

LOOT TAVERN

TAMING TOURNAMENT





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 *Loot Tavern 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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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 heal allies 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 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. 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. Once three pieces of the cubcake have been torn off in this way, no more pieces can be torn off until the cubcake's tamer finishes a long rest.

ACTIONS

Multiattack. The cubcake makes two attacks.

Claw. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 6 (**1d8 + 2**) 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 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. 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. Once three pieces of the cubcake have been torn off in this way, no more pieces can be torn off until the cubcake's tamer finishes a long rest.

ACTIONS

Multiattack. The cubcake makes two attacks.

Claw. *Melee Weapon Attack:* +6 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 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. 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. Once four pieces of the cubcake have been torn off in this way, no more pieces can be torn off until the cubcake's tamer finishes a long rest.

ACTIONS

Multiattack. The cubcake makes two 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

Birthay 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. 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. Once four pieces of the cubcake have been torn off in this way, no more pieces can be torn off until the cubcake's tamer finishes a long rest.

ACTIONS

Multiattack. The cubcake makes two 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

Birthay 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. 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**. Once four pieces of the cubcake have been torn off in this way, no more pieces can be torn off until the cubcake's tamer finishes a long rest.

ACTIONS

Multiattack. The cubcake makes two 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 12)

Medium Monstrosity, Unaligned

Armour Class 15 (natural armour)

Hit Points 75 (10d8 + 30)

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. 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**. Once four pieces of the cubcake have been torn off in this way, no more pieces can be torn off until the cubcake's tamer finishes a long rest.

ACTIONS

Multiattack. The cubcake makes two 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 13)

Medium Monstrosity, Unaligned

Armour Class 17 (natural armour)

Hit Points 75 (10d8 + 30)

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** +5

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 16**), 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. 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**. Once five pieces of the cubcake have been torn off in this way, no more pieces can be torn off until the cubcake's tamer finishes a long rest.

ACTIONS

Multiattack. The cubcake makes two attacks.

Claw. *Melee Weapon Attack:* **+8** 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 16 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 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 unleashes 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 unleashes 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 unleashes 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 unleashes 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 unleashes 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 12)

Medium Dragon, Lawful Good

Armour Class 18 (natural armour)

Hit Points 58 (9d8 + 18)

Speed 25 ft., fly 30 ft.

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

Saving Throws Con +6

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 unleashes 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 13)

Medium Dragon, Lawful Good

Armour Class 18 (natural armour)

Hit Points 58 (9d8 + 18)

Speed 25 ft., fly 30 ft.

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

Saving Throws Con +7

Skills Perception +5

Damage Resistances see Metallic Character trait

Senses blindsight 15 ft., darkvision 60 ft., passive Perception 15

Languages —

Challenge —

Proficiency Bonus +5

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:* **+9** to hit, reach 5 ft., one target. *Hit:* 9 (**1d10 + 4**) piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). The dragonling unleashes a torrent of elemental energy in an area. Each creature in the area must make a **DC 16 saving throw**, taking 31 (**9d6**) 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, 90-foot-long line** that requires a **Dexterity saving throw** and deals acid damage.
- ◆ **Gold.** A **30-foot cone** that requires a **Dexterity saving throw** and deals fire damage.
- ◆ **Magnetite.** A **30-foot cone** that requires a **Dexterity saving throw** and deals piercing damage.
- ◆ **Silver.** A **30-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 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 moves or is moved 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 moves or is moved 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:* +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 moves or is moved 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 moves or is moved 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 moves or is moved 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 12)

Tiny Monstrosity, Lawful Neutral

Armour Class 17 (natural armour)

Hit Points 54 (12d4 + 24)

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 moves or is moved 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.

BONUS ACTIONS

Single Combat. The mushamushi issues a challenge against a creature that it can see that is at least one size larger than it. If the creature can see or hear the mushamushi, the creature must succeed on a **DC 15 Wisdom saving throw** or become the mushamushi's sworn foe for **1 minute**. While a creature is the mushamushi's sworn foe, it can't willingly move away from the mushamushi. The effect ends early if the mushamushi uses this bonus action again, attacks a creature other than its sworn foe, or if a creature that isn't the mushamushi attacks the mushamushi's sworn foe.



MUSHAMUSHI (APL 13)

Tiny Monstrosity, Lawful Neutral

Armour Class 19 (natural armour)

Hit Points 54 (12d4 + 24)

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 +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 10

Languages —

Challenge —

Proficiency Bonus +5

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:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (**1d4 + 3**) piercing damage.

Kama. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (**1d8 + 3**) slashing damage.

Hook. *Ranged Weapon Attack:* +8 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 moves or is moved 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 16 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.

BONUS ACTIONS

Single Combat. The mushamushi issues a challenge against a creature that it can see that is at least one size larger than it. If the creature can see or hear the mushamushi, the creature must succeed on a **DC 16 Wisdom saving throw** or become the mushamushi's sworn foe for **1 minute**. While a creature is the mushamushi's sworn foe, it can't willingly move away from the mushamushi. The effect ends early if the mushamushi uses this bonus action again, attacks a creature other than its sworn foe, or if a creature that isn't the mushamushi attacks the mushamushi's sworn foe.



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 7)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 when 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 target 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 resurfaces as a bonus action, or until it's reduced to 0 hit points.

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

SHUMONGANI (APL 8)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 when buried)

Hit Points 45 (7d8 + 14)

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 target 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).

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 resurfaces as a bonus action, or until it's reduced to 0 hit points.

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.

SHUMONGANI (APL 9)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 when buried)

Hit Points 45 (7d8 + 14)

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 target 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).

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 resurfaces as a bonus action, or until it's reduced to 0 hit points.

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.

SHUMONGANI (APL 10)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 when buried)

Hit Points 45 (7d8 + 14)

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 target 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).

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 resurfaces as a bonus action, or until it's reduced to 0 hit points.

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.

SHUMONGANI (APL 11)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 when 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 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 target 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).

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 resurfaces as a bonus action, or until it's reduced to 0 hit points.

Shrine's Boon (Buried Only, Recharges after a Short or Long Rest). The shumongani simultaneously casts the *bleed* 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.



SHUMONGANI (APL 12)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 when buried)

Hit Points 67 (9d8 + 27)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	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 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 target 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).

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 resurfaces as a bonus action, or until it's reduced to 0 hit points.

Shrine's Boon (Buried Only, Recharges after a Short or Long Rest). The shumongani simultaneously casts the *bleed* 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.

SHUMONGANI (APL 13)

Medium Plant, Chaotic Neutral

Armour Class 14 (natural armour, 16 when buried)

Hit Points 67 (9d8 + 27)

Speed 30 ft., burrow 10 ft.

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

Senses passive Perception 10

Languages —

Challenge — **Proficiency Bonus** +5

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:* +7 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 15**). 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 target at a time.

Lantern Flare (Buried Only). *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) 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 **30-foot radius** and dim light for an additional **30 feet**. If the bright light of the shumongani's lantern overlaps with magical darkness created by a spell of 2nd level or lower, that spell is dispelled. 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 16 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 resurfaces as a bonus action, or until it's reduced to 0 hit points.

Shrine's Boon (Buried Only, Recharges after a Short or Long Rest). The shumongani simultaneously casts the *bles* and *bane* spells (**save DC 16**), 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.



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 slaghound gains a **+1 bonus** to attack and damage rolls made with its natural weapons (included in the attacks).

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

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

ACTIONS

Multiattack. The slaghound 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) piercing damage plus 2 (1d4) fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghound's body is heated as per 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. After using this action, each space on the ground the slaghound moves into bursts into **5-foot-high** flames 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 slaghound 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 slaghound or hits it with a melee attack while within **5 feet** of it takes 2 (1d4) fire damage.

SLAGHUND PUP

A slaghound 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 slaghound 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 slaghound'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 slaghound 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 slaghound, 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 slaghound'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 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 everything flammable within 1 foot of it that isn't being carried or worn.

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) piercing damage plus 2 (1d4) fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated as per 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. After using this action, each space on the ground the slaghund moves into bursts into **5-foot-high** flames 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 everything flammable within 1 foot of it that isn't being carried or worn.

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) piercing damage plus 4 (1d8) fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated as per 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. After using this action, each space on the ground the slaghund moves into bursts into **5-foot-high** flames 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 everything flammable within **1 foot** of it that isn't being carried or worn.

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**) piercing damage plus 4 (**1d8**) fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated as per 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. After using this action, each space on the ground the slaghund moves into bursts into **5-foot-high** flames 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 everything flammable within **1 foot** of it that isn't being carried or worn.

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**) piercing damage plus 4 (**1d8**) fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated as per 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. After using this action, each space on the ground the slaghund moves into bursts into **5-foot-high** flames 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 12)

Medium Fiend, Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 58 (9d8 + 18)

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).

Keen Senses. The slaghund has **advantage** on Wisdom (Perception) checks.

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 everything flammable within **1 foot** of it that isn't being carried or worn.

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) piercing damage plus 4 (1d8) fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated as per 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. After using this action, each space on the ground the slaghund moves into bursts into **5-foot-high** flames 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 13)

Medium Fiend, Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 58 (9d8 + 18)

Speed 50 ft.

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

Skills Perception +5

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge —

Proficiency Bonus +5

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).

Keen Senses. The slaghund has **advantage** on Wisdom (Perception) checks.

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 everything flammable within **1 foot** of it that isn't being carried or worn.

ACTIONS

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

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

Claws. *Melee Weapon Attack:* **+10** to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 4 (1d8) fire damage.

Trailblazer (Recharges after a Short or Long Rest). If the slaghund's body is heated as per 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. After using this action, each space on the ground the slaghund moves into bursts into **5-foot-high** flames 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 16 Constitution saving throw**. On a failure, a creature takes 4 (1d8) fire damage for each **5-foot-square** of flames within **5 feet** of it if it started its turn next to the flames, or 31 (9d6) 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 and its Protection reaction, the tatzling is very effective in defending allies from harm, as long as it stays close to them.
- **Debuffs.** The tatzling's Slowing Gaze action and, at APL 13, its Slowing Glare action inflict debuffs upon its foes. The slow spell is very debilitating, reducing the amount of actions and attacks a creature can take 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 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). When a creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than it, the tatzling can impose **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). When a creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than it, the tatzling can impose **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). When a creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than it, the tatzling can impose **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). When a creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than it, the tatzling can impose **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). When a creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than it, the tatzling can impose **disadvantage** on the attack roll.

TATZLING (APL 12)

Medium Dragon, Lawful Good

Armour Class 18 (natural armour)

Hit Points 65 (10d8 + 20)

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). When a creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than it, the tatzling can impose **disadvantage** on the attack roll.

TATZLING (APL 13)

Medium Dragon, Lawful Good

Armour Class 18 (natural armour)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Perception +5

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge — **Proficiency Bonus** +5

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:* **+8** to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* **+8** 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 15 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.

Slowing Glare (1/Day). Each creature of the tatzling's choice in a **40-foot cone** originating from its eyes must succeed on a **DC 15 Constitution saving throw** or become affected by the *slow* spell for **1 minute**. An affected creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

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 **15** 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 **15** cold damage.

REACTIONS

Protect (3/Day). When a creature the tatzling can see attacks a target that is within **5 feet** of the tatzling other than it, the tatzling can impose **disadvantage** on the attack roll.

LEGAL

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