

DR. STEIN'S TAMING TOURNAMENT





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INTRODUCTION

Dr. Stein's Taming Tournament is a 5th-edition adventure intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 5-11. The experience provided by the adventure depends on the level at which each opponent is fought, and is detailed in each opponent's section. The adventurers have a chance of taking part in a tamer battle tournament hosted by Dr. Francis N. Stein.

Taming Time! This adventure provides several ways for non-Tamer characters to access and control companions like Tamers do with their class features, which is required in order to compete in Dr. Stein's Taming Tournament.

VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the average level of the player characters (APL). **VDC** refers to a variable DC, **Vmod** to a variable modifier, and **Vdam** to a variable amount of damage. These variable statistics can be modified in text; for example, with an APL of 9, VDC + 10 means $15 + 10 = DC 25$.

APL	VDC	Vmod	Vdam
5-6	13	+5	5 (2d4)
7-8	14	+6	7 (2d6)
9-11	15	+7	10 (3d6)

BACKGROUND

With his defeat at the hands of the "brutish and unsophisticated" Granny Weathertax at the *Loot Tavern Taming Tournament*, Dr. Stein is seeking to improve his menagerie of mutated monsters the only way he knows how: by fiddling with biomancy. From the blood, ichor, or other physical detritus left on the battlefield floor, Stein plans to extract genetic material with which to make "very tiny stitches" into his own companions. Winning isn't his goal; rather, he just wants to find the best of the best.

With a hefty purse of gold on the line, Stein has managed to attract some less-than-reputable characters to compete in this round robin-format tournament, and other vendors quickly heeded his call to provide wares. Branton Quark has set up shop with an arsenal of mostly-functional Tamer-related devices (whose designs he adapted from L'Arseupin's creations), and Stein's own half-brother, Jonjo Starr, has penned

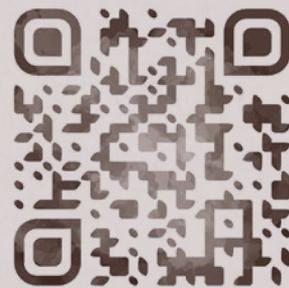
Spell Scrolls to sell, most of which are correctly worded. Stein himself plans to recoup some cost with a selection of delectable and mostly predictable potions.

The conditions are simple: the Tamer that can beat all the other Tamers—there's no self-aggrandizing grand final in this tournament—wins the prize. In the case of no outright winner, the Tamer with the most wins takes the pot, with the winner of the head-to-head matchup deciding ties. With four confirmed competitors, only one more is needed to complete the roster (but feel free to change this if your party decides to enter as individual participants).

TAMING AND YOU

This adventure diverges from *Loot Tavern's* usual monster hunts. Instead of going out into the wilderness in search of a deadly monster, the party heads to Stein's latest abode, where they use bonded companions to fight against the teams put together by the other competitors. For this reason, acquiring a bonded companion is necessary to participate in the tournament.

The Tamer. The easiest way to obtain a bonded companion is, of course, to play a Tamer! The full Tamer class and one subclass are available for free by following the QR code below!



HELIANA.LT/TAMER

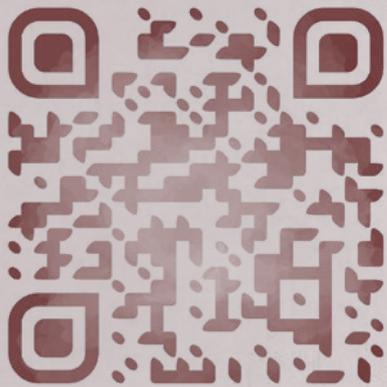


Not a Tamer? Not a Problem! Why should Tamers have all the fun (and hoard all the adorable pets)? This adventure provides different ways for non-Tamers to control a bonded companion in battle, allowing them to be a part of the tournament. For this reason, the battles have been designed as large team battles, with each foe fielding several creatures at once to battle the party's lineup. There are two methods that a non-Tamer can use to obtain a companion:

- ♦ **Rent-a-Friend.** The simplest way is for a non-tamer to borrow a companion with the *Tamer's Call* magic item (see page 39), which Quark loans out for a cost in gold pieces equal to the character's level. This companion can be borrowed from Stein's menagerie—he keeps a small selection of bonded companions which match the APL of the party. You can see the selection by following this link or the QR code below), or from a Tamer in the party.

If the party's Tamer doesn't have enough bonded companions for all their party members, they can expand that number with the use of the *Everbond Amulet* or *Heliana's Harmonious Habitat* magic items (see page 36 & page 37). The GM can decide to give one of these to the Tamer for the purpose of this adventure, have the Tamer buy it from Branton Quark, or allow them to craft it in advance.

- ♦ **Tame Your Own.** If a character wants to bond to a companion of their very own to take on adventures beyond this one, means of obtaining companions without having levels in the Tamer class are provided in the form of the *Bespoke Orb* magic item (see page 36) and the Tamer Adept feat (see page 60).



HELIANA.LT/TAMERCOMPANION2

VARIANT: SOLO PLAY

You may want this to be an activity for only one player; for example, to give the party's Tamer something to do during downtime. The adventure can easily be adapted for solo combat—instead of the two contestants fielding every familiar at once, they only release one creature at a time. A creature can be swapped out at any time or when it reaches 0 Hit Points. A contestant loses when the entirety of their lineup has dropped to 0 Hit Points.

TAMING 101

Taming and commanding your very own companion may seem complicated, but fret not! In order to successfully command your companion during the tournament, all you need to know are the following basics:

- Your companion doesn't roll Initiative. Rather, you roll Initiative as normal, and your companion takes its turn immediately after yours, on the same Initiative count.
- On your turn, you can use either an action or a Bonus Action to command your companion. If you don't, it only takes the Dodge action on its next turn.
- If you're a Tamer, you can choose to target your companion with spells that have a range of self or touch. If not, the *Spell Scrolls* sold by Jonjo Starr provide the same functionality.
- Your companion can't spend Hit Dice to regain Hit Points during a Short Rest, but it gains all the benefits of a Long Rest when you finish a Long Rest.
- Your companion can use armour and weapons, but it doesn't add its Proficiency Bonus to attack rolls made with a weapon with which it isn't proficient. If your companion wears armour that it lacks proficiency with, it has **Disadvantage** on any ability check, saving throw, or attack roll that involves Strength or Dexterity.
- Companions can't attune to magic items.

ORGANISING THE ADVENTURE

Each foe that you face has a unique lineup of creatures for each of the adventure's levels, so that they can adapt to a party of any strength. For large parties fielding a lot of companions at once, you may want to raise the level of their opponents above the APL. There is no order that the competing Tamers should be fought, however starting or ending with Dr. Stein. He has a certain poetic flair; he is both a poor Tamer and the organiser of the event. In addition, this adventure can be played in two different ways:

- ♦ **One and Done.** Every opponent is balanced for the party at their current level. The party goes through the entire tournament in one sitting, without leaving and returning stronger.
- ♦ **Come Back Next Time!** Alternatively, the tournament can be a recurring activity that the party participates in between other adventures. In order to do this, each foe should be stronger than the last, forcing the party to leave and return once they're higher level.

ADVENTURE HOOKS

A grand monetary prize awaits the victor of the Underground Taming Tournament. If this isn't enough of an incentive to your party, there are a few additional ways you can motivate them to participate in this adventure:

- ♦ **Curiosity: Quark's Curiosities.** Since the Loot Tavern Taming Tournament, L'Arsene's *Bespoke Orb* magic item has become quite the hit—everyone can be a Tamer! However, its popularity has caused it to command a premium and Branton Quark, sensing an opportunity, has made a knock-off. L'Arsene is curious about what corners he's cut, and whether they are strokes of genius or the product of a stroke. If the party can acquire one, test it out, and bring him back whatever remains, L'Arsene would be quite grateful.
- ♦ **Compensation: Biomantic Brilliance.** Humperdink, while not an aficionado of Stein's, certainly appreciates the genius with which he single-handedly invented the wizarding school of Biomancy. He offers to cover the party's entry fee on the condition that, if the party wins, they allow him to take some samples of whatever familiar Stein has cooked up as a prize.
- ♦ **Morality: Petar.** Taming creatures is *still* immoral, as the reluctant Tamer Petar will tell any who talk to him, right after he praises the virtues of veganism. He's training other Tamers to compete in the tournament, under the condition that in the event of a victory, they will use their new platform to decry the practice. Do you agree?



DREAD & BREAKFAST INN

After instilling some common sense into his half-brother, Jonjo, Stein decided to make use of his singular abilities. Jonjo happens to be a tavern mimic, a building-sized shapechanger capable of moving throughout the landscape, modifying his internal structure to create bedrooms or battlefields as required, and sometimes consuming those who shelter inside them. Stein has got Jonjo's word that no one will be consumed for the duration of the tournament, although no-one is certain that Jonjo wasn't crossing his fingers, somewhere in the tavern's basement, when he said this.

For the duration of the Underground Taming Tournament, Branton Quark, Stein, and Jonjo offer a variety of Tamer-related services and items in addition to their usual selection. The section below contains a brief overview of the NPCs and the goods they offer.

JONJO SLAIN?

The party may have previously slain Jonjo Starr if they undertook the adventure *Dread and Breakfast*, in *Heliana's Guide*. If this is the case, then Stein resurrected Jonjo using a clone he had set aside. Jonjo is still a tavern mimic, but Stein has used biomantic magic to create a source of soulless, laboratory-grown Humanoid meat to keep him satiated.

DR. STEIN

Dr. Francis Norman Stein is a CN magiscientist, infamous golemancer, and progenitor of the school of Biomancy. Prone in equal measure to hyper-fixation and gross lapses in attention, he is simultaneously one of the most prolific researchers of the arcane and author of the most unfinished experiments to grace this, or any other, plane. Though once human in both appearance and biology, his body is now an amalgam of arcanomachinery, biomantic graphs, and his most favoured organ: his brain.



DR. STEIN

???, biomancer, he/him

Personality. Forgetful, excitable, eidetic memory.

Appearance. A brain suspended in a vat of green fluid, with an assortment of metal contraptions and biomantic grafts. Moves by floating.

Desire. To create the most successful biomantically-engineered flora and fauna.

Fear. That he left the arcanothermic oven on.

"Hello! What astonishingly normal genetics you appear to have."





For the duration of the tournament, Stein offers special companion potions, which he refers to as “compots”. These drinks act like other magical potions, but only work on bonded companions. If a companion drinks a compot while already under the effects of a different one, the first’s effects immediately cease and are replaced by the effects of the new compot. Once mixed, a compot remains potent for **24 hours**, after which it loses its magical effects.

STEIN’S COMPOTS

Compot	Equivalent Potion	Price
Brave-x	<i>Potion of Heroism</i>	150 GP
Gone-x	<i>Potion of Invisibility</i>	150 GP
Bigger-x	<i>Potion of Growth</i>	150 GP
Mut-x Lite	<i>Potion of Resistance*</i>	300 GP
Strong-x	<i>Potion of Hill Giant Strength</i>	450 GP
Soar-x	<i>Potion of Flying</i>	300 GP

*Any damage type except Bludgeoning, Piercing, or Slashing

Side Effects. Stein’s creations often have unintended side effects, which your party is unlikely to know unless they have encountered him before. After a creature consumes a compot, roll a d20. On a 1-10 the companion develops a mutation as if it had been exposed to the mut-x in Stein’s Battlefield (see page 21). Roll on the Table A: Mutation table on page 21 to determine the effects.

JONJO STARR

Jonjo is a CN tavern mimic (see *Heliana’s Guide*). He is the central nervous system of the Dread and Breakfast Inn in which the tournament takes place. Jonjo appears like a Humanoid that has been pressed out from inside the tavern mimic’s walls. Much like a plaster death mask conforms to the shape of a corpse, all details like pores, hair, or scars are erased from Jonjo’s skin, which melds itself into the webs of pale lilac filaments that stretch taut from his body. Rather than move his body, Jonjo typically creates an amalgam of pseudopods in a vaguely hand-like form in a convenient location, using these to interact with the environment.

JONJO STARR

Monstrosity (tavern mimic), tavern, he/him

Personality. Welcoming, inquisitive, too much eye contact.

Appearance. The pale lilac facsimile of a humanoid pressed out of the tavern mimic's walls.

Desire. Create a welcoming environment in which people want to relax.

Fear. Loneliness

"Welcome! Come well! What sort of room would you like? Underwater? Reversed gravity? ... Green?"

After his near-death experience consuming travelers in the Tanglepines (see *Dread and Breakfast, Heliana's Guide*), Jonjo is mostly reformed and has taken to a life of scholarly penmanship, crafting and selling *Spell Scrolls*. For the duration, *Spell Scrolls* containing Tamer spells can be purchased from Jonjo to be used during the tournament's battles. These scrolls function like normal *Spell Scrolls*, with the following changes:

- They can only be used within the Dread and Breakfast Inn.
- A creature uses its choice of Constitution, Intelligence, Wisdom, or Charisma as the spellcasting ability to determine the spell save DC and spell attack bonus for spells cast from the scrolls.
- A creature controlling a bonded companion can cast the spell on the scroll even if it's not on that creature's spell list, although it must still succeed on an ability check using its spellcasting ability if the spell is of a level higher than it can normally cast. An exception to this are the cantrip scrolls, which can be cast without the need for an ability check. (Note: all competitors can cast the *Spell Scrolls* they have without making any spellcasting ability check).
- When a creature uses a scroll to cast a spell with a range of self or touch, its companion can be the target of that spell.

JONJO'S SCROLLS

Spell Level	Price	Available Spells
Cantrip	10 GP	<i>Can't trip*</i> , <i>Guidance</i> , <i>Resistance</i> , <i>Smokescreen*</i> , <i>Stalker's Eye*</i>
1st	60 GP	<i>Cure Wounds</i> , <i>Epinephrine*</i> , <i>Divine Favor</i> , <i>Expeditious Retreat</i> , <i>False Life</i> , <i>Heroism</i> , <i>Longstrider</i> , <i>Peppermint Plate*</i> , <i>Protection from Evil and Good</i> , <i>See Invisibility</i> , <i>Shield of Faith</i> , <i>Spikeskin*</i>
2nd	150 GP	<i>Barkskin</i> , <i>Blood Frenzy*</i> , <i>Eelskin*</i> , <i>Enhance Ability</i> , <i>Enlarge/Reduce</i> , <i>Invisibility</i> , <i>Lesser Restoration</i> , <i>Levitate</i> , <i>Mirror Image</i> , <i>Misty Step</i> , <i>Protection*</i> , <i>Protection from Poison</i> , <i>Shielding Word*</i> , <i>Spider Climb</i> , <i>Sugar Rush*</i> , <i>Vapourderm*</i>
3rd	300 GP	<i>Blink</i> , <i>Fly</i> , <i>Protection from Energy</i>
4th	600 GP	<i>Fire Shield</i> , <i>Freedom of Movement</i> , <i>Frogskin*</i> , <i>Stoneskin</i>
5th	1,200 GP	<i>Endure*</i> , <i>Feverskin*</i> , <i>Incorporeality*</i>

*see Appendix B - Spells

Side Effects. Jonjo's penmanship isn't always as precise as a potential customer might hope—it's hard when you're controlling a couple hundred pseudopods simultaneously—and his scrolls can be excitingly unpredictable. When a creature casts a spell using one of Jonjo's scrolls, roll a **d20**. On a **1-10**, the spell has one additional effect; if the number rolled is odd, the effect is detrimental, if it is even, it is beneficial. See the table below for a list of side effects, which is based on the spell's school of magic. If the spell targets an area of effect, the detriment or benefit affects all creatures in that area, regardless of whether a saving throw was required or succeeded.

JONJO'S SCROLL SIDE EFFECTS

School	Detriment (odd result)	Benefit (even result)
Abjuration	Bad Luck Magnet. The next attack roll against the creature gains a 1d6 bonus.	Abjured Ward. The creature gains 2d6 Temporary Hit Points.
Biomancy	Metabolic Downturn. The creature's Speed decreases by 15 feet until the start of the spellcaster's next turn.	Metabolic Uptick. The creature's Speed increases by 15 feet until the start of the spellcaster's next turn.
Conjuration	Eat Dirt. A pile of dirt appears above the creature and falls on it, knocking it Prone . A creature that is Prone in this way can stand up only by spending all its movement to make a VDC Strength check, ending the Prone condition and standing up on a success.	Miniport. Until the start of the spellcaster's next turn, the creature gains a new Reaction: Miniport. <i>Trigger:</i> The creature is the target of an attack by an attacker it can see. <i>Response:</i> The creature teleports up to 15 feet to an unoccupied space it can see, causing the triggering attack to miss.
Divination	False Future. The next ability check, attack roll, or saving throw the creature makes has a 1d6 penalty.	Bright Future. The next ability check, attack roll, or saving throw the creature makes has a 1d6 bonus.
Enchantment	Enamoured. Until the start of the spellcaster's next turn, the creature is Charmed by all other creatures on the battlefield.	Enamourable. The creature is alluring until the start of its next turn. For the duration, any creature that targets it with an attack or harmful spell must first succeed on a VDC Wisdom saving throw . On a failed save, the creature must choose a new target or lose the attack or spell.
Evocation	Tender. The creature is a magnet for energy. The next time it takes damage before the start of the spellcaster's next turn, it takes an additional 2d6 damage.	Invigorated. Until the start of the creature's next turn, the creature's Critical Hit threshold is reduced by 2 (e.g., if it would normally score a Critical Hit on a roll of 20, it does so on a roll of 18-20 instead).
Illusion	Faerie's Flame. The creature becomes outlined in glowing light until the start of the spellcaster's next turn. For the duration, any attack roll against the creature has Advantage and the creature can't benefit from being Invisible.	Nonvisibility. The creature becomes Invisible until the start of the spellcaster's next turn, or until immediately after it casts a spell or makes an attack, whichever comes first.
Necromancy	Lifecloth. Until the start of the spellcaster's next turn, the creature can't regain Hit Points.	Life Siphon. The creature is a conduit for lifeforce. The next time it deals damage to another creature with an attack or spell before the start of the spellcaster's next turn, it deals an additional 1d4 Necrotic damage and regains an equal number of Hit Points.
Transmutation	Levitate. The creature immediately floats up 20 feet , triggering Opportunity Attacks, and remains there until the start of the spellcaster's next turn, when it falls.	Fly. The creature gains a 30-foot Fly Speed (and can hover) until the start of the spellcaster's next turn. If it is not standing on a surface at this point and does not have a Fly Speed, it falls.

BRANTON QUARK

Self-proclaimed genius inventor, Branton Quark (Neutral alignment) is a master of taking other people's magic item designs and cutting corners. In his view, the golden zone is to make them just functional enough that customers rarely go to the trouble of paying for a private investigator to find his new premises (he moves around a lot) and make a complaint. He has two great rivals: L'Arsene Upin and Anton Spark. Little does he know, the latter is a pen name and disguise that L'Arsene adopts to avoid tax agencies and sell wares in cities where his reputation is less than gleaming.

For the duration of the tournament, Branton sells a variety of magic items (GM's discretion) in addition to the more recent designs he 'improved' after L'Arsene unveiled them at the Loot Tavern Taming Tournament. He offers a 10% discount compared to L'Arsene's prices. In addition to these, Branton can lease a *Tamer's Call* (see page 39) to any party member; the cost is a number of gold pieces equal to the character's level and the character can keep the item for the duration of the tournament. Quark mentions that the item only works inside the confines of the Dread and Breakfast Inn and that it should be returned after the tournament concludes. He does not mention the curse should someone break the terms of this lease agreement.

BRANTON QUARK

Humanoid (human), freelance inventor, he/him

Personality. Determined, conniving, gullible.

Appearance. Muscular, shaggy dark brown hair and beard, adorned in sometimes-functional arcanomechanical devices.

Desire. Make something better than Anton Spark. Or L'Arsene.

Fear. Someone will steal his original, bonafide genius designs.

"Need a pentathimble? Quadnoculars? Lousectomy shears?... Please?"



Item	Price	Vdam	Attunement	Price
<i>Bespoke Orb*</i>	Wondrous item	Uncommon		660 gp
		Rare	Required	4,230 gp
		Very rare		12,600 gp
<i>Everbond Amulet*</i>	Wondrous item	Uncommon		760 gp
		Rare	Required	4,230 gp
		Very rare		12,060 gp
<i>Heliana's Harmonious Habitat*</i>	Wondrous item	Uncommon		420 gp
		Rare	—	1,810 gp
		Very rare		8,310 gp
		Legendary		37,950 gp

*Prices include 10% discount

**See Appendix A

Side Effects. As mentioned, Quark's contraptions are *functional enough*. They always come with a quirk, which you can randomly determine by rolling on the table below. For more details on quirks, see page 115 in *Heliana's Guide*. In the case of these quirks, 'activating' the item is defined as:

- Spending 1 or more charges if the item has charges.
- Using an action, Bonus Action, or Reaction to activate one of the item's properties.

QUARK'S ITEM QUIRKS

d10 Quirk

- Unstable.** When you spend this item's last charge, roll a **d20**; on a **1**, it explodes. If the item doesn't have charges, roll a **d20** the first time it is used each 24 hours; on a **1**, it explodes. When the item explodes, it deals **Vdam** Thunder damage to you and each creature within **5 feet** of you, and becomes useless until it is repaired (repair time and cost equals one-quarter the crafting time and cost).
- Recoil.** When you activate this item, you're flung **5 feet** directly backwards and must succeed on a **DC 11 Dexterity saving throw** or fall **Prone**.
- Fossil Fueled.** When you activate this item, roll a **d20**. On a **1-2**, a cloud of thick black smoke with a **15-foot diameter** appears centred on you, Heavily Obscuring the area for the next **minute**.
- Ungrounded.** The first time you activate the item after you finish a Long Rest, you take **1d10** Lightning damage. After taking this damage, the next time you hit with an attack before you finish your next Long Rest, you deal an extra **1d10** Lightning damage.
- Resonant.** The item resonates in the vicinity of magic. When a spell of 1st-level or higher is cast within **30 feet** of it, it creates a loud vibrating noise that can be heard within **60 feet**.
- Anti-theft Technology.** When you activate this item, roll a **d20**. On a **1-2**, paint explodes outwards covering everything within **15 feet** of you. Until removed, affected creatures and objects can't benefit from being Invisible. The paint requires **1 hour** and a strong solvent to remove from a Small or Medium creature.
- Popup.** When you roll Initiative, roll a **d20**. On a **1-2**, a garishly coloured illusion matching your height and width appears in front of you for the next **minute**, showing one of Branton's latest creations, and shedding Bright Light for **15 feet** and Dim Light for an additional **15 feet**. For the duration, you are **Blinded** and creatures have **Disadvantage** on attack rolls against you. As a Bonus Action, you can make a **VDC Dexterity** check to try and press a small red 'x' in the corner. On a success, the illusion disappears early.
- Sticky.** When you activate this item, it sticks to you like a glue trap; for the next **hour**, you can't drop or be disarmed of the item. You can use an Action to make a **VDC Strength** check, removing the item on a success. Using a strong solvent causes you to automatically succeed on this check.
- Sneaky Advertisement.** Branton Quark couldn't help but include an ad for his own business on this item. When you roll Initiative, roll **1d10 - 7**. The item can't be used for a number of rounds equal to the result of the roll (negative numbers count as 0 rounds) as it plays a catchy jingle. If you use a Bonus Action to feed the item **1 GP** at any point, you can enjoy a premium, ad-free experience until you finish a Long Rest.
- Unreliable Brilliance.** When you activate this item, roll a **d20**. On a **1**, the mechanism gets jammed and fails to activate; any action used to expend the charge/use is wasted, as is the charge/use. On a **20**, the item works exceptionally: the item functions as usual and no charges/uses are expended.

RULES REMINDER - ENCHANTED QUIRKS

If the item is attuneable, then the boon or flaw is only applied to a creature while it is attuned to the item. If the item is consumable (e.g., a potion, food, or scroll), then the quirk is present for the duration of the item's effect or, if the item has no duration (like a *Potion of Healing*), **1 hour**. If the item is neither attuneable nor consumable, then the quirk is active while the item is in the creature's possession, whether it is being held, carried, or worn.



CZE & PEKU

1 SQUARE = 5 FEET

CARTOGRAPHER: CZE & PEKU

MAP 1. DREAD & BREAKFAST INN

THE TOURNAMENT

The Underground Taming Tournament takes the form of a round robin tournament with five contestants. No competitor is expected to fight more than one contest between Long Rests, thus the whole tournament takes 5 days (with one contestant getting a rest day each day). Contestants that signed up to the contest earliest have the advantage of deciding which battlefield to fight on (the party always signs up last for this reason), while the contestant that signed up most recently gets priority on deciding who to fight on any given day.

Winning. The winner of a fight is the Tamer (or taming party) with the last creature left standing in the arena. Ties are not permitted; if the last two creatures are reduced to 0 Hit Points simultaneously, the two Tamers roll d20s until one Tamer has a higher result than the other—this Tamer is the winner (in the referee's opinion, their companion fell unconscious a microsecond later). A contestant that wins all four of their matches takes the grand slam and wins the tournament. In the case that two contestants are tied for the most number of wins, the winner of the head-to-head matchup of that pair wins the tournament. In the case of a tie for the number of wins by 3 or more contestants, a battle royale occurs.

Battle Royale. Each Tamer that is tied for the most wins selects one companion. These companions (of which there could be 3, 4, or 5) fight one another until one is left standing. That companion's Tamer wins the battle royale and the tournament.

ENTRY FEE

Each competing team must pay an entry fee in Gold Pieces equal to 100 times their APL. This covers their food, accommodation, healing fees, and rental of any of the companions for hire (see associated Companions for Hire PDF), and Mushy's exorbitant refereeing fees.

RULES

Every tournament needs rules, and the Underground Taming Tournament is no exception. Flyers containing this information are plastered all over the tavern for the duration of the event, as well as handed to each participant. Stein or Jonjo explain the rules in detail when a new competitor signs up for the tournament.

RULE 1 -

COMPANIONS FIGHT COMPANIONS

What this entails:

- Once a fight begins, no one but bonded companions belonging to the participants are allowed in the designated fighting area.
- Non-participants can spectate and cheer during the fights, but otherwise can't interfere by any means.
- A participant can only use spells and effects that affect the companion they're controlling. A participant can't attack opposing Tamers or companions.
- Companions can't attack or target opposing Tamers with spells or effects.

RULE 2 - YOU'RE DOWN, YOU'RE OUT

What this entails:

- Once a companion drops to 0 Hit Points, it's considered to be out of the fight and can't rejoin it, even if it's healed. A companion that's out of the fight can no longer be attacked or targeted by spells or effects from Tamers or other companions.
- A companion is also considered to be out of the fight if it ends its turn outside of the designated fighting area, or if its Tamer recalls it back to its vessel.

RULE 3 - EASY ON THE MAGIC

What this entails:

- The only spells that can be cast during the fight are the ones from the scrolls sold by Jonjo Starr. The only potions that a companion can take prior to the fight are the companion cocktails sold by Stein.
- A participant can use no more than two scrolls during one fight.
- A companion must not be under the effects of any spell upon entering the fighting ring.
- Potions can't be consumed during the course of the fight, but companions may be given potions prior to entering the ring.

Mushy, a diminutive hyphan, acts as the referee for the matches, and keeps a close eye on any potential rules violations (rolling Perception and Insight checks with a **Vmod** bonus). Breaking any of the rules results in immediate loss of the match.

THE LOOT TAVERN TAMING TOURNAMENT

— RULES —

RULE 1.

COMPANIONS FIGHT
COMPANIONS



RULE 2.

YOU'RE DOWN,
YOU'RE OUT



RULE 3.

EASY ON
THE MAGIC

HANDOUT 1. THE RULES

THE FIGHTS

A companion battle works according to the normal rules of combat. Each side brings forth the companions they wish to command in the fight and has them enter the fighting ring. Once all companions have entered the ring, combat begins and all creatures with companions inside the ring roll Initiative. Combat proceeds until all the companions on either side are eliminated, or until one side unanimously concedes the match.

Balance and Numbers. Each rival competitor has exactly four companions to field across all levels of difficulty, whether all at once or one at a time as part of the Solo Play variant (see page 2). If the party is too small or too numerous, this may affect balance. In these situations, consider adjusting the strength of the enemy team as if the party was of a lower or higher APL, respectively.

Just for Fun. Stein doesn't want any dead companions on his hands; living material is far more useful. For this reason, a special enchantment is cast ahead of every battle, making it so that creatures that are reduced to 0 Hit Points within the fighting ring are immediately stabilised. In addition, creatures can't instantly die from massive damage while within the ring.

Bio-men-cy. In order to keep things even when facing off against contestants fighting in the tournament as a team, Stein has created biomantic clones of each other contestant. Each of these clones can control a single companion. A contestant always brings forth three clones so that they can field all of their companions, with the exception of Tranton Snark who brought their cousin—er... kobold apprentice, Chobald, and seem to mysteriously be able to control three companions on their own. Note that if you're running this adventure using the Solo Play variant, there's no need for the competitors to use clones.

During the battle, each competitor, clone, or assistant thereof uses an action or Bonus Action on their turn to command their bonded companion. In addition, the party's foes have access to a collection of special *Spell Scrolls* from Jonjo's selection (see page 7), detailed in their respective sections. Even if a specific contestant has the ability to cast their own spells, they only cast spells using the scrolls and require no spellcasting ability check to do so. A biomantic clone can cast and concentrate on spells independently from the original. The collection of scrolls is shared between the original and their clones, and any of them can access and use any scroll on their turn—there's no need to assign each clone specific scrolls in advance.

THE RING

Every combat takes place in a special room in the Dread and Breakfast Inn, especially fitted for this purpose. With an oddly distant and focused look, Jonjo Starr changes the internal makeup of his body to represent the battlefield that the contestant who signed up earliest has chosen. Each contestant, other than the party, has chosen a battlefield that has special terrain, hazards, and effects that suit the traits of their team of companions.

The battlefields and their respective effects are detailed under each contestant's section. Each map contains a marked area, which is the designated fighting ring, inside of which the companion battles take place; the rest of the map is meant for spectators. If a combatant ends its turn outside of this area, it's immediately considered to be out of the fight, according to the rules. The fighting rings have no vertical boundaries other than the height of the room, which is always 30 feet. In addition, the fighting rings are warded so that any harmful effects originating within it stop at its limits, so as not to harm the Tamers and spectators, or Jonjo, whom the battle happens within.

Starting Positions. The contestant that chose the battlefield gets to choose which side of the battlefield its companions start on. Companions must begin the battle within **10 feet** of the edge of the arena designated for their team. Mushy, the referee, uses their best judgment when obstacles are present.

KNOW THY ENEMY

Just because there's no big monster to hunt doesn't mean there isn't a chance to gather clues. The inn is packed with observant spectators who may have competed against the current contestants before, seen them in training, or otherwise have valuable insights they may be willing to share. In-between fights, the party can wander the inn and try to fish for information from the characters described below.

BOGBOLZ*

Astute, pragmatic, and forever exasperated with the ineptitude of those around her, the foreman, elder, and matriarch of the Frockit Clan (Bogbolz, N **goblin boss**) is attending the tournament in the hope of drumming up business. The Frockit Clan are dungeon-building specialists, and where else would you find clientele than at the foremost villain-networking event, the Underground Taming Tournament.

The character that describes itself as 'Tranton Snark'—actually three kobolds named Quobald,

Kwobald, and Cobald in a trenchcoat—has caught Bogbolz’s eye. She is always on the lookout for talented trap-makers and Tranton seems to portray the brand of co-operative gumption and laissez-faire attitude towards personal safety that Bogbolz could use. A successful **VDC Charisma (Persuasion)** check can persuade her to share what she’s observed so far. This check automatically succeeds if the party uses an argument similar to “the true test of an employee’s ability can only be seen during adversity”. This check can be bypassed if the party presents Bogbolz with a boobytrapped device, describes (in detail) a trap that almost killed them, or succeeds on a **VDC + 5 Dexterity (Thieves’ Tools)** check to disarm a new trap of Bogbolz’s invention.

Information. Tranton’s team are a combination of Constructs and cave dwellers—creatures used to hunting in low light conditions. Here’s the key info to share:

- Tranton’s Construct companions tend to be heavily armoured and have low agility.
- Some of the creatures become more powerful in Dim Light or Darkness.
- All of Tranton’s companions can see even in magical darkness. Some have Blindsight or Tremorsense, and those that don’t are equipped with magical antennae that impart a type of Blindsight.
- Bogbolz saw the kobolds electrocute themselves many times when they were refining the magical antennae technology in their workshop.
- Tranton’s battlefield is a partially-flooded, dimly-lit cave. The water isn’t deep but it’s connected to the anvil at the centre in some way.
- Most of Tranton’s companions are adapted to traversing twisting caverns on the walls or through the air.

Preparation. If the party needs help interpreting these clues, you can lead them to the following conclusions:

- Effects that target Dexterity or other saving throws will be more effective against the highly armoured Constructs than direct attacks.
- The ability to create magical light will be beneficial.
- The ability to deal Lightning damage will be useful.
- Tranton’s creatures can climb and fly; ranged attacks will be useful. Also there’s something fishy about the water...

*For more information on Bogbolz and the Frockit Clan, consult the adventure *Polyhedrooze*, in *Heliana’s Guide to Monster Hunting*.

BOGBOLZ

Humanoid (Goblin), foreman, she/her

Personality. Authoritative, down-to-earth, easily exasperated.

Appearance. Tall (for a goblin), resting unimpressed expression, patchwork clothes, carries clipboard and quill.

Desire. To get the job done on time and in budget.

Fear. Tax collectors.

“To be quite honest, it’s a health and safety nightmare. Don’t tell the unions.”



AEON*

Someone has been giving cats a bad name and the LN chronosphinx, Aeon, has traced the felinophobic villain to this time and place. Aeon is not a fan of rats, snakes, and other pests at the best of times, let alone when they inhabit some of the temples built in their honour. Tony Two Tails has been using their temples as a base of operations and leaving them in a terrible state.

Aeon wants to divulge what they know about Tony's tactics but, ever the arbiter of equality and justice, they feel it would be unethical to do so before

the tournament occurs. If the party succeeds on a **VDC Charisma (Persuasion)** check, Aeon identifies a loophole; they can transport the party to the future, after the tournament occurs, tell them there, and then bring them to the past. It's not breaking any rules to speak of history, is it? This check can be bypassed if the party presents Aeon with an item of great historical significance, describes (in detail) a world-shaping event in which they had a hand, or succeeds on a **VDC Intelligence (History or Religion)** check to give a novel hypothesis on a series of seemingly unconnected historical events.

AEON

Chronosphinx, Horological luminary, they/them

Personality. Enigmatic, curious, contemplative.

Appearance. Six-legged sphinx with blue fur and three golden masks. Occasionally shifts between a cub, an adult, and an elder.

Desire. One day, to one day achieve enlightenment and ascend to a higher level of existence. For now, to restore the Horological Order.

Fear. To forget.

"Time is a cycle with no end or beginning. How, then, am I able to sense its impending conclusion?"



Information. If the party accepts this offer, they gain 1 **paradox point**** and learn that Tony's companions are a mix of cats and Fiends, with a good balance of ranged and melee combatants, and with at least one flying companion. The cats all have unusual enhancements thanks to Tony's fiendish, feline influence:

- Tony's cats have a habit of creating an awful noise that seems to damage eardrums and cause headaches.
- Tony's arena is a training ground composed of pillars and walkways suspended above the ground. The pillars are narrow; Medium and larger creatures struggle to keep their footing on them.
- Tony's companions all have a feline grace that allows them to navigate these obstacles more easily.
- Many of Tony's companions fly. With the terrain, the only way to target them is from afar.

**What on the planes are paradox points!? They're a new time-travel related system that is introduced in *Zaman's Guide to the End of Time!* It's coming out on Kickstarter in April 2025, [check it out here](#).

Preparation. If the party needs help interpreting these clues, you can lead them to the following conclusions:

- Defence against Thunder and Psychic damage will be useful.
- Ranged attacks are a must to target flying creatures and those on the pillars.
- Spells and effects that grant **Advantage** on Dexterity checks will prove very beneficial to navigate the battlefield.

*For more information on Aeon and their offshoot timekeeping agency, the Horological Order, consult the adventure *The Timekeeper's Trials*, part of *Zaman's Guide to the End of Time*.

THREEFLOWER*

A timid, LG gnome, Threeflower is a druid of the Blossom Union, a sect of druid-monks who care for the Springwood and seek to nurture the buds of hope the world over. Archdruid Xyxl, one of the Union's leaders, has dispatched the unassuming and softly-spoken gnome to "support" Mulch on their unauthorised escapade. In reality, Xyxl wants an eye kept on Mulch: they have a penchant for mischief and the archdruid doesn't want them giving the Union a bad reputation.

THREEFLOWER

Humanoid (gnome), druid, he/him

Personality. Nervous in new company, relaxed in nature, kind, grateful.

Appearance. Stocky, moss-green hair, rough-spun clothing, accompanied by Moo.

Desire. Find a quiet, sunlit corner and spend his evenings smoking half-leaf.

Fear. Offending people, confrontation, forest fires.

**Yawns* "Oh, h-h-hello. Am I in your way? No? sorry. Moo would like to know if you have any candy."*



Threeflower doesn't want to let a friend down, but a successful **VDC Charisma (Persuasion)** check can help him realise that the quicker Mulch loses, the sooner they'll be home. This check can be bypassed if the party presents him with a rare plant or sits with him in companionable silence for 20 minutes (a successful **VDC Wisdom (Insight)** check identifies that the hustle and bustle of the tournament has him flustered and he needs to feel grounded).

Information. Mulch's team is a collection of Plants. They have at least one ranged attacker and one tough front liner. Here's the key info to share:

- Mulch is fond of dabbling with toxic and hallucinogenic flora; they've developed quite a tolerance against Poisons of all natures and Threeflower wouldn't be surprised if their companions have too.
- Mulch recently visited the Timespun Sands in order to study cacti. Those things are mighty prickly; best not to touch them!
- Mulch's companions can deliver a mean, poisonous punch as mischievous blink squirrels quickly learn when they try to raid Mulch's treehouse.
- Mulch's favourite place in the Springwood is a pocket of permanent autumnal decomposition: The Alltumn Grove. Few folks go there as the mushrooms that grow often release toxic spores.
- In addition, the Alltumn Grove has notoriously trixy quickmud deposits; these can be lethal without someone to help you out of them!

Preparation. If the party needs help interpreting the clues, direct them to these deductions:

- Poison will be ineffectual against Mulch's companions, and they deal Poison damage.
- The arena has random poison-based effects, but Mulch's companions are unaffected by this.
- Some of Mulch's companions should be avoided in close quarters, and certainly not grappled.
- Spending too long in quickmud can lead to you getting stuck! It's much easier for a friend to help you out than to help yourself out.

*For more information on Threeflower and the Blossom Union, see the adventure, *The Shining Shrine*, in *Heliana's Guide to Monster Hunting*.

CREO*

Why CREO, the LN Construct Remit Engineer Organism, is at the tournament depends on if you have already run the *Motes of the Divine* adventure arc, or if you plan to do so in the future. If the former, CREO has been rebuilt following the purge of Stein's virulent code from the Clockwork Arcadia to ensure he doesn't unleash another world-threatening catastrophe. If you plan to run *Motes* in the future, then this version of CREO could be the first; they have yet to undertake any of the plot points that happen in the lead up to *Motes*. In that case, they're here to collect biological samples for their mother-factory, CRE, in the Clockwork Arcadia.

CREO has been studying Stein training and a successful **VDC Intelligence (Persuasion)** check convinces CREO that providing insight into Stein's companions will result in a more interesting matchup, better showcasing the biomantic brilliance of your team. This check can be bypassed if the party presents CREO with something like a perfectly random generator (e.g. a perfectly cut die), describing in detail some of Stein's or CRE's creatures that the party has encountered, or succeeding on a **VDC Dexterity (Tinker's Tools)** check to fix an awful crick in CREO's pain circuits.

Information. Stein's creatures come in two flavours: Monstrosities, typically chimeras of multiple other creatures; and a weird assortment of unpredictable creations ranging from Celestials to Elementals to Oozes. It's best to expect the unexpected and bring a wide variety of tactics and damage types.

- Stein's creatures all seem unusually flexible; their limbs and neck appear to lengthen when they swing a claw or reach for a bite.
- Stein is all about adaptability—damage him once, shame on him; damage him twice, his mut-x is obviously malfunctioning. Stein has inoculated each of his companions with mut-x which, when activated by Stein, provides Resistance to the last damage type it took.
- Stein's favourite laboratory was at Drakescale Peak, the main chamber for which had a big lake.
- If CREO recalls correctly, the water was all contaminated with mut-x; contact with it brought about random mutations.

*For more information on CREO, CRE, and the Clockwork Arcadia, consult the adventure arc *Motes of the Divine*.

CREO MK.1 (PRE-MOTES)

Construct, sample collector, they/them

Personality. Determined, precise, and laconic.

Appearance. A bipedal, limbed automaton made of brass and metal with a single, enormous blue-irised eye in its chest.

Desire. Have members of the Meowling Marauders in every basement, ship, and granary.

Fear. Get sent back to the Hells, again.

"Would you describe yourself as of good genetic stock?"

CREO MK.4 (POST-MOTES)

Construct, sample collector, they/them

Personality. Polite, precise, and friendly.

Appearance. A bipedal, limbed automaton made of brass and metal with a single, enormous blue-irised eye in its chest.

Desire. Have members of the Meowling Marauders in every basement, ship, and granary.

Fear. Get sent back to the Hells, again.

"Hey again! Please tell me you haven't seen anything resembling an arcanomechanical toad recently."



OPPONENTS

This section contains the information needed to run the companion battles with each Taming Tournament competitor. Each competitor has three bespoke companions in addition to the other creatures they've tamed, although these may not all be fielded, depending on the party's APL. These companions are bolded in the tables, and statistics for them can be found in Appendix C on page 44.

Recharge Actions. Any action that specifies a Recharge is modified in the following way:

- ♦ Recharge 6: Once per Long Rest.
- ♦ Recharge X-6, where X is any number: Once per Short or Long Rest.

DR. FRANCIS STEIN*

A novice Tamer of absolutely no renown, Stein is better known for his strokes of biomantic genius and spates of absentminded abiogenesis. With a mind like no other (literally... his brain floats in a jar of viscous green fluid), debate rages about whether Stein is a force for good or ill; his distractable and forgetful nature has led to many an experiment escaping (see owlbear in *L'Arsene's Ludicrous Larceny*). While he is the tournament's organiser, he is quite happy to lose; his goal is to research and document the variety of genotypes, phenotypes, and biological anomalies on show. Stein's companions are all biomantic in origin, either his own creations, like the black puddling, or the infamous work of other wizards, like the owlbear and griffon.

*For more information on Dr. Stein, you can consult multiple sources. *Polyhedrooze* and *Dread and Breakfast in Heliana's Guide to Monster Hunting*; *Motes of the Divine*; and the *Loot Tavern Taming Tournament*.

DR. STEIN

???, biomancer, he/him

Personality. Forgetful, excitable, eidetic memory.

Appearance. A brain suspended in a vat of green fluid, with an assortment of other metal contraptions and biomantic grafts. Moves by floating.

Desire. To create the most successful biomantically-engineered flora and fauna.

Fear. That he left the arcanothermic oven on.

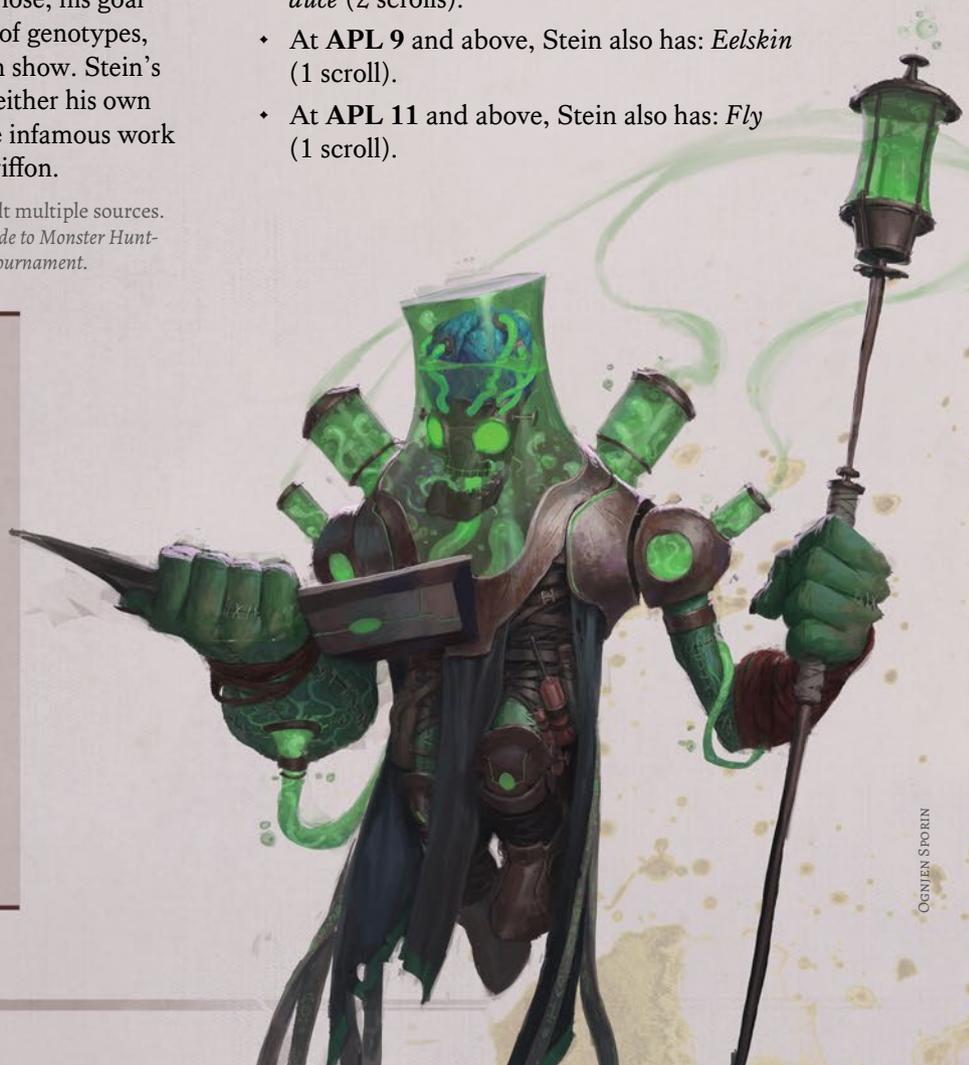
"Did I mention this was where the infamous biomantic icosahedrooze was birthed? I'm a genius even when I'm not around!"

Stein rolls Initiative with a +2 **bonus** and has the following features:

- ♦ **Lengthening Limbs.** Extra sinew, biomantic grafts from a rubber tree, and a lot of yoga has increased the reach of all Stein's companions' attack by **5 feet**, as well as increasing the distance they can long jump by **10 feet** and high jump by **2 feet**. This reach increase is included in the bespoke companion statistics (those with the word "Stein's" in their name).
- ♦ **Reactive Mutation.** Stein can take the following Reaction. *Trigger:* Stein's companion takes damage and is within **60 feet** of Stein. *Response:* Immediately after the companion takes the triggering damage, it gains **Resistance** to that damage type. When it gains a new Resistance from this feature, it loses any previously gained Resistances from this feature.

Stein's Scrolls. Stein uses Intelligence as his spell-casting ability (+6 modifier, +10 to spell attack rolls, **save DC 18**). He has the following *Spell Scrolls*:

- ♦ *Spikeskin* (3 scrolls), *Resistance* (3 scrolls).
- ♦ At **APL 7** and above, Stein also has: *Enlarge/Reduce* (2 scrolls).
- ♦ At **APL 9** and above, Stein also has: *Eelskin* (1 scroll).
- ♦ At **APL 11** and above, Stein also has: *Fly* (1 scroll).



STEIN'S TEAM

APL	Team Composition	XP per Character*
5	Stein's Waxolotl ¹ , Cockatrice, Dough Golem, Emaciated Bloodhound Companion ^{1,2}	800
6	Stein's Waxolotl ¹ , Cockatrice, Griffon, Emaciated Bloodhound Companion ^{1,2}	1,100
7	Stein's Handipede ¹ , Stein's Waxolotl ¹ , Griffon, Emaciated Bloodhound Companion ^{1,2}	1,550
8	Stein's Handipede ¹ , Stein's Waxolotl ¹ , Centaur, Griffon	2,300
9	Stein's Black Puddling ¹ , Stein's Handipede ¹ , Centaur, Griffon	3,200
10	Stein's Black Puddling ¹ , Stein's Handipede ¹ , Centaur, Owlbear	4,300
11	Stein's Black Puddling ¹ , Owlbear, Winter Wolf, Wyrmskull Ooze ¹	5,700

*For a party of four player characters.

¹See Appendix C

²With normal companion limitations: no Legendary Actions, Lair Actions, or Legendary Resistance.

STEIN'S BATTLEFIELD

Francis Stein's battlefield is one of his favoured ex-laboratories. "Ex-" because he was chased out after one-too-many of his experiments escaped, and he contaminated the water supply with mut-x. The battlefield is a series of stone platforms around a pool of mut-x. The ceiling of the arena is **20 feet** above the stone platforms. The lip to the pool is about 1 foot—creatures without a Climb Speed require **10 feet** of movement to climb from the pool onto the stone. The fresh mut-x that Jonjo creates as he transforms into the battlefield is free of the usual acidic corrosion, but still results in unpredictable mutations (see Table A: Mutation table). Stein's companions start to the north, and the players' to the south.

Mut-x Pool. A creature that starts its turn in the mut-x pool or enters the pool for the first time on a turn must roll on Table A: Mutations. A creature can have a maximum of one of each mutation type; if the same one is rolled (for example, a second Vulnerability), reroll until the result is a new mutation. A creature can have up to two simultaneous mutations from Table A; if it gains a third, the first is lost, when a fourth is gained, the second is lost, etc.

In addition, a creature **15 or more feet** below the pool's surface is Heavily Obscured from view by a creature above the surface.

TABLE A: MUTATION

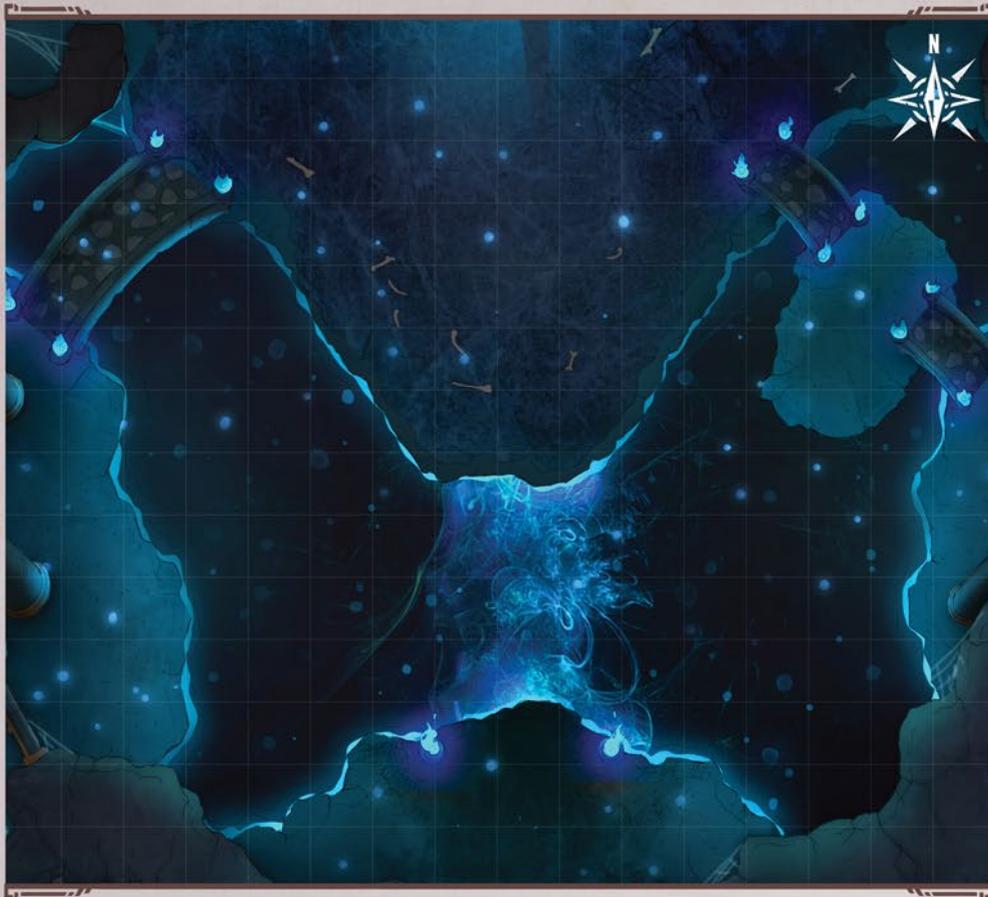
d6	Mutation	Effect
1	Vulnerability	The creature gains Vulnerability to a random damage type in Table D.
2	Debilitation	The creature has Disadvantage on ability checks and saving throws associated with one random ability from Table C.
3	Two Left Feet	The creature's walking appendages deform; it gains a -1 penalty to its AC and its Speed is reduced by 5 feet .
4	Webbed Hands	The creature gains a Swim Speed of 20 feet or, if it already has a Swim Speed, this speed increases by 10 feet . In addition, it has Disadvantage on Sleight of Hand checks.
5	Literal Third Eye	The creature grows a third eye and has Advantage on Perception checks and Initiative rolls. In addition, it has Disadvantage on Persuasion checks against Humanoids that can see the eye.
6	Resistance	The creature gains Resistance to a random damage type in Table D.

TABLE B: DURATION

d4	Duration
1	10 minutes
2	1 hour
3	1 day
4	1 week

TABLE C: ABILITIES

d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma



1 SQUARE = 5 FEET

CARTOGRAPHER: CZE & PEKU

MAP 2. STEIN'S ARENA

CZE & PEKU

TABLE D: DAMAGE TYPES

d10	Damage Type	Resistance Description
1	Acid	The creature's skin secretes a liquid that causes the acid to bubble and turn to... water?
2	Cold	Layers of thick fur and blubber coat the creature, insulating it.
3	Fire	The creature's skin billows thick smoke, extinguishing flames before they strike.
4	Force	Force energy is deflected, as if by an impossibly strong magnet.
5	Lightning	The lightning ripples across the creature's skin, earthing itself at its feet.
6	Necrotic	The creature's flesh appears to grow back in rapid, cancerous lumps.
7	Poison	The creature's lymphatic system inflates as some sort of antitoxin suffuses it.
8	Psychic	The creature's single-mindedness prevents any neuropathic overstimulation.
9	Radiant	The creature's skin turns golden, absorbing radiation in a warm glow.
10	Thunder	A barrier of low pressure air surrounds the creature, distorting its breathing and footsteps.

STEIN'S TACTICS

Stein's tactics are quite unsophisticated; he cares little for the effects of the mut-x pool (though he delights in seeing the transformations occur on other peoples' companions) and sends his beefy creatures in a charge, jumping over the pools or striking from afar with their increased reach.

Stein. Stein's first act is to cast *Spikeskin* on his beefiest creatures and get them into melee range as quickly as possible. His high Intelligence lets him predict when an AoE might occur and to use his *Scrolls of Resistance* in preparation. He uses Reactive Mutations the first time each creature takes damage. If he identifies a theme among the damage types (again, he's quite intelligent), he leaves the most-used damage Resistance in place.

Generic Tactics. The companions' increased jumping distance and/or Fly Speed allows melee combatants to get into position quickly; the cockatrice, dough golem, griffon, owlbear, and wyrmskull ooze all undertake this tactic. Creatures with a ranged option, such as the black pudding, bloodhound, centaur, and winter wolf (which has an AoE), cover their advance with these ranged attacks, with other creature's holding back until the winter wolf has used its AoE. Creatures with a Fly/Swim Speed and ranged option position themselves above/in the pool and attack from range.

Black Puddling. The black pudding's tactic is to get close to the enemy and allow itself to be hit. With its low AC and wide range of Resistances (Stein chooses ones for its Assimilate II trait that he predicts (with good accuracy) the damage type the party will use) and high Hit Points, it can take many hits and dish out damage with its Acidic Burst trait and the *Spikeskin* spell that Stein casts. It covers its advance with its Spit attack.

Handipede. The handipede sticks almost exclusively to its Moth form, flying above the pool and using Chill Touch. If a creature moves into melee range, it instead uses Shocking Grasp and, if it hits, flies away.

Waxolotl. Early on in the fight, preferably when its enemy is bunched up, the waxolotl uses its Wax Breath to restrain as many foes as possible and give its melee compatriots Advantage on their attack rolls. After that, it flies above the pool and uses its Ember ranged spell attack.

BEATING STEIN

Upon the battle's conclusion, Stein is gleeful. With a wave, he reinvigorates his companions and a horde of adolescent mimics in the shape of buckets, dustpans, brushes, and test tubes materialise and begin collecting the biological detritus that litters the battlefield. Feathers, fur, fluid, nothing is spared. As he congratulates the party, shaking their hand, two extra arms appear from under his robes, taking notes, while watched over by an eye on a mechanical stalk.



MULCH*

A tanukin with an unquenchable propensity for dry and deadpan humour, the CG Mulch has come to the tournament to prove flora are better than any fauna! This nonbinary druid of the Blossom Union has gathered a wide selection of creatures ranging from creatures of their favoured Alltumn Grove, to mushrooms from The Low and cacti from the Timespun Sands.

*For more information on Mulch and the Blossom Union, see the adventure *The Veiled Lady*, in *Heliana's Guide to Monster Hunting*.

MULCH

Humanoid (rakin), druid, they/them

Personality. Curious, enthusiastic, overthinker.

Appearance. Short, bug-eyed, calico-furred, dressed in orange and pink.

Desire. Cultivate new and unique species of fungi.

Fear. Bureaucracy, paperwork, and chores.

"Would you care for a smoke? Perhaps something stronger? I think I have some psilocibin..."

Mulch rolls Initiative with a +2 **bonus** and has the following features:

- ♦ **Sporebloom.** Mulch's companions have a variety of toadstools growing from them. As a Bonus Action, Mulch can command their companion to activate those spores, eliciting one of the following effects at the start of the companion's turn. Each companion can use this feature once before needing to finish a Short or Long Rest before using it again.
 - ◇ **Psilocybin kwikitrippiae.** Each creature within **5 feet** of the companion must succeed on a **VDC Constitution saving throw** or suffer the effects of the *Confusion* spell until the start of Mulch's next turn.
 - ◇ **Raging henbane.** The companion enters a rage until the start of Mulch's next turn. For the duration, the companion has **Resistance** to Bludgeoning, Piercing, and Slashing damage and, on its turn, the creature can only take actions that have the potential to damage creatures towards whom the companion is Hostile.
 - ◇ **Noradreno mucorales.** The companion becomes stimulated until the start of Mulch's next turn. For the duration, its Speed increases by **15 feet** and, when it takes the Attack or Multi-attack action, it can make one additional attack as part of that action. When this effect expires, the companion becomes tired until the start of Mulch's subsequent turn. For the duration, its Speed is reduced by **15 feet** and it can't take Bonus Actions or Reactions.
- ♦ **Tolerance.** Mulch's companions have been exposed to all manner of weird fungi and plants. As a result, their companions have **Resistance** to Poison damage and **Immunity** to the Poisoned condition.

Mulch's Scrolls. Mulch uses Wisdom as their spellcasting ability (+4 modifier, +7 to spell attack rolls, **save DC 15**). They have the following *Spell Scrolls*:

- ♦ **Expeditious Retreat** (3 scrolls), **Smokescreen** (3 scrolls).
- ♦ At **APL 7** and above, Mulch also has: **Cure Wounds** (2 scrolls).
- ♦ At **APL 9** and above, Mulch also has: **Barkskin** (1 scroll).
- ♦ At **APL 11** and above, Mulch also has: **Blink** (1 scroll).



MULCH'S TEAM

APL	Team Composition	XP per Character*
5	Mulch's Hyphan ¹ , Anise Starshooter ² , Sandsipper Cannoneer ¹ , Sandsipper Slugger ¹	800
6	Mulch's Hyphan ¹ , Anise Starshooter ¹ , Sandsipper Cannoneer ¹ , Sandsipper Slugger ¹	1,100
7	Mulch's Hyphan ¹ , Mulch's Onion Knight ¹ , Anise Starshooter ¹ , Sandsipper Cannoneer ¹	1,550
8	Mulch's Hyphan ¹ , Mulch's Onion Knight ¹ , Anise starshooter ¹ , Immature Duskcap Companion ¹	2,300
9	Mulch's Cactusk ¹ , Mulch's Onion Knight ¹ , Anise Starshooter ¹ , Immature Duskcap Companion ¹	3,200
10	Mulch's Cactusk ¹ , Mulch's Onion Knight ¹ , Immature Duskcap Companion ^{1,3} , Young Suneater Owlbear ¹	4,300
11	Mulch's Cactusk ¹ , Scarab Squire ¹ , Adolescent Suneater Owlbear Companion ^{1,4}	5,700

*For a party of four player characters.

¹See Appendix C

²With 30 Hit Points

⁴With normal companion limitations: no Legendary Actions, Lair Actions, or Legendary Resistances.

MULCH'S BATTLEFIELD

Their favourite place in the Springwood, the Alltumn Grove, is a boggy clearing filled with decomposition and toxic toadstools. Mulch's companions start to the north of the map and have a keen knowledge of which obstacles to use for cover and which to avoid. A strip of quickmud, tangling roots, and fallen, slippery trees forms a barrier between them and the characters' companions, who start to the south. The ceiling of the arena is 30 feet above the ground.

There are several obstacles of note:

Cover: Skull & Logs. A creature occupying a space within the skull has Three-Quarters Cover from effects that originate from outside of the skull. Creatures adjacent to the logs in the map's centre have Half Cover against effects that originate from the other side of the logs.

Hazard: Quickmud. The watery areas are actually quickmud, a non newtonian fluid that can quickly trap a stationary creature. The area is Difficult Terrain and, if a creature starts its turn in the quickmud, it sinks and its Speed is reduced by 10 feet. If its Speed is reduced to 0 feet in this way, it becomes **Restrained**.

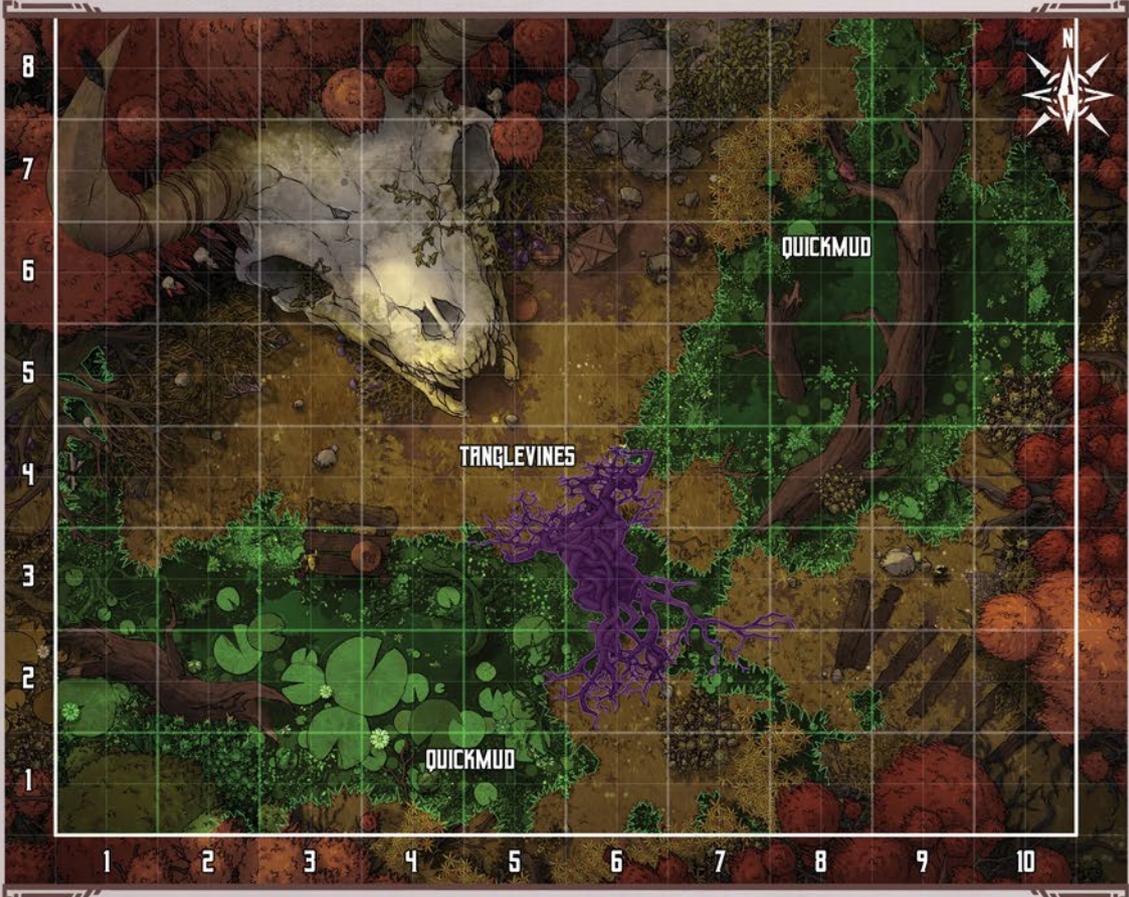
The creature can use an action to make a **VDC + 5 Strength** check, freeing itself on a success. A creature not in the quickmud that is within 5 feet of a creature **Restrained** in this way can use its action to make a **VDC Strength** check, freeing the stuck creature on a success.

Hazard: Soporific Spores. On Initiative count 20 of each round (losing ties), three 10-foot-square areas of toadstools grow and release spores. Roll a **d8** (x-axis) and a **d10** (y-axis) to determine where the areas occur; if the same square is selected twice, reroll both dice to choose a new square. When the areas appear, each creature in them must succeed on a **VDC Constitution saving throw** or become **Poisoned for 1 minute**. A creature that is Poisoned in this way that has 6 Hit Points or fewer remaining falls asleep and is **Unconscious** until it is no longer Poisoned, or until it takes damage.

Hazard: Tanglevines. The vines in the map's centre are tricky to navigate; a creature that moves through them must make a **VDC Dexterity saving throw** when it first enters the area, or starts its turn there and moves. On a failure, it falls **Prone**. A creature can choose to move through them carefully, expending 2 feet of movement for each foot it moves, avoiding this effect.

LEFT: OGNEN SPORIN; CENTER: RICHARD NGUYEN; RIGHT: MOHAMMED BELLAQUH & JESSE JACKDAW BURNS





1 SQUARE = 5 FEET

CARTOGRAPHER: CZE & PEKU

MAP 3. MULCH'S ARENA

CZE & PEKU

MULCH'S TACTICS

All of Mulch's companions are well-acquainted with the battlefield layout and fight according to the tactics below:

Mulch. Mulch uses *Expeditious Retreat* scrolls to enhance their melee combatants in the first round. In the second round, they use *Smokescreen*, either to cover the advance of the melee attackers or protect the ranged attackers. Once the melee attackers are in range, they use their Bonus Action to activate appropriate Sporeblooms.

Generic Tactics. Mulch's ranged attackers (cannoneer or starshooter) take full advantage of the skull for its Three-Quarters Cover. The mainline melee creatures (slugger, onion knight, cactus, owlbear, and squire) attempt to create a frontline that forces the characters' companions into the Difficult Terrain at the map's centre. The midliners (duskcap, hyphan) try to stay out of melee, darting in close enough to make a non-disadvantaged attack (and take advantage of its Sneak Attack trait in the case of the duskcap).

Cactusk. As the cactusk moves to the frontline, it covers its advance with ranged attacks from its Spineshot. Once within charging distance, it moves towards the enemy and makes Tusk attacks. On its first turn starting within melee distance, it positions itself without provoking Opportunity Attacks and uses Pollen Cloud.

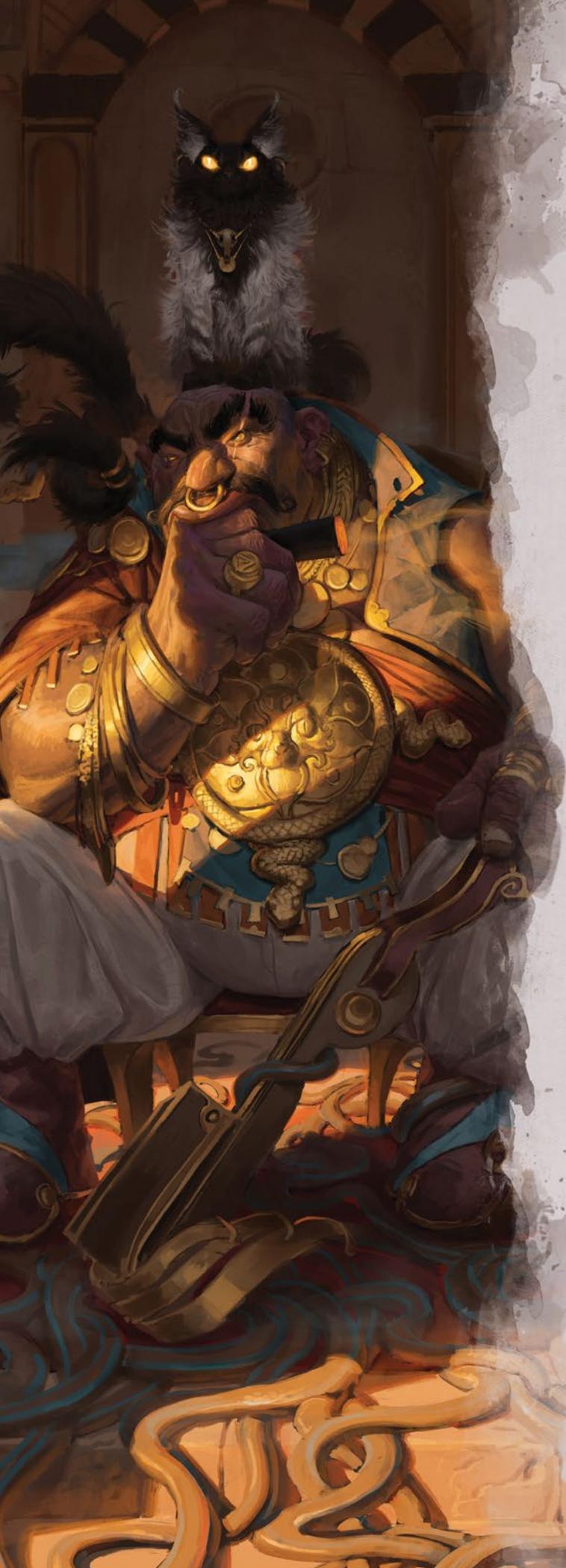
Hyphan. The hyphan uses its Help Bonus Action as often as possible, without putting itself in melee range of an enemy. On its first turn, the Hyphan uses its Puffballs action to force the enemy companions towards its melee allies, or to cut off its enemies' retreat if they have already advanced. On its second turn, it uses its Calming Spores on the next enemy creature in the Initiative order, causing it to become ambivalent to all of Mulch's companions. After that, it tries to remain out of melee range, using its Poison Spray action.

Onion Knight. As the onion knight moves to the frontline, it covers its advance with ranged attacks from its Javelins. When it can move into melee reach of one enemy but remain 10-15 feet away from another enemy, it does so, and uses its Frightful Spores with the hope of frightening both creatures and preventing the further creature from moving into melee until it ceases to be Frightened. Midliners (see Generic Tactics above) take advantage of this and position themselves accordingly, so that the Frightened combatant can close the distance. Once the Frightful Spores effect ends, it moves into melee range of multiple creatures so that its Waterworks trait blinds them.

BEATING MULCH

In defeat, Mulch immediately revives their fallen companions before pensive and distractedly congratulating the party. They give them one use each of *Noradreno Mucorales*, *Psilocybin Kwikitrippiae*, and *Raging Henbane* (see Appendix A) before, in a sudden, excited eureka moment, exclaiming "Ayahuasca!". Their recently revived companions perk up their ears at this and they all begin to dance around excitedly in a circle.





TONY TWO TAILS*

While all pygmy rakshasas are experts in middle management, the LE Tony Two Tails needs almost no guidance from his fiendish overseers to create souls desperate enough to accept a devil's deal. The tournament is the perfect proving ground for his new agents—a house sphinx, liemonger, and rakitten—to perfect their ability to annoy, aggravate, and antagonise victims to the point of hopelessness. From atop the shoulder of his handler*, he commands his companions, each of whom are embodiments of Tony's fiendish and feline nature.

*For more information on Tony Two Tails, his handler, and their nefarious machinations, consult the adventure *A Tale of Two Tails*, in *Heliana's Guide to Monster Hunting*.

TONY TWO TAILS

Fiend, mob boss, he/him

Personality. Cunning, ruthless, and charming.

Appearance. A house cat, with the fluffiest blue-grey fur and gold eyes.

Desire. Have members of the Meowling Marauders in every basement, ship, and granary.

Fear. Get sent back to the Hells, again.

"... meow?"

Tony rolls Initiative with a **+4 bonus** and has the following features:

- ♦ **Cat's Agility.** As an action, Tony can grant his companion the ability to jump far and precisely. Until the end of its turn, the companion's long jump equals its Dexterity score and its high jump equals its Dexterity modifier, with or without a running start. In addition, the companion has **Advantage** on Dexterity checks made to keep its balance and avoid being knocked Prone.
- ♦ **Feline Fascination.** Felines bonded to Tony gain the Caterwaul action. The DC of the saving throw and damage of the effect is given in the Caterwaul Statistics table.
- ♦ **Caterwaul. Saving Throw: Constitution** against DC listed. **Range:** 30 ft., one creature that can hear the feline. **Failure:** Listed Thunder damage and listed Psychic damage and the creature drops anything it's holding as it covers its ears.

CATERWAUL STATISTICS

Creature	DC	Damage	
		Thunder	Psychic
House sphinx	14	5 (2d4)	5 (2d4)
Tiger	12	5 (2d4)	5 (2d4)
Rakitten	14	7 (2d6)	7 (2d6)
Saber-toothed tiger	12	7 (2d6)	7 (2d6)
Hellcat	12	9 (2d8)	9 (2d8)
Manticore	13	9 (2d8)	9 (2d8)
Purricane	13	9 (2d8)	9 (2d8)

Tony's Scrolls. Tony uses Charisma as his spellcasting ability (+5 modifier, +8 to spell attack rolls, **save DC 16**). He has the following Spell Scrolls:

- *Jump* (3 scrolls), *Stalker's Eye* (3 scrolls).
- At **APL 7** and above, Tony also has: *Misty Step* (1 scroll).
- At **APL 9** and above, Tony also has: *Sugar Rush* (1 scroll).
- At **APL 11** and above, Tony also has: *Fly* (1 scroll).

TONY'S TEAM

APL	Team Composition	XP per Character*
5	Tony's House Sphinx ^{1C} , 1 Imp, 1 Pitcrow ¹ , 1 Tiger ^C	800
6	Tony's House Sphinx ^{1C} , 1 Kaftar Female ¹ , 1 Pitcrow, 1 Tiger ^C	1,100
7	Tony's House Sphinx ^{1C} , Tony's Rakitten ^{1C} , 1 Kaftar Female ¹ , 1 Tiger ^C	1,550
8	Tony's House Sphinx ^{1C} , Tony's Rakitten ^{1C} , 1 Kaftar Female ¹ , 1 Saber-Toothed Tiger ^C	2,300
9	Tony's Liemonger ^{1C} , Tony's Rakitten ^{1C} , 1 Kaftar Female ¹ , 1 Saber-Toothed Tiger ^C	3,200
10	Tony's Liemonger ^{1C} , Tony's Rakitten ^{1C} , 1 Manticore ^C , 1 Saber-toothed Tiger ^C	4,300
11	Tony's Liemonger ^{1C} , 1 Hellcat ^{2C} , 1 Manticore ^C , 1 Purricane ^{1C}	5,700

*For a party of four player characters.

¹See Appendix C

²As a **hell hound**, but feline in form

^CCompanion is a feline and has the Caterwaul action.



TONY'S BATTLEFIELD

Tony's battlefield is the desert agility training ground where he trains his agents. It consists of pillars and walkways suspended **30 feet** above the sand below. There is a viewing platform and cliffside ledges to the northwest, **10 feet** above the walkways. The ceiling of the arena is **20 feet** above the walkways (**10 feet** above the cliffside ledges). Tony's companions start in the south-west, and the party's in the north-east.

Pillars. The nine pillars in the training ground are each around 2 feet in diameter. A creature that tries to jump onto a pillar must make a **Dexterity (Acrobatics)** check. Tiny and Small creatures automatically succeed on the check, and the DC of the check depends on the size of the creature: Medium, **DC 8**; Large, **DC 12**; Huge, **DC 16**; Gargantuan, **DC 20**. A creature that fails the check falls **30 feet** to the ground below. There are wooden stakes on each pillar that a creature can climb to get back atop the pillar.

If a creature jumps onto a pillar another creature is occupying, the two creatures must each make a contested **Dexterity (Acrobatics)** check. A creature that is two or more size categories larger automatically succeeds on this check. The loser of the check is knocked to the ground **30 feet** below. Success or failure, the creature moving to the pillar must make the abovecheck to stick its landing; it is possible for the moving creature to win the contested check and fail its personal check, causing both creatures to fall.

TONY'S TACTICS

Tony and his companions fight according to the tactics below.

Tony. Tony starts combat by using his *Jump* scrolls to empower each non-flying companion. On subsequent turns, he uses his Cat's Agility action to help his companions reposition or, if they are close enough to attack, uses the *Stalker's Eye* scrolls to grant Advantage on the attack rolls. The team's first priority is to down ranged combatants; if they can be eliminated, this almost guarantees a win for Tony.

Generic Tactics. Tony's bespoke familiars are all Small or Tiny and have ranged attacks. These creatures immediately move to pillars far from the enemy. Tony's flying companions (manticore, pitcrow, and purricane) use their Fly Speeds to access more vulnerable enemies in the back lines or, in the case of the manticore, find a position where they can fire tail spikes while avoiding melee combatants. The remaining companions take advantage of the *Jump* spell and Tony's Cat's Agility action to jump across to their foes, pinning them away from the more vulnerable ranged companions.

House Sphinx. The sphinx uses its Impossible Riddle Bonus Action at the earliest opportunity, targeting the creature Tony has identified as having the lowest Intelligence. Otherwise, the sphinx uses its Fly Speed to keep its distance, and uses *Caterwaul* from range.

Liemonger. The liemonger is very difficult to knock out. It combines a Fly speed, a high AC thanks to its Plate armour, with a mirror image from its False Image action. It starts combat with its Web of Lies action, hoping to Restrain as many foes as possible while its team repositions. On its second turn, it uses False Image and, whenever it starts a turn without its illusory image, it uses this action to regenerate it. Other than that, it uses its Fly Speed to keep its distance and attack at range using *Deceitful Whispers*.

Rakitten. The rakitten uses its Tiny size and enhanced jump to move to a remote pillar. From there, it attacks at range using *Caterwaul* and redirects any ranged spell attacks made against it using its Weavebender Reaction.

BEATING TONY

If Tony is beaten, he acts in a completely nonchalant manner, yawning and scratching behind one ear. His handler carries him towards the party, where he silently shakes each hand in turn and, while doing this, summons his ethereal paw to tie the shoelaces of different shoes together. The next morning, the head of a shetland pony is found in each of the player character's beds.



TRANTON SNARK

Kobold (three, in a trenchcoat), inventor, they/them

Personality. Frenetic, curious, distractable.

Appearance. A seven-foot-tall, dragon-snouted creature in a long, oiled, black trench coat.

Desire. Make really cool contraptions capable of moving a lot of matter at high velocity.

Fear. Working in the fat mines of Baron Bod-rum Businesses.

"Freelansh egeneerios help you make fing go bang?"

TRANTON SNARK*

Tranton Snark is not what they seem. Well... they're actually exactly what they seem—three kobolds in a trenchcoat. Previously apprenticed to Branton Quark, the siblings Quobald, Kwobald, and Cobald have recruited their cousin Chobald, to round out the party of four. Being inventors and cavern-dwellers, their companions are a reflection of them: creatures that flourish in the dark.

*For more information on Quobald, Kwobald, and Cobald, consult the adventure *Mechakoboldzilla*, in *Heliana's Guide to Monster Hunting*.

Tranton rolls Initiative with a **+3 bonus** and each has the following features:

- ♦ **Darkbomb.** As a Bonus Action, one of the kobolds can press a button to detonate a magically-enhanced smokepowder satchel on its companion. A cloud of magical darkness (equivalent of a 2nd-level spell) erupts in a **25-foot-diameter Sphere** centred on the companion and lasts until the start of the Tamer's next turn.
- ♦ **Electrosense Antennae.** Some of Tranton's companions (marked with 'EA' in the Tranton's Team table below) have arcanomechanical antennae that give them Blindsight out to **30 feet**. In addition, attacks that deal Lightning damage have **Advantage** to hit these creatures and the creatures have **Disadvantage** on saving throws against effects that deal Lightning damage. In addition, if one of these creatures takes **Vmod** or more Lightning damage in a single instance, it is **Blinded** until the end of its next turn.

Tranton's Scrolls. Tranton uses Charisma as their spellcasting ability (+3 modifier, +6 to spell attack rolls, **save DC 14**). They have the following *Spell Scrolls*:

- ♦ *Shield of Faith* (3 scrolls), *Smokescreen* (3 scrolls).
- ♦ At **APL 7** and above, Tranton also has: *Shielding Word* (1 scrolls).
- ♦ At **APL 9** and above, Tranton also has: *Misty Step* (1 scroll).
- ♦ At **APL 11** and above, Tranton also has: *Protection from Energy* (1 scroll).



TRANTON'S TEAM

APL	Team Composition	XP per Character*
5	Tranton's Betobeto-kun ^{EA} , 1 Darkmantle, 1 Flying Sword ¹ , 1 Giant Spider	800
6	Tranton's Betobeto-kun ^{EA} , 1 Darkmantle, 1 Ettercap ^{EA} , 1 Flying Sword ¹	1,100
7	Tranton's Betobeto-kun ^{EA} , Tranton's Reeler, 1 Ettercap ^{EA} , 1 Flying Sword ¹	1,550
8	Tranton's Betobeto-kun ^{EA} , Tranton's Reeler, 1 Ettercap ^{EA} , 1 Flying Sword ²	2,300
9	Tranton's Anveleon ^{EA} , Tranton's Reeler, 1 Ettercap ^{EA} , 1 Flying Sword ²	3,200
10	Tranton's Anveleon ^{EA} , Tranton's Reeler, 1 Ettercap ^{EA} , 1 Flying Magnetite Weapon ³	4,300
11	Tranton's Anveleon ^{EA} , 1 Blue Dragon Wyrmling, 1 Crawley Turrit ^{3EA} , 1 Flying Magnetite Weapon ³	5,700

*For a party of four player characters.

¹With 34 hit points.

²With 51 hit points, +5 to hit, and action "*Multiattack*. The flying sword makes two Longsword attacks".

³See Appendix C

^{EA}Companion has Electrosense Antennae

TRANTON'S BATTLEFIELD - BLACKSMITH'S GROTTO

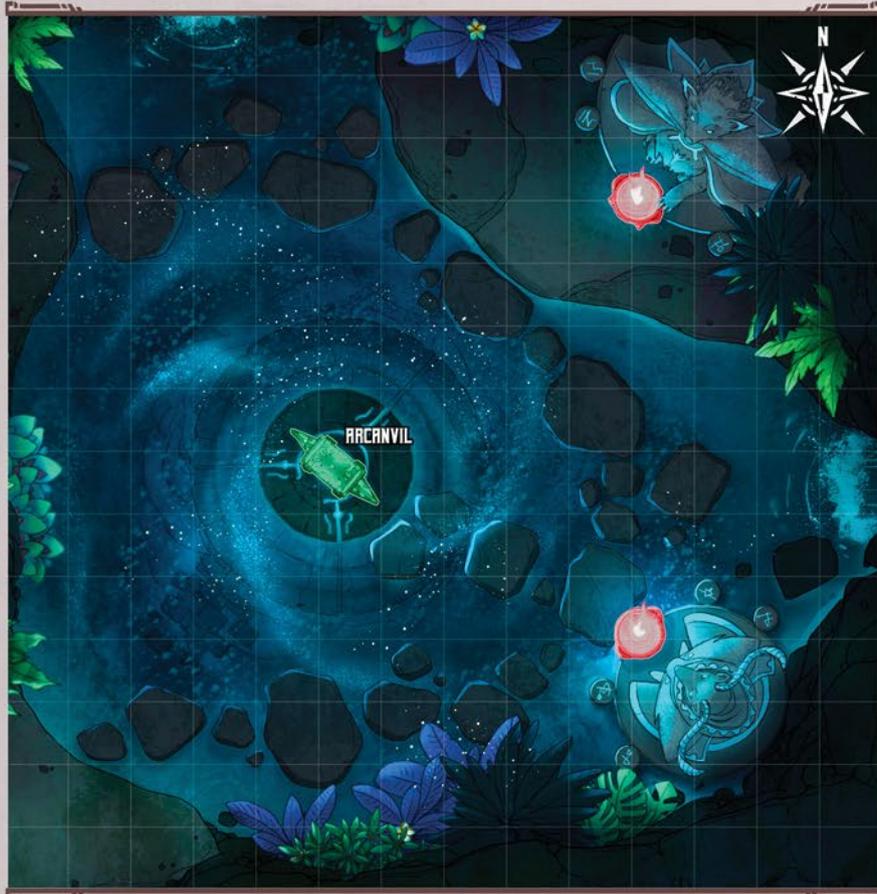
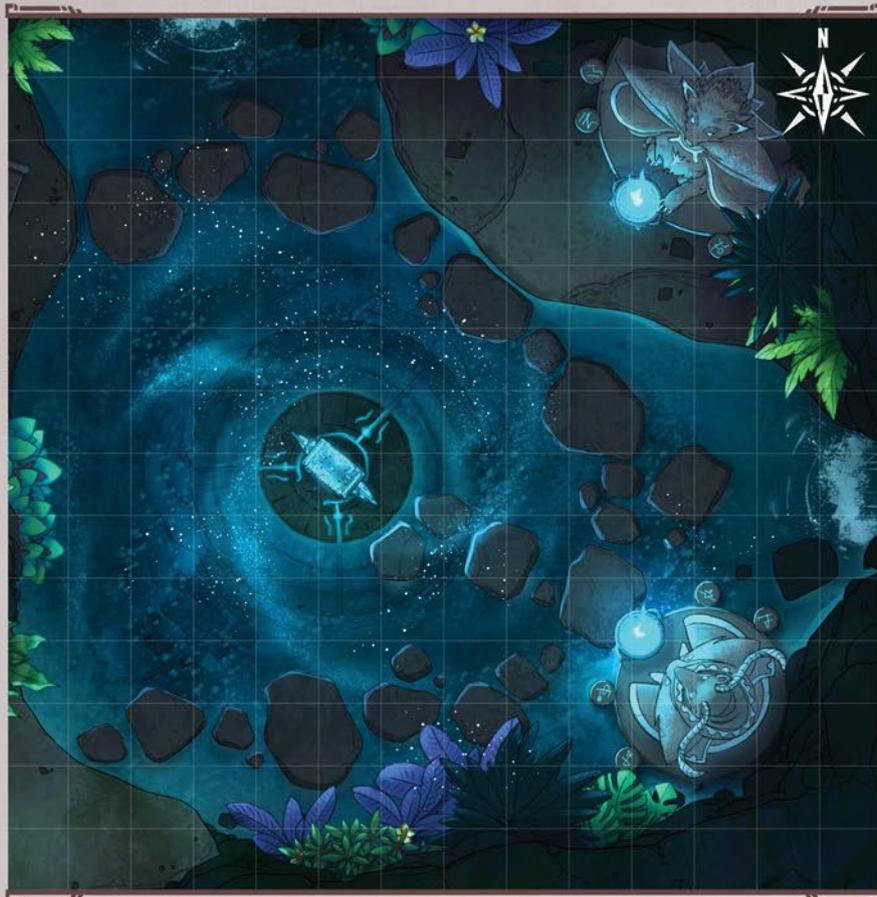
Tranton's battlefield is the grotto where they found a magical anvil at which they learnt their craft. This battlefield has an anvil that the metal companions in Tranton's menagerie can activate, as well as lights that the party's Tamers can manipulate to dispel magical darkness. The ceiling is 15 feet above the stepping stones and platforms. Tranton's companions start to the north, while the characters' start to the south.

Walls. The walls of the grotto are easily climbable. A creature with a Climb Speed can climb the walls and keep a limb free with which to make attacks.

Lights Out. Two 2-foot-diameter floating spheres of blue-white light float on the east side of the grotto. These orbs shed Bright Light in a 5-foot radius and Dim Light for an additional 5 feet. This Bright Light suppresses the effect of magical darkness from spells of 5th level or lower in the area. A creature can use one hand to hold the orb. While holding it, the creature's Speed is halved, it can move the orb with it, and it shines with glimmering light causing creatures that can see it to have **Advantage** on attack rolls to hit it. If the creature releases the orb, it immediately moves **60 feet** back towards its starting location via the shortest possible path. It moves an additional **60 feet** on Initiative count 0 of each round, losing ties.

Arcanvil. A creature that uses an attack to strike the anvil with an object made of metal that weighs at least 1 lb (or with a part of its body if it is made of metal) causes the anvil to activate. A burst of lightning ripples through the water in the grotto and each creature in contact with the water must make a **VDC Constitution saving throw**, taking **Vdam Lightning** damage on a failure or half as much damage on a success. After the anvil has activated, it can't be activated again until Initiative count 20 on the following round.





1 SQUARE = 5 FEET

CARTOGRAPHER: CZE & PEKU

MAP 5. TRANTON'S ARENA

CZE & PEKU

TRANTON'S TACTICS

Tranton and their companions fight according to the tactics below.

Tranton. Tranton uses protective spells like *Shield of Faith* and *Protection from Energy* immediately to protect their most vulnerable creatures (the betobeto-kun, reeler, ettercap, and anveleon, in that order). For *Protection from Energy*, Tranton has done his own spying and chooses a damage type pertinent to the party's companion composition.

Generic Tactics. Tranton's melee companions stick to the stepping stones, and remain as a loose group. If possible they try to maneuver foes to be in the water (for example, the giant spider and ettercap use their Web to restrain foes in the water). Once creatures close into melee distance, Tranton activates Darkbombs (and the darkmantle's Darkness aura), trying to catch as many of their allies within the radius so they can take advantage of being able to see thanks to their Electrosense Antennae.

Arcanvil. Tranton's Constructs—the flying sword, flying magnetite weapon, anveleon, and crawley turrit—can all strike the anvil at the centre of the battlefield, damaging creatures in the water with the Arcanvil's lightning wave. All of Tranton's companions can climb or fly, and they take advantage of this to stay out of the water.

Anveleon. The anveleon tries to position itself more than 5 feet away from allies and within 5 feet of at least two enemies. If achieved, it uses Thunderstrike every round. If only one enemy is in range, it uses its Hammer Multiattack. Should it find itself in an unfavourable position and need to reposition, it uses its Invisibility action.

Betobeto-kun. The betobeto-kun's tactic is to turn Invisible and hide (which it can do whenever it is in Dim Light or Darkness), before using its Frighten action. If it is hidden, this action triggers its Jumpscare trait, a powerful synergy. The betobeto-kun avoids Bright Light at all costs.

Reeler. The reeler's tactic is simple: attach itself to a creature, preferably one in the water, and Constrict so it is Grappled and can't move. On subsequent turns, it continues to Constrict and Bite until the creature expires, hopefully with additional Lightning damage from the Arcanvil. It can see in darkness and is immune to being Blinded, so bonus points if this occurs within a Darkbomb!

BEATING TRANTON

If Tranton's companions are beaten, you can read the following:

As the final companion falls, the tall creature's trenchcoat immediately begins to roil, like some gigantic worm is trying to break free of the oiled leather. The cavern is suffused with an echoing chorus of yips and barks as clawed, orange-scaled hands break free of the coat, and begin to pummel itself. Teetering awkwardly, six arms emerge from tears in the coat, recalling their unconscious companions moments before they lurch out of sight.

VICTORY AND AFTERMATH

As a reward for winning the tournament, the winning party receives a lump sum depending on the APL, as indicated on the table below. If the adventure was played throughout multiple levels, the cash prize corresponds to the APL of the party at the time they win the tournament.

APL	Reward
5	3,000 GP
6	4,000 GP
7	5,600 GP
8	7,200 GP
9	9,200 GP
10	11,500 GP
11	14,000 GP

In addition, an enthusiastic Dr. Stein, thrilled by the insight he gained from the tournament and already wondering how viable it is to clone the party for use in future taming experiments, gives them a special prize: a DNape, a unique familiar of his own creation. As the party admires their new friend, Stein tries to discreetly take some of their measurements or collect a few flakes of skin from their clothing.

APPENDIX A - MAGIC ITEMS

BESPOKE ORB

Wondrous item, Uncommon (requires attunement)
Component: Monstrosity (sphinx) heart

The interior of a bespoke orb is a mystery even to its creators. One of the most common hypotheses is that companions inside it remain in a state of suspended animation until they're called upon. The fringe theory that these orbs hold a massive luxury complex built to cater to the whims of its companion has been gaining popularity, however, with recent reports of companions emerging from the orb with cucumber slices still over their eyes.

Pocket Familiar. While attuned to this item, you are able to bond to and control a bespoke companion as per the tamer's Pocket Familiar and Soul Bond class features, using the bespoke orb as the companion's vessel. As you gain levels, your companion gains additional Hit Dice as per the tamer's Monster Trainer class feature. When you first bond to a companion using this item, it gains the Bonus Tamer Improvement listed in its description, and you can immediately grant it **three** improvements as per that same class feature, which can be from its unique improvement tree. Whenever an improvement refers to your tamer level, use your character level instead.

Rare variant: Increase the number of improvements you can grant your bespoke companion to **six**.

Very Rare variant: Increase the number of improvements you can grant your bespoke companion to **nine**.



EVERBOND AMULET

Wondrous item, Rare (requires attunement by a tamer)
Component: Fey psyche

In the face of all the naysayers, Heliana maintains that friendship is the most powerful magic in the world. And if any of those chronomancy nerds are willing to fight her over it, she's happy to oblige—rewinding time just means she can punch their faces in all over again.

Friendship is Power. While wearing this amulet, you can bond to one additional companion using your Pocket Familiar class feature. As an Action, you can cause the image on the amulet to change to a depiction of one of your bonded companions.

Very rare variant: While wearing this amulet, your tamer spell save DC increases by 1.





HELIANA'S HARMONIOUS HABITAT

Wondrous item, Uncommon

Component: Construct instructions

The complex arcane circuitry of this brilliant device was devised, prototyped, and first assembled by L'Arsène within a record seven days. The remaining six months of development went into making sure the habitat inside was built to Heliana's exact specifications, ensuring maximum comfort for each and every companion.

This item is a Medium object measuring 5 feet on each side and weighing 2,000 pounds.

Companion Storage. A *Heliana's harmonious habitat* contains a miniaturised extradimensional space that can be observed through the glass case. If you are bonded to a companion as per the tamer's Pocket Familiar class feature, you can place a companion vessel on this machine and activate it. Over the course of **1 hour**, the companion is extracted from the vessel and placed inside the habitat. You remain bonded to the companion, but it doesn't count against the number of companions you can bond to, and you don't gain

any benefits from being bonded to that companion (such as using its senses or gaining access to its spells through the tamer's Psychic Bond class feature). You can place an empty companion vessel on this machine and extract a companion you're bonded to from the habitat back into the vessel, a process which also takes **1 hour** to complete.

If you already have one or more bonded companions stored in a *Heliana's harmonious habitat*, you can't store companions in a different one. This item can hold a total of two companions within it.

Rare variant: Increase the number of companions this item can hold to **five**.

Very rare variant: Increase the number of companions this item can hold to **seven**.

Legendary variant: Increase the number of companions this item can hold to **ten**.

MULCH'S MUSHROOMS

NORADRENO MUCORALES

Wondrous item, rare

This tall, skinny mushroom is electric-blue and crackles with lightning.

You can eat this mushroom as an action. When you do so, you are immediately affected by the *haste* spell for **1 minute**. At the start of each of your turns while you are affected by the mushroom, you must succeed on a **DC 15 Constitution saving throw** or be unable to move or take actions until the start of its next turn, as a wave of lethargy sweeps over you.

Waning Potency. This mushroom loses its potency **1 hour** after it is picked.

PSILOCYBIN KWIKITRIPPIAE

Wondrous item, rare

This small, unassuming mushroom is plain brown when looked at directly, but twinkles with rainbow iridescence when in the corner of your eye.

You can eat this mushroom as an action. When you do so, you are immediately affected by the *confusion* spell for **10 minutes**. You can make a **DC 15 Constitution saving throw** at the end of each minute, ending the effect on a success. After the effect ends, you gain **advantage** on Wisdom saving throws for **1 hour**.

Waning Potency. This mushroom loses its potency **1 hour** after it is picked.

RAGING HENBANE

Wondrous item, rare

This jet black mushroom has a tough, bark-like skin.

You can eat this mushroom as an action. When you do so, you immediately gain **resistance** to nonmagical bludgeoning, piercing, and slashing damage for **1 minute**. At the start of each of your turns, if there is at least one creature within the reach/range of your currently-equipped weapon, you must immediately use your reaction to make one weapon attack against a randomly determined creature within your reach/range.

Waning Potency. This mushroom loses its potency **1 hour** after it is picked.



TAMER'S CALL

Wondrous item, Uncommon

“Brave and loyal companion! Terror of scoundrels and evildoers! Heed the words of your new master and obey now this most crucial of commands: please, PLEASE stop chewing on the furniture already!!”

— Unsuccessful taming tournament contestant

Pet Sitting. As an action, you can touch this item to the companion of a willing tamer, transferring control of that companion to you for **1 hour**. For the duration, you are able to command this companion as per the tamer's Pocket Familiar class feature, counting as its tamer, and that companion doesn't count as being summoned for its original tamer. The companion loses all benefits from tamer class features its original tamer has. The companion's original tamer can use a bonus action to regain control of its companion at any time.

In addition, while controlling this companion, the companion gains a benefit depending on your character class, as detailed in the Tamer Adept feat. If you have more than one character class, you must choose one of the benefits when you first take control of a companion.

Curse. This item only works within the confines of the Loot Tavern. If this item is taken out of the Loot Tavern, it shatters and is destroyed, the companion's original tamer regains control of the companion, and you are cursed until targeted by the *Remove Curse* spell or similar magic. While cursed in this way, you have **Disadvantage** on Sleight of Hand and Stealth checks.



APPENDIX B - SPELLS

BLOOD FRENZY

2nd-level Biomancy* (*can be replaced with Enchantment)

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (a drop of blood, less than 24 hours old)

Duration: Concentration, up to 10 minutes

Class: Druid, Ranger, Sorcerer, Tamer, Warlock

You touch a willing creature, sharpening its focus with the instincts of a killer. Until the spell ends, the target has **Advantage** on attack rolls it makes against creatures below half of their Hit Point Maximum. In addition, if there is at least one creature that is below half its Hit Point Maximum within **30 feet** of the target, and the target considers that creature hostile, the target has **Disadvantage** on attack rolls it makes against creatures above half their Hit Point Maximum.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can affect one additional creature for each slot level above 2nd.

CAN'T TRIP

Abjuration Cantrip

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: 1 round

Class: Bard, Cleric, Druid, Tamer, Wizard

Choose a willing creature within range that you can see. Until the end of your next turn, that creature is **immune** to the prone condition. If it is already prone and is not restrained, this spell sets it on its feet.

The number of creatures you can simultaneously target with this spell increases by 1 when you reach 5th level (2 creatures), 11th level (3 creatures), and 17th level (4 creatures).

EELSKIN

2nd-level Biomancy* (*can be replaced with Evocation)

Casting Time: 1 Action or 1 Bonus Action

Range: Touch

Components: V, S, M (some jellied eel)

Duration: Concentration, up to 1 minute

Class: Druid, Sorcerer, Tamer, Warlock, Wizard

You cause the skin of a willing creature you touch to produce a slimy, electrified mucous. The creature's Unarmed Strikes and natural weapon attacks become magical for the duration of the spell. The first time the creature hits with an Unarmed Strike or an attack using a natural weapon on its turn, it deals an additional **1d8** lightning damage as the stored lightning discharges.

Slimy. For the duration, the creature has **Advantage** on checks and saves made to avoid being grappled or restrained, and **Disadvantage** on any attempts it makes to grapple another creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each two slot levels above 2nd.

ENDURE

5th-level Necromancy

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a gem-encrusted cockroach worth 250 gp, which the spell consumes)

Duration: 1 minute

Class: Cleric, Druid, Paladin, Ranger, Tamer, Warlock

Choose a willing creature you can see within range; it ceases to heed the pained calls of its body, needing neither food nor water to exist. An affected creature ignores the effects of Exhaustion, the Poisoned condition, and cannot be Incapacitated, Stunned, Paralysed, or fall Unconscious. Each time an affected creature takes damage that would reduce its hit points to **0**, it makes a Death Saving Throw instead. If the creature fails 3 Death Saving Throws, it dies.

When the spell ends, the creature gains a level of **Exhaustion** for each Death Saving Throw it failed. If the creature is resurrected after dying from these failed Death Saving Throws, it does not regain consciousness for a duration equal to the time for which this spell affected it. When it wakes, it gains 3 levels of **exhaustion**.

If the creature is still alive when the spell ends, it falls **Unconscious** for a duration equal to the time for which this spell affected it. Whilst Unconscious in this way, the creature can not be awakened by any means short of a *Wish* spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can increase the duration to **10 minutes** (6th level), **1 hour** (7th level), **8 hours** (8th level) or **1 day** (9th level).

EPINEPHRINE

1st-level Biomancy* spell (*can be replaced with Transmutation)

Casting Time: 1 Bonus Action

Range: Self

Components: S, M (a chili pepper seed)

Duration: Instantaneous

Classes: Druid, Ranger, Sorcerer, Tamer, Wizard

A fiery sensation runs through your veins, invigorating you for but a moment. Your Speed increases by **30 feet** and you immediately take the Disengage action and can move up to your Speed. At the start of your next turn, you lose this Speed increase and gain 1 level of **Exhaustion**. This Exhaustion is removed when you spend at least **10 minutes** resting.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the bonus to your speed increases by **10 feet** for each slot level above 1st.

FEVERSKIN

5th-level Biomancy* (*can be replaced with Evocation)

Casting Time: 1 Action

Range: Self

Components: V, S, M (a red hot chilli pepper, which the spell consumes)

Duration: Concentration, up to 1 minute

Class: Bender (fire), Cleric, Druid, Sorcerer, Tamer, Warlock, Wizard

You eat a chilli pepper, your metabolism increases, and your skin begins to burn to the touch. Make a **melee spell attack** against a creature within your reach. On a hit, the target takes **6d6** fire damage. Until the spell ends, you can use an Action on each of your subsequent turns to make this attack again.

For the duration, your walking speed increases by **15 feet**, and you gain **2d6** temporary hit points at the start of each of your turns.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d6** for each slot level above 5th.

FROGSKIN

4th-level Biomancy* (*can be replaced with Transmutation)

Casting Time: 1 Action

Range: Self

Components: V, S, M (some frogspawn)

Duration: Concentration, up to 1 minute

Class: Druid, Sorcerer, Tamer, Warlock, Wizard

You morph your skin and clothing into that of a slimy, poisonous frog. Make a **melee spell attack** against a creature within your reach. On a hit, the target takes **3d10** Poison damage and is **Poisoned** until the end of your next turn. Until the spell ends, you can use an Action on each of your subsequent turns to make this attack again.

Slimy. For the duration, you have **Advantage** on checks and saves made to avoid being Grappled or Restrained, and **Disadvantage** on any attempts you make to grapple a target. Each creature grappling you, or that you are grappling, must make a **Constitution saving throw** at the start of each of its turns, taking **3d10** Poison damage on a failure, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, both damages increase by **1d10** for each slot level above 4th.

INCORPOREALITY

5th-level Transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bard, Cleric, Druid, Sorcerer, Tamer, Warlock, Wizard

You touch a willing creature, causing it, and everything it is wearing and carrying, to become translucent. At the start of each of the target's turns for the duration, it can choose to become incorporeal (no Action required) until the end of its turn. While incorporeal, it has **Advantage** on Stealth checks; it gains **Resistance** to nonmagical Bludgeoning, Piercing, and Slashing damage; and it can move through other creatures and objects as if they were difficult terrain. If the target ends its turn inside an object, it is shunted to the nearest unoccupied space, taking **1d10** Force damage for every 5 feet it is shunted.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can choose to increase the spell's duration, or the number of targets, for each slot level above 5th. If you choose duration, the duration increases in increments to **10 minutes** (6th level), **1 hour** (7th level), **8 hours** (8th level), or **24 hours** (9th level). If you choose to increase the number of targets, the number increases by **1** for each slot level.

PEPPERMINT PLATE

1st-level Abjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (well-chewed peppermint chewing gum)

Duration: Concentration, up to 1 hour

Class: Cleric, Paladin, Sorcerer, Tamer, Warlock, Wizard

A protective layer of hot, hard peppermint icing coats you. For the duration, you gain a **+1 bonus** to AC and if a creature hits you with a melee attack, the creature takes **1d4** Fire damage. This damage can trigger no more than once per turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the Fire damage increases by **1d4** for each slot level above 1st.

PROTECTION

2nd-level Abjuration

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (a miniature silver shield worth 10 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Class: Bard, Bender (earth), Cleric, Druid, Paladin, Ranger, Tamer

You trace a warding sigil in the air, sending it to slowly circle a willing creature you can see for the next **hour**. Immediately before the target next takes damage, except Psychic damage, the ward triggers. Until the end of the target's next turn, it has **Resistance** to all damage excluding Psychic, including the triggering damage. The warding sigil then disappears, and the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may target one additional creature for each slot level above 2nd.

SHIELDING WORD

2nd-level Abjuration

Casting Time: 1 Reaction, which you take when a creature within range that you can see is hit by an attack from an attacker you can see or fails a Strength or Dexterity saving throw

Range: 30 feet

Components: V

Duration: 1 round

Class: Bard, Bender (earth), Cleric, Paladin, Sorcerer, Tamer

With a word, you coat a creature in a shimmering shield that absorbs the energy of incoming blows. The creature gains **15** Temporary Hit Points the instant before it takes the triggering damage. These Hit Points last until the start of the creature's next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may choose to either increase the range of the spell by **30 feet** or increase the number of Temporary Hit Points gained by **5**, for each slot level above 2nd.

SMOKESCREEN

Conjuration Cantrip

Casting Time: 1 Action

Range: Self (5-foot-radius, 10-foot-high cylinder)

Components: V, S, M (a puffball mushroom)

Duration: Concentration, up to 1 round

Class: Bard, Bender (air), Druid, Sorcerer, Tamer, Wizard

You spew a thick cloud of dense black smoke that forms a **5-foot-diameter, 10-foot-high cylinder** centred on you that lasts until the start of your next turn. The smoke Heavily Obscures its area. When you cast the spell, you can choose whether the cloud remains in the location where you cast it or if it moves with you, centred on you.

When you reach higher levels, the size of the cloud you can create with this spell increases. When you reach 5th level, the cloud has a maximum diameter and height of **15 feet**; at 11th level this increases to **25 feet**; and at 17th level this increases to **40 feet**. You choose how big the cloud is in each dimension up to this maximum each time that you cast it.

SPIKESKIN

1st-level Biomancy* (*can be replaced with Transmutation)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a handful of needles)

Duration: Concentration, up to 10 minutes

Class: Druid, Ranger, Tamer

You touch a willing creature, causing spikes to grow from its skin like needles on a cactus or quills on a porcupine. For the duration, whenever the creature becomes Grappled or is hit by a melee attack from a creature within **5 feet** of it, the attacker or grappler takes **1d6** piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d6** for each two slot levels above 1st.

STALKER'S EYE

Enchantment Cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S, M (small magnifying lens)

Duration: Concentration, up to 1 minute

Class: Bard, Druid, Tamer

A willing creature you touch gains a preternatural ability to perceive the weaknesses in a creature's defenses. The first time the creature makes an attack while under the effect of this spell, it makes the attack with **Advantage**. After it makes an attack, the spell ends.

This spell augments the creature's ability to strike at vital points when you reach certain levels. When you reach 5th level, the augmented attack scores a Critical Hit on a roll of 19 or 20. At 11th level, this range is increased to 18 to 20, and at 17th level, this range becomes 17 to 20.

SUGAR RUSH

2nd-level Biomancy* (*can be replaced with Transmutation)

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (some candy)

Duration: Concentration, up to 1 minute

Class: Bard, Cleric, Paladin, Sorcerer, Tamer

Choose a willing creature that you can see within range. Until the spell ends, the target's Speed is increased by **15 feet**, and it gains a **+1 bonus** to AC. As a Bonus Action on each of its turns, it can take the Dash, Disengage, Hide, or Use an Object action.

When the spell ends, or if an affected creature does not spend movement up to its Speed by the end of its turn, it then develops a stomach ache and is **Poisoned** until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can target one additional creature for each slot level above 2nd.

VAPOURDERM

2nd-level Biomancy* (*can be replaced with Transmutation)

Casting Time: 1 Action

Range: Touch

Components: S, M (A piece of cactice)

Duration: Concentration, up to 1 minute

Class: Bender (water), Cleric, Druid, Sorcerer, Tamer, Warlock, Wizard

You touch a willing creature, reinforcing its skin as you cause it to bloat with stored steam. Whenever the creature takes **5** or more Piercing or Slashing damage in a single instance, it emits a gout of scalding steam, and each creature within **5 feet** of it takes **14 (4d6)** Fire damage. After this effect has triggered, it can't trigger again until the start of the creature's next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d6** for each slot level above 2nd.

APPENDIX C - CREATURES

This appendix contains the stat blocks for some of the companions used by the Loot Tavern staff, including their bespoke companions. Remember, when a creature becomes a companion it undergoes the following changes:

- ♦ It loses the Spellcasting action (but trains any specific spell attacks or spell-like affects listed in its Actions)
- ♦ It loses any Legendary Actions, Legendary Resistances, and any ability to summon creatures or make copies of itself.

Proficiency Bonuses. The stat blocks of the bespoke companions have been made especially for the adventure according to the rules of the tamer class. For that reason, they don't abide by all the norms for regular stat blocks; namely, they use a proficiency bonus higher than is appropriate for the creature's challenge rating. This is intentional, and allows the bespoke companions to be competitive with the companions a player character may bring to the table, which also have their proficiency bonus inflated due to the tamer's class features.

If you intend to use these creatures for regular combat outside the adventure, be aware that, although they are still balanced for their challenge rating, the inflated proficiency bonus may cause their attacks to hit more often and their save DCs to be higher than normal.

STEIN'S TEAM

DOUGH GOLEM

Large Construct, Neutral

Armour Class 8

Hit Points 45 (6d10 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	14 (+2)	2 (-4)	4 (-3)	1 (-5)

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralysed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages Legalese

Challenge 1 (200 XP)

Proficiency Bonus +2

Charrable. If the golem takes Fire or Radiant damage, its attacks deal an additional 2 (1d4) Slashing damage on a hit until it finishes a long rest.

Immutable Form. The golem is **immune** to any spell or effect that would alter its form.

Magic Resistance. The golem has **Advantage** on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Soggy Bottom. If the golem comes into contact with 1 or more gallons of water in a single round, its Speed is halved and its AC is reduced by 5 until the end of its next turn, or until it takes Cold or Fire damage.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) Bludgeoning damage.



EMACIATED BLOODHOUND

Medium Construct, Chaotic Evil

Armour Class 14 (natural armour)

Hit Points 52 (8d8 + 16)

Speed 40 ft., fly 40 ft.

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

Saving Throws Dex +3, Wis +4

Skills Acrobatics +3, Perception +4, Stealth +5, Survival +4

Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralysed, Petrified, Poisoned

Senses Darkvision 120 ft., passive Perception 14

Languages Common, Sylvan, Undercommon

Challenge 2 (450 XP) **Proficiency Bonus** +2

Aversion of Fire. If the Bloodhound takes Fire damage, he has **Disadvantage** on attack rolls and ability checks until the end of his next turn.

Immutable Form. The Bloodhound is **immune** to any spell or effect that would alter his form.

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

Pack Tactics. The Bloodhound has **Advantage** on an attack roll against a creature if at least one of the Bloodhound's allies is within **5 feet** of the creature and the ally isn't Incapacitated.

ACTIONS

Multitattack. The Bloodhound makes two attacks: one with his Bite and one with his Claws. He can replace any one attack with an attack from his Nailbow.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) Piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) Slashing damage.

Nailbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d8 + 1) Piercing damage.

STEIN'S BLACK PUDDLING

Medium Ooze, Unaligned

Armour Class 12 (natural armour)

Hit Points 67 (9d8 + 27)

Speed 40 ft.

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

Damage Resistances see Assimilate II

Damage Immunities Acid

Senses passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +4

Accidental Acid. The black pudding is very excitable and may try to celebrate victory in combat by hugging or high-fiving a friendly creature. That creature must succeed on a **DC 15 Constitution saving throw** or take 2 (1d4) Acid damage.

Acidic Burst. Whenever a creature within **5 feet** of the black pudding hits it with a melee attack, that creature must succeed on a **DC 15 Dexterity saving throw** or take 7 (2d6) Acid damage. Once this improvement has triggered, it can't do so again until the start of the black pudding's next turn.

Assimilate II. The black pudding has **Resistance** to two damage types of Stein's choice. Stein chooses these damage types after observing the party's performance in the tournament.

ACTIONS

Multitattack. The black pudding makes two Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) Bludgeoning damage plus 2 (1d4) Acid damage.

Spit. *Melee Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) Acid damage.

REACTIONS

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



STEIN'S HANDIPEDE

Small Celestial, Unaligned

Armour Class 14 (natural armour)

Hit Points 49 (9d6 + 18)

Speed 30 ft.; centipede form: burrow 15 ft., climb 30 ft.; moth form: climb 15 ft., fly 30 ft.

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

Damage Resistances Radiant

Senses Darkvision 30 ft., Tremorsense 15 ft. (centipede form only) passive Perception 10

Languages—

Challenge 2 (450 XP)

Proficiency Bonus +3

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

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

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

ACTIONS

Chill Touch. Ranged Spell Attack: +7 to hit, range 120 ft., one creature. Hit: 11 (2d8 + 2) Necrotic damage, and the target can't regain hit points until the start of the handipede's next turn. If the target is Undead, it has **Disadvantage** on attack rolls against the handipede until the end of the handipede's next turn.

Shocking Grasp. Melee Spell Attack: +7 to hit, range 10 ft., one creature. Hit: 11 (2d8 + 2) Lightning damage, and the creature can't take Reactions until the start of its next turn.

Sceptre (Centipede Form) / Slap (Moth Form). Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) Bludgeoning damage.

BONUS ACTIONS

Metamorphosis. The handipede changes from its centipede form into a moth form, or vice-versa. While in centipede form, its burrowing speed is increased to **15 feet**, and it gains Tremorsense out to a range of **10 feet**. While in moth form, it gains a flying speed of **30 feet**, its walking and climbing speeds are reduced to **10 feet**, and it loses its burrowing speed.

STEIN'S WAXOLOTL

Small Elemental, Unaligned

Armour Class 13 (natural armour)

Hit Points 33 (6d6 + 12)

Speed 30 ft., swim 30 ft.

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

Damage Immunities poison

Condition Immunities exhaustion, paralysed, petrified, poisoned

Senses darkvision 30 ft., passive Perception 11

Languages.—

Challenge 1 (200 XP)

Proficiency Bonus +3

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

Hardened Wax. Whenever the waxotl takes Cold damage, its Speed is halved and it can't take Reactions until the start of its next turn.

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

ACTIONS

Multiattack. The waxotl makes two attacks.

Ember. Melee or Ranged Spell Attack: +6 to hit, reach 10 ft. or range 30 ft., one target. Hit: 7 (1d8 + 3) Fire damage.

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

Wax Breath (1/Short or Long Rest). The waxotl can spit out a deluge of molten wax in a **15-foot cone**. Each creature in the area must succeed on a **DC 13 Dexterity saving throw** or become **Restrained** by the rapidly hardening wax for **1 minute**. A creature Restrained by the wax can use its action to make a **DC 13 Strength check**, freeing itself on a success.



WYRMSKULL OOZE

Large Ooze, Unaligned

Armour Class 13 (natural armour)

Hit Points 114 (12d10 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	7 (-2)	10 (+0)	5 (-3)

Damage Immunities Acid

Condition Immunities Charmed, Deafened, Exhaustion, Frightened, Poisoned

Senses blindsight 30 ft., Darkvision 60 ft., passive Perception 13

Languages understands the languages its summoner speaks

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

ACTIONS

Multiattack. The ooze makes two melee attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) Piercing damage, and the target is **Grappled** (escape DC 14). A creature grappled by the ooze takes 3 (1d6) acid damage at the start of each of its turns. The ooze can only grapple one creature at a time and, while it does so, it can't use its Bite against another creature.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 3 (1d6) acid damage.

Corrode Object (3/Day). The ooze touches a Medium or smaller nonmagical object that isn't being worn or carried, causing it to corrode and dissolve over the course of **1 minute**.

MULCH'S TEAM

ADOLESCENT SUNEATER OWLBEAR COMPANION

Medium Fey, Unaligned

Armour Class 14 (natural armour)

Hit Points 76 (9d8 + 36)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	14 (+2)

Skills Perception +3

Damage Resistances Fire

Damage Immunities Radiant

Condition Immunities Charmed

Senses Darkvision 60 ft., passive Perception 13

Languages –

Challenge 3 (700 XP)

Proficiency Bonus +2

Observer Mimic. If the owlbear is in Dim Light or Darkness, it appears to be an observer, a type of powerful, floating eye tyrant.

Photometabolise. If the owlbear is in direct sunlight, it regains 5 Hit Points at the start of its turn.

Radiant Absorption. Whenever the owlbear is subjected to Radiant damage, it takes no damage and instead regains a number of Hit Points equal to the Radiant damage dealt.

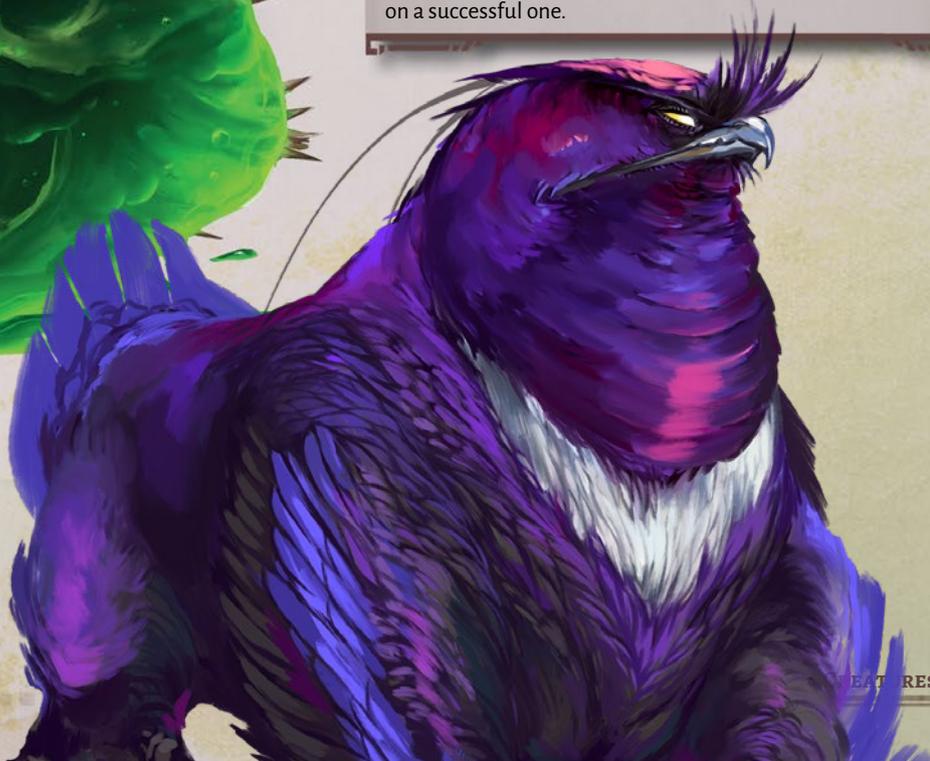
ACTIONS

Multiattack. The owlbear makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) Piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) Slashing damage.

Solar Beam (Recharge 5–6). The owlbear exhales a beam of irradiating energy in a **5-foot-wide, 60-foot-long line**. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking 10 (3d6) Radiant damage on a failed save or half as much damage on a successful one.



ANISE STARSHOOTER

Medium Plant (Yokai), Unaligned

Armour Class 13 (natural armour)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	5 (-3)	8 (-1)	10 (+0)

Damage Resistances Poison

Senses Darkvision 60 ft., passive Perception 9

Languages understands Sylvan and Terran but can't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

False Appearance. If the starshooter is motionless at the start of combat, it has **Advantage** on its initiative roll. Moreover, if a creature hasn't observed the armour move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the starshooter is animate.

Kodama Infused. The connection between the starshooter and the kodama that infuses it can be interrupted by psychic assaults. If the starshooter takes Psychic damage then, until the end of its next turn, its Speed is halved, it can't take Reactions, and it can take only an action or Bonus Action, not both.

ACTIONS

Multiattack. The starshooter makes two attacks with any combination of Slash or Starshot.

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

Starshot. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 5 (1d6 + 2) Piercing damage, and the target must succeed on a **DC 13 Constitution saving throw** or be **Poisoned** for **1 minute**. A creature Poisoned in this way must repeat the saving throw at the end of each of its turns, taking 2 (1d4) Poison damage on a failure, or ending the effect on a success.

BONUS ACTIONS

Skirmish. The starshooter moves up to half its Speed without provoking Opportunity Attacks.

IMMATURE DUSKCAP COMPANION

Medium Plant (Hyphan), Lawful Neutral

Armour Class 15 (Natural armour)

Hit Points 44 (8d8 + 8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills. Stealth +5, Perception +3

Damage Immunities. Necrotic

Condition Immunities. Charmed

Senses. Darkvision 120 ft., passive Perception 13

Languages. —

Challenge. 2 (450 XP) **Proficiency Bonus** +2

Sneak Attack (1/Turn). The duskcap deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has Advantage on the attack roll, or when the target is within 5 feet of an ally of the duskcap that isn't Incapacitated and the duskcap doesn't have Disadvantage on the attack roll.

Sun Sickness. While in sunlight, or if it takes 5 or more Radiant damage in a single turn, the duskcap has **Disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The duskcap dies if it spends more than **1 hour** in direct sunlight.

ACTIONS

Spike. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) Piercing damage.

BONUS ACTIONS

Cunning Action. The duskcap takes the Dash, Disengage, or Hide action.



MULCH'S CACTUSK

Medium Plant, Unaligned

Armour Class 14 (natural armour)

Hit Points 58 (9d8 + 18)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	7 (-2)	10 (+0)	8 (-1)

Senses Tremorsense 10 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +4

Bad Temper. When a creature rolls a **20** on an attack roll against the cactusk, the cactusk gains **Disadvantage** on attack rolls against all other creatures until the end of its next turn.

Charge II. If the cactusk moves at least **20 feet** straight toward a target and then immediately hits it with a Tusk attack, the target takes an extra **7 (2d6)** Piercing damage. If the target is a creature, it must succeed on a **DC 15 Strength saving throw** or be knocked **Prone** and embedded with needles until the end of its next turn. If the creature takes Bludgeoning damage while embedded with needles, it takes an additional **7 (2d6)** Piercing damage and the needles fall out.

Prickly. A creature grappling the cactusk takes **7 (2d6)** Piercing damage at the start of each of the cactusk's turns.

Thorny Hide. The first time on each turn that a creature within **5 feet** of the cactusk hits it with a melee attack, the creature takes **3 (1d6)** Piercing damage.

ACTIONS

Multiattack. The cactusk makes two attacks.

Tusk. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* **10 (1d10 + 5)** Piercing damage.

Spineshot. *Ranged Weapon Attack:* **+9** to hit, range 20/60 ft., one target. *Hit:* **10 (1d8 + 5)** Piercing damage.

Pollen Cloud (1/Short or Long Rest). The cactusk releases a cloud of potent, hallucinogenic pollen from the flowers on its rear, in a **20-foot-radius sphere** centred on itself. Each other creature in the area when the cactusk uses this action must make a **DC 14 Wisdom saving throw**. On a failed save, a creature sees hallucinations of horrifying monsters all around it, and is **Frightened** of those visions for **1 minute**. A creature that starts its turn **Frightened** in this way must immediately use its Reaction to uselessly attack one of the hallucinations. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MULCH'S HYPHAN

Small Plant, Neutral Good

Armour Class 11 (natural armour)

Hit Points 39 (6d6 + 18)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	16 (+3)	12 (+1)	13 (+1)	10 (+0)

Skills Medicine +4, Nature +4

Damage Resistances Necrotic

Senses Darkvision 120 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +3

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

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

ACTIONS

Poison Spray. One creature within **15 feet** of the hyphan must succeed on a **DC 14 Constitution saving throw** or take **13 (2d12)** Poison damage.

Calming Spores (1/Day). One creature within **30 feet** of the hyphan must succeed on a **DC 14 Charisma saving throw** or have its emotions calmed for the next **minute**. A willing creature can choose to fail this saving throw. The hyphan can choose to suppress any effect causing the target to be Charmed or Frightened. When this effect ends, any suppressed effect resumes, provided that its duration hasn't expired in the meantime. Alternatively, the hyphan can make the target indifferent about creatures of its choice that the target is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the effect ends, the creature becomes hostile again, unless the GM rules otherwise.

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

When a creature enters the area, the **10-foot square** of puffballs explodes, disappearing into a cloud of spores. Each non-hyphan creature in the area or within **5 feet** of the area must make a **DC 14 Constitution saving throw**, taking **13 (2d12)** Necrotic damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Help. The hyphan takes the Help action.

REACTIONS

Hallucispores (3/Long Rest). *Trigger:* the hyphan takes damage. *Response:* each creature within **10 feet** of the hyphan must succeed on a **DC 14 Wisdom saving throw** or be **Charmed** by the hyphan until the end of its next turn.



MULCH'S ONION KNIGHT

Tiny Plant, Neutral Good

Armour Class 15 (natural armour + shield)

Hit Points 38 (7d6 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	9 (-1)	12 (+1)	13 (+1)

Damage Vulnerabilities Radiant

Damage Resistances Necrotic

Senses passive Perception 11

Languages Sylvan

Challenge 2 (450 XP)

Proficiency Bonus +3

Armsmaster. The onion knight is proficient with simple weapons, martial melee weapons, and shields.

Seasons Change: Autumn. The onion knight has **Resistance** to Necrotic damage and **Vulnerability** to Radiant damage, and deals an extra 2 (1d4) Necrotic damage when it hits with an attack (included in attacks).

Waterworks. When a creature within 5 feet of the onion knight hits it with an attack, the creature must make a **DC 13 Constitution saving throw**. On a failed save, the creature's eyes begin to tear up, and it has **Disadvantage** on the next attack roll it makes before the end of its next turn. On a successful save, the creature is **immune** to the effects of the onion knight's Waterworks improvement for 24 hours. Creatures with immunity to the Blinded condition are **immune** to this effect.

ACTIONS

Multiattack. The onion knight makes two attacks.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) Bludgeoning damage plus 2 (1d4) Necrotic damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) Piercing damage plus 2 (1d4) Necrotic damage.

Shortbow. *Melee Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) Piercing damage plus 2 (1d4) Necrotic damage.

Frightful Spores (1/Short or Long Rest). The onion knight releases hallucinatory spores from the mushroom on its stem. Each creature within 15 feet of it must succeed on a **DC 13 Constitution saving throw** or take 7 (2d6) Necrotic damage and become **Poisoned** for 1 minute. While Poisoned in this way, the creature is **Frightened** of the onion knight. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SANDSIPPER CANNONEER

Small Plant, Unaligned

Armour Class 13

Hit Points 45 (10d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	5 (-3)

Skills Perception +3

Condition Immunities Blinded

Senses Tremorsense 60 ft. (blind beyond this radius), passive Perception 13

Languages understands Sylvan but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Protective Needles. When a creature successfully grapples the sandsipper, the creature takes 3 (1d6) Piercing damage.

Sand Strider. The sandsipper ignores difficult terrain caused by sand.

ACTIONS

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

Stem Shot. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 2 (1d4) Piercing damage. If the target is a creature, a cactus stem sticks to it. When a creature with one or more cactus stems attached to it takes Bludgeoning damage, it takes an extra 2 (1d4) Piercing damage per attached stem. If a creature with attached stems takes Fire damage, all stems fall off. A creature can remove one stem from itself or another creature within reach by using its action to make a successful **DC 13 Wisdom (Medicine)** check, but when it does so, the stem jumps to a different creature within 10 feet other than the sandsipper. That creature must succeed on a **DC 13 Dexterity saving throw** or have the stem attach to it.

BONUS ACTIONS

Root. The sandsipper roots itself to the ground until it's moved against its will or uses a Bonus Action to unroot itself. While rooted, the sandsipper has a speed of 0 feet, **Disadvantage** on Dexterity saving throws, **Advantage** on saving throws to resist being moved against its will, and it gains 4 (1d8) Temporary Hit Points at the start of each of its turns.



SANDSIPPER SLUGGER

Small Plant, Unaligned

Armour Class 13 (natural armour)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	6 (-2)	10 (+0)	5 (-3)

Senses Darkvision 60 ft., passive Perception 10

Languages understands Sylvan but can't speak

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Protective Needles. When a creature successfully grapples the sandsipper, the creature takes 3 (1d6) Piercing damage.

Sand Strider. The sandsipper ignores Difficult Terrain caused by sand.

ACTIONS

Multiattack. The sandsipper makes two Slam attacks. If both attacks hit the same target, the target also takes 3 (1d6) Piercing damage and has **Disadvantage** on the next attack roll it makes before the end of its next turn.

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



SCARAB SQUIRE

Large Fey, Lawful Neutral

Armour Class 15 (natural armour)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +5, Con +5

Skills Athletics +7, Perception +4

Damage Resistances Bludgeoning, Piercing, and Slashing from magical attacks

Condition Immunities Charmed

Senses Darkvision 90 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 3 (700 XP)

Proficiency Bonus +2

Ferrous Weakness. When the Scarab takes 4 or more Bludgeoning, Piercing, or Slashing damage in a single instance from a nonmagical weapon made with iron, it has **Disadvantage** on the next ability check, saving throw, or attack roll it makes before the end of its next turn.

Fey Heritage. Magic can't put the Scarab to sleep.

Freedom of Movement. The Scarab ignores difficult terrain, and magical effects can't reduce its Speed or cause it to be restrained. It can spend **5 feet** of movement to escape from nonmagical restraints or being Grappled.

Limited Flight. The Scarab can move by using its wings in bursts of flight. The Scarab is too heavy for continued flight or hovering and falls at the end of its turn if nothing but its Fly speed is keeping it aloft.

Magical Repulsion. The Scarab has **Resistance** to Bludgeoning, Piercing, and Slashing damage from magical weapons (included in Damage Resistances).

ACTIONS

Multiattack. The Scarab makes two attacks with its Herculean Horn.

Herculean Horn. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Medium or smaller creature, it must make a **DC 13 Strength saving throw**. On a failed save, the target is launched up to **15 feet** away in a direction of the Scarab's choosing, landing **Prone**.

Charging Impalement (Recharge 4-6). The Scarab moves up to its Speed in a straight line, moving through the spaces of creatures smaller than it. Each creature whose space it moves through must succeed on a **DC 13 Dexterity saving throw** or take damage as if it had been hit by the Scarab's Herculean Horn attack and failed the Strength saving throw.



TONY TWO TAILS' TEAM

KAFTAR FEMALE

Medium Monstrosity (Shapechanger), Neutral Evil

Armour Class 15 (chain shirt), 12 in hyena form

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Deception +4, Perception +4, Stealth +4

Senses Darkvision 60 ft., passive Perception 14

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Smell. The kaftar has **Advantage** on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The kaftar makes two attacks, only one of which can be its Draining Bite.

Draining Bite (Hyena or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) Piercing damage. If the target is a creature, it must succeed on a **DC 12 Constitution saving throw** or take 3 (1d6) Necrotic damage. The kaftar gains Temporary Hit Points equal to the Necrotic damage taken.

Pike (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) Piercing damage.

Infectious Laughter (Recharge 6). The kaftar begins laughing madly, compelling others around it to do so as well. Each creature of the kaftar's choice within **20 feet** of it that can hear it must make a **DC 12 Wisdom saving throw**. On a failed save, a creature begins to laugh as well, taking 14 (4d6) Psychic damage and becoming **Charmed** by the kaftar until the end of its next turn or until the kaftar does anything harmful to it. On a successful save, a creature takes half as much damage and isn't Charmed.

REACTIONS

Shapechanger. The kaftar can use its action to polymorph into a hyena, into the last Humanoid that it killed, or back into its true form, which is a hyena-humanoid hybrid. Any equipment it is wearing or carrying is worn by its new form (humanoid or hybrid form) or merges into its hyena form. Its statistics are the same in each form, except for any bonuses granted by equipment, such as armour. It reverts to its true form if it dies.

PITCROW

Tiny Fiend, Lawful Evil

Armour Class 12 (natural armour)

Hit Points 14 (4d4 + 4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	11 (+0)

Skills Insight +3, Perception +3

Damage Resistances cold, fire, lightning; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Senses passive Perception 13

Languages Infernal

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Flyby. The pitcrow doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Mimicry. The pitcrow 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 **DC 12 Wisdom (Insight)** check.

Pack Tactics. The pitcrow has **Advantage** on an attack roll against a creature if at least one of the pitcrow's allies is within **5 feet** of the creature and the ally isn't Incapacitated.

ACTIONS

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

Vicious Mockery. *Saving Throw:* **DC 12 Wisdom**, range 60 ft., one creature that can hear the pitcrow. *Failure:* 5 (2d4) Psychic damage and the creature has **Disadvantage** on the next attack roll it makes before the end of its next turn.



PURRICANE

Medium Elemental, Chaotic Neutral

Armour Class 15 (natural armour)

Hit Points 52 (7d8 + 21)

Speed 30 ft., Fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Damage Immunities Lightning, Thunder

Condition Immunities Grappled, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Primordial

Challenge 3 (700 XP)

Proficiency Bonus +2

Charged Body. A creature that touches the purricane or hits it with a melee attack while within **10 feet** takes 9 (**2d8**) Lightning damage. After this trait has triggered it can't trigger again until the start of the purricane's next turn.

False Appearance. If the purricane is motionless at the start of combat, it has **Advantage** on its initiative roll. Moreover, if a creature hasn't observed the purricane move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the purricane isn't an ordinary cloud.

Magic Weapons. The purricane's weapon attacks are magical.

ACTIONS

Multiattack. The purricane makes two attacks.

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

Concussion. *Saving Throw:* DC 13 Constitution. One creature the purricane can see within **60 feet**. *Failure:* 9 (**2d8**) Thunder damage and the target is Deafened until the start of the purricane's next turn. Success or failure, the boom can be heard for 100 feet.

Escape Velocity (Recharge 6). With a sonic boom that can be heard for 1000 feet, the purricane gains additional movement equal to twice its Fly speed. *Saving Throw:* **DC 13 Constitution**. Each other creature within **15 feet** of the purricane. *Failure:* 14 (**4d6**) Thunder damage and be Deafened for **1 minute**. Success: half damage.

Each other creature within **15 feet** of the purricane must make a **DC 13 Constitution saving throw**, taking 14 (**4d6**) Thunder damage and be Deafened for **1 minute** on a failure, or half as much damage and not be Deafened on a success.

REACTIONS

Errant Gust. *Trigger:* A creature within **10 feet** the purricane can see targets the Purricane with a melee attack. *Reponse:* The purricane emits a blast of air and the creature must succeed on a **DC 13 Strength saving throw** or be pushed directly backward 5 feet. Success or failure, the purricane then moves up to half its Fly speed.

TONY'S HOUSE SPHINX

Tiny Monstrosity, Neutral

Armour Class 13 (natural armour)

Hit Points 28 (6d6 + 6)

Speed 30 ft., fly 30 ft. (see Limited Flight trait)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	16 (+3)

Damage Resistance Psychic

Senses darkvision 30 ft., passive Perception 11

Languages understands Common and Sphinx, but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +3

Bad Omens. When a friendly creature that the sphinx can see within **30 feet** of it is hit by a critical hit, the sphinx experiences brief visions of terrible futures, and must succeed on a **DC 12 Wisdom saving throw** or take 5 (**2d4**) Psychic damage. This damage can't reduce the sphinx to 0 Hit Points.

Diviner II. The sphinx can't be Surprised. While its tamer is within **30 feet** of it, its tamer can't be Surprised.

Limited Flight. The house sphinx can't fly if it's wearing medium or heavy armour, or if it's carrying a creature.

Limited Telepathy. The sphinx can magically communicate simple ideas, emotions, and images telepathically with any creature within **100 feet** of it that can understand a language.

ACTIONS

Multiattack. The sphinx makes two attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft.. *Hit:* 6 (**1d6 + 3**) Slashing damage.

Caterwaul. *Saving Throw:* **DC 14 Constitution**. *Range:* **60 ft.**, one creature that can hear the sphinx. *Failure:* 5 (**2d4**) Thunder damage and 5 (**2d4**) Psychic damage and the creature drops anything its holding as it covers its ears.

Good Omens. The sphinx projects brief visions of the future into the mind of a willing creature it can see within **60 feet** of it, allowing the creature to adapt to its foe's movements and make an attack deadlier. The next attack the creature hits with before the end of its next turn deals an extra 6 (**1d12**) damage.

BONUS ACTIONS

Impossible Riddle (1/Short or Long Rest). the sphinx projects an impossible riddle or confounding question into the mind of a creature it can see within **30 feet** of it. The creature must succeed on a **DC 14 Intelligence saving throw** or take 3 (**1d6**) Psychic damage and be subjected to the effects of the *Confusion* spell for **1 minute**. The creature can repeat the saving throw at the end of each of its turns, taking 3 (**1d6**) Psychic damage on a failure, or ending the effect on a success.

REACTION

Purr (3/Short or Long Rest). *Trigger:* A creature within **10 feet** of the sphinx targets it with an attack. *Response:* Each creature within **10 feet** of the sphinx must succeed on a **DC 14 Wisdom saving throw** or be **Charmed** by the sphinx until the end of the sphinx's next turn.

TONY'S LIEMONGER

Small Fiend, Neutral Evil

Armour Class 18 (natural armour)

Hit Points 49 (9d6 + 18)

Speed 30 ft., Climb 30 ft., Fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Skills Deception +6

Senses Darkvision 30 ft., passive Perception 10

Condition Immunities Charmed

Languages understands Infernal and Jinn but can't speak, telepathy 30 ft.

Challenge 3 (700 XP)

Proficiency Bonus +4

Mitomania. Whenever a friendly creature requests information from the liemonger, it must succeed on a **DC 11 Wisdom saving throw** or be compelled to provide false information. The liemonger always sticks to its lie, even in the face of evidence to the contrary. Once the liemonger has succumbed to this compulsion, it automatically succeeds on this saving throw until it finishes a Short or Long Rest.

Telepathic Impersonation. When the liemonger speaks telepathically to a creature, it can make itself sound exactly like a different creature it has heard. A creature can tell that this is an impersonation with a successful **DC 15 Wisdom (Insight)** check.

ACTIONS

Multiattack. The liemonger uses Deceitful Whispers twice. It can replace one use of Deceitful Whispers with False Image.

Deceitful Whispers. *Saving Throw: DC 15 Wisdom. Range: 30 feet,* one creature. *Failure: 7 (3d4) Psychic damage and, if this is the first time the target has failed this saving throw this turn, it has Disadvantage on attack rolls against one creature of the liemonger's choice until the end of the liemonger's next turn.*

False Image. The liemonger creates an illusory image of itself, as per the *Mirror Image* spell, which lasts indefinitely until it is hit by an attack. The liemonger can't have more than one image from this action at the same time.

Web of Lies (1/Short or Long Rest). *Saving Throw: DC 15 Wisdom. Range: 30 feet,* each creature in a **10-foot-radius Sphere**. *Failure: 7 (2d6) Psychic damage and the creature is Restrained for 1 minute. Success: half damage.* A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This effect ends for a creature if it is in the area of the *Zone of Truth* spell or similar magical effect.



TONY'S RAKITTEN

Tiny Fiend, lawful evil

Armour Class 16 (natural armour)

Hit Points 31 (7d6 + 7)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	12 (+1)	13 (+1)	16 (+3)

Skills Deception +4, Insight +3

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +3

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

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

ACTIONS

Multiattack. The rakitten makes two Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) Slashing damage.

Caterwaul. *Saving Throw:* **DC 14 Constitution.** *Range:* **60 ft.**, one creature that can hear the sphinx. *Failure:* 7 (2d6) Thunder damage and 7 (2d6) Psychic damage and the creature drops anything its holding as it covers its ears.

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

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

BONUS ACTIONS

Cat's Curse (1/Minute). When the rakitten hits a creature with a Claw attack on its turn, it can use a bonus action to force the creature to make a **DC 14 Charisma saving throw** or be afflicted by the cat's curse for **1 minute**. While cursed in this way, the creature is unable to benefit from spells of level 3 or lower. A creature affected by this curse can repeat the saving throw at the end of each of its turns, ending the effect on a success.

REACTIONS

Purr (3/Short or Long Rest). *Trigger:* A creature within **10 feet** of the rakitten targets it with an attack. *Response:* Each creature within **10 feet** of the rakitten must succeed on a **DC 14 Wisdom saving throw** or be **Charmed** by the rakitten until the end of the sphinx's next turn.

Weavebender (3/Long Rest). *Trigger:* A ranged spell attack or a spell with an area of effect centred on a point targets a creature or point within **30 feet** of the rakitten. *Response:* The rakitten redirects the spell. It can cause a ranged spell attack to target a different creature within **10 feet** of the original target (after the attack roll is made but before the outcome is determined), or it can move the area of effect's point of origin up to **10 feet** in any direction.



TRANTON SNARK'S TEAM

CRAWLY TURRIT

Tiny Construct, Unaligned

Armour Class 17 (natural armour)

Hit Points 60 (8d4 + 40)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	20 (+5)	1 (-5)	7 (-2)	1 (-5)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralysed, Petrified, Poisoned

Senses. Darkvision 60 ft., passive Perception 7

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Draconic Infusion. The damage type that the turret's Bite, Breath Bolt, and Breath Weapon deals depends on the dragon *breath sac* with which it was infused: Acid (black or copper); Cold (silver or white); Fire (brass, gold, or red); Lightning (blue or bronze); or Poison (green).

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) Piercing damage plus 3 (1d6) damage (see Draconic Infusion).

Breath Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d10) damage (see Draconic Infusion).

Breath Weapon (1/Day). The turret exhales elemental energy in a 20-foot cone. Each creature in that area must make a **DC 16 Dexterity saving throw**, taking 21 (6d6) damage (see Draconic Infusion) on a failed save, or half as much damage on a successful one.

FLYING MAGNETITE WEAPON

Small Construct, Unaligned

Armour Class 18 (natural armour)

Hit Points 44 (8d6 + 16)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities Cold, Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralysed, Petrified, Poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Arcanomagnetic Repulsion. Attacks against the weapon made with ferrous weapons or ammunition are made at **Disadvantage**.

False Appearance. While the weapon remains motionless, it is indistinguishable from a normal weapon.

Superconductor. If the weapon takes **10** or more Fire damage in a single instance, it falls **Prone** and, until the end of its next turn, it is **Incapacitated** and its Fly speed is reduced to **0 feet**.

ACTIONS

Multiattack. The weapon makes two melee attacks. It has one of the following attack options, depending on its anatomy.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) Slashing damage plus 3 (1d6) Force damage.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) Bludgeoning damage plus 3 (1d6) Force damage.

Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) Piercing damage plus 3 (1d6) Force damage.



TRANTON'S ANVELEON

Medium Monstrosity, Neutral

Armour Class 15 (natural armour)

Hit Points 58 (9d8 + 18)

Speed 30 ft., climb 20 ft.

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

Damage Resistances Fire

Senses Blindsight 30ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +4

Electrosense Antennae. If the betobeto-kun takes **Vmod** Lightning damage in a single instance, it is **Blinded** until the end of its next turn.

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

ACTIONS

Multiattack. The anveleon makes two attacks.

Hammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (**1d8 + 5**) Bludgeoning damage.

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

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

Thunderstrike. The anveleon takes 9 (**1d8 + 5**) Bludgeoning damage. *Saving Throw:* **DC 14 Constitution.** *Range:* Self, each creature in **5-foot radius.** *Failure:* A creature takes twice as much Thunder damage as the anveleon took Bludgeoning damage.

TRANTON'S BETOBETO-KUN

Tiny Fey (Yokai), Chaotic Neutral

Armour Class 12 (14 in Dim Light or Darkness)

Hit Points 21 (6d4 + 6)

Speed 30 ft.

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

Skills Stealth +5

Condition Immunities Frightened

Senses Blindsight 30 ft., Darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +3

Audiophile. Whenever the betobeto-kun hears a creature that it hasn't encountered before, it must make a **DC 11 Wisdom saving throw**. On a failed save, the betobeto-kun loudly mimics the creature's noises for the next **10 minutes**, automatically failing Stealth checks against creatures that can hear it.

Electrosense Antennae. If the betobeto-kun takes **Vmod** Lightning damage in a single instance, it is **Blinded** until the end of its next turn.

Jumpscare. If the betobeto-kun is hidden from a creature when it uses its Frighten action on it, the creature has **Disadvantage** on the saving throw. In addition, when one or more creatures become Frightened by the betobeto-kun, the betobeto-kun gains 10 (**3d6**) temporary hit points, which last for **1 minute**.

Shadow Armour. While in Dim Light or Darkness and not wearing any armour, the betobeto-kun gains a **+2 bonus** to AC.

ACTIONS

Frighten. *Saving Throw:* **DC 13 Wisdom.** *Range:* 5 feet, one creature. *Failure:* 9 (**2d8**) Psychic damage. A creature automatically fails the saving throw and is **Frightened** of the betobeto-kun until the end of the betobeto-kun's next turn if it rolls a **2** or lower on the d20.

BONUS ACTIONS

Hide. The betobeto-kun takes the Hide action.

Shadow Stealth. When in Dim Light or Darkness, the betobeto-kun becomes **Invisible**, along with anything its wearing or carrying, and can take the Hide action as part of this same Bonus Action. The invisibility lasts until the betobeto-kun uses a bonus action to end it, is in Bright light or incapacitated, attacks, casts a spell, or uses its Frighten action.



TRANTON'S REELER

Medium Monstrosity, Unaligned

Armour Class 13 (natural armour)

Hit Points 52 (8d8 + 16)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	7 (-2)	13 (+1)	8 (-1)

Skills Perception +3, Stealth +2

Senses Blindsight 15 ft. (blind beyond this radius), passive Perception 13

Condition Immunities blinded

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +3

Electrolocation. The reeler can sense disturbances in the electromagnetic fields of its surroundings, allowing it to track creatures that were within the area in the past **24 hours**. If the reeler takes **5** or more Lightning damage in a single instance, it loses its blindsight until the end of its next turn.

ACTIONS

Multiattack. The reeler makes two attacks, only one of which can be a Constrict attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) Piercing damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) Bludgeoning damage and the target is **Grappled (escape DC 14)**. The reeler can only grapple one creature at a time in this way, and it has **Advantage** on attack rolls against creatures it's grappling in this way.

BONUS ACTIONS

Illumination. The reeler lights the lure on its tail, or turns it off. While the lure is lit, it emits Dim Light in a **5-foot radius**.



APPENDIX D - FEATS

This section contains one feat to let any character dip their toes into taming their very own companion.

TAMER ADEPT

*Prerequisite: have no levels in the tamer class**

You are able to bond to companions as per the tamer's Pocket Familiar and Soul Bond class features, and tame new companions as per the tamer's Tame Creature class feature. You can only bond to one companion at a time using this feat, and can only tame creatures with a challenge rating of 1/2 or lower and a size of Medium or smaller. If you are 5th level or higher, your companion can use its Multiattack action if it has one. If you bond to a bespoke companion, it gains the Bonus Tamer Improvement listed in its description. Whenever a tamer feature or companion improvement refers to your tamer level, use your character level instead.

As you gain levels, the companion you bond to with this feat gains improvements as per the tamer's Monster Trainer class feature, which can be from its unique improvement tree, if it has one, but it can gain no more than five improvements. In addition, you gain a way to empower the companion you bond to with this feat in battle depending on your character class, as described below. If you have more than one class, you must choose one of these benefits when you first take the feat; when you gain a level, you can swap to a different benefit for which you have at least one class level.

- ♦ **Barbarian: Anger Issues.** Your companion can use a bonus action to enter a rage as per your Rage class feature. Once it rages, it can't do so again until you finish a long rest. If your Rage class feature is improved by later class features, the companion doesn't benefit from those. When you reach 11th level, your companion regains the ability to rage when you finish a short or long rest.
- ♦ **Bard: Natural Performer.** Your companion can give out Bardic Inspiration dice as per your Bardic Inspiration class feature. The die the companion gives is a **d6**. Once the companion has given out a die, it can't do so again until you finish a short or long rest. When you reach 11th level, the size of the die increases to a **d10**, and your companion can give it out twice, regaining all uses when you finish a short or long rest.
- ♦ **Bender: Elemental Scion.**** As a bonus action, your companion can infuse its strikes with elemental energy. For **1 minute**, its attacks deal an extra **1d6** damage on a hit, of a type with which you have affinity (your choice when the companion uses this bonus action). Once the companion has used this bonus action, it can't do so again until you finish a short or long rest. When you reach 11th level, this damage is increased to **2d6**. In addition, your companion gains **resistance** to a damage type with which you have affinity (your choice when you reach 11th level or take this feat, whichever happens last).
- ♦ **Cleric: Divine Vessel.** Your companion can use a cleric Channel Divinity option from the ones to which you have access. Once it has done so, it can't do so again until you finish a long rest. If a Channel Divinity option is improved by later class features, the companion doesn't benefit from those. When you reach 11th level, your companion regains the ability to use Channel Divinity when you finish a short or long rest.
- ♦ **Druid: Alter Shape.** As a bonus action, your companion can undergo a small transformation, gaining your choice of one of the following benefits for **1 hour**: a climbing or swimming speed of **30 feet**, darkvision out to **60 feet**, or a **+2 bonus** to AC. Once your companion has transformed with this feat, it can't do so again until you finish a short or long rest. When you reach 11th level, you can pick from the following additional benefits: a burrowing or flying speed of **15 feet**, blindsight out to **20 feet**, or **resistance** to one of the following damage types: acid, cold, fire, lightning, or poison.
- ♦ **Fighter: Indomitable Spirit.** As a bonus action, your companion can regain hit points equal to **1d10** + your proficiency bonus. Once it has done so, it can't do so again until you finish a short or long rest. When you reach 11th level, your companion can reroll a saving throw that it fails. If it does so, it must use the new roll, and it can't do so again until you finish a short or long rest.
- ♦ **Monk: Inner Focus.** Your companion has **3 ki** points, which it can use for Flurry of Blows, Patient Defense, or Step of the Wind as per your Ki class feature. It regains expended ki points when you finish a short or long rest. When you reach 11th level, your companion gains **1** additional ki point, and it can use its ki points as per your Stunning Strike class feature, but doing so costs **2** points instead of **1**.
- ♦ **Paladin: Lay on Paws.** Your companion has a pool of healing power with **20** hit points, which it can use as per your Lay on Hands class feature. Its pool replenishes when you finish a long rest.

When you reach 11th level, this pool increases to 40 hit points.

- ♦ **Ranger: Huntmaster.** When you first bond to your companion, choose a creature type. Your companion has **advantage** on attack rolls against creatures of that type. When you reach 11th level, your companion can cast the *hunter's mark* spell, requiring no components. When the spell is marking a creature of the type you chose, your companion's attacks deal an extra **1d10** damage to it instead of **1d6**. Once your companion has cast this spell, it can't do so again until you finish a short or long rest.
- ♦ **Rogue: Stalk and Pounce.** Your companion can deal extra damage on an attack as per your Sneak Attack class feature. The companion's Sneak Attack dice are **4d6**, and once it's dealt this damage, it can't do so again until you finish a short or long rest. When you reach 11th level, your companion's Sneak Attack dice increase to **6d6** and you choose a skill. Your companion becomes proficient in that skill if it isn't already; if it is, its proficiency bonus is doubled for any ability check it makes using it.
- ♦ **Sorcerer: Arcane Conduit.** Your companion gains 3 sorcery points, and can cast spells you know by spending a number of sorcery points equal to the spell's level, requiring somatic components instead of any other components and using Charisma as the spellcasting ability. Your companion regains expended sorcery points when you finish a long rest. When you reach 11th level,

your companion gains 1 additional sorcery point and can apply Metamagic options you know to the spells it casts, spending sorcery points for them as normal.

- ♦ **Warlock: Eldritch-Touched.** Choose one Eldritch Invocation that does not have a prerequisite higher than 5th level. Your companion gains this invocation. If the invocation would require spending a warlock spell slot to cast a spell, your companion can do so without spending a spell slot. The companion can cast spells gained from the Eldritch Invocation requiring somatic components instead of any other components and using Charisma as the spellcasting ability. When you reach 11th level, you can replace this invocation with one that does not have a prerequisite higher than 9th level.
- ♦ **Wizard: Teacher's Pet.** Choose two cantrips from the wizard spell list. Your companion learns these cantrips and can cast them at their lowest level. When you reach 11th level, you can select one additional cantrip, and your companion casts these cantrips as if it was an 11th-level spellcaster.

You can take this feat multiple times. Doing so doesn't increase the number of companions you can have, but it increases the number of improvements your companion can gain by 5 (to a maximum of 19).

*If you take this feat and subsequently gain a level in the tamer class, you lose this feat and can take a different one instead.

**The Bender is a new class introduced in *Ryoko's Guide to the Yokai Realms*.





**MITOCHONDRIAL
OUTBURST**

PREREQUISITE: —
"It's the powerhouse of the cell!"

TELOMERASE

PREREQUISITE: —
"Flavor Text."

SPRING JUMP I

PREREQUISITE: BECOME COMPANION
"Let's bounce!..."

MUT-Y

PREREQUISITE: —
"The label reads: 'harmful if ingested'..."

SPRING JUMP II

PREREQUISITE: SPRING JUMP I
"...I didn't mean that literally."

MUT-Z

PREREQUISITE: MUT-Y
"...this one says 'deadly if touched'..."

MUT-Ω

PREREQUISITE: MUT-Z
"...cataclysmic if observed?!"

GROWTH I

PREREQUISITE: —
"The bigger it gets..."

MULTIATTACK

PREREQUISITE: —
"Monkey see, monkey slap."

GROWTH II

PREREQUISITE: GROWTH I
"...the bigger messes it makes..."

**PROTECTIVE
PHAGOCYTOSIS**

PREREQUISITE: —
"Reject humanity. Return to monkey."

MITOSIS

PREREQUISITE: GROWTH II
"...luckily, there's only one of them."

TAMER
LEVEL

1

3

5

9

13

17

**APPENDIX E - FAMILIAR
DNAPE**

"As I have repeatedly told my colleagues, coercion and violence are inefficient and frankly inelegant ways of collecting samples. One requires only an assistant that is sufficiently swift or adorable enough to avoid consequences when apprehended. Preferably, both."

— Dr. Stein, Dubiously Ethical

Type: Ooze

Creature Component: Any polyhedrooze

Bonus Tamer Improvement: Spring Jump I and +2 Hit Dice

DNapes might just be one of Dr. Stein's most understated, yet brilliant inventions. While they were originally engineered as test subjects for a more stable version of Stein's infamous mut-x compound, the experiment yielded such extraordinary results that these remarkable simians were immediately repurposed for more ambitious pursuits. Their capacity for adaptive mutation made them ideal gatherers of genetic samples from such inhospitable locations as the Elemental Planes or the deep Low, where Stein would rather not venture himself. Quick, daring, and infuriatingly evasive, a DNape can pluck a scale from a purple worm and vanish before the unwilling donor can so much as roar in protest.

Alas, the renowned biomancer's notorious absent-mindedness has led to countless DNAs escaping into the wilds, where they roam unsupervised, snatching hairs from passing merchants and stealing adventurer dandruff under the cover of night. Rather than clean up his mess and pursue the wayward apes, Dr. Stein has resorted to his usual *modus operandi*—making new creations to substitute those he misplaced.

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

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

MONSTER TRAINING

SPRING JUMP I

Prerequisite: Become a Tamer's companion

Type: Passive (companion)

Opportunity Attacks made against the DNApe when it jumps out of a creature's reach have **Disadvantage**. In addition, the first time on each turn after the DNApe finishes a jump, it can immediately make another jump, up to half of its jumping distance. The distance cleared by this second jump doesn't cost the DNApe any of its movement.

GROWTH I

Prerequisite: 3rd-level Tamer

Type: Passive (companion)

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

MUT-Y

Prerequisite: 3rd-level Tamer

Type: Passive (companion)

The DNApe has been infused with more of Stein's increasingly experimental compounds. When the DNApe's Tamer chooses a damage type for the DNApe's Mut-X trait, they can also choose an ability. The DNApe gains proficiency in saving throws that use that ability until a different ability is chosen.

In addition, when choosing a damage type for the DNApe's Mut-X trait, the Tamer can choose any damage type except for Bludgeoning, Piercing, and Slashing.

MITOCHONDRIAL OUTBURST

Prerequisite: 5th-level Tamer

Type: Active (action)

As an Action, the DNApe can tap into its mitochondria for a burst of energy, choosing up to five creatures within its reach and making a Punch attack against each one. After making all of the attacks, the DNApe immediately jumps in a random direction without provoking Opportunity Attacks. Once the DNApe uses this action, it can't do so again until its Tamer finishes a Short or Long rest.

When the DNApe's Tamer reaches 13th level in the Tamer class, each attack made as part of this action deals an additional die of damage.

MULTIATTACK

Prerequisite: 5th-level Tamer

Type: Active (action)

As an Action, the DNApe can make two attacks.

SPRING JUMP II

Prerequisite: 5th-level Tamer, Spring Jump I

Type: Passive (companion), Active (Reaction)

Standing up from Prone doesn't cost the DNApe any movement. In addition, the DNApe can use its Reaction when a hostile creature moves within **5 feet** of it to immediately jump away in a random direction without provoking Opportunity Attacks.

GROWTH II

Prerequisite: 9th-level Tamer, Growth I

Type: Active (action), Passive (companion)

The DNApe's size increases to Medium, its Hit Die size increases to a **d8** (its Hit Point maximum consequently increases by **1** for each of its Hit Dice), the damage die of its Punch attack increases to a **d8**, and the reach of its Punch attack increases to **15 feet**.

In addition, the DNApe gains a new action option: Lisosome Toss.

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

TELOMERASE

Prerequisite: 9th-level Tamer

Type: Passive (companion)

The DNApe's body repairs itself when in relative safety. At the end of each of the DNApe's turns, it gains **7 (2d6)** Temporary Hit Points if no hostile creatures are within **5 feet** of it.

DNAPE

Tiny Ooze, Chaotic Neutral

Armour Class 12

Hit Points 4 (1d4 + 2)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Acrobatics +4

Senses passive Perception 10

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Standing Leap. The DNApe's long jump is up to **20 feet** and its high jump is up to **10 feet**, with or without a running start. The DNApe takes no damage if it falls from a height equal to or less than **10 feet**.

Mut-X. When the DNApe finishes a Long Rest, it can mutate to gain **Resistance** to one of the following damage types of its choice: Acid, Cold, Fire, Lightning, or Poison. This Resistance lasts until a new damage type is chosen. If the DNApe has a Tamer, the Tamer makes the choice instead whenever they finish a Long Rest.

Simian Curiosity. When the DNApe sees a creature it has never seen before while not in combat, it must make a **DC 11 Wisdom saving throw**. On a failed save, it's compelled to collect a sample of genetic material from that creature, such as by pulling out some of its hair or scraping off some dandruff. Once the DNApe has failed a saving throw against this trait, it automatically succeeds on any subsequent ones until it or its Tamer finishes a Long Rest.

ACTIONS

Punch. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

MUT-Z

Prerequisite: 9th-level Tamer, Mut-Y

Type: Passive (companion), Active (action)

When the DNApe's Tamer chooses a damage type for the DNApe's Mut-X trait, they can also choose one of the adaptations listed below, which the DNApe gains until a different adaptation is chosen.

- **Airborne.** The DNApe gains a Fly Speed equal to its Walk Speed and **Immunity** to fall damage.
- **Subaquatic.** The DNApe gains a Swim Speed of 60 feet and Darkvision out to **60 feet**. In addition, it can breathe underwater.
- **Subterranean.** The DNApe gains Blindsight out to **30 feet**.

In addition, the DNApe can use an action to swap any of the choices made as part of its Mut-X trait, as well as the Mut-Y and Mut-Z improvements. Once the DNApe uses this action, it can't do so again until its Tamer finishes a Long Rest.

PROTECTIVE PHAGOCYTOSIS

Prerequisite: 13th-level Tamer

Type: Active (Bonus Action)

As a Bonus Action, the DNApe can completely envelop a willing creature within **5 feet** of it that is no more than one size larger than it, forming a protective film around the creature's body. The enveloped creature gains the following benefits:

- Temporary Hit Points equal to the DNApe's current Hit Points.
- The DNApe's Speeds.
- The DNApe's Standing Leap trait and its Spring Jump I and Spring Jump II improvements (if it has these).
- The DNApe's Telomerase improvement (if it has this).

In addition, the DNApe's Tamer can cast spells on the enveloped creature as if it was one of their tamed creatures. These benefits last until the DNApe is no longer enveloping the creature. The enveloped creature can't gain Temporary Hit Points from sources other than Telomerase while the DNApe envelops it.

In this form, the DNApe isn't considered a creature, can't be targeted by attacks, spells, or other effects, and can't take damage. It can't move or take any actions or Reactions other than an action to make one Punch attack or a Bonus Action to return to its normal state, appearing in an unoccupied space within **5 feet** of the creature it enveloped with a number of Hit Points equal to the Temporary Hit Points that the creature had. The DNApe also stops enveloping the creature when the creature has no Temporary Hit Points remaining, in which case it reappears with 0 Hit Points.

Once the DNApe stops enveloping a creature, it can't envelop a creature again for **1 minute**.

MUT-Q

Prerequisite: 13th-level Tamer, Mut-Z

Type: Active (Bonus Action)

As a Bonus Action, the DNApe can touch a willing creature within reach of its Punch attack and shares some of its genetic material, granting the creature all the benefits the DNApe currently has from its Mut-X trait, as well as the Mut-Y and Mut-Z improvements. These benefits last for **1 minute**.

Once the DNApe uses this Bonus Action, it can't do so again until its Tamer finishes a Short or Long Rest.

MITOSIS

Prerequisite: 17th-level Tamer, Growth II

Type: Active (Action)

The DNApe has unlocked the secrets of cellular division. It can split itself as an Action, becoming Small and ejecting a second Small DNApe into an unoccupied space within **5 feet** of it. The second DNApe shares the statistics of the first, which don't change as a result of the decrease in size. The DNApes share their Initiative count, as well as uses of their Mitochondrial Outburst and Mut-Ω improvements (if they have them). They take their turn simultaneously and can be commanded simultaneously by their Tamer. Each has its own movement and actions.

The DNApes remain split for **1 minute**, until one of them is reduced to 0 Hit Points, or until they're more than **100 feet** from one another. When one of these conditions is met, their Tamer chooses one of the DNApes. The DNApe that wasn't chosen immediately snaps back into the other and is absorbed. The remaining DNApe becomes Medium again and can't move or take actions until the end of its next turn, as a wave of lethargy sweeps over it.

Once the DNApe uses this Action, it can't do so again until its Tamer finishes a Long Rest.



LEGAL

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