

LOOT TAVERN

TAMING TOURNAMENT





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INTRODUCTION

The *Loot Tavern Taming Tournament* is a 5th-edition adventure intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 7-13. The experience provided by the adventure depends on the level at which each opponent is fought, and is detailed in each opponent's section. The adventurers have a chance of taking part in a tamer battle tournament hosted by the Loot Tavern.

Taming Time! This adventure provides several ways for non-tamer characters to access and control companions like tamers do with their class features, which is required in order to compete in the Loot Tavern Taming Tournament.

VARIABLE ADVENTURE STATISTICS

APL	VDC	Vmod	Vdam
7-8	14	+6	7 (2d6)
9-11	15	+7	10 (3d6)
12-13	16	+8	14 (4d6)

BACKGROUND

With the recent success of Heliana's opus, *Heliana's Guide to Monster Hunting*, and her subsequent speaking appearances at many prominent adventuring guilds, the popularity of the tamer lifestyle is on the rise. More and more adventurers, from newbies to seasoned veterans, are discovering the joys of traveling and battling beside loyal companions. To continue showcasing the merits of the bond between tamer and companion (and to test her mettle against worthy foes), Heliana pitched a new idea to the rest of the Loot Tavern staff: hosting the very first Loot Tavern Taming Tournament! (Or LTTT, for short).

All in all, the staff weren't difficult to persuade. Lutecia saw an opportunity to increase business at the tavern, L'Arsène wanted a captive audience to whom he could sell his inventions, and Humperdink sought to study the relationships between different tamers and their bespoke companions. For a few months, the Loot Tavern was abuzz with preparations for the tournament, with new technological and magical advancements made for the singular purpose of providing a fair, competitive, and most importantly, fun experience. All of the staff's hard work paid off when Heliana first announced, to a crowded house, the official start of the tournament, and what it entailed: a gauntlet consisting of all of her friends and culminating in a grand battle against the burly author herself.

Drawn by L'Arsène's ethically questionable telepathic advertising, as well as promises of a grand prize, tamers from all over now flock to the Loot Tavern to face off against the staff in companion battles. A worthy competitor capable of besting the champion and claiming victory has yet to emerge, and interest in the tournament only grows the longer Heliana remains undefeated. Could you be the one to win it all?

TAMING AND YOU

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

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



HELIANA.LT/TAMER



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

- ♦ **Rent-a-Friend.** The simplest way is for a non-tamer to borrow a companion with the *tamer's call* magic item, which L'Arsène loans out for free to tournament participants. This companion can be borrowed from the Loot Tavern itself, which keeps a small selection of bonded companions, adapted to all APLs in this adventure's level range (available by following this link or the QR code below), or from a tamer in the party.

If the party's tamer doesn't have enough bonded companions for all their party members, they can expand that number with the use of the *everbond amulet* or *Heliana's harmonious habitat* magic items (see Appendix A). The GM can decide to give one of these to the tamer for the purpose of this adventure, have the tamer buy it from L'Arsène, or allow them to craft it in advance.

- ♦ **Tame Your Own.** If a character wants to bond to a companion of their very own to take on adventures beyond this one, means of obtaining companions without having levels in the tamer class are provided in the form of the *bespoke orb* magic item (see Appendix A) or the Taming Initiate feat (see Appendix D).



HELIANA.LT/TAMERCOMPANION

VARIANT: SOLO PLAY

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

TAMING 101

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

- Your companion doesn't roll for initiative. Rather, you roll initiative as normal, and your companion takes its turn immediately after yours, on the same initiative count.
- On your turn, you can use either an action or a bonus action to command your companion. If you don't, it only takes the Dodge action.
- If you're a tamer, you can choose to target your companion with spells that have a range of self or touch. If not, the spell scrolls sold by Humperdink provide the same functionality.
- Your companion can't spend Hit Dice to regain hit points during a short rest, but it gains all the benefits of a long rest when you finish a long rest.
- Your companion can use armour and weapons, but it doesn't add its proficiency bonus to attack rolls made with a weapon if it's not proficient with that weapon. If your companion wears armour that it lacks proficiency with, it has **disadvantage** on any ability check, saving throw, or attack roll that involves Strength or Dexterity.
- Companions can't attune to magic items.

ORGANISING THE ADVENTURE

Each foe that you face has a unique lineup of creatures for each of the adventure's levels, so that they can adapt to a party of any strength. For large parties fielding a lot of companions at once, you may want to raise the level of their opponents above the APL. In addition, this adventure can be played in two different ways:

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

ADVENTURE HOOKS

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

- **Curiosity: L'Arsène's Inventions.** Word around crafting circles is that L'Arsène Upin has been working on some new inventions geared specifically towards tamers, which will be showcased during the tournament! Participating would be a great opportunity to see them at work firsthand, and maybe even test out a few.
- **Compensation: Monster Menagerie.** Professor Cypress, renowned magizoologist and naturalist, has been compiling a catalogue of unique bonded companions, and she needs the party's help to complete it. With tamers from all over the planes flocking to the Loot Tavern to compete in the tournament, she's willing to pay for the party to enter it as well in order to gather information on these wondrous creatures and their abilities.
- **Morality: Petar.** Taming creatures is immoral, as the reluctant tamer Petar will tell you. He's taken to training other tamers to compete in the tournament, under the condition that in the event of a victory, they will use their new platform to decry the practice. Do you agree?



THE LOOT TAVERN

Drifting through the myriad nebulous bodies of the Astral Plane, the Loot Tavern is a sanctuary for adventurers, astral-farers, and vagabonds alike. Its exact origins are unknown, but when Lutecia saw the listing in *The Cosmic Times*, she persuaded her adventuring pals, Humperdink, L’Arsène, and Heliana, to invest in the venture. Atop the magically-warded rock, a grandiose, multi-tiered tavern was constructed. With spaces for each of the friends’ endeavours, the edifice also contains a transient number of guest rooms that appear, clean and furnished, as needed.

For the duration of the Loot Tavern Taming Tournament, the staff offer a variety of tamer-related services and items in addition to their usual selection. The section below contains a brief overview of the main staff members and the goods they offer. More detailed information on the Loot Tavern, its staff, and the regular services they provide (such as interplanar teleportation, cooking, crafting, and trading) is available in *Heliana’s Guide*.

HELIANA

Heliana is a hard-headed LN half-orc in her late thirties. Her numerous monster hunting adventures have left her with a sizable collection of scars adorning her chiselled physique, as well as the knowledge that brawn can only get you so far against the deadliest monsters roaming the planes. For this reason, she penned *Heliana’s Guide to Monster Hunting*, a handy manual that seeks to teach would-be monster hunters how to track, study, and prepare to fight their prey.

Chosen by her peers as the best tamer among the staff, she has assumed the role of champion in the Loot Tavern Taming Tournament—the last opponent a competitor must defeat before they are crowned the victor. This honour has somewhat backfired; not many hopefuls best all of her friends and she has seen far fewer competitors than she’d like. She has spent her unexpected free time honing her companions with deadly focus, spectating other matches, and cheering for impressive competitors to beat the Loot Tavern staff.

HUMPERDINK

Humperdink is a NG dhampir (the offspring of a vampire and a human) in his early thirties. Dapper and charismatic, he is responsible for hosting regular burlesque performances at the tavern, but otherwise



spends much of the time in his laboratory, working on biomantic experiments. He's close to a breakthrough regarding an ethical food source for individuals of vampiric persuasion, but many recent sleepless nights have left him a little burnt out. The tournament is the perfect chance to cut loose and take some pressure off of himself.

For the duration of the tournament, Humperdink sells *spell scrolls* containing tamer spells, which can be used during the fights. These scrolls function like normal *spell scrolls*, with the following changes:

- They can only be used within the Loot Tavern.
- A creature uses its choice of Constitution, Intelligence, Wisdom, or Charisma as the spellcasting ability to determine the **spell save DC** and spell attack bonus for spells cast from the scrolls.
- A creature controlling a bonded companion can cast the spell on the scroll even if it's not on that creature's spell list, although it must still succeed on an ability check using its spellcasting ability if the spell is of a level higher than they can normally cast. An exception to this are the cantrip scrolls, which can be cast without the need for an ability check.

- When a creature uses a scroll to cast a spell with a range of self or touch, its companion can be the target of that spell.

HUMPERDINK'S SCROLLS

Spell Level	Price	Vdam
Cantrip	10 gp	<i>Can't trip*</i> , <i>resistance</i> , <i>smokescreen*</i> , <i>stalker's eye*</i>
1st	60 gp	<i>Cure wounds</i> , <i>expeditious retreat</i> , <i>false life</i> , <i>heroism</i> , <i>longstrider</i> , <i>peppermint plate*</i> , <i>protection from evil and good</i> , <i>shield of faith</i>
2nd	150 gp	<i>Barkskin</i> , <i>eelskin*</i> , <i>enhance ability</i> , <i>enlarge/reduce</i> , <i>invisibility</i> , <i>lesser restoration</i> , <i>mirror image</i> , <i>protection*</i> , <i>protection from poison</i> , <i>shielding word*</i> , <i>sugar rush*</i>
3rd	300 gp	<i>Blink</i> , <i>fly</i> , <i>protection from energy</i>
4th	600 gp	<i>Fire shield</i> , <i>freedom of movement</i> , <i>frogskin*</i> , <i>stoneskin</i>
5th	1,200 gp	<i>Endure*</i> , <i>feverskin*</i> , <i>incorporeality*</i>

*See Appendix B



L'ARSÈNE UPIN

L'Arsène Upin is a mischievous and cunning CN urkin rakin. His name is infamous across the Material Plane due to the exorbitant bounties on his head, resulting from several acts of grand larceny that L'Arsène refers to as “minor delinquencies” that “everyone makes a big deal about”. He enjoys respite from bounty hunters and law enforcement in the safety of the Loot Tavern, where he keeps himself busy in his workshop, crafting new magic items that only occasionally explode.

Lately, L'Arsène has been working on a number of inventions dedicated to boosting a tamer's power and enhancing their bond with their companions. He's using the tournament to advertise these inventions and

sell them to any interested parties. (See Appendix A for the items.) In addition, he sells the crafting recipes for these items at 25% of the item's price.

Upon purchase of a *Heliana's harmonious habitat* (page 33), L'Arsène will offer a complementary teleportation of the item to a location of the party's choice on any plane of existence.

In addition to these items, L'Arsène also lends a *tamer's call* (see page 34), free of charge, to any competitor who requests it. This allows a non-tamer to temporarily take over a tamer companion so that they can participate in the fights. L'Arsène mentions that this item only works within the confines of the Loot Tavern and should be returned to him after the tournament. He doesn't explain the curse that it holds should someone fail to do so—he's mischievous like that.

Item	Price	Vdam	Attunement	Price
<i>Bespoke Orb*</i>	Wondrous item	Uncommon	Required	730 gp
		Rare		4,700 gp
		Very rare		14,000 gp
		Uncommon		840 gp
<i>Everbond Amulet*</i>	Wondrous item	Rare	Required	4,700 gp
		Very rare		13,400 gp
		Uncommon		470 gp
		Rare		2,010 gp
<i>Heliana's Harmonious Habitat*</i>	Wondrous item	Very rare	—	9,230 gp
		Legendary		42,160 gp

*See Appendix A



LUTECIA

Lutecia, or Lut to her friends, is a NG dark elf who works as the Loot Tavern's bartender. She always has a friendly joke on the tip of her tongue and a warm smile for the tavern's patrons... as long as they don't cause trouble. Her sharp wit and biting sarcasm have sent many a ruffian running with their tail between their legs without needing to resort to violence. However, anyone who's seen her hold her own against Heliana in a friendly spar knows that she can do a lot more than just mix drinks.

For the duration of the tournament, Lutecia sells special companion cocktails. These drinks act like other magical potions, but only work on bonded companions. If a companion drinks a cocktail while already under the effects of a different one, the first's effects immediately cease and are replaced by the effects of the new cocktail. Once mixed, a cocktail remains potent for **24 hours**, after which it loses its magical effects.

LUTECIA'S COMPANION COCKTAILS

Companion Cocktail Name	Equivalent Potion	Price
Liquid Courage	<i>Potion of heroism</i>	150 gp
Invisibellini	<i>Potion of invisibility</i>	150 gp
Mar-not-teeny	<i>Potion of growth</i>	150 gp
Painkiller	<i>Potion of resistance</i> (any damage type except bludgeoning, piercing, and slashing)	300 gp
Piña Colossus	<i>Potion of hill giant strength</i>	400 gp
Skypirinha	<i>Potion of flying</i>	300 gp

WEATHERTAX

Weathertax, often referred to as Granny Weathertax, is a strong, elderly, LG human that acts as the bouncer for the Loot Tavern. Her exact age is the subject of many theories and rumours, but don't let her catch you speculating about it, lest your head become very well acquainted with her oversized ebony pipe.

Granny Weathertax often grumbles under her breath about the plethora of companions that can be found at the Loot Tavern, finding issues with the messes they cause and the hair—or feathers, or scales, or ooze—they shed. This makes it a mystery to many of the staff why so many of these companions have taken a liking to Granny Weathertax, often following her around the tavern as she performs her duties. None have noticed that her pockets are always full of treats that she sneaks to the adorable creatures while no one's watching. She tells herself it's meant to train them and correct their behaviour... but deep down, she knows this isn't the whole truth.

L. MOHAMMED BELLAFAQUIH, R. OGNIEN SPORIN

LUTECIA



WEATHERTAX



THE LOOT TAVERN TAMING TOURNAMENT

— RULES —

RULE 1.

COMPANIONS FIGHT
COMPANIONS



RULE 2.

YOU'RE DOWN,
YOU'RE OUT



RULE 3.

EASY ON
THE MAGIC

THE TOURNAMENT

The Loot Tavern Taming Tournament takes the form of an open tournament that anyone can enter at any time, and runs until someone emerges the victor. Matches don't need to be scheduled (although they can be!); competitors can simply arrive at the tavern and challenge one of the staff. However, the staff won't accept more than one match between short or long rests in order to give their companions the opportunity to regain hit points and abilities.

Competitors must beat Humperdink, L'Arsène, Lutecia, and Weathertax, in any order, and are awarded a special badge after each victory. Competitors holding all four badges can then challenge the champion, Heliana. Losing a match doesn't impose a penalty—the competitors can simply try again later!

RULES

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

RULE 1 - COMPANIONS FIGHT COMPANIONS

What this entails:

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

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

What this entails:

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

RULE 3 - EASY ON THE MAGIC

What this entails:

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

Mushy, a diminutive hyphan, acts as the referee for the matches, and keeps a close eye on any potential rules violations (rolling Perception and Insight checks with a **Vmod** bonus). Breaking any of the rules results in immediate disqualification from the tournament. Depending on whether or not the rule was broken intentionally or maliciously, the Loot Tavern staff may allow a party to re-enter the tournament... but they'll have to start from the beginning and battle every opponent again.

MUSHY



THE FIGHTS

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

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

Just for Fun. The Loot Tavern staff don't want any dead companions on their hands. For this reason, a special enchantment is cast ahead of every battle, making it so that creatures that are reduced to 0 hit points within the fighting ring are immediately stabilised. In addition, creatures can't instantly die from massive damage while within the ring.

Bio-men-cy. In order to keep things even when facing off against contestants fighting in the tournament as a team, Humperdink has been hard at work creating special biomantic clones of each staff member. Each of these clones can control a single companion. A staff member always brings forth three clones so that they can field all of their companions. Note that if you're running this adventure using the Solo Play variant, there's no need for the Loot Tavern staff to use clones.

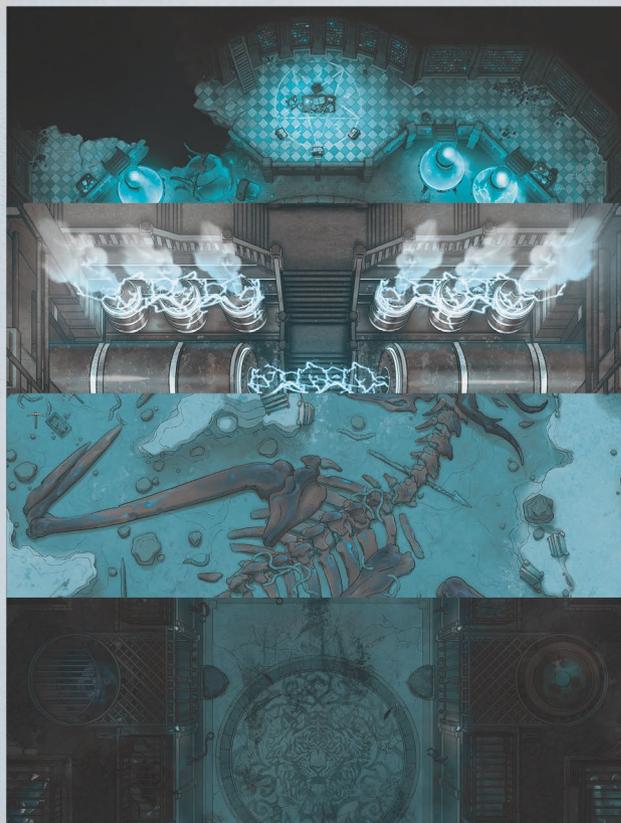
During the battle, each staff member or clone thereof uses an action or bonus action on their turn to command their bonded companion. In addition, the party's foes have access to a collection of special *spell scrolls* from Humperdink's selection (see page 5), detailed in their respective sections. Even if a specific staff member has the ability to cast their own spells, they only use the scrolls to do so, and require no **spell-casting ability** check to do so. A biomantic clone can cast and concentrate on spells independently from the original. The collection of scrolls is shared between the original and their clones, and any of them can access and use any scroll on their turn—there's no need to assign each clone specific scrolls in advance.

THE RING

Every combat takes place in a special room in the Loot Tavern, especially fitted for this purpose. L'Arsène enjoys calling it the Holollusion Room, although the other members of the staff strongly dispute this name.

The room is equipped with devices of L'Arsène's making that can cast a special version of the *mirage arcane* spell, transforming the area to suit the needs of each staff member. Each one has a special battlefield that they conjure for their battles, creating special terrain and obstacles that must be contended with. The staff are aware of the effects and hazards in their respective battlefields, and account for them in their tactics.

The battlefields and their respective effects are detailed under each staff member's section. Each map contains a marked area, which is the designated fighting ring, inside of which the companion battles take place; the rest of the map is meant for spectators. If a combatant ends its turn outside of this area, it's immediately considered to be out of the fight, according to the rules. The fighting rings have no vertical boundaries other than the height of the room, which is always **20 feet**. In addition, the fighting rings are warded so that any harmful effects originating within it stop at its limits, so as not to harm the tamers and spectators.



KNOW THY ENEMY

Just because there's no big monster to hunt doesn't mean there isn't a chance to gather clues. The tavern is packed with eager spectators and, most importantly, previous contestants who were defeated by the Loot Tavern staff and have valuable insights they may be willing to share. In-between fights, the party can wander the tavern and try to fish for information from the characters described below.

DR. DOOLOTS*

Dr. Doolots is a NG dragonborn anthrozoologist and a friend of the Loot Tavern. Due to her interest in strange critters, she was personally invited to partake in the tournament, an opportunity she gladly accepted. Her carefully raised aboling was no match for Humperdink's companions, but she decided to stay to watch the other matches and hopefully study some of the intriguing creatures on display.

She is willing to disclose information about Humperdink's team if a party member succeeds on a **VDC Charisma (Persuasion)** check to convince her. Alternatively, she will do it if a party member agrees to let her take a sample of their familiar's blood moments before going into battle, so she can study the effect of adrenaline on its biology. This deals **half Vdam** piercing damage (which can't be reduced or prevented in any way) to the familiar ahead of the fight. A character can lie to Dr. Doolots, falsely agreeing to this proposal, with a successful **VDC Charisma (Deception)** check.

Information. Humperdink's team is incredibly adaptable, a fact that ultimately spelled defeat for Dr. Doolots' team. Here are the key points to retain:

Most of Humperdink's companions are defensive bastions, with low AC but a plethora of damage resistances and immunities. What's more, he can cause the molecular composition of his companions to change, granting them **immunity** to different damage types of his choosing! A team capable of dealing a wide variety of damage types will be necessary to circumvent this.

- However, many of those companions suffer from being extremely slow. Humperdink can teleport them around the fighting ring, but that keeps him from casting spells or using other abilities.
- Most of Humperdink's companions are oozes capable of dealing acid damage. The brainmuncher and caprisoul deal a lot of psychic and necrotic damage, respectively. The caprisoul in particular

can build up energy as the fight progresses, releasing it all in a devastating blow. It's wise to keep an eye on it.

- The vat of alchemical runoff in the middle of the fighting ring harms creatures and randomly grants them **resistance** or **vulnerability** to one damage type. It could be used to fortify your own companions if you're feeling lucky, or push opposing ones in to try to create new weaknesses.

*For more information on Dr. Doolots and her scientific exploits, consult the Shadow of the Broodmother adventure in *Heliana's Guide*.

DR. DOOLOTS



DR. STEIN*

Dr. Francis Norman Stein is a CE magiscientist, infamous golemancer, and the progenitor of the school of biomancy. Though he was once human, his body is now an amalgamation of machine and biomantic grafts. Ever interested in novel experiences and experiments, Dr. Stein thought the tournament would be the perfect opportunity to test one of his latest creations: a handipede. His biomantic abomination was soundly defeated by Granny Weathertax's bestial companions, which he's struggling to comprehend.

He discloses information about Weathertax's team if the party can persuade him to do so with a successful **VDC Charisma (Persuasion)** check. However, Dr. Stein is distracted with almost supernatural ease, and this check is made with **disadvantage** unless a different creature can somehow grab his attention. This can be done with a successful **VDC Intelligence** (Arcana, History, or Nature) made to discuss a subject in which he's interested.

Alternatively, he offers to exchange the information he possesses for the chance to test his new biomantic serum on the party's companions ahead of the next battle. If the party agrees, each companion is imme-

diately given a strange concoction to drink, which grants them **vulnerability** to a random damage type. Roll a **d10** and consult the table below to determine what that damage type is. Dr. Stein can reverse the effects of his serum, but does so only after the party's next tournament fight, so that he can bear witness to the results of his experiment.

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

Even when he agrees to share his information, Dr. Stein veers off-topic with alarming frequency, and may need some gentle nudging to get back on track.

Information. Granny Weathertax's team is, in Dr. Stein's own words, "brutish and unsophisticated", geared towards a simple offensive strategy. Here are the key points to retain:

- Some of Granny Weathertax's companions make use of grapples to shove their opponents into a spiked wall in the arena. Creatures that can avoid or escape these more easily will have less trouble against her.
- Granny Weathertax's arena contains several caged beasts that can release terrifying roars, imposing the frightened condition on all combatants.
- Granny Weathertax can issue commands to her companions that cause them to shrug off the charmed and frightened conditions.

*For more information on Dr. Stein and his horrifying experiments, consult the *Motes of the Divine* adventure series as well as the Dread and Breakfast adventure in *Heliana's Guide*.



DR. STEIN

BRANTON QUARK*

The disreputable, CN Branton Quark, self-proclaimed genius inventor, is on a secret mission for yet another shady patron, by the name of Gio Vani (this is actually Baron Bodrum in disguise, *again*, though Branton doesn't know this). Branton was ordered to attend the tournament and ascertain the power of tamers and their companions, all without drawing too much attention to himself. However, upon seeing that his nemesis, L'Arsène Upin, was one of the opponents, Branton couldn't resist the chance to participate. His rakitten was swiftly beaten by L'Arsène's team, and the despondent Branton has spent the last few days nursing his wounded pride in a corner, hoping to see L'Arsène lose a few matches.

He is willing to disclose information about L'Arsène's team. A **VDC Charisma (Persuasion)** check will convince him that this info will help him see L'Arsène defeated at last. He also agrees to disclose this information—and hints at even more help—if the party agrees to do a favour for him. He wants to study some of his rival's work, and asks the party to steal a gizmo of their choice from L'Arsène's office.

Grand L'Arceny. A successful **VDC Dexterity (Stealth)** check is necessary to sneak up to L'Arsène's workshop without alerting any of the Loot Tavern staff. In addition, the door to the workshop is locked and trapped, which can be determined with a successful **VDC Wisdom (Perception)** check. The lock can be picked with a successful **VDC + 10 Dexterity (thieves' tools)** check, or the door can be forced with a successful **VDC Strength (Athletics)** check. If the door is opened by any means other than its key, the trap is triggered, and a crapapult—a machine of L'Arsène's own design—launches a handful of stinky filth collected from the tavern's garbage bins right at the faces of creatures standing at the entrance. This trap is meant only to mock intruders, as L'Arsène keeps his truly valuable inventions under much tighter security. Once inside, it's trivial to find some sort of small contraption to bring back to Branton.

Branton's Reward. If the party brings Branton his item, he rewards them with “extra assistance” in the form of a handheld device that can short-circuit any of L'Arsène's companions one time only. During the battle against L'Arsène, a competitor can use its action or bonus action to surreptitiously press the button on Branton's device, selecting one of L'Arsène's companions. That companion is **stunned** until the end of its next turn. This is cheating, and a creature doing it will have to make a successful **Dexterity (Sleight of Hand)**, contested by Mushy's **Wisdom (Perception)** check (see Rules, page 9) to avoid being caught.

Information. Branton Quark has a few choice words about L'Arsène's team, those being “boring”, “rudimentary”, and “amateurish”. When pressed further, he discloses information that's actually valuable. Here are the key points to retain:

- L'Arsène's team is composed entirely of Constructs, all of which have **immunity** to poison damage and the poisoned condition. Most have **immunity** to psychic damage as well.
- The coils surrounding the L'Arsène's arena regularly discharge bolts of electricity that course through the centre of the fighting ring. In addition, there's a row of highly conductive copper panels that runs through the ring. Creatures that take lightning damage while on these panels pass it to other creatures standing on the panels.
- L'Arsène's can activate an emergency protocol that lets his companions absorb lightning damage to increase the power of their blows. He can't do this all the time, however, and his companions still take damage from lightning if he's not able to activate the protocol.
- Additionally, several of L'Arsène's companions can deal fire damage during the fight. All of them do so when they explode upon being reduced to 0 hit points.

*For more information on Branton Quark and his unethical escapades, consult the Mecha Koboldzilla or Tarchaeology adventures in *Heliana's Guide*



BRANTON QUARK

GARY THE ICE CREAM VENDOR*

A mere day after the tournament officially began, a strange creature resembling a giant hermit crab suddenly emerged from the Loot Tavern's fridge, much to Lutecia's shock. This creature was Gary, the CN extraplanar ice cream vendor, who hails from the distant land of Y'ummm and is on a spiritual journey to visit other worlds in order to study their ice cream recipes. The Loot Tavern was only one of his many intended stops, but upon getting caught up in the excitement of the event, he decided to stick around a bit longer and try his luck. Although Gary's prized scooping was defeated by Lutecia, he is not disappointed; she is clearly a worthy opponent who's mastered the culinary arts.

He's willing to disclose information about Lutecia if the party can persuade him with a **VDC Charisma (Persuasion)** check. Alternatively, he offers an exchange of information, promising to disclose his secrets if the party can get him the recipe for Lutecia's signature dracomelette; she's reluctant to share her recipe and charges a steep price for it: an amount of gold equal to **20 × the party's APL**. Alternatively, a creature can figure out this recipe by purchasing the dish for 1 gp and succeeding on a **VDC Intelligence (cook's supplies)** check to discern its ingredients and cooking method.

Information. Gary is fascinated by Lutecia's culinary mastery, and speaks highly of her and her team. Here are the key points to retain:

- Lutecia's companions are **immune** to being charmed. Many are also **immune** to poison damage and the poisoned condition.
- Lutecia and her companions have many abilities that impose debilitating conditions on the enemy team, especially the charmed and poisoned conditions.
- Every so often, a mysterious drink appears on the bar counter in the fighting ring. This drink may restore hit points or deal poison damage, and it's impossible to tell which effect it will have until it's drunk. Lutecia's companions often make for the drink to try to regain hit points, but they can be stopped if another creature consumes it or spills it first.

*For more information on Gary and the Kingdom of Y'ummm, consult the *Cakewalk* adventure series.

GARY



RYOKO*

Representing the Yokai Realms is Ryoko, a CG kitsune of only 106 years of age. She's accompanied by her good friend Bombuku, here to provide moral support and check in on his cousin, L' Arsène Upin. Despite being relatively new to taming, Ryoko's impressive bond with her companions allowed her to take the tournament by storm and make it all the way to Heliana... where she met a seemingly impassable, half-orc-shaped brick wall. Refusing to be discouraged by this, Ryoko has resolved to return to the Yokai Realms and double her training regimen! After she enjoys the Loot Tavern for a little longer, that is.

She's willing to disclose information about Heliana's team, and all she asks in return is that the party entertain her with a good story about their past adventures by succeeding on a **VDC Charisma (Performance)** check, made with **advantage** if Ryoko's presented with some sort of token or memento from that same adventure. This check can be attempted multiple times, but only once between fights.

Information. Despite being older by a significant margin, Ryoko looks up to Heliana, and conveys admiration for the half-orc's quest for knowledge and tenacity in companion battles. Here are the key points to retain:

- Heliana's team is very diverse. All of her companions have different abilities and weaknesses, making it difficult to prepare for a single damage type or condition.

- The ground in the fighting ring will slowly crumble as the fight goes on, creating deep pits that creatures can fall into.
- Many of Heliana's companions can fly and thus ignore the pits. Some even have ranged attacks, allowing them to stay out of reach while dealing damage.
- Buried somewhere in the battlefield are magical relics that grant buffs to the creatures that dig them up. Heliana's companions are especially adept at this task thanks to their sharp senses, and are likely to get a leg up early due to this advantage.

*For more information on Ryoko, Bombuku, and the Yokai Realms, consult *Ryoko's Guide to the Yokai Realms*.

RYOKO



OPPONENTS

This section contains the information needed to run the companion battles with each Loot Tavern staff member. These battles can be done in any order of the party's choice, except for the one against Heliana—this must be the final battle, once a competitor has defeated all other staff members. Each staff member has three bespoke companions in addition to the other creatures they've tamed, although these may not all be fielded, depending on the party's APL. These companions are bolded in the tables, and statistics for them can be found in Appendix C.

HUMPERDINK

Humperdink's team is composed mostly of Oozes. His signature companions are a brainmuncher that he swears is smarter than L'Arène, a gelatinooze with an oily, rainbow sheen, and a caprisoul that he uses to drain the rats he finds in his lab. He tends to take on a more defensive strategy, adapting to his opponent's tactics and slowly whittling them down.

Humperdink and his clones roll initiative with a +2 bonus, and each have the following abilities:

- ♦ **Biomantic Adaptability.** As an action, Humperdink causes his companion to gain **immunity** to one of the following damage types: acid, cold, fire, lightning, or poison. If he uses this action again, the previous immunity is lost.
- ♦ **Molecular Reconstitution.** As an action, Humperdink causes his companion to teleport into an unoccupied space of his choice within **30 feet** of the companion. The companion dissolves into its constituent parts and immediately reforms in the chosen space.

Humperdink's Scrolls. Humperdink uses Charisma as his spellcasting ability (+5 modifier, +8 to spell attack rolls, **save DC 16**). These are the *spell scrolls* Humperdink has at his disposal during the fight: *cure wounds* (4 scrolls), *eelskin** (1 scroll), and *protection from evil and good* (1 scroll).

If the party's APL is 9 or higher, he has the following additional scroll: *enlarge/reduce* (1 scroll).

If the party's APL is 13 or higher, he has the following additional scroll: *frogskin** (1 scroll).

*see Appendix B

HUMPERDINK'S TEAM

APL	Team Composition	XP per Character
7	Humperdink's brainmuncher , 2 gray oozes*, 1 ochre jelly**	1,550
8	Humperdink's brainmuncher , 1 gelatinous cube, 1 gray ooze*, 1 ochre jelly**	2,300
9	Humperdink's brainmuncher , 1 gelatinous cube, 2 ochre jellies**	3,200
10	Humperdink's brainmuncher , Humperdink's gelatinooze , 1 hexahedrooze***, 1 ochre jelly**	4,300
11	Humperdink's brainmuncher , Humperdink's gelatinooze , 2 hexahedroozes***	5,700
12	Humperdink's caprisoul , Humperdink's gelatinooze , 2 hexahedroozes***	6,700
13	Humperdink's caprisoul , Humperdink's gelatinooze , 1 black pudding, 1 hexahedrooze***	8,000

*With 32 hit points and a +5 to hit with attack rolls

**Without the Split reaction

***Without legendary actions, see Appendix C

BRAINMUNCHER



CAPRISOUL

HUMPERDINK'S BATTLEFIELD - ALCHEMICAL LABORATORY

Humperdink's signature battlefield is a replica of an alchemical laboratory he had a long time ago, before an ooze-breeding experiment gone horribly wrong caused most of the floor to melt away and the whole place to collapse in on itself. Volatile concoctions make the battlefield incredibly dangerous... to those that can't adapt to the hazards.

Alchemical Vat. The area in the centre of the ring is a shallow vat of volatile alchemical runoff from the tanks around the room, which can have unpredictable effects. This area is difficult terrain. When a creature starts its turn in the vat or enters it for the first time on a turn, it must make a **VDC Constitution saving throw**. A creature can choose to fail this saving throw. On a failed save, the creature takes **Vdam** acid damage and rolls a d10, gaining **vulnerability** or **resistance** to one type of damage depending on the result of the roll, as indicated by the table below. This effect lasts until the end of that creature's next turn, and supersedes any resistance, immunity, or vulnerability to that damage type the creature already has. On a successful save, a creature takes half as much acid damage and suffers no additional effects.

ALCHEMICAL RUNOFF EFFECTS

d10	Effect Gained	d10	Effect Gained
1	Acid resistance	6	Fire vulnerability
2	Acid vulnerability	7	Lightning resistance
3	Cold resistance	8	Lightning vulnerability
4	Cold vulnerability	9	Poison resistance
5	Fire resistance	10	Poison vulnerability

Volatile Tanks. On initiative count 20 of each round, roll a **d4**. On a roll of 1-3, the tank corresponding to the number rolled (as labelled on the map) releases a cloud of noxious fumes. Each creature within **20 feet** of that tank must succeed on a **VDC Constitution saving throw** or take **Vdam** damage of a type determined by the exploding tank, as detailed on the table below. The fumes then dissipate.

TANK NUMBER

d10	Effect Gained
1	Cold
2	Fire
3	Poison

HUMPERDINK'S TACTICS

The combatants fight according to the tactics below.

Generic Tactics. On his first turn, Humperdink has his companions move into the area of the Volatile Tanks hazard, then uses his Biomantic Adaptability to give those companions **immunity** to the damage type dealt by the tank they approached. His goal is to draw foes into these areas to subject them to the effects of the hazards, while his companions remain unharmed. On his second turn, Humperdink uses the scrolls to buff his team, giving precedence to higher level spells. If the enemy team is capable of attacking at range or otherwise refuses to engage his team within the area of the hazards, Humperdink uses his Molecular Reconstitution ability to reposition his companions for an attack. On subsequent turns, Humperdink uses his Biomantic Adaptability, if necessary, to adapt to the damage types that his foes are dealing.

Because most of his companions are **immune** to acid damage, Humperdink can use the alchemical vat in the centre of the fighting ring to try to gain more damage resistances, if necessary. However, he prefers to drag his foes into it instead by using the Engulf abilities of his gelatinous cube, gelatinooze, and hexadrooze companions.

If any of his companions are badly wounded, Humperdink uses the scrolls to cast *cure wounds* on them.

On his command, Humperdink's companions use the following tactics:

Brainmuncher. At the first good opportunity, preferably on the first turn, the brainmuncher uses its Mind Blast, catching as many foes as possible in the blast, then moves into the area of the hazards to draw foes in. For the rest of the match, it fights using its Tentacles.

Gelatinooze. On its first turn, the gelatinooze behaves as described in the Generic Tactics section, and uses its Spit to attack at a range. When an enemy is close enough, it uses its Engulf action. It uses its Reactive Mutations when it expects to be the target of attacks.

Caprisoul. The caprisoul engages the enemy team immediately. Because of its high flying speed and Flyby trait, which lets it avoid opportunity attacks, it can fly in, attack, and still move away into the area of the hazards to draw foes in. Over the course of the fight, it builds up its pool of soul power with its Soul Drain attack. It uses its Soulbeam when the pool is full or when it's close to 0 hit points, so that it doesn't go to waste. Humperdink prefers using this soul power for damage

rather than healing, and won't use Spirit Transfer unless absolutely necessary. The caprisoul uses its Immaterial and Uncanny Dodge when it anticipates taking a lot of damage.

BEATING HUMPERDINK

Humperdink accepts his defeat with gentlemanly grace and insists on shaking each of his opponents' hands. He also takes this opportunity to ask them several questions about their bonded companions

and their training regimes, diets, sleep schedules, and interpersonal relationships. Whether or not his curiosity is sated, Humperdink offers the party five spell levels worth of the special tamer scrolls he sells (see page 5), split between any number of scrolls. For example, the party can obtain a single 5th-level *spell scroll*, or one 2nd-level *spell scroll* and one 3rd-level *spell scroll*, and so on. In addition, he bestows upon the party a gold badge depicting a bubbling potion flask.



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 1. HUMPERDINK'S ARENA

CZE & PEKU

L'ARSÈNE

L'Arène's team is composed entirely of Constructs. His signature companions are an oventurer that burns breakfast fifty percent of the time, a mecharmaddillo that curls into a ball for L'Arène to use when cheating at bowling, and a mechakobold that often serves as a test dummy for new inventions. He prefers high-risk strategies, potentially subjecting his companions to extra damage if it means hurting his opponents more as well.

L'Arène and his clones roll initiative with a +5 **bonus**, and each have the following abilities:

- **Hazardous Emergency Lightning Protocol (H.E.L.P.)** When L'Arène's companion takes lightning damage, L'Arène can use his reaction to cause it to take no lightning damage instead. If he does, the next attack the companion makes that hits a target before the end of its next turn deals an extra 3 (1d6) lightning damage.
- **Self-Destruct... Kind Of.** When L'Arène's companion is reduced to 0 hit points, L'Arène can cause some of its circuits to explode. If he does, each creature other than the companion within 5 feet of it must succeed on a **VDC Dexterity saving throw** or take **Vdam** fire damage.

L'Arène's Scrolls. L'Arène uses Intelligence as his spellcasting ability (+4 modifier, +7 to spell attack rolls, **save DC 15**). These are the *spell scrolls* L'Arène has at his disposal during the fight: *false life* (4 scrolls), *protection** (1 scroll), and *shield of faith* (1 scroll).

If the party's APL is 9 or higher, he has the following additional scroll: *mirror image* (1 scroll).

If the party's APL is 13 or higher, he has the following additional scroll: *fire shield* (1 scroll).

*See Appendix B

L'ARSÈNE'S TEAM

APL	Team Composition	XP per Character
7	L'Arène's oventurer, 2 animated armors, 1 gargoyle	1,550
8	L'Arène's oventurer, 1 animated armor, 1 azer*, 1 gargoyle	2,300
9	L'Arène's oventurer, 1 azer*, 2 gargoyles	3,200
10	L'Arène's mecharmaddillo, L'Arène's oventurer, 1 flying magnetite weapon**, 1 gargoyle	4,300
11	L'Arène's mecharmaddillo, L'Arène's oventurer, 2 flying magnetite weapons**	5,700
12	L'Arène's mechakobold, L'Arène's mecharmaddillo, 2 flying magnetite weapons**	6,700
13	L'Arène's mechakobold, L'Arène's mecharmaddillo, 1 flying magnetite weapon**, 1 red dragon wyrmling*	8,000

*Is a Construct instead of its normal creature type. Loses its **immunity** to fire damage. Gains **immunity** to poison and psychic damage, as well as the exhaustion and poisoned conditions, if it doesn't already have them.

**See Appendix C

L'ARSÈNE'S BATTLEFIELD - ARCANÉ GENERATOR

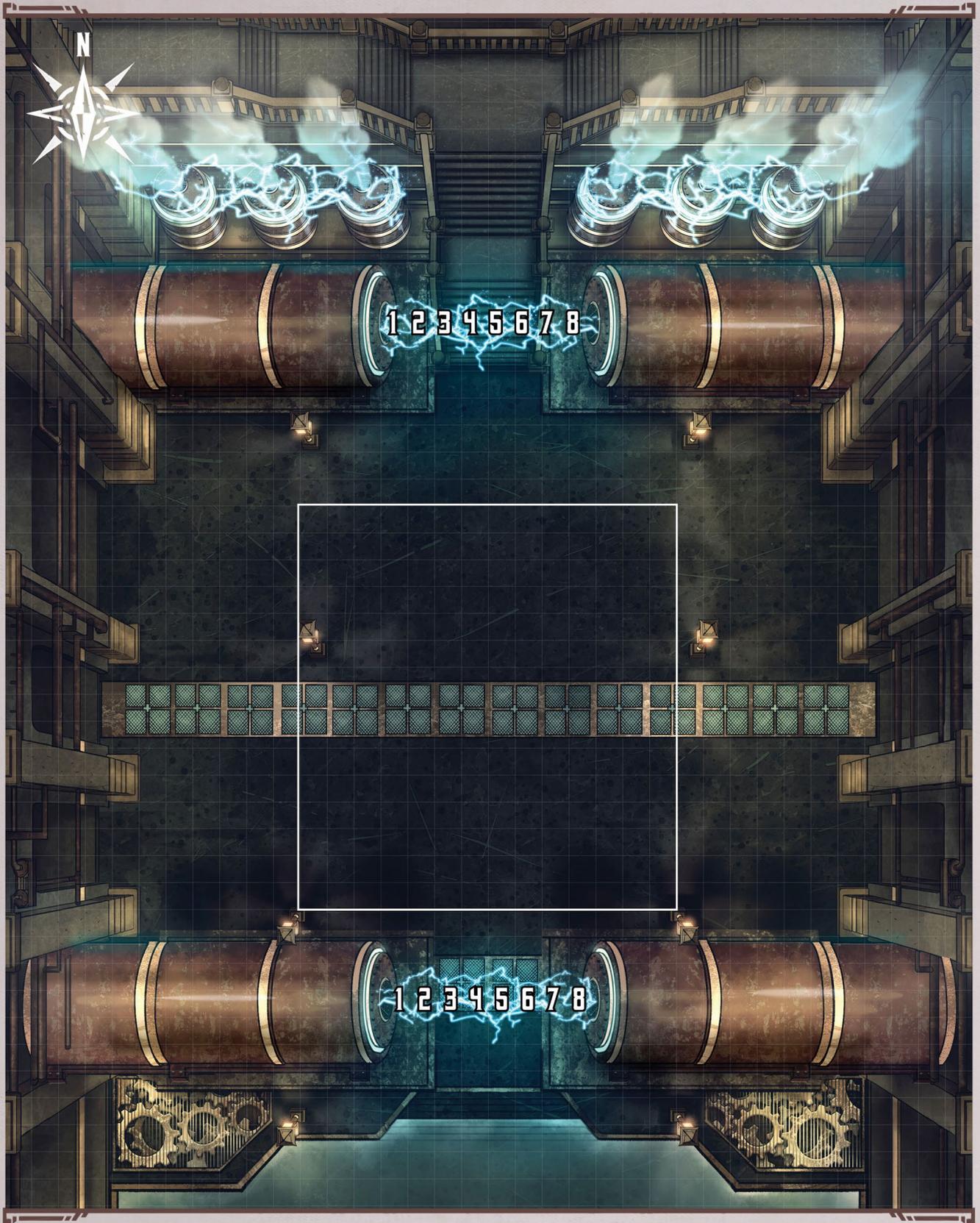
L'Arène's signature battlefield is a prototype of an arcanoelectric generator he hopes to one day build to power his inventions. Like many of L'Arène's contraptions, this generator is prone to malfunctioning even in its illusory form, resulting in unpredictable bursts of lightning coursing through the battlefield.

Arcing Lightning. On initiative count 20 of each round, roll two **d8s**. For each number rolled, lightning shoots in a **5-foot wide line** between the two squares labelled with that number. If you roll the same number on both dice, lightning shoots in a **15-foot wide line** between the two squares labelled with that number. Each creature within the area must make a **VDC Dexterity saving throw**, taking **Vdam** lightning damage on a success, or half as much damage on a failure.

Conductive Panelling. The special panels running horizontally through the middle of the fighting ring are made of copper and highly conductive. The first time on a turn that a creature standing on those panels takes lightning damage, each other creature standing on the panels must succeed on a **VDC Dexterity saving throw** or take half of **Vdam** lightning damage and be unable to use reactions until the start of its next turn.



MECHARMADILLO



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 2. L'ARSENE'S ARENA

CZE & PEKU

L'ARSÈNE'S TACTICS

The combatants fight according to the tactics below.

Generic Tactics. L'Arsène goes all out from the very beginning, unafraid to take risks in order to defeat his opponents as quickly as possible. On his first turn, L'Arsène uses the scrolls to buff his team, giving precedence to higher-level spells. He then commands them to attack, using any area-of-effect abilities they might have right at the start. L'Arsène seeks to maximise damage with these abilities—if he must include a friendly creature in the blast in order to catch an additional enemy, he doesn't hesitate to do so.

L'Arsène's companions position themselves in the middle of the fighting ring, where they may be subjected to lightning discharges from the battlefield's Arcing Lightning hazard. When they take lightning damage from this, L'Arsène can use his H.E.L.P. reaction to empower their next attacks. If they must move, they try to do so along the copper panelling and leave at least one companion in the area of the lightning.

If any of his companions are badly wounded, L'Arsène uses the scrolls to cast *false life* on them. When one of his companions drops to 0 hit points, L'Arsène always uses his Self Destruct... Kind Of ability, unless the blast catches more allies than it does foes.

On his command, L'Arsène's companions use the following tactics:

Oventurer. The oventurer starts the fight ignited, and tries to stay at range, using its Coal Toss attack. It doesn't use its Smokescreen ability right away; rather, it waits until the enemy team has moved away from the area of the hazards. When this happens, it will move near them and deploy the smokescreen, attempting to force them back into a position where they may be struck by the Arcing Lightning hazard. Once the smokescreen

is in effect, the oventurer tries to stay inside, on the edge of it, as much as possible, since it's **immune** to fire damage. On its turns, it comes out of the smokescreen to make attacks, then moves back inside.

Mecharmadillo. The mecharmadillo waits until its foes are in the centre of the fighting arena, where they may get struck by lightning or shocked by the conductive panels, to use its Roll Out action, since it can knock foes prone and impair their ability to move out of the area. If it can, it tries to end its movement in the space of a Small or smaller creature in order to pin it down. It uses its Alchemist's Fire bonus action as often as possible until it runs out.

Mechakobold. The mechakobold uses its Dyno-boom action at the earliest opportunity. It prioritises attacking foes near an ally, to benefit from its Pack Tactics trait. If necessary, it takes the Disengage action as a bonus action to reposition and change targets, or to move towards the centre of the fighting ring and draw foes in.

BEATING L'ARSÈNE

At first, L'Arsène is a little disgruntled about his defeat, especially if it happened in the presence of his cousin, Bombuku. He has no strong feelings either way about it happening in the presence of Branton Quark, because he doesn't really remember who that is, much to Branton's chagrin. Ultimately, however, he admits that it was a fair match and congratulates the party on their victory. As a reward for beating him, he offers the party a 20% discount on the tamer goods he sells (see page 6), as well as a brass badge with a wrench and a lightning bolt symbol.

OVENTURER



LUTECIA

Lutecia's team is composed mostly of Undead and Fiends that she summons with her warlock magic. Her signature companions are a frosty that helps her come up with new cocktails, a mimic that loves to play pranks on customers by posing as a chair, and a caskadon whose appearance in the taproom always signals the start of a party. She uses the unique hazards in her battlefield and her companions' abilities to debuff the enemy team.

Lutecia and her clones roll initiative with a **+3 bonus**, and each have the following abilities:

- ♦ **Alluring Glamour.** When Lutecia's companion is targeted by an attack from a creature she can see, Lutecia can use her reaction to place an illusion upon it, altering its appearance to something more pleasant and alluring. The attacking creature must

succeed on a **VDC Wisdom saving throw** or be **charmed** by Lutecia's companion until the end of its next turn and waste the triggering attack. Once Lutecia has used this reaction, she can't use it again until she finishes a short or long rest.

- ♦ **Charm Immunity.** Lutecia's companion is **immune** to the charmed condition.

Lutecia's Scrolls. Lutecia uses Charisma as her spellcasting ability (+5 modifier, +8 to spell attack rolls, **save DC 16**). These are the spell scrolls Lutecia has at her disposal during the fight: *false life* (4 scrolls), *peppermint plate** (1 scrolls), and *sugar rush** (1 scroll).

If the party's APL is 9 or higher, she has the following additional scroll: *blink* (1 scroll).

If the party's APL is 13 or higher, she has the following additional scroll: *fire shield* (1 scroll).

*see Appendix B

LUTECIA'S TEAM

APL	Team Composition	XP per Character
7	Lutecia's frosty, 1 death dog, 1 ghoul, 1 ogre zombie	1,550
8	Lutecia's frosty, 1 death dog, 1 ghast, 1 ogre zombie	2,300
9	Lutecia's frosty, 2 ghastrs, 1 ogre zombie	3,200
10	Lutecia's frosty, Lutecia's mimimic, 1 ghast, 1 wight	4,300
11	Lutecia's frosty, Lutecia's mimimic, 1 bearded devil, 1 wight	5,700
12	Lutecia's caskadon, Lutecia's mimimic, 1 bearded devil, 1 wight	6,700
13	Lutecia's caskadon, Lutecia's mimimic, 1 bearded devil, 1 brewersbane*	8,000

*See Appendix C

CASKADON



MINIMIC



L. RICHARD NGUYEN & CHAOUKI "CIAO" TROUHI; R. MOHAMMED BELLAFOUH & JESSE JACKEDAW BURNS



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 3. LUTECIA'S ARENA

LUTECIA'S BATTLEFIELD - THE LOOT TAVERN

Lutecia's signature battlefield is a copy of the Loot Tavern itself. Without patrons, it feels remarkably empty, but whenever one of her special battlefield effects happens, the tables and stage fill with spectral figures engaged in all sorts of merrymaking.

Furniture. Furniture of all sorts is strewn about the fighting ring. A square that is mostly occupied by a piece of furniture is difficult terrain.

Packed House. On initiative count 20 of each round, roll a **d6**. On a roll of **3-4**, the Happy Hour effect described below takes place. On a roll of **5-6**, the Showtime effect described below takes place.

- ♦ **Happy Hour.** The seats around the bar are filled with illusory cheering patrons, and a single mug full of mysterious liquid appears somewhere on the bar counter. A creature within **5 feet** of the mug can use a bonus action to drink or spill it. If the number rolled on the d6 to trigger this effect was a **3**, a creature that drinks the liquid takes **Vdam** poison damage. If the number was a **4**, a creature that drinks the liquid regains **Vdam** hit points. The mug disappears when this effect is triggered again.
- ♦ **Showtime.** The stage fills with an illusory band that plays an energetic song. Each creature in the fighting ring that can hear the song must succeed on a **VDC Wisdom saving throw** or be **charmed** by the band until the end of its next turn. While charmed in this way, a creature's speed is reduced to **0 feet** as it's compelled to dance on the spot.

LUTECIA'S TACTICS

The combatants fight according to the tactics below.

Generic Tactics. On her first turn, Lutecia uses the scrolls to buff her team, giving precedence to higher-level spells. Then, she commands her companions to attack.

The majority of Lutecia's companions are **immune** to poison damage, which means she can have them take the drinks that appear as a result of the Happy Hour battlefield effect without any risk. Lutecia's brewersbane, in particular, regains hit points from the poisoned drink as well as the restorative one. For that reason, her companions prefer to stay in between their foes and the bar, granting them quick access to the drinks while denying it to the opposing team.

Since Lutecia's companions are **immune** to the charmed condition, they use the opportunity presented by the Showtime battlefield effect to reposition in

a way that clears the way for their powerful area of effect abilities.

Lutecia and each of her clones can only use the Alluring Glamour ability once during the fight, so they prefer to wait until the triggering attack is a particularly powerful one, or the target has few hit points left.

If any of her companions are badly wounded, Lutecia uses the scrolls to cast *false life* on them.

On her command, Lutecia's companions use the following tactics:

Frosty. Lutecia's frosty prefers to stay at a distance, supporting its team with its Infectious Joy reaction and making Snowball attacks. Lutecia doesn't order the frosty to use its Winter Drinks action right away, preferring to watch the enemy team until she determines which of the drinks will be most efficacious.

Minimic. The minimic uses its Regurgitate action at the earliest good opportunity, typically when two or more enemies would be caught in its area of effect. It then grapples foes with its Pseudopod attack, preventing them from reaching the bar in order to benefit from the restorative drinks.

Caskadon. When buffing her companions with spells, Lutecia prefers to cast *peppermint plate* or *fire shield* (warm shield option) on her caskadon. At the earliest good opportunity, the caskadon uses its Hard Liquor action, choosing any of the three options, then moves to attack that creature in melee. If the creature hits the caskadon, it takes extra fire damage from the *peppermint plate* or *fire shield* spells, due to being covered in alcohol. On subsequent turns, the caskadon attempts to grapple a foe and use it as a weapon against other foes.

BEATING LUTECIA

Lutecia can't help but be disappointed about her loss, though she quickly reassures her companions that they did their best and she's proud of them. She loses none of her charm when congratulating the party, and offers a celebratory round on the house. While the party gets regular drinks, she also offers a *pain-killer* cocktail from her special selection (see page 7) for each of the party's bonded companions. The party can choose the damage type each cocktail protects against. In addition, she awards the party with a silver badge emblazoned with the image of a foaming tankard.

WEATHERTAX

Granny Weathertax's team is composed mostly of Beasts and some Monstrosities. Her signature companions are a kawawappa that she's recently started training, a mangorilla against which she constantly loses at chess, and a couatling that helps her keep the peace in the tavern. She favours a direct, offensive fighting style.

Granny Weathertax and her clones roll initiative with a **+1 bonus**, and each have the following abilities:

- ♦ **Bestial Endurance.** Whenever Granny Weathertax's companion drops to 0 hit points, she can use her reaction to have it drop to 1 hit point instead. Once Granny Weathertax has used this reaction, she can't use it again until she finishes a short or long rest.
- ♦ **Stern Command.** As an action, Granny Weathertax can issue a stern command to her companion, ordering it to get its head in the game and ending the charmed and frightened conditions on it.

Weathertax's Scrolls. Granny Weathertax uses Constitution as her spellcasting ability (+4 modifier, +7 to spell attack rolls, **save DC 15**). These are the spell scrolls Granny Weathertax has at her disposal during the fight: *barkskin* (1 scroll), *cure wounds* (4 scrolls), and *heroism* (1 scroll).

If the party's APL is 9 or higher, she has the following additional scroll: *enlarge/reduce* (1 scroll).

If the party's APL is 13 or higher, she has the following additional scroll: *stoneskin* (1 scroll).

WEATHERTAX'S TEAM

APL	Team Composition	XP per Character
7	Weathertax's kawawappa, 1 dire wolf, 1 giant toad, 1 polar bear	1,550
8	Weathertax's kawawappa, 1 dire wolf, 2 polar bears	2,300
9	Weathertax's kawawappa, 3 polar bears	3,200
10	Weathertax's kawawappa, Weathertax's mangorilla, 1 owlbear, 1 polar bear	4,300
11	Weathertax's kawawappa, Weathertax's mangorilla, 1 giant scorpion, 1 owlbear	5,700
12	Weathertax's couatling, Weathertax's mangorilla, 1 giant scorpion, 1 owlbear	6,700
13	Weathertax's couatling, Weathertax's mangorilla, 1 elephant, 1 giant scorpion	8,000

WEATHERTAX'S BATTLEFIELD - FIGHTING PIT

Granny Weathertax's signature battlefield is a fighting pit she visited during a trip to the Yokai Realms, where formidable creatures engage in gruelling battles. The creatures are all illusory, naturally, but that doesn't make them any less intimidating. Weathertax likes her battles simple and straightforward, so the hazards here aren't too complicated... but that doesn't mean she won't use them to her advantage.

Caged In. Granny Weathertax's signature battlefield has walls all around it, preventing creatures from easily being dragged out of bounds. These walls are 10 feet high.

Monstrous Roar. On initiative count 20 of each round, roll a **d4**. On a roll of **3** or less, the creature in the cage that corresponds to the rolled number lets out a terrifying roar, and each other creature in the fighting pit that can hear it must succeed on a **VDC Wisdom saving throw** or be **frightened** of the creature in the cage until the end of its next turn. If the number rolled was a **1**, corresponding to the large gilded cage, creatures who fail the saving throw also take **Vdam** psychic damage.

Spiked Wall. The southern wall of the fighting pit is laden with sharp spikes. A creature that enters a space within **5 feet** of the wall for the first time on a turn takes **Vdam** piercing damage.

WEATHERTAX'S TACTICS

The combatants fight according to the tactics below.

Generic Tactics. On her first turn, Granny Weathertax uses the scrolls to buff her team, giving precedence to higher-level spells, then orders her companions to attack.

For the most part, Weathertax's tactics are straightforward. She has her companions focus on one enemy until it's down, then move on. If she has companions that can easily grapple foes, such as the couatling, giant scorpion, or mangorilla, she has those grapple as many enemies as possible, then move to the southern wall of the ring. Each turn, in addition to their normal attacks, those creatures can move the foes they're grappling in and out of the spikes for extra damage.

If any of her companions are badly wounded, Granny Weathertax uses the scrolls to cast *cure wounds* on them. If they are charmed or frightened, she uses her Stern Command action to snap them out of it.

On her command, Weathertax's companions use the following tactics:

Kawawappa. The kawawappa doesn't have many special capabilities aside from its proficiency with weapons and armour. It tries to engage foes that might have a hard time hitting it due to its high AC.

Mangorilla. The mangorilla starts combat with the temporary hit points from its Bond trait. As soon as it can, the mangorilla forgoes its normal attacks to grapple two creatures and drags them toward the spiked wall. When the mangorilla reaches the wall, once on each of its turns, it can move the creatures it's grappling in and out of the spikes, dealing extra damage. If more creatures are near it, it tries to grapple them with its feet. As long as the mangorilla is grappling two or more creatures, it can use its Fruit Jam bonus action to deal damage to all of them.

Couatling. At the first good opportunity, the couatling uses its Solar Beam action. On other turns, it attacks foes with its Constrict attack, hoping to restrain them. Once an enemy is restrained, the couatling drags it toward the spiked wall. When the couatling reaches the wall, once on each of its turns, it can move the creature it's restraining in and out of the spikes, dealing extra damage. If the enemy team has foes against which *protection from poison* or *protection from evil and good* would be useful, the couatling uses its Divine Aegis action on itself.

BEATING WEATHERTAX

Granny Weathertax remains stoic even in defeat, but she does offer the party a single nod of approval. After the fight, she offers to spend a few minutes teaching the party's bonded companions some basic combat techniques. If the party accepts, for each of their bonded companions, they can choose ability checks, attack rolls, or saving throws. That companion has **advantage** on the next roll they make of the chosen type. In addition, she awards each party member an iron badge depicting a smoking pipe.

RULES REMINDER: INITIATIVE

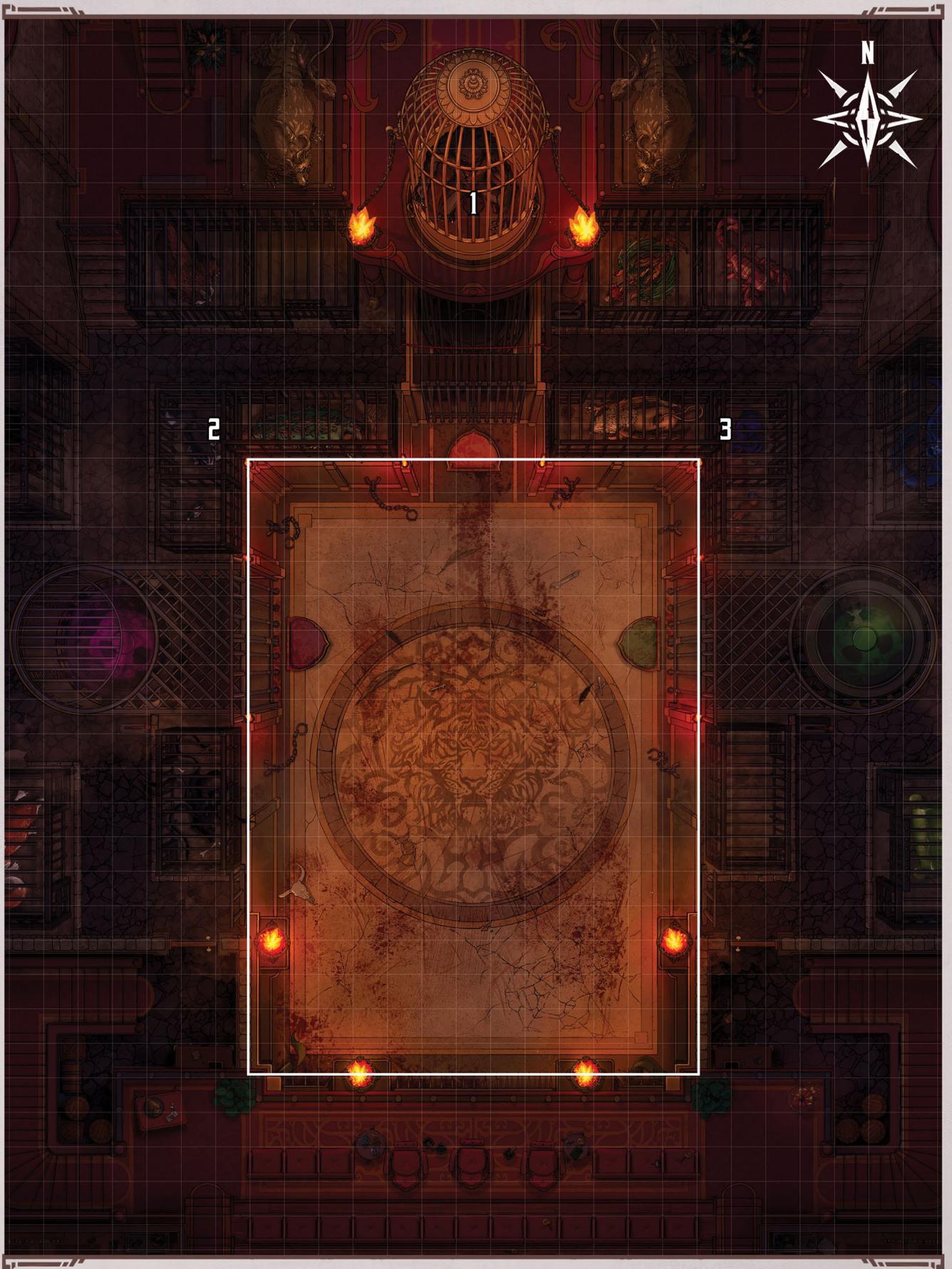
Don't forget that rolling initiative is making an ability check!

KAWAWAPPA



MANGORILLA





1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 4. WEATHERTAX'S ARENA

HELIANA

Heliana's team is composed mostly of Monstrosities. Her signature companions are a sunsnacker that snacks on more than just sun when it raids Lutecia's pantry, a dragonling that's created its own hoard from stolen tavern change, and a tarling that tracks sticky tar all over the taproom. Her companions have varied abilities, and Heliana makes great use of each one, changing her strategies on the spot to keep her foes guessing.

Heliana and her clones roll initiative with a **+4 bonus**, and each have the following unique abilities:

- ♦ **Heliana's Guide.** As an action, Heliana can choose one creature she can see and provides her companion with valuable insight on it. Until the start of her next turn, her companion has **advantage** on attack rolls against the chosen creature, and the chosen creature has **disadvantage** on attack rolls against her companion. Once Heliana uses this ability, she can't use it again until she finishes a short or long rest.
- ♦ **Relentless Optimism.** When Heliana sees a friendly creature drop to 0 hit points, she can use her reaction to grant her companion temporary hit points equal to **Vdam**.

Heliana's Scrolls. Heliana uses Strength as her spellcasting ability—she doesn't care about your rules (+5 modifier, +8 to spell attack rolls, **save DC 16**). These are the *spell scrolls* Heliana has at her disposal during the fight: *cure wounds* (4 scrolls), *enlarge/reduce* (1 scroll), and *sugar rush** (1 scroll).

If the party's APL is 9 or higher, she has the following additional scroll: *fly* (1 scroll).

If the party's APL is 13 or higher, she has the following additional scrolls: *fire shield* (1 scrolls) and *stoneskin* (1 scroll).

*See Appendix B

HELIANA'S TEAM

APL	Team Composition	XP per Character
7	Heliana's sunsnacker, 1 ankheg, 1 harpy, 1 hippogriff	1,550
8	Heliana's sunsnacker, 2 ankhegs, 1 harpy	2,300
9	Heliana's sunsnacker, 2 ankhegs, 1 griffon	3,200
10	Heliana's dragonling, Heliana's sunsnacker, 1 ankheg, 1 mantichore	4,300
11	Heliana's dragonling, Heliana's sunsnacker, 1 mantichore, 1 winter wolf	5,700
12	Heliana's dragonling, Heliana's tarling, 1 mantichore, 1 winter wolf	6,700
13	Heliana's dragonling, Heliana's tarling, 1 chuul, 1 mantichore	8,000

HELIANA'S BATTLEFIELD - ARCHAEOLOGICAL SITE

Heliana's signature battlefield is an archaeological dig that she visited while writing her book. She was captivated by the size of the fossils within, and hopes to someday haul a trophy just as large back to the Loot Tavern. Although this fighting ring may look unremarkable at first, many secrets are hidden under the surface.

Buried Treasure. Before the battle begins, roll a **d10** and a **d12** four times and refer to the squares on the fighting ring indicated by these coordinates, where the d10 indicates the (vertical/horizontal) axis, and the d12 indicates the (vertical/horizontal) axis. If you roll the same square more than once, reroll the dice until you have four different squares. Each of these squares secretly contains a magical relic buried in the ground. A companion can use a bonus action to dig up any square within the fighting ring in search of a relic. If it finds one, it or one friendly creature of its choice within the ring gains the benefits of the *bless* spell for **1 minute**. Once a relic has granted this benefit, it can't do so again. Additionally, a creature can use a bonus action to make a **VDC Wisdom (Perception)** check, made with advantage if the creature has blindsight or tremorsense. On a success, it knows if any of the spaces within **5 feet** of it contain a buried relic.



DRAGONLING



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 5. HELIANA'S ARENA

Unstable Ground. On initiative count 20 of each round, roll a **d10** and a **d12** and refer to the square on the fighting ring indicated by these coordinates, where the d10 indicates the (vertical/horizontal) axis, and the d12 indicates the (vertical/horizontal) axis. The ground on that square and every adjacent square (vertically and horizontally, but not diagonally) collapses into a **20-foot deep** pit. If a creature is standing on more collapsed spaces than solid ground when a pit opens, it must make a **VDC Dexterity saving throw**. On a failed save, it falls into the pit. On a successful save, it can immediately move to an unoccupied square adjacent to the pit. Squares containing buried relics don't collapse. If the numbers rolled refer to a square that has already collapsed or contains a buried relic, reroll the dice.

HELIANA'S TACTICS

The combatants fight according to the tactics below.

Generic Tactics. On Heliana's first turn, she uses the scrolls to buff her team, giving precedence to higher-level spells. Then she commands her companions according to their strengths. Companions with powerful area-of-effect abilities, such as the dragonling, sunsnacker, and winter wolf, try to catch as many foes with those abilities before the teams are too mixed together.

Flying companions make great use of the pits that start appearing throughout the fighting ring, either to put some distance between them and a problematic foe, or to grapple foes and drop them into the pit. The manticores, in particular, can hover safely above a pit and make ranged attacks until they run out of tail spikes.

When her companions don't have a better use for their bonus action, they use it to try to detect the relics buried in the battlefield and dig them up. The sooner that these buffs are obtained, the more of an impact they have on the fight, and several of Heliana's creatures are uniquely suited to seek them out, such as the ankheg (due to its tremorsense). At APL 13, Heliana's chuul can automatically pinpoint the location of these relics with its Sense Magic trait.

If any of her companions are badly wounded, Heliana uses the scrolls to cast *cure wounds* on them. Whenever one companion on her side drops to 0 hit points, Heliana and her clones all use their Relentless Optimism reaction to bolster the rest of the team.

On her command, Heliana's companions use the following tactics:

Sunsnacker. At the earliest good opportunity, the sunsnacker uses its Solar Beam action, catching as many foes as possible in it. Otherwise, it behaves as indicated in the Generic Tactics section.

Dragonling. In her first battle against the party, the dragonling always has an affinity for magnetite with its Metallic Character trait. However, if rematches happen, Heliana chooses the best damage type against the lineup her foes chose during their previous battles. At the earliest good opportunity, the dragonling uses its Breath Weapon action, catching as many foes as possible in it. The dragonling can use its bonus action to search for relics, which it does very competently due to its blindsight.

Tarling. Heliana's tarling poses a very serious threat with its high hit points and damage output. It uses its bonus action on its first turn for its Arcane Activation threat, following it up with its Necrotar Tongue action to wrangle the biggest threat on the opposing team. The tarling is a fantastic way to hold off multiple foes at once while Heliana's remaining companions dig up relics or position themselves more favourably. In addition, the tarling itself can search for relics well due to its Huge size, which allows it to check many spaces at once.

BEATING HELIANA

As long as the match was entertaining and hard fought, Heliana is just as cheerful in defeat as she is in victory. She rushes to proclaim the party as the winners of the first Loot Tavern Tamer Tournament and to award them a platinum badge, bearing a symbol of a heavy tome adorned with a paw print. In addition, the party receives the grand prize for the tournament, described in the Victory and Aftermath section below.

SUNSNACKER



VICTORY AND AFTERMATH

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

TOURNAMENT WINNINGS

7	1,400 gp
8	1,800 gp
9	2,300 gp
10	2,875 gp
11	3,500 gp
12	4,250 gp
13	5,000 gp

The party is also offered a special trophy: the brophy, a bespoke familiar which Humperdink creates for them! (See Appendix E)

In addition, here are some possible outcomes of the adventure:

- With the champion defeated, the first Loot Tavern Tamer Tournament comes to a close. The event is a rousing success, with Heliana and L'Arsène already discussing when to host the next one—and what unique spin they can put on it.
- The party is offered free room and board at the Loot Tavern for one night. The next morning, Heliana's faithful companion Peeper paints a portrait of them and hangs it behind the counter—the first on a wall commemorating tournament winners.

- Branton Quark makes off with the information he gained and gives it to his boss who, convinced that there's a lot of power in tamer companions, forms a new organisation dedicated to stealing them: Team Sprocket.
- Dr. Dootlots' study of adrenaline leads to her inventing the spell *epinephrine**. The wizard Wincerind—notorious for being unable to cast any spells except *expeditious retreat*—finally acquires a second spell for his *spellbook* spellpamphlet.
- Inspired by the party's incredible victory, Gary creates an ice cream inspired by the winning team. If he's particularly impressed by their strength, he might even extend an invitation to visit his homeland of Y'ummm.
- Dr. Stein returns to his experiments with new notes and ideas. Months later, the party may find strange creatures roaming the land that look like hideous amalgamations of the bonded companions they used during the tournament.

*see Appendix B



BROPHY

APPENDIX A - ITEMS

BESPOKE ORB

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

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

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

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

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

BESPOKE ORB



EVERBOND AMULET

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

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

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

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



EVERBOND AMULET

HELIANA'S HARMONIOUS HABITAT



HELIANA'S HARMONIOUS HABITAT

Wondrous item, uncommon

Component: Construct instructions

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

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

Companion Storage. A *Heliana's harmonious habitat* contains a miniaturised extradimensional space that can be observed through the glass case. If you are bonded to a companion as per the tamer's Pocket Familiar class feature, you can place a companion vessel on this machine and activate it. Over the course of **1 hour**, the companion is extracted from the vessel and placed inside the habitat. You remain bonded to the

companion, but it doesn't count against the number of companions you can bond to, and you don't gain any benefits from being bonded to that companion (such as using its senses or gaining access to its spells through the tamer's Psychic Bond class feature). You can place an empty companion vessel on this machine and extract a companion you're bonded to from the habitat back into the vessel, a process which also takes **1 hour** to complete.

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

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

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

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

TAMER'S CALL

Wondrous item, uncommon

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

— Unsuccessful taming tournament contestant

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

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

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

TAMER'S CALL



APPENDIX B - SPELLS

CAN'T TRIP

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Class: Bard, Cleric, Druid, Tamer, Wizard

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

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

EELSKIN

2nd-level biomancy (*can be replaced with evocation)*

Casting Time: 1 action or 1 bonus action

Range: Touch

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

Duration: Concentration, up to 1 minute

Class: Druid, Sorcerer, Tamer, Warlock, Wizard

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

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

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

ENDURE

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

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

Duration: 1 minute

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

Choose a willing creature you can see within range; it ceases to heed the pained calls of its body, needing neither food nor water to exist. An affected creature ignores the effects of exhaustion, the poisoned condition, and cannot be incapacitated, stunned, paralysed, or fall unconscious. Each time an affected creature takes damage that would reduce its hit points to **0**, it makes a death saving throw instead. If the creature fails 3 death saving throws, it dies.

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

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

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

EPINEPHRINE

1st-level biomancy spell (*can be replaced with transmutation)*

Casting Time: 1 bonus action

Range: Self

Components: S, M (a chili pepper seed)

Duration: Instantaneous

Classes: Druid, Ranger, Sorcerer, Tamer, Wizard

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

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

FEVERSKIN

5th-level biomancy* (*can be replaced with evocation)

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 1 minute

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

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

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

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

FROGSKIN

4th-level biomancy* (*can be replaced with transmutation)

Casting Time: 1 action

Range: Self

Components: V, S, M (some frogspawn)

Duration: Concentration, up to 1 minute

Class: Druid, Sorcerer, Tamer, Warlock, Wizard

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

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

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

INCORPOREALITY

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

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

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

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

PEPPERMINT PLATE

1st-level abjuration

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 1 hour

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

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

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

PROTECTION

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

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

Duration: Concentration, up to 1 hour

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

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

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

SHIELDING WORD

2nd-level abjuration

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

Range: 30 feet

Components: V

Duration: 1 round

Class: Bard, Cleric, Paladin, Sorcerer, Tamer

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

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

SMOKESCREEN

Conjuration cantrip

Casting Time: 1 action

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

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

Duration: Concentration, up to 1 round

Class: Druid, Sorcerer, Tamer, Wizard

You spew a thick cloud of dense black smoke that forms a **5-foot-diameter, 10-foot-high cylinder** centered on you that lasts until the start of your next turn.

The smoke heavily obscures its area. When you cast the spell, you can choose whether the cloud remains in the location where you cast it or if it moves with you, centered on you.

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

STALKER'S EYE

Enchantment cantrip

Casting Time: 1 action

Range: Touch

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

Duration: Concentration, up to 1 minute

Class: Bard, Druid, Tamer

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

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

SUGAR RUSH

2nd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (some candy)

Duration: Concentration, up to 1 minute

Class: Bard, Cleric, Paladin, Sorcerer, Tamer

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

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

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

APPENDIX C - CREATURES

This appendix contains the stat blocks for some of the companions used by the Loot Tavern staff, including their bespoke companions.

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

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



DRAGONLING

HELIANA'S TEAM

HELIANA'S DRAGONLING

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)	14 (+2)

Skills Perception +4

Damage Resistances see Metallic Character trait

Senses blindsight 15 ft., darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +4

Greedy. Whenever the dragonling 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:* 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 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.

HELIANA'S SUNSNACKER

Medium Fey, Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Intimidation +5

Damage Resistances fire, radiant

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +3

Hungry. Whenever the sunsnacker first detects the presence of sweet food 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 the food and eat it. A distracted sunsnacker 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 piece of food for the next **24 hours**.

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

ACTIONS

Multiattack. The sunsnacker makes two attacks.

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

Light. The sunsnacker creates a glowing orb that hovers in the air within **5 feet** of it for **1 minute**, moving with it. The orb sheds bright light in a **10-foot radius** and dim light for an additional **10 feet**.

Solar Beam (Recharges after a Short or Long Rest). The sunsnacker unleashes a beam of radiant energy from its distended maw. Each creature in a **5-foot-wide, 30-foot-long line** must make a **DC 13 Dexterity saving throw**, taking 17 (5d6) radiant damage on a failed save, or half as much damage on a successful one.

HELIANA'S TARLING

Huge Elemental, Unaligned

Armour Class 13 (natural armour)

Hit Points 104 (11d12 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Damage Resistances acid, piercing, poison

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +5

Flammable. If the tarling takes fire damage, it ignites. It and any creature it is grappling take 2 (1d4) fire damage at the start of each of its turns and its weapon attacks deal an additional 2 (1d4) fire damage on a hit. If the tarling is subject to heavy rainfall or it takes 5 or more cold damage in a single instance, the flames are extinguished.

Oil Form. When the tarling tries to move through water, it instead uses its swimming speed to skim along the water's surface; it can't submerge below the surface of water without a powerful detergent.

ACTIONS

Multiattack. The tarling makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

Necrotar Tongue (Recharges after a Short or Long Rest). The tarling spews a whip-like tongue of elastic tar at a Huge or smaller creature that it can see within **40 feet** of it. The target must succeed on a **DC 16 Strength saving throw** or become **grappled (escape DC 16)** and be pulled up to **35 feet** closer to the tarling. Until this grapple ends, the target is restrained, takes 18 (4d8) necrotic damage at the start of each of its turns, and the tarling can't use its Bite attack against a different target. On a successful save, the creature takes half as much damage and isn't grappled or pulled.

BONUS ACTIONS

Arcane Activation (1/Day). The tarling activates its arcane power source. For **1 minute**, the tarling has **resistance** to necrotic damage and deals an additional 3 (1d6) necrotic damage when it hits a target with a melee attack.



SUNSNACKER



TARLING

HUMPERDINK'S TEAM

HUMPERDINK'S BRAINMUNCHER

Tiny Aberration, Lawful Evil

Armour Class 15 (natural armour)

Hit Points 21 (6d4 + 6)

Speed 30 ft.

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

Skills Arcana +6, Deception +4, Insight +4, Perception +4

Senses darkvision 90 ft., passive Perception 14

Languages Deep Speech, telepathy 90 ft.

Challenge 2 (450 XP)

Proficiency Bonus +3

Brainmuncher. The brainmuncher likes to eat the brains of Tiny Beasts, like household pets. If left unattended, it will attempt to do so (GM's discretion).

Detect Thoughts. The brainmuncher is always under the effect of the *detect thoughts* spell, with a radius of 90 feet. In addition, the brainmuncher can communicate slowly via thoughts and emotions if it doesn't share a language with a creature.

ACTIONS

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage.

Creature Sense (Recharges after a Short or Long Rest). The brainmuncher expands its telepathic ability. For **1 minute**, the brainmuncher is aware of the presence of creatures within **300 feet** of it that have an Intelligence score of **4** or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. The brainmuncher must maintain its concentration on this effect as if it were concentrating on a spell.

Levitate. The brainmuncher casts the *levitate* spell on itself, requiring no components.

Mind Blast (Recharges after a Short or Long Rest). The brainmuncher magically emits psychic energy in a **30-foot cone**. Each creature in that area must succeed on a **DC 14 Intelligence saving throw** or take 10 (3d6) psychic damage. A creature that fails the saving throw by **5** or more and isn't immune to psychic damage is **stunned** until the start of its next turn.

BONUS ACTIONS

Teleport (Recharges after a Short or Long Rest). The brainmuncher teleports up to **30 feet** to an unoccupied space it can see.

REACTIONS

Psionic Shield. When a creature within range of the brainmuncher's telepathy takes psychic damage, the brainmuncher can halve the psychic damage that creature takes.

HUMPERDINK'S CAPRISOUL

Tiny Undead, Neutral

Armour Class 17 (natural armour)

Hit Points 49 (9d4 + 27)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	16 (+3)	8 (-1)	9 (-1)	7 (-2)

Skills Stealth +8

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +5

Death Burst. When the caprisoul is reduced to 0 hit points, it explodes in a burst of soul energy. Each creature within **5 feet** of it must make a **DC 16 Dexterity saving throw**, taking 5 (2d4) psychic damage on a failure, or half as much damage on a success. If the caprisoul has life force stored in its pool of soul power, this trait deals additional necrotic damage equal to the amount stored.

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

Soul Power. When the caprisoul hits a creature with its Soul Drain attack, it stores life force in a pool of soul power equal to the necrotic damage dealt, which has a maximum capacity of **25**. While its pool has life force in it, the caprisoul emits dim light in a **10-foot radius**. The pool of soul power resets to 0 when the caprisoul's tamer finishes a long rest.

ACTIONS

Soul Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage plus 10 (3d6) necrotic damage. The caprisoul gains temporary hit points equal to half the necrotic damage taken. The target must succeed on a **DC 16 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Soulbeam (Recharges after a Short or Long Rest). The caprisoul unleashes all of the energy stored in its pool of soul power. Each creature in a **5-foot-wide, 90-foot-long line** must make a **DC 16 Dexterity saving throw**. A creature takes psychic damage equal to 14 (4d6) plus the value in the caprisoul's pool on a failure, or half as much damage on a success. The pool then resets to 0.

Spirit Transfer (2/Day). The caprisoul empties its pool of soul power into one willing creature within **5 feet** of it, causing that creature to regain hit points equal to the pool's value. The pool then resets to 0.

BONUS ACTIONS

Immaterial (Recharges after a Short or Long Rest). The caprisoul turns partially incorporeal. Until the start of its next turn, it has **resistance** to bludgeoning, piercing, and slashing damage.

REACTIONS

Uncanny Dodge. When a creature that the caprisoul can see hits it with an attack, the caprisoul can halve the attack's damage against it.

HUMPERDINK'S GELATINOZZE

Large Ooze, Unaligned

Armour Class 12 (natural armour)

Hit Points 76 (9d10 + 27)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	4 (-3)	8 (-1)	4 (-3)

Damage Immunities acid

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +4

Acidic Touch. At the start of the gelatinooze's turn, it can secrete a small dose of acid (no action required). Each creature that is grappling it or that it is grappling takes **3** acid damage.

Dissolve Metal (Recharges after a Short or Long Rest). Over the course of **1 minute**, the gelatinooze can dissolve up to **1 pound** of nonmagical metal it is touching.

ACTIONS

Multiattack. The gelatinooze makes two Pseudopod attacks.

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

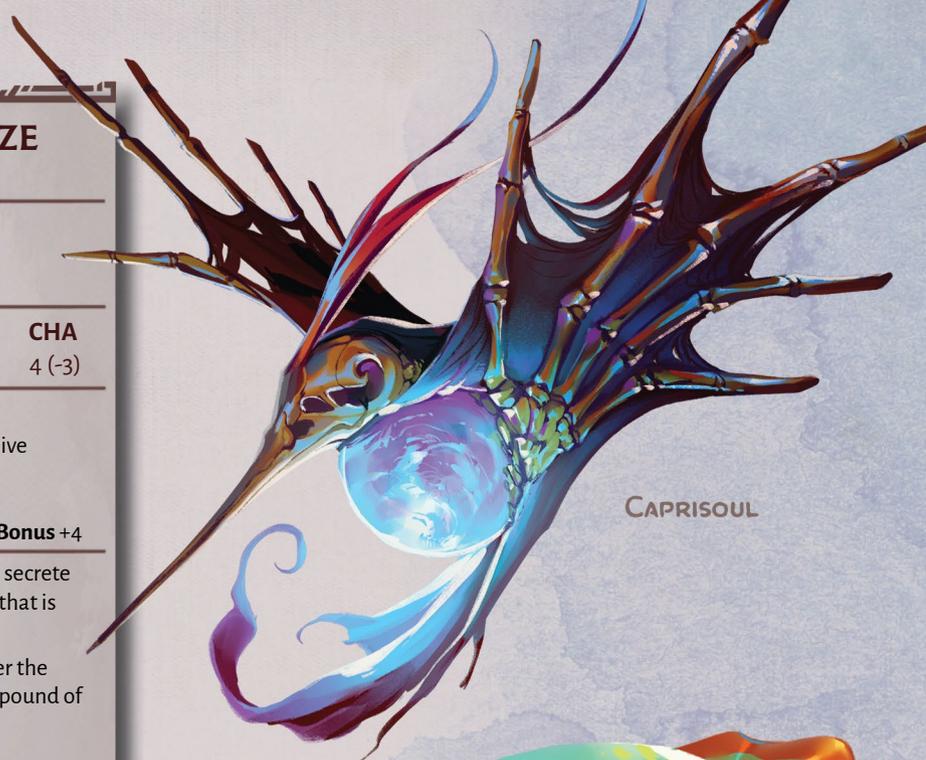
Spit. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 14 (2d10 + 3) acid damage.

Engulf. The gelatinooze moves up to its speed. While doing so, it can enter the space of Medium or smaller creatures. Whenever the gelatinooze enters a creature's space, the creature must make a **DC 15 Dexterity saving throw**. On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the gelatinooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the gelatinooze enters the creature's space, stops moving and engulfs the creature, which takes **7 (2d6)** acid damage. The engulfed creature can't breathe, is restrained, and takes **7 (2d6)** acid damage at the start of each of the gelatinooze's turns. When the gelatinooze moves, the engulfed creature moves with it. The gelatinooze can have only one creature engulfed at a time. An engulfed creature can try to escape by taking an action to make a **DC 15 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the gelatinooze.

BONUS ACTIONS

Reactive Mutations (Recharges after a Short or Long Rest). The gelatinooze activates its immune system. Immediately after the gelatinooze next takes damage within the next **minute**, it gains **resistance** to that damage type for **1 minute**.



CAPRISOUL



BRAINMUNCHER



GELATINOZZE

L'ARSÈNE'S TEAM

L'ARSÈNE'S MECHAKOBOLD

Small Construct, Neutral Good

Armour Class 17 (half plate)

Hit Points 49 (11d6 + 11)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	12 (+1)	9 (-1)	16 (+3)

Skills Deception +8, Investigation +6, Sleight of Hand +8, Stealth +8

Senses darkvision 120 ft., passive Perception 9

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +5

Helpful-ish. The mechakobold desires to help other creatures on their ability checks and will always try to take the Help action in non-combat situations. However, if the check on which the mechakobold helps is a failure, the consequences are catastrophic (GM's discretion).

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

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

ACTIONS

Multiattack. The mechakobold makes two Slingshot attacks.

Slingshot. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Dynoboom (Recharges after a Short or Long Rest). The mechakobold throws a homemade explosive device at a point it can see within **60 feet** of it, where it explodes. Each creature in a **10-foot-radius sphere** centred on that point must make a **DC 16 Dexterity saving throw**, taking 24 (7d6) thunder damage on a failed save, or half as much damage on a successful one.

Tie Laces. The mechakobold attempts to tie together the lower limbs of a creature within **5 feet** of it using a pair of spare laces. It makes a **Dexterity (Sleight of Hand)** check contested by the target's **Dexterity (Acrobatics)** or **Strength (Athletics)** check. On a success, the target's walking and climbing speeds are halved until it unties its laces as an action, or cuts them by targeting them with an attack that deals slashing damage.

BONUS ACTIONS

Nimble Escape. The mechakobold takes the Disengage or Hide action.

REACTIONS

Uncanny Dodge. When a creature that the mechakobold can see hits it with an attack, the mechakobold can halve the attack's damage against it.

L'ARSÈNE'S MECHARMADILLO

Medium Construct, Unaligned

Armour Class 14 (natural armour)

Hit Points 65 (10d8 + 20)

Speed 30 ft., burrow 15 ft.

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

Damage Immunities poison, psychic

Condition Immunities exhaustion, poisoned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +4

Clingy. The mecharmadillo loathes being alone, and performs poorly in the absence of company. It has **disadvantage** on ability checks and saving throws made against being frightened if there are no friendly creatures that it can see or hear within **60 feet** of it. It tries to remain with friendly creatures even if doing so may be dangerous or inconvenient.

ACTIONS

Multiattack. The mecharmadillo makes one Headbutt attack and one Tail attack.

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

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Roll Out (Recharges after a Short or Long Rest). The mecharmadillo curls up into a ball until the end of its turn. In this state, it can move through other creatures' spaces. When the mecharmadillo moves into a creature's space in this way, the creature must make a **DC 15 Strength saving throw**, made with **disadvantage** if it's at least one size smaller than the mecharmadillo. On a failed save, it takes 17 (5d6) bludgeoning damage and is knocked **prone**. On a successful save, it takes half as much damage and is moved to an unoccupied space of its choice adjacent to the mecharmadillo. A creature can only be affected by this feature once per turn. Creatures more than two sizes larger than the mecharmadillo automatically succeed on this saving throw.

The mecharmadillo can stop its movement in the space of a creature smaller than it that failed its saving throw against this action. If it does so, the creature is **restrained** until the mecharmadillo moves out of its space or until the creature uses its action to make a successful **DC 15 Strength (Athletics)** or **Dexterity (Acrobatics)** check (its choice) to escape.

BONUS ACTIONS

Alchemist's Fire (5/Day). *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* The target takes 2 (1d4) fire damage at the start of each of its turns. A creature within reach of the target can end this damage by using its action to make a **DC 10 Dexterity** check to extinguish the flames.

REACTIONS

Project Shield. The mecharmadillo adds a **+4 bonus** to its AC against one melee attack that would hit it. To do so, the mecharmadillo must see the attacker.

L'ARSÈNE'S OVENTURER

Small Construct, Neutral

Armour Class 14 (natural armour)

Hit Points 55 (10d6 + 20)

Speed 30 ft.

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

Damage Immunities fire, poison

Condition Immunities paralysed, petrified, poisoned

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +3

Contact Burn. While the oventurer's fire is lit, a creature that starts its turn grappling the oventurer takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The oventurer makes two attacks.

Tongs. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, plus 2 (1d4) fire damage if the oventurer is lit.

Coal Toss. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, plus 2 (1d4) fire damage if the oventurer is lit.

Ignition. The oventurer lights a fire within itself, or puts it out. While the fire is lit, the oventurer sheds bright light in a **15-foot radius** and dim light for an additional **15 feet**. In addition, other creatures have **advantage** on Wisdom (Perception) checks made to see or smell it.

Smokescreen (Recharges after a Short or Long Rest). The oventurer casts the *fog cloud* spell as a sphere of smoke, centred on itself and requiring no components. It can only use this action if its fire is lit. When a creature enters the area of the spell for the first time on a turn or starts its turn there, it must make a **DC 13 Constitution saving throw**, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.



OVENTURER



MECHARMADILLO

LUTECIA'S TEAM

LUTECIA'S CASKADON

Large Construct, Chaotic Good

Armour Class 15 (natural armour)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

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

Skills Athletics +8

Damage Immunities poison

Condition Immunities paralysed, petrified, poisoned

Senses passive Perception 11

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +5

Bar Brawler. The caskadon has **advantage** on ability checks made to grapple Medium or smaller creatures. In addition, the caskadon is proficient with improvised weapons. Medium or smaller creatures that the caskadon is grappling are considered improvised weapons for the caskadon (see Living Weapon attack).

Brew Die (Recharges after a Short or Long Rest). When the caskadon makes an ability check, attack roll, or saving throw, it can roll a **d4** and add the number rolled to the result.

Intoxicating Fumes. When the caskadon takes damage from a critical hit, potent vapours are released from its body. Each creature within **5 feet** of the caskadon must succeed on a **DC 16 Constitution saving throw** or be **poisoned** until the end of the caskadon's next turn.

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

ACTIONS

Multiattack. The caskadon makes two attacks. It can replace any of those attacks with an attempt to grapple a creature.

Living Weapon (Only if Grappling a Medium or Smaller Creature). *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 10/20 ft., one target. *Hit:* **Grappled creature's Hit Die + 3** bludgeoning damage. The grappled creature takes 4 (**1d8**) bludgeoning damage.

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

Hard Liquor (Recharges after a Short or Long Rest). The caskadon sprays alcohol from its trunk in a **5-foot-wide, 30-foot-long line**. Each creature in the area must make a **DC 16 Strength saving throw**. On a failed save, a creature takes 10 (**3d6**) bludgeoning damage, is knocked **prone**, and is soaked with alcohol until the end of its next turn. The next time a soaked creature takes fire damage, it takes an extra 10 (**3d6**) fire damage. In addition, a creature that fails its save suffers an effect depending on the type of alcohol sprayed (tamer's choice):

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

On a successful save, a creature takes half as much bludgeoning damage and suffers no additional effects.



CASKADON

LUTECIA'S FROSTY

Medium Elemental, Chaotic Good

Armour Class 15 (half plate)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Damage Resistances cold

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +3

Fire Susceptibility. When the frosty takes fire damage, it partially melts, making its movements sluggish. Until the end of its next turn, the frosty's speed is halved.

Jolly Disposition. The frosty has **advantage** on saving throws against being frightened.

ACTIONS

Multiattack. The frosty makes two attacks.

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

Snowball. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) cold damage.

Winter Drinks (Recharges after a Short or Long Rest). The frosty pours a seasonal drink (tamer's choice) into a mug and immediately feeds it to a willing creature within **5 feet** of it, which gains its effects for **1 minute**.

- ◆ **Soothing Chai.** The creature is **immune** to being frightened.
- ◆ **Hot Cocoa.** The creature has **resistance** to cold damage.
- ◆ **Warm Cider.** The creature is **immune** to being poisoned.

REACTIONS

Infectious Joy (1/Day). When a creature within **30 feet** of the frosty that can see or hear it makes a saving throw against being frightened, the frosty gives it **advantage** on the saving throw.

Liquefaction (Recharges after a Short or Long Rest). When the frosty is hit by an attack that doesn't deal fire damage, it selectively melts a portion of its body and softens the blow, halving the attack's damage against it and suffering the effects of its Fire Susceptibility trait as if it took fire damage.

LUTECIA'S MINIMIC

Medium Monstrosity (Shapechanger), Unaligned

Armour Class 15 (natural armour)

Hit Points 45 (6d8 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +4

Adhesive. The minimic adheres to anything that touches it. A creature no more than one size larger than the minimic that is adhered to the minimic is also grappled by it (**escape DC 14**).

False Appearance (Object Form Only). While the minimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. Creatures grappled by the minimic have **disadvantage** on ability checks made to escape its grapple. The minimic has **advantage** on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The minimic makes one Bite attack and one Pseudopod attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. The target is subjected to the minimic's Adhesive trait.

Regurgitate (Recharges after a Short or Long Rest). The minimic spews a torrent of acidic bile. Each creature in a **15-foot cone** must make a **DC 15 Dexterity saving throw**, taking 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.

Shapechanger. The minimic polymorphs into an object of its size, or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

MINIMIC



FROSTY

OTHER CREATURES

BREWERSBANE

In the dimly lit corners of wine cellars and beneath taverns and inns, the brewersbane lurks. These creatures, also known as barrel fiends, have earned their name by infiltrating countless breweries and wreaking havoc. Unfortunately for winemakers and innkeepers alike, a brewersbane is fiercely protective of the spirits it lays claim to.

Deceptive Appearance. Standing around 3 feet tall, with slender arms, a hunched back, and a gnarled visage, a brewersbane is more hideous than threatening. In fact, its most menacing trait is the barbs that cover its prune, auburn skin. However, it is not to be underestimated; should it feel threatened, one jab from its spiked tail is enough to knock out an adult human, and its foul temper ensures it's always ready to strike.

Self-Sequestered. The brewersbane is a reclusive creature, preferring to hide away in cellars, pry open barrels, and secure itself to the wood using its thorny protrusions. Once hidden, it starts depleting the supply of alcohol at a rate of about a gallon per day. Experienced brewers know to occasionally inspect their barrels for these fiends, not unlike desert herders checking their boots for snakes or scorpions before putting them on.

Deal with the Devil. In spite of all this, some have managed to strike deals of sorts with brewersbanes. Given the fiends' affinity for poison, thieves' guilds sometimes keep one around to test the quality of their concoctions. During these trials, a brewersbane samples various poisons, and the guild members gauge its interest; the more voracious the fiend's appetite, the more lethal the toxin. In exchange for its services, the brewersbane is rewarded with a steady supply of alcohol.

BREWERSBANE

Small Fiend, Neutral Evil

Armour Class 15 (natural armour)

Hit Points 39 (6d6 + 18)

Speed 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	11 (+0)

Skills Stealth +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, Common, Infernal

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Barbed Hide. A creature that touches the brewersbane or hits it with a melee attack while within **5 feet** of it takes 3 (**1d6**) piercing damage and must succeed on a **DC 13 Constitution saving throw** or be **poisoned** until the start of its next turn.

Noxious Precision. The brewersbane has **advantage** on melee attack rolls against poisoned creatures.

Poison Absorption. Whenever the brewersbane is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to the poison damage dealt.

ACTIONS

Multiattack. The brewersbane makes one Bite or Claw attack and one Barbed Tail attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (**1d6 + 3**) piercing damage plus 3 (**1d6**) poison damage.

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

Barbed Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (**1d6 + 3**) piercing damage plus 7 (**2d6**) poison damage, and the target must succeed on a **DC 13 Constitution saving throw** or become **poisoned** for **1 minute**. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

FLYING MAGNETITE WEAPON

Crafted from highly magnetic magnetite, these animated weapons possess the unusual property of being immobilised by heat. The magnetic fields produced by the weapons are capable of repelling attacks made with ferrous metals.

FLYING MAGNETITE WEAPON

Small Construct, Unaligned

Armour Class 18 (natural armour)

Hit Points 44 (8d6 + 16)

Speed fly 60 ft. (hover)

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

Damage Immunities cold, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned

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

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

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

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

Superconductor. If the weapon takes **10** or more fire damage in a single instance, it falls **prone** and, until the end of its next turn, it is **incapacitated** and its flying speed is reduced to **0 feet**.

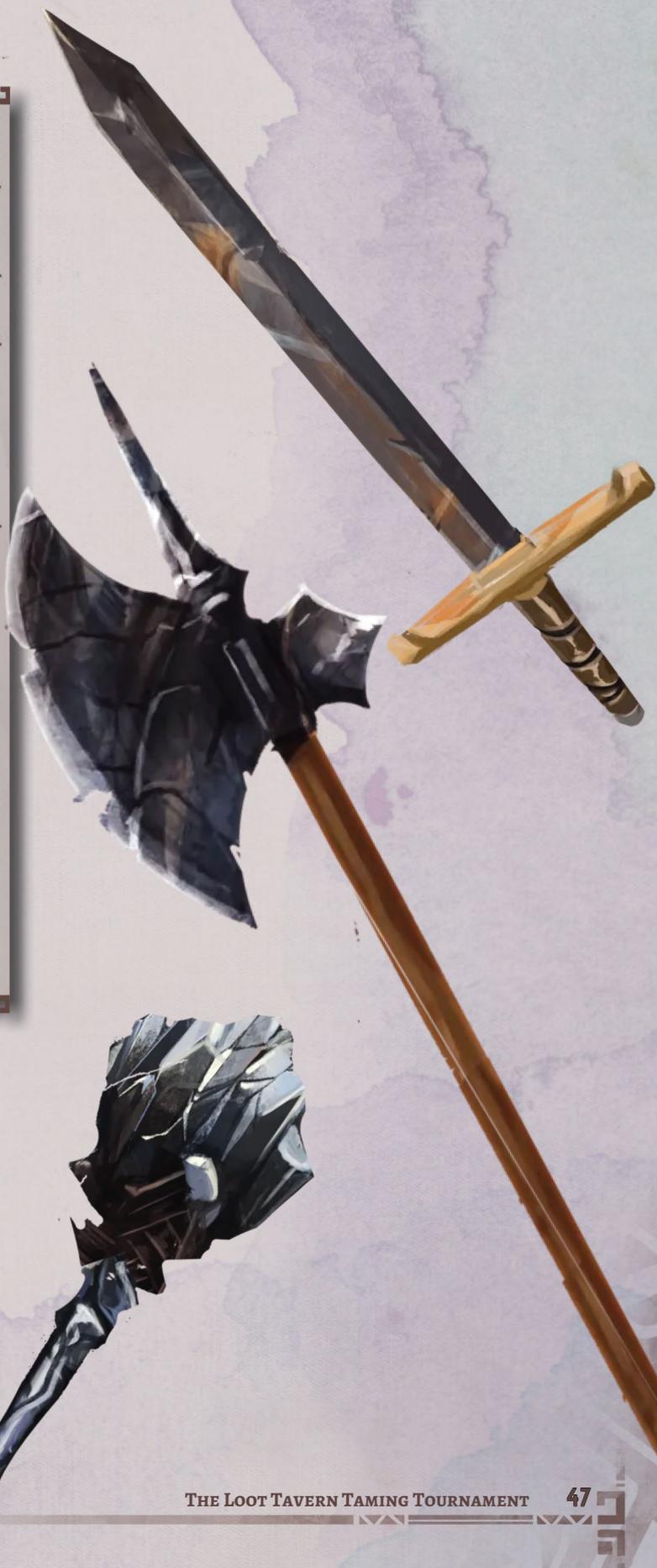
ACTIONS

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

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

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

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



HEXAHEDROOZE

When Dr. Stein left his lab at short notice (following a pitchfork-wielding-mob related event), he left an entire pool of his patent-pending Mut-x exposed to the elements. Things fell into it; those things had brains, and those brains, their memories, and the sum of their intelligence fused with gelatinous cubes into biomatic polyhedroozes.

Empathetic. When a biomatic polyhedrooze forms, it begins absorbing the latent psychic energy of its environs. Creatures with strong psyches that are nearby in either space or time influence the nascent sentience of the polyhedrooze. A long-dead lich might impart its madness and hate into the ooze, whilst a colony of highly-charismatic mice might lend the gooey mass a penchant for cheese.

Reactive Mutations. The true feat of Dr. Stein's research, and a trait that the polyhedroozes embody, is that of extreme biomatic reaction to environmental stimuli. A polyhedrooze that takes damage immediately adapts its morphology to prevent further damage of that type. The larger the polyhedrooze, the more such adaptations it can sustain at any one time.

Size Matters. Bigger polyhedroozes have absorbed more brains and, so, are more clever. A polyhedrooze that reaches a critical mass might decide to split into two, with the idea of sending one of its halves in search of pastures new. Unfortunately, the decrease in intelligence that results from a split means that polyhedroozes can get confused and end up in a cycle of splitting and reforming over and over.

HEXAHEDROOZE

Small Ooze, Unaligned

Armour Class 12 (natural armour)

Hit Points 58 (9d6 + 27)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	17 (+3)	3 (-4)	6 (-2)	1 (-5)

Saving Throws Dex +0, Con +5

Damage Resistances see Reactive Mutations

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to two resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

ACTIONS

Multiattack. The ooze makes two Pseudopod attacks. It can replace one attack with Engulf.

Engulf. The ooze moves up to its speed. While doing so, it can enter Small or smaller creatures' spaces. Whenever the ooze enters a

creature's space, the creature must make a **DC 13 Dexterity saving throw**. On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes **7 (2d6)** acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes **14 (4d6)** acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 13 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 3 (**1d6**) acid damage and the target suffers one of the following random effects (roll a **d6**):

1. The target takes 3 (**1d6**) force damage.
2. The target takes 3 (**1d6**) bludgeoning damage.
3. The target takes 3 (**1d6**) piercing damage.
4. The target takes 3 (**1d6**) slashing damage.
5. The target takes 3 (**1d6**) cold damage.
6. The target takes 3 (**1d6**) fire damage.

LEGENDARY ACTIONS

The ooze can take 1 legendary action, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Attack. The ooze makes one Pseudopod attack.

WEATHERTAX'S TEAM

WEATHERTAX'S COUATLING

Medium Celestial, Lawful Good

Armour Class 17 (natural armour)

Hit Points 58 (9d8 + 18)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Skills Perception +6

Damage Resistances psychic, radiant

Senses darkvision 60 ft., passive Perception 16

Languages understands the languages of its tamer but can't speak, telepathy 30 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +5

Divine Armour. Evil-aligned creatures that target the couatling with an attack or a harmful spell must first make a **DC 16 Wisdom saving throw**. On a failed save, the creature must choose a new target or lose the attack or spell. This trait doesn't protect the couatling from areas of effect, such as the explosion of a *fireball*. If the couatling makes an attack, casts a spell that affects an enemy, or deals damage to another creature, the golden veil fades to mist and this trait is suspended for **1 minute**.

Shielded Mind. The couatling is **immune** to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

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

Constrict. *Melee Spell Attack:* **+8** to hit, reach 5 ft., one creature no more than one size larger than the couatling. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is **grappled (escape DC 16)**. Until this grapple ends, the target is **restrained**, and the couatling can't constrict another target.

Divine Aegis (Recharges after a Short or Long Rest). The couatling casts *protection from evil and good* or *protection from poison*, without requiring material components. These spells end early when the couatling is dismissed.

Goodsense (1/Day). The couatling casts *detect evil and good*, requiring no material components.

Solar Beam (Recharges after a Short or Long Rest). The couatling unleashes a beam of radiant energy from its fanged maw. Each creature in a **5-foot-wide, 60-foot-long line** must make a **DC 16 Dexterity saving throw**, taking 31 (9d6) radiant damage on a failed save, or half as much damage on a successful one.

WEATHERTAX'S KAWAWAPPA

Small Fey, Neutral Good

Armour Class 18 (breastplate, shield)

Hit Points 33 (6d6 + 12)

Speed 30 ft., swim 30 ft.

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

Skills Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +3

Amphibious. The kawawappa can breathe air and water.

Water Bowl. When the kawawappa is knocked **prone**, it must succeed on a **DC 11 Dexterity saving throw** or spill some of the water it keeps in its head, which disorients the kawawappa and gives it **disadvantage** on the next attack roll it makes before the end of its next turn.

ACTIONS

Multiattack. The kawawappa makes two attacks.

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



COUATLING

WEATHERTAX'S MANGORILLA

Medium Monstrosity, Neutral

Armour Class 14 (natural armour)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft.

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

Skills Athletics +7

Senses passive Perception 10

Languages understands Common but can't speak, see Sign Language trait

Challenge 3 (700 XP)

Proficiency Bonus +4

Bond. The mangorilla gains 7 (2d6) temporary hit points whenever it spends a short or long rest within **60 feet** of its tamer.

Demoralised. When a friendly creature that the mangorilla can see is reduced to 0 hit points, the mangorilla must succeed on a **DC 11 Wisdom saving throw** or have **disadvantage** on the first attack roll it makes within the next **minute**. Once the mangorilla has failed this saving throw, this trait is suppressed until it finishes a long rest.

Grappler. The mangorilla can grapple creatures and hold objects using either of its two feet. While one of its feet is occupied, the mangorilla's speed is halved. While both of its feet are occupied, the mangorilla's speed is reduced to **0 feet**. In addition, when a creature provokes an opportunity attack from the mangorilla, the mangorilla can choose to attempt to grapple that creature instead.

Sign Language. The mangorilla is capable of communicating simple ideas and emotions through rudimentary sign language. Other mangorillas can automatically understand it, but all other creatures must succeed on a **DC 11 Wisdom (Insight)** check in order to correctly interpret its gestures.

ACTIONS

Multiattack. The mangorilla makes two attacks. It can replace any number of attacks with an attempt to grapple a creature.

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

Pit Throw. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

BONUS ACTIONS

Fruit Jam. While the mangorilla is grappling two or more creatures, it can use a bonus action to forcefully jam them all together. Each creature must make a **DC 15 Constitution saving throw**, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

KAWAWAPPA



MANGORILLA



ALEKSA DRAGELJEVIC

APPENDIX D - FEATS

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

TAMER ADEPT

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

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

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

- **Barbarian: Anger Issues.** Your companion can use a bonus action to enter a rage as per your Rage class feature. Once it rages, it can't do so again until you finish a long rest. If your Rage class feature is improved by later class features, the companion doesn't benefit from those. When you reach 11th level, your companion regains the ability to rage when you finish a short or long rest.
- **Bard: Natural Performer.** Your companion can give out Bardic Inspiration dice as per your Bardic Inspiration class feature. The die the companion gives is a **d6**. Once the companion has given out a die, it can't do so again until you finish a short or long rest. When you reach 11th level, the size of the die increases to a **d10**, and your companion can give it out twice, regaining all uses when you finish a short or long rest.
- **Bender: Elemental Scion.**** As a bonus action, your companion can infuse its strikes with elemental energy. For **1 minute**, its attacks deal an extra **1d6** damage on a hit, of a type with which you have affinity (your choice when the companion uses this bonus action). Once the companion has used this bonus action, it can't do so again until you finish a short or long rest. When you reach 11th level, this damage is increased to **2d6**. In addition, your companion gains **resistance** to a damage type with which you have affinity (your choice when you reach 11th level or take this feat, whichever happens last).
- **Cleric: Divine Vessel.** Your companion can use a cleric Channel Divinity option from the ones to which you have access. Once it has done so, it can't do so again until you finish a long rest. If a Channel Divinity option is improved by later class features, the companion doesn't benefit from those. When you reach 11th level, your companion regains the ability to use Channel Divinity when you finish a short or long rest.
- **Druid: Alter Shape.** As a bonus action, your companion can undergo a small transformation, gaining your choice of one of the following benefits for **1 hour**: a climbing or swimming speed of **30 feet**, darkvision out to **60 feet**, or a **+2 bonus** to AC. Once your companion has transformed with this feat, it can't do so again until you finish a short or long rest. When you reach 11th level, you can pick from the following additional benefits: a burrowing or flying speed of **15 feet**, blindsight out to **20 feet**, or **resistance** to one of the following damage types: acid, cold, fire, lightning, or poison.
- **Fighter: Indomitable Spirit.** As a bonus action, your companion can regain hit points equal to **1d10** + your proficiency bonus. Once it has done so, it can't do so again until you finish a short or long rest. When you reach 11th level, your companion can reroll a saving throw that it fails. If it does so, it must use the new roll, and it can't do so again until you finish a short or long rest.
- **Monk: Inner Focus.** Your companion has 3 ki points, which it can use for Flurry of Blows, Patient Defense, or Step of the Wind as per your Ki class feature. It regains expended ki points when you finish a short or long rest. When you reach 11th level, your companion gains 1 additional ki point, and it can use its ki points as per your Stunning Strike class feature, but doing so costs 2 points instead of 1.
- **Paladin: Lay on Paws.** Your companion has a pool of healing power with **20** hit points, which it can use as per your Lay on Hands class feature. Its pool replenishes when you finish a long rest. When you reach 11th level, this pool increases to **40** hit points.

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

and can apply Metamagic options you know to the spells it casts, spending sorcery points for them as normal.

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

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

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

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



FAMILIAR - BROPHY

1

GROWTH I

PREREQUISITE: BECOME COMPANION

"Win big..."

3

GREAT UPSET

PREREQUISITE: —

"Snatching victory from the jaws of defeat."

VICTORY LAP

PREREQUISITE: —

"Here's the thing about winning..."

5

GROWTH II

PREREQUISITE: GROWTH I

"...Win bigger..."

MULTIATTACK I

PREREQUISITE: —

"Get out there and give 200%..."

9

FIRST PLACE

PREREQUISITE: —

"There's no place like first place."

VICTORY RUSH

PREREQUISITE: VICTORY LAP

"...it feels GOOD."

13

GROWTH III

PREREQUISITE: GROWTH II

"...Win BIGGEST."

LAST STAND

PREREQUISITE: —

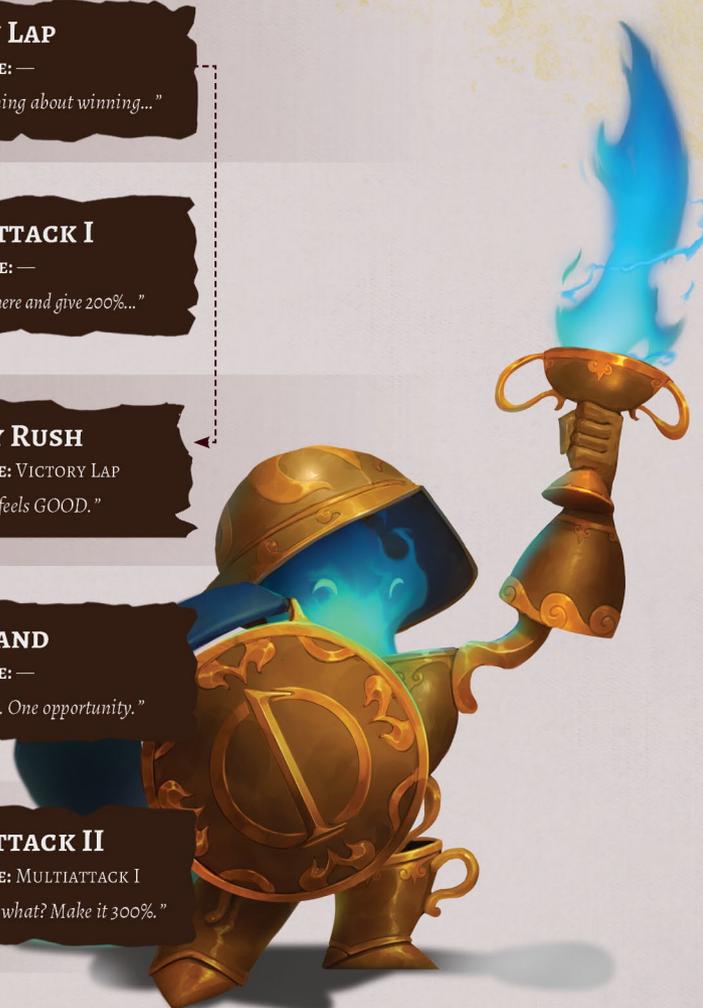
"One shot. One opportunity."

17

MULTIATTACK II

PREREQUISITE: MULTIATTACK I

"...You know what? Make it 300%."



"Thank ze heavens somvon is finally takink ze brophy! I don't sink ze tavern could handle another impromptu decathlon between it und Heliana... Lutecia is still findink shards of table all over ze taproom, und L'Arsène hasn't spoken ein vord about vat happened ven zey broke into his vorkshop..."

— Humperdink, Immensely Relieved

Type: Construct
Creature Component: any golem
Bonus Tamer Improvement: Growth I and +2 Hit Dice

A desperate peasant revolt dethrones a tyrannical despot. A cruel warlord crushes the last of his enemies under his heel. A lone sorcerer overcomes her fears and unlocks the full potential within herself. In the wake of triumphs such as these, a spirit of victory comes into the world, manifested by the raw power of great success. With the right knowledge, these spirits can be found and bound to material shells, creating brophies—lively companions with a singular purpose: to win at everything they do. Brophies are highly competitive and revel in the thrill of victory. For this reason, they seek out tamers they view as especially competent, following righteous heroes and brutal villains with equal fervour.

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

Save DC = 8 + the tamer's proficiency bonus + the brophy's Charisma modifier

MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

GROWTH I

Prerequisite: Become a tamer's companion

Type: Passive (companion)

The brophy's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Trophy Blade attack increases to a **d6**.

GREAT UPSET

Prerequisite: 3rd-level tamer

Type: Active (reaction), Passive (companion)

When the brophy or its tamer rolls a 1 on an ability check, attack roll, or saving throw, the brophy can use its reaction to treat that roll as if it was a 20 instead. After the brophy uses this reaction, it can't do so again until its tamer finishes a long rest.

In addition, the temporary hit points the brophy gains with its Sweet Victory trait increases to 7 (**2d6**).

When the brophy's tamer reaches 9th level in this class, the brophy can use this feature again after its tamer finishes a short or long rest. In addition, the temporary hit points from the Sweet Victory trait increase to 10 (**3d6**).

VICTORY LAP

Prerequisite: 3rd-level tamer

Type: Passive (companion), Active (bonus action)

When the brophy reduces a Small or larger creature to 0 hit points on its turn, it gains the following benefits, which last until the end of the turn:

- Its speed increases by **15 feet**.
- It can use a bonus action to make one Trophy Blade attack.

BROPHY

Tiny Construct, Neutral

Armour Class 15 (natural armour, shield)

Hit Points 4 (1d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	8 (-1)	13 (+1)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 9

Languages understands Common but can't speak

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

Bitter Defeat. Whenever the brophy rolls a 1 on an ability check, attack roll, or saving throw, it takes 3 (**1d6**) psychic damage.

Sweet Victory. Whenever the brophy rolls a 20 on an ability check or saving throw, or scores a critical hit on an attack roll, it gains 3 (**1d6**) temporary hit points, which last for **1 minute**.

ACTIONS

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

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The brophy's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Trophy Blade attack increases to a **d8**.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the brophy can make two attacks.

FIRST PLACE

Prerequisite: 9th-level tamer

Type: Active (bonus action)

As a bonus action, the brophy can bolster itself and its tamer to ensure they occupy their rightful place: first place. On the next round, the brophy's tamer takes their turn at the start of the initiative order, before any other creatures, instead of their normal place in the initiative order.

After the brophy uses this bonus action, it can't do so again until its tamer finishes a short or long rest.

VICTORY RUSH

Prerequisite: 9th-level tamer, Victory Lap

Type: Passive (companion), Active (bonus action, reaction)

The benefits of the brophy's Victory Lap are improved to the following:

- Its speed increases by **30 feet**.
- It can use a bonus action to make one Trophy Blade attack. This attack is made with advantage and scores a critical hit on a roll of **19** or **20**.
- Until the start of its next turn, when a creature it can see targets it with an attack, the brophy can use its reaction to make one Trophy Blade attack against that creature.

WINNING STREAK

Prerequisite: 9th-level tamer

Type: Passive (companion)

When the brophy hits a creature with an attack, each subsequent attack it makes on that turn deals an additional 3 (**1d6**) force damage. The brophy can benefit from this feature multiple times on the same turn.

GROWTH III

Prerequisite: 13th-level tamer, Growth II

Type: Passive (companion)

The brophy's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Trophy Blade attack increases to a **d10**.

LAST STAND

Prerequisite: 13th-level tamer

Type: Active

When a creature reduces the brophy to 0 hit points but doesn't kill it outright, the brophy's tamer can choose for it to drop to **1** hit point instead and grant it **21 (6d6)** temporary hit points. The creature that dealt the triggering damage is then marked until the end of the brophy's next turn. The brophy has **advantage** on attack rolls against the marked creature. When the creature loses its mark, if it has 1 or more hit points, the brophy loses all temporary hit points and is reduced to 0 hit points.

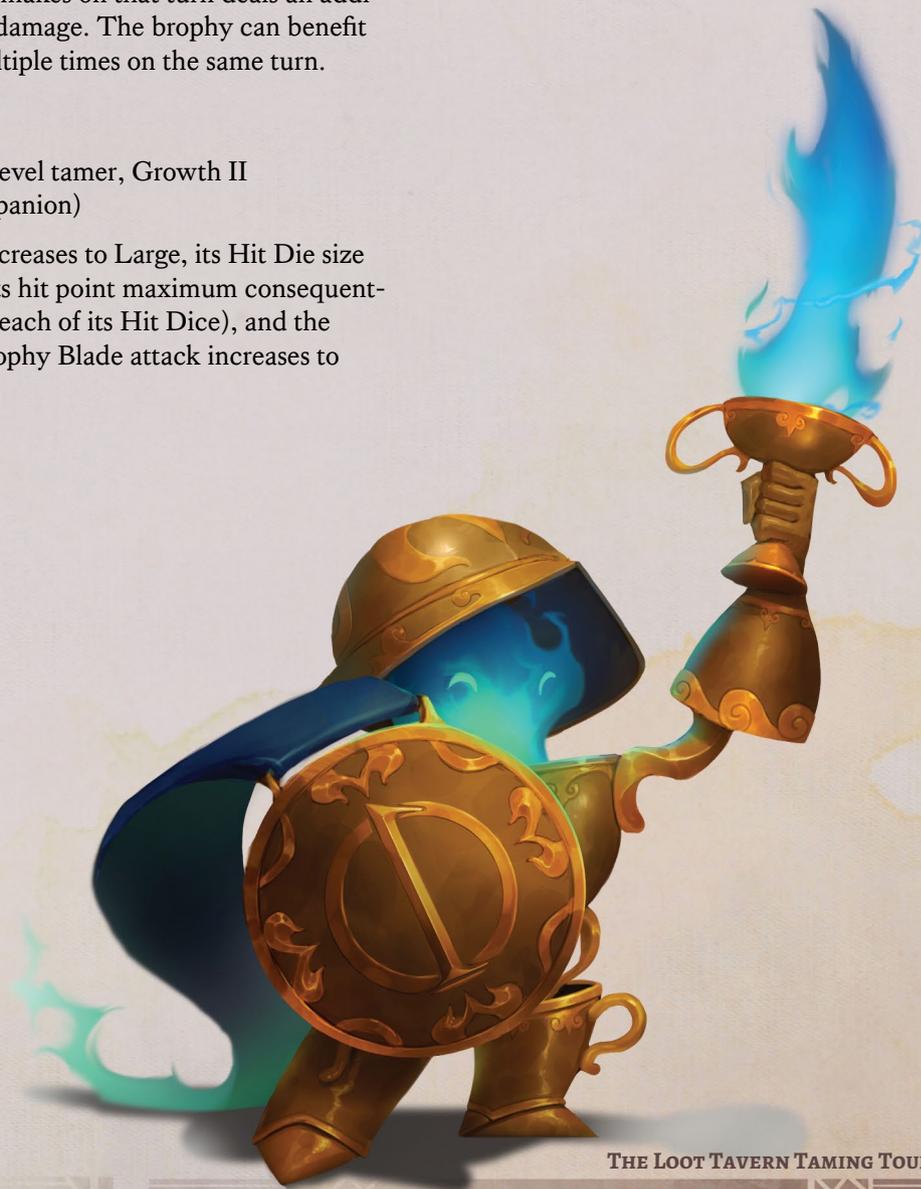
After the brophy's tamer uses this improvement, it can't do so again until it finishes a short or long rest.

MULTIATTACK II

Prerequisite: 17th-level tamer, Multiattack I

Type: Active (action)

As an action, the brophy can make three attacks.



LEGAL

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