* 17th-level master, *Banishing Bite I*

When the familiar uses its Banishing Bite, the target takes an extra 4d10 force damage. Additionally, if the target is banished, it remains in the demiplane for up to 1 minute, while the familiar concentrates on the effect (as if it were concentrating on a spell).

### Evasion

*Prerequisite:* 9th-level master

When the familiar is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

### Evolution

*Prerequisite:* 5th-level master, *Growth II*

Your familiar evolves into a growleek. Its statistics are replaced with those of the growleek. All of its improvements and additional Hit Dice remain and are applied to the evolved form. If the familiar has the Ability Score Increase improvement, it can change which ability scores it increases with the improvement.

This improvement costs 500 gp instead of the normal cost of an improvement.

### Growth I

*Prerequisite:* —

The familiar's size increases to Small, its Hit Die increases to a d6 (its hit point maximum consequently increases by 1 for each of its Hit Dice), and its attacks' damage dice increase to d6s.

### Growth II

*Prerequisite:* 3rd-level master, *Growth I*

The familiar's size increases to Medium, its Hit Die increases to a d8 (its hit point maximum consequently increases by 1 for each of its Hit Dice), and its attacks' damage dice increase to d8s.

### Improved Decoy

*Prerequisite:* 5th-level master, *Evolution*

The familiar can use its Tail Decoy reaction a number of times each day equal to its proficiency bonus.

### Multiattack

*Prerequisite:* 5th-level master

**Action:** **Multiattack.** The familiar makes two attacks.

### Pack Tactics

*Prerequisite:* —

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

### Supernatural Defenses

*Prerequisite:* 13th-level master

The familiar is always under the effects of the protection from evil and good spell.

### Supernatural Tracker

*Prerequisite:* 9th-level master

The familiar can cast the *locate creature* and *locate object* spells once each. Once it casts these spells, it can't do so again until it finishes a long rest.

Additionally, whenever the familiar makes a Wisdom (Perception) check, it can sense the presence of celestials, fiends, shapechangers, and undead within 60 feet of it. The familiar knows the type and number of creatures within the area, but not the exact locations of creatures.

### Yappy

*Prerequisite:* 3rd-level master

The familiar has advantage on initiative rolls and can't be surprised while it is conscious.

# SCOOPLING

Everyone knows that melancholic moment when an ice cream cone is dropped on the ground and lands with a splat. But on Yumm Island, such moments can also lead to the creation of a lifelong friend. Scooplings are just such a friend, made from ice cream and a smile.

**Familiars and Buddies.** Scooplings can be animated with a bit of talent, as many aspiring mages know, but they also might spontaneously spring to life when an ice cream cone is dropped and someone is very sad about that. Not every dropped ice cream turns into a scooping, no matter how many tears are shed, but every once in a while a spark of magic finds the discarded cone and animates it into a new friend.

Companions by nature, scooplings imprint on the first person they see and live solely to brighten their day. Mages find that this makes them ideal familiars, while laymen find a loyal pet to rival avogatos and garlicanine. And they never melt!



## Scooping

*Tiny elemental, unaligned*

**Armor Class** 12

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

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

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

**Damage Immunities** cold, poison

**Condition Immunities** poisoned

**Senses** passive Perception 10

**Languages** —

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

**Melty.** The scooping can spend 10 feet of its movement to cover a 5-foot square area in sticky melted ice cream. This area is difficult terrain for 1 hour or until it is cleaned with a gallon of water.

### Actions

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

## Modifying Familiar Statistics

The scooping uses Dexterity for its attack and damage rolls. The soft servant uses Intelligence for its spell attack and damage rolls and Strength for its melee attack and damage rolls.

# MASTER LEVEL

**1ST**  
50 gp

**Magic Resistance**  
Prerequisite: —

**Research Assistant**  
Prerequisite: —

**3RD**  
100 gp

**Growth**  
Prerequisite: —

**Ability Score Increase**  
Prerequisite: —

**5TH**  
150 gp

**Evolution**  
Prerequisite: Growth I

**Frigidity I**  
Prerequisite: —

**Slush Storm**  
Prerequisite: —

**9TH**  
250 gp

**Wizardly Immunity**  
Prerequisite: Magic Resistance

**Reform**  
Prerequisite: —

**13TH**  
350 gp

**Frigidity II**  
Prerequisite: Frigidity I

**Slush Storm II**  
Prerequisite: Slush Storm I

**17TH**  
450 gp

**Frigidity III**  
Prerequisite: Frigidity II

## Advanced Familiar

If you choose the scooping to be an advanced familiar using the Familiar Tamer feat, you can use the following unique list of familiar improvements instead of the improvements available to all other familiars.

### Ability Score Increase

*Prerequisite:* 3rd-level master

The familiar's Intelligence, Wisdom, or Charisma score increases by 2, or two of these ability scores increase by 1. The familiar can't increase an ability score above 20 using this feature.

### Evolution

*Prerequisite:* 5th-level master; Growth I

Your familiar evolves into a soft servant. Its statistics are replaced with those of the soft servant. All of its improvements and additional Hit Dice remain and are applied to the evolved form. If the familiar has the Ability Score Increase improvement, it can change which ability scores it increases with the improvement.

This improvement costs 500 gp instead of the normal cost of an improvement.

### Frigidity I

*Prerequisite:* 5th-level master

The familiar's attacks deal an extra 1d8 cold damage on a hit. Additionally, a creature that touches the familiar or hits it with a melee attack while within 5 feet of it takes 1d8 cold damage.

### Frigidity II

*Prerequisite:* 13th-level master; Frigidity I

The familiar's extra cold damage improves. The familiar's attacks now deal an extra 2d8 cold damage on a hit. Additionally, a creature that touches the familiar or hits it with a melee attack while within 5 feet of it now takes 2d8 cold damage.

### Frigidity III

*Prerequisite:* 17th-level master; Frigidity II

The familiar's extra cold damage improves. The familiar's attacks now deal an extra 3d8 cold damage on a hit. Additionally, a creature that touches the familiar or hits it with a melee attack while within 5 feet of it now takes 3d8 cold damage.

### Growth

*Prerequisite:* 3rd-level master

The familiar's size increases to Small, its Hit Die increases to a d6 (its hit point maximum

consequently increases by 1 for each of its Hit Dice), and its attacks' damage dice increase to d6s.

### Magic Resistance

*Prerequisite:* —

The familiar has advantage on saving throws against spells and other magical effects.

### Reform

*Prerequisite:* —

*Reaction:* **Reform.** When the familiar takes bludgeoning, piercing, or slashing damage from a nonmagical weapon and doesn't drop to 0 hit points, it regains 1d8 hit points, up to a maximum of the amount of damage taken.

### Research Assistant

*Prerequisite:* —

The familiar can speak the languages of its master and it gains proficiency in Arcana, History, Investigation, Nature, and Religion.

### Slush Storm I

*Prerequisite:* 5th-level master

*Action:* **Slush Storm (Recharges After a Short or Long Rest).** The familiar conjures a wintry cloud centered on a point it can see within 60 feet that rains a mix of rain and ice onto a 10-foot-radius area. This area becomes difficult terrain for 1 minute. Each creature within the area must make a Dexterity saving throw, taking 2d6 cold damage for each point of the familiar's proficiency bonus, up to a maximum of 8d6, or half as much on a successful one. The DC for this saving throw equals 10 or 8 + the familiar's Intelligence modifier + its proficiency bonus, whichever is higher. A creature that takes damage from this ability has disadvantage on Constitution saving throws it makes to maintain concentration on a spell.

### Slush Storm II

*Prerequisite:* 13th-level master; Slush Storm I

The maximum damage of Slush Storm increases to 12d6 and the area of the effect increases to a 20-foot radius. Additionally, when a creature fails its saving throw against the ability, its speed is reduced to 0 until the end of its next turn.

### Wizardly Immunity

*Prerequisite:* 9th-level master; Magic Resistance

The familiar is immune to one spell chosen by its master. When the master finishes a long rest, it can change which spell the familiar is immune to.



## COCOBRA

Related to tropical snakes and tropical fruits, the cocobra is an island native that is most at home on beaches where it can camouflage as a mislaid coconut shell.

**Shelled Snakes.** Unlike other snakes, the cocobra never fully grows out of the egg from which it hatches. Instead, the hard shell's fragments are attached to the skin and grow with the snake, gaining the characteristic heft and hair of a coconut shell by adulthood. At any time, the cocobra can retreat within this shell, which provides considerable defense against predators and camouflage against prey. Only creatures massive enough to crush a coconut underfoot or swallow one whole can prey on a cocobra once it is within its shell. And only prey smart enough to notice a strangely placed coconut know to give it a wide berth.

**Kept by Kokonauts.** Perhaps unsurprisingly, the cocobra is a favorite pet of the kokonauts. Both originate from distant islands and emigrated to Yumm on ocean waves, and both share a similar coconut shell skin.

### Cocobra

*Small beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 22 (5d6 + 5)

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	5 (-3)	14 (+2)	11 (+0)

**Skills** Perception +4, Stealth +4

**Senses** blindsight 10 ft., passive Perception 14

**Languages** —

**Challenge** 1/2 (100 XP)      **Proficiency Bonus** +2

**False Appearance.** While the cocobra remains motionless, it is indistinguishable from an ordinary coconut.

**Shell.** At the start of its turn, the cocobra can choose to withdraw into its shell or emerge from it. While inside its shell, the cocobra has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, it has disadvantage on attack rolls, and its movement speed is halved.

#### Actions

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

**Constrict.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

**Shell.** The cocobra retreats into its armored shell until the start of its next turn. While within its shell, the cocobra has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, its speed is halved, and it has disadvantage on Dexterity saving throws.

Many kokonauts carry on a tradition of snake charming that works exclusively with cocobras. By tapping on their shell to create a rhythm, a kokonaut can draw a cocobra out of its shell and compel it to dance. Most denizens of Yumm Island have only seen the snakes in this context, dancing for change on street corners and at local fairs. For the snake's part, it is hard to know if cocobras are confounded by the song's rhythm, or if they simply enjoy music.

# GROWLEEK

Though it has the lineage of a hunting dog, the growleek is chiefly a friendly household pet for foodfolk across Yumm Island.

## Swift and Unapologetically Dumb.

Growleeks love to chase, and seem tailor-built for speed. Its lean body, long snout, and slender legs turn it into a dart when it drops into a full sprint. Only its green tuft of a tail refuses to narrow out in the name of aerodynamics. However, this does little to discourage the dog's fondness for chasing prey.

Some growleek owners will write off the canine's idiosyncrasies as that of an overeager hunting dog, but the more common explanation is that growleeks just aren't terribly smart. They have a tendency to sprint after unassuming avogatos, manically chirp at odd noises, and howl on random occasions. They even make themselves dizzy chasing their enormous tails. All that being said, it doesn't matter that they're sort of dumb—growleeks are bright-eyed, loyal, and friendly, which makes them excellent pets.

**Root of a Wolf.** Much like other root vegetable dogs, such as the garlicanine and spudhound, the growleek traces its ancestry back to a long-extinct vegetable wolf that was prominent during the last ice age. As the ice age thawed, the veggies of Yumm Island began to domesticate the wolf for various tasks, such as hunting or herding. The growleek was bred as a keen hunting dog, released in packs to chase prey into advantageous positions for hunters. Though its role as a hunting dog has long since been abandoned, the growleek retains its keen senses and its love of the chase.

## Growleek

*Medium beast, unaligned*

**Armor Class** 13

**Hit Points** 26 (3d8 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	5 (-3)	13 (+1)	7 (-2)

**Skills** Perception +3, Stealth +5

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Chase.** The growleek can take the Dash action as a bonus action.

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

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage

### Reactions

**Tail Decoy (1/Day).** When the growleek is hit by a melee weapon attack from a creature it can see, it can move 10 feet without provoking opportunity attacks and cause the attack to strike its tail instead. Part of the tail breaks off and the attack automatically misses.



# MANGORILLA

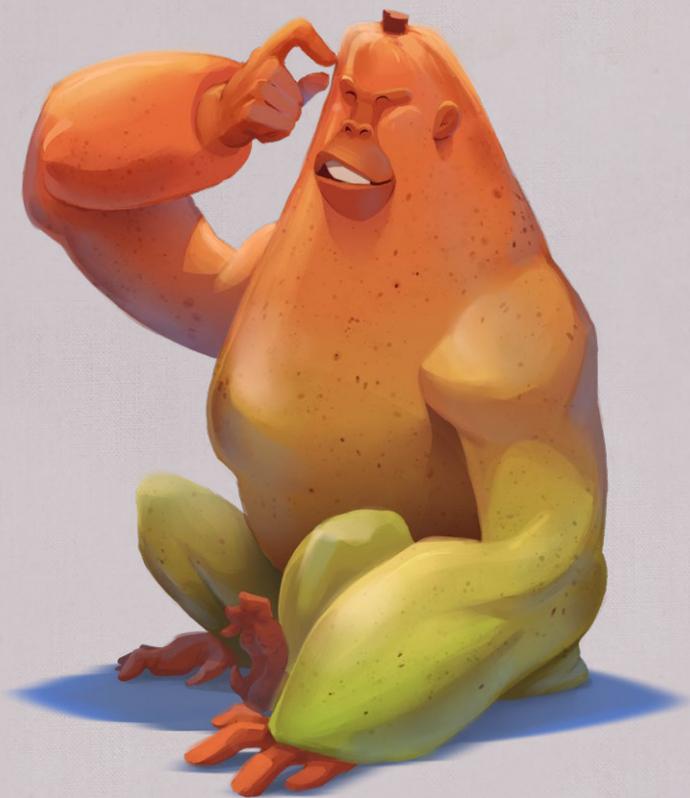
Among the most imposing denizens of Yumm Island, the mangorilla is surprisingly jovial and possesses more intelligence than its brawn would imply.

**Mighty and Good Natured.** The noble mangorilla lives in the treetops of Yumm Island alongside its smaller cousin, the apericot. While the apericot relies on acrobatics and speed to escape predators, the mangorilla utilizes brute strength. The mangorilla towers over most foodfolk and can hold its own against any predator found in the jungle (except perhaps the marizpanther), and as such, lives a solitary, relatively peaceful life.

Perhaps because they have little to fear, mangorillas are curious and affable creatures who will come down from their treetop homes to investigate foodfolk visitors and even mingle among them for a while. Mangorillas clearly possess a sense of humor (they likely invented the old “slipping on a banana peel gag”) and will even trade “gifts” with visitors to their part of the jungle, exchanging fruit for baubles or bundles of leaves for shiny rocks.

Mangorillas rarely attack unprovoked, and never harm those who pose no threat to them, such as children. They despise weapons, however, and will attack and disarm foodfolk who come near carrying nets or blades.

**Uncommon Intelligence.** When a mangorilla encounters a problem that brute strength can't directly solve, it can apply an unexpected amount of thought to it. Mangorillas can crack coconuts with rocks, unlock doors and windows, and build simple bridges over chasms. They might even have a rudimentary language of chirps and grunts understood only between them. Together, this makes them extraordinarily difficult to capture, but amazingly valuable when trained. A mangorilla raised from infancy could be taught sign language, how to use tools, and maybe even how to fight.



## Mangorilla

Medium beast, neutral

**Armor Class** 14 (natural armor)

**Hit Points** 19 (3d8 + 6)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

**Skills** Athletics +5, Intimidation +3

**Senses** passive Perception 10

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

**Challenge** 1/2 (100 XP)      **Proficiency Bonus** +2

**Powerful Build.** The mangorilla is considered to be one size larger for the purpose of determining its carrying capacity and the weight it can push, drag, or lift.

### Actions

**Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +5 to hit, reach 30/90 ft., one target. *Hit:* 4 (1d8 + 3) bludgeoning damage.

# SOFT SERVANT ☺

With sugar, cream, ice, and a flurry of incantations, one can create a loyal, if melty, companion.

A soft servant is an elemental from the Demiplane of Ice Cream that is crudely shaped into the form of a humanoid and enchanted to perform any task assigned by its creator.

**Spellcaster's Assistant.** Soft servants are created by spellcasters—usually lazy wizards—to handle mundane tasks, as well as to act as scouts, messengers, and assistants. In many ways, the creation of a soft servant is an upgrade to the *unseen servant* spell utilized by many spellcasters. The soft servant is more permanent and capable but hampered somewhat by its lumbering pace and sometimes sticky secretions.

When needed, a soft servant can also be called to defend their master. Though it isn't skilled with weapons, a dozen or more servants can be summoned at once, creating a wall of ice cream between a spellcaster and their foes.

## Soft Servant

*Small elemental, lawful neutral*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d6 + 8)

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

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

**Damage Immunities** cold

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** passive Perception 10

**Languages** Aquan, can read, write, and understand the languages of its creator but can't speak

**Challenge** 1/2 (100 XP)    **Proficiency Bonus** +2

**Amorphous.** The soft servant can move through a space as narrow as 1 inch wide without squeezing.

### Actions

**Frozen Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) cold damage.

**Ray of Frost.** *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 5 (1d8) cold damage.

## Horseradish

Large beast, unaligned

**Armor Class** 10

**Hit Points** 13 (2d10 + 2)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	9 (-1)

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

### Actions

**Hooves.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

## Ponyradish

Medium beast, unaligned

**Armor Class** 10

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	9 (-1)

**Senses** passive Perception 10

**Languages** —

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

### Actions

**Hooves.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.



## HORSERADISHES ☺

The horseradish of Yumm Island is a close analogue to riding horses elsewhere, with the notable difference that a horseradish is a large radish-like creature. Their vegetable-ness aside, horseradishes are fine work animals, suitable for long journeys across the island and agricultural work. And unlike horse-shaped animal crackers, horseradishes are wide enough to ride! Today, horseradishes are the predominant mode of quick transport across Yumm Island in places unreachable by train (with ponyradishes serving as mounts for smaller foodfolk).