

COMPANIONS FOR HIRE

2.0





COMPANIONS FOR HIRE

This document contains stat blocks for bonded companions that can be borrowed from the Loot Tavern using the *tamer's call* magic item (see *Underground Taming Tournament*, Appendix A). The tavern provides a selection of six different companions, each one available at all of the different APLs at which the adventure can be run.

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CASKADON

The sturdy caskadon loves to brawl, and is always ready to flip some tables or knock some heads together. Shining in both offense and defense, this excitable pachyderm can fill a variety of roles in a Tamer's team—you won't regret adding it to your lineup!

STRENGTHS

- **Damage.** The caskadon has access to good sources of damage, either via its Happy Hour action or by using creatures as improvised weapons at APL 9 and beyond.
- **Defense.** With a solid number of Hit Points and Immunity to Poison damage, the caskadon can take a good amount of punishment, especially against venomous foes.
- **Versatility.** The variety of effects that the caskadon can impose with its Happy Hour action makes it great at controlling the battlefield, allowing it to pick between two different types of debuff or simply more damage. At APL 10 and above, the caskadon can also knock creatures Prone in addition to these other effects.

WEAKNESSES

- **Set Up.** Most of the caskadon's damage needs some prior set up, whether that's by having a source of Fire damage to ignite creatures affected by its Happy Hour action, or grappling a creature in order to use it as a weapon.
- **Low AC and Dexterity.** The caskadon's low AC makes it easy to hit, and its negative Dexterity modifier renders it susceptible to effects that impose **Dexterity saving throws**, which are common.

CASKADON (APL 5)

Small Construct, Chaotic Good

Armour Class 14 (natural armour)

Hit Points 39 (6d6 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Skills Athletics +5

Damage Immunities Poison

Condition Immunities Paralysed, Petrified, Poisoned

Senses Passive Perception 11

Languages —

Challenge —

Proficiency Bonus +3

Bottoms Up. The caskadon can be used as a set of Brewer's Supplies, and its Tamer has **Advantage** on any ability checks using it in this way.

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

Intoxicating Fumes. When the caskadon suffers a critical hit, potent, intoxicating vapours are released. Each creature within **5 feet** of the caskadon must succeed on a **DC 14 Constitution saving throw** or be **Poisoned** until the end of the caskadon's next turn.

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

ACTIONS

Multiattack. The caskadon makes two Trunk attacks.

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

Happy Hour (Recharges after a Short or Long Rest). The caskadon sprays alcohol from its trunk in a **30-foot Cone**. Each creature in the area must succeed on a **DC 14 Dexterity saving throw** or be soaked with alcohol until the end of its next turn. The next time a soaked creature takes Fire damage, it takes an extra 14 (**4d6**) Fire damage. In addition, a creature that fails its save suffers an effect depending on the type of alcohol sprayed (Tamer's choice):

- **Sticky Beer.** The creature's Speed is **halved** until the end of its next turn.
- **Tart Wine.** The creature takes 7 (**2d6**) Acid damage.
- **Potent Scotch.** The creature is **Poisoned** until the end of its next turn.

CASKADON (APL 6)

Medium Construct, Chaotic Good

Armour Class 14 (natural armour)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Skills Athletics +5

Damage Immunities Poison

Condition Immunities Paralysed, Petrified, Poisoned

Senses Passive Perception 11

Languages —

Challenge —

Proficiency Bonus +3

Bottoms Up. The caskadon can be used as a set of Brewer's Supplies, and its Tamer has **Advantage** on any ability checks using it in this way.

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

Intoxicating Fumes. When the caskadon suffers a critical hit, potent, intoxicating vapours are released. Each creature within **5 feet** of the caskadon must succeed on a **DC 14 Constitution saving throw** or be **Poisoned** until the end of the caskadon's next turn.

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

ACTIONS

Multiattack. The caskadon makes two Trunk attacks.

Trunk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Bludgeoning damage.

Happy Hour (Recharges after a Short or Long Rest). The caskadon sprays alcohol from its trunk in a **30-foot Cone**. Each creature in the area must succeed on a **DC 14 Dexterity saving throw** or be soaked with alcohol until the end of its next turn. The next time a soaked creature takes Fire damage, it takes an extra 14 (**4d6**) Fire damage. In addition, a creature that fails its save suffers an effect depending on the type of alcohol sprayed (Tamer's choice):

- ♦ **Sticky Beer.** The creature's Speed is **halved** until the end of its next turn.
- ♦ **Tart Wine.** The creature takes 7 (**2d6**) Acid damage.
- ♦ **Potent Scotch.** The creature is **Poisoned** until the end of its next turn.

CASKADON (APL 7)

Medium Construct, Chaotic Good

Armour Class 14 (natural armour)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Skills Athletics +5

Damage Immunities Poison

Condition Immunities Paralysed, Petrified, Poisoned

Senses Passive Perception 11

Languages —

Challenge —

Proficiency Bonus +3

Bottoms Up. The caskadon can be used as a set of Brewer's Supplies, and its Tamer has **Advantage** on any ability checks using it in this way.

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

Intoxicating Fumes. When the caskadon suffers a critical hit, potent, intoxicating vapours are released. Each creature within **5 feet** of the caskadon must succeed on a **DC 14 Constitution saving throw** or be **Poisoned** until the end of the caskadon's next turn.

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

ACTIONS

Multiattack. The caskadon makes two Trunk attacks.

Trunk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Bludgeoning damage.

Happy Hour (Recharges after a Short or Long Rest). The caskadon sprays alcohol from its trunk in a **30-foot Cone**. Each creature in the area must succeed on a **DC 14 Dexterity saving throw** or be soaked with alcohol until the end of its next turn. The next time a soaked creature takes Fire damage, it takes an extra 14 (**4d6**) Fire damage. In addition, a creature that fails its save suffers an effect depending on the type of alcohol sprayed (Tamer's choice):

- ♦ **Sticky Beer.** The creature's Speed is **halved** until the end of its next turn.
- ♦ **Tart Wine.** The creature takes 7 (**2d6**) Acid damage.
- ♦ **Potent Scotch.** The creature is **Poisoned** until the end of its next turn.

CASKADON (APL 8)

Medium Construct, Chaotic Good

Armour Class 14 (natural armour)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Skills Athletics +6

Damage Immunities Poison

Condition Immunities Paralysed, Petrified, Poisoned

Senses Passive Perception 11

Languages —

Challenge —

Proficiency Bonus +3

Bottoms Up. The caskadon can be used as a set of Brewer's Supplies, and its Tamer has **Advantage** on any ability checks using it in this way.

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

Intoxicating Fumes. When the caskadon suffers a critical hit, potent, intoxicating vapours are released. Each creature within **5 feet** of the caskadon must succeed on a **DC 14 Constitution saving throw** or be **Poisoned** until the end of the caskadon's next turn.

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

ACTIONS

Multiattack. The caskadon makes two Trunk attacks.

Trunk. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) Bludgeoning damage.

Happy Hour (Recharges after a Short or Long Rest). The caskadon sprays alcohol from its trunk in a **30-foot Cone**. Each creature in the area must succeed on a **DC 14 Dexterity saving throw** or be soaked with alcohol until the end of its next turn. The next time a soaked creature takes Fire damage, it takes an extra 14 (4d6) Fire damage. In addition, a creature that fails its save suffers an effect depending on the type of alcohol sprayed (Tamer's choice):

- ♦ **Sticky Beer.** The creature's Speed is **halved** until the end of its next turn.
- ♦ **Tart Wine.** The creature takes 7 (2d6) Acid damage.
- ♦ **Potent Scotch.** The creature is **Poisoned** until the end of its next turn.

CASKADON (APL 9)

Medium Construct, Chaotic Good

Armour Class 14 (natural armour)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Skills Athletics +7

Damage Immunities Poison

Condition Immunities Paralysed, Petrified, Poisoned

Senses Passive Perception 11

Languages —

Challenge —

Proficiency Bonus +4

Bar Brawler. The caskadon has **Advantage** on ability checks made to grapple creatures smaller than itself. In addition, the caskadon gains proficiency with improvised weapons, and creatures that are at least two sizes smaller than the caskadon are considered improvised weapons for it (see Brawl action).

Bottoms Up. The caskadon can be used as a set of Brewer's Supplies, and its Tamer has **Advantage** on any ability checks using it in this way.

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

Intoxicating Fumes. When the caskadon suffers a critical hit, potent, intoxicating vapours are released. Each creature within **5 feet** of the caskadon must succeed on a **DC 15 Constitution saving throw** or be **Poisoned** until the end of the caskadon's next turn.

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

ACTIONS

Multiattack. The caskadon makes two attacks. It can replace one or more of these attacks with an attempt to grapple a creature.

Brawl (Only if grappling a Creature at Least Two Sizes Smaller). *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* Bludgeoning damage equal to one roll of the grappled creature's Hit Die + 3. The grappled creature takes 2 (1d4) Bludgeoning damage.

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

Happy Hour (Recharges after a Short or Long Rest). The caskadon sprays alcohol from its trunk in a **30-foot Cone**. Each creature in the area must succeed on a **DC 15 Dexterity saving throw** or be soaked with alcohol until the end of its next turn. The next time a soaked creature takes Fire damage, it takes an extra 14 (4d6) Fire damage. In addition, a creature that fails its save suffers an effect depending on the type of alcohol sprayed (Tamer's choice):

- ♦ **Sticky Beer.** The creature's Speed is **halved** until the end of its next turn.
- ♦ **Tart Wine.** The creature takes 7 (2d6) Acid damage.
- ♦ **Potent Scotch.** The creature is **Poisoned** until the end of its next turn.

CASKADON (APL 10)

Medium Construct, Chaotic Good

Armour Class 14 (natural armour)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Skills Athletics +7

Damage Immunities Poison

Condition Immunities Paralysed, Petrified, Poisoned

Senses Passive Perception 11

Languages —

Challenge —

Proficiency Bonus +4

Bar Brawler. The caskadon has **Advantage** on ability checks made to grapple creatures smaller than itself. In addition, the caskadon gains proficiency with improvised weapons, and creatures that are at least two sizes smaller than the caskadon are considered improvised weapons for it (see Brawl action).

Bottoms Up. The caskadon can be used as a set of Brewer's Supplies, and its Tamer has **Advantage** on any ability checks using it in this way.

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

Intoxicating Fumes. When the caskadon suffers a critical hit, potent, intoxicating vapours are released. Each creature within **5 feet** of the caskadon must succeed on a **DC 15 Constitution saving throw** or be **Poisoned** until the end of the caskadon's next turn.

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

ACTIONS

Multiattack. The caskadon makes two attacks. It can replace one or more of these attacks with an attempt to grapple a creature.

Brawl (Only if grappling a Creature at Least Two Sizes Smaller). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* Bludgeoning damage equal to one roll of the grappled creature's Hit Die + 3. The grappled creature takes 2 (1d4) Bludgeoning damage.

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

Happy Hour (Recharges after a Short or Long Rest). The caskadon sprays alcohol from its trunk in a **30-foot Cone**. Each creature in the area must succeed on a **DC 15 Dexterity saving throw** or be soaked with alcohol until the end of its next turn. The next time a soaked creature takes Fire damage, it takes an extra 14 (4d6) Fire damage. In addition, a creature that fails its save suffers an effect depending on the type of alcohol sprayed (Tamer's choice):

- ◆ **Sticky Beer.** The creature's Speed is **halved** until the end of its next turn.
- ◆ **Tart Wine.** The creature takes 7 (2d6) Acid damage.
- ◆ **Potent Scotch.** The creature is **Poisoned** until the end of its next turn.

Alternatively, the caskadon can choose to increase the pressure of the spray, changing it from a 30-foot Cone into a **5-foot-wide, 30-foot-long Line**, and from a Dexterity saving throw into a **Strength saving throw**. On a failed save, a creature takes 10 (3d6) Bludgeoning damage and is knocked **Prone** in addition to the other effects. On a successful save, a creature takes half as much damage only.



CASKADON (APL II)

Medium Construct, Chaotic Good

Armour Class 14 (natural armour)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Skills Athletics +7

Damage Immunities Poison

Condition Immunities Paralysed, Petrified, Poisoned

Senses Passive Perception 11

Languages —

Challenge —

Proficiency Bonus +4

Bar Brawler. The caskadon has **Advantage** on ability checks made to grapple creatures smaller than itself. In addition, the caskadon gains proficiency with improvised weapons, and creatures that are at least two sizes smaller than the caskadon are considered improvised weapons for it (see Brawl action).

Bottoms Up. The caskadon can be used as a set of Brewer's Supplies, and its Tamer has **Advantage** on any ability checks using it in this way.

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

Intoxicating Fumes. When the caskadon suffers a critical hit, potent, intoxicating vapours are released. Each creature within **5 feet** of the caskadon must succeed on a **DC 15 Constitution saving throw** or be **Poisoned** until the end of the caskadon's next turn.

Leak. While the caskadon is below half its Hit Point maximum, it slowly leaks some of its contents, giving other creatures

Advantage on ability checks made to track it or detect signs of its passage.

ACTIONS

Multiattack. The caskadon makes two attacks. It can replace one or more of these attacks with an attempt to grapple a creature.

Brawl (Only if grappling a Creature at Least Two Sizes Smaller). *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* Bludgeoning damage equal to one roll of the grappled creature's Hit Die + 3. The grappled creature takes 2 (**1d4**) Bludgeoning damage.

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

Happy Hour (Recharges after a Short or Long Rest). The caskadon sprays alcohol from its trunk in a **30-foot Cone**. Each creature in the area must succeed on a **DC 15 Dexterity saving throw** or be soaked with alcohol until the end of its next turn. The next time a soaked creature takes Fire damage, it takes an extra 14 (**4d6**) Fire damage. In addition, a creature that fails its save suffers an effect depending on the type of alcohol sprayed (Tamer's choice):

- ◆ **Sticky Beer.** The creature's Speed is **halved** until the end of its next turn.

- ◆ **Tart Wine.** The creature takes 7 (**2d6**) Acid damage.

- ◆ **Potent Scotch.** The creature is **Poisoned** until the end of its next turn.

Alternatively, the caskadon can choose to increase the pressure of the spray, changing it from a 30-foot Cone into a **5-foot-wide, 30-foot-long Line**, and from a Dexterity saving throw into a **Strength saving throw**. On a failed save, a creature takes 10 (**3d6**) Bludgeoning damage and is knocked **Prone** in addition to the other effects. On a successful save, a creature takes half as much damage only.



CUBCAKE

The deliciously playful cubcake is a loyal companion that seasons each fight with a pinch of chaotic unpredictability. Its impressive constitution ensures that it can take its share of punishment, enduring its foes' attacks while healing and buffing allies.

STRENGTHS

- **Healing and Buffs.** The cubcake is able to restore its allies' Hit Points with its Sweet Treat trait and some of its Birthday Wish spells. At higher APLs, the Sweet Treat trait also buffs other creatures.
- **Hit Points.** The cubcake has a lot of Hit Points, which can be used to fuel its Sweet Treat trait and make it a damage sponge, taking attacks from foes so that its allies don't have to.

WEAKNESSES

- **Unpredictability.** The cubcake has access to a wide variety of effects, including buffs, debuffs, and even area of effect damage in the form of the *Fireball* spell. However, these are reliant on rolling the right number for its Birthday Wish trait. Sometimes, you may not get the desired effect—there's even a small chance for the trait to result in no effect!
- **Damage.** Outside of its ability to cast *Fireball* with its Birthday Wish trait at APL 10 and above, the cubcake doesn't have ways of dealing a lot of damage to its foes.

CUBCAKE (APL 5)

Small Monstrosity, Unaligned

Armour Class 12

Hit Points 39 (6d6 + 18)

Speed 30 ft., Climb 20 ft.

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

Senses Darkvision 30 ft., Passive Perception 11

Languages —

Challenge —

Proficiency Bonus +3

Birthday Wish. As a Bonus Action, the cubcake's Tamer can make a wish if they are within **60 feet** of the cubcake, extinguishing the flame at the tip of the cubcake's tail and rolling a **d6**. On its next turn, the cubcake can cast the spell corresponding to the number rolled (**save DC 14**), requiring no material components. 1 - the wish doesn't come true and has no effect; 2 - *Bane*; 3 - *Cure Wounds*; 4 - *Magic Missile*; 5 - *Shield of Faith*; 6 - Tamer's choice from these options.

After a wish is made, the cubcake's Tamer can't make another until they finish a Long Rest, at which point the cubcake's candle tail lights up once more.

Sugar Crash. When the cubcake scores a critical hit, it must make a **DC 11 Constitution saving throw**. On a failed save, it has **Disadvantage** on its next attack roll within the next **minute**.

Sweet Treat (3/Day). If the cubcake is willing, a creature within **5 feet** of it can use a Bonus Action to tear off and eat a small piece of the cubcake's body. The cubcake takes 4 (**1d8**) Piercing damage, which can't be reduced or prevented in any way. The creature that eats a piece of the cubcake regains 7 (**1d8 + 3**) Hit Points.

ACTIONS

Multiattack. The cubcake makes two Claw attacks.

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

Sneeze (1/Day). The cubcake sneezes a spray of fine flour in a **20-foot Cone**. Each creature in the area must succeed on a **DC 14 Constitution saving throw** or immediately use its Reaction to sneeze. In addition, a creature caught in the cone can't benefit from the Invisible condition until the end of its next turn.

CUBCAKE (APL 6)

Medium Monstrosity, Unaligned

Armour Class 12

Hit Points 45 (6d8 + 18)

Speed 30 ft., Climb 20 ft.

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

Senses Darkvision 30 ft., Passive Perception 11

Languages —

Challenge — Proficiency Bonus +3

Birthday Wish. As a Bonus Action, the cubcake's Tamer can make a wish if they are within **60 feet** of the cubcake, extinguishing the flame at the tip of the cubcake's tail and rolling a **d6**. On its next turn, the cubcake can cast the spell corresponding to the number rolled (**save DC 14**), requiring no material components. 1 - the wish doesn't come true and has no effect; 2 - *Bane*; 3 - *Cure Wounds*; 4 - *Magic Missile*; 5 - *Shield of Faith*; 6 - Tamer's choice from these options.

After a wish is made, the cubcake's Tamer can't make another until they finish a Long Rest, at which point the cubcake's candle tail lights up once more.

Sugar Crash. When the cubcake scores a critical hit, it must make a **DC 11 Constitution saving throw**. On a failed save, it has **Disadvantage** on its next attack roll within the next **minute**.

Sweet Treat (3/Day). If the cubcake is willing, a creature within **5 feet** of it can use a Bonus Action to tear off and eat a small piece of the cubcake's body. The cubcake takes 4 (**1d8**) Piercing damage, which can't be reduced or prevented in any way. The creature that eats a piece of the cubcake regains 7 (**1d8 + 3**) Hit Points.

ACTIONS

Multiattack. The cubcake makes two Claw attacks.

Claw. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 6 (**1d8 + 2**) Slashing damage.

Sneeze (1/Day). The cubcake sneezes a spray of fine flour in a **20-foot Cone**. Each creature in the area must succeed on a **DC 14 Constitution saving throw** or immediately use its Reaction to sneeze. In addition, a creature caught in the cone can't benefit from the Invisible condition until the end of its next turn.

CUBCAKE (APL 7)

Medium Monstrosity, Unaligned

Armour Class 12

Hit Points 45 (6d8 + 18)

Speed 30 ft., Climb 20 ft.

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

Senses Darkvision 30 ft., Passive Perception 11

Languages —

Challenge — Proficiency Bonus +3

Birthday Wish. As a Bonus Action, the cubcake's Tamer can make a wish if they are within **60 feet** of the cubcake, extinguishing the flame at the tip of the cubcake's tail and rolling a **d6**. On its next turn, the cubcake can cast the spell corresponding to the number rolled (**save DC 14**), requiring no material components. 1 - the wish doesn't come true and has no effect; 2 - *Bane*; 3 - *Cure Wounds*; 4 - *Magic Missile*; 5 - *Shield of Faith*; 6 - Tamer's choice from these options.

After a wish is made, the cubcake's Tamer can't make another until they finish a Long Rest, at which point the cubcake's candle tail lights up once more.

Sugar Crash. When the cubcake scores a critical hit, it must make a **DC 11 Constitution saving throw**. On a failed save, it has **Disadvantage** on its next attack roll within the next **minute**.

Sweet Treat (3/Day). If the cubcake is willing, a creature within **5 feet** of it can use a Bonus Action to tear off and eat a small piece of the cubcake's body. The cubcake takes 4 (**1d8**) Piercing damage, which can't be reduced or prevented in any way. The creature that eats a piece of the cubcake regains 7 (**1d8 + 3**) Hit Points.

ACTIONS

Multiattack. The cubcake makes two Claw attacks.

Claw. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 6 (**1d8 + 2**) Slashing damage.

BONUS ACTIONS

Sneeze (1/Day). The cubcake sneezes a spray of fine flour in a **20-foot Cone**. Each creature in the cone must succeed on a **DC 14 Constitution saving throw** or become covered in flour for **1 minute** and immediately use its Reaction to sneeze. A creature covered in flour can't benefit from the Invisible condition and, at the end of each of its turns, uses its Reaction to sneeze and then repeat the saving throw, ending the effect on itself on a success.



CUBCAKE (APL 8)

Medium Monstrosity, Unaligned

Armour Class 13

Hit Points 52 (7d8 + 21)

Speed 30 ft., Climb 20 ft.

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

Senses Darkvision 30 ft., Passive Perception 11

Languages —

Challenge — **Proficiency Bonus** +3

Birthday Wish. As a Bonus Action, the cubcake's Tamer can make a wish if they are within **60 feet** of the cubcake, extinguishing the flame at the tip of the cubcake's tail and rolling a **d6**. On its next turn, the cubcake can cast the spell corresponding to the number rolled (**save DC 14**), requiring no material components. 1 - the wish doesn't come true and has no effect; 2 - *Bane*; 3 - *Cure Wounds*; 4 - *Magic Missile*; 5 - *Shield of Faith*; 6 - Tamer's choice from these options.

After a wish is made, the cubcake's Tamer can't make another until they finish a Long Rest, at which point the cubcake's candle tail lights up once more.

Sugar Crash. When the cubcake scores a critical hit, it must make a **DC 11 Constitution saving throw**. On a failed save, it has **Disadvantage** on its next attack roll within the next **minute**.

Sweet Treat (3/Day). If the cubcake is willing, a creature within **5 feet** of it can use a Bonus Action to tear off and eat a small piece of the cubcake's body. The cubcake takes 4 (**1d8**) Piercing damage, which can't be reduced or prevented in any way. The creature that eats a piece of the cubcake regains 7 (**1d8 + 3**) Hit Points.

ACTIONS

Multiattack. The cubcake makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (**1d8 + 3**) Slashing damage.

BONUS ACTIONS

Sneeze (1/Day). The cubcake sneezes a spray of fine flour in a **20-foot Cone**. Each creature in the cone must succeed on a **DC 14 Constitution saving throw** or become covered in flour for **1 minute** and immediately use its Reaction to sneeze. A creature covered in flour can't benefit from the Invisible condition and, at the end of each of its turns, uses its Reaction to sneeze and then repeat the saving throw, ending the effect on itself on a success.

CUBCAKE (APL 9)

Medium Monstrosity, Unaligned

Armour Class 15 (natural armour)

Hit Points 52 (7d8 + 21)

Speed 30 ft., Climb 20 ft.

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

Senses Darkvision 30 ft., Passive Perception 11

Languages —

Challenge — **Proficiency Bonus** +4

Birthday Wish. As a Bonus Action, the cubcake's Tamer can make a wish if they are within **60 feet** of the cubcake, extinguishing the flame at the tip of the cubcake's tail and rolling a **d6**. On its next turn, the cubcake can cast the spell corresponding to the number rolled (**save DC 15**), requiring no material components. 1 - the wish doesn't come true and has no effect; 2 - *Bane*; 3 - *Cure Wounds*; 4 - *Magic Missile*; 5 - *Shield of Faith*; 6 - Tamer's choice from these options.

After a wish is made, the cubcake's Tamer can't make another until they finish a Long Rest, at which point the cubcake's candle tail lights up once more.

Sugar Crash. When the cubcake scores a critical hit, it must make a **DC 11 Constitution saving throw**. On a failed save, it has **Disadvantage** on its next attack roll within the next **minute**.

Sweet Treat (4/Day). If the cubcake is willing, a creature within **5 feet** of it can use a Bonus Action to tear off and eat a small piece of the cubcake's body. The cubcake takes 4 (**1d8**) Piercing damage, which can't be reduced or prevented in any way. The creature that eats a piece of the cubcake regains 7 (**1d8 + 3**) Hit Points.

ACTIONS

Multiattack. The cubcake makes two Claw attacks.

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

BONUS ACTIONS

Sneeze (Recharges after a Short or Long Rest). The cubcake sneezes a spray of fine flour in a **20-foot Cone**. Each creature in the cone must succeed on a **DC 15 Constitution saving throw** or become covered in flour for **1 minute** and immediately use its Reaction to sneeze. A creature covered in flour can't benefit from the Invisible condition and, at the end of each of its turns, uses its Reaction to sneeze and then repeat the saving throw, ending the effect on itself on a success.

CUBCAKE (APL 10)

Medium Monstrosity, Unaligned

Armour Class 15 (natural armour)

Hit Points 52 (7d8 + 21)

Speed 30 ft., Climb 20 ft.

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

Senses Darkvision 30 ft., Passive Perception 11

Languages —

Challenge — **Proficiency Bonus** +4

Birthday Wish. As a Bonus Action, the cubcake's Tamer can make a wish if they are within **60 feet** of the cubcake, extinguishing the flame at the tip of the cubcake's tail and rolling a **d6**. On its next turn, the cubcake can cast the spell corresponding to the number rolled (**save DC 15**), requiring no material components. 1 - the wish doesn't come true and has no effect; 2 - *Bane*; 3 - *Cure Wounds*; 4 - *Magic Missile*; 5 - *Shield of Faith*; 6 - Tamer's choice from these options.

After the first wish is made, the cubcake's tail lights up again at the start of its next turn. When its Tamer makes a second wish, roll another **d6** for a different set of spells: 1 - the wish doesn't come true and has no effect; 2 - *Fireball*; 3 - *Mass Healing Word*; 4 - *Protection from Energy*; 5 - *Slow*; 6 - Tamer's choice from these options.

After the second wish is made, the cubcake's Tamer can't make another until they finish a Long Rest, at which point the cubcake's candle tail lights up once more.

Sugar Crash. When the cubcake scores a critical hit, it must make a **DC 11 Constitution saving throw**. On a failed save, it has **Disadvantage** on its next attack roll within the next **minute**.

Sweet Treat (4/Day). If the cubcake is willing, a creature within **5 feet** of it can use a Bonus Action to tear off and eat a small piece of the cubcake's body. The cubcake takes 4 (**1d8**) Piercing damage, which can't be reduced or prevented in any way. The creature that eats a piece of the cubcake regains 7 (**1d8 + 3**) Hit Points.

ACTIONS

Multiattack. The cubcake makes two Claw attacks.

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

BONUS ACTIONS

Sneeze (Recharges after a Short or Long Rest). The cubcake sneezes a spray of fine flour in a **20-foot Cone**. Each creature in the cone must succeed on a **DC 15 Constitution saving throw** or become covered in flour for **1 minute** and immediately use its Reaction to sneeze. A creature covered in flour can't benefit from the Invisible condition and, at the end of each of its turns, uses its Reaction to sneeze and then repeat the saving throw, ending the effect on itself on a success.

CUBCAKE (APL 11)

Medium Monstrosity, Unaligned

Armour Class 15 (natural armour)

Hit Points 60 (8d8 + 24)

Speed 30 ft., Climb 20 ft.

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

Senses Darkvision 30 ft., Passive Perception 11

Languages —

Challenge — **Proficiency Bonus** +4

Birthday Wish. As a Bonus Action, the cubcake's Tamer can make a wish if they are within **60 feet** of the cubcake, extinguishing the flame at the tip of the cubcake's tail and rolling a **d6**. On its next turn, the cubcake can cast the spell corresponding to the number rolled (**save DC 15**), requiring no material components. 1 - the wish doesn't come true and has no effect; 2 - *Bane*; 3 - *Cure Wounds*; 4 - *Magic Missile*; 5 - *Shield of Faith*; 6 - Tamer's choice from these options.

After the first wish is made, the cubcake's tail lights up again at the start of its next turn. When its Tamer makes a second wish, roll another **d6** for a different set of spells: 1 - the wish doesn't come true and has no effect; 2 - *Fireball*; 3 - *Mass Healing Word*; 4 - *Protection from Energy*; 5 - *Slow*; 6 - Tamer's choice from these options.

After the second wish is made, the cubcake's Tamer can't make another until they finish a Long Rest, at which point the cubcake's candle tail lights up once more.

Sugar Crash. When the cubcake scores a critical hit, it must make a **DC 11 Constitution saving throw**. On a failed save, it has **Disadvantage** on its next attack roll within the next **minute**.

Sweet Treat (4/Day). If the cubcake is willing, a creature within **5 feet** of it can use a Bonus Action to tear off and eat a small piece of the cubcake's body. The cubcake takes 4 (**1d8**) Piercing damage, which can't be reduced or prevented in any way. The creature that eats a piece of the cubcake regains 12 (**2d8 + 3**) Hit Points. In addition, until the end of that creature's next turn, it gains a **+1 bonus** to AC and its Speed is increased by **15 feet**.

ACTIONS

Multiattack. The cubcake makes two Claw attacks.

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

BONUS ACTIONS

Sneeze (Recharges after a Short or Long Rest). The cubcake sneezes a spray of fine flour in a **20-foot Cone**. Each creature in the cone must succeed on a **DC 15 Constitution saving throw** or become covered in flour for **1 minute** and immediately use its Reaction to sneeze. A creature covered in flour can't benefit from the Invisible condition and, at the end of each of its turns, uses its Reaction to sneeze and then repeat the saving throw, ending the effect on itself on a success.



DRAGONLING

The dragonling is a classic companion—after all, who’s never wished to have draconic power at their beck and call? With a good mix of offensive and defensive qualities, this shiny companion is a fantastic all-rounder and a great fit for any taming team.

STRENGTHS

- **Area of Effect Damage.** The dragonling’s Breath Weapon is a powerful area of effect action that deals a large amount of damage and is sure to put an opposing team on the backfoot immediately.
- **Versatility.** With the dragonling’s Metallic Character trait, it can adjust both its resistances and the damage type of its Breath Weapon to adapt to different enemy teams.

WEAKNESSES

- **None.** With good offence and defence, a flying speed, and a way to adapt to opponents, the dragonling doesn’t have any glaring weaknesses.

DRAGONLING (APL 5)

Small Dragon, Lawful Good

Armour Class 16 (natural armour)

Hit Points 33 (6d6 + 12)

Speed 25 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	9 (-1)	11 (+0)	13 (+1)

Skills Perception +3

Damage Resistances see Metallic Character trait

Senses Darkvision 60 ft., Passive Perception 13

Languages—

Challenge—

Proficiency Bonus +3

Greedy. Whenever the dragonling first detects treasure worth 100 gp or more that isn’t being worn or carried, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and frolic in, the treasure. A distracted dragonling repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming **Immune** to the allure of that treasure for the next **24 hours**.

Metallic Character. After the dragonling’s Tamer finishes a Long Rest, the dragonling gains an affinity for the damage type associated with the first precious metal it touches. This affinity grants the dragonling **Resistance** to that damage type and lasts until its Tamer next finishes a Long Rest. Copper gives Acid affinity, gold gives Fire affinity, and magnetite and silver give Cold affinity.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). The dragonling exhales a torrent of elemental energy in an area. Each creature in the area must make a **DC 13 saving throw**, taking 17 (5d6) damage on a failed save, or half as much damage on a successful one. The area, damage type, and saving throw depend on the dragonling’s affinity (see its Metallic Character trait):

- ♦ **Copper.** A **5-foot-wide, 30-foot-long Line** that requires a **Dexterity saving throw** and deals Acid damage.
- ♦ **Gold.** A **20-foot Cone** that requires a **Dexterity saving throw** and deals Fire damage.
- ♦ **Magnetite.** A **20-foot Cone** that requires a **Dexterity saving throw** and deals Piercing damage.
- ♦ **Silver.** A **20-foot Cone** that requires a **Constitution saving throw** and deals Cold damage.

DRAGONLING (APL 6)

Small Dragon, Lawful Good

Armour Class 16 (natural armour)

Hit Points 33 (6d6 + 12)

Speed 25 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	9 (-1)	11 (+0)	13 (+1)

Skills Perception +3

Damage Resistances see Metallic Character trait

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge — **Proficiency Bonus** +3

Greedy. Whenever the dragonling first detects treasure worth 100 gp or more that isn't being worn or carried, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and frolic in, the treasure. A distracted dragonling repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming **Immune** to the allure of that treasure for the next **24 hours**.

Metallic Character. After the dragonling's Tamer finishes a Long Rest, the dragonling gains an affinity for the damage type associated with the first precious metal it touches. This affinity grants the dragonling **Resistance** to that damage type and lasts until its Tamer next finishes a Long Rest. Copper gives Acid affinity, gold gives Fire affinity, and magnetite and silver give Cold affinity.

ACTIONS

Multiattack. The dragonling makes two attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). The dragonling exhales a torrent of elemental energy in an area. Each creature in the area must make a **DC 13 saving throw**, taking 17 (5d6) damage on a failed save, or half as much damage on a successful one. The area, damage type, and saving throw depend on the dragonling's affinity (see its Metallic Character trait):

- ◆ **Copper.** A 5-foot-wide, 30-foot-long **Line** that requires a **Dexterity saving throw** and deals Acid damage.
- ◆ **Gold.** A 20-foot **Cone** that requires a **Dexterity saving throw** and deals Fire damage.
- ◆ **Magnetite.** A 20-foot **Cone** that requires a **Dexterity saving throw** and deals Piercing damage.
- ◆ **Silver.** A 20-foot **Cone** that requires a **Constitution saving throw** and deals Cold damage.

DRAGONLING (APL 7)

Medium Dragon, Lawful Good

Armour Class 16 (natural armour)

Hit Points 39 (6d8 + 12)

Speed 25 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	9 (-1)	11 (+0)	13 (+1)

Skills Perception +3

Damage Resistances see Metallic Character trait

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge — **Proficiency Bonus** +3

Greedy. Whenever the dragonling first detects treasure worth 100 gp or more that isn't being worn or carried, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and frolic in, the treasure. A distracted dragonling repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming **Immune** to the allure of that treasure for the next **24 hours**.

Metallic Character. After the dragonling's Tamer finishes a Long Rest, the dragonling gains an affinity for the damage type associated with the first precious metal it touches. This affinity grants the dragonling **Resistance** to that damage type and lasts until its Tamer next finishes a Long Rest. Copper gives Acid affinity, gold gives Fire affinity, and magnetite and silver give Cold affinity.

ACTIONS

Multiattack. The dragonling makes two attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) Piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). The dragonling exhales a torrent of elemental energy in an area. Each creature in the area must make a **DC 13 saving throw**, taking 17 (5d6) damage on a failed save, or half as much damage on a successful one. The area, damage type, and saving throw depend on the dragonling's affinity (see its Metallic Character trait):

- ◆ **Copper.** A 5-foot-wide, 30-foot-long **Line** that requires a **Dexterity saving throw** and deals Acid damage.
- ◆ **Gold.** A 20-foot **Cone** that requires a **Dexterity saving throw** and deals Fire damage.
- ◆ **Magnetite.** A 20-foot **Cone** that requires a **Dexterity saving throw** and deals Piercing damage.
- ◆ **Silver.** A 20-foot **Cone** that requires a **Constitution saving throw** and deals Cold damage.

DRAGONLING (APL 8)

Medium Dragon, Lawful Good

Armour Class 16 (natural armour)

Hit Points 45 (7d8 + 14)

Speed 25 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	9 (-1)	11 (+0)	13 (+1)

Skills Perception +3

Damage Resistances see Metallic Character trait

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge — **Proficiency Bonus** +3

Go for the Throat. The dragonling gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

Greedy. Whenever the dragonling first detects treasure worth 100 gp or more that isn't being worn or carried, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and frolic in, the treasure. A distracted dragonling repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming **Immune** to the allure of that treasure for the next **24 hours**.

Metallic Character. After the dragonling's Tamer finishes a Long Rest, the dragonling gains an affinity for the damage type associated with the first precious metal it touches. This affinity grants the dragonling **Resistance** to that damage type and lasts until its Tamer next finishes a Long Rest. Copper gives Acid affinity, gold gives Fire affinity, and magnetite and silver give Cold affinity.

ACTIONS

Multiattack. The dragonling makes two attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) Piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). The dragonling exhales a torrent of elemental energy in an area. Each creature in the area must make a **DC 13 saving throw**, taking 17 (5d6) damage on a failed save, or half as much damage on a successful one. The area, damage type, and saving throw depend on the dragonling's affinity (see its Metallic Character trait):

- ◆ **Copper.** A 5-foot-wide, 30-foot-long Line that requires a **Dexterity saving throw** and deals Acid damage.
- ◆ **Gold.** A 20-foot Cone that requires a **Dexterity saving throw** and deals Fire damage.
- ◆ **Magnetite.** A 20-foot Cone that requires a **Dexterity saving throw** and deals Piercing damage.
- ◆ **Silver.** A 20-foot Cone that requires a **Constitution saving throw** and deals Cold damage.

DRAGONLING (APL 9)

Medium Dragon, Lawful Good

Armour Class 18 (natural armour)

Hit Points 45 (7d8 + 14)

Speed 25 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	9 (-1)	11 (+0)	13 (+1)

Skills Perception +4

Damage Resistances see Metallic Character trait

Senses Darkvision 60 ft., Passive Perception 14

Languages —

Challenge — **Proficiency Bonus** +4

Go for the Throat. The dragonling gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

Greedy. Whenever the dragonling first detects treasure worth 100 gp or more that isn't being worn or carried, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and frolic in, the treasure. A distracted dragonling repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming **Immune** to the allure of that treasure for the next **24 hours**.

Metallic Character. After the dragonling's Tamer finishes a Long Rest, the dragonling gains an affinity for the damage type associated with the first precious metal it touches. This affinity grants the dragonling **Resistance** to that damage type and lasts until its Tamer next finishes a Long Rest. Copper gives Acid affinity, gold gives Fire affinity, and magnetite and silver give Cold affinity.

ACTIONS

Multiattack. The dragonling makes two attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) Piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). The dragonling exhales a torrent of elemental energy in an area. Each creature in the area must make a **DC 14 saving throw**, taking 24 (7d6) damage on a failed save, or half as much damage on a successful one. The area, damage type, and saving throw depend on the dragonling's affinity (see its Metallic Character trait):

- ◆ **Copper.** A 5-foot-wide, 30-foot-long Line that requires a **Dexterity saving throw** and deals Acid damage.
- ◆ **Gold.** A 20-foot Cone that requires a **Dexterity saving throw** and deals Fire damage.
- ◆ **Magnetite.** A 20-foot Cone that requires a **Dexterity saving throw** and deals Piercing damage.
- ◆ **Silver.** A 20-foot Cone that requires a **Constitution saving throw** and deals Cold damage.

DRAGONLING (APL 10)

Medium Dragon, Lawful Good

Armour Class 18 (natural armour)

Hit Points 45 (7d8 + 14)

Speed 25 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	9 (-1)	11 (+0)	13 (+1)

Skills Perception +4

Damage Resistances see Metallic Character trait

Senses Blindsight 15 ft., Darkvision 60 ft., Passive Perception 14

Languages —

Challenge — **Proficiency Bonus** +4

Go for the Throat. The dragonling gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

Greedy. Whenever the dragonling first detects treasure worth 100 gp or more that isn't being worn or carried, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and frolic in, the treasure. A distracted dragonling repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming **Immune** to the allure of that treasure for the next **24 hours**.

Metallic Character. After the dragonling's Tamer finishes a Long Rest, the dragonling gains an affinity for the damage type associated with the first precious metal it touches. This affinity grants the dragonling **Resistance** to that damage type and lasts until its Tamer next finishes a Long Rest. Copper gives Acid affinity, gold gives Fire affinity, and magnetite and silver give Cold affinity.

ACTIONS

Multiattack. The dragonling makes two attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) Piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). The dragonling exhales a torrent of elemental energy in an area. Each creature in the area must make a **DC 14 saving throw**, taking 24 (7d6) damage on a failed save, or half as much damage on a successful one. The area, damage type, and saving throw depend on the dragonling's affinity (see its Metallic Character trait):

- ◆ **Copper.** A **5-foot-wide, 30-foot-long Line** that requires a **Dexterity saving throw** and deals Acid damage.
- ◆ **Gold.** A **20-foot Cone** that requires a **Dexterity saving throw** and deals Fire damage.
- ◆ **Magnetite.** A **20-foot Cone** that requires a **Dexterity saving throw** and deals Piercing damage.
- ◆ **Silver.** A **20-foot Cone** that requires a **Constitution saving throw** and deals Cold damage.

DRAGONLING (APL 11)

Medium Dragon, Lawful Good

Armour Class 18 (natural armour)

Hit Points 52 (8d8 + 16)

Speed 25 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	9 (-1)	11 (+0)	13 (+1)

Skills Perception +4

Damage Resistances see Metallic Character trait

Senses Blindsight 15 ft., Darkvision 60 ft., Passive Perception 14

Languages —

Challenge — **Proficiency Bonus** +4

Go for the Throat. The dragonling gains a **+2 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

Greedy. Whenever the dragonling first detects treasure worth 100 gp or more that isn't being worn or carried, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and frolic in, the treasure. A distracted dragonling repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming **Immune** to the allure of that treasure for the next **24 hours**.

Metallic Character. After the dragonling's Tamer finishes a Long Rest, the dragonling gains an affinity for the damage type associated with the first precious metal it touches. This affinity grants the dragonling **Resistance** to that damage type and lasts until its Tamer next finishes a Long Rest. Copper gives Acid affinity, gold gives Fire affinity, and magnetite and silver give Cold affinity.

ACTIONS

Multiattack. The dragonling makes two attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) Piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). The dragonling exhales a torrent of elemental energy in an area. Each creature in the area must make a **DC 14 saving throw**, taking 24 (7d6) damage on a failed save, or half as much damage on a successful one. The area, damage type, and saving throw depend on the dragonling's affinity (see its Metallic Character trait):

- ◆ **Copper.** A **5-foot-wide, 30-foot-long Line** that requires a **Dexterity saving throw** and deals Acid damage.
- ◆ **Gold.** A **20-foot Cone** that requires a **Dexterity saving throw** and deals Fire damage.
- ◆ **Magnetite.** A **20-foot Cone** that requires a **Dexterity saving throw** and deals Piercing damage.
- ◆ **Silver.** A **20-foot Cone** that requires a **Constitution saving throw** and deals Cold damage.



MUSHAMUSHI

The diminutive mushamushi is a bipedal, insect-like creature with a penchant for fighting enemies larger than itself. It excels at movement and single combat, and is extremely difficult to shake off when pursuing a foe across the battlefield. There's no escape from a mushamushi.

STRENGTHS

- **Hook.** The mushamushi's Hook is an incredibly versatile tool. It can be used for extra movement and to trigger the mushamushi's Charge trait, to attach to evasive foes and prevent them from distancing themselves from the mushamushi, or to protect the mushamushi against attacks from powerful enemies. Occupying a foe's space can also protect the mushamushi against areas of effect, forcing its enemies to catch an ally in the area if they want to catch the mushamushi too.
- **Defence.** At higher APLs, the mushamushi's high AC, saving throw proficiency, and powerful Resistances make it difficult for foes to damage it.

WEAKNESSES

- **Hit Points.** At lower APLs, the mushamushi is especially fragile. It should avoid being the target of too many attacks through careful positioning and making use of its Agile trait to move freely around the battlefield.
- **Single Target.** Aside from using its high speed to trigger its Charge trait twice on the same turn, which requires very specific enemy positioning, the mushamushi doesn't have a way to deal a lot of damage to multiple creatures.

MUSHAMUSHI (APL 5)

Tiny Monstrosity, Lawful Neutral

Armour Class 15 (natural armour)

Hit Points 27 (6d4 + 12)

Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	7 (-2)	10 (+0)	11 (+0)

Senses Passive Perception 10

Languages —

Challenge —

Proficiency Bonus +3

Agile. When the mushamushi hits a creature with a melee attack, it doesn't provoke Opportunity Attacks from that creature for the rest of the turn.

Charge. If the mushamushi moves at least **20 feet** straight toward a target and then immediately hits it with a Horn attack, the target takes an extra 5 (**2d4**) Piercing damage.

Small Fry. The mushamushi has **Disadvantage** on attack rolls against creatures of its size or smaller.

ACTIONS

Multiattack. The mushamushi makes two attacks.

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

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

Hook. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target more than one size larger than the mushamushi. *Hit:* The mushamushi pulls itself to within **5 feet** of the target and remains attached to it until it removes the hook as a Bonus Action, or until it is ever more than **5 feet** from the target. If the target is a creature, it can use its action to detach the mushamushi with a successful **DC 14 Strength (Athletics)** check.

While attached to a creature, the mushamushi moves with the creature, it can climb the creature as it would a normal surface, it can end its movement in the creature's space, and the creature's space isn't considered Difficult Terrain for the mushamushi.

MUSHAMUSHI (APL 6)

Tiny Monstrosity, Lawful Neutral

Armour Class 15 (natural armour)

Hit Points 27 (6d4 + 12)

Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	7 (-2)	10 (+0)	11 (+0)

Senses Passive Perception 10

Languages —

Challenge — **Proficiency Bonus** +3

Agile. When the mushamushi hits a creature with a melee attack, it doesn't provoke Opportunity Attacks from that creature for the rest of the turn.

Charge. If the mushamushi moves at least **20 feet** straight toward a target and then immediately hits it with a Horn attack, the target takes an extra 9 (**2d8**) Piercing damage.

Small Fry. The mushamushi has **Disadvantage** on attack rolls against creatures of its size or smaller.

ACTIONS

Multiattack. The mushamushi makes two attacks.

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

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

Hook. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target more than one size larger than the mushamushi. *Hit:* The mushamushi pulls itself to within **5 feet** of the target and remains attached to it until it removes the hook as a Bonus Action, or until it is ever more than **5 feet** from the target. If the target is a creature, it can use its action to detach the mushamushi with a successful **DC 14 Strength (Athletics)** check.

While attached to a creature, the mushamushi moves with the creature, it can climb the creature as it would a normal surface, it can end its movement in the creature's space, and the creature's space isn't considered Difficult Terrain for the mushamushi.

MUSHAMUSHI (APL 7)

Tiny Monstrosity, Lawful Neutral

Armour Class 15 (natural armour)

Hit Points 27 (6d4 + 12)

Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	7 (-2)	10 (+0)	11 (+0)

Senses Passive Perception 10

Languages —

Challenge — **Proficiency Bonus** +3

Agile. When the mushamushi hits a creature with a melee attack, it doesn't provoke Opportunity Attacks from that creature for the rest of the turn.

Charge. If the mushamushi moves at least **20 feet** straight toward a target and then immediately hits it with a Horn attack, the target takes an extra 9 (**2d8**) Piercing damage.

Small Fry. The mushamushi has **Disadvantage** on attack rolls against creatures of its size or smaller.

ACTIONS

Multiattack. The mushamushi makes two attacks.

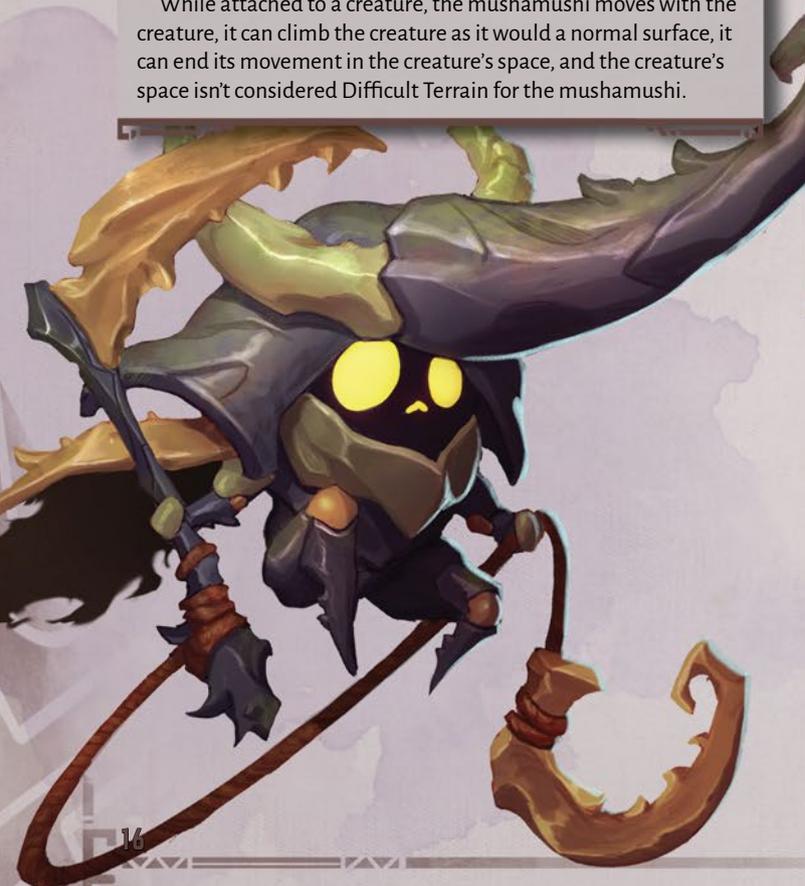
Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (**1d4 + 3**) Piercing damage.

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

Hook. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target more than one size larger than the mushamushi. *Hit:* The mushamushi pulls itself to within **5 feet** of the target and remains attached to it until it removes the hook as a Bonus Action, or until it is ever more than **5 feet** from the target. If the target is a creature, it can use its action to detach the mushamushi with a successful **DC 14 Strength (Athletics)** check.

While attached to a creature, the mushamushi moves with the creature, it can climb the creature as it would a normal surface, it can end its movement in the creature's space, and the creature's space isn't considered Difficult Terrain for the mushamushi.

In addition, that creature has **Disadvantage** on attack rolls against the mushamushi, and if that creature rolls a **1** on an attack roll against the mushamushi, the creature takes 7 (**2d6**) damage of the type the attack would have dealt. If the attack could deal more than one damage type, the creature chooses which type of damage it takes.



MUSHAMUSHI (APL 8)

Tiny Monstrosity, Lawful Neutral

Armour Class 15 (natural armour)

Hit Points 36 (8d4 + 16)

Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	7 (-2)	10 (+0)	11 (+0)

Senses Passive Perception 10

Languages —

Challenge —

Proficiency Bonus +3

Agile. When the mushamushi hits a creature with a melee attack, it doesn't provoke Opportunity Attacks from that creature for the rest of the turn.

Charge. If the mushamushi moves at least **20 feet** straight toward a target and then immediately hits it with a Horn attack, the target takes an extra 9 (**2d8**) Piercing damage.

Small Fry. The mushamushi has **Disadvantage** on attack rolls against creatures of its size or smaller.

ACTIONS

Multiattack. The mushamushi makes two attacks.

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

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

Hook. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target more than one size larger than the mushamushi. *Hit:* The mushamushi pulls itself to within **5 feet** of the target and remains attached to it until it removes the hook as a Bonus Action, or until it is ever more than **5 feet** from the target. If the target is a creature, it can use its action to detach the mushamushi with a successful **DC 14 Strength (Athletics)** check.

While attached to a creature, the mushamushi moves with the creature, it can climb the creature as it would a normal surface, it can end its movement in the creature's space, and the creature's space isn't considered Difficult Terrain for the mushamushi.

In addition, that creature has **Disadvantage** on attack rolls against the mushamushi, and if that creature rolls a **1** on an attack roll against the mushamushi, the creature takes 7 (**2d6**) damage of the type the attack would have dealt. If the attack could deal more than one damage type, the creature chooses which type of damage it takes.

MUSHAMUSHI (APL 9)

Tiny Monstrosity, Lawful Neutral

Armour Class 17 (natural armour)

Hit Points 45 (10d4 + 20)

Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	7 (-2)	10 (+0)	11 (+0)

Senses Passive Perception 10

Languages —

Challenge —

Proficiency Bonus +4

Adamantine Chitin. Critical Hits scored against the mushamushi become normal hits.

Agile. When the mushamushi hits a creature with a melee attack, it doesn't provoke Opportunity Attacks from that creature for the rest of the turn.

Charge. If the mushamushi moves at least **20 feet** straight toward a target and then immediately hits it with a Horn attack, the target takes an extra 9 (**2d8**) Piercing damage.

Small Fry. The mushamushi has **Disadvantage** on attack rolls against creatures of its size or smaller.

ACTIONS

Multiattack. The mushamushi makes two attacks.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (**1d4 + 3**) Piercing damage.

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

Hook. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target more than one size larger than the mushamushi. *Hit:* The mushamushi pulls itself to within **5 feet** of the target and remains attached to it until it removes the hook as a Bonus Action, or until it is ever more than **5 feet** from the target. If the target is a creature, it can use its action to detach the mushamushi with a successful **DC 15 Strength (Athletics)** check.

While attached to a creature, the mushamushi moves with the creature, it can climb the creature as it would a normal surface, it can end its movement in the creature's space, and the creature's space isn't considered Difficult Terrain for the mushamushi.

In addition, that creature has **Disadvantage** on attack rolls against the mushamushi, and if that creature rolls a **3 or lower** on an attack roll against the mushamushi, the creature takes 7 (**2d6**) damage of the type the attack would have dealt. If the attack could deal more than one damage type, the creature chooses which type of damage it takes.

MUSHAMUSHI (APL 10)

Tiny Monstrosity, Lawful Neutral

Armour Class 17 (natural armour)

Hit Points 45 (10d4 + 20)

Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	7 (-2)	10 (+0)	11 (+0)

Senses Passive Perception 10

Languages —

Challenge — **Proficiency Bonus** +4

Adamantine Chitin. Critical Hits scored against the mushamushi become normal hits.

Agile. When the mushamushi hits a creature with a melee attack, it doesn't provoke Opportunity Attacks from that creature for the rest of the turn.

Charge. If the mushamushi moves at least **20 feet** straight toward a target and then immediately hits it with a Horn attack, the target takes an extra 9 (**2d8**) Piercing damage.

Courageous. The mushamushi has **Advantage** on saving throws against being frightened by creatures larger than it. In addition, when the mushamushi's tamer rolls initiative and the mushamushi can see a hostile creature that's larger than it, it gains 11 (**2d10**) temporary hit points, which last for **1 minute**. While the mushamushi's tamer is within **30 feet** of the mushamushi and can see it, this benefit extends to them (against creatures larger than the tamer).

Small Fry. The mushamushi has **Disadvantage** on attack rolls against creatures of its size or smaller.

ACTIONS

Multiattack. The mushamushi makes two attacks.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (**1d4 + 3**) Piercing damage.

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

Hook. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target more than one size larger than the mushamushi. *Hit:* The mushamushi pulls itself to within **5 feet** of the target and remains attached to it until it removes the hook as a Bonus Action, or until it is ever more than **5 feet** from the target. If the target is a creature, it can use its action to detach the mushamushi with a successful **DC 15 Strength (Athletics)** check.

While attached to a creature, the mushamushi moves with the creature, it can climb the creature as it would a normal surface, it can end its movement in the creature's space, and the creature's space isn't considered Difficult Terrain for the mushamushi.

In addition, that creature has **Disadvantage** on attack rolls against the mushamushi, and if that creature rolls a **3 or lower** on an attack roll against the mushamushi, the creature takes 7 (**2d6**) damage of the type the attack would have dealt. If the attack could deal more than one damage type, the creature chooses which type of damage it takes.

MUSHAMUSHI (APL 11)

Tiny Monstrosity, Lawful Neutral

Armour Class 17 (natural armour)

Hit Points 49 (11d4 + 22)

Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	7 (-2)	10 (+0)	11 (+0)

Saving Throws Dex +7

Senses Passive Perception 10

Languages —

Challenge — **Proficiency Bonus** +4

Adamantine Chitin. Critical Hits scored against the mushamushi become normal hits.

Agile. When the mushamushi hits a creature with a melee attack, it doesn't provoke Opportunity Attacks from that creature for the rest of the turn.

Charge. If the mushamushi moves at least **20 feet** straight toward a target and then immediately hits it with a Horn attack, the target takes an extra 9 (**2d8**) Piercing damage.

Courageous. The mushamushi has **Advantage** on saving throws against being frightened by creatures larger than it. In addition, when the mushamushi's tamer rolls initiative and the mushamushi can see a hostile creature that's larger than it, it gains 11 (**2d10**) temporary hit points, which last for **1 minute**. While the mushamushi's tamer is within **30 feet** of the mushamushi and can see it, this benefit extends to them (against creatures larger than the tamer).

Small Fry. The mushamushi has **Disadvantage** on attack rolls against creatures of its size or smaller.

ACTIONS

Multiattack. The mushamushi makes two attacks.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (**1d4 + 3**) Piercing damage.

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

Hook. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target more than one size larger than the mushamushi. *Hit:* The mushamushi pulls itself to within **5 feet** of the target and remains attached to it until it removes the hook as a Bonus Action, or until it is ever more than **5 feet** from the target. If the target is a creature, it can use its action to detach the mushamushi with a successful **DC 15 Strength (Athletics)** check.

While attached to a creature, the mushamushi moves with the creature, it can climb the creature as it would a normal surface, it can end its movement in the creature's space, and the creature's space isn't considered Difficult Terrain for the mushamushi.

In addition, that creature has **Disadvantage** on attack rolls against the mushamushi, and if that creature rolls a **3 or lower** on an attack roll against the mushamushi, the creature takes 7 (**2d6**) damage of the type the attack would have dealt. If the attack could deal more than one damage type, the creature chooses which type of damage it takes.

REDWING

The majestic redwing flies through the battlefield in a blur, gathering intel as it bleeds its foes dry. No companion can match it in precision and velocity, but a few solid hits can take it down. This deadly bird of prey is especially suited for Tamers who enjoy glass cannons and high-risk, high-reward plays.

STRENGTHS

- ♦ **Evasion.** With a high AC, high Speed, flight, and the ability to avoid Opportunity Attacks, the redwing is remarkably difficult to pin down, especially for foes lacking good ranged attacks.
- ♦ **Offence.** Boasting the highest attack bonus of all companions available to borrow at higher APLs, the redwing strikes true and hard. It excels at

hit-and-run tactics, slicing up its opponents and fleeing before they can retaliate.

- ♦ **Information.** The redwing's Blood Reader trait can provide valuable information about an enemy's statistics.

WEAKNESSES

- ♦ **Hit Points.** The redwing is extremely fragile, with the lowest average Hit Points of any companion available for borrowing. Keeping it alive requires good strategy and careful positioning.
- ♦ **Single Target.** The redwing doesn't have area of effect abilities or other ways to damage multiple creatures at once.

REDWING (APL 5)

Tiny Monstrosity, Unaligned

Armour Class 14 (natural armour)

Hit Points 21 (6d4 + 6)

Speed 15 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 15

Languages —

Challenge —

Proficiency Bonus +3

Blood Reader. Once on each of the redwing's turns, when it deals damage to a creature that has blood and is within **5 feet** of it, it can force the creature to make a **DC 14 Constitution saving throw**. On a failed save, the redwing extracts a sample of the creature's blood, storing it within the glass compartment in its chest. A willing creature can also feed some blood to the redwing as an action while within its reach. The redwing can only hold the blood of one creature at a time; if it extracts blood from another, the first sample is destroyed.

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

- ♦ Whether it has fewer than all, three-quarters, one-half, or one-quarter of its maximum Hit Points.
- ♦ How many unexpended spell slots it has, if any, and their levels.
- ♦ Whether it's under the effect of any spells or curses, and what they are.
- ♦ What special senses it possesses, their ranges, and the languages it understands.

- ♦ Its damage Resistances and Immunities.

- ♦ Its condition Immunities.

- ♦ Its current emotional state, in the form of a word or a short sentence.

Eagle Eyes. The redwing can't be surprised. While within **60 feet** of the redwing, the redwing's Tamer gains Darkvision out to a range of **60 feet**.

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

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

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

ACTIONS

Multiattack. The redwing makes one Steel Wing attack and one Talons attack.

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

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

BONUS ACTIONS

Dash. The redwing takes the Dash action.



REDWING (APL 6)

Tiny Monstrosity, Unaligned

Armour Class 14 (natural armour)

Hit Points 21 (6d4 + 6)

Speed 15 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 15

Languages —

Challenge —

Proficiency Bonus +3

Blood Reader. Once on each of the redwing's turns, when it deals damage to a creature that has blood and is within **5 feet** of it, it can force the creature to make a **DC 14 Constitution saving throw**. On a failed save, the redwing extracts a sample of the creature's blood, storing it within the glass compartment in its chest. A willing creature can also feed some blood to the redwing as an action while within its reach. The redwing can only hold the blood of one creature at a time; if it extracts blood from another, the first sample is destroyed.

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

- ◆ Whether it has fewer than all, three-quarters, one-half, or one-quarter of its maximum Hit Points.
- ◆ How many unexpended spell slots it has, if any, and their levels.
- ◆ Whether it's under the effect of any spells or curses, and what they are.
- ◆ What special senses it possesses, their ranges, and the languages it understands.

- ◆ Its damage Resistances and Immunities.

- ◆ Its condition Immunities.

- ◆ Its current emotional state, in the form of a word or a short sentence.

Eagle Eyes. The redwing can't be surprised. While within **60 feet** of the redwing, the redwing's Tamer gains Darkvision out to a range of **60 feet**.

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

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

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

ACTIONS

Multiattack. The redwing makes one Steel Wing attack and one Talons attack.

Steel Wing. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 8 (**1d10 + 3**) Slashing damage.

Talons. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 7 (**1d8 + 3**) Slashing damage.

BONUS ACTIONS

Dash. The redwing takes the Dash action.

REDWING (APL 7)

Tiny Monstrosity, Unaligned

Armour Class 14 (natural armour)

Hit Points 21 (6d4 + 6)

Speed 15 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 15

Languages —

Challenge — **Proficiency Bonus** +3

Blood Reader. Once on each of the redwing's turns, when it deals damage to a creature that has blood and is within **5 feet** of it, it can force the creature to make a **DC 14 Constitution saving throw**. On a failed save, the redwing extracts a sample of the creature's blood, storing it within the glass compartment in its chest. A willing creature can also feed some blood to the redwing as an action while within its reach. The redwing can only hold the blood of one creature at a time; if it extracts blood from another, the first sample is destroyed.

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

- ◆ Whether it has fewer than all, three-quarters, one-half, or one-quarter of its maximum Hit Points.
- ◆ How many unexpended spell slots it has, if any, and their levels.
- ◆ Whether it's under the effect of any spells or curses, and what they are.
- ◆ What special senses it possesses, their ranges, and the languages it understands.

- ◆ Its damage Resistances and Immunities.
- ◆ Its condition Immunities.
- ◆ Its current emotional state, in the form of a word or a short sentence.

Eagle Eyes. The redwing can't be surprised. While within **60 feet** of the redwing, the redwing's Tamer gains Darkvision out to a range of **60 feet**.

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

Go for the Throat. The redwing gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

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

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

ACTIONS

Multiattack. The redwing makes one Steel Wing attack and one Talons attack.

Steel Wing. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 9 (**1d10 + 4**) Slashing damage.

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

BONUS ACTIONS

Dash. The redwing takes the Dash action.

REDWING (APL 8)

Tiny Monstrosity, Unaligned

Armour Class 14 (natural armour)

Hit Points 24 (7d4 + 7)

Speed 15 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	12 (+1)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 15

Languages —

Challenge —

Proficiency Bonus +3

Blood Reader. Once on each of the redwing's turns, when it deals damage to a creature that has blood and is within **5 feet** of it, it can force the creature to make a **DC 14 Constitution saving throw**. On a failed save, the redwing extracts a sample of the creature's blood, storing it within the glass compartment in its chest. A willing creature can also feed some blood to the redwing as an action while within its reach. The redwing can only hold the blood of one creature at a time; if it extracts blood from another, the first sample is destroyed.

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

- ◆ Whether it has fewer than all, three-quarters, one-half, or one-quarter of its maximum Hit Points.
- ◆ How many unexpended spell slots it has, if any, and their levels.
- ◆ Whether it's under the effect of any spells or curses, and what they are.
- ◆ What special senses it possesses, their ranges, and the languages it understands.

- ◆ Its damage Resistances and Immunities.
- ◆ Its condition Immunities.
- ◆ Its current emotional state, in the form of a word or a short sentence.

Eagle Eyes. The redwing can't be surprised. While within **60 feet** of the redwing, the redwing's Tamer gains Darkvision out to a range of **60 feet**.

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

Go for the Throat. The redwing gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

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

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

ACTIONS

Multiattack. The redwing makes one Steel Wing attack and one Talons attack.

Steel Wing. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 9 (**1d10 + 4**) Slashing damage.

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

BONUS ACTIONS

Dash. The redwing takes the Dash action.

REDWING (APL 9)

Tiny Monstrosity, Unaligned

Armour Class 16 (natural armour)

Hit Points 24 (7d4 + 7)

Speed 15 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	12 (+1)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 15

Languages —

Challenge — **Proficiency Bonus** +4

Blood Reader. Once on each of the redwing's turns, when it deals damage to a creature that has blood and is within **5 feet** of it, it can force the creature to make a **DC 15 Constitution saving throw**. On a failed save, the redwing extracts a sample of the creature's blood, storing it within the glass compartment in its chest. A willing creature can also feed some blood to the redwing as an action while within its reach. The redwing can only hold the blood of one creature at a time; if it extracts blood from another, the first sample is destroyed.

While the redwing has a creature's blood sample within it, its Tamer knows **4** of the following pieces of information (Tamer's choice when blood is first extracted):

- ◆ Whether it has fewer than all, three-quarters, one-half, or one-quarter of its maximum Hit Points.
- ◆ How many unexpended spell slots it has, if any, and their levels.
- ◆ Whether it's under the effect of any spells or curses, and what they are.
- ◆ What special senses it possesses, their ranges, and the languages it understands.

- ◆ Its damage Resistances and Immunities.
- ◆ Its condition Immunities.
- ◆ Its current emotional state, in the form of a word or a short sentence.

Eagle Eyes. The redwing can't be surprised. While within **60 feet** of the redwing, the redwing's Tamer gains Darkvision out to a range of **60 feet**.

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

Go for the Throat. The redwing gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

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

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

ACTIONS

Multiattack. The redwing makes one Steel Wing attack and one Talons attack.

Steel Wing. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 9 (**1d10 + 4**) Slashing damage.

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

BONUS ACTIONS

Dash. The redwing takes the Dash action.

REDWING (APL 10)

Tiny Monstrosity, Unaligned

Armour Class 18 (natural armour)

Hit Points 24 (7d4 + 7)

Speed 15 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	12 (+1)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 15

Languages —

Challenge —

Proficiency Bonus +4

Blood Reader. Once on each of the redwing's turns, when it deals damage to a creature that has blood and is within **5 feet** of it, it can force the creature to make a **DC 16 Constitution saving throw**. On a failed save, the redwing extracts a sample of the creature's blood, storing it within the glass compartment in its chest. A willing creature can also feed some blood to the redwing as an action while within its reach. The redwing can only hold the blood of one creature at a time; if it extracts blood from another, the first sample is destroyed.

While the redwing has a creature's blood sample within it, its Tamer knows **4** of the following pieces of information (Tamer's choice when blood is first extracted):

- ◆ Whether it has fewer than all, three-quarters, one-half, or one-quarter of its maximum Hit Points.
- ◆ How many unexpended spell slots it has, if any, and their levels.
- ◆ Whether it's under the effect of any spells or curses, and what they are.
- ◆ What special senses it possesses, their ranges, and the languages it understands.

- ◆ Its damage Resistances and Immunities.
- ◆ Its condition Immunities.
- ◆ Its current emotional state, in the form of a word or a short sentence.

Eagle Eyes. The redwing can't be surprised. While within **60 feet** of the redwing, the redwing's Tamer gains Darkvision out to a range of **60 feet**.

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

Go for the Throat. The redwing gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

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

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

ACTIONS

Multiattack. The redwing makes one Steel Wing attack and one Talons attack.

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

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

BONUS ACTIONS

Dash. The redwing takes the Dash action.

REDWING (APL 11)

Tiny Monstrosity, Unaligned

Armour Class 18 (natural armour)

Hit Points 28 (8d4 + 8)

Speed 15 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	12 (+1)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 15

Languages —

Challenge —

Proficiency Bonus +4

Blood Reader. Once on each of the redwing's turns, when it deals damage to a creature that has blood and is within **5 feet** of it, it can force the creature to make a **DC 16 Constitution saving throw**. On a failed save, the redwing extracts a sample of the creature's blood, storing it within the glass compartment in its chest. A willing creature can also feed some blood to the redwing as an action while within its reach. The redwing can only hold the blood of one creature at a time; if it extracts blood from another, the first sample is destroyed.

While the redwing has a creature's blood sample within it, its Tamer knows **4** of the following pieces of information (Tamer's choice when blood is first extracted):

- ◆ Whether it has fewer than all, three-quarters, one-half, or one-quarter of its maximum Hit Points.
- ◆ How many unexpended spell slots it has, if any, and their levels.
- ◆ Whether it's under the effect of any spells or curses, and what they are.
- ◆ What special senses it possesses, their ranges, and the languages it understands.

- ◆ Its damage Resistances and Immunities.

- ◆ Its condition Immunities.

- ◆ Its current emotional state, in the form of a word or a short sentence.

Eagle Eyes. The redwing can't be surprised. While within **60 feet** of the redwing, the redwing's Tamer gains Darkvision out to a range of **60 feet**.

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

Go for the Throat. The redwing gains a **+2 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

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

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

ACTIONS

Multiattack. The redwing makes one Steel Wing attack and one Talons attack.

Steel Wing. *Melee Weapon Attack:* **+10** to hit, reach 5 ft., one target. *Hit:* 11 (**1d10 + 6**) Slashing damage.

Talons. *Melee Weapon Attack:* **+10** to hit, reach 5 ft., one target. *Hit:* 10 (**1d8 + 6**) Slashing damage.

BONUS ACTIONS

Dash. The redwing takes the Dash action.





SHUMONGANI

Many folks mistake the shumongani for an earthen crab, when in reality the creature is the patch of moss atop the crab, inhabited and manipulated by kodama spirits. This tricky companion has a wide array of tools at its disposal, focusing on ranged attacks and auras that empower its allies.

STRENGTHS

- **Versatility.** The shumongani can deal different types of damage and use auras with a variety of effects. This makes it a flexible combatant, able to switch strategies on the spot to adapt to the needs of its team and the actions of its foes. Its auras can buff its allies or damage its enemies.
- **Range.** With powerful ranged attacks, the shumongani can strike at its foes from a safe distance and damage pesky fliers.

WEAKNESSES

- **Movement.** The shumongani needs to be buried in order to use most of its traits and actions. However, while buried, its speed is reduced to **0 feet**, making it very difficult to reposition and limiting creatures who want to benefit from its auras to a smaller section of the battlefield.
- **Complexity.** The shumongani is a difficult companion to master, recommended for more advanced tamers. Managing its position on the battlefield and knowing when to unbury it to change auras or to move away from danger requires forethought and experience.

SHUMONGANI (APL 5)

Small Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 while buried)

Hit Points 33 (6d6 + 12)

Speed 30 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	15 (+2)	10 (+0)	11 (+0)	15 (+2)

Senses Passive Perception 10

Languages —

Challenge — **Proficiency Bonus** +3

Psychic Sensitivity. When the shumongani takes Psychic damage, it gains **Disadvantage** on the next attack roll it makes before the end of its next turn.

ACTIONS

Multiattack. The shumongani makes two attacks.

Claw (Unburied Only). *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d6 + 1**) Bludgeoning damage. Instead of dealing damage, the shumongani can choose to grapple the target (**escape DC 12**). Until this grapple ends, the shumongani can't use this claw against another target. While the shumongani is buried, a creature Grappled by it has Disadvantage on ability checks made to escape the grapple. Each of the shumongani's two claws can grapple only one creature at a time.

Lantern Flare (Buried Only). *Ranged Spell Attack:* **+5** to hit, range 30 ft., one target. *Hit:* 5 (**1d6 + 2**) damage (see Dig In Bonus Action for the damage type).

BONUS ACTIONS

Dig In. The shumongani buries itself in the ground, leaving a portion of its back and its lantern exposed. While it's buried in this way, the shumongani can't make Claw attacks, its Speed is reduced to **0 feet**, and it has **Disadvantage** on Dexterity checks and Dexterity saving throws. In addition, it gains a **+2 bonus** to AC, it can make Lantern Flare attacks, and the lantern on its back lights up, shedding **Bright Light** in a **15-foot radius** and **Dim Light** for an additional **15 feet**. When the lantern lights up, the shumongani's Tamer can choose a colour for the light from the options below. The damage type of the shumongani's Lantern Flare attack changes depending on the chosen colour, and each colour produces an aura with a different effect.

◆ **Red.** Lantern Flare deals Fire damage. The shumongani chooses a friendly creature other than itself. While that creature is within the lantern's Bright Light, the first attack it hits with on each turn deals an extra 3 (**1d6**) Fire damage.

◆ **White.** Lantern Flare deals Radiant damage. The shumongani chooses a friendly creature other than itself. While that creature is within the lantern's Bright Light, it gains a **+1 bonus** to AC.

The lantern remains lit until the shumongani unburies as a Bonus Action, or until it's reduced to 0 Hit Points.

SHUMONGANI (APL 6)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 while buried)

Hit Points 39 (6d8 + 12)

Speed 30 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	15 (+2)	10 (+0)	11 (+0)	15 (+2)

Senses Passive Perception 10

Languages —

Challenge — **Proficiency Bonus** +3

Psychic Sensitivity. When the shumongani takes Psychic damage, it gains **Disadvantage** on the next attack roll it makes before the end of its next turn.

ACTIONS

Multiattack. The shumongani makes two attacks.

Claw (Unburied Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) Bludgeoning damage. Instead of dealing damage, the shumongani can choose to grapple the target (**escape DC 12**). Until this grapple ends, the shumongani can't use this claw against another target. While the shumongani is buried, a creature Grappled by it has Disadvantage on ability checks made to escape the grapple. Each of the shumongani's two claws can grapple only one creature at a time.

Lantern Flare (Buried Only). *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 6 (1d8 + 2) damage (see Dig In Bonus Action for the damage type).

BONUS ACTIONS

Dig In. The shumongani buries itself in the ground, leaving a portion of its back and its lantern exposed. While it's buried in this way, the shumongani can't make Claw attacks, its Speed is reduced to **0 feet**, and it has **Disadvantage** on Dexterity checks and Dexterity saving throws. In addition, it gains a **+2 bonus** to AC, it can make Lantern Flare attacks, and the lantern on its back lights up, shedding Bright Light in a **15-foot radius** and Dim Light for an additional **15 feet**. When the lantern lights up, the shumongani's Tamer can choose a colour for the light from the options below. The damage type of the shumongani's Lantern Flare attack changes depending on the chosen colour, and each colour produces an aura with a different effect.

- ◆ **Red.** Lantern Flare deals Fire damage. The shumongani chooses a friendly creature other than itself. While that creature is within the lantern's Bright Light, the first attack it hits with on each turn deals an extra 3 (1d6) Fire damage.
- ◆ **White.** Lantern Flare deals Radiant damage. The shumongani chooses a friendly creature other than itself. While that creature is within the lantern's Bright Light, it gains a **+1 bonus** to AC.

The lantern remains lit until the shumongani unburies as a Bonus Action, or until it's reduced to 0 Hit Points.

SHUMONGANI (APL 7)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 while buried)

Hit Points 39 (6d8 + 12)

Speed 30 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	15 (+2)	10 (+0)	11 (+0)	15 (+2)

Senses Passive Perception 10

Languages —

Challenge — **Proficiency Bonus** +3

Psychic Sensitivity. When the shumongani takes Psychic damage, it gains **Disadvantage** on the next attack roll it makes before the end of its next turn.

ACTIONS

Multiattack. The shumongani makes two attacks.

Claw (Unburied Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) Bludgeoning damage. Instead of dealing damage, the shumongani can choose to grapple the target (**escape DC 12**). Until this grapple ends, the shumongani can't use this claw against another target. While the shumongani is buried, a creature Grappled by it has Disadvantage on ability checks made to escape the grapple. Each of the shumongani's two claws can grapple only one creature at a time.

Lantern Flare (Buried Only). *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 6 (1d8 + 2) damage (see Dig In Bonus Action for the damage type).

Shrine's Boon (Buried Only, Recharges after a Short or Long Rest). The shumongani casts the *Bless* spell, the targets of which must be within its lantern's Bright Light.

BONUS ACTIONS

Dig In. The shumongani buries itself in the ground, leaving a portion of its back and its lantern exposed. While it's buried in this way, the shumongani can't make Claw attacks, its Speed is reduced to **0 feet**, and it has **Disadvantage** on Dexterity checks and Dexterity saving throws. In addition, it gains a **+2 bonus** to AC, it can make Lantern Flare attacks, and the lantern on its back lights up, shedding Bright Light in a **15-foot radius** and Dim Light for an additional **15 feet**. When the lantern lights up, the shumongani's Tamer can choose a colour for the light from the options below. The damage type of the shumongani's Lantern Flare attack changes depending on the chosen colour, and each colour produces an aura with a different effect.

- ◆ **Red.** Lantern Flare deals Fire damage. The shumongani chooses a friendly creature other than itself. While that creature is within the lantern's Bright Light, the first attack it hits with on each turn deals an extra 3 (1d6) Fire damage.
- ◆ **White.** Lantern Flare deals Radiant damage. The shumongani chooses a friendly creature other than itself. While that creature is within the lantern's Bright Light, it gains a **+1 bonus** to AC.

The lantern remains lit until the shumongani unburies as a Bonus Action, or until it's reduced to 0 Hit Points.

SHUMONGANI (APL 8)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 while buried)

Hit Points 39 (6d8 + 12)

Speed 30 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	15 (+2)	10 (+0)	11 (+0)	16 (+3)

Senses Passive Perception 10

Languages —

Challenge — **Proficiency Bonus** +3

Psychic Sensitivity. When the shumongani takes Psychic damage, it gains **Disadvantage** on the next attack roll it makes before the end of its next turn.

ACTIONS

Multiattack. The shumongani makes two attacks.

Claw (Unburied Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) Bludgeoning damage. Instead of dealing damage, the shumongani can choose to grapple the target (**escape DC 12**). Until this grapple ends, the shumogani can't use this claw against another target. While the shumongani is buried, a creature Grappled by it has Disadvantage on ability checks made to escape the grapple. Each of the shumongani's two claws can grapple only one creature at a time.

Lantern Flare (Buried Only). *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 7 (1d8 + 3) damage (see Dig In Bonus Action for the damage type).

Shrine's Boon (Buried Only, Recharges after a Short or Long Rest). The shumongani casts the *Bless* spell, the targets of which must be within its lantern's Bright Light.

BONUS ACTIONS

Dig In. The shumongani buries itself in the ground, leaving a portion of its back and its lantern exposed. While it's buried in this way, the shumongani can't make Claw attacks, its Speed is reduced to **0 feet**, and it has **Disadvantage** on Dexterity checks and Dexterity saving throws. In addition, it gains a **+2 bonus** to AC, it can make Lantern Flare attacks, and the lantern on its back lights up, shedding Bright Light in a **15-foot radius** and Dim Light for an additional **15 feet**. When the lantern lights up, the shumongani's Tamer can choose a colour for the light from the options below. The damage type of the shumongani's Lantern Flare attack changes depending on the chosen colour, and each colour produces an aura with a different effect.

- ◆ **Red.** Lantern Flare deals Fire damage. The shumongani chooses a friendly creature other than itself. While that creature is within the lantern's Bright Light, the first attack it hits with on each turn deals an extra 3 (1d6) Fire damage.
- ◆ **White.** Lantern Flare deals Radiant damage. The shumogani chooses a friendly creature other than itself. While that creature is within the lantern's Bright Light, it gains a **+1 bonus** to AC.

The lantern remains lit until the shumongani unburies as a Bonus Action, or until it's reduced to 0 Hit Points.

SHUMONGANI (APL 9)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 while buried)

Hit Points 39 (6d8 + 12)

Speed 30 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	15 (+2)	10 (+0)	11 (+0)	16 (+3)

Senses Passive Perception 10

Languages —

Challenge — **Proficiency Bonus** +4

Psychic Sensitivity. When the shumongani takes Psychic damage, it gains **Disadvantage** on the next attack roll it makes before the end of its next turn.

ACTIONS

Multiattack. The shumongani makes two attacks.

Claw (Unburied Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) Bludgeoning damage. Instead of dealing damage, the shumongani can choose to grapple the target (**escape DC 13**). Until this grapple ends, the shumogani can't use this claw against another target. While the shumongani is buried, a creature Grappled by it has Disadvantage on ability checks made to escape the grapple. Each of the shumongani's two claws can grapple only one creature at a time.

Lantern Flare (Buried Only). *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 7 (1d8 + 3) damage (see Dig In Bonus Action for the damage type).

Shrine's Boon (Buried Only, Recharges after a Short or Long Rest). The shumongani simultaneously casts the *Bless* and *Bane* spells (**save DC 15**), the targets of both of which must be within its lantern's bright light. The shumongani can maintain concentration on both spells simultaneously. Whenever it must make a saving throw to maintain concentration, it makes a single saving throw for both spells. Whenever the effect of one spell ends, the other does as well.

BONUS ACTIONS

Dig In. The shumongani buries itself in the ground, leaving a portion of its back and its lantern exposed. While it's buried in this way, the shumongani can't make Claw attacks, its Speed is reduced to **0 feet**, and it has **Disadvantage** on Dexterity checks and Dexterity saving throws. In addition, it gains a **+2 bonus** to AC, it can make Lantern Flare attacks, and the lantern on its back lights up, shedding Bright Light in a **15-foot radius** and Dim Light for an additional **15 feet**. When the lantern lights up, the shumongani's Tamer can choose a colour for the light from the options below. The damage type of the shumongani's Lantern Flare attack changes depending on the chosen colour, and each colour produces an aura with a different effect.

- ◆ **Red.** Lantern Flare deals Fire damage. The shumongani chooses a friendly creature other than itself. While that creature is within the lantern's Bright Light, the first attack it hits with on each turn deals an extra 3 (1d6) Fire damage.
- ◆ **White.** Lantern Flare deals Radiant damage. The shumogani chooses a friendly creature other than itself. While that creature is within the lantern's Bright Light, it gains a **+1 bonus** to AC.

The lantern remains lit until the shumongani unburies as a Bonus Action, or until it's reduced to 0 Hit Points.

SHUMONGANI (APL 10)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 while buried)

Hit Points 39 (6d8 + 12)

Speed 30 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	15 (+2)	10 (+0)	11 (+0)	16 (+3)

Senses Passive Perception 10

Languages —

Challenge — **Proficiency Bonus** +4

Psychic Sensitivity. When the shumongani takes Psychic damage, it gains **Disadvantage** on the next attack roll it makes before the end of its next turn.

ACTIONS

Multiattack. The shumongani makes two attacks.

Claw (Unburied Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) Bludgeoning damage. Instead of dealing damage, the shumongani can choose to grapple the target (**escape DC 13**). Until this grapple ends, the shumogani can't use this claw against another target. While the shumongani is buried, a creature Grappled by it has Disadvantage on ability checks made to escape the grapple. Each of the shumongani's two claws can grapple only one creature at a time.

Lantern Flare (Buried Only). *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 7 (1d8 + 3) damage (see Dig In Bonus Action for the damage type).

Shrine's Boon (Buried Only, Recharges after a Short or Long Rest). The shumongani simultaneously casts the *Bless* and *Bane* spells (**save DC 15**), the targets of both of which must be within its lantern's bright light. The shumongani can maintain concentration on both spells simultaneously. Whenever it must make a saving throw to maintain concentration, it makes a single saving throw for both spells. Whenever the effect of one spell ends, the other does as well.

BONUS ACTIONS

Dig In. The shumongani buries itself in the ground, leaving a portion of its back and its lantern exposed. While it's buried in this way, the shumongani can't make Claw attacks, its Speed is reduced to **0 feet**, and it has **Disadvantage** on Dexterity checks and Dexterity saving throws. In addition, it gains a **+2 bonus** to AC, it can make Lantern Flare attacks, and the lantern on its back lights up, shedding Bright Light in a **15-foot radius** and Dim Light for an additional **15 feet**. When the lantern lights up, the shumongani's Tamer can choose a colour for the light from the options below. The damage type of the shumongani's Lantern Flare attack changes depending on the chosen colour, and each colour produces an aura with a different effect.

◆ **Purple.** Lantern Flare deals Necrotic damage. When a hostile creature starts its turn within the shumongani's Bright Light or enters it for the first time on a turn, it must make a **DC 15 Constitution saving throw**. On a failed save, it takes **1d6** Necrotic damage and, until the end of the shumongani's next turn, its speed is **halved** and it has **Disadvantage** on the next attack roll it makes.

◆ **Red.** Lantern Flare deals Fire damage. Each friendly creature other than the shumongani within the lantern's Bright Light deals an extra **1d6** Fire damage with the first attack that it hits with on each turn.

◆ **White.** Lantern Flare deals Radiant damage. Each friendly creature other than the shumongani within the lantern's Bright Light gains a **+1 bonus** to AC.

The lantern remains lit until the shumongani unburies as a Bonus Action, or until it's reduced to 0 Hit Points.



SHUMONGANI (APL II)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 while buried)

Hit Points 52 (8d8 + 16)

Speed 30 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	15 (+2)	10 (+0)	11 (+0)	16 (+3)

Senses Passive Perception 10

Languages —

Challenge —

Proficiency Bonus +4

Psychic Sensitivity. When the shumongani takes Psychic damage, it gains **Disadvantage** on the next attack roll it makes before the end of its next turn.

ACTIONS

Multiattack. The shumongani makes two attacks.

Claw (Unburied Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Bludgeoning damage. Instead of dealing damage, the shumongani can choose to grapple the target (**escape DC 14**). Until this grapple ends, the shumongani can't use this claw against another target. While the shumongani is buried, a creature Grappled by it has **Disadvantage** on ability checks made to escape the grapple. Each of the shumongani's two claws can grapple only one creature at a time.

Lantern Flare (Buried Only). *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 7 (1d8 + 3) damage (see Dig In Bonus Action for the damage type).

Shrine's Boon (Buried Only, Recharges after a Short or Long Rest). The shumongani simultaneously casts the *Bless* and *Bane* spells (**save DC 15**), the targets of both of which must be within its lantern's bright light. The shumongani can maintain concentration on both spells simultaneously. Whenever it must make a saving throw to maintain concentration, it makes a single saving throw for both spells. Whenever the effect of one spell ends, the other does as well.

BONUS ACTIONS

Dig In. The shumongani buries itself in the ground, leaving a portion of its back and its lantern exposed. While it's buried in this way, the shumongani can't make Claw attacks, its Speed is reduced to **0 feet**, and it has **Disadvantage** on Dexterity checks and Dexterity saving throws. In addition, it gains a **+2 bonus** to AC, it can make Lantern Flare attacks, and the lantern on its back lights up, shedding Bright Light in a **15-foot radius** and Dim Light for an additional **15 feet**. When the lantern lights up, the shumongani's Tamer can choose a colour for the light from the options below. The damage type of the shumongani's Lantern Flare attack changes depending on the chosen colour, and each colour produces an aura with a different effect.

◆ **Purple.** Lantern Flare deals Necrotic damage. When a hostile creature starts its turn within the shumongani's Bright Light or enters it for the first time on a turn, it must make a **DC 15 Constitution saving throw**. On a failed save, it takes **1d6** Necrotic damage and, until the end of the shumongani's next turn, its speed is **halved** and it has **Disadvantage** on the next attack roll it makes.

◆ **Red.** Lantern Flare deals Fire damage. Each friendly creature other than the shumongani within the lantern's Bright Light deals an extra **1d6** Fire damage with the first attack that it hits with on each turn.

◆ **White.** Lantern Flare deals Radiant damage. Each friendly creature other than the shumongani within the lantern's Bright Light gains a **+1 bonus** to AC.

The lantern remains lit until the shumongani unburies as a Bonus Action, or until it's reduced to 0 Hit Points.



SLAGHUND PUP

A slaghund is a strange mix of owlbear and hell hound, with a temper as fiery as its body. It can move across the battlefield in a flash and deal enormous amounts of damage with deadly accuracy, but its low defensive power makes it a bit of a glass cannon.

STRENGTHS

- **Offence.** The slaghund is an offensive monster. With very damaging attacks, a very high attack bonus, and the Pack Tactics trait, it can dish out a lot of damage very quickly.
- **Trailblazer.** The slaghund's Trailblazer action is very versatile. It can be used as a traditional area of effect ability, trying to catch as many creatures next to the flames it produces, or to focus a specific foe. The slaghund can completely surround an enemy with the flames, causing it to take a lot of damage at the start of its next turn, and then move away, leaving the foe with a tough decision: does it chase the slaghund, taking damage again when it moves into the fire, or does it stay in the same spot and potentially miss out on attacking?

WEAKNESSES

- **Defence.** The slaghund's incredible offensive potential is likely to paint a target on its back. Unfortunately, with a low AC and a damage Vulnerability, it won't be able to take much punishment before going down.

SLAGHUND (APL 5)

Small Fiend, Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 33 (6d6 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

Skills Perception +3

Damage Vulnerabilities Cold

Damage Immunities Fire

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge — **Proficiency Bonus** +3

Go for the Throat. The slaghund gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

Heated Weapons. When the slaghund hits with a weapon attack, it deals an extra 2 (1d4) Fire damage (included in the attacks).

Reactionary Flame. When the slaghund is surprised, it ignites every flammable object within **1 foot** of it that isn't being worn or carried.

ACTIONS

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) Piercing damage plus 2 (1d4) Fire damage.

Claws. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) Slashing damage plus 2 (1d4) Fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated by its Heatable Body Bonus Action, it makes its fires burn even hotter until the start of its next turn, leaving a trail of devastation behind it. Until the end of the turn, each space on the ground the slaghund moves into bursts into **5-foot-high** flames that last until the start of its next turn. A creature that starts its turn within **5 feet** of these flames, or one that starts its turn in the flames' space or moves into the flames' space for the first time on its turn, must make a **DC 13 Constitution saving throw**. On a failure, a creature takes 2 (1d4) Fire damage for each **5-foot-square** of flames within **5 feet** of it if it started its turn next to the flames, or 17 (5d6) Fire damage if it is in the flames' space. On a success, a creature takes half as much damage.

BONUS ACTIONS

Heatable Body. The slaghund causes its body to heat up or return to a normal warm temperature. While its body is heated in this way, a creature that touches the slaghund or hits it with a melee attack while within **5 feet** of it takes 2 (1d4) Fire damage.

SLAGHUND (APL 6)

Small Fiend, Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 33 (6d6 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

Skills Perception +3

Damage Vulnerabilities Cold

Damage Immunities Fire

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge — **Proficiency Bonus** +3

Go for the Throat. The slaghund gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

Heated Weapons. When the slaghund hits with a weapon attack, it deals an extra 2 (1d4) Fire damage (included in the attacks).

Reactionary Flame. When the slaghund is surprised, it ignites every flammable object within **1 foot** of it that isn't being worn or carried.

ACTIONS

Multiattack. The slaghund makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) Piercing damage plus 2 (1d4) Fire damage.

Claws. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) Slashing damage plus 2 (1d4) Fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated by its Heatable Body Bonus Action, it makes its fires burn even hotter until the start of its next turn, leaving a trail of devastation behind it. Until the end of the turn, each space on the ground the slaghund moves into bursts into **5-foot-high** flames that last until the start of its next turn. A creature that starts its turn within **5 feet** of these flames, or one that starts its turn in the flames' space or moves into the flames' space for the first time on its turn, must make a **DC 13 Constitution saving throw**. On a failure, a creature takes 2 (1d4) Fire damage for each **5-foot-square** of flames within **5 feet** of it if it started its turn next to the flames, or 17 (5d6) Fire damage if it is in the flames' space. On a success, a creature takes half as much damage.

BONUS ACTIONS

Heatable Body. The slaghund causes its body to heat up or return to a normal warm temperature. While its body is heated in this way, a creature that touches the slaghund or hits it with a melee attack while within **5 feet** of it takes 2 (1d4) Fire damage.

SLAGHUND (APL 7)

Medium Fiend, Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 39 (6d8 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

Skills Perception +3

Damage Vulnerabilities Cold

Damage Immunities Fire

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge — **Proficiency Bonus** +3

Go for the Throat. The slaghund gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

Heated Weapons. When the slaghund hits with a weapon attack, it deals an extra 2 (1d4) Fire damage (included in the attacks).

Reactionary Flame. When the slaghund is surprised, it ignites every flammable object within **1 foot** of it that isn't being worn or carried.

ACTIONS

Multiattack. The slaghund makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) Piercing damage plus 2 (1d4) Fire damage.

Claws. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) Slashing damage plus 2 (1d4) Fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated by its Heatable Body Bonus Action, it makes its fires burn even hotter until the start of its next turn, leaving a trail of devastation behind it. Until the end of the turn, each space on the ground the slaghund moves into bursts into **5-foot-high** flames that last until the start of its next turn. A creature that starts its turn within **5 feet** of these flames, or one that starts its turn in the flames' space or moves into the flames' space for the first time on its turn, must make a **DC 13 Constitution saving throw**. On a failure, a creature takes 2 (1d4) Fire damage for each **5-foot-square** of flames within **5 feet** of it if it started its turn next to the flames, or 17 (5d6) Fire damage if it is in the flames' space. On a success, a creature takes half as much damage.

BONUS ACTIONS

Heatable Body. The slaghund causes its body to heat up or return to a normal warm temperature. While its body is heated in this way, a creature that touches the slaghund or hits it with a melee attack while within **5 feet** of it takes 2 (1d4) Fire damage.

SLAGHUND (APL 8)

Medium Fiend, Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

Skills Perception +3

Damage Vulnerabilities Cold

Damage Immunities Fire

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge — **Proficiency Bonus** +3

Go for the Throat. The slaghund gains a **+2 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

Heated Weapons. When the slaghund hits with a weapon attack, it deals an extra 2 (**1d4**) Fire damage (included in the attacks).

Reactionary Flame. When the slaghund is surprised, it ignites every flammable object within **1 foot** of it that isn't being worn or carried.

ACTIONS

Multiattack. The slaghund makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 9 (**1d10 + 4**) Piercing damage plus 2 (**1d4**) Fire damage.

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

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated by its Heatable Body Bonus Action, it makes its fires burn even hotter until the start of its next turn, leaving a trail of devastation behind it. Until the end of the turn, each space on the ground the slaghund moves into bursts into **5-foot-high** flames that last until the start of its next turn. A creature that starts its turn within **5 feet** of these flames, or one that starts its turn in the flames' space or moves into the flames' space for the first time on its turn, must make a **DC 13 Constitution saving throw**. On a failure, a creature takes 2 (**1d4**) Fire damage for each **5-foot-square** of flames within **5 feet** of it if it started its turn next to the flames, or 17 (**5d6**) Fire damage if it is in the flames' space. On a success, a creature takes half as much damage.

BONUS ACTIONS

Heatable Body. The slaghund causes its body to heat up or return to a normal warm temperature. While its body is heated in this way, a creature that touches the slaghund or hits it with a melee attack while within **5 feet** of it takes 2 (**1d4**) Fire damage.

SLAGHUND (APL 9)

Medium Fiend, Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

Skills Perception +4

Damage Vulnerabilities Cold

Damage Immunities Fire

Senses Darkvision 60 ft., Passive Perception 14

Languages —

Challenge — **Proficiency Bonus** +4

Go for the Throat. The slaghund gains a **+2 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

Heated Weapons. When the slaghund hits with a weapon attack, it deals an extra 4 (**1d8**) Fire damage (included in the attacks).

Reactionary Flame. When the slaghund is surprised, it ignites every flammable object within **1 foot** of it that isn't being worn or carried.

ACTIONS

Multiattack. The slaghund makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 9 (**1d10 + 4**) Piercing damage plus 4 (**1d8**) Fire damage.

Claws. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 8 (**1d8 + 4**) Slashing damage plus 4 (**1d8**) Fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated by its Heatable Body Bonus Action, it makes its fires burn even hotter until the start of its next turn, leaving a trail of devastation behind it. Until the end of the turn, each space on the ground the slaghund moves into bursts into **5-foot-high** flames that last until the start of its next turn. A creature that starts its turn within **5 feet** of these flames, or one that starts its turn in the flames' space or moves into the flames' space for the first time on its turn, must make a **DC 14 Constitution saving throw**. On a failure, a creature takes 2 (**1d4**) Fire damage for each **5-foot-square** of flames within **5 feet** of it if it started its turn next to the flames, or 17 (**5d6**) Fire damage if it is in the flames' space. On a success, a creature takes half as much damage.

BONUS ACTIONS

Heatable Body. The slaghund causes its body to heat up or return to a normal warm temperature. While its body is heated in this way, a creature that touches the slaghund or hits it with a melee attack while within **5 feet** of it takes 4 (**1d8**) Fire damage.

SLAGHUND (APL 10)

Medium Fiend, Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

Skills Perception +4

Damage Vulnerabilities Cold

Damage Immunities Fire

Senses Darkvision 60 ft., Passive Perception 14

Languages —

Challenge — **Proficiency Bonus** +4

Go for the Throat. The slaghund gains a **+2 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

Heated Weapons. When the slaghund hits with a weapon attack, it deals an extra 4 (**1d8**) Fire damage (included in the attacks).

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

Reactionary Flame. When the slaghund is surprised, it ignites every flammable object within **1 foot** of it that isn't being worn or carried.

ACTIONS

Multiattack. The slaghund makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 9 (**1d10 + 4**) Piercing damage plus 4 (**1d8**) Fire damage.

Claws. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 8 (**1d8 + 4**) Slashing damage plus 4 (**1d8**) Fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated by its Heatable Body Bonus Action, it makes its fires burn even hotter until the start of its next turn, leaving a trail of devastation behind it. Until the end of the turn, each space on the ground the slaghund moves into bursts into **5-foot-high** flames that last until the start of its next turn. A creature that starts its turn within **5 feet** of these flames, or one that starts its turn in the flames' space or moves into the flames' space for the first time on its turn, must make a **DC 14 Constitution saving throw**. On a failure, a creature takes 2 (**1d4**) Fire damage for each **5-foot-square** of flames within **5 feet** of it if it started its turn next to the flames, or 17 (**5d6**) Fire damage if it is in the flames' space. On a success, a creature takes half as much damage.

BONUS ACTIONS

Heatable Body. The slaghund causes its body to heat up or return to a normal warm temperature. While its body is heated in this way, a creature that touches the slaghund or hits it with a melee attack while within **5 feet** of it takes 4 (**1d8**) Fire damage.

SLAGHUND (APL 11)

Medium Fiend, Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 52 (8d8 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

Skills Perception +4

Damage Vulnerabilities Cold

Damage Immunities Fire

Senses Darkvision 60 ft., Passive Perception 14

Languages —

Challenge — **Proficiency Bonus** +4

Go for the Throat. The slaghund gains a **+3 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

Heated Weapons. When the slaghund hits with a weapon attack, it deals an extra 4 (**1d8**) Fire damage (included in the attacks).

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

Reactionary Flame. When the slaghund is surprised, it ignites every flammable object within **1 foot** of it that isn't being worn or carried.

ACTIONS

Multiattack. The slaghund makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 10 (**1d10 + 5**) Piercing damage plus 4 (**1d8**) Fire damage.

Claws. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 9 (**1d8 + 5**) Slashing damage plus 4 (**1d8**) Fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated by its Heatable Body Bonus Action, it makes its fires burn even hotter until the start of its next turn, leaving a trail of devastation behind it. Until the end of the turn, each space on the ground the slaghund moves into bursts into **5-foot-high** flames that last until the start of its next turn. A creature that starts its turn within **5 feet** of these flames, or one that starts its turn in the flames' space or moves into the flames' space for the first time on its turn, must make a **DC 14 Constitution saving throw**. On a failure, a creature takes 2 (**1d4**) Fire damage for each **5-foot-square** of flames within **5 feet** of it if it started its turn next to the flames, or 17 (**5d6**) Fire damage if it is in the flames' space. On a success, a creature takes half as much damage.

BONUS ACTIONS

Heatable Body. The slaghund causes its body to heat up or return to a normal warm temperature. While its body is heated in this way, a creature that touches the slaghund or hits it with a melee attack while within **5 feet** of it takes 4 (**1d8**) Fire damage.



TATZLING

The tatzling is a cousin of the silver dragon, a creature feared by superstitious folk world wide for the belief that it brings bad luck. In fact, the opposite is true, and the tatzling makes for a fantastic support in the field of battle, protecting its allies and heavily debuffing its enemies.

STRENGTHS

- **Protection.** With its Aura of Protection trait at APLs 9 and above and its Protect Reaction, the tatzling is effective in defending allies from harm, as long as it stays close to them.
- **Debuffs.** The tatzling's Slowing Gaze action inflicts debuffs upon its foes. The *Slow* spell is very debilitating, reducing the amount of activity a creature can perform on its turn.
- **Defence.** With a high AC and a lot of Hit Points, as well as its Cold Demeanour Bonus Action, the tatzling will be difficult to take down.

WEAKNESSES

- **Damage.** The tatzling's attacks don't deal a lot of damage, and it has no other ways to damage enemies aside from its Cold Demeanour Bonus Action, which a foe can avoid by simply not attacking the tatzling.

TATZLING (APL 5)

Small Dragon, Lawful Good

Armour Class 16 (natural armour)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Skills Perception +3

Damage Resistances Cold

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge —

Proficiency Bonus +3

Disaster Prone. When the tatzling makes an ability check or attack roll and rolls a **1** on the d20, the results are often disastrous. The GM has great latitude when deciding the consequences of this disaster.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Piercing damage.

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

Slowing Gaze (Recharges after a Short or Long Rest). The tatzling gazes at one creature it can see within **30 feet** of it. If the target can see the tatzling, the target must succeed on a **DC 12 Constitution saving throw** or be affected by the *Slow* spell until the start of the tatzling's next turn, until the tatzling can no longer see it, until it is more than **60 feet** from the tatzling, or until the tatzling chooses to end the effect (no action required). At the start of its subsequent turns, the tatzling can use its Bonus Action to extend the effect's duration to the start of its next turn. For the effect's duration, the tatzling has **Disadvantage** on attack rolls against creatures other than the target of this effect.

BONUS ACTIONS

Cold Demeanour (Recharges after a Short or Long Rest). The tatzling surrounds itself with a magical shield, covering its scales in a delicate patina of hoarfrost. It gains **9 Temporary Hit Points**, which last for **1 minute**. If a creature hits the tatzling with a melee attack while the tatzling has these Temporary Hit Points, the creature takes **9 Cold** damage.

REACTIONS

Protect (3/Day). *Trigger:* A creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than itself. *Response:* The tatzling imposes **Disadvantage** on the attack roll.

TATZLING (APL 6)

Small Dragon, Lawful Good

Armour Class 16 (natural armour)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Skills Perception +3

Damage Resistances Cold

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge — **Proficiency Bonus** +3

Disaster Prone. When the tatzling makes an ability check or attack roll and rolls a 1 on the d20, the results are often disastrous. The GM has great latitude when deciding the consequences of this disaster.

ACTIONS

Multiattack. The tatzling makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Piercing damage.

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

Slowing Gaze (Recharges after a Short or Long Rest). The tatzling gazes at one creature it can see within **30 feet** of it. If the target can see the tatzling, the target must succeed on a **DC 12 Constitution saving throw** or be affected by the *Slow* spell until the start of the tatzling's next turn, until the tatzling can no longer see it, until it is more than **60 feet** from the tatzling, or until the tatzling chooses to end the effect (no action required). At the start of its subsequent turns, the tatzling can use its Bonus Action to extend the effect's duration to the start of its next turn. For the effect's duration, the tatzling has **Disadvantage** on attack rolls against creatures other than the target of this effect.

BONUS ACTIONS

Cold Demeanour (Recharges after a Short or Long Rest). The tatzling surrounds itself with a magical shield, covering its scales in a delicate patina of hoarfrost. It gains **9 Temporary Hit Points**, which last for **1 minute**. If a creature hits the tatzling with a melee attack while the tatzling has these Temporary Hit Points, the creature takes **9 Cold** damage.

REACTIONS

Protect (3/Day). *Trigger:* A creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than itself.
Response: The tatzling imposes **Disadvantage** on the attack roll.

TATZLING (APL 7)

Medium Dragon, Lawful Good

Armour Class 16 (natural armour)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Skills Perception +3

Damage Resistances Cold

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge — **Proficiency Bonus** +3

Disaster Prone. When the tatzling makes an ability check or attack roll and rolls a 1 on the d20, the results are often disastrous. The GM has great latitude when deciding the consequences of this disaster.

ACTIONS

Multiattack. The tatzling makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) Piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Slashing damage.

Slowing Gaze (Recharges after a Short or Long Rest). The tatzling gazes at one creature it can see within **30 feet** of it. If the target can see the tatzling, the target must succeed on a **DC 12 Constitution saving throw** or be affected by the *Slow* spell until the start of the tatzling's next turn, until the tatzling can no longer see it, until it is more than **60 feet** from the tatzling, or until the tatzling chooses to end the effect (no action required). At the start of its subsequent turns, the tatzling can use its Bonus Action to extend the effect's duration to the start of its next turn. For the effect's duration, the tatzling has **Disadvantage** on attack rolls against creatures other than the target of this effect.

BONUS ACTIONS

Cold Demeanour (Recharges after a Short or Long Rest). The tatzling surrounds itself with a magical shield, covering its scales in a delicate patina of hoarfrost. It gains **9 Temporary Hit Points**, which last for **1 minute**. If a creature hits the tatzling with a melee attack while the tatzling has these Temporary Hit Points, the creature takes **9 Cold** damage.

REACTIONS

Protect (3/Day). *Trigger:* A creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than itself.
Response: The tatzling imposes **Disadvantage** on the attack roll.

TATZLING (APL 8)

Medium Dragon, Lawful Good

Armour Class 16 (natural armour)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Skills Perception +3

Damage Resistances Cold

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge — **Proficiency Bonus** +3

Disaster Prone. When the tatzling makes an ability check or attack roll and rolls a **1** on the d20, the results are often disastrous. The GM has great latitude when deciding the consequences of this disaster.

ACTIONS

Multiattack. The tatzling makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) Piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Slashing damage.

Slowing Gaze (Recharges after a Short or Long Rest). The tatzling gazes at one creature it can see within **30 feet** of it. If the target can see the tatzling, the target must succeed on a **DC 13 Constitution saving throw** or be affected by the *Slow* spell until the start of the tatzling's next turn, until the tatzling can no longer see it, until it is more than **60 feet** from the tatzling, or until the tatzling chooses to end the effect (no action required). At the start of its subsequent turns, the tatzling can use its Bonus Action to extend the effect's duration to the start of its next turn. For the effect's duration, the tatzling has **Disadvantage** on attack rolls against creatures other than the target of this effect.

BONUS ACTIONS

Cold Demeanour (Recharges after a Short or Long Rest). The tatzling surrounds itself with a magical shield, covering its scales in a delicate patina of hoarfrost. It gains **9** Temporary Hit Points, which last for **1 minute**. If a creature hits the tatzling with a melee attack while the tatzling has these Temporary Hit Points, the creature takes **9** Cold damage.

REACTIONS

Protect (3/Day). *Trigger:* A creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than itself.
Response: The tatzling imposes **Disadvantage** on the attack roll.

TATZLING (APL 9)

Medium Dragon, Lawful Good

Armour Class 16 (natural armour)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Skills Perception +4

Damage Resistances Cold

Senses Darkvision 60 ft., Passive Perception 14

Languages —

Challenge — **Proficiency Bonus** +4

Aura of Protection. Creatures friendly to the tatzling gain a **+2 bonus** to saving throws they make while within **10 feet** of the tatzling. The tatzling must be conscious to grant this bonus.

Disaster Prone. When the tatzling makes an ability check or attack roll and rolls a **1** on the d20, the results are often disastrous. The GM has great latitude when deciding the consequences of this disaster.

ACTIONS

Multiattack. The tatzling makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) Piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Slashing damage.

Slowing Gaze (Recharges after a Short or Long Rest). The tatzling gazes at one creature it can see within **30 feet** of it. If the target can see the tatzling, the target must succeed on a **DC 14 Constitution saving throw** or be affected by the *Slow* spell until the start of the tatzling's next turn, until the tatzling can no longer see it, until it is more than **60 feet** from the tatzling, or until the tatzling chooses to end the effect (no action required). At the start of its subsequent turns, the tatzling can use its Bonus Action to extend the effect's duration to the start of its next turn. For the effect's duration, the tatzling has **Disadvantage** on attack rolls against creatures other than the target of this effect.

BONUS ACTIONS

Cold Demeanour (Recharges after a Short or Long Rest). The tatzling surrounds itself with a magical shield, covering its scales in a delicate patina of hoarfrost. It gains **12** Temporary Hit Points, which last for **1 minute**. If a creature hits the tatzling with a melee attack while the tatzling has these Temporary Hit Points, the creature takes **12** Cold damage.

REACTIONS

Protect (3/Day). *Trigger:* A creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than itself.
Response: The tatzling imposes **Disadvantage** on the attack roll.

TATZLING (APL 10)

Medium Dragon, Lawful Good

Armour Class 18 (natural armour)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Skills Perception +4

Damage Resistances Cold

Senses Darkvision 60 ft., Passive Perception 14

Languages —

Challenge — Proficiency Bonus +4

Aura of Protection. Creatures friendly to the tatzling gain a **+2 bonus** to saving throws they make while within **10 feet** of the tatzling. The tatzling must be conscious to grant this bonus.

Disaster Prone. When the tatzling makes an ability check or attack roll and rolls a **1** on the d20, the results are often disastrous. The GM has great latitude when deciding the consequences of this disaster.

ACTIONS

Multiattack. The tatzling makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) Piercing damage.

Claws. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Slashing damage.

Slowing Gaze (Recharges after a Short or Long Rest). The tatzling gazes at one creature it can see within **30 feet** of it. If the target can see the tatzling, the target must succeed on a **DC 14 Constitution saving throw** or be affected by the *Slow* spell until the start of the tatzling's next turn, until the tatzling can no longer see it, until it is more than **60 feet** from the tatzling, or until the tatzling chooses to end the effect (no action required). At the start of its subsequent turns, the tatzling can use its Bonus Action to extend the effect's duration to the start of its next turn. For the effect's duration, the tatzling has **Disadvantage** on attack rolls against creatures other than the target of this effect.

BONUS ACTIONS

Cold Demeanour (Recharges after a Short or Long Rest). The tatzling surrounds itself with a magical shield, covering its scales in a delicate patina of hoarfrost. It gains **12 Temporary Hit Points**, which last for **1 minute**. If a creature hits the tatzling with a melee attack while the tatzling has these Temporary Hit Points, the creature takes **12 Cold** damage.

REACTIONS

Protect (3/Day). *Trigger:* A creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than itself.
Response: The tatzling imposes **Disadvantage** on the attack roll.

TATZLING (APL 11)

Medium Dragon, Lawful Good

Armour Class 18 (natural armour)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Perception +4

Damage Resistances Cold

Senses Darkvision 60 ft., Passive Perception 14

Languages —

Challenge — Proficiency Bonus +4

Aura of Protection. Creatures friendly to the tatzling gain a **+2 bonus** to saving throws they make while within **10 feet** of the tatzling. The tatzling must be conscious to grant this bonus.

Disaster Prone. When the tatzling makes an ability check or attack roll and rolls a **1** on the d20, the results are often disastrous. The GM has great latitude when deciding the consequences of this disaster.

Go for the Throat. The tatzling gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

ACTIONS

Multiattack. The tatzling makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) Piercing damage.

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

Slowing Gaze (Recharges after a Short or Long Rest). The tatzling gazes at one creature it can see within **30 feet** of it. If the target can see the tatzling, the target must succeed on a **DC 14 Constitution saving throw** or be affected by the *Slow* spell until the start of the tatzling's next turn, until the tatzling can no longer see it, until it is more than **60 feet** from the tatzling, or until the tatzling chooses to end the effect (no action required). At the start of its subsequent turns, the tatzling can use its Bonus Action to extend the effect's duration to the start of its next turn. For the effect's duration, the tatzling has **Disadvantage** on attack rolls against creatures other than the target of this effect.

BONUS ACTIONS

Cold Demeanour (Recharges after a Short or Long Rest). The tatzling surrounds itself with a magical shield, covering its scales in a delicate patina of hoarfrost. It gains **12 Temporary Hit Points**, which last for **1 minute**. If a creature hits the tatzling with a melee attack while the tatzling has these Temporary Hit Points, the creature takes **12 Cold** damage.

REACTIONS

Protect (3/Day). *Trigger:* A creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than itself.
Response: The tatzling imposes **Disadvantage** on the attack roll.

LEGAL

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